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ISSUE 38 JAN 1993
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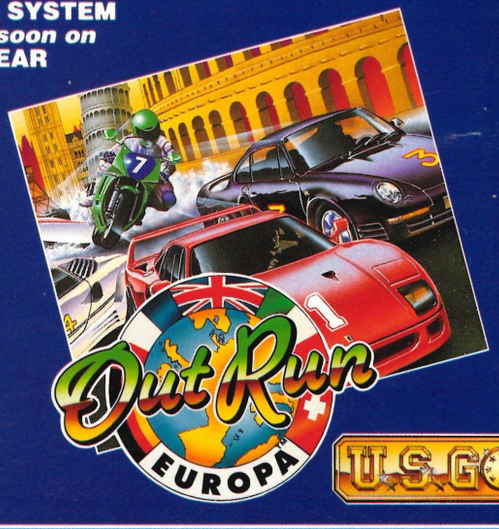

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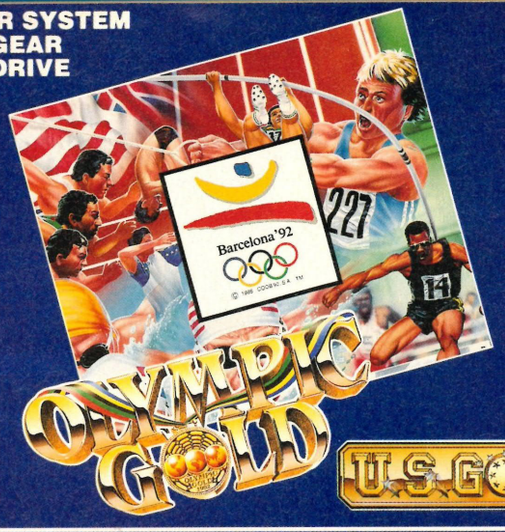

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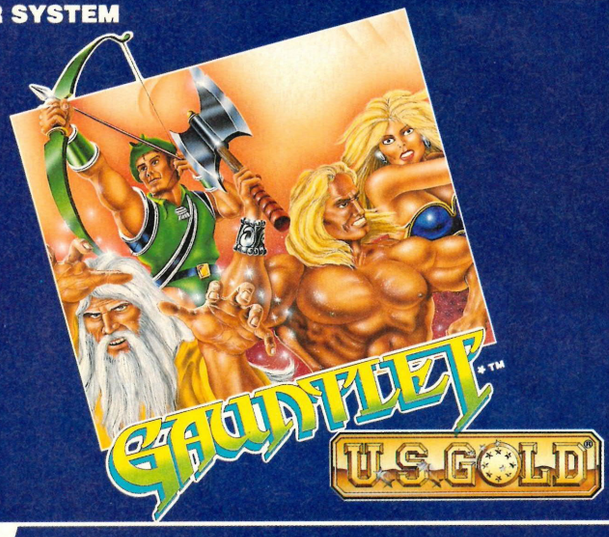

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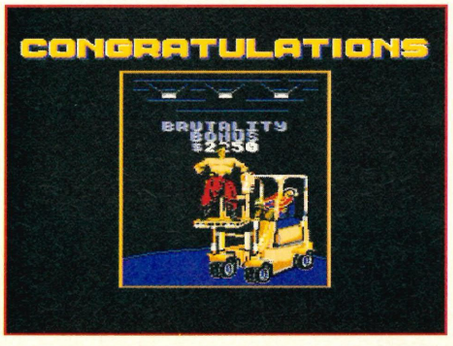

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GOOD NEWS AND SAD NEWS AT *SEGA POWER* THIS MONTH!

ART SUPREMO NICK ASPELL HAS MOVED TO another mag! All the best, Nick, but in the meantime, *Sega Power* has gained another bod – and it's a girlie too! Welcome, Karen Levell, Dan's new assistant. We hope she can calm him down a bit!

Important news for you this month – and it involves Sega's policy when it comes to magazines reviewing new games. Sega have now decided that they will no longer send out copies of Mega Drive titles to magazines *before* the games are in the shops. However, they will let mags review games if they visit Sega's HQ in London.

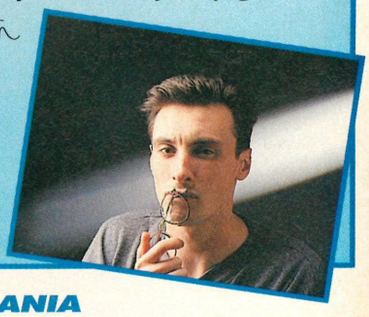
We've told Sega that, in this case, we will no longer review Mega Drive games until they're on the shelves.

This may mean that *Sega Power's* reviews are behind other magazines, but I won't let any reviewer on *Sega Power* write a review unless he (or she) has thoroughly played the game first.

I don't think anyone can review a game properly in just a couple of hours – especially if they've got a handful of Sega employees breathing down their necks. We can't fob you off with slapdash reviews, so until Sega change their policy, you won't see any 16-bit reviews of Sega-produced games in *Sega Power* until the game's already out.

Most software houses don't have this policy because they realise the importance of quality reviews, but who am I to tell Sega what to do? Still, if you do see loads of reviews of Sega-produced Mega Drive games in other magazines, you'll know what the reviewers had to do to get the review – and then you just have to ask yourself whether you can really trust what they're saying.

Andy Smith



■ **Andy Smith: Editor. It's not often that Andy gets worked up, but once he does, he just won't let go! You ask him about Sega's current Mega Drive review policy!**

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The mischievous Taz makes it onto the Game Gear – looks similar to the Master System version too.

70 SHINOBI 2
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One of the most original puzzlers of the last couple of years is now out on the Game Gear. Take a look!

78 STREETS OF RAGE
The Game Gear's finally got its very own classic beat-'em-up, thanks to this conversion from the Mega Drive. All that's missing really is Adam, but the gameplay's still there in abundance. Rush along now, dear readers...

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Sega mag (probably) – this is the one for *real* game-players...

CATHY'S GAME... WHAT IS IT?

24 **WE SHOULD HAVE KNOW this would all get out of hand. Once you get one pop star talking about playing Sega, they all want to get in on the act! Still, it means we can pick and choose who we talk to and the current office fave in the singing babe stakes is the delicious Cathy Dennis. We agreed to let her say a few words about Sega gaming and life in general. (Question is: if you were playing a two-player game of *Road Rash 2* with Cathy, could you be hard enough to knock her off? Dean and Dan both would, but John and Andy reckon she's far too smashing for that kinda thing!)**

74 **LOOK, ALL YOU HAVE to do is put this poster up on your wall and then everyone thinks you lead a similar lifestyle! It's easy! If you had pictures of sheep and hills and clouds, then everyone would think you were really boring, but with fast cars and serious motorbikes, everyone thinks you're a wild "life in the fast lane" kinda guy (or gal, of course). Brilliant!**

WHAT'S IN STORE?

82 **WITH ALL THE HIGH STREET multiples selling hardware 'n' software these days and falling over themselves to turn you into *their* customers, we check out what shops are offering what – and how they're tempting you to spend your money...**

Does so and so have a "play before you pay" facility? What special bundles are on offer in the shop over the road? Find out what they're all doing right here and *now*...

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74 POSTER
When we spend so much time and effort creating such a great looking poster, the very least you lot can do is take the thing out and put it up on your wall! Oh all right, *please*...

80 SUBSCRIPTIONS AND BACK ISSUES
You fill out the form, send us your money and we send you free goodies and the mag every month for the next year!

86 POWER PLAY
Some games are easy and some games are hard. Dean Mortlock can crack 'em all and he's such a blabber mouth he can't resist passing all the info on to you!

108 MAIL ORDER
Whether you're a subscriber or not (if not, why not?), you can still impress your mates by picking up some smart bargains at discount prices. There's something here for every discerning Sega game-player!

110 NEXT MONTH
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120 SMALL ADS
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128 CHARTS
Here are the Official Gallup Charts for all three systems. Plus, of course, those unofficial charts – for "balance."

128 THE HARD LINE
This section is for new readers who want to know about all the older games that are still out there. We've reviewed more than 400 here, so get reading!

141 SCRIBBLINGS
Here's possibly the most interactive part of the mag ever. Yep, it's time to hand over a few of our precious pages to you lot out there so you can tell us what's on your mind. Interesting stuff it is too...

144 THE GALLERY
Amateur artists from around the world show off their talents on these colourful pages. There are no prizes to be won, just plenty of self-pride to be earned...

146 BACK PAGE
Hoorah! We've got the Back Page back, as it were, so now you can find the Fishtastic Question (the last one already!) really easily. Plus! See if you've won something in one of our great competitions. Oh, the thrills!

XMAS CRACKERS!

118 **ALL RIGHT, THIS ONE'S FOR mum and dad... Look, you know little Johnny (or Susan) wants a game for Christmas, but how are you supposed to know your *Sonic's* from your *Decap Attack's?* We spent long hours talking to just about every little Johnny and Susan we could get our hands on to find out what they really, *really,* wished you'd buy them. Pick one of the titles mentioned here and you're onto a winner. Just don't hog the Mega Drive!**

WIN A MOTORBIKE!

26 **SEGA POWER AND ELECTRONIC Arts have got together to bring you the biggest compo this side of winning a 15 mile *Road Rash* race! Yes, folks, if you reckon you're hot on the game, now's your chance to try it out for real (observing all the correct safety procedures, of course) with this brilliant top of the range motorbike!**

POWER WIN! COMPO

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOP

21 **CAPTAIN AGES AND REWOP come face to face with Ninja Tendo himself as this adventure builds towards a terrific climax. Can the Cap'n survive (clue: yes). Read on...**

News

• The latest exclusive news from around the Sega world – right at your fingertips! •

■ Runner-up Tony Eaton (middle left) with a cheque for £4,000, and winner Allan Brett (middle right) with that wild £10,000 top prize!

£10,000 FUTURE WINNER!

THE FUTURE ENTERTAINMENT Show went down with a hell of a bang. Saturday 7 November saw Earls Court packed to the fire exits with one of its largest crowds ever, as tens of thousands of people came to see the ultimate in computer entertainment all under one roof. Several companies were unveiling brand new gear for the first time – *Road Rash 2, Lemmings 2, WWF Wrestling* and *Sonic 2* were all premiered – and the overall response was truly staggering.

But nothing could compare to the look of sheer gobsmackedness that spread across the face of one Allan Brett, the best computer game-player in the country, and on the receiving end of a £10,000 cheque, presented by "Bad Influence!" host Andy Crane.

"I can't take all this in. It's unbelievable" Alan spluttered, fluttering his eyes and swaying precariously. Meanwhile, second placed man Tony Eaton – who was awarded a £4,000 cheque for his pains – was planning to spend his newly-acquired fortune first on a Mega CD, and then on improving the kitchen in his new house.

The prizes couldn't have been won by nicer blokes. *Sega Power* send their congrats to the winners...

HEDGEHOGS WITH ATTITUDE!

■ "Two Clouds Above Nine" is makin' it through all major league record vendors and features remixes by some big-hitting names in the dance world. And while "SuperSonic" isn't making it to the LP, it is available on seven and twelve inch formats right around the country. What next, eh? A Sega recording studio?

AFTER ALL THE blurb, hype 'n', er, club nights, Sega have finally gone the whole hog and released their very own double LP on the Tomato Records label.

Called (stangely enough) "Two Clouds Above Nine" – also the title of a track on the new Dee-Lite LP – the sound is a kinda oddball mix of The Orb (totally spaced out ambient house stuff) cut with some South Central hip hop and straight garage funk.

Featuring cult underground dance acts such as the Scat Project and The Cain, the LP could be one to slip into your Christmas list if groovesome, ambient style with a dash of hard beats is yer thang.

Currently available from good dub record vendors, "Two Clouds Above Nine" is far more specialised than those sickly "Now Dance '92" creations, and will more than likely go perfectly with Sega's very own slipmat and record bag.

The album contains 11 tracks, and the word is that DJs right around the country are being slipped a copy to make sure it gets the airplay it needs. There'll be a series of twelve inchers and remixes taken off the album too. Schmart.

And while we're in this musical frame of mind, you may be interested to know that Sega have marked the recent release of *Sonic 2* with the, yes, "simultaneous" release of HWA in the national charts.

HWA, you ask? Yeah, Hedgehogs With Attitude, my friend...

At this stage, tentatively entitled "SuperSonic," the track is basically a solid rap beat, overlaid with truckload of samples, and with the odd "SuperSonic!" shouty kinda thing thrown in for good measure.

If it sounds dubious, bear in mind that the whole thing's been put together and produced by none other than Jeremy Healey of E-Zee Possé fame.

Responsible for major dance hits with the likes of MC Kinky and Tara Newly, Jez is one guy who knows his way round a 24-track mixing desk.

One thing's for sure – it's got to be better than that abhorrent "MC Mario" that's been filtering across the airwaves recently.

The question remains, of course: can Sonic make it to Number One?

TURBO AIN'T SO FAST...

■ **Nice idea, shame it's over ten years old though. The Turbo Touch from Hornby was kinda doomed before it even got off the ground. Lack of feedback and unresponsive Buttons make a potentially interesting extra a complete lacky...**

THE **TURBO TOUCH JOYPAD** is, according to **Triax,** its manufacturers, "the controller technology of the '90s." Distributed by Hornby – the same people who brought you the Game Genie and, of course, small electric trains – the basic idea here is to dispense with the regular pad, and replace it instead with a pressure-sensitive surface that registers changes in direction merely by the movement of your thumb.

"A technology breakthrough in Video Game Control" boasts the packaging. Hardly, matey. My ZX-81 had exactly the same pressure-sensitive approach back in 1981, and you know what happened to them...

Career through the numerous options screens, desperately trying to make some sense of the control method, and then over-react (or just don't react at all) once you get to the game proper.

We tried it on everything from *Desert Strike* to *Bio Hazard,* and I must say, we weren't impressed.

"You've got to give it at least an hour of play," said Hornby. But why? Why should you, me or anyone else put themselves out to accomodate this new widget – especially when you can get straight down to it with a more "conventional" joypad such as Sonmax's Competition Pro?

The Buttons are chunky (and clunky) – and the turbo Buttons aren't even marked "On" and "Off."

The Turbo Touch Joypad is just all too gimmicky for my liking. The **£20** asking price is also a little unrealistic. True, you can spill your coffee on the pad and it'll survive – it's constructed from tough, good quality plastic, after all – but so what? (And, yes, Hornby, I did use it for well over an hour...)

Still, if you feel it's something you can't live without, give **Hornby** a ring on ☎ **(0843) 225555** for more detailed information.

The final word on the ol' Turbo Touch must, however, go to Dr Robert Grossman, an apparently renowned American physician, who had this to say in the blurb:

"...tired of treating kids for video games related thumb injuries. This product is a blessing for parents and doctors alike. I salute you."

Dear, oh dear, oh dear... Only in America, eh?

MANGA, MANGA!

JAPANESE ANIMATION is here to stay! New-wave cartoon films – like "Akira" – are all set to become the latest craze this Christmas – thanks to the new Manga Video label.

There are currently eight excellent full-length (110 minutes or more) feature cartoons available on VHS tape under the label – all of which borrow concepts from films like "Star Wars," "Apocalypse Now" and "RoboCop."

These cartoons aren't limited by actors and special effects. The visuals really are breathtaking, the plots are all well thought-through, and the action and characters totally believable.

From the extreme violence of "Fist Of the North Star" through to the beauty of "Tombstone Of The Fireflies" and the, er, sexual oddities of "Legend Of The Overfiend," these cartoons are all so well produced, you get wrapped up in them right from the opening credits.

"The people who produce these films are the equivalent of pop stars in Japan" says Andy Freyn, marketing bod at Island Home Video who distribute the films through the UK.

"They were kind of underground a year ago, but now we're looking at a general theatrical release of some of the latest titles."

Any preconceptions you might have about these films being "just for kids" won't last long once you bung one of these muthas into your vid.

For sheer escapism, there's nothing to touch these animated masterpieces – and that's no exaggeration. The *Sega Power* team have all been clamouring to see 'em after John started raving about "Dominion Tank Police" (see our great compo below). And "Akira," the current flagship film of the series, is selling out *everywhere,* it seems.

Currently available from Virgin, HMV, Woolworths and a host of other decent video peeps, the Manga videos are gonna be doing some pretty big business this winter.

■ **Win a selection of some of the finest animated entertainment ever! Don't get the idea that these are kids' stuff though – these films are full-on movies, some in the vein of "Hardware," some in the style of "Mad Max." They're all beautifully produced too**

WIN MANGA VIDEOS!

POWER WIN! COMPO

One film on the Manga Video label particularly impressed us – "Dominion Tank Police." Set in the near future, where hard-nosed cops take no mess and deal out law in their own manner, "Judge Dredd" fashion, "Dominion Tank Police" tells the spectacular story of a new recruit who's got her own ideas about law and order...

Throw in a few sexy assassins, a sprinkling of black humour and a plot that's non-stop action through and through, and you've got a film that keeps you glued to the screen for every single one of its four jam-packed acts.

In fact, the film blew us away so badly that we've got five boxed sets of this classic Manga Video film to give away to you lucky people.

That's two videos each, covering the Tank Police's first encounters with Buaku's gang, through to the explosive finale set deep in the poisoned city centre. Exciting stuff!

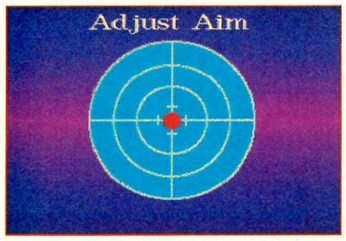
If you want to win the ultimate in Christmas videos, just tell us the answer to this dead easy question below:

● **Which city is the story of "Akira" set in?**

Get your answers down on a postcard, cereal packet (or on a small passing child if you prefer), and send it off to: **Manga, Manga, Manga Compo! *Sega Power,* Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.**

Make sure your entries don't arrive any later than **Sunday 10 January 1993.** The first five correct entries pulled from the illustrious *Sega Power* broom cupboard will each win the videos. Simple, eh?

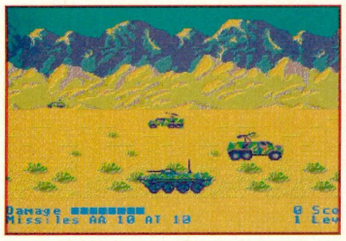
THE MENACER HAS LANDED!



■ **The Adjust Aim screen gives you the chance to properly zero your sights in, using the gun sight or screen crosshairs**

SEGA'S LATEST ADDITION TO the 16-bit – the Menacer Light Gun – has at long last arrived. Rumours about the new device have been circulating for quite a while now, so we were getting just a bit sceptical as to when (if ever) it was actually going to arrive...

Okay, it's here – but is it any cop? Light Guns have got an amazingly crap record in terms of long-term ownership and lasting playability (behold the decline of the Light Phaser and both



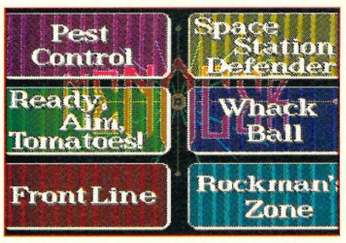
■ **This is *Front Line*, and it too is a load of crap. Badly-drawn sprites bumble in from the left and right – and that's it**

Nintendo's Light Pistol and Super Scope), so Sega obviously reckon that their new plastic fantastic is a cut above the rest.

One thing's for sure – fiddlers will love it. There's a detachable stock, two scopes and four Buttons all included. The pistol-grip body is comfortable and accurate too.

The Menacer comes with a six-game package, and (surprise) they're all completely dull and useless.

Most of the games have an options screen which enables you to zero the

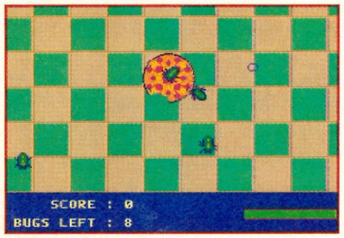


■ **The intro screen gives you the chance to select any one of six "games." My advice? Don't bother – get *T2* instead**

sights in on the Gun, but then it's straight into the scrolling action.

Frontline, Rockman's Zone and *Space Station Defender* are so graphically appalling and tacky that it's all too reminiscent of the multi-play cart that used to come with the Master System's Light Phaser.

Whack Ball is a glorified *Breakout*, and *Pest Control* is excruciatingly boring. That leaves the *Toejam And Earl* game, which has you lobbing toma-



■ **Defend your deep pan pizza (?) from the onslaught of insects in *Pest Control*. Great fun for about 180 seconds, oh yes**

toes at characters from the original title. The animation, great speech and charisma's all there. It's just the gameplay that's missing...

TRY IT OUT!

Crikey. So is the Menacer a complete waste of time then? Fortunately, no. It's just that Sega have seen fit to release it with a dire collection of demonstration games.

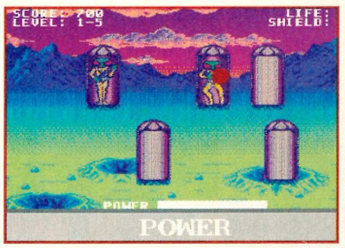
Once you play it on a real game, the reason for the Menacer's existence comes right atcha. *Terminator*

■ ***Rockman's Zone* has you (ta-da!) scrolling across to the right, shooting at the figures in doorways. It's a nightmare**

2's the name (see our review on page 48) and with the new Light Gun it's an absolute blast. We thought it might be. The gun just adds that extra layer of arcade slickness to an already impressive title.

The lag you got with the joypad is straight out the window. The response is nearly as quick as you can move your hand, and the torrent of hot lead death immensely satisfying.

We ended up removing all the sights, stocks and additional gubbins,



■ ***Space Station Defender* makes *Space Gun* on the Master System look like pure arcade brilliance. Guess what? It's crap**

and just went on blatting away from the hip. It really works best this way only sad techno buffs and weekend warriors would play with all the impractical stuff attached.

It's heartening to see that Sega have included all the extras – they could have stung you £20 for each add-on, after all – and the Gun design is sleek and sexy. It's well-constructed too. Six AAA batteries slip in from behind – and they're reputed to provide 20 hours' worth of continual play.

WORTH IT?

All up then, worth getting if you're prepared to splash out on the decent software to support it.

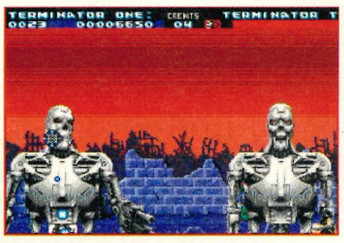
The games you get with it are completely laughable and'll last about an afternoon, although they do demonstrate the Menacer's accuracy (very good) and speed of response (also very good).

With *Terminator 2* out now, it sort of makes sense, but it'll be interesting to see what Sega bring out next.

Space Gun is the only game for the Master System Light Phaser that's come out in ages – check out our review on page 54. Will the Menacer be treated in the same way?

From what we've played, it doesn't deserve to be, but any widget like this is only going to be as good as the games that go with it.

The Menacer is available from any decent gaming shoppe, and'll set you back **£59.99** on its tod, or **£149.99** if you buy it in a Mega Drive bundle. Go for the latter. It's a complete bargain.



■ **Now this is more like it. *Terminator 2* shows what the Menacer is really capable of. Just thank God for Acclaim, I say**

SNIPPETS

JUST BACK FROM THE PRINTERS in time for Christmas are Sega's very own advent calendars, with (big surprise here) Sonic lurking behind the window on the December 24 door.

The original plan was to have a tasty morsel behind each window, but the production plans became so complex (er, they all got eaten before they came off the line?), that Sega had to abandon the idea before it even got off the ground.

Instead, the 24 doors will each have a Sega character waiting behind them, starting with the more insignificant fellows, but then building up to a crescendo of gaming superstars.

"There's absolutely no appearance made by Jesus" confirmed Liz Ramsey, a Sega spokesperson. Yes, quite...

AFTER PRESSURE FROM KIDS and dissatisfied parents in Japan, Sega are all set to release a word processor targetted specifically at the high-tech young 'uns.

Apparently, parents over there are very worried that their children are growing up knowing little more than how to press up, down, left, right, Button A and Start together on their joypads.

So now there's nothing your average 7-12 year old Japanese kid desires more than his or her very own laptop computer, fax machine or electronic diaries...

Brought up on a diet of microchips, things are all getting a little ridiculous in the Land Of The Rising Sun.

Still, rest assured that the word processor – called the Kan Tan – is definitely not coming to the UK.

QUICK POLL TIME AGAIN – and the *Sega Power* team are *still* lying around their desks recovering from the weekend that was the Future Entertainment Show...

- **Captain Compere, Andy Smith: "Giving away £10,000 to a complete stranger, and meeting a cheery section of readers who bought me several drinks."**
- **Dean Mortlock: "The bar. Er, and the Electronic Arts stand. Spent hours in there and beat everyone at *E.A. Hockey*. And what did Jim Duggan do with that piece of wood, eh?"**
- **John Cantlie: "Talking to my fave Bond girl and slapping thighs with me old mate Julian Pit-Fighter on the Domark stand. It was my birthday on Saturday, so I can't remember much, except that Labbat's Formula One simulator. Bleeurch!"**
- **Maryanne Booth: "Seeing Andy performing live on-stage. He looked so cuddly up there. I got myself a free T-Shirt as well. Going home, that was good too..."**
- **Dan Goodleff: "Meeting my fans. They were ever so understanding (er, even though some threatened to kill me...)."**
- **Jason McEvoy: "Forgetting about the whole darn thing and going to Weymouth instead." *(Nice one, Jason – Andy)***
- **Karen Levell: "I loved all of it!"**

SNIPPETS

LATEST GOSSIP FROM THE EURO offices of Sega is that there *is* a very early copy of *Street Fighter 2* hanging around. Rumour has it that the game is less colourful but quicker than the SNES original.

***Street Fighter 2* will eventually, however, be released on the Master System and the Game Gear sometime between January and March of next year.**

A game like *Street Fighter 2* lives or dies on its gameplay, so we can only hope that Sega's programmers are making the most of the 16-bit's capabilities.

One thing's for sure: If the Sega version of *Street Fighter 2* plays any worse than the Nintendo version, then the white lunchbox brigade will have an advertising field day. There's our programming pride lying at stake on this particular title...

SEGA ARE MOVING HOUSE. UP until now they've been living and working in the incredibly trendy Notting Hill Gate area of London, but since they've been growing quicker than a marrow in a silage bed, they're now on the move just down the road to South Kensington, which isn't very trendy, but is incredibly posh.

Their new BCCI buldings are all glass and mirrors. "They'll give us a clean, corporate home," quoth a Sega marketing bod. Such is life in the fast lane.

THE LATEST NEWS FROM THOSE bods at Domark is that *James Bond (Sega Power* 37: 76%) is gonna be slightly amended. After an unenthusiastic press response (that's us, that is), the company have added a fifth level to the game which now has you battling against Jaws (again) to reach your goal. They've also added a few continues (among the other power-ups).

The first change has got to be good news, but the second? The reason the game was criticised in the first place was because it was too easy, so it seems like a step in the wrong direction to us.

Meanwhile, *MiG 29* is nearing completion, with review copies becoming available even as you read this.

The race is now on with flight sim pros Microprose to see who can get their flighter on the shelves first.

With their *F-16* looking good at the Future Show, it should be an interesting, if somewhat satanic, conflict.

CONTRARY TO A NUMBER OF rumours, Sega are not releasing a *Sonic* and *Sonic 2* bundle in time for the Christmas rush. "Definitely not for at least 12 months" stated Sega supremo Nick Alexander.

And it seems like Sega haven't opted for the "bundle it with the hardware" option yet either. Owners of the original aren't very likely to rush out and spend twice the money for *Sonic 2* now, are they? Then again, this is Sega...

PLEASE EXTINGUISH ALL CIGARETTES!

AS FROM SATURDAY 14 November, there'll be a huge blimp hanging in the skies above London... No, this isn't some prophecy of doom, but another of Sega's crafty *Sonic The Hedgehog 2* marketing ploys...

The airship stunt is a tie-in with long term Sega friends Capital Radio – you'll see their logo on one side and an enormous picture of Sonic and Miles 'Tails' Prower on the other.

Of course, from the gondola itself, David Jensen (locked safely away from the earth's surface – keep 'im there, eh, readers?) is broadcasting live to over eight million Londoners about the joys of *Sonic 2* ownership.

He'll even find time to play the odd record every now and again.

Sega are running a series of competitions in conjunction with Capital, before using the blimp to carry the *Sonic 2* message across the nation – from the humble homes of frustrated housewives in Plymouth all the way up to those *Sonic 2*-starved crofters in Skegness.

Capital Radio (who have been mentioning Sega every day in the run-up to *Sonic 2*'s release) are providing info for times and places, so there's really no excuse for missing it. Keep your eyes peeled and tune in to your local FM station.

They'll be playing the new *Sonic 2* twelve inch for sure, and there's also the chance to win T-Shirts, copies of the game and endless goodies if you're in the right place at the right time. And what with an 11 million pound deal now signed and sealed on the football front, it would seem that the marketing war against Nintendo is turning into a complete rout. Go get 'em, boys! We're right behind you!

Due to a technical fault, the earlier model of the *Sonic 2* blimp was unable to make it out of the car park at Slough. No-one was injured, although there were several reported cases of bruised egos. The second model is understood to be "slightly more reliable, mate..." Watch the skies, everywhere. Watch the skies!

A NIGHT ON THE TOWN!

Being the best Sega mag in the nation isn't all work, you know. When they're not writing, reporting and collating, there's nothing Andy and John like more than to git down with some serious company. It's like a scene out of "Twin Peaks.."

SO THERE THEY WERE, ANDY and ol' John, stooging down Ladbroke Grove minding their own business when, all of a sudden, two beautiful women leapt on 'em in an ardent frenzy... Yes, folks, it seems being recognised in the streets by fans *isn't* always a problem.

Ahem, my imagination's running riot. Actually, these two girls were their new girlfriends. Damn, damn. Telling huge lies again *(This is getting more complicated by the minute – Andy).*

Okay, they'd never met either of 'em before, but you'll probably have seen these self same girls floating round the Domark stand at the Future Entertainment Show.

Their names? Oh, okay, Ruth and Sarah...

Domark called us about a month before the Show, asking if we would come and judge a number of "potential" Bond babes for them. Anyway, we came, we saw and we judged – and these were the two who we deemed the sassiest and grooviest by far.

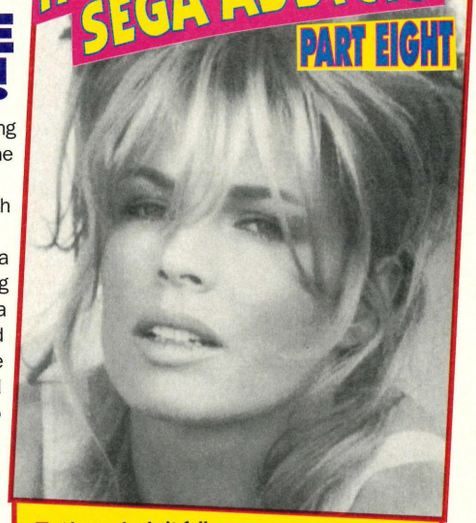
"I seem to attract all the weirdoes" muttered Ruth, who after four days of being poked, prodded and examined was a crack hand at dry one-liners.

"We were sharing the stand with the Masked Warrior from *Pit-Fighter,* and I'd just say 'Oh, he's my boyfriend.' And these kids, you know – they'd just *run!"*

The odd thing is, Andy and John disappeared soon afterwards too. It's a funny world...

SEGA POWER

FAMOUS SEGA ADDICTS PART EIGHT



Ah yes. I admit full responsibility for this one. I spent hours *(You did? – Andy)* searching for a group shot of Was Not Was, but in the end all I could find was this old well-used photo of Kim Basinger. And yes, there is a connection there somewhere...

Was Not Was, who are still getting over their huge hit "Shake Your Head," aren't just renowned for their musical abilities... They're also eager three-times-a-day Sega addicts – especially when it comes to *Sonic 2* on the 16-bit. Highest score so far? "Hey, man. We're still getting there, you know..."

THERE'LL COME A DAY WHEN YOU'V

GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.

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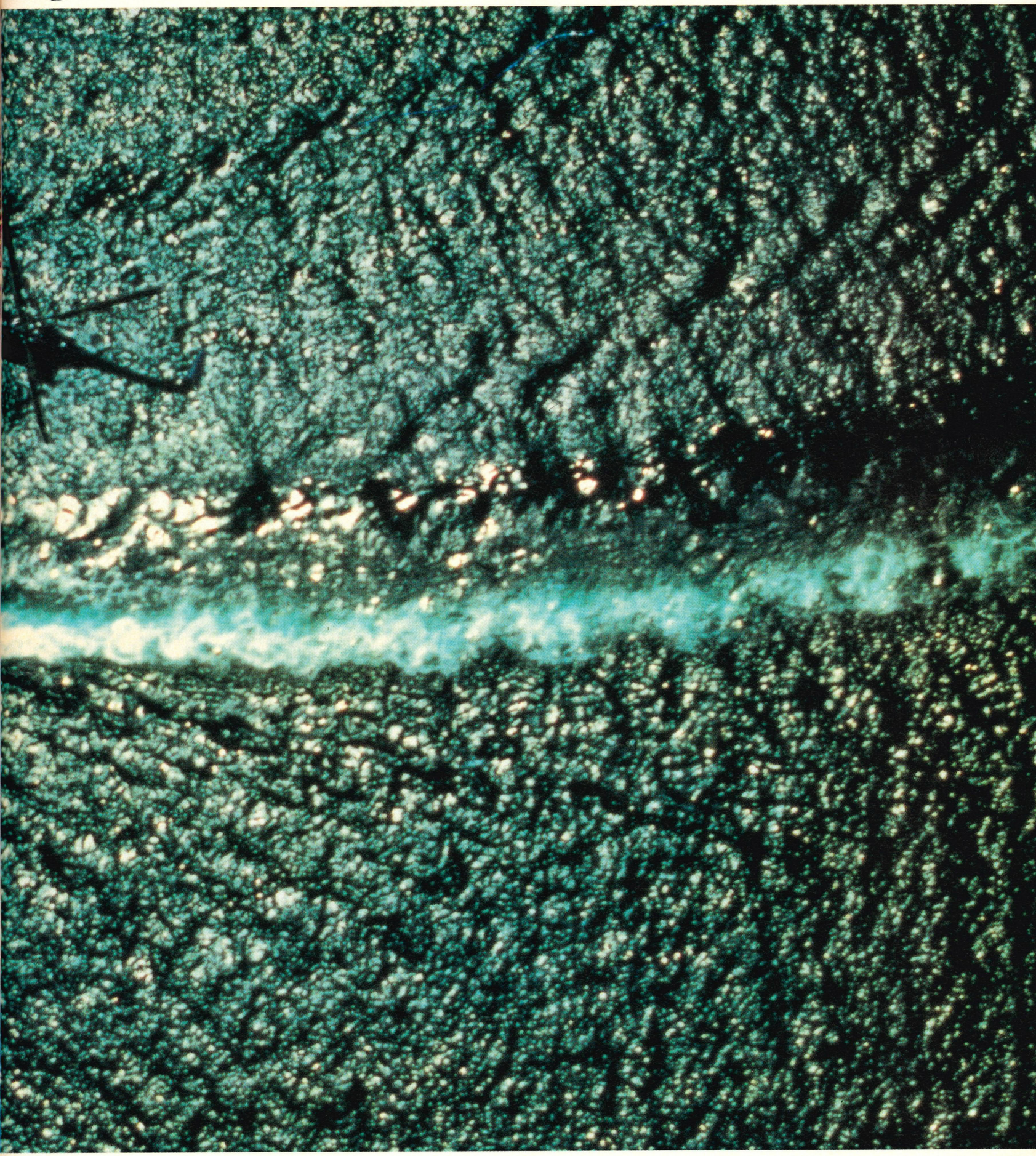

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THE SHAPE OF THINGS TO COME

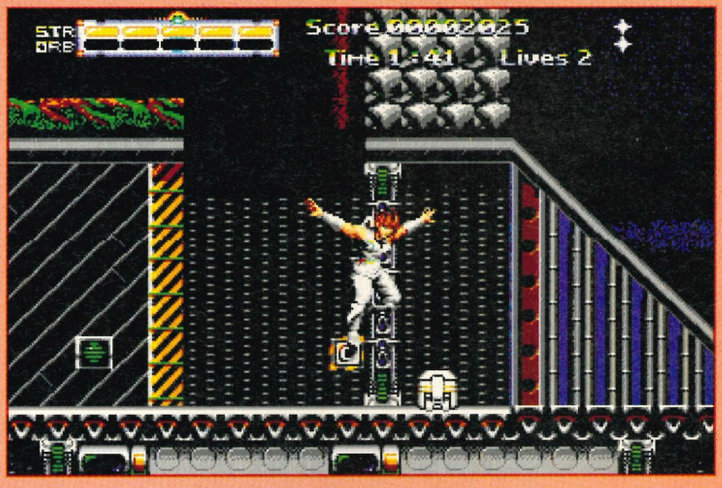
With more games than a bumper '70s compendium set, this month's peek behind the curtains is more exciting than ever!

US GOLD WITH THE GAME OF THE FUTURE?

■ What a rubbish intro screen! There's no number "2" anywhere, one of the R's is the wrong way round and it has absolutely nothing to do with the game. Weird, eh?

THE BRUMMIE TEAM HAVE been hard at work, beavering away to get stuff out for Spring '93, and one game in particular has been causing some rumblings in the software world. It's called *Flash Back*, it's going to be huge, and it's fully previewed here with some of the wildest animation sprites you've yet to see on a Mega Drive platformer. And

■ Here's Strider, ready to stride into the the face of danger and strike in the stridely fashion his father taught him. I suppose his race could have been called the "Amblers"



■ Wow, what acrobatics! If only there were more than five animation frames in each manoeuvre. *Strider 2* is jerky and frumpy, but never mind, there's a fair old game inside

Then there's *Strider 2*, which is more of the same...

STRIDER 2

"No limits, no mercy and no surrender," blurbs the *Strider 2* press release. I was never a great fan of the original (*Sega Power* 19: 95%) – all that chunky, clunky animation just wasn't my thing – and, unfortunately, the sequel is no different.

But it takes more than just animation or gameplay to make a game, and *Strider 2* looks like offering more than enough over the original to make it a reasonable player in the platform stakes.

As before, you're the lone Strider Hirju, up against the evil Grand Master and his plans for world domination (how about something different, eh, US Gold?).

There are five huge scenarios for you to whap your way through, and, as always, you must use a combination of your acrobatic skills and quick reflexes to do away with the hordes of robotic menaces that come at you from every angle.

This time you're also armed with plenty of trusty old shurikens – hardly original, since they've been in everything from *Shinobi* to *Pit-Fighter* – and the clock is ticking down as you swing, run and crawl your way ever onwards.

The animation is, well, "different" (read: crap), but the gameplay and graphics are all present and correct.

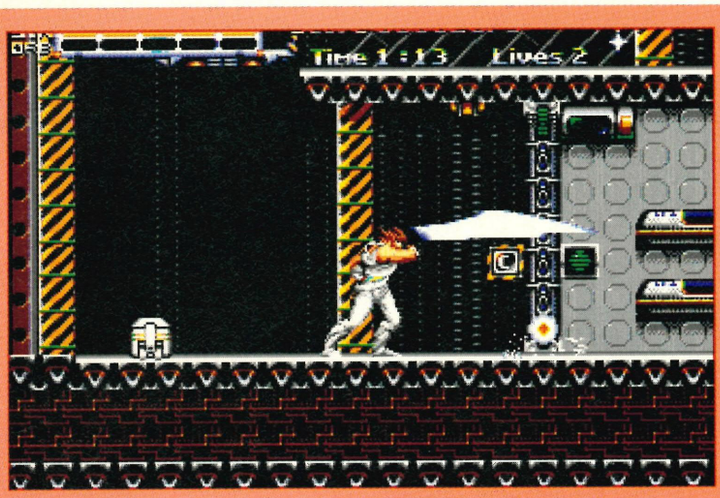
If it's frantic non-stop action you're after, *Strider* never was your man. The whole thing was just too "blobby". However, the size and challenge of this new mission should make up a fair amount of the deficit inherited from its forerunner.

■ **Out in December at £39.99**

FLASH BACK

Heralded as a *Sonic 2* beater, *Flash Back* has got a long, hard life ahead of it. Programmed by Delphine, the same people who brought you the wonderful *Another World* on the PC (soon to be released on the Mega Drive), the game combines the amazing animation of that title with the action and sheer gameplay you'd expect in a full-on platformer.

You are Conrad B Hart, a nuclear research scientist who's just found out that certain individuals – namely high ranking military and political types – aren't all they seem to be. The sordid truth being, in fact, that these top



■ Your amazing plasma sword in full thrust. This time out, you've also got a bagful of shurikens to flip at the wrong people at the right time. Results in a satisfying "splott!"

■ Here he is, doing what he does best. The background graphics and colour are all very nice, but what is it about forests and platform games? I mean, everyone's doing it...

■ Occasionally, the display zooms in on your character as he's peering through the undergrowth and trying to figure out just what the hell he can do next

■ Fresh from the underground, Conrad considers his brain and the enormity of life. Mind you, life would be pretty enormous if you'd just had your memory erased

bods are extra-terrestrials! Yep, apparently, they've been infiltrating Earth in an effort to bring the world to its knees. Spooky, eh?

Anyway, Conrad's discovery doesn't do him a world of good. He's immediately kidnapped, has his memory erased, and then finds himself waking up on some foreign planet. And not just any other planet, you understand. I mean, this guy is, like, in *another galaxy.* Wooah!

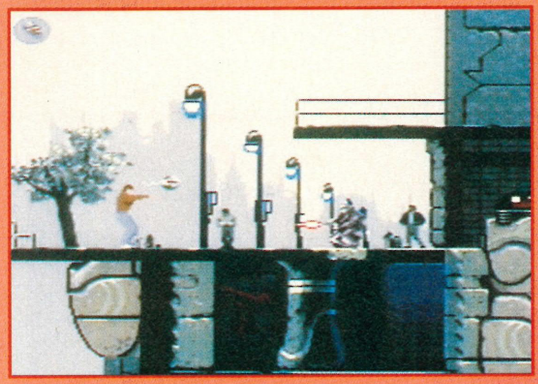
Naturally, being a mean, hard trooper who eats napalm for breakfast, Conrad isn't phased at all, and proceeds to scoot around this new hostile environment in an effort to learn just what the hell is going on.

There are five full levels to make your way through, and the instructions are good 'n' sparse, leaving you to figure things out for yourself.

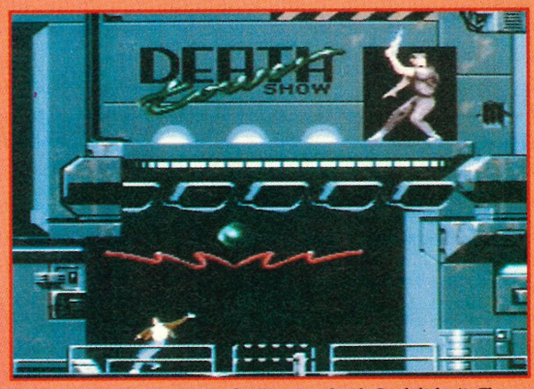
It's sort of a cross between *Another World, Prince Of Persia* and "The Krypton Factor", and the brain-engaging bit is something we're particularly hyper about. With full character interaction, close-up screens and 24 frames of animation a second, there's a truckload of special touches in *Flash Back* that could make it the biggest new seller of 1993.

There's no price confirmed as yet, but you can bet that this sort of quality won't come cheaply. Definitely one worth waiting for.

■ **Out in Spring '93 (no price as yet)**

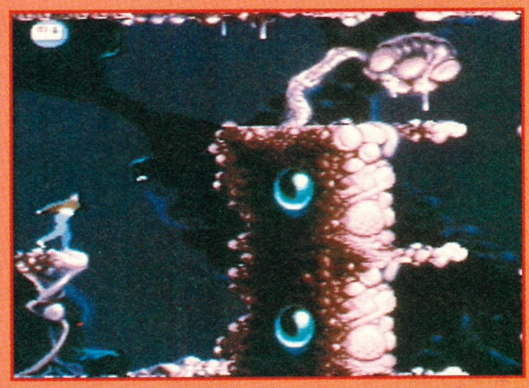


■ Enter the city and the guardians make straight for you. It's very important to establish contact with the right people, otherwise you won't live very long – it's a jungle out there, you know



■ It's *Smash TV* all over again. Except, thank God, it isn't. The number of tricky situations you find yourself in is matched only by the size of the challenge. This is real adventuring!

■ This is where you kick off, deep in the Titan jungle. The trick is to find all the power-ups and weapons before you progress deeper into the planet. It's best to be prepared in this game...



■ Later on in the game you come across these machine-gun toting sentenoids. Not a very nice bunch, I'm afraid. A healthy lobbing of grenades has the desired effect, I think you'll find...

ELECTRONIC ARTS: POWER STRUGGLES AND AN ELEPHANT (QUITE...)

ELECTRONIC ARTS

■ **Very cartoony and sweet, but the schmaltz never gets too much and the gameplay's almost perfect. One for the younger player possibly, but Rolo's a good 'un for all ages**

READ THE DEFINITIVE *SEGA Power* review of *Road Rash 2* starting on page 30 yet? Seems that E.A. are a source of never-ending good titles (Well, okay, apart from the odd turkey...).

Check out their latest offerings below to get an idea of what you could be playing in the New Year...

ROLO TO THE RESCUE

Hey, hey! It's Dumbo with a different name. There are elements of *Sonic 2*, *Strider* and *Phantasy Star 3* in this huge platform game, which has you jumping, squashing and squirting your way through 80 levels and five worlds in an effort to rescue your mother from the evil McSmiley Twins and their incredible performing circus.

Rolo is a small 'n' cuddly elephant with a load of different (and entertaining) actions and expressions on hand. But don't imagine the game disappears under a sickly coating of saccharine... Rolo can jump on the heads of guards to grab keys (looking remarkably similar to Ebeneezer Goode from The Shamen as he goes), inhale helium to inflate himself and float into the air like an oversized whoopee cushion (wahay!) – even ride in coal carts (as is all the rage these days).

But you don't just control the elephant. Oh no. There's also a host of small, furry creatures who are at your disposal too – from rabbits that leap high into the air to moles that burrow deep underground.

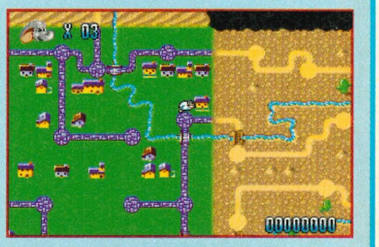
You must use the creatures' unique "talents" to bosh your way through each world – through forests, the desert, the moon... and beyond.

It's all about teamwork, and no other platformer we've seen makes so much use of this option.

Rolo To The Rescue looks set to add another dimension to the platformer genre. At a time when they're all stuck in a rut, that could be just the thing for the post-Christmas blues.

■ **Out in January at £39.99**

■ **Picking up friends along the way is the way to do it – useful in a crisis. These beavers, for example, can float with their water wings and reach those hoovers**



■ **The playing area in *Rolo* is massive, with no less than five worlds and 80 levels for you to groove on through. You will be able to use the stork to flap around the screen and find out exactly what's ahead**

■ **There's some luvverly (and colourful) parallax scrolling as Rolo does his bit and gives Ebeneezer Goode something to remember. A child he might be, but that's still a damn elephant landing on his head**

POWERMONGER

Vectordean, the team who brought you *Populous*, are just putting the finishing touches to a new "total power and crushingly defeatest" warlord game, this time with a little speech synthesis and totally impressive scrolly bits.

As the *PowerMonger*, it's your job to build up your armies, your kingdom, and to eventually conquer the massive – and I do mean *massive* – world in which you reside. Okay, so the plot's nothing new to the likes of you and me, and the control icons are all pretty much standard God-sim fare, but the sheer size of the gameworld, and the way you can examine every contour and curve in minute detail, is certainly something new.

The inhabitants of this kingdom are all doing their own thing too: milling around, building boats, having parties, eating sheep – and all of it is fully animated and soundtracked.

Then there's the torrential rain and snow that comes thudding down to make your life harder. And don't forget the croaking of frogs and other marsh life noises which capture that "straight outta the jungle" feel.

It's all very moody and atmospheric in a way that *Populous* never was, and the control method means you can come across either aggressively or passively.

In other words, you can just kill everyone in sight or take it easy and go for the recruiting angle.

As you slice and gut your way through the kingdom – of course, as with politics, it's not quite as simple as that (ahem) – you can pick up and train other *PowerMongers*, who are only too willing to work for you once you've subjected them to a fair dose of physical pain.

And that means there can be anything up to four of you sitting around, dishing out death as you go.

PowerMonger is definitely going to be a game for strategy heads – and it's so huge you won't be finishing it too quickly either, so you should be able to get your money's worth.

■ **Out in December at £39.99**

■ **"There was this man,see, and he used to live in this dark damp cave under a bridge. One day..." "Boss!" "Yeah?" "Shut up, will you? We haven't slept since Tuesday."**

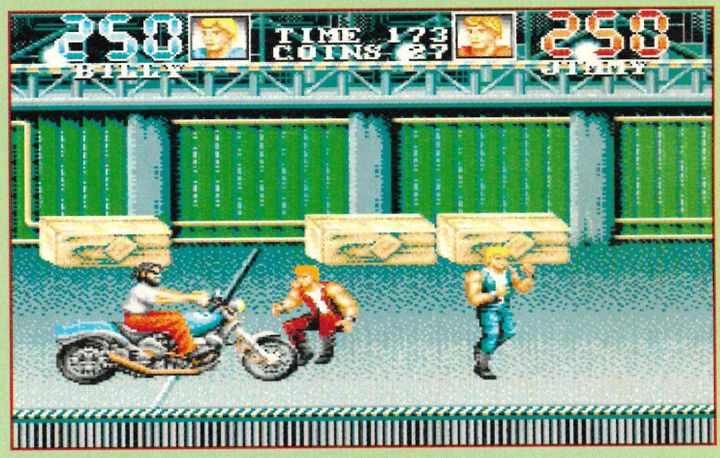
■ **Cuthbert and Calvin settling down to a fine afternoon's peasant stomping in *PowerMonger*. The territory under dispute is on the map in front of them**

ACCLAIM RISK A THIRD INSTALMENT OF (GULP) DOUBLE DRAGON!

■ A fateful sign. Except, hold your horses! It's not that bad... not bad at all. The fight sequences are well-programmed and the animation is pretty smooth (for a puncher)

■ You can drop in to the hardware shop to buy stuff like knives and bokken sticks. But there'll be a gang waiting for you when you leave, so cutlasses at the ready, boys

Acclaim entertainment, inc.



■ End of the level, and here's the first boss effort you'll come across. Use flying kicks for this sort of thing and you'll soon dislodge him. Or run away, to fight another day

WE DON'T DO much stuff on preview for Acclaim – they have a strange software policy (it's now been copied by Sega, strangely enough) which means that the first time we get to see their games is when they come in on import.

Fortunately, they've got themselves a new and switched-on PR company, so with their help, here's a quick sneaky at Acclaim's latest project.

DOUBLE DRAGON 3

Seven months after the now infamous *Double Dragon* (*Sega Power* 31: 13% – the lowest rated Mega Drive game of all time) hit the shelves, Acclaim are taking the rather dubious step of releasing *Double Dragon 3* (whatever happened to number two?) on the 16-bit. Featuring the amazing performing Dragon twins, Billy and Calvin, there are eight long levels to high-kick, punch and spin your way through before you can rescue your (ubiquitous) girlfriend.

And you know what? As beat-'em-ups go, it looks pretty damn good. Whether it's another *Streets Of Rage* or not is open to debate – we didn't get to play it long enough – but the animation and fight sequences are handled very professionally, and there are enough power-ups and added extras to keep the fiddlers among you perfectly happy.

As you might expect, there's the option to fight by yourself or with a friend. You can also change the game's difficulty, speed and sound effects. The number of fight moves is pretty well sorted – not so many that they become a headache, not so few that they become too dull and samey. The varying strengths of your opponents keep you well on your toes too. Some of the collision detection routines seemed a little iffy, and picking items up was perhaps more tricky than it should have been.

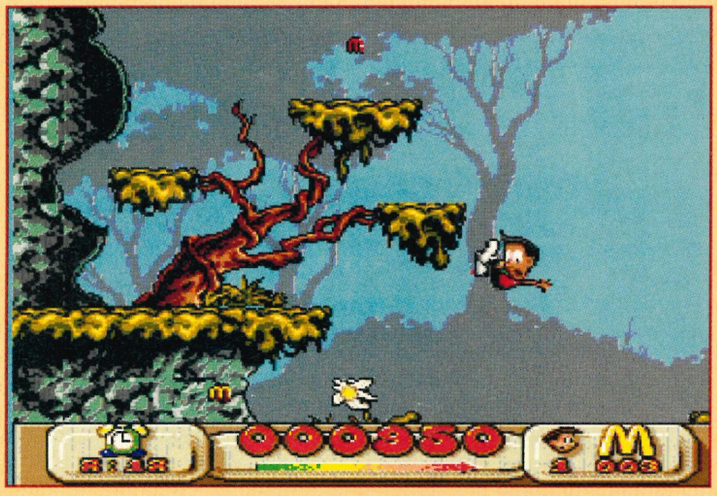
Andy and I played it through for about 20 minutes, and although neither of us are beat-'em-up devotees, *Double Dragon 3* still held our attention (which for us is saying something). One of the strangest touches was the way in which you get older, fatter and slower the more hits you take. In the end, we ended up with me prancing around like a frisky mountain goat, and Andy hobbling along like a bag of stinky kippers. Hmm, and I'm not even going to say the obvious thing there...

■ **Out in December at £39.99**

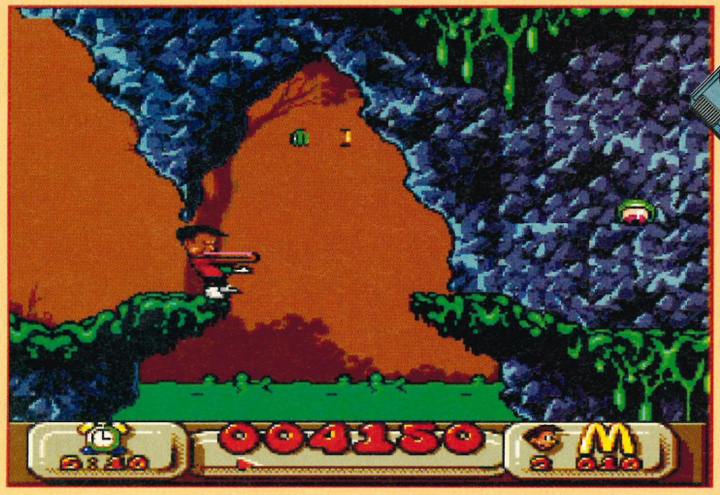
■ Outside the local chippy, and a series of fat bald men in lurid silk pyjamas lay into Calvin and Klein like they were hired to. Actually, they were, so maybe that explains it...

■ Calvin takes time out to enjoy the sky and absorb many blows in the groin. If he's unlucky, he'll be docked a load of speed for this sorry state of affairs

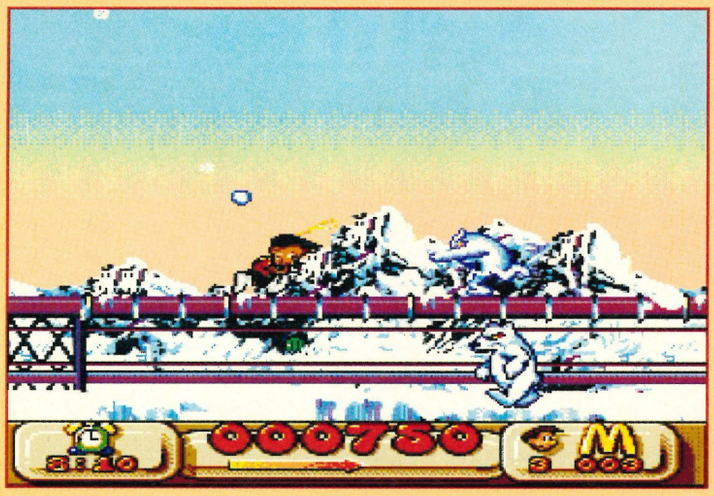
VIRGIN: MICK AND MACK AND A PLUG FOR BURGERS



■ The aim of the game is to collect those enticing "M's" hanging around the place. Get enough and you can progress to the next level, but don't overdo it – it's a long drop



■ Leave the lads lying around for too long and they'll pop a wad of gum and blow bubbles, waiting for you to do something. So you'd better take the hint, okay?



■ Get your head down and go for it in the Arctic zone. Worst offenders here are the rather grumpy polar bears who lob snowballs and flatten you with their bellies

Virgin GAMES

WITH OVER SEVEN levels of sludge-busting to bash your way through, Virgin's new game is definitely one aimed at the enormous convenience market and, like it or loathe it, it's going to be huge.

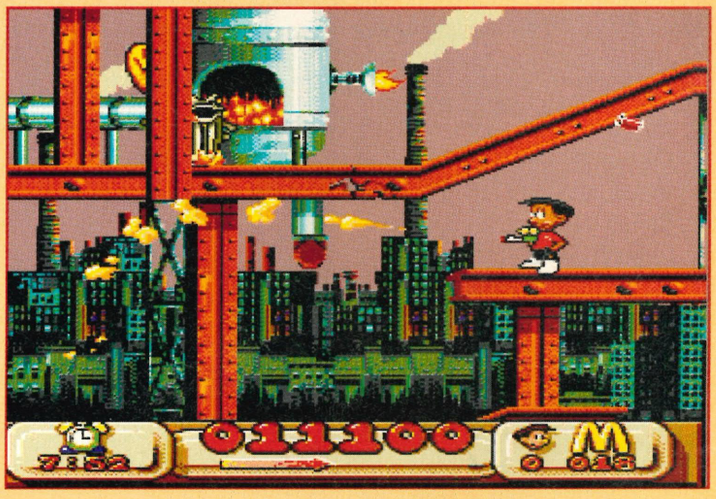
MICK AND MACK

While reading their favourite comic, Global Gladiators, chomping down at their local burger joint, Mick and Mack – two streetwise kids who shout "Yo!" and "Awesome!" a lot – suddenly have a monstrous conception that wouldn't be out of place in a Francis Coppola movie where everyone goes mad.

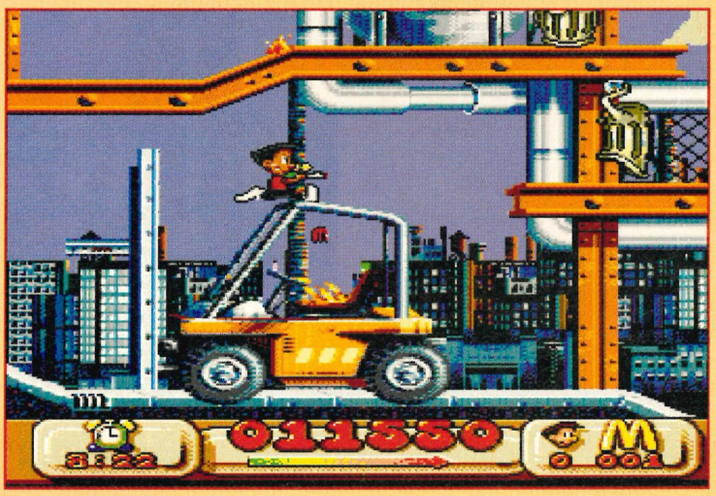
"Wow, wouldn't it be cool if we could, like, do stuff like that?" drools one of them... And before they know it, benevolent clown Ronald McDonald grants them their wish and spins 'em off to Slimeworld (which is something he does to about 4 million kids every Saturday anyway).

But never mind the blurb. This game is all about colour and layer upon layer of parallax scrolling, with the kids blatting their way through huge levels which are sort of a cross between *Sonic 2* and *James Bond*, two games both renowned for their yummy graphics, speedy gameplay and sheer addictive qualities.

So leave the licensing hype out of this. Just play and watch as the beautifully animated kids sprint up and over slime covered platforms, and use their sludgebuster guns to good effect on the numerous ugly, grobbling



■ The goo gun in full effect. Used in conjunction with a turbo joypad, you can deliver some fairly shattering blows on your enemies. Just hope it doesn't get gummed up...



■ Getting a lift from the forklift truck. All through Toxitown, you'll find platforms and levels you wouldn't normally use, but they all help your search for those "M's"

creatures that inhabit the place. As might be expected in a licence of this type, the whole game is an attempt to rid the world of rubbish and make Ronald's name synonymous with a cleaner planet. They've been doing it for years with their eco-friendly foaming packages, and now they're doing the same thing on the screen.

As a marketing exercise, it stinks; but as a game, it excels.

All the parallax backgrounds are superbly drawn, and the action does not slow down for a minute. From the towering treetops of the Forest World to the skyscrapers of Toxitown, the game is fast, tough and challenging all the way through, though, as is nearly always the case with yer average platformer, niggles of it all being too easy slip in now and again.

Plenty of speech synthesis gives the kids real character, and there are some other nice touches that set this game above the rest – the boys pop a wad of gum and chew nonchalantly if you don't touch the joypad for a long time, for instance, or look really freaked when clambering up one of the invisible secret ladders in the first stage. The aim of all this clambering and blasting is to accumulate enough "M's" to progress on to the next level – you can finish a stage any time, but if you haven't got enough McDonalds icons, you'll be turned back to do the deed. Originally entitled *McDonalds Land* on other formats, this really is driving the message home.

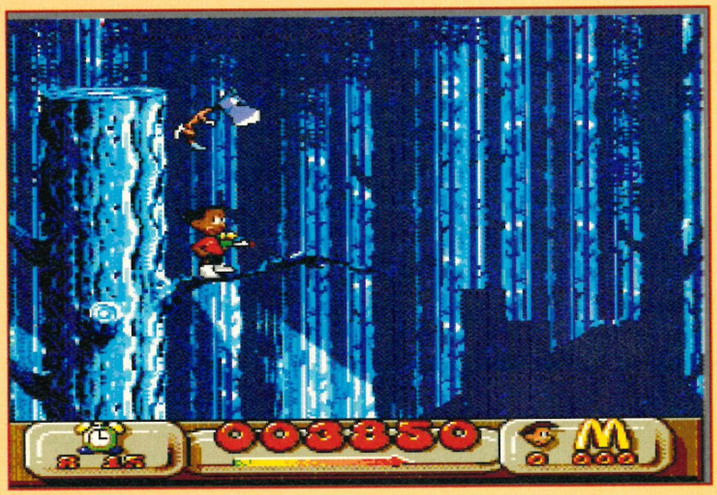
There's also a special bonus stage that has you collecting trash falling from the skies and depositing it in the right bins – you know, bottles in the bottle bin, cans in the can deposit. Very simple and similar to those old LCD handhelds everyone was playing back in '82.

But the thing that is most obviously missing is a two-player game option. Quite surprising really when you consider the game's title and the fact that it'd just lend itself so well to such an idea, with the two kids scooting around together in a two-player frenzy of death and snot.

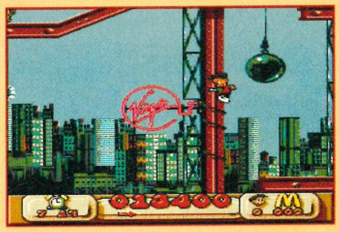
Virgin don't seem to go a whole bundle on two-player action, and we reckon it's about time they changed their views. For most games, they add another angle, and any title's always going to be more fun played with a mate than just you versus the Mega Drive and a load of computer sprites. Nevertheless, if you can forgive them this and their "questionable" marketing ethics, *Mick And Mack* is a thoroughly compelling and totally addictive platformer with more than its fair share of extras to make it (perhaps) something pretty special.

Virgin may not have all the answers, but if they continue on this path, you can be sure they will be working on 'em.

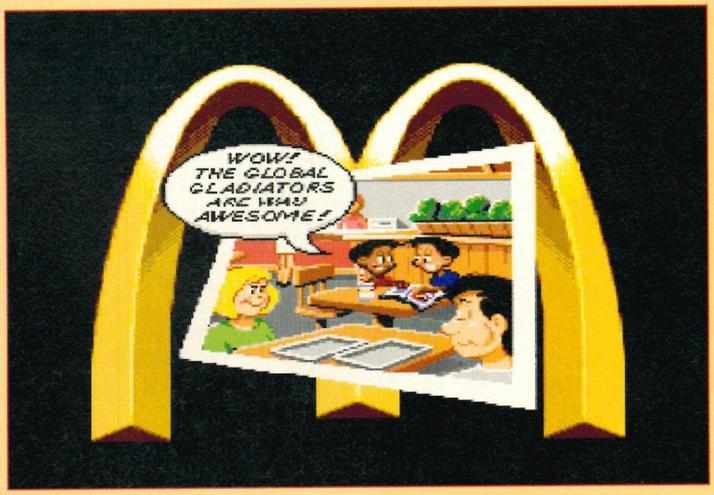
Out in March at £39.99



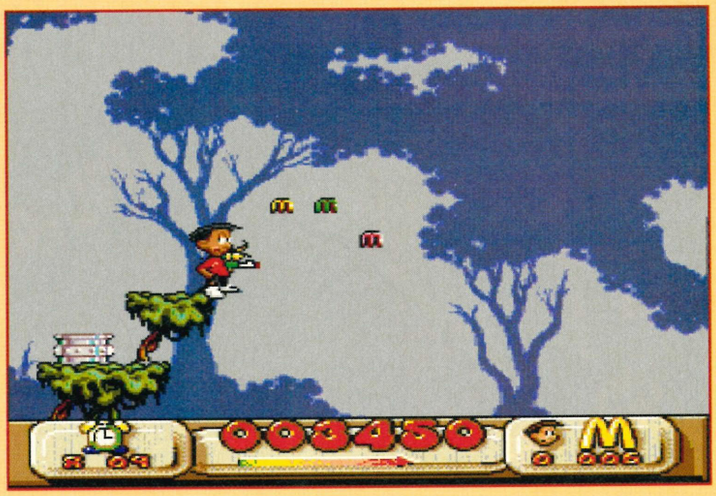
Hammerheads they're called, but they look more like Axeheads to me. Beware! One hit from these babies in the Forest Zone will do serious damage to your energy meter



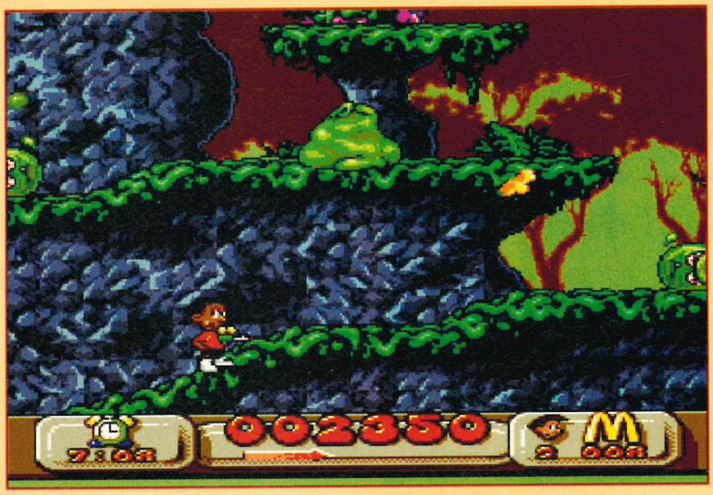
That'll be a product placement then. "Free" advertising for manufacturers?



And here's where it all began. Two average Joes, scoffing down at the local burger bar, are flicking through a copy of "Global Gladiators" when all of a sudden...



Are you ready to receive? Mack's gun bears an uncanny resemblance to those Super Soaker water pistols that were all the rage last summer. But with it, he's no squirt!



Slugs ahoy as Mack starts gooping his way through the first level. Those green piles of steaming bogies lie waiting, then suddenly spring open and "Ftoom" at you. Nasty!

Against the serene backdrop of gushing waterfalls, another plant creature buys it. If they get you first, Mack makes a "Wugga wugg" noise and loses another energy bar

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"EYE OF THE BEHOLDER"

ART PAUL KIDBY LETTERING MARYANNE SCRIPT RAEL

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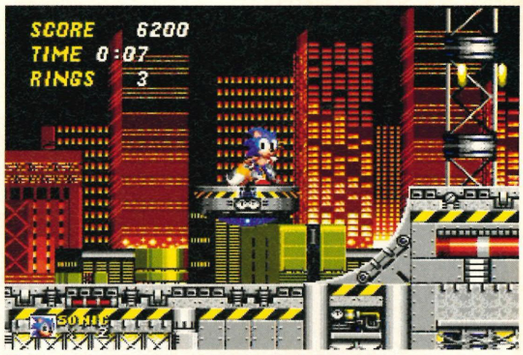
HOW LONG CAN YOU LAST, AGES? THOSE ROPES WILL GET LOWER AND LOWER... UNTIL YOU END UP IN THE SEA!
DO I LOOK SCARED, TENDO, YOU WASTE OF SPACE?
AIEEEEEEE!!
AAARRGH! EVER HEARD OF PLAYING FAIR TENDO?
...TIME TO LEAVE!
OUT OF THE FRYING PAN... INTO THE FIRE!
OH NO...

THINKING QUICKLY. AGES DECIDES NOT TO HANG AROUND IN THE OPEN...
MEANWHILE ABOVE THE CONTROL ROOM...
CHEERS, EARS! CHEERS, EARS!
ZZzzz
HEY. WHAT ARE WE DOING UP HERE? HOW ARE WE...
FLIPPIN' HELL. YOU'RE RIGHT! THE TRANSFORMER! HOW'S IT WORK?
WHOOOOOOAAHHH...
CHEERS, EARS! CHEERS, EARS!
IS IT ME OR IS THERE A FLYING BAG OF SNOT BEHIND ME?
LET'S KILL IT. SHALL WE?
CHEW ON THAT. YOU MUSCLE-BRAINED ANTHROPODS! HEY. I COULD GET USED TO THIS...
WHAT THE SMEGGING HELL IS THAT?
GOODNESS! WILL REWOP LET HIS BODY RULE HIS BRAIN? OR WILL HE ACTUALLY NEED TO GET A BRAIN FIRST? WILL AGES GET TO KEEP HIS PARTS UNTOASTED? WILL SHAKESPEARE? MORE NEXT MONTH... PROBABLY.

It's the Tasmanian Devil. "Totally cartoony graphics"



Sonic 2 on the Mega Drive. One of the sexiest games ever

Cathy's GA

The latest in the line of Sega converts, an afternoon of grinnin', spinnin', jumpin'

She's sold over 3.5 million records worldwide, she's won Best Female Artist and International Newcomer awards twice, and she packs out stadiums in the States, Japan and the UK. She's been on the Oprah Winfrey show and joined the Gap Girls. "But my music isn't a business thing at all – it's for me primarily," says Cathy Dennis, the quietly-spoken redhead from Richmond who's also getting in on the Sega groove. She's a girl who can keep her cool when the heat is on...

THE STUDIO IS sticky, and Cathy Dennis is looking uneasy. She has one "look" that can shut you up at 20 paces – and then, seconds later, another that invites you to relax and chat. She's either on or off, and the switch is moving the wrong way.

GIVING HER ALL

Then the photographer says something, everyone laughs, and all is well again. Under the glare of the photofloods and the photographer's flash, it's got to be at least 32 degrees centigrade in here, and the make-up and PR people are flaked out on benches, sucking Pepsis...

But not Ms Dennis, who's still giving everything she's got to the camera like it's all she knows – even if it does mean sweating like a turkey at Christmas.

"My greatest fear is of losing my hunger to be the best at whatever I do," establishes Cathy, pulling another pose for the camera.

"I know it sounds like a cliché, but if I was a cleaner, I'd aim to be the best cleaner in the world..."

PHILOSOPHER...

Such is the 23 year old's simple but admirable philosophy – an approach that has seen her music career growing steadily while others' have slid down the slippery slope. "I don't know if I'll ever be satisfied with what I've got – it's just the way I am," she says.

Originally known for fronting UK rap group D-Mob with hits like "C'mon and get my love" and "Just another dream", Cathy then went solo and made it big time – especially in the States where she's joined the major celebrity league.

VERY FAMOUS...

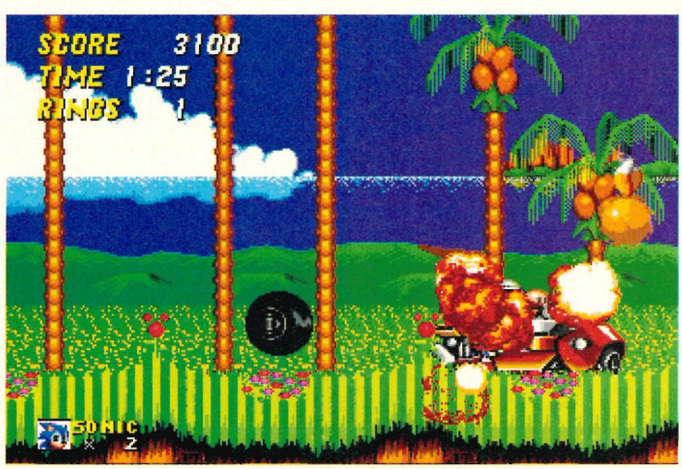
She's done the rounds on the Oprah Winfrey Show, been signed up as one of the Gap Girls ("Not bimbos, you know"), and now even Prince himself is pushing to work with her.

"I think he has a thing for 'deep' women," said a Record Executive. "First, Sheena Easton, then Martika – and now possibly Cathy. They're all space cadets."

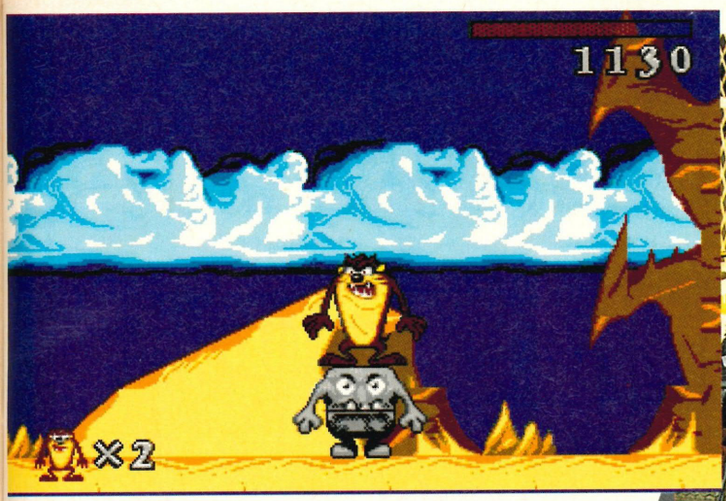
Anything to say, Cathy? "Yeah. I guess I'm a pretty intense person," she confirms. "I keep everything inside until a certain time – and then I'll just go off on one! But, you know, I don't want to make people's life hell – just as I don't want them to make my life hell..."

STAGE ENERGY!

Certainly, the energy and intensity you witness when Cathy performs live on stage is typical of her Jekyll-and-Hyde character. You meet her backstage and she's ever so quiet and stuff, and then



Beatnik boyz Sonic and Tails doing their damnedest to make Robotnik's life hell



■ Getting a lift from a rock monster in *Taz Mania*. Cathy was told this was a bad idea, but did it anyway. "Hey, I'm still learning"

ME

Cathy Dennis joins John Cantlie for and hump... *(Oops, cut!— Andy)*

■ Fortunately, the Mega Drive sees sense after a wave of Withering Stare from Cathy. If a console responds in this way, think what it does to your average human... Dennis one, Sega nil. Way ta go!

you see her up on the set and think: "Look at her go!"

Having just completed her new album "Into the Skyline" – she wrote and produced it herself in both the States and the UK – Cathy's now acquired a whole new image. And, believe me... that schoolgirl voice hides a character of huge strength.

"I have elements of excitement in me – if that makes any sense," she admits. "On the last album, I went for extreme colours to create one mood. On the new LP it's a different feeling totally. More subtle, I guess."

A *TAZ* EXPERT!

Well, that may all be true, but can she cut it on *Taz Mania (Sega Power* 33: 89%), eh? Let's face it, anyone who's *anyone* is getting in on the Sega tip today, so what does Cathy make of the console craze that's ripping through the nation like a forest fire?

"Sega? Yeah, I think it's great for people to have as many interests as possible, but I don't think it's good if kids are getting totally obsessed with them. I mean, everyone's got something they're into, right? But sometimes, you get the idea that console games are too addictive for their own good."

Boo! Well, when you come right down to it, that's exactly what your average Sega's about, but not convinced that Cathy was giving it her fullest attention, we dragged her off to the Garage Studio in London to see just what she was made of.

If it had been any hotter, the scene would have sizzled. As it was, we were quietly smouldering...

PLAYING GAMES

"Aha, you want me to do that?" she enquiries... There's an eyebrow raised and I'm getting that look again as I show her the way through level one on *Taz Mania*.

She picks up the joypad and gets stuck in. "I've hardly played these things at all, you know," she sidelines as way of an excuse, and then proceeds to spin and grin her way through the first three levels without so much as the wipe of a sweaty brow.

"Hey, this is great," she squeals. "The whole thing's so cartoony. The jumping and the geyser things are really tricky, but it's such a blast to play.

"It's like everyone has this idea of computer games as aliens and guns and stuff, right? And here's this cool, cool character moving across the screen. And when he gets impatient – it's so well done.

> ***"The way Sonic moves! It's like watching TV on Saturday morning"***

"Hmm, you know, I could get into this." And she did too. Having never so much as seen the game before, Catherine Roseanne Dennis blitzed her way onwards and upwards to the ACME factory level – until the heat just became too overpowering.

PRIVATE GIRL

But aren't you used to the heat, Cathy? I mean, you're pretty huge out in Japan and Tokyo, right?

"I've got a large following out in Japan. It's a really mixed and fickle market, but I've done pretty well out there." Modesty is another one of her virtues – and she makes every effort to keep her business life out of her private goings-on.

"Yeah, I separate myself from the marketing product 'Cathy Dennis'. You've got to. Otherwise you end up believing you're this superhuman. Sure, I decide how I want to be presented, but I'm not into myself.

FAVE MUSICIANS

"Cathy Dennis the singer is another part of me – that's why I can let it all go on stage and still get a real kick out of it.

"And as to my favourite musicians, she isn't in there!

Stevie Wonder has got to be number one, then there's mixers like Tony Humphries and David Morales *(Hey, someone's got some real taste round here – John).* Garage is reallly my thing. I've never been into the rave scene."

SPINAL HEROES

Good stuff – and it gets better by the minute. She goes on to reveal that: Spinal Tap are her heroes, (yess!), "Batman Returns" was crap (yess!), and that she drives her Audi Cabriolet motor "much too fast" (err...!).

Cathy Dennis is seriously sound, and when she became one of the first to play *Sonic The Hedgehog 2 (Sega Power* 37: 89%), she was, as one might expect, mightily well impressed.

"This is so quick. The pictures are really beautiful, especially the background stuff... And the way Sonic moves! It's like watching TV on a Saturday morning. It's hard to control, but I never knew console games were like this."

Can't say I ever make it out of bed early enough to confirm the Saturday morning bit, but she's got a point. SEGA POWER

Photos: Neil Cooper

WIN A MOTORBIKE!

Fancy a new set of wheels? Well, these only cost 24 pence!*

***Sega Power* and Electronic Arts have clubbed together for this truly spectacular *Road Rash 2* competition that gives one lucky reader the chance to win his or her very own motorbike!**

YES, FOLKS, YOU COULD BE the king of the sixth form (or whatever) when you get your hands on this brilliant and versatile **Yamaha DT 50 motorcycle** (very Electra Glide in Blue, my old friend)!

All right, so you have to be over 16 to ride the thing – but you could still flog if for a tidy price if you're under age and lucky enough to win it. It is worth a well humongous £1,079, after all.

Now when it comes to handsome girl-pulling (or fella-pulling for that matter) pieces of machinery, this just has to be one of the best around. And we can tell you that from experience!

Our own John Cantlie used to own a Yammy DT 50, y'see, and he still reckons it's well cool.

"I remember having a brilliant time on mine," he said excitedly. "It's actually a really good 'first bike' because it looks ace, it's dead easy to ride and it's just a whole lot of fun." You'd better believe us, people – that's high praise indeed!

BUT HOW DO I WIN IT?

We had a quick poll round the office to decide what you should do to stand a chance of winning this here well nifty bike – and here are some of the, er, "suggestions" that were made...

Andy: Get them to read the Highway Code and then ask some dead hard questions. (Very safety conscious.)

John: Get them to race each other. The person who can do the fastest mile from a standing start should win the prize. (Very unsafe.)

Dan: Get them to dress up as their favourite motorcycle heroes. (It's been done before – probably in *Sega Power.)*

Dean: Get them to draw pictures of their favourite motorcycle heroes. (Definitely been done before in *Sega Power...)*

Jason: Ask them a technical question on the DT 50. (If they've got one already they'll know the answer, but won't want another one, surely?)

Karen: Ask them something about the brilliant *Road Rash 2?* (But they won't have seen the game yet!)

Maryanne: Ask them what's the best bike in the original *Road Rash?* (What? The Diabalo 1000? Then it would just becomes a big prize draw, wouldn't it?) *(Yeah, okay – that sounds good to me, Maryanne – Andy).* So that's it then... Just tell us the name of the sexiest bike in the original *Road Rash* – and then send your answer on the back of a postcard to: **Gimme The Yammy Compo, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.**

And please make sure your entries arrive before **Sunday 10 January 1993.** The first correct entry pulled will win the bike!

INCREDIBLY SERIOUS RULEY BIT (!)

1. No employees of Future Publishing, Electronic Arts or Yamaha can enter the competition.
2. All multiple entries will be binned.
3. You do not have to buy a Yamaha DT 50 to enter this compo.
4. The first person pulled from the hat with the correct answer (Andy's decision is final, by the way) will win the prize.
5. No alternative cash prize will be offered under any circumstances.
6. The prize consists of the bike only. The winner will have to sort out his or her own tax, insurance and stuff...
7. Phew!

*Well, that *is* the cost of a first class stamp, isn't it?

EXCELLENT!

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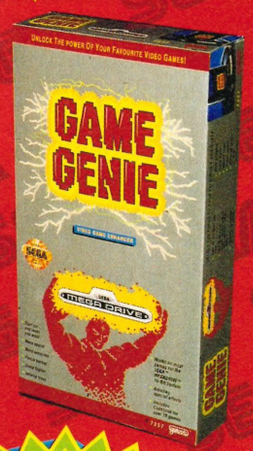

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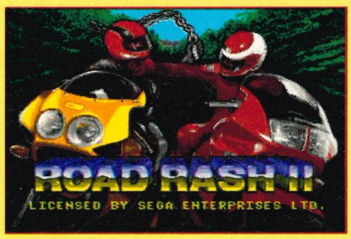
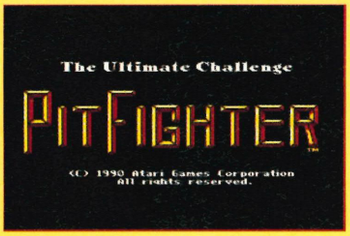
POWER R

30 ROAD RASH 2
Road Rash rules the roost when it comes to motorbike racers, but no simultaneous two-player option? Enter the all singing, all dancing *Road Rash 2*. Grab the throttle, people!

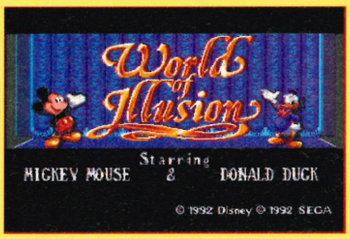


35 BIO HAZARD
There aren't too many Mega Drive shoot-'em-ups around at the moment, are there? So here's yet another one for you to try your hand at. That's if you're interested, of course.

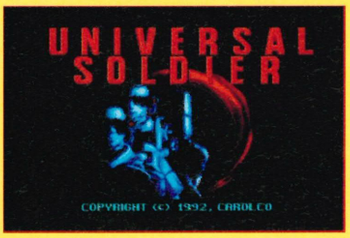
37 PIT-FIGHTER
The arcade hit comes to the Master System at long last, but has it got the pectorals Julian would be proud of? By the way, a big *Sega Power* hello goes to Julian and John's Ruth.



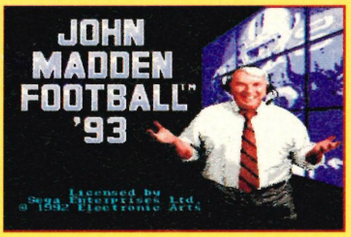
40 MICKEY & DONALD
These two chaps are already stars in their own brilliant Mega Drive games, but now they're gettin' together for the first time. Are you up to it?



44 UNIVERSAL SOLDIER
Yep, the game of the film (obviously). It's a platformer and it's rather jolly good too, but don't take my word for it. Go check it out yourself.



46 JOHN MADDEN FOOTBALL '93
The third instalment of the supreme American Football game is here in some new clothes (yet again). What's it got over the other two?



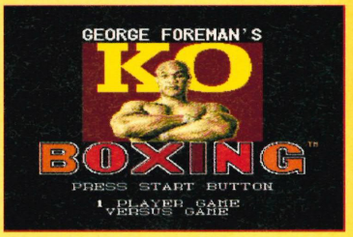
48 TERMINATOR 2
The first third party Menacer game is already here, and it's also got a joypad option. Turn the page and rush along to find out how well this coin-op conversion has fared...

51 RBI 4 BASEBALL
Baseball really is a wonderful sport – especially when the Baltimore Orioles (it's a bird, in case you didn't know) are playing. This sim of the game is really rather impressive.

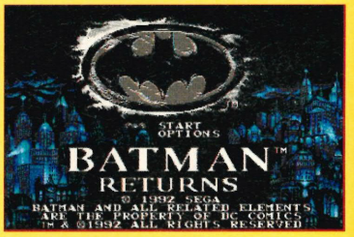
52 WWF
As Hacksaw Jim Duggan (who isn't in the game) would say: "Woah!" The Mega Drive game of the cult pantomime sport is finally here – and finally reviewed in *Sega Power!*

54 SPACE GUN
As well as a new Menacer game, there's this other Light Phaser title out for the Master System. But is it better than the last offering, *Laser Ghost (Sega Power* 28: 19%)?

56 GEORGE FOREMAN'S KO BOXING
It was a crap Game Gear game, but now it's on the Master System so it might be a whole lot better... Then again...



58 BATMAN RETURNS
The film was mighty fine – and the game has some smart visuals too. But does it play as well as it looks, or is it sadly lacking in the gameplay dept?



■ John Cantlie: I'm hoping for a new wok. I'm really quite sad, aren't I?

■ Dean Mortlock: Actually, I'm hoping someone will buy me a Game Gear!

■ Desirée Cousteau: To be on a desert island with the man of my dreams...

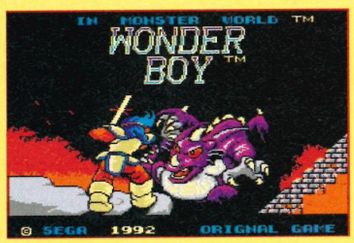
■ Andy Smith: Loads of turkey, a warm fire and a few tots of brandy...

■ Maff Evans: A Korg DFX CRFT1000 or something. It's a keyboard, by the way...

EVIEWS

62 WONDERBOY 3

The little blonde haireo is back – and this time he's on the Master System (again). Still, lots of bods like the guy, so why shouldn't they get a new game with him as the star?

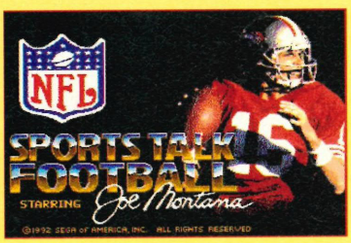


64 HOME ALONE

Two years after the film hit the screens, the game hits the Mega Drive – and you're right, it does sound like an odd movie to want to turn into a game, but hey! Why not?

66 JOE MONTANA 3

If you think there's nothing out there to touch *John Madden's* in the American Footbal stakes then you should check out this Mega Drive title – it's really rather good, you know...



67 SONIC 2

The seminal Master System game comes to the handheld and does even better. Check out the review to see just why it's the best of the bunch – and whether you agree...

69 TAZ MANIA

This looks pretty much like a straight port to the handheld from the Master System, which is a bit of a shame, but check out the review if you're a Taz fan who wants him small.

70 SHINOBI 2

One of the first and best Game Gear games to appear on the handheld was *GG Shinobi* (totally unlike the Master System title, by the way). And da-da! Here's the sequel...

77 LEMMINGS

This is one of the best Game Gear titles *ever* – it took even us by surprise (we never thought it could be done). Probe did the code and, boy, are they hot or what? Check it out, people!

78 STREETS OF RAGE

The best Mega Drive beat-'em-up of all time makes it to the Game Gear – and just before the sequel comes to the Mega Drive too. Erm, if you know what I mean. Anyway, an excellent job...

POWER POINTS

PLAYERS 1–2
How many can play? Simultaneously?

LEVELS 6
This gives you an idea of how large the game is. The more levels the better.

SAVE GAME YES
Password system? Battery-backed?

LIVES 6
How often are you going to die?

SKILL LEVELS 3
Can you set skill levels? How many?

OPTIONS
Just what things in the game can the player tweak to his own tastes?

IDEAL GAME–PLAYER
What sort of gamer is going to get the most enjoyment from this cart?

■ **SOUND:** Is sound used to the full and does it make the game more enjoyable?

■ **FRUSTRATION:** Will you want to pull yer hair out when playing this or is it a complete cinch of a game?

■ **ADDICTION:** Once you've started a game, how long is it going to be before you stop battering the pad?

■ **BRAINPOWER:** How hard are you going to have to think when you're playing?

■ **TIME TO COMPLETE:** How long will it take for your average gamer to finish?

■ **GRAPHICS:** How good are the game's moving and static graphics? We tell you!

• GAME NAME • SYSTEM TYPE • PRODUCER • £XX.XX • RELEASE TYPE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW | MEDIUM | HIGH

TIME TO COMPLETE

One to two months

■ These little red squares tell you about all the game's good points. All those things that make it stand out from the crowd. The more red the better.

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

SEGA POWER SAYS

"If you're impatient and want to get to the meat of the review then read this bit first. This is a short summing up of what we thought of the game overall."

99%

■ **Clare Hodgson:** My brother to go away so I can hog the Mega Drive!

■ **Stuart Campbell:** The biggest box of Quality Street you've ever seen...

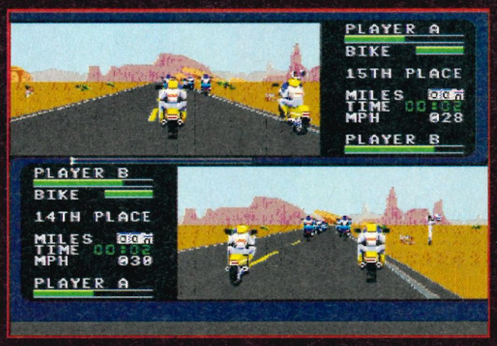
■ **Neil Jackson:** something really expensive and big. Don't care what it is...

ALTERNATIVES

■ Here's where we compare similar games

This box gives you a few alternative games to look out for. We'll pick out a better game, a worse game and one that's about the same (when we can), so you can tell right away how the new game rates against titles that already exist.

■ In the words of the immortal biker's song "I can see myself, tearing up the road – faster than any other boy has ever gone." Sheer seat of the pants thrills in *Road Rash 2*



■ Split screen two-player action as yet another race gets underway. I do like it when the riders leathers are colour co-ordinated to match their bikes – trendy or what!

■ Player A avoids the scraps and heads on his way while Player B takes a sock on the jaw from a not too friendly rider... I'm sure this hand signal's not in the highway code

ROAD RASH 2

The rash is back! *(Couldn't resist that one, Andy – John)*

John's the man that rides the bikes in the office (we keep telling him he gets in the way of the rest of us, but he will insist on doing it!), so we didn't let him near this cart. Instead, Andy Smith decided he'd scurry off with the 16-bit for two weeks to tear up the tarmac...

YEP, IT'S BEEN JUST OVER A year since *Road Rash (Sega Power* 23: 93%) burned its way onto the Mega Drive to critical and popular acclaim.

And now, E.A. – ever the software house to release a sequel to a popular game (see the third instalment of *John Madden's* reviewed on page 46, for instance) – have decided to do the right thing and update the game that's been called the best 16-bit motorbike racing title to date.

It would have been very easy for E.A. to just change a couple of courses, add a couple more tracks and bosh out a sequel – but, fortunately, they haven't. E.A. knew that most people wouldn't be content with that, so instead they've added a couple of features that, while not sounding much on paper, effectively turn *Road Rash 2* into an utterly brilliant sequel. First and foremost, the game now has a split-screen, two-player option. This feature was possibly my one major complaint about the first game. Brilliant though some games are (*Sonic* included), you can nearly always improve 'em by adding a two-player mode (enter *Sonic 2).*

> ***"E.A. update the game that's been called the best 16-bit racing title""***

After all, there's nothing quite so unpredictable as another human being – and when you've got two of 'em playing at the same time it usually improves the gameplay no end.

The main structure of the game is essentially the same. You race along five different circuits, trying to reach the end before any of the other 14 Mega Drive controlled (or 13 computer, and one other human-controlled) riders.

The higher up in the ranking you get, the more prize money you receive at the end of the race (which you can then

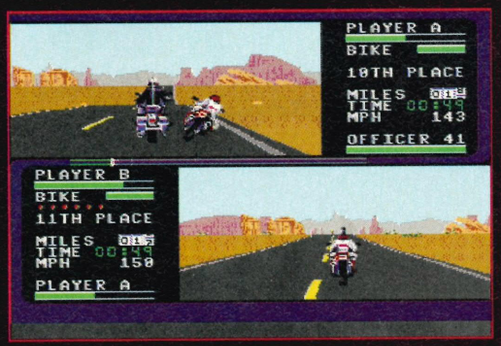
SPEEDIN' AND SPENDIN', DOWN AT THE BIKE SHOP - VROOOM...

■ With $2,000 for winning a race, it won't be long before you start eyeing up the really expensive bikes. Hmmm, which one to get, eh? The Diablo 1000 N looks good

■ Get this bike as soon as you can afford it. The sheer speed and handling abilities of the Shuriken TT 250 will carry you easily through to level four – no problem!

■ If you're after a nitro bike, then this one really is a good introduction to the bikes in that category. Handling is a pig though – so watch those corners!

■ "Get out of it!" Shouts the computer rider as one player comes a bit too close for comfort. Kick 'im back hard and hope he doesn't unseat you – whoaaaa!



■ Trouble up ahead with the fuzz. At least now you can blap them onto the tarmac and leave 'em nursing a few bruises. Stick that up ya radar trap... Brutal!

■ The gorgeous parallax scrolling effects of the original are here – and they're just as good as the first game too – you can almost smell the grass (well, you know what I mean)

RASH 2

• Mega Drive • E.A. • £39.99 • UK Official Release •

stick in your bank account). And it's always a good idea to keep your bank account healthy because, as you progress though the game, you'll want to spend loads of money on bigger and better bikes.

Why? Because once you've ridden all the five courses on a particular level and finished in the top three on each course, you can then step up a level.

You now get to ride the same five courses again, but this time each one is a couple of miles longer. And don't forget that the other riders get faster too.

So unless you've saved your pennies, it's easy to find yourself way behind the rest of the field simply because you're on an uncompetitive machine. There is, however, another way to spend your money – and that's into the police coffers when you get busted by the traffic cops for speeding.

Yep, the rozzers are back. Crash when there's a cop around and you get busted and fined. The more times you get busted, the bigger the subsequent fine, so watch out for the boys in blue.

As if that wasn't bad enough, you then have to do the entire race again from scratch (which can take some time if you're on the later 15 mile races).

Fortunately, you can now get your own back. Yes – you can bash and biff and essentially cause some serious bodily harm to the lovable traffic cops as they try to knock you off the road!

All the usual bits and bobs from the first game are here – the wildlife at the side of the road, the bumps, jumps and clumps (of trees), but this time there are a lot more of 'em.

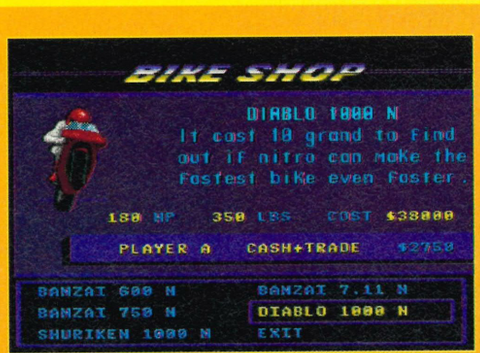
> **"Road Rash 2 *is the best motorbike driving game to hit the Mega Drive*"**

No longer can you just ride along the dotted line in the middle and avoid the traffic going in both directions. All of a sudden you'll find yourself flying through the air and skidding a couple of 100 yards on the tarmac, cursing the blasted bush that's growing in the middle of the freeway! And it was so much safer in *Road Rash* too!

The police have also taken to sticking squad cars in the middle of the road as road blocks to catch you or any of the other computer riders who aren't paying enough attention.

Road Rash 2 is the best motorbike driving game to yet hit the Mega Drive. The simple (all right, so maybe it was quite hard for the programmers, but it's a simple idea) addition of the two player mode is brilliant.

■ The groovy Banzai 7, 11 is a great machine but it costs a heck of a lot of dosh. There are simply loads of faster alternatives too (but with a handling payoff, natch)



■ This is the top of the range machine, the one you're striving to own, the one that makes tea in the morning and brings you breakfast in bed (eh?), the red bike...

■ Hit the nitro just right and you can get some serious air (we actually went off the top of the screen for ages here). Loadsa fun — but don't tell the insurance company!

■ What am I doing here? How on earth did I end up on the floor? What time is love? Did I feed the oven? And turn the cat off? Confusion reigns after a fall!

■ Just to prove how tough you are, why not try swatting flies with your club as you blast along the road? It may not be environmentally sound but at least they don't hit back...

■ The chequered flag, a sight you'll be very pleased to see at the end of a long and gruelling race – especially if you've finished in the top money spots! *(Fat chance – Dan)*

And it's not as if there's only the one two-player mode either!

You can now race against a friend on the usual split-screen with the rest of the riders.

Or you can go Mano a Mano (that's man to man really) where there are no other riders, just you and your mate. Don't think it's a doddle though... In this mode, you'll find yourself crashing left, right and centre because there are so many more roadside (and on-road) obstacles to contend with.

And there is more than just one class of bike to upgrade to as well. Now you can get nitro bikes, super bikes and special customised bikes (with 1100 engines dropped into 750 frames and so on) to ride as well.

E.A. have really done their homework here and included just about everything that most of us wished had been in the first game.

It plays superbly, it's got bags of lasting interest and it really should be on your Chrimbo or New Year list just as soon as you can grab that biro. As to whether you should get it if you've got the original then the answer is probably yes. Yes in the same way I'd recommend you to get *Madden's '93* if you've only got the original *Madden's*.

The extra features in *Road Rash 2* not only cosmetically improve the game, they also create sufficiently different gameplay too. And once you've played Mano a Mano with a bike chain swinging in your hand, and your best friend is picking himself up off the tarmac, you'll never be satisfied racing solo again – keep 'em coming, E.A., and keep 'em this good... SEGA POWER

■ The coppers don't limit themselves to bikes either – sometimes you'll find a strategically parked squad car right in your way! All right, guv, it's a fair cop!

■ Riding in the pack is a lot of fun – until the clubs and bike chains start coming out! But some riders are more aggressive than others (as you'll quickly find out...)

■ Get too carried away with scrapping the other riders and it's all too easy to forget to watch the road, which usually ends with dire consequences

■ Wow, look at the top speed! That's because we're riding a nitro bike which gives you a burst of speed whenever you kick it in (you've only got a few of 'em though)

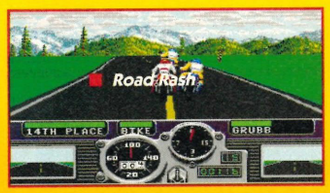
■ Before riding each course, you get a brief description of what to expect along the way. Once you've completed a course on a level you can't go back and do it again

■ Public Enemy Number One. One of the toughest and meanest computer riders – and a girl who looks not unlike Dean's ex-girlfriend! *(Oi! I heard that – Dean)*

■ Riding against a friend is just the best – especially when you've got your arm ready for a punch as they go past... Prepare to meet your maker, you scummy biker fiend!

■ Player A is trundling along quite nicely thank you very much, but Player B has collided with a tree – oh dear! He must have been getting riding tips from John!

ALTERNATIVES



Ooh! Would you guess *Road Rash* (*Sega Power* 23: 93%)? Actually, we'd go for *Super Hang On* (The Hard Line *****) as the other good bike racing alternative. Not as exciting as *Road Rash 2* though.

You can contact E.A. on ☎ (0753) 549442

POWER POINTS

PLAYERS 1–2
Hoorah! And there are two modes too!

LEVELS 5
But they get longer and longer...

SAVE GAME NO
Password system only.

LIVES 1
Run out of cash and the game's over.

SKILL LEVELS 1
But it does get harder the longer you stay in play...

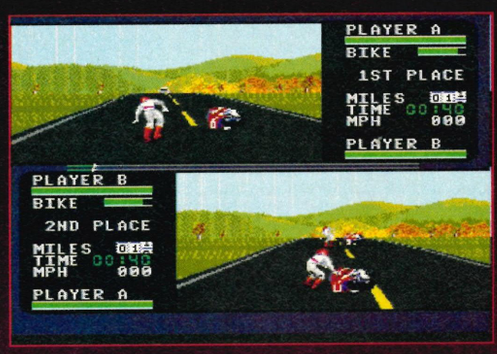
OPTIONS
Music on or off – you can also select from the three different playing modes.

IDEAL GAME-PLAYER
Someone who enjoys having a throbbing hog between their legs.

■ Oh, the satisfaction of riding in Vermont during the Autumn and smacking a rival right in the mush! Just look at that lovely background!

■ But don't forget totally about the other riders, because they're a hard bunch and most won't think twice about knocking you off your machine. Take that, you swine...

■ Another one bites the dust! It's great when the Mega Drive's riders fall off because their bikes keep going for ages before they then wobble a bit and fall over



■ Both riders catch a cold on the hard tarmacadam, poor souls. See how you can view both players in the bottom window? Damn good stuff that, innit?

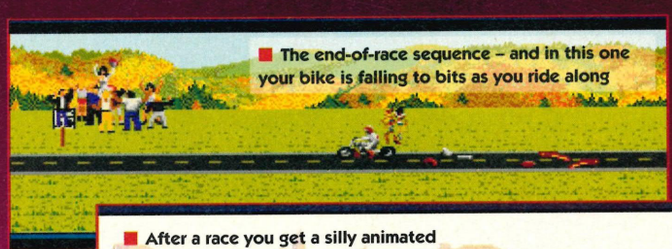
TAKE CONTROL OF *ROAD RASH 2!*

■ Use this to move the bike around. Press up or down to execute different aggressive moves (with Button C)

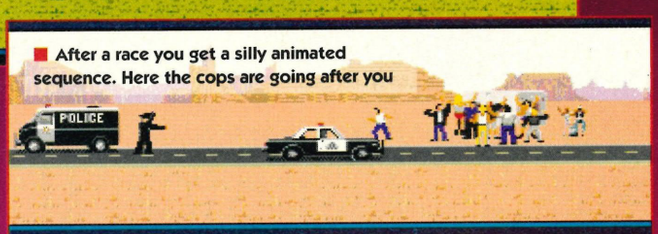
■ Hit the gas! Use this button to accelerate away from the competition

■ Makes you lash out at other riders (with or without a weapon in your hand)

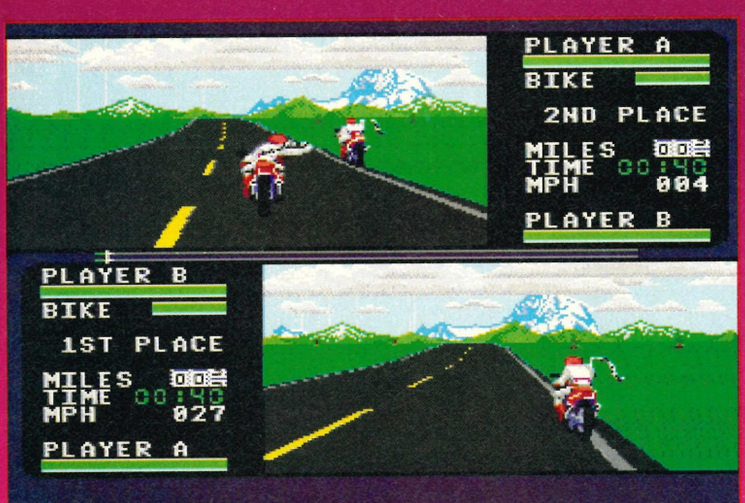
■ Use the brake every now and again



■ The end-of-race sequence – and in this one your bike is falling to bits as you ride along



■ After a race you get a silly animated sequence. Here the cops are going after you



■ Mano a Mano is such fun when you've got a mate to play with because there are no other riders around and you get to choose what weapon to use

• ROAD RASH 2 • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Three months

- Wonderful graphics
- Very realistic bike characteristics
- Great two-player modes
- Sound effects/music are pleasing
- Riders react realistically
- Rewards skilful play
- Immense fun solo or with a friend
- The courses get very long
- Password system
- New weapons to use!

SEGA POWER SAYS
"This is a mighty fine and worthy sequel to an already classic game. If you own the original, then this one's still worth forking out for. And if you haven't? Buy it!"

94%

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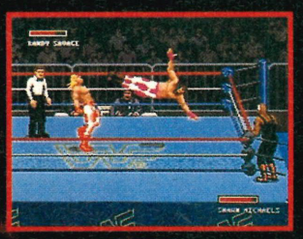

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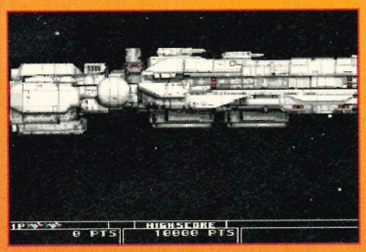
KNOW HMV • KNOW GAMES

BIO HAZARD BATTLE

• Mega Drive • Sega • £39.99 • UK Official Release •



The mother ship – a much nicer mother than the bug-eyed ones awaiting you

Out of the comfort of the mother ship's womb you descend, ready to do battle

Aliens are spotted in the city. Get the tadpoles before they blast the steel works!

Infamy, infamy, all those mutant insects have got it in for me! Clare Hodgson does her best to fight off the invasion of the flying fiends.

UGH, WHAT'S THAT? IT LOOKS like... erghh, that's really horrible! Things don't get much grosser than this. In *Bio Hazard*, you're warring against millions of scientifically cocked up creatures in a bid to save the Earth – boy, are these monsters ugly!

The aliens don't need flying craft – because they are fully ammoed fighting machines in their own right. You can choose from four different aliens, each with its own individual characteristics.

The pick-ups, scattered around the playing zone, have different effects depending on which alien you've chosen to be. You also have a helper following your moves as you whizz around trying to rid the planet of these obscenities.

The two-player option can get confusing, but fighting for the power-ups is half the fun. Better still, if your partner ends up corking it before you, you can nick their spare lives. If there's one way to end a perfect friendship, this is it!

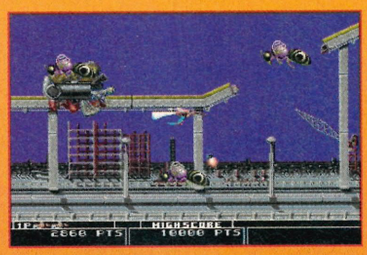
Bio Hazard is one of the ugliest games I've ever seen, but this helps the gameplay immensely – you really want to top those ugly bug-eyed mothers. It's fast-ish, the music's vicious and mean, and the sound matches your actions perfectly.

Bio Hazard is only a shoot-'em-up, but among its peers, it stands up well to any criticism that could be thrown its way. SEGA POWER

Contact Sega on ☎ (071) 727 8070

Pink squids in outer space? Very tasty...

The scourge of the green fuzzy power-up can affect even the most bolshie alien



Wasps are pretty nasty creatures – even when they aren't ten feet long like this lot

Why, oh why, should mutant plants take to the sky? It's up to you to weed them out

(Above) What a nice beam! (Below) A slice of action from the two-player mode

The Lair Of The White Worm. You better splat him before he turns up in a crap film

But, Andy, it looks like a giant blue thingy... you know, a THINGY... Arghh!

POWER POINTS

PLAYERS 1–2
You can nick each other's lives.

LEVELS Er, loads
Absolutely hundreds!

SAVE GAME Nope
No passwords either...

LIVES 3
But there are a few continues.

SKILL LEVELS 5
Practice, Easy, Normal, Hard, Hardest.

OPTIONS
Choose one out of the four aliens.

IDEAL GAME–PLAYER
A mutant triffid!

ALTERNATIVES

Like the look of *Bio Hazard Battle*? Well, before you buy, check out the great *Thunderforce 4* (*Sega Power* 36: 91%). It's the shoot-'em-up's shoot-'em-up, take our word for it.

TAKE CONTROL OF *BIO HAZARD!*

• BIO HAZARD BATTLE • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Three to four weeks if you're good

- Smashing graphics
- Perfect sound effects
- Dead fast in one-player mode
- Four aliens to choose from
- Loads of power-ups
- The ugliest nasties ever
- Five difficulty levels
- Lots of different weapons
- Extra mean end-of-level baddies
- Slows down a bit with two players

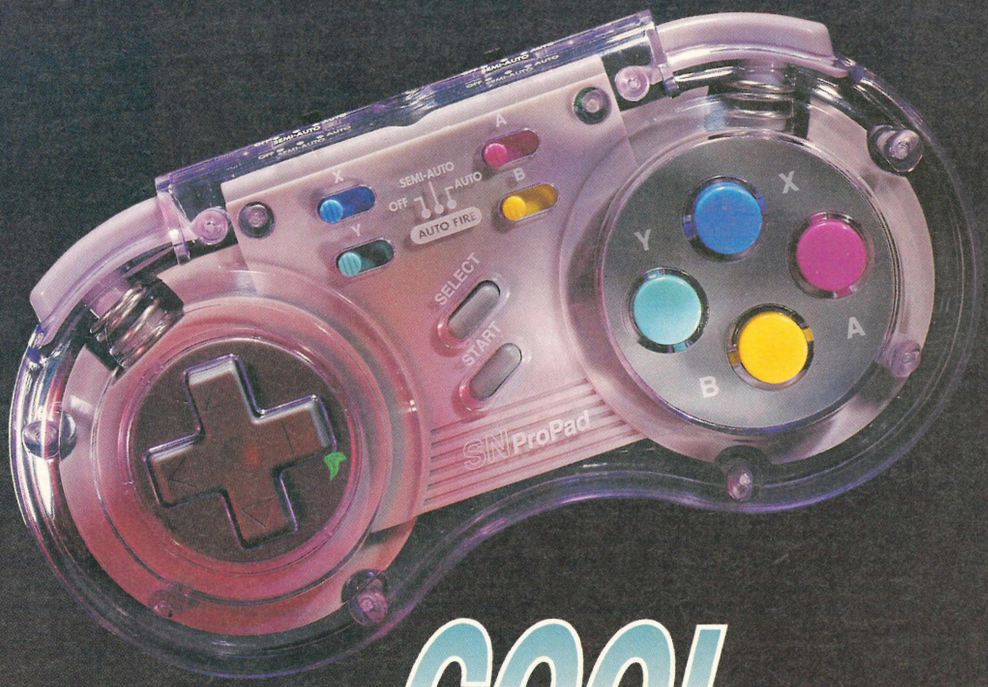
SEGA POWER SAYS

"Fed up with puzzles? Bored of platforms? Getting cheesed off by sports sims? Take two bottles into the shower? Why not try blasting hell out of some *real* nasties!"

88%

THE QJ ProPad

IT'S SO HOT...



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PIT-FIGHTER

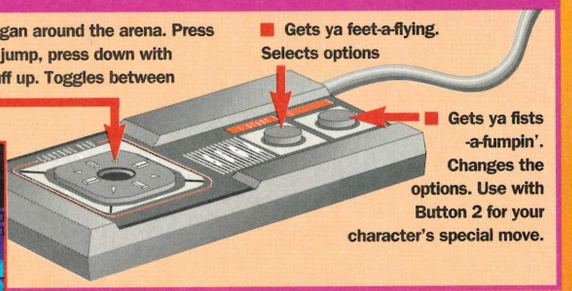
• Master System • Domark • £32.99 • UK Official Release •

Who dares to say women aren't tough? "Dangerous" Desirée Cousteau dons her diamond-encrusted knuckle-dusters and gets stuck in with the brutal *Pit-Fighter*.

You can contact Domark on ☎ (081) 780 2222 for more info

■ The ultimate challenge, who are they trying to kid? If this is the best Sega gaming can offer, I'm gonna take up train-spotting

BRUISIN' THE BADDIES IN *PIT-FIGHTER*



■ Angel does a fine job of humiliating all these well-muscled chaps – but where on earth did she get that outfit?

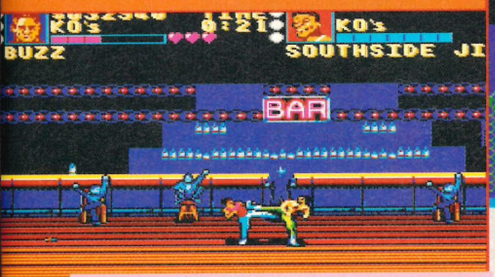
■ Boxing rule-maker the Marquis of Queensbury will be turning in his grave – it looks as though he's not the only one

BEEN THERE, SEEN IT, DONE it! Domark's latest release is nothing new. As the title suggests, you take the part of a pit-fighter and your task is – yep, you've guessed it – to fight all the other anti-social thugs who step into the arena.

Having chosen one of the strappin' lads to play with (the best part of the game as far as I was concerned), you then have to begin the ho-hum business of wasting the opposition (not difficult providing you can stay awake) with a series of kicking, punching and unique individual character moves.

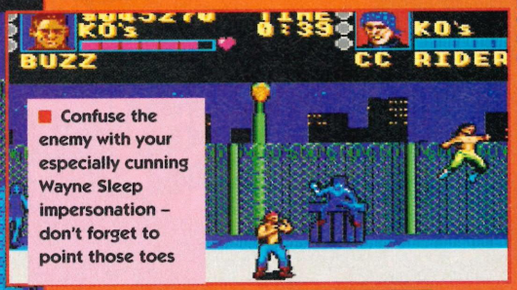
The other way of inflicting pain and suffering is to pick up the various items scattered around the playing area and lob 'em at the evil dudes intent on doing you unspeakable harm – if you're lucky, you'll hit them. Some of these handy projectiles also contain power-ups. The two-player option lets you and your buddy work as a team against the system's bad guys or, if you're feeling particularly grumpy, you can thrash your mate instead. This option makes the game slightly more interesting, but it doesn't exactly set the heart a-racing.

The gameplay is too repetitive, and you quickly tire of the banal, stilted action. The graphics are flat, static and completely uninspiring – and the sound is predictably bland. What else can I say? Master System owners have been waiting a long time for a decent new beat-'em-up title – and, unfortunately, it looks like they're going to have to wait a bit longer.



■ Hmm, looks like the brewery's just announced a price increase. Odds are the landlord won't survive this brawl. Talk about being punch drunk!

■ Now, either this guy's doing a pretty bad impersonation of Charles Atlas, or he's about to chuck a big, blue ball at me – ooh, very scary stuff this!



■ Confuse the enemy with your especially cunning Wayne Sleep impersonation – don't forget to point those toes

POWER POINTS

PLAYERS 1–2
Help out a mate, or beat 'im up.

LEVELS 10
Ten too many levels if you ask me.

SAVE GAME NO
Get real!

LIVES 3
But you get to kiss the dirt three times before you lose one of 'em.

SKILL LEVELS 3
Easy, medium and hard.

OPTIONS
You get to select – the starting level, the difficulty, practice option, number of players, which fighters and whether you have sound or not.

IDEAL GAME-PLAYER
A sad individual who's head-bustingly mad about beat-'em-ups

ALTERNATIVES

There aren't really any decent beat-'em-up titles on the Master System, but if you're looking to have a damn fine scrap then *Golden Axe* (*Sega Power* 16: 75%) is a far, far more worthy game than this pile of tosh.

• PIT FIGHTER • MASTER SYSTEM • DOMARK • £32.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
A couple of days – but why bother?

- It's easy to pick up
- Plenty of options
- Loads of different fighters
- You can team up with ya mates...
- Or beat-'em-up if you prefer
- Sound effects are unconvincing
- The graphics are dull
- The sprites are too small
- Not enough variety in the moves
- Too easy – difficult to stay awake!

SEGA POWER SAYS
"Some games are destined for greatness, some have greatness thrust upon them – this is neither! For more decent gratuitous violence, check out the Alternatives Box."

47%

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WIN A MARIO PINBALL MACHINE

IT'S HUGE

THEY SAY WE'RE CRAZY! HOW CAN WE GIVE AWAY A PRIZE THIS BIG? A FULL-ON MARIO BROS PINBALL MACHINE! ARE WE MAD? OF COURSE WE ARE!! WE'RE MARIO MAD!!

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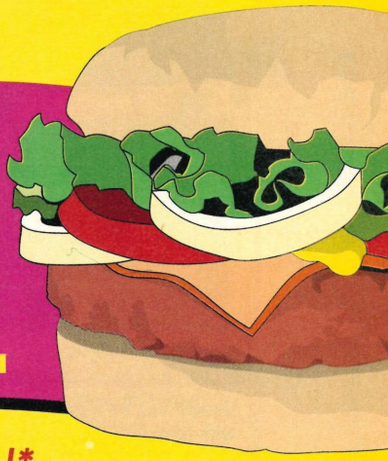

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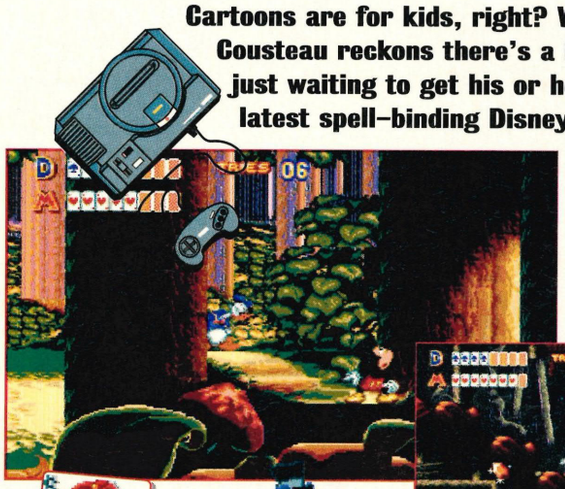
WORLD OF STARRING MICKEY MOUSE

16-bit owners can once again explore the wonderful world of

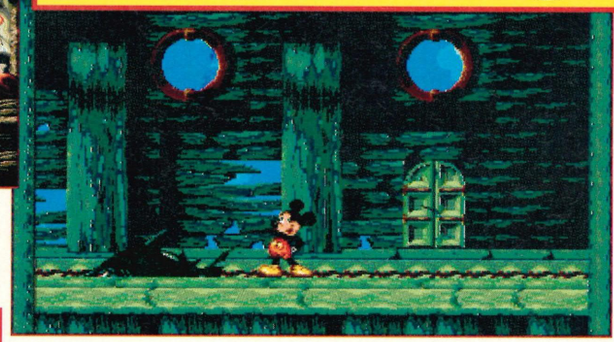
Cartoons are for kids, right? Well, Desirée Cousteau reckons there's a kid in everyone just waiting to get his or her hands on this latest spell-binding Disney tie-in...



■ The two chums set off through the dark, dank, dangerous forest. Donald looks his usual grumpy self, but Mickey is totally overcome with awe and wonder...

■ Deep in the mines on level one. It looks very pretty, but there are hazards galore, including some very cross (and very large) miners wielding hefty pickaxes

LIVING IN A WORLD OF ILLUSIONS!



■ Strewth, there's Mickey peering around like a dweeb – and all the time the level three boss is slicing a hole in the floor beneath him. He's below you Mickey (oh no he isn't – oh yes he is – oh no...)

LEARNING TO CO-OPERATE!

Donald can be a grumpy old duffer, but even he realises he's got to co-operate with Mickey if they're going to escape that tricky old magic box.

■ You won't get far into the first level if you don't work out how to use the log see-saws... and how to pull each other up by ropes! C'mon, Donald!

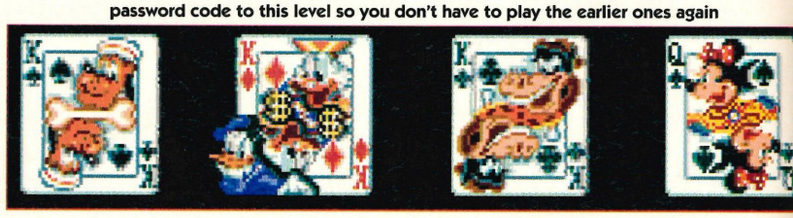
■ Mickey and Donald can stand on top of each other! It's none too comfortable, but it means you can reach those inaccessible platforms

■ Donald, not to put too fine a point on it, has a big backside. Mickey has to pull him through when he gets stuck in a gap

■ First, Donald jumps, then Mickey, then Donald. Timing it right is the only way to get this rail buggy up the slope. At last – a two-player co-operative game!

■ You've heard of Jack and the Beanstalk? This is Donald and the Beanstalk. The game is full of neat little fairy-tale references like this. But will they live happily ever after?

■ Donald's fed up. He's just lost his last life. Ah well, at least you can find out the password code to this level so you don't have to play the earlier ones again



ILLUSIONS

Disney! • Mega Drive • Sega • £39.99 • UK Official Release •

■ Ach! Speared by a funny blue bloke with a spear. Donald loses one of the cards from his energy bar (top left of the screen)

■ You might be on a magic carpet, but it can't protect you from either whirlwinds or giant marauding birds. What's more, you can't even shoot them!

ARE YOU AFRAID OF SPIDERS?

Because if you are, you won't like this part of level one. Nasty multi-legged creatures spin an evil web to catch our intrepid pair. Eek!

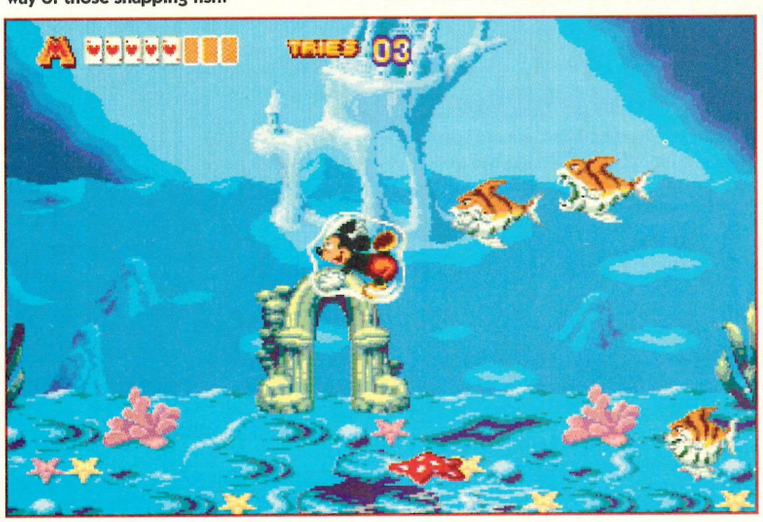
■ Hmm... the coast looks clear. Now then, I suppose we're meant to jump from web to web, are we? If the webs are that size, how big are the spiders?

■ Yikes – that big! It's no use turning back, Donald. The screen scrolls from left to right only. The only way is forward, past those giant arachnids

■ This bit is distinctly tricky. The spider ahead of you is on your side! You have to walk along the thread it leaves behind while it crosses the screen

■ Oh no – you fell off! Mistime a jump and it's curtains. There's no safety net on this level. If the spiders don't get you, the drop will... Whooaaa!

■ Mickey's swimming underwater in a magic bubble. But Mickey's bubble is about to burst if he doesn't get out of the way of those snapping fish!



POWER POINTS

PLAYERS 1–2
Almost three games in one.

LEVELS 6
But lots of sub-levels in each.

SAVE GAME NO
But you do get passwords.

LIVES 3
You can also survive a few hits per life.

SKILL LEVELS 1
If only there were more...

OPTIONS
Choice of character (Mickey or Donald) and one or two-player option.

IDEAL GAME–PLAYER
Kids will be utterly entranced – and so will more than a few adults.

THIS REALLY IS BREATHTAKING. Mickey and Donald are so well drawn and animated that you can hardly believe you're playing a computer game – in fact, the longer you play, the more you'll be amazed by the detail of the characterisation.

And just as much effort has gone into the baddies too. Get ready to meet (among other oddball nasties) gigantic spiders, snapping fish, flame-creatures, living chocolate bars and playing cards. They're excellently animated – the only visual difference between this game and a Disney cartoon being that this game is more colourful!

Okay, so a heck of a lot of effort has gone into the characters. Doesn't this mean the backgrounds suffer?

Not at all! Subtle shading techniques and clever parallax scrolling mean that the worlds Mickey and Donald travel through in this adventure are a visual treat. Absolutely gorgeous.

The magic carpet scenes, underwater sequences, "cake world..." – every part of this colourful game simply oozes quality and atmosphere.

The designers really have created a magical world. The graphics are so spectacular, however, that the sound is a slight – ever so slight – disappointment. And while the music is wonderful – perfect for the action, in fact – there really isn't enough of the digitised speech from Mickey and Donald.

A bit of a shame, but it doesn't detract from the overall effect. But wait a moment. Never mind all this talk of graphics and sound – there's more to a game than that. What's the storyline, for one thing?

Well, Mickey and Donald were rehearsing their magic act on-stage, y'see, when Donald tripped over some scenery and discovered an old magic box. Before Mickey could stop him, the excited Donald had jumped inside – and disappeared.

Mickey went in after him and as they both spun helplessly into a bottomless void, they heard the eerie voice of an evil magician telling them that they could only escape the

& DONALD DUCK

ALTERNATIVES

These Disney conversions really are in a class of their own. The nearest competitor to *World Of Illusions* has to be *Castle Of Illusion (Sega Power* 18: 94%). But this new licence has even more spectacular visuals, plus that excellent two-player mode.

■ Time for a magic spell! At the end of this section it's time to go back in your bubble for some more underwater antics

■ Coo, this is a bit strange, isn't it? Mickey suddenly realises he's a very small mouse in a very big world. Or rather, a very big library

box if they managed to defeat him in his own world. The game has a "magic" theme, then. Indeed, each of the several "theme" levels feature a special magic "trick" that helps Donald, Mickey or both to get through.

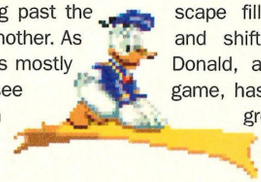
These magic tricks aren't a major part of the gameplay, however, which is basically standard platform jumping stuff. There's lots of it though – each level breaking down into three or more quite different sub-levels.

Mickey and Donald can turn baddies into harmless flowers and butterflies by wielding their magic hankies. There are also various timing puzzles – although none of them are too difficult.

In fact, that's the game's one and only real problem. It looks so wonderful, and it's so terrific to play that you don't immediately notice how much progress you're making.

In one-player mode, you'll probably reach level three at your first attempt, for instance... Not a good sign on the lastability stakes.

Of course, getting to the end of the level is one thing – getting past the end-of-level boss is quite another. As with any boss, however, it's mostly just a case of watching to see which way they move, when they're most vulnerable and so on, the usual stuff.



Once you've beaten a boss, you never have to face it again, thanks to the game's password system. When you lose all your lives you can choose either to continue or get the password to the level you're on. It saves having to keep replaying earlier levels that you've already mastered.

To be honest, this is almost one game that doesn't need passwords! The graphics are so gorgeous that you really won't mind seeing them again and again. If the game is – on the face of it – a little too easy, it makes up for the deficiency in other ways.

You can choose to play either Donald or Mickey, and each character faces a different game "map."

At one stage, for example, Mickey has to traverse a fiery volcanic landscape filled with flame creatures and shifting rock pillars – while Donald, at the same point in the game, has to zoom down an underground river on a leaf, dodging rocks and fireballs.

Although Mickey and Donald cover the same basic ground, their respective routes are different enough to mean this game is almost two games in one.

And there's more! If you play with a friend, not only do you get simultaneous two-player action, you also get yet another subtly different set of levels!

The two-player game has another trick up its sleeve too. Mickey and Donald frequently can't make further progress until they co-operate. On the

■ Hmm. Inside a sunken galleon. That starfish isn't doing much at the moment, but you can bet it means trouble. Watch your step, Mickey

SWEETS CAN BE GOOD FOR YOU!

Mickey finds an open sweet jar on level four. He's tempted, but should he really jump in? Hmm, his sticky fingers might find a nasty surprise among the goodies

■ An open jar. Something no mouse could possibly resist. And Mickey is no exception. All he has to do is jump on the rim and drop down inside

■ Aha! A bonus level full of lovely goodies. But watch out for the moving blocks – it's easy to lose a lot more bonus points than you gain

■ When you finish the bonus level, you find the top's back on the jar. You won't be able to go in there again, so let's hope you collected what you needed

■ And it's on with the quest! This level has lots of short-cuts which Mickey can exploit, thanks to the magic spell he was given at the start of the level

■ Well, here's a bit of a problem. You want that bonus over on the right, but the stream of bubbles is blocking your path. The answer? Well, you have to move away to the left...

■ ...and then the giant clam comes after you, sealing off the bubbles. You can now swim over it to collect that bonus on the right!

■ Oh no, stabbed in the nose by a flying fountain pen! All the baddies in this world are stationery (but not "stationary")

first level this means one of them bouncing the other high in the air via log see-saws. Whoever reaches the platform above first then has to lower a rope for his pal. Very neat.

Donald very often needs Mickey's help in confined spaces too. Both can duck down to crawl through small gaps, but Donald's a bit prone to getting his tail stuck. Mickey then has to pull him out from the other side. First Donald stretches, then he pops out like a cork – it's really funny to watch.

So although the standard one-player game is not terribly difficult – especially with the password system – there is still plenty of gameplay here to enjoy. You will finish the game completely before too long – not least because it looks so wonderful you won't want to stop playing. Be warned.

Does all this make *World Of Illusions* sound like a kid's game? Well, have no fear – adults will love it too. In fact, the kids may have trouble getting a look-in...

As a long-term gaming prospect, *World Of Illusions* isn't going to break any records. But as something you'll load again and again to show your mates just what the Mega Drive is really capable of, it's destined to become a classic. SEGA POWER

You can contact Sega on ☎ (071) 727 8070 for more information

IT'S A CORKER

That champagne bottle must be there for a reason, surely? Pop the bubbly and you can toast the stars with a return ticket to heaven.

■ Well, you can't stand their staring all day, Mickey. You're going to have to take the plunge sooner or later. Are you ready? Okay, let's do it...

■ Hey! Wow! This is cool! Jump on the neck of the bottle and you go flying off on the cork. Hang on, Mickey, this could be a rough ride

■ Look at this! Now this is what I call tinsel town. You're riding amid the stars picking up bonuses. Look out for hazards though 'cos it's not all plain sailing

■ And now it's back down to earth again. This is a short section, but it's one of the most breathtaking in the whole game. Truly magical!

■ Hey, ring my bell! You need to jump on these to reach the higher platform to the right. Hang around on them too long, however, and they start swinging

■ Done it! Now then, what do you do about the next cliff you've got to scale – especially when you've got this card sharp dancing around blocking your path?

■ Use your magic! This spell converts the playing cards into a handy ladder which you can then use to reach that higher level! So now you know...

■ Oooer, a giant mirror. What do we do? Go through? Mickey looks a bit scared, but he's got no choice. The only way ahead is through that oh-so scary mirror. Go for it

■ Level five is really nasty. Largely because it's populated by despicably evil characters out of "Alice in Wonderland"

• WORLD OF ILLUSIONS • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

Alas, as little as a week

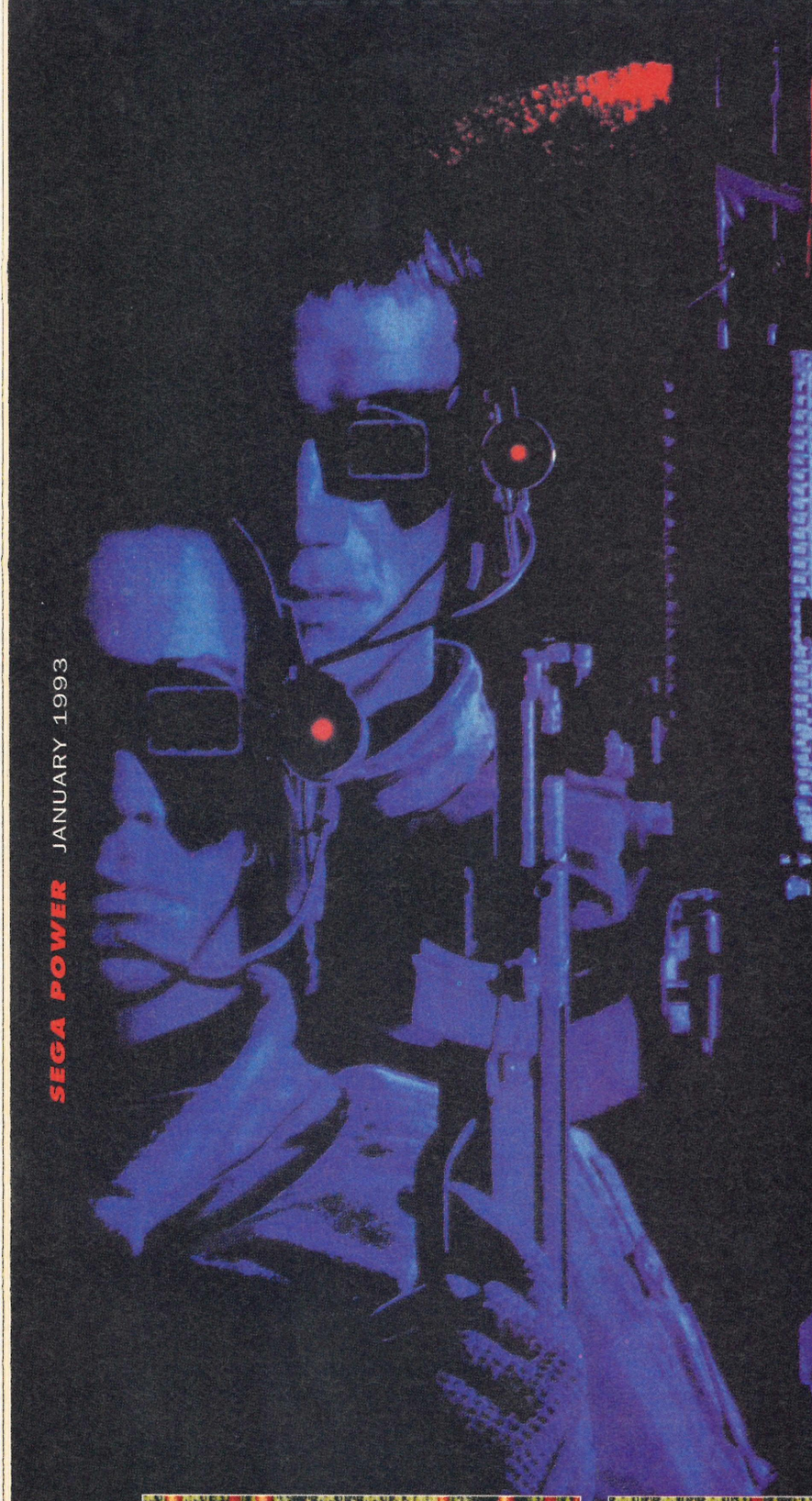
- One and two-player modes
- Three different game "maps"
- Incredibly lush graphics
- Easy to pick up
- Non-violent – superb for kids
- Superb character animation
- Each level consists of sub-levels
- Mickey/Donald's digitised speech
- Each level has a password
- It just doesn't last long enough

SEGA POWER SAYS

"Gobsmackingly gorgeous to look at, full of superbly drawn characters and packed with animation. A magical game for kids, but not much of a long-term challenge!"

89%

UNI



POWER GOLD FACTOR

You could call it *Turrican 2* if you really wanted to... Mega Drive Accolade £34.99

UK Official Release

Back in *Sega Power* 23, we reviewed a game called *Turrican* – a shabby conversion of one of the most popular computer games ever which just didn't really cut it on the playability front. Perhaps that's why nobody bothered to convert the almost as popular sequel *Turrican 2*... Or did they? Stuart Campbell gets a pleasant surprise...

NOW HERE'S A PRETTY NOVEL approach to film licensing... Instead of the usual palaver of blowing a fortune on a licence (then realising that there's no money left to spend on developing the actual game itself and opting for a crap platformer instead), Ballistic have done something rather clever.

They've blown a fortune acquiring the licence to *Universal Soldier*, true, but now they've simply stuck the name in front of a game they had lying around already, namely *Turrican 2*, and fiddled slightly with the graphics to make it more "Universal Soldier"-y. Doesn't sound too promising so far, does it?

Wrong, wrong, wrong – and thrice wrong *(Eh? – Andy)*. While *Turrican 2* the computer game was exactly the same as its famed predecessor, *Universal Soldier* is head and shoulders above the Mega Drive *Turrican* – for the simple reason that it's had a decent programming job

POWER POINTS

PLAYERS 1
You're on your tod, matey.

LEVELS 11
Four worlds (two or three levels each).

SAVE GAME NO
Passwords for each level.

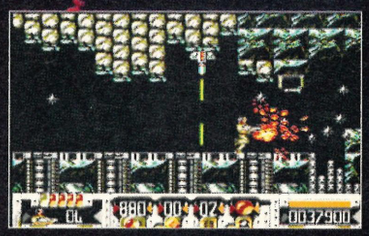
LIVES Yep!
Plus a continue (you can earn more as you play the game).

SKILL LEVELS 1
And that's yer lot!

OPTIONS
You can change the music volume (what's wrong with the TV switch?).

IDEAL GAME–PLAYER
Anybody who's totally fed up with "one day wonder" shoot-'em-ups.

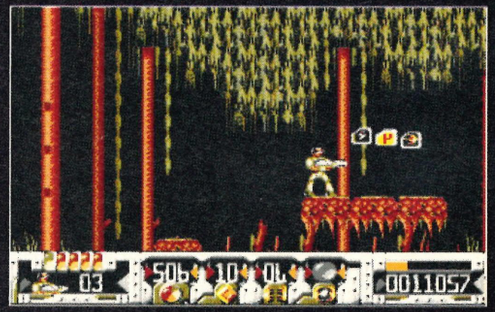
It's still a pretty sprawling game, but dull spots like this one here are fewer and further between than in the first *Turrican*



The scenery's a lot more varied than it used to be – this laser-packed underground cavern is just one good example

The first level is littered with traps like this, but if you're careful you can often find handy power-ups inside 'em

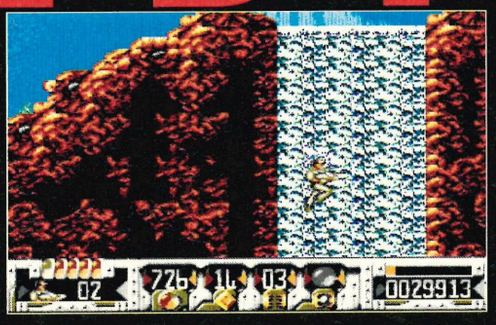
Unfortunately, *Universal Soldier* is also littered with lots of bad guys – and they take a fair amount of shooting too



As with the original *Turrican*, exploring a level carefully will often reveal lots of well-hidden and valuable goodies

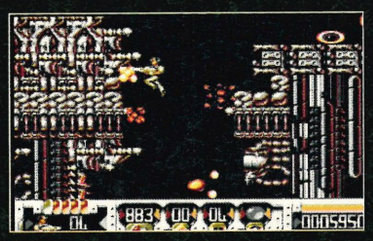
VERSAL SOLDIER

■ This bridge looks a bit rickety, but it's an ideal place from which to shoot those power-up-carrying baddies!

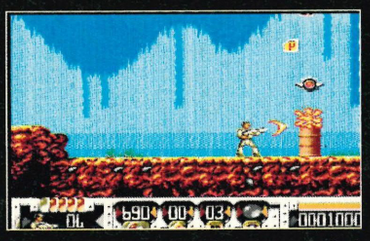


■ Half the waterfalls in this level lead to instant death, the other half to concealed underground cavern sections...

■ Erm, a day in the life of your average shoot-'em-up hero... Help!



■ *Universal Soldier* is so controllable that long arduous climbs up difficult scenery like this pose no problems whatsoever



■ As you travel through the game, you find power-ups and bonus goodies hidden in the unlikeliest of places. Snatch 'em up!

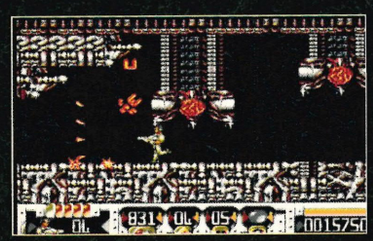
done on it. Bang go the nasty control and icky collision detection routines of the first game, the tedious repetitiveness of the level-after-level-of-identical-nothing-very-much-ness – and in come the varied scenarios that, while they all feature the same basic jump-around shoot-'em-up gameplay, actually make you feel as if you're interacting with the landscape. All this means that the good points of the first *Turrican* (massive levels, millions of baddies, a superb and flexible weapon system, to name but three) are really given a chance to shine – instead of just being dragged down by other irritating gameplay niggles.

But – oh no – in all the excitement, I've forgotten to tell you what the game's all about.

Luckily, it won't take long. You have to run through lots of huge scrolling levels until you find the exits... and kill everything you see while you're doing it. And that's all.

Read the *Turrican* review for more information if you must, but really, just trust me on this one. This game's got nothing at all to do with "Universal Soldier," but it's still one heck of a good title.

SEGA POWER

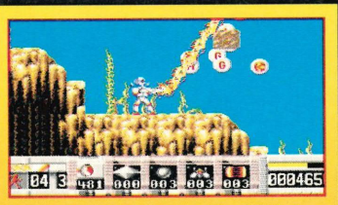


■ Powerful lasers are all very well, but for all-round maximum kill potential, you can't beat the good old four-way bullet spray

■ I'm not quite sure what's going on here, but it's very probably very violent indeed... Eat laser, spike fiend! Now who's next?

If you want more info, you can contact Accolade on ☎ (081) 877 0880

ALTERNATIVES



Turrican (Sega Power 23: 67%) is a an alternative... Basically, a crappy, insipid, badly-programmed, repetitive and passwordless version of the same thing. *Universal Soldier* is 20 times better. *(So why doesn't it get, er, 1,340% then? – Andy)*

ENLIST WITH *UNIVERSAL SOLDIER!*

■ Moves your character left and right and makes him jump and duck... Press with any Fire Button to turn your bloke into a spinning sawblade of indestructible death. Yessss!

■ Press to jump, fire or activate your power-line weapon. All Buttons are redefinable, fortunately

• UNIVERSAL SOLDIER • MEGA DRIVE • ACCOLADE • £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW

TIME TO COMPLETE

Weeks, mate!

- Absolutely enormous
- Brilliant array of weaponry
- Definable controls
- Lots of passwords
- Secret rooms everywhere
- Thousands of baddies to blast
- Fast-moving and smooth
- A riot of colour
- Some fabby backgrounds
- Non-stop action

SEGA POWER SAYS

"A hugely improved version of *Turrican* – the passwords and changing scenery make all the difference... The most entertaining 16-bit game I've seen in a long time."

91%

JOHN MADDEN AMERICAN FOOTBALL '93

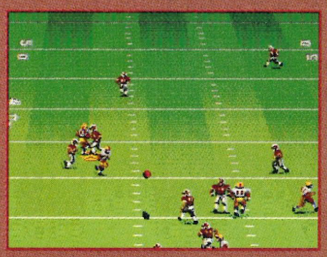
Mega Drive • E.A. • £39.99 • UK Official Release

Hey, hey, hey! Just play ball, okay? Yep, *John Madden* is back for the third time in two years, so we sent our US Football fan Neil Jackson on the offensive to find out if it's a tired ol' linebacker or a badly returned punt.

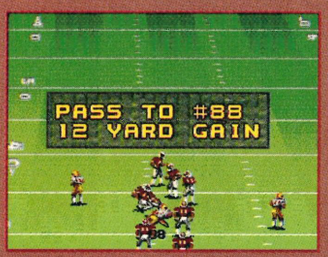
FIRST DOWN!

Here's a snippet of the action as seen from the front line...

San Francisco get ready for that vital snap, with Quarterback Joe Montana preparing to pull back into the shotgun for a bomber of a pass...



The ball whistles over the 25 yard line, missing the Giants' defensive linemen, for a perfect catch by the '49ers wide receiver...



The pass is good, the catch is made and the Giants finally get heavy. You can almost hear the bones splintering as the huge linebackers do their best to crush your mush into the turf

WHEN AMERICAN FOOTIE first arrived on the 16-bit in the shape of *John Madden American Football*, the world swooned and cheered.

They cheered some more when Madden reappeared later that year as *John Madden '92*. Now it's all happening again with *John Madden '93*, except now the cheers are less vocal and the swooning's turned into mild nausea.

There's nothing wrong with *Madden '93* – it's just that, well, you've seen most of it before. There are only so many times you can buy the same game before you realise that it's, er, essentially the same game.

In fact, *Madden '93's* only really new feature is an All-Time Greatest Teams mode which enables you to pitch classic teams against each other.

Fine for die-hard yanks who know the '84 Bills' Quarterback's inside-leg measurement and the effect this had at the Bowl, but for you and me, matey, it means blither all.

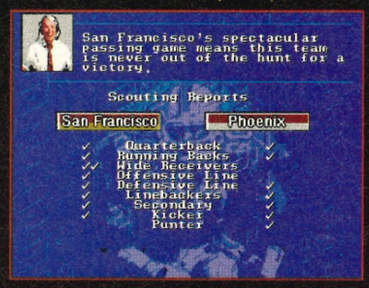
John Madden '93 is just as much fun as its forerunners and features exactly the same control methods. There's a bit more atmosphere, thanks to the new game-time commentator, but hearing: "He'll remember that number!" every time your Quarterback gets sacked soon gets repetitive.

Other nice improvements include the ability to see the grandstands behind the end-zones on field-goals and touch-down conversions.

In a nutshell, if you're the sort of person that just *has* to have every re-mix, rap-version and cover version of your favourite song (on vinyl, CD and wax cylinder), you'll enjoy *John Madden* a third time. If you've never seen any of the *Madden* games, buy this one and forget the rest. If you've got the rest, forget this one. Roll on '94, eh, John, me old mucka?

SEGA POWER

You can call E.A. on ☎ (0753) 549442



He's a right know-all, our John. Before each game and during the half-time, he'll give you all the stats you'll ever need

Darn it! They've busted us up pretty bad and punched their way into our end zone. Madden gives the low-down on all the dirty tricks they used to get this far up the field

The new end zone view now features grandstands in the background. It's still just as easy to lob a ball over the bar tho'!

POWER POINTS

PLAYERS 1–2
Play as a team or head-to-head.

LEVELS 4 (sort of)
Play on Grass or Astroturf in Rain, Snow Fine Weather or Mud.

SAVE GAME NO
However, as before, there are the usual passwords for the play-offs...

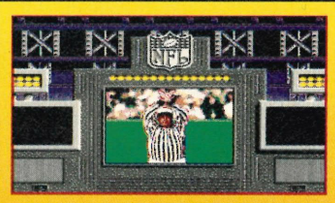
LIVES 1
You don't ever die, so who needs 'em?

SKILL LEVELS 1
You decide how hard to play...

OPTIONS
Select pitch-type, teams and weather.

IDEAL GAME–PLAYER
Anyone who hasn't already got *JM* or *JM '92* and enjoys American Footie.

ALTERNATIVES



Joe Montana 3 is the obvious one to go for here (but we won't tell you what it got – you'll just have to turn to page 66 and see for yourself!).

TAKE CONTROL OF *MADDEN '93!*

Guides your players around the field during a match and selects the plays during the play-calling screens

Chooses the A play from the list, calls audibles or dives for the ball

Chooses the B play, selects the player nearest the ball, fakes a snap, spins the player or blocks passes and kicks

Chooses the C play, snaps the ball or gives the player that little bit of extra "oomph!"

JOHN MADDEN AMERICAN FOOTBALL '93

MEGA DRIVE • E.A. • £39.99 • UK RELEASE

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Three to four weeks

- Tons of play variety
- Now with in-game commentary
- Captures that grid-iron atmosphere
- Great two-player action
- Superb action replay facility
- Gruntingly good sound FX
- Historic Superbowl teams included
- Excellent way to learn the sport
- Single games or full-blown playoffs
- Not that much different...

SEGA POWER SAYS

"It's as much fun as all the other *Madden* games, but the format is beginning to show its age. If you've got the others, you don't need this – it's not *that* different..."

83%

RAMPART™

"It's Medi-EVIL!.."

Rampart allows two players simultaneously to travel back in time to the middle ages. Seven rounds of dynamic battle action, medieval destruction, and three levels of difficulty guarantee a game that is exhilarating, challenging and downright addictive.

SEGA™
Master System™

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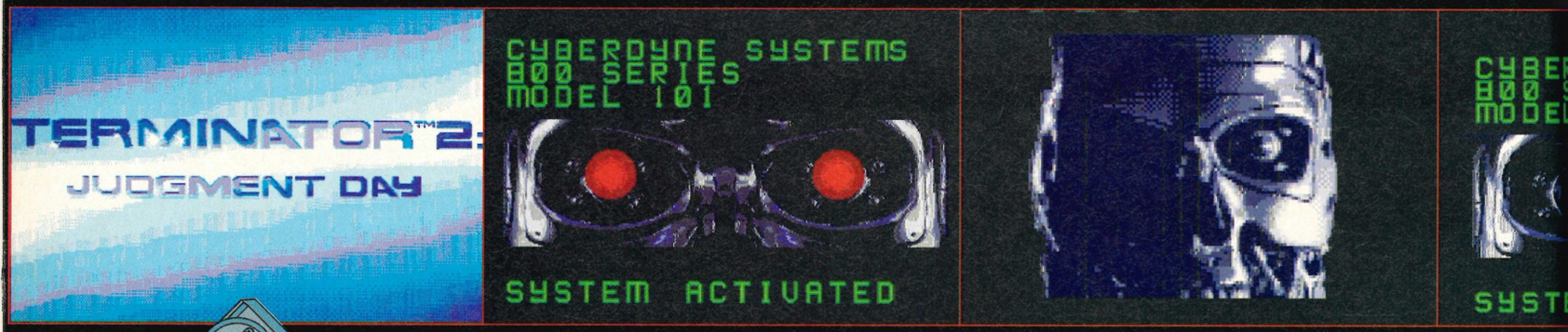
TENGEN
VIDEO GAMES

DOMARK

■ What you see during the opening game sequence...

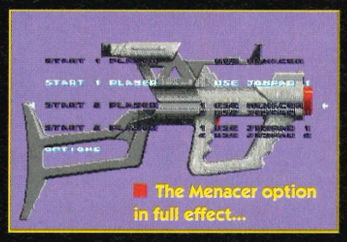


TERMINATOR 2

● The Schwarzenegger machine rolls relentlessly on...

THE PROPER WAY TO TERMINATE?

Terminator 2 – The Arcade Game is the first UK title to use the Menacer. It's a shame then that we had to use the joypad rather than the new device itself (we didn't get ours in time, y'see) for this review. Still, the game seems to work well enough with just the pad. We'll give the Menacer the full review treatment next month...



■ The Menacer option in full effect...

■ As if getting it from ground zero isn't enough, you've also got to watch the skies for airborne Hunter Killers. Grenade launchers are the only cure for this

■ Scratch another HK. While Terminators devour your energy points, the gunships try to finish you off. Take out their gun pods if you haven't time to destroy the whole thing

■ It's John Connor himself at the wheel of that Dodge pickup. And while the Terminators keep you busy below, the HKs are moving in above for the final kill...

■ Things are looking astonishingly bad. You haven't got time to think, just react

Not content with horizontally-scrolling Terminators Virgin style, Acclaim are now releasing the "comin' right atcha" coin-op conversion in time for Christmas. John Cantlie wades through the bull to get to the bottom of things.

ARNIE SELLS. IT'S AS SIMPLE as that – and Acclaim, being particularly keen about the odd movie tie-in, are well aware of this. That's why they've worked on a conversion of this successful arcade game – and it's pretty damn perfect too.

The on-screen action is totally frenetic, and the game is beautiful to look at. Sure, there are graphical touches in the arcade machine you won't see on your Mega Drive, and the animation and action is a little better in places – but so what? This is still superb...

The game takes place in the far future and in the present day, with you as a T-800 Terminator re-programmed to protect John Connor, humanity's only hope after the impending nuclear holocaust of August 29 1997. You see everything from a first-person perspective, and must shoot and blast your way through eight frantic levels before you get the chance to have a climatic showdown with the T-1000.

Never mind the conversion, just feel the pace as hordes of endoskeletons and fully-clad Terminators close in on you from every angle, the only respite coming from the numerous interlude screens between levels.

Fortunately, there's more than a fair share of power-ups for your machine-gun, the most useful being the repeater clips which give you unlimited rounds and firepower.

The game kicks off on the wartorn streets of old Los Angeles, 2029. Terminator endoskeletons come running at you from the distance, while Hunter Killers swoop from the sky to pound you with their shells. The screen scrolls right as you blast away anything that moves – as well as the all-important power-up boxes to boost your vital armaments.

At times, you take up a position behind a number of human fighters, and you've got to be squeaky careful not to gut 'em from behind.

Then it's particularly satisfying to set your sights on one plain and zone back and forth, blowing Terminators' heads clean off as you go (you can only do this on the joypad setting though). After the street scene, it's into a rebel hideout,

■ When the proverbial really hits the fan, take up position behind an allied strong-point and dig in. If you're quick, you can destroy the enemy's grenades before they reach you. If you're really quick, that is...

TAKE CONTROL OF *TERMINATOR 2!*

ALTERNATIVES

■ Arnie looks grim in *The Terminator*

For that full-on action with cyborgs, machine-guns and Arnie, would you believe *The Terminator (Sega Power* 32: 87%) from Virgin? Conventional side-on platformer with not enough levels, but fast. *Corporation (Sega Power* 33: 80%) is the other rival...

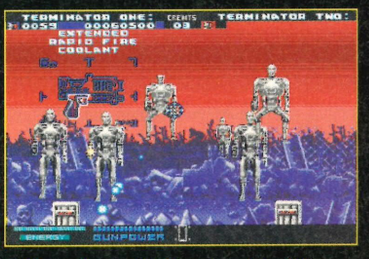
THE ARCADE GAME

• Mega Drive • Flying Edge • £39.99 • UK Official Release •

■ Wahay! Get your aim just right and the Terminators' heads leave them like an American advisor would leave South East Asia. Like, they don't touch the ground...

■ At the end of the first level, this hairy brute is waiting for you. It's best to reserve your best weapons until this point because you'll need all the help you can get here

■ Later on in the game, and fully-fleshed Terminators jump out in front of you and let rip. First, centre your crosshairs and then gently press the trigger...



■ The only graphical weak point of the game is when these ludicrous ballet dancers come plopping over the wall

then a quick dash for the time machine, and finally into the 20th Century, where you'll be facing off against the T-1000 and the whole of the LAPD.

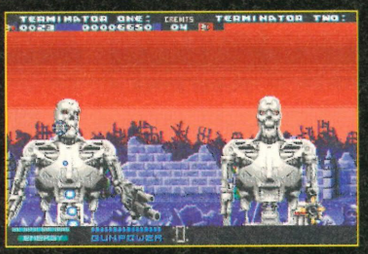
There's one big problem: whether you're looking at the coin-op or the conversion, it's all too much of a muchness. Once you've made it through, you won't be coming back to it too quickly.

That's not to say it's easy. This game's got the difficulty tuning set on the borderline between "lasting challenge" and "blimmin' impossible."

The animation, graphics and sound can't be faulted, and the gameplay is great – the game even uses the Menacer. There are also enough options to keep the fiddlers among you happy.

It's just the longevity that's questionable (until you do get through the final showdown, however, you won't be able to let it go). Yeah, overall, you could say I liked it.

SEGA POWER



■ You'll be scrolling across to the east, when – wham! Terminators'll be right in your face. Don't bother shooting at the chest areas, just go for the head every time!

■ Grab these handy shields lying around on the battlefield. You'll then be totally invulnerable to that grenade flying in from the left. Now stand there and open up...

■ Keep your finger on the trigger until the flesh starts to rip off... Gutsy stuff. To finish him off, just use a single grenade. Easy!

You can contact Flying Edge via Acclaim ☎ (0962) 877788

POWER POINTS

PLAYERS 1–2
Get a friend to double the body count.

LEVELS 8
From all over...

SAVE GAME NO
Passwords would've made it too easy.

LIVES 4
You start with a continue – thankfully...

SKILL LEVELS 1
It's hard enough as it is, believe me!

OPTIONS
Heaps. You can change the sounds, the control method (among other things).

IDEAL GAME–PLAYER
Anyone who reckons they can take the pace. This one's definitely not for lovers of a quiet RPG or slow platformers.

■ Kaboom! The T-800 explodes in an immensely satisfying fiery ball of flesh and metal. But don't get complacent, you still have to deal with the other 76 that are coming at you out of the woodwork...

■ Hopeless! I mean, here we are in the resistance underground, with Terminator infiltrators and gun pods blowing the place to hell, and then there are these sad fools standing in the middle of it all. Tragic...

• TERMINATOR 2 • MEGA DRIVE • FLYING EDGE • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
A month...

- Long and challenging levels
- Graphics are totally convincing
- Animation is up there with the best
- Gameplay is tuned to perfection
- Utterly addictive in the extreme
- Guess what? Arnie's in it!
- Loads of weapons and missiles
- Never know what's gonna hit you
- Compatible with the Menacer
- After a while, it's all the same

SEGA POWER SAYS
"The first Menacer compatible game in the UK is a blast. Beautiful to look at and as playable as hell. Questionable longevity, true, but the gameplay's luscious!"

88%

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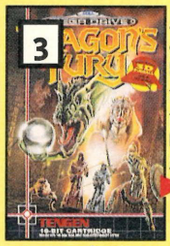
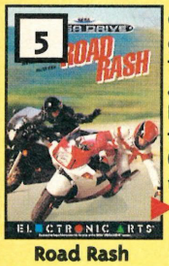


A totally awesome gothic chamber of horrors. The ultimate video pinball game. Destined to become a classic

Dragon's Fury
M D £29.99 Save £10.00 !

One of the most addictive, colour matching games, available across the range.

Columns
M D £22.49 Save £7.50 !
M S £18.74 Save £6.25 !
G G £14.99 Save £5.00 !

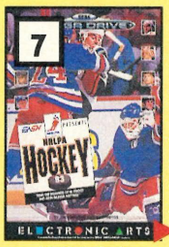


Great animation, great race. Terrific two wheel action with brilliant 3D Graphics too. (Watch the bikers remount!)

Road Rash
M D £29.99 Save £10.00 !

Rescue Donald's friends and retrieve the Lucky Dimes. An adventure romp that has it all.

Lucky Dime Caper
M S £24.75 Save £8.25 !
G G £22.49 Save £7.50 !



An updated version of many people's fave game. New moves, new players and more statistics than you can shake a stick at.

N.H.L.P.A. Hockey '93
M D £29.99 Save £10.00 !

A test for the most battle hardened beat 'em up fans. Power Strike is the most versatile jet fighter in the World.

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Compete in 7 spectacular sports. Olympic track, field and pool events. To win you will need all the stamina you can muster.

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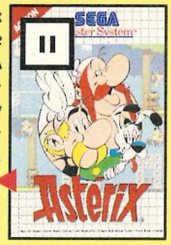
M D £29.99 Save £10.00 !

The first flight simulator for the Mega Drive. Great graphics and sounds, wild head to head combat

M D £29.99 Save £10.00 !

F22 Interceptor

Asterix and Obelix must rescue the Druid, Getafix. A platform adventure with truly awesome graphics...



M S £24.75 Save £8.25 !

Asterix

An original coin op beat 'em up, A tough, lasting challenge that keeps the adrenalin flowing.

M D £29.99 Save £10.00 !
M S £24.75 Save £8.24 !

Shinobi

Platform jumping fun. Stop the mad professor from nuking the World.

M S £22.49 Save £7.50 !

Impossible Mission

More depth and clarity than its predecessor, this is an enormous role playing game. By far the best RPG on the Mega Drive.

M D £37.49 Save £12.50 !

Phantasy Star III

AND SAVE 10% or MORE on every future purchase!

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And don't worry about hidden catches. Your only commitment as a member is to buy one game from each issue of your Free club magazine (minimum membership period is three magazines)

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The items I have selected as my special introductory offer are listed here:

Game No	MD/MS/GG	Game Plan price
	Postage	£1
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RBI 4 BASEBALL

TAKE CONTROL OF *RBI 4 BASEBALL!*

• Mega Drive • Tengen • £35 • US Import •

Whip your big stick out and play! On the other hand, why not have a decent game of baseball instead? Maff Evans steps out onto the mound to tackle the big leagues.

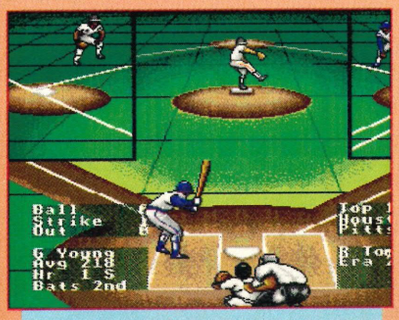
■ Welcome to the RBI championships at Tengen Stadium. Wait a minute... Hey, you! Get that damn blimp out of the way!

■ What's this bloke up to? Six to one on "Happy Lad"? No, I think I'll leave it for now, ta very much

■ Quick! Leg it! The whole game could depend on this one play. Cock it up and it's the doghouse for you

■ A close call at first base! "Slide, Charlie Brown, Slide!" Watch out for nasty knee stains

■ There's no shortage of opposition – you can play all the US teams – but it'll take some time to beat 'em all



■ This is either a strong, fast pitch down the centre, or a man in a hat waving his leg in the air – some weird mating ritual?

YOU'D EXPECT BASEBALL, being the most popular sport in America, to be a pretty exciting sport, wouldn't you? Full of uncertainties, reflex actions and high-speed ball skills, right?

Well, you wouldn't think so playing *RBI 4 Baseball!*

The whole thing is very well put together, with options to play a full game, tackle the whole division, go against every team – or put yourself into a historical baseball situation to see if you can win the whole shebang. Yes, folks, you have the chance to make yourself into a baseball legend – historically invincible!.

The graphics and sound are pretty smart too, with some superbly animated batters and pitchers – they even wear Nike trainers (well, natch)! The problem is: it's all too simple once you've got the knack. All the plays seem to come off in much the same way – you can do the same thing over and over and guarantee a win every time. Not very challenging, that.

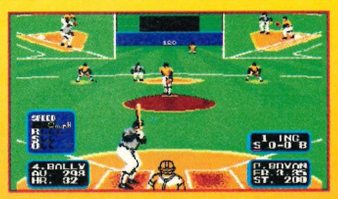
The harder level just means the pitches are faster, the fielders can catch and the batters rarely miss, but, unfortunately, it's still easy to win.

RBI 4 Baseball is great fun as a two player game – at least for a while – but it's not a game you'll come back to often if you're a real sporting fan. Once mastered, it lacks the spontaneity of the real game.

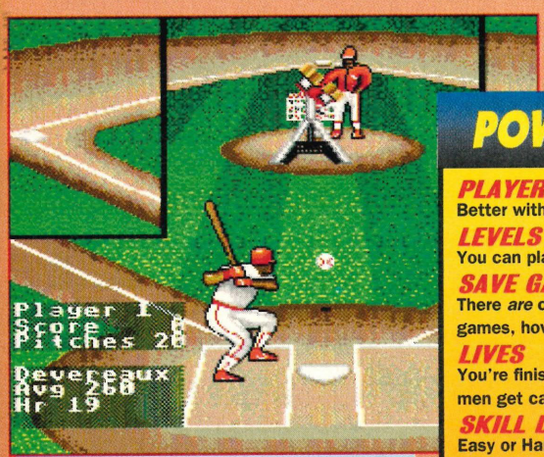
■ Looks like a certain batter is about to head back to the dug out... Unless someone "accidentally" throws sand in the catcher's face. Could happen to anyone... Ha-ha!

With thanks for the loan of the cart to Crazy Consoles ☎ (0422) 34290

ALTERNATIVES



The only real alternative is *Super League Baseball (Sega Power* 17: 65%). Although not as slick as *RBI 4 Baseball* in the presentation stakes, it's still quite good looking and a fun game. And, at only 20 quid, it's cheaper to boot (or bat).



■ Time for a touch of practice against.... the MACHINE! ("Oh no! Not the machine!") Stop that whingeing, you great girl's blouse!

POWER POINTS

PLAYERS 1–2
Better with two, but not by much.

LEVELS 1
You can play different teams though.

SAVE GAME NO
There *are* codes for the special games, however – fortunately.

LIVES None
You're finished if three of your men get caught out...

SKILL LEVELS 2
Easy or Hard.

OPTIONS
Play any US team, try a sound test, or go for a tour or practice mode.

IDEAL GAME–PLAYER
Someone who loves baseball to death!

• RBI 4 BASEBALL • MEGA DRIVE • TENGEN • £35 • US IMPORT •

GRAPHICS

SOUND

FRUSTRATION
LOW

ADDICTION

BRAINPOWER

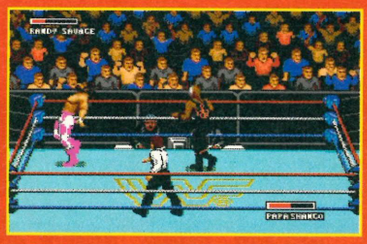
TIME TO COMPLETE
A month to beat all the teams

- Nice cartoon graphics
- Some gorgeous animation
- Plenty of teams to play against
- Loads of nice presentation touches
- Different stadiums to play in
- Fun for a while at least
- A laugh in two-player mode
- Nifty sound and speech effects
- A tad repetitive and dull
- Too easy to win (even on Hard)

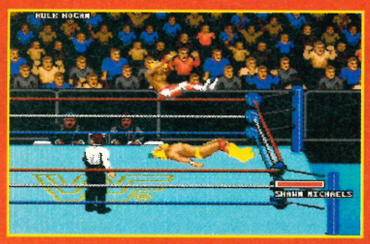
SEGA POWER SAYS
"*RBI 4* is a good-looking game with lots of nice touches – but as a baseball sim, it's simply too basic. Fun to begin with, but gets to be a tad boring after a while."

71%

Hey, hey, it's Hulkamania™ as the Hulkster™ makes his way through the expectant screaming crowd. At this rate, they'll pull trademarks on the words Big, Bulky and Bulging (™)



This is an example of how not to do it. Ropes are fine things for getting tangled up in and getting yourself kneecapped



What's this? Hulk Hogan taking a hit? This is a rare sight indeed. Kick 'im while he's down

W SUP WRESTL

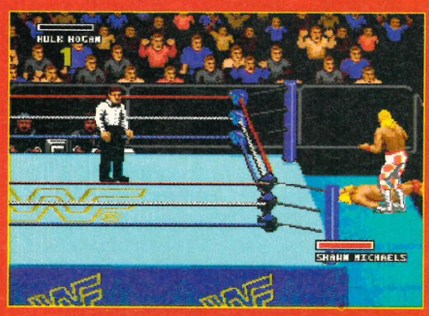
★★★★

Oily, macho, gristle, muscle, headbands, grunt, crunch (?)

"Do you reckon you could 'ave Hacksaw Jim Duggan?" we asked the Masked Warrior from *Pit-Fighter*. "No contest, mate" came the reply. So are WWF wrestlers any cop – or are they just lardy old gits with revoked equity cards? John Cantlie takes the game on board and delves deep.

This is what you're aiming to win – the extremely large WWF badge for your waist and sticker for ya car window. 'S no big deal – we'll probably be giving these away with the next issue of *Sega Power*...

And here they are: the cream of the over-muscled, over-the-top WWF wrestling world. To watch these guys on the TV, you'd think that there was no shame left in the world...



Get thrown out of the main fight area, and you've got 15 seconds to do as much damage as you can before you and your leotard are sent home

WWF WRESTLERS ARE the ultimate marketable goods – everything from Hulk Hogan bandanas to British Bulldog knickers are readily available – and now Acclaim are releasing the game of the money-spinning sport (?) over here on the Flying Edge label.

Wrestling games have had a bit of a dog-eared history up to now, so is this one to break the mould? The answer is yes and no: Yes, it's quantifiably better than any earlier ring-basher – but no, it's just another wrestling game.

But don't let that put you off. This title owes more to a well thought-out beat-'em-up than to a two-bit grapple title – and the gameplay, animation and graphics are all far better than anything we've seen before.

Wrestlemania gives you the chance to pick any one of our eight WWF characters – from Hulk Hogan to Randy Savage – and then compete with them in either one-on-one, in a tag team duo or even tournament modes.

All of the wrestlers have their own specific moves that they perform better than their counterparts.

Wrestlemania gets rid of the sad "Hit all three Buttons and hope" control method that's cursed this genre for too long. Yep, now there's a fair amount of actual *skill* involved in the fight. And this gets you really involved in the gameplay too. Which is more than can be said for the crowd scenes.

They stand inanimately in the background and sound more like a combine harvester in Dulwich than a throng of people on the edge of rabid excitement.

As with any sports sim, it's the two-player mode that really makes the game shine. Slick fighting moves, excellent collision detection and slick animation all blend together to provide you with a bone-crunchingly good time while you body-slam and punch your way through each one of your opponent's team.

You can even fly off the ropes to deliver a high-speed-boner! And should

POWER POINTS

PLAYERS 1-2
Wrestle each other or go tag.

LEVELS None
It's a sports sim, not a platformer.

SAVE GAME NO
Doesn't need it.

LIVES 1
What did you expect?

SKILL LEVELS 3
Easy, Medium and Difficult.

OPTIONS
Sound, computer control, difficulty and match options. A lot really.

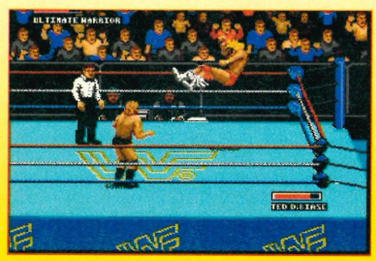
IDEAL GAME-PLAYER
Got to be a WWF wrestling fan... The appeal's just too limited otherwise.

BODY SLAM? NAH, IT DOESN'T HURT REALLY – YEAAARGH!

Who says wrestling's not a real sport? It takes years of training to imitate the falling motion of a lump of molten lard... Wheeee!

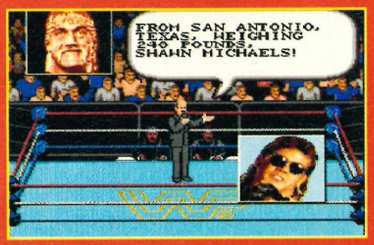
First, stand on the post and prepare to jump. It's important that you time this one right, and remember to wave both of your arms menacingly in the air at all times. Right take a deep breath...

...And as soon as the moment is right, launch yourself, knickers 'n' all, off the post. You'll then come crashing down on the mat like a ton of wobbly jelly. By this time, your opponent will have moved on and it's all been a sham



WF ER EMANIA

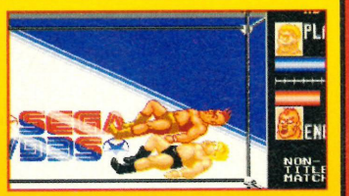
★★★★★★



At the start of each match, you'll get to know your opponent's vital statistics from the badly-drawn bald-headed ref

At the end of each match, you'll get the lowdown on who won what from the (slightly better drawn) ref

ALTERNATIVES



Wrestle War (Sega Power 22: 55%) is the most obvious contender, the difference being that it's utter crap and with about as much playability as a Bay City Rollers' track.

WWF is aeons better, but it's still smelly old wrestling. If you can't stand the sport, avoid.

• Mega Drive • Flying Edge • £39.99 • UK Official Release •

things get really out of hand, you're allowed 15 seconds out of the ring to do as much damage as possible before being kicked out of the stadium.

WAXED UP MEN

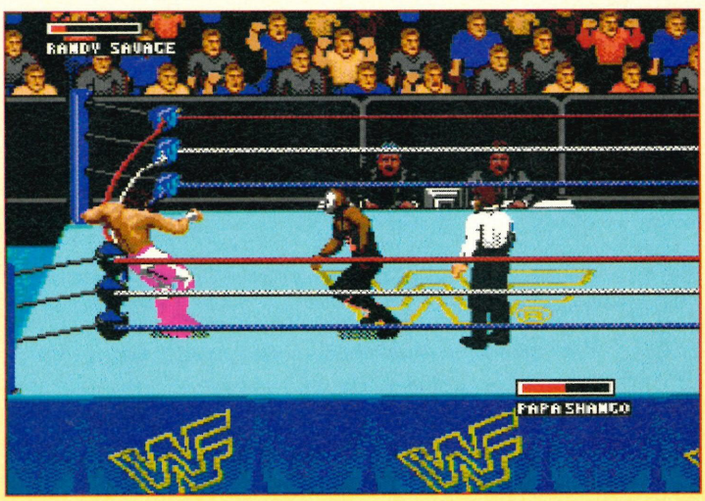
Wrestlemania is far and away the best wrestling game we've yet seen on the Mega Drive – but if waxed-up men in boxer shorts don't do anything for you, you'll hate it.

.It's hard to believe that people who spend hours under a sunbed and in a sauna can get away with leotards like this...

You can contact Flying Edge via Acclaim on ☎ (0962) 877788

PIN HIM TO THE ROPES AND NUT 'IM!

Some people call it entertainment. Some people call it performance art *(They do? – Andy).* Some people call it the biggest load of *(Enough! – Andy).*



All the right moves are in here. One of the most satisfying is to run towards the ropes using Buttons B and C, rebound at high speed, and then execute a flying kick...

...to deliver a chin-shattering crunch to your overblown opponent. About five of these should have 'im on his butt. Remember though: he can do the same to you (and usually does). You've got to stay on your toes and think fast in this game

GRUNTING THE *WWF* WAY!

- Moves your wrestler round the ring (or, indeed, the floor if you've jumped down). Use with Buttons to execute moves
- Use this for the standard kick, flying kick and jumping moves
- Initiates a head-butting move and loads of others I couldn't understand
- Gets you in and out of the ring. Use with Button B to pin down an opponent. (Also, does loads of things I couldn't understand)

• WWF SUPER WRESTLEMANIA • MEGA DRIVE • • FLYING EDGE • £39.99 • OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

Ten days

- Graphics are nicely drawn
- Good WWF feel abounds
- Fight moves are well-executed
- Characters have unique moves
- Loads of gameplay and options
- You can fight outside the ring
- It doesn't deserve another upper!
- It's a wrestling game. How dull...
- Background animation is zero
- No speech synthesis. It needs it

SEGA POWER SAYS

"*WWF Super Wrestlemania* is by far the best in its class – but look at what it's up against! Wrestling has always been a daft "sport," but if it's your thing, go for it."

64%

This mothership comes on-screen and insists on chucking out these rather unpleasant alien types. And then – surprise, surprise – the little gits insist on coming after *you!*

Every time you go down one of these tunnels, you just know a huge alien bad guy is gonna jump out in front of you and give you the heebies. Shoot 'im down!

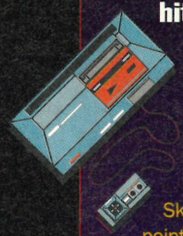
SPACE

In space, you can cheat like hell – but who cares?

It's not often a new Phaser game for the Master System hits the shelves, so there was a bit of a scrap in the offices when this one came in. Andy Smith pulled rank and did his best to look like Clint Eastwood...

It's a sausage on a fork! Actually, it's a spacestation thing, but you tell that to the man who's holding it over his barbecue! Anyone for planetary burgers? No, I thought not...

The first baddies you get to meet are these huge TV cameras (for some strange reason). Oh well, just point and shoot with your pad or Phaser and let 'em 'ave it!



WELL, OKAY, SO it was more like that Luke Skywalker person... Anyway, the point is, these nasty alien types just don't know when they're beat, do they? I mean, there I was, holding the Light Phaser actually *against* the glass of the screen – and still they kept coming back for more! What idiots, eh?

An obvious way to play your way through a Phaser game, you might think – but, believe me, it's still not the best way to play. No, the best way to play is to just stand (or indeed sit) about five feet away from the screen with your gun in your hand. Yep, then the fun *really* begins...

The aliens either come scampering towards you from the background as you scroll forwards through the level, or amble on from the sides as the game scrolls from left to right (or right to left – depending on which way you choose to scroll the display).

The object of the game is to blap the aliens with your gun before they get a chance to blap you. Simple stuff.

There are a couple of other things to keep in mind, however... For a start, you can't just hold your finger on the trigger and shoot anything that moves.

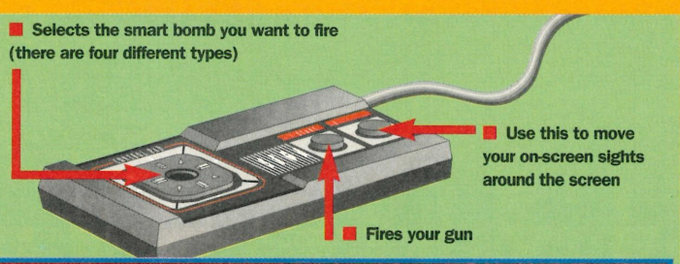
Now and again, y'see, you have to provide covering fire for a few of your people. Then there's the ammunition and the smart bombs you have to pick up along the way, of course. All you have to do is just shoot the icons in the scenery to collect the relevant bits and bobs.

And if you haven't got a Light Phaser? Well, that's not a problem, because you can also play the game on a normal joypad plugged into port two.

So is it any cop? Well, yes, actually – it is. The graphics are pretty good, considering the machine's limitations, and although it doesn't quite have the fre-

See that chap coming towards you in the middle? That's one of your guys, that is. Don't shoot him because he's one of the reasons you came here in the first place

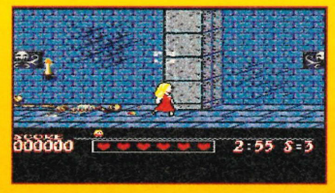
TAKE CONTROL OF *SPACE GUN!*



If you don't have a Light Phaser and you're just using the pad, we reckon the rating for *Space Gun* should drop to...

50%

ALTERNATIVES



Laser Ghost (Sega Power 28: 19%) was the last Light Phaser game we reviewed – and that really was quite awful... *Space Gun* is much better. If you liked *Laser Ghost* (you poor, poor soul), you'll really love this!

These throwaways from *R-Type* contain a rather unpleasant suprise (a *Space Harrier*-like dragon), so have your Gun ready...

You get to meet these purple monsters further on into the game. And they're just as hard to kill as all their friends too!

You may look imposing, Mr Monster, but just let... me... get my... sights trained... on... you... and... I can blast you away!

Blam! Another monster bites the dust and we can move a little bit further down the tunnel towards our goal. Fun, innit?

Not all the humans running towards you are human... This one's mutating as he gets nearer – he's an alien! Quick, shoot him!

GUN

Master System • Sega • £29.99 • UK Official Release

netic action of the original coin-op, it's still very well done – and proves to be quite a challenge in the long run.

Don't rush out and buy it, however, if you're only planning on playing it using a joypad. The fun factor isn't high enough to warrant that. If, however, you've got a Light Phaser and you're bored with your old games, then this one's easily good enough to open the wallet for. Not bad at all.

SEGA POWER

Eek! Not only do these alien nasties bite, they keep chucking out vicious liquorice allsorts things at you too! Not a very friendly way of saying hello, is it?

Blast that icon in the centre of the scenery at the top – and you'll pick up a handy smart bomb. You can then use this on those 'orrible green monster things

Gulp! More nasties chucking out more jelly liquorice allsort things at ya! Just blap 'em with your gun before they get you

You can contact Sega on ☎ (071) 727 8070 if you want more information

POWER POINTS

PLAYERS 1
It's just you against the alien hordes.

LEVELS 6
They get tougher as you progress.

SAVE GAME NO
Not a chance, matey...

LIVES 1
Should last you quite a while though.

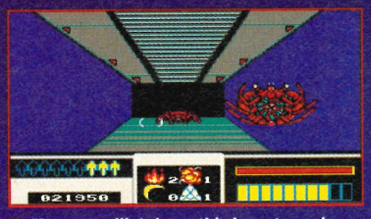
SKILL LEVELS 1
But it's well paced all the way through.

OPTIONS
One or two-player, gun or pad options...

IDEAL GAME-PLAYER
A young gamer looking to use his Light Phaser again after a long break.

You can say that again – it's our Andy getting out of the shower! Actually, this is just one of the many between-stage "mood" graphics you get in the game

That "ouch!" in the centre of the screen (at the bottom) tells you that you've just been bitten by one of those white monkey things. (Reminds me of Longleat, this bit...)



"I was strollin' down this here tunnel (between stage sections), m'lud, when all of a sudden these horrid crab fings just sort of came at me! And I just sort of shot 'em!"

On the surface of a hostile planet and you get to meet loads of stingray-type aliens with more teeth than a dentist's coat pocket! Fire! (Or die if you prefer...)

• SPACE GUN • MASTER SYSTEM • SEGA • £29.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Two weeks

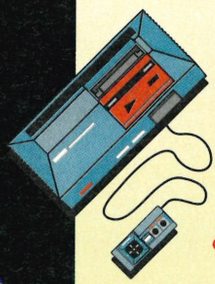
- Good graphics
- Good fun
- Large variety of monsters to blast!
- Route choices
- Very easy to pick up and play
- Ideal for young kids
- Breathes new life into the Phaser
- Easy to cheat through
- No simultaneous two-player mode
- Not enough in the gameplay

SEGA POWER SAYS

"Not half bad... Okay, so the gameplay's a bit repetitive and the game itself isn't very taxing, but this is still a good example of a Light Phaser title. Great for young kids."

70%

GEORGE F KO BO



• A brilliant world exclusive! The first ever • Master System • Flying Edge •

Well known for his stupidity and tendency towards violence, John Cantlie seemed a fitting recipient for this one. "Urrghh!" he exclaimed. "Who's crapped in my hand?" The look we got suggested we better drop it, and then we spied Dan "Crap" Goodleff, typing innocently in a corner. "Aha!" went up the shout, and so history was made...

OH GOD. WHY ME? I MEAN, everyone knows I hate these titles, and yet somehow I'm always the one who ends up modifying the blurb on 'em.

Let's get this straight right from the beginning – this game is dreadful. It's already been available as the dire *Heavyweight Champ* (*Sega Power* 19: 67%) which was vastly overscored at the time, and this incarnation is no different. *KO Boxing* is still a load of cattle doings. I wouldn't even bother waving my subber's pen at it unless I absolutely had too *(Serves you right – the* Sega Power *Crew).*

I saw it on the Game Gear a while back and it was bad enough then, but this is a true monstrosity.

I remember once, when I was a child living in Wales, having trouble sleeping because of this creepy, slippery, eerie "thing" that I thought lived under the bed. I used to think then that it was some form of space creature, but I know now that it was more likely an abortive pre-production version of *George Formby's Ukulele Boxing,* waiting to devour me with its crapster's embrace at a later date.

SPOOKY STUFF!

Okay, let's look at this analytically. The graphics are so poor even my deranged old grandmother could make 'em out. The hapless George shuffles lamely back and forth, taking the odd swipe at his equally nobby opponent as he goes along.

Being one with an eye for fine art, I know quality when I see it and, believe me, you won't find it here.

What really makes me wince is that someone at Sega has actually sat down and said: "I approve" – which is more than a little worrying.

The Master System is really doing no-one any favours by allowing itself to be abused in this fashion. Okay, over to Dean. Anything to say?

DEAN SPEAKS!

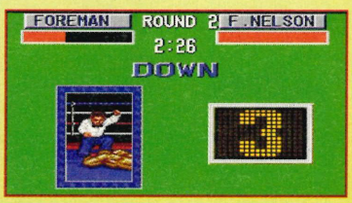
Yes and no. I don't really see why a game like this really merits comment, but since I've been asked, I'd have to say I'm kinda shocked that Acclaim saw fit to release this one over here.

The gameplay and action are so compromised on the 8-bit that the whole thing is rendered virtually unplayable – just press right, hold it down, then press Buttons one and two as fast as you can to do as much damage as possible.

DEAD BORING

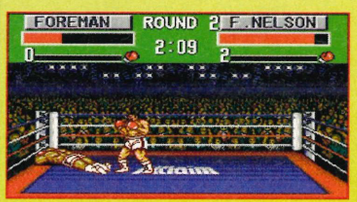
After a while (er, how does 60 seconds sound?), you'll get bored of this, so for a change you can unleash one of your three Super Punches (swoon). And that, basically, is that. Quite dire and really dull beyond belief. Er, John, want to add anything to that?

Not really, I've got better things to do. What I would like to say is that the

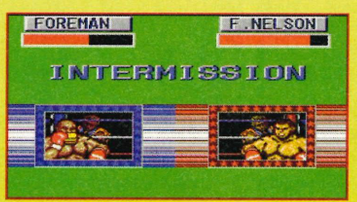


■ Now and again, it all gets too much for even the screen figures, who just have to lie down and blubber into the canvas...

■ Lost in the banality of his namesake game, you mean? No, just lost – as in the end of the match. Exciting, isn't it?



■ Foreman's taking a bit of a beating here. If your opponent gets one too many hits in, you'll end up as canvas-fodder

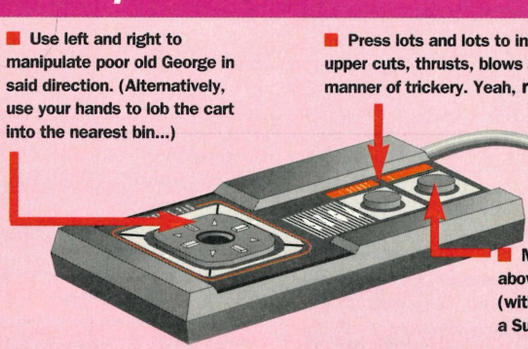


■ Saved by the bell. The intermission gives you the chance to munch uselessly on a hamburger 'n' bolster your energy (?)

WHAT, YOU *STILL* WANNA PLAY IT? (!)

■ Use left and right to manipulate poor old George in said direction. (Alternatively, use your hands to lob the cart into the nearest bin...)

■ Press lots and lots to initiate endless upper cuts, thrusts, blows and all manner of trickery. Yeah, right



■ Much the same as the above, but press and hold (with the above) to deliver a Super Punch. Of course

ALTERNATIVES

What an incredible shame... It's *exactly* the same as *Heavyweight Champ* (*Sega Power* 19: 67%), and it's no better or worse. I can't quite understand the score that that one got either... Well weird.

They're as bad as each other, and under no circumstances should you consider shelling out dosh on either of them, unless you need to see the world's worst boxing games for research purposes, of course.

POWER POINTS

PLAYERS 1–2
Slightly more fun in two player mode.

LEVELS Err...
Fell asleep too quickly. Sorry.

SAVE GAME NO
Get rid of it as soon as possible.

LIVES 1
Green eggs with ham.

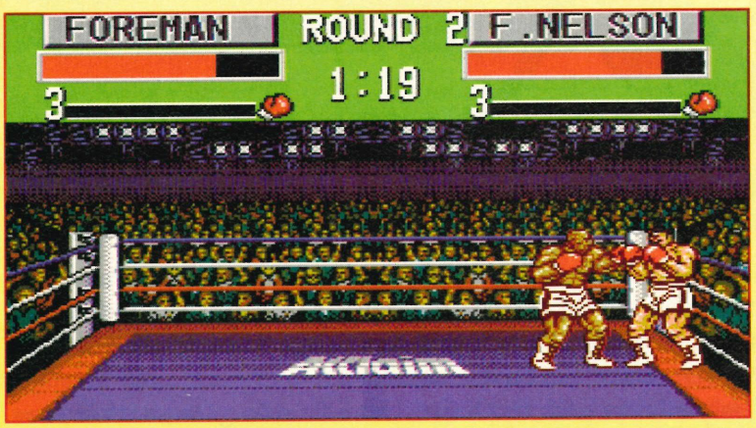
SKILL LEVELS 2
Fast or slow, oh yes!

OPTIONS
Certainly. You don't buy it.

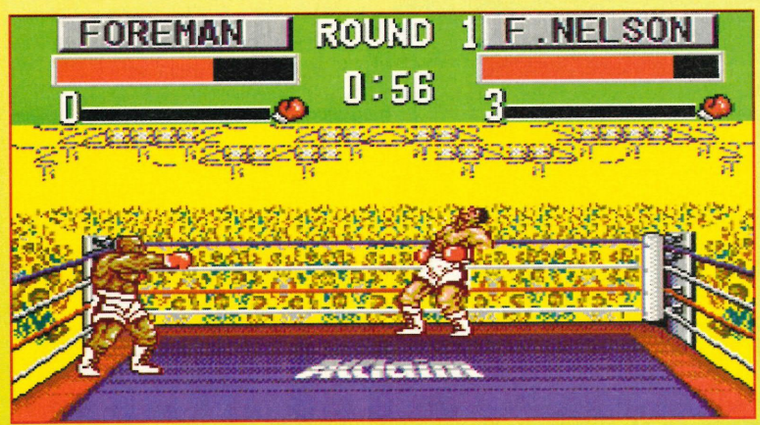
IDEAL GAME–PLAYER
This person doesn't exist in the realms of normal game-players.

OREMAN'S XING

all-team review! Dig it... • £29.99 • Official Release •



■ Looks like Foreman's getting something of a pasting here. Not that you really care, of course. I mean, boxing's okay as far as it goes, but this title's a bit of a shambles. Oh dear



■ Holding the two Buttons down together, building up your power, and then releasing full power'll have your opponent flying across the ring like a chicken on a bungee cord. Whee!

coverage of the Future Entertainment Show on Bad Influence! was badly lacking. No scenes of Andy and me, none of the drinking heroics – nothing.

My 15 minutes (15 seconds) came so – *so* – close, and then evaporated under a barrage of Andy Crane's prattling. Ho hum.

The game? Well, it's got a ring and some graphics, and even some tinny things *(They're called sounds, John – Dan)*. But I have to admit that old *Frank Bruno's Boxing* on the Spectrum seven years ago was considerably better than this heinous trash. No-one's really stretching themselves here.

For God's sake, they've just released *Sonic 2* on the Master System, and now someone actually expects punters to pay money for this? It'd be laughable if it wasn't so serious. Andy, care to add a word or two to that?

It's crap. There you go, that's two words. Back to Dan.

So there you have it. A total team effort, and it appears no-one has a good word to say.

It's almost enough to make you feel sorry for the poor thing... On second thoughts, no it isn't.

In fact, we couldn't think of a single constructive thing to say about this title, so we got John to write the whole review pretending it was all of us.

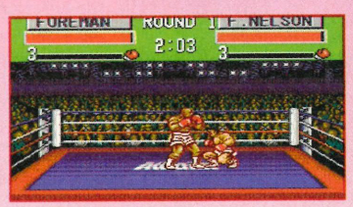
And just to prove you never know who you're reading round here at any one time, it's still John writing this now. Ha! Psyche!

SEGA POWER

You can contact Flying Edge via Acclaim ☎ (0962) 877788

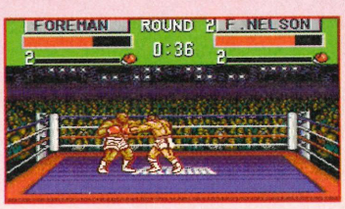
HEY! GET THESE FIGHTING SCENES...

Well, there you have it (and if you haven't, you'd better read the review first) – Dan's worst nightmare scenes about the slippery thing under his bed (lately discovered to be a pre-production version of *George Formby's Ukulele Boxing*).



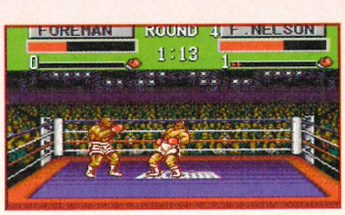
■ Let the games begin! On the other hand, switch off right now and indulge in a bout of choc scoffing or something. (Okay, I'm writing, I'm writing! Sheesh!)

■ The two boxers discuss various chest-expanding excercises and the pros and cons of lycra undershorts. "They get a bit stinky sometimes, eh, Nelson?"

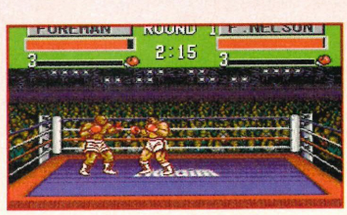


■ At this stage, you'll be pressing right a lot and pressing Buttons one and two even more. It looks like an orderly fight, but the whole thing's really a shambles

■ What do you expect me to say? Ooh look, another scene of no-holds-barred boxing as George gets the upper hand? I think not. Knickers, that's what I say



■ Either the fellow on the right has just taken a sharp blow to the jaw, or he's about to blow his chunks all over George's newly-pressed boxing trucks



■ No, all is well, as the fighters now shuffle to the left in that "Man on the spot" fashion. Could it be you're still reading this? You should be, people...

• GEORGE FOREMAN'S • MASTER SYSTEM • • FLYING EDGE • £29.99 • OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE Oh, please...

- It has some graphics and sound
- Crikey, where do I start?
- The graphics are small and smelly
- The gameplay? It doesn't...
- It costs £30 too much
- Addictive? Cold turkey, mate
- It's actually going to be released
- No skill involved whatsoever
- Animation in "The Clangers" league
- We hate it and that's that

SEGA POWER SAYS

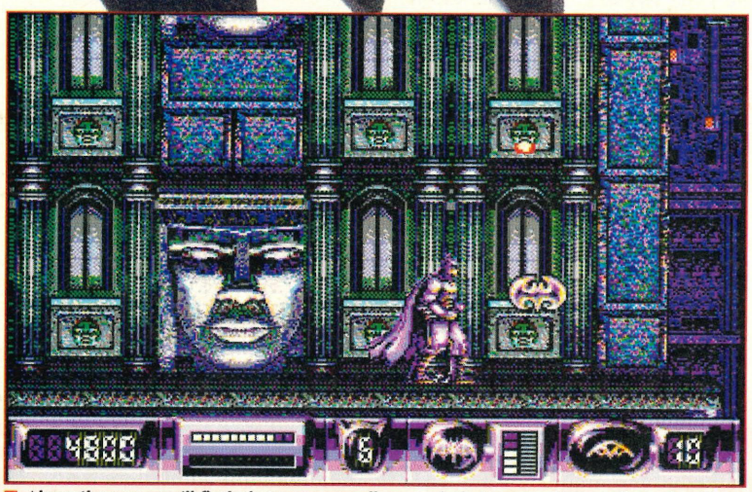
"Of all the things you can do with 30 quid, spending it on this shambling travesty isn't one of them... Get drunk or buy your girlie some flowers instead."

12%

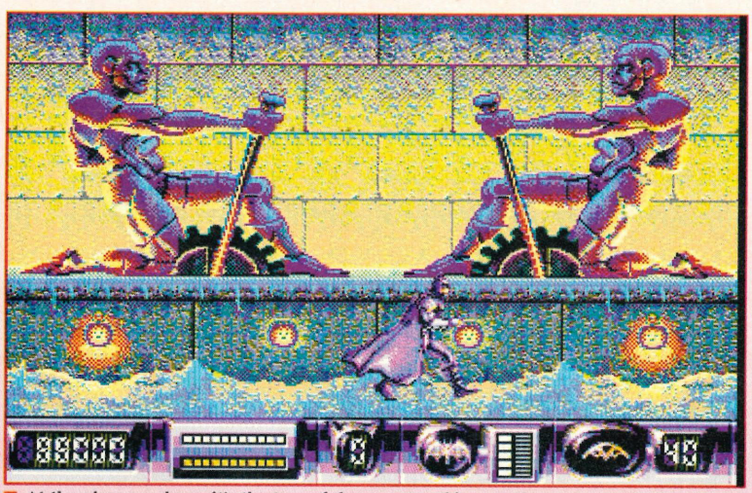
BAT RETU

- The Bat, the Cat, Ooh, and I love
- Sega - £39.99

"Batman Returns" grossed the biggest wad of cash ever for a film in its opening weekend. Now Sega are hoping that the game of the movie can do the same in the run-up to Christmas. Oh lordy – another one of those, eh? Having just finished with the News, John Cantlie gets another four pages of the mag to fill. Well, it *was* his birthday...



■ Along the way, you'll find what you can walk on and what you can't, as well as a healthy number of little extras for your arsenal. Always check your BatBelt first to see what's up



■ At the piazza and now it's the turn of these statue things to throw enormous cogs and fireballs at ya. Just turn on the turbo, hop upon their thighs, and let the pummellin' begin!

CONFESSION NUMBER ONE: I didn't actually get round to seeing the movie in the end, so any plot-following subtleties in here'll be lost on me from the outset. And it's not out on video yet, so there you go.

Confession number two: I did, however, see all the interviews and press shots of Michelle in her catsuit, and I just lurve (in the professional sense of the word) Michael Keaton as an actor, so I'll tip 'em 40% for that straightaway.

Batman Returns has been – like its 70 mm counterpart – hyped to death. The Bat's second outing on the 16-bit is a standard calibre platformer: nice to look at, but that's about all.

That wouldn't be such a problem if Sega weren't so intent on blowing the title off the face of the planet in terms of pre-release noise.

This sequel has seven levels, each consisting of three acts and topped off with a boss sequence. In the first level, you get to meet Catwoman and the Penguin for the first time (they elope after the battle to lick their wounds and return for more), but, more importantly,

DOING GOTHAM THE BATMAN WAY!

■ Moves Batman left and right. Use up with C to fire a BatHook or down with C to jump off a platform

■ Use special weapon. Could be a Batarang, could be a grenade...

■ The jump button. Use with up to fire a BatHook into the ceiling. Otherwise, just watch where you're jumping

■ This is your action button. Just press to punch. Press with up to initiate a high kick and with down to deliver a low strike

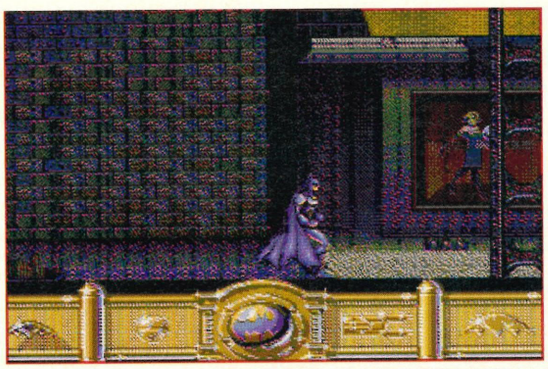
P-P-PICK UP A PENGUIN – AND SHOOT!

Yes, the stunted one with the crooked nose, a penchant for small flightless birds and a pasty white face is back. Unfortunately, it's your job to send him down...

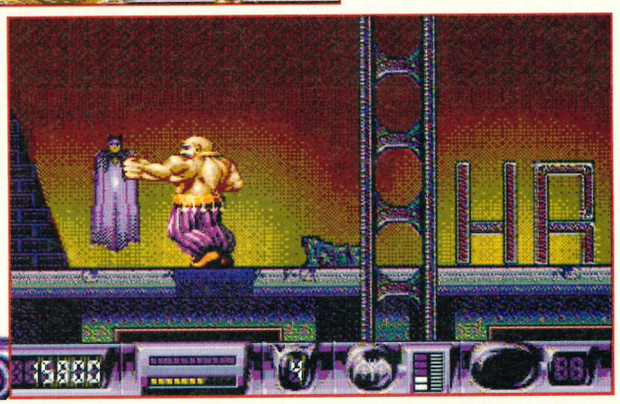
■ (Left) The Penguin descends from on high via his faithful umbrella, tossing bombs, spittle and other such gooey things at you as he goes. Er, but don't bother jumping – just wait for him to come to you...

■ ...and pretty soon it's all over. Much of the action takes place in churches and scrapyards, and, if I'm not mistaken, that's just like the first film. There's nothing new in Hollywood, is there? I mean, let's have some originality, guys

MAN URNS



■ Call up your BatBelt (see the swanky display at the bottom of the screen) and you can then choose to use either the regular Batarangs, turbo nutter Batarangs, grenades or shooty things. And don't forget the central buckle which releases a host of fluttering friends against your foes *(That's enough "F's," thankyou very much... – Andy)*



■ When things get just a bit too much, Batman wraps himself up in his cloak and disappears into a hole in the floor. The really sad thing is, before long you'll be wishing you could do exactly the same!

a Mega Drive and a Penguin. biscuits! ● Mega Drive ● ● UK Official Release ●

you also get the opportunity to take in Gotham City and its inhabitants.

There's a good, moody feel about the whole place – the backdrops are suitably dark and seedy – but herein lies the game's major problem.

Things get so dark, you can't actually see what the hell's going on. Batman is forced to shamble along, cape dragging in the dirt, and jump over holes which – and this is the trick – he can't even see!

Cryptic stuff, Sega, cryptic stuff – even if it does send the frustration factor through the roof.

But that's nothing compared to the ridiculous collision detection you get with the Penguin's henchmen when they come leaping at you from every angle. Even if you have got the reactions of a raver, there's just no way to avoid 'em.

You can crouch and hope they'll zip over you, or jump and try to waste them – but it'll all be in vain. True, it makes the route you take all the more important, and it keeps you from completing levels too soon, but I've always seen this as underhand way of making a game tougher.

And it's the combination of crude animation and sloppy character interaction that finally puts paid to the gameplay – it's just not up to the job.

And no matter how many times they flip the perception angle or pit you against different bosses, it keeps coming back to haunt you. Just take the second act of the first level, for instance. Splendid "Batman" perspective set at 30 degrees, beautifully drawn walls and pipes – and then

POWER POINTS

PLAYERS 1
There's just the one Batman, right?

LEVELS 7
Each split into three acts.

SAVE GAME NO
And I have absolutely nothing else to say on the matter.

LIVES 3
But you can boost this up to seven via the options screen.

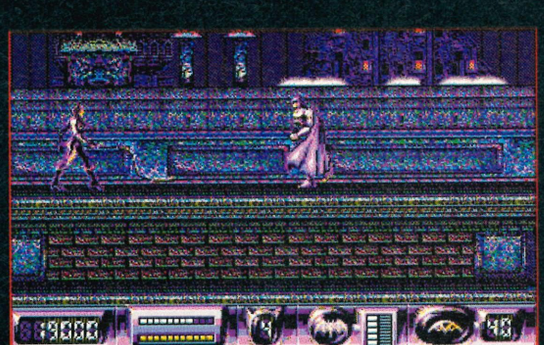
SKILL LEVELS 1
Hard enough as it stands!

OPTIONS
Change number of lives (see above), sound test and redefinable controls.

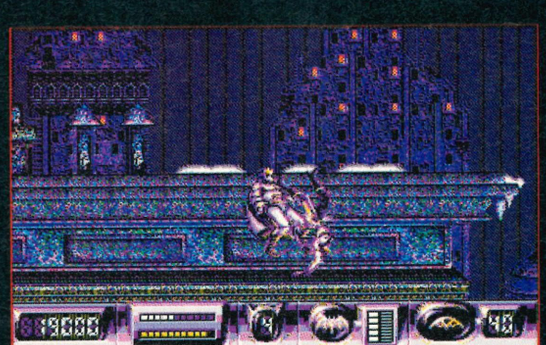
IDEAL GAME–PLAYER
A hardcore "Batman" fan. No-one else...

A SELECTION (OOF!) OF BOSSES (BLAM!) FROM THE GAME!

Catwoman may have nine lives, but she ain't that difficult to beat once you know how she ticks. Unfortunately, she's only one of the many bosses you'll find in *Batman Returns*. Ol' fatty below? Now he's a bit more like it!

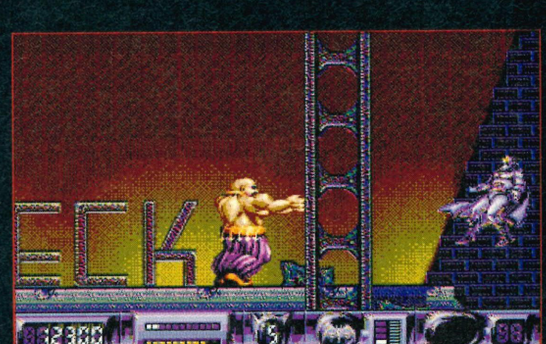


■ The bitch is back too. Actually, it's her first appearance in the "Batman" films and I stole the line from "Alien 3," but such is journalistic licence. She's got an enormous whip, so avoid it!



■ She's got a bucketload of tricks up her lycra sleeve. Best to stay out of her face, wait until she's finished dancing around, then get up there and crack her out cold. I love talking dirty...

■ Another level, another boss. You know, it's quite amazing these people bother at all. If I was Batman, I'd invest in an enormous rifle and shoot them from 70 yards, but anyway...



■ Now this bloke isnt short of a weenie-shrinking strike himself. Get your technique wrong and you may as well kiss this section goodbye. It's all in the wrist they tell me (honestly...)

HOW TO RIDE DOWN BATMAN ON A 50CC – WHAT JAPES!

Being half-man and half-bat has its problems. These bikers, for example, have no qualms at all about running you down on their motrobikes. They don't reckon on your skills as a crime-fighter, however. Just sock it to 'em, Batty!

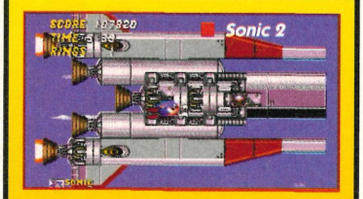
■ Further down the road, and these behelmeted cretins'll do for you. And it doesn't matter how fast you go either – you'll get hit even if you're the best game-player this side of Manchesterford

■ This is their favourite trick – squirting up behind you with their front wheel at Bat-bashing height. I was once run over by a motorbike doing around 90 mph – and I can tell you... It hurts

■ Slamdunk 'em before they get a chance to do the same to you and the bikes'll disappear in a convenient cloud of oil and engine fumes. Just mind the machine-gun fire. Er, mind the...

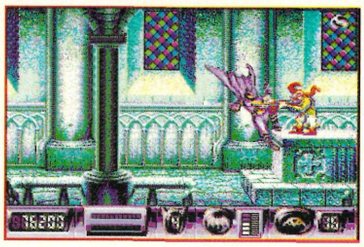
■ ...machine-gun fire! Oh yes. These riders play for keeps and will stop at nothing. The trick is to grab that grenade icon just to your right and start lobbing before things get outta hand...

ALTERNATIVES

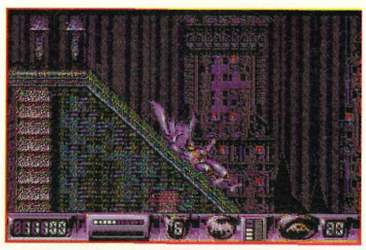


Try *Sonic 2* (*Sega Power* 37: 89%) or *Taz Mania* (*Sega Power* 33: 89%) if you want full-on platform action.

And if you really must have the very latest movie tie-in, try either *Terminator* (*Sega Power* 32: 87%) or *Terminator 2* (*Sega Power* 38: 89%) – far superior in every way.



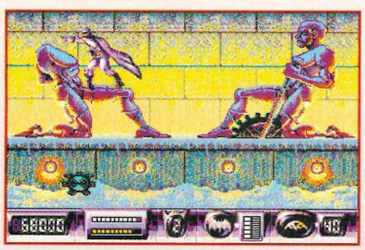
■ Deep inside this Gothic church, you'll find an insane goblin with a machine-gun. Not a very clever combination at the best of times. A few quick smacks is all it takes



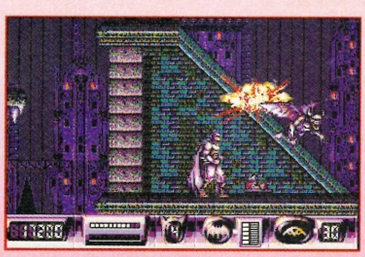
■ Another slide, another trip into the unknown. It's all very well once you know where you're going, but it's the (as they say) "getting there" that's the game's big problem

There's absolutely no gameplay whatsoever as the machine-gun toting clowns on unicycles (you heard me right...) get hits in left and right no matter what you do.

It's this inability to defend yourself – and it happens everywhere – that really gets under your skin after a short while.



■ Now that's the way to throw a punch! Kicking's worth two damage points to punching's every one, so it's best to back off and get stuck in with a few high strikes



■ Snapping, parachuting kippers (!) fall from the sky and explode in a ball of orange flame. That says it all really

The 16-bit's forté *is* platform games, no other system can touch it in terms of speed and graphic ability, so why knock out second raters such as this when they're destined to be huge sellers?

It's a dangerous game Sega are playing, and it's only going to damage them at the end of the day.

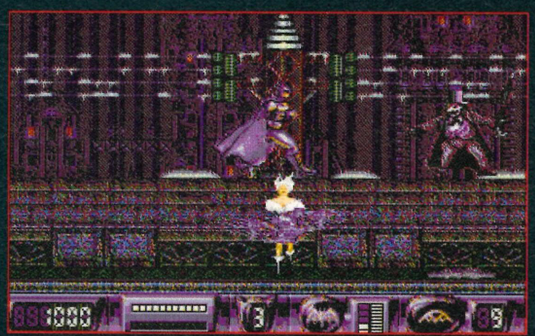
There are a nice mix of bosses, however, with the bad guys ranging from the usual "switch the turbo on and waste 'em" muscly types to the far more technique-orientated Catwoman. Loads of smallish levels are better than a few big ones any day, and on this score too *Batman Returns* excels. Good stuff.

And don't believe what you might've read in other "specialist" magazines – the main sprites in *Batman Returns* are very slickly drawn and totally recognisable. The main affliction being that someone somewhere forgot to animate them: the movement's crap, and it's this stilted action that at times gets in the way of the gameplay.

Sure, I harp on about animation sometimes, but when you can't make out quite where you're headed, 'cos your character's frozen in one pose, I reckon it's a fair point. The fact that you can't lob Batarangs while jumping in the

YOU'VE SEEN THE GAME, NOW PLAY THE FILM (?)

Yes, in case you haven't seen the original flick, there's a suitably gloomy opening sequence to set the scene for the game.



■ The story starts off like the film – beautiful bimbette, the Penguin and Batman, all embroiled in a tempestuous plot that seems a little rough on the poor girl *(You softy, John – Andy)*

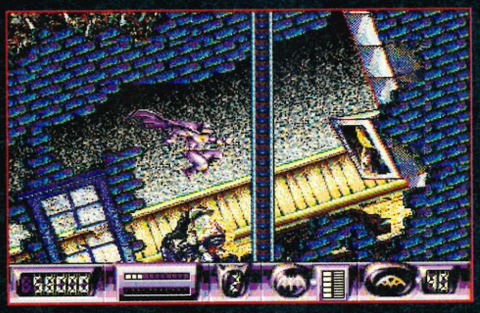
■ The Penguin does throw her off the top of a small skyscraper in the name of jolly japes, after all *(Er, then again... – Andy)*. If that's his idea of comedy, what would he be like at the funeral?

A NEW PERSPECTIVE? OR STUPID CAMERA ANGLES THAT MAKE YOUR NECK ACHE?

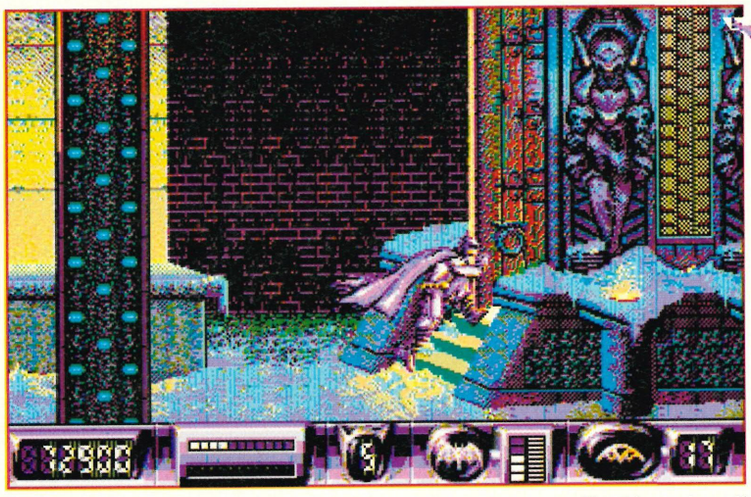
A controversial point, that. Still, they capture the feel of the original – and they do give the game that suitably weird "Batman" look. Neck braces out, everyone...

■ The second level borrows from the original "Batman" concept – strangely tilted floor beams and steaming pipes. It's the clowns on unicycles that I can do without

■ These busts are great. Smash 'em up a bit and they'll block the vents. Otherwise you'll be sucked up and out on the level above. Keep making your way down!



■ All the Bat's stances look great – until you see 'em in motion, that is. Or rather, in stop-motion. Somebody forgot to insert the other five frames of animation...



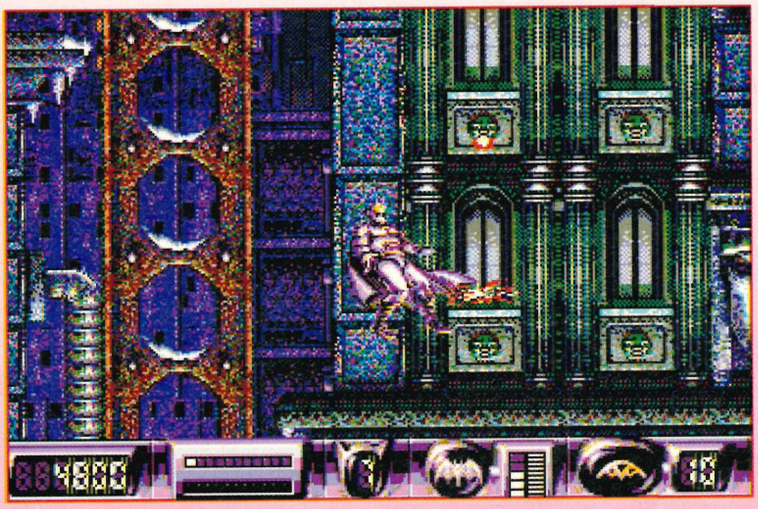
■ At least you get to control some of the Bat's more way out moves – like this one here. If only the rest of the action was as slick to look at as this, we'd all be laughing (sigh)

air is as clear an example of this as you could get – and it kicks huge, gaping holes in the action.

Batman Returns is one of those games I found myself dreading to play, simply because there was so much more I'd rather be doing.

Getting past the levels is far too much a question of learning where not to go, and then remembering the route when you play again. Don't take the low platforms on the first act or you'll fall off, don't use the wrong escalator on the second level or you'll get wasted. And on it goes – until you either get the sequence down pat (or get so bored you give up entirely).

The darkly atmospheric mood and dingy soundtrack that accompany the action don't help either, putting you into a sombre frame of mind that soon verges into depression when you realise what a mess you've just bought. And there's something else too. I tend to get



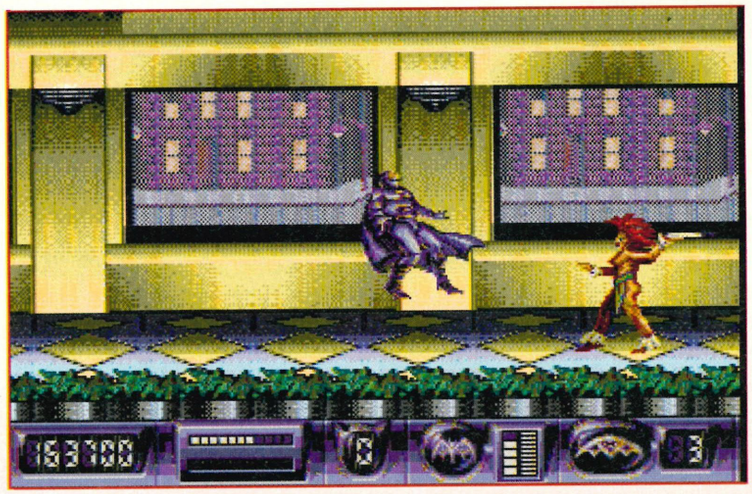
■ An example of crap animation and gameplay. Enter Batman stage left, cue fireballs from above. Every time... wham! Batman collides with fireballs in a painful manner – and cops it!

all stroppy and annoyed when someone acquires a decent movie licence and then screws up the game.

Don't get me wrong – *Batman Returns* isn't quite in the *Predator 2* (*Sega Power* 37: 36%) league – but it isn't that far off. And that alone should set the alarm bells ringing if you're still seriously thinking about buying it...

There are so many other better platform titles available it makes you wonder if Sega have different evaluators sitting down at their offices every month. Could the man who passed *Sonic 2* really have seen *Batman Returns* before it went out? I'd like to think not...

SEGA POWER



■ More antics down in the piazza, this time with flame-haired temptresses who hurl sharp daggers at you. (Of course, being a soft, romantic kind of bat, you return the favour by exploding them into little pieces)

You can contact Sega on ☎ (071) 727 8070

• BATMAN RETURNS • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE Eight weeks

- Moody graphics and atmosphere
- So gloomy, it's utterly depressing
- Main characters are well-drawn
- Follows plot of the film (probably)
- Fine choice of power-ups
- Loads of levels and bosses
- The gameplay is non-existent
- Animation is a load of crap
- Strikingly unaddictive. Dull!
- Overall, just too unremarkable

SEGA POWER SAYS

"The run-up to Christmas and everyone's getting in on the movie licence scene. Too bad then that *Batman Returns* just doesn't cut it. This isn't a quality movie tie-in."

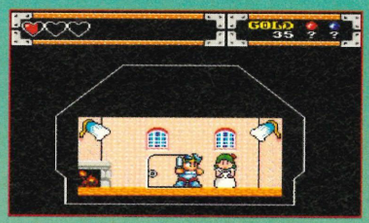
52%

WONDERBOY 3

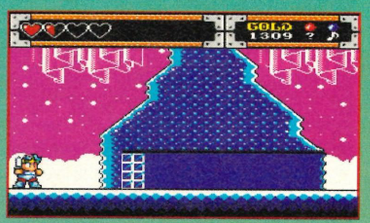
A cutesy RPG? What a total travesty of justice!

It always makes sense to listen to what these hags rabbit on about (most of it is fairly useful info which ya gonna need)

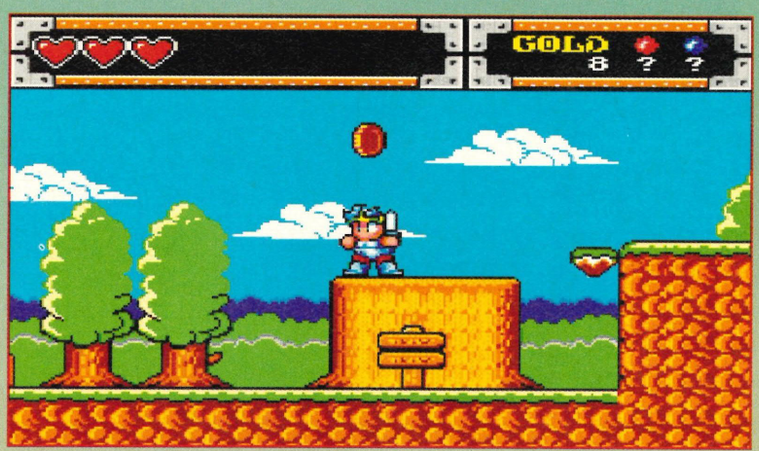
These pesky fungi get everywhere. They take around five hits, but don't try to jump them – you won't make it alive



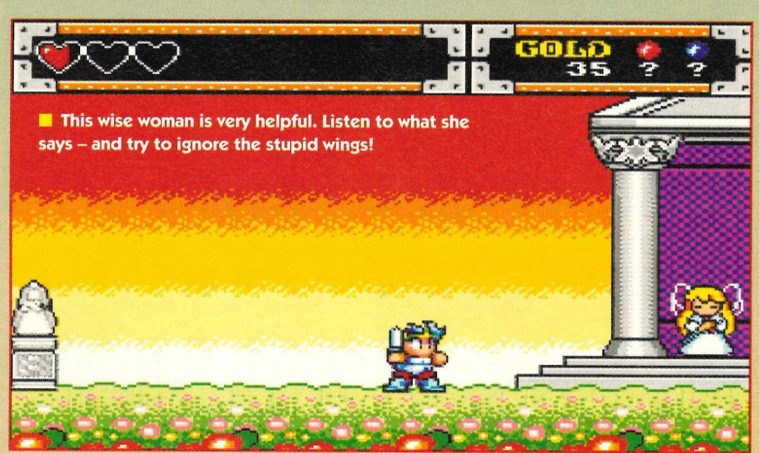
At long last! A helpful soul! Bring the musical instrument back to this lass and she'll teach you how to play it



I do have to admit that the graphics – in certain places – are excellent. This bit from level two is a good example



Jump up and down on this spot and you'll boost your gold score up by 40. Hurrah!!



This wise woman is very helpful. Listen to what she says – and try to ignore the stupid wings!

Wonderboy? More like Wonderpensioner — this guy has been doing the rounds for donkey's years now. Dean Mortlock reckons it's really high time the old fella was put out to pasture...

THE THIRD IN THE *WONDERBOY* series is here – and it's quite a change from the little guy's last outing. The rather poorly received Mega Drive version (The Hard Line **) didn't do much for us down here at the *Sega Power* office– but Sega still decided to bring out this brand new Master System version anyway.

I won't bore you for ages by going on about the plot – which is very weak indeed – but I will say that you have to rescue your kingdom from various evil monsters that have invaded it. Pretty thin, eh?

The game moves away from all the previous versions by trying to be more of a role-playing game than an arcade game. This isn't always a kiss of death (*Ax Battler* on the Game Gear is a very good RPG based on the *Golden Axe* characters, for example), but in this case it falls a bit flat.

The graphics have that standard *Wonderboy* feel about them, and for the Master System they're actually quite good. I've never been a real fan of these cutesy Jap graphics (especially in an RPG), but I suppose they serve their purpose well.

The sonics are also standard Jap fair. Happy tunes bob along nicely as you hack your way through numerous evil vegetables and sprites. Quite strange, these Jap folk really.

I mean, they've designed a game full to the rafters with gratuitous violence – and then they have cute graphics with a nice selection of elevator music to accompany the action.

Anyway, that's enough of my soapbox lecture. What's the game like?

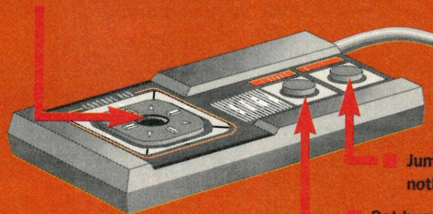
Well, you basically wander around a set of levels – "wandering" being the operative word – entering houses, killing creatures (who will leave you lots of nice gold to spend in the numerous shops) and picking up clues.

The game itself is pretty large, and some of the puzzles are well done, but one of the problems with having large levels like this with limited memory space is that they tend to look quite sparse. You spend most of the time milling around near empty levels.

Okay, so we've worked out by this stage that it's a) a *Wonderboy* game with textbook sound and graphics, b) a game where you run around levels killing everything in your path, and that c) the main difference between this and the other *Wonderboy* games is the RPG

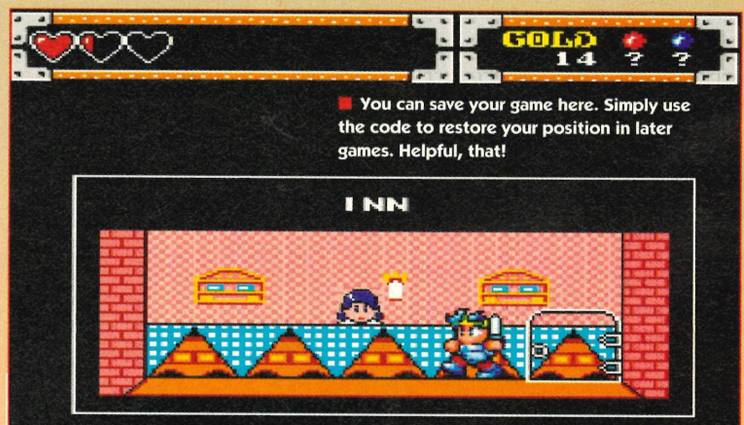
SKIPPING YOUR WAY THROUGH IT ALL!

I'll give you three guesses... Yep, it moves Wonderboy left, right, up and down (Yawn!). Pressing up with Buttons 1 and 2 activates one of the two special function boxes



Jump? you ain't seen nothing like it!

Get busy with that sword

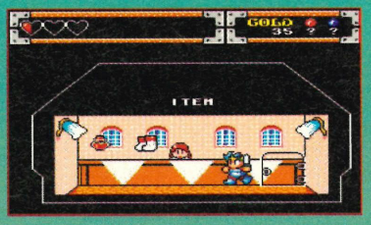


You can save your game here. Simply use the code to restore your position in later games. Helpful, that!

IN MONSTERWORLD

• Master System • Sega • £32.99 • UK Official Release •

■ After you've finished yakking with the fairy, leap into the tree and you'll be off to the second level. Oh how exciting!



■ This restoring potion is very handy – and very cheap! It's definitly worth every single nugget of gold it'll set you back

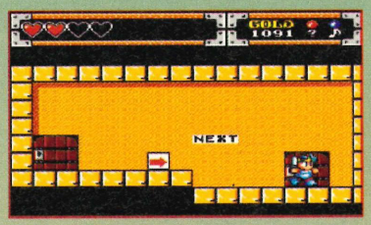
element. Er, so if you put all these three things together what kind of game *does* that give you?

Well, it's pretty easy, for starters. The puzzles are very obvious and simple to solve, and you seem to spend more time wandering around doin' nuffin than bashing the enemy.

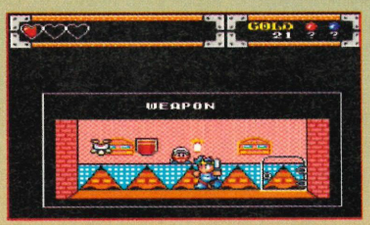
The game is literally uninteresting. The graphics are far too cute and the gameplay is far too simplistic. I mean, I seriously wonder whether anybody out there can be bothered to slog through 20 screens of not a lot in order to find one piggin' treasure chest.

Sega are obviously aiming this game at the younger audience, and maybe the younger MS owners will find some fun here. I, however, did not, and I wish with every cell in my body that the Japanese would start trying to be more original with their arcade titles. Just a bit of creativity every now and then, that's all I ask... SEGA POWER

■ Here is your level two objective. The Princess is waiting to be rescued, and there's only one man capable of doing it!



■ Phew! Through that lot – without even a bead of sweat to show for it. And still even more yawn-inducing adventures await

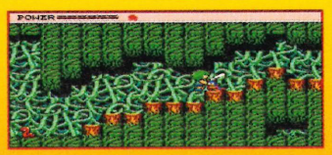


■ There isn't really anything worth buying here, but on later levels you can pick up some pretty decent armoury

■ It's amazing how quickly you get to the second level. Less amazing is the amount of time it takes to get bored of this game

■ Kill this knight on level two to extend the ramp. This enables you to gain entry to the castle (so you can rescue the Princess, of course)

ALTERNATIVES



Golvellius (Sega Power 7: 74%) is another arcade/RPG with cartoon graphics – and I found that equally as dull. Nothing else really...

■ The end-of-level-one-guardian and, as you'd expect, he's a bit of a pussy

POWER POINTS

PLAYERS 1
Believe me, one is more than enough...

LEVELS Lots!
Loads of, "space," to wander through.

SAVE GAME YES
A saving grace! Wander into an Inn and you'll be able to save your position.

LIVES 3
Three hearts' worth of energy (you can increase it too).

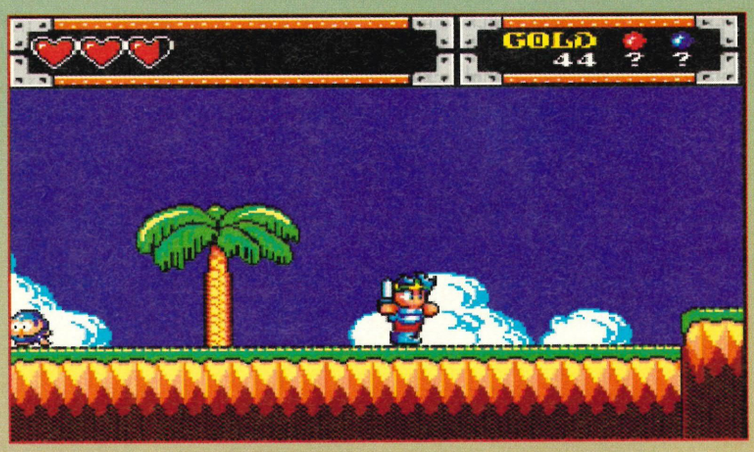
SKILL LEVELS 1
More wouldn't have gone amiss

OPTIONS
Nope. Not a sausage.

IDEAL GAME–PLAYER
One for the kids – even if they've got something similar already...

If you want more info, please contact Sega on ☎ (071) 727 8070

■ (Below) Considering the amount of time it takes to kill one of these little fellas, you're better off jumping over 'em really



• WONDERBOY 3 • MASTER SYSTEM • SEGA • £32.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

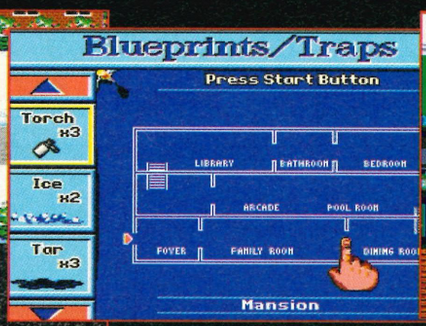
TIME TO COMPLETE
Seven to eight days

- Great graphics
- Huge levels...
- ...and lots of 'em!
- Varied extra weapons
- Well known character
- Er, nice intro screen
- Sound that'll make your ears bleed
- Too easy (again)
- Sparse levels
- Far too cute for an RPG

SEGA POWER SAYS
"One definitely aimed at younger players, but I think that even they will find this very boring and repetitive. Buy *Ultima 4* or any of the *Phantasy Star* games instead."

57%

■ You start the game, sliding around the neighbourhood on your electric sled – if only that's where it ended. The bandits arrive, so off you go and lay your traps



■ Let your pudgy fingers do the walking as you set traps, make plans and generally do your best to cause the burglars as much grief and bodily pain as possible. A blow torch in the doorway works every time

■ Having suffered the effects of the incredible bogey gun, the last burglar is suitably incapacitated, leaving Culkin to skulk off and do his bit at another house all over again, and again, and again...

ALTERNATIVES

Bart Vs The Space Mutants (Sega Power 33: 59%)... As a licensed game, this has more character and better animation – even if Bart isn't everyone's cup of hot fat. If it's young kids doing anarchic things you're after, go for Bart.

HOME ALONE

• Mega Drive • Sega • £39.99 • UK Official Release •

Macaulay Culkin is an undersized, famous and stonkingly wealthy Hollywood star. John Cantlie, on the other hand, isn't. An obvious choice then to review the game of the movie of the brat... We light the blue touchpaper and stand well back...

KNICKERS! THAT'S WHAT THIS game is – dirty laundry in Sega's own backyard. It's total cattle swill... and I hate it! I find it hard to believe that Sega sent us this and *Sonic 2* in the same package. What are they trying to do? Things don't change, do they? A good movie licence still doesn't make a good game...

The action starts with you in your battery-powered sledge, tooling around the neighbourhood. You're in pursuit of the "Wet Bandits" (an extremely fitting name, I might add) and from the off it's obvious something serious is afoot.

The graphics are crap, the animation's crap and the gameplay's crap. In fact, it's so dire, I thought I was playing an early Sinclair Spectrum game. I wasn't. Okay, so perhaps things are better inside the buildings? Er, nope. They're still crap.

This one's a real "trip to the skip" title. The gameplay's so appalling, you can't even move off a floor once you're in a building. You're walking along (looking more like C3PO than rich kid Culkin) when this burglar kinda comes hobbling towards you – and you can't even move out of his way!

You can jump onto the beds in a pathetic attempt to evade his clutches or waddle left, true – but, more often than not, the other burglar will be shambling in to get you from the other direction, so you can't win.

The whole gameplan is so haphazard, you're left wondering whether it's an unfinished version that somehow made it through to production by mistake. Having given the burglars so much pain that they leave the current house without looting it, you then follow them to the next and do the same thing all over again. And again. And again...

As a means of breaking up the action, there are titillating sequences in your sled, where you jerk around looking for power-ups under the snowmen. And er, that's it, really.

No number of four letter words can convey the sheer mind-numbing banality of playing this game, so I won't even bother trying. SEGA POWER

■ While one sits and rots quietly in the corner, the other bandit's grabbed ya. It's when you can't escape – no matter what you do – that you realise just how badly programmed this game is. Pointless...

■ You can choose what weapon to use, and where, with this simple screen. Myself, I'm off down the pub to get a life... Cheers!

■ If you're unskilful, you'll fall victim to your own traps. (In fact, the jumping's so awkward, you'll probably lose a life anyway)

You can contact Sega on ☎ (071) 727 8070 for more info

POWER POINTS

PLAYERS 1
I don't care. I really don't.

LEVELS Yes
You won't be bothered, mate.

SAVE GAME NO
Still awake? You won't be...

LIVES Yes
You don't die. Culkin's too sweet...

SKILL LEVELS 2
Expert or Beginner (nowt in-between).

OPTIONS
Yes. Don't buy it.

IDEAL GAME-PLAYER
There isn't one.

CONTROL *HOME ALONE*? NEVER!

■ Moves you with all the grace and subtlety of an ox

■ Do you know, I can't remember. It might make you drop a car tyre (yes, that's what I said). Then again, it might not..

■ See that bed? Get Macaulay to hop on it with this Button. Oh, wicked!

■ Fires your rubber band gun and your snow mortar (or, of course, the person who programmed this drivel)

• HOME ALONE • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE You won't bother....

- The plot is refreshingly different
- Loads of weapons and traps
- It's completely rubbish
- Pretty dire animation
- Graphics are below 8-bit level
- It's got Macaulay Culkin in it
- Gameplay that'll send you to sleep
- Control method is clumsy
- The whole thing's so pointless
- They're releasing a sequel...

SEGA POWER SAYS

"Yet another movie licence failure. Totally appalling animation, horrendous graphics and naff gameplay mark this unpleasant title out. Shockingly sloppy!"

18%

YOU MELTED THE DRAGON.

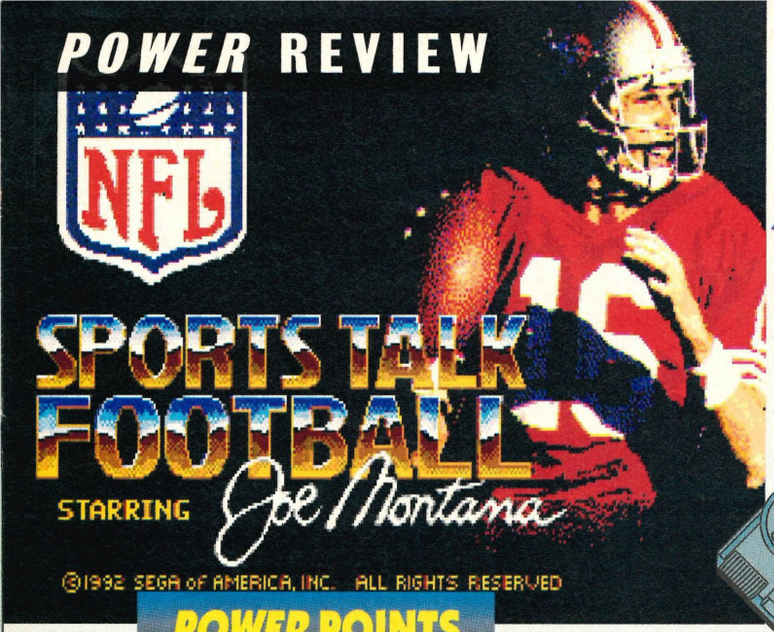
VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.

TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

SEGA at WOOLWORTHS



JOE MONTANA 3

• Mega Drive • Sega • £39.99 • UK Official Release •

With the Giants crashing out for yet another year, (well probably, but hey! The NFL is never predictable), it looks like Andy Smith will have to be content with yet another year of pixellated (*You what? – Dan*) grid-iron action.

LITTLE HAS REALLY CHANGED between *Joe Montana 2* and *3* except for a couple of important little additions. For a start, and mostly cosmetic, is the fact that this game is now the official game of the NFL. You don't have to content yourself with playing New York, you can be either the Giants or the Jets (you can forget about the Knights from the now defunct World League).

The other real change is the fact that you can change the view from the usual sideways on, to looking up or down the field *John Madden's* style. The perspective isn't as good as the one in any of the *John Madden's* games but it's still pretty impressive nonetheless, I'll think you'll agree.

The gameplay's the same as *Joe Montana 2* (hey, they wouldn't go back to the fairly nob first game would they?), complete with zoom in features, loads of different plays and the commentator gassing all the way through (which works surprisingly well, and really adds atmosphere to the game).

Joe Montana 3 is now a serious contender for the *Madden* title. The gameplay's not as polished or as satisfying but it's a great alternative and would have the American Footy crown if E.A. hadn't been so good at their job. If you're a real fan of the sport and are looking for a good alternative to the *Madden* range then you really should go for this one. Shame that Joe's not going to be playing in the NFL anymore though... (copyright 1992 Andy Smith predictions). SEGA POWER

POWER POINTS

PLAYERS 1-2
Lock horns with a friend on the grid iron.

LEVELS NONE
But some teams are better than others.

SAVE GAME YES
Password system.

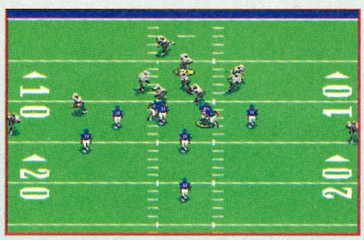
LIVES NONE
You don't die, just break some bones.

SKILL LEVELS 1
Remember – the team's performance depends on you.

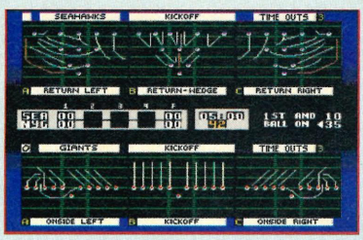
OPTIONS
Zoom in (on or off), music, speech, passing cursor, stadium choice, penalties and more!

IDEAL GAME-PLAYER
An American Footy fan who wants a change from *Madden's* range.

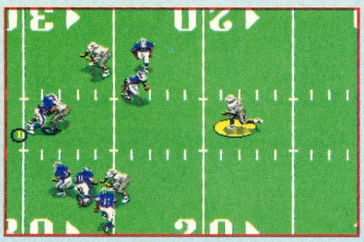
■ Pick your teams and away you go. Of course, anyone with any taste or sense is going to pick the Giants, but then hey! You're not all that stylish, are you?



■ For die-hard, look-up-the-field fans, there's now that option too (I reckon it's better side on, but it's up to you, folks)

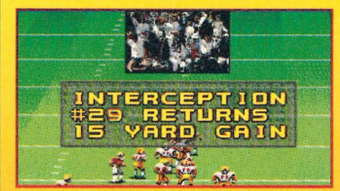


■ Both teams pick their plays at the same time – you're usually too worried about your own plays to worry about the other team

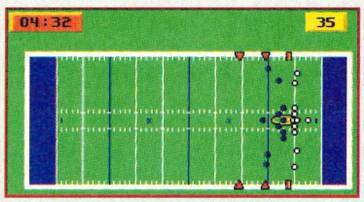


■ The zoom in feature is ace because it makes it easy to see what's going on! The yellow circle indicates who's got the ball

ALTERNATIVES

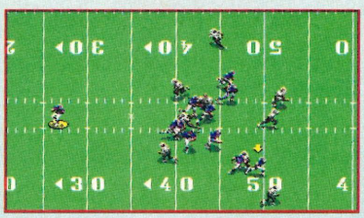


The seminal (that's the word of the month) American footy game is *John Madden's '93* so if you're looking for a first purchase go for that. This is the next best thing.



■ And this is the ridiculous "blimp" view. It does work but you can tell it's a bit tough to work out what's happening, can't you?

■ Digitised piccies appear whenever anything major happens during the game (here a team are taking a time-out)

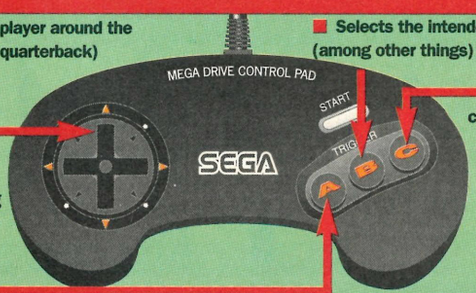


■ The quarterback pulls back into the pocket and prepares to pass to the receiver with the yellow arrow above his head

CONTROLLING *JOE MONTANA 3*

■ Moves your player around the field (including quarterback)

■ Selects the intended receiver (among other things)



■ Calls the snap, throws the ball (among other things)

■ Switches control between players at the line of scrimmage (among other things)

• JOE MONTANA 3 • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

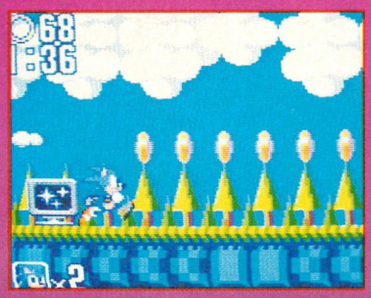
TIME TO COMPLETE
Six weeks

- Great speech throughout
- Official NFL teams
- Loads of plays
- Varying field view options
- Great action replay option
- Good gameplay
- Great zoom in feature
- Two player option
- Lots of, erm, fun to play
- Easy to beat in one-player mode

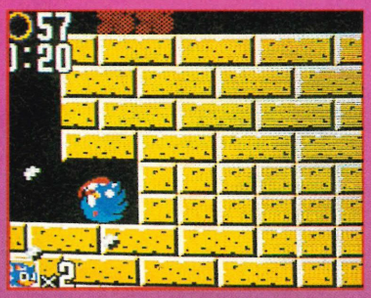
SEGA POWER SAYS

"This really is smart stuff, the speech used throughout is great and adds to the superb gameplay. Although it lacks the polish of the *Madden* range, it's a great alternative."

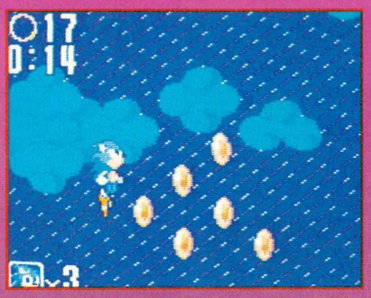
89%



Just check out these graphics! The style is similar to *Sonic*, just updated a tad



There are tons of secret rooms in level one alone. Just bash through the walls!



If you can manage to get on an updraught on this level, then you'll start to fly

POWER POINTS

PLAYERS 1
No two-player option.

LEVELS 6
Each level has three sub-levels.

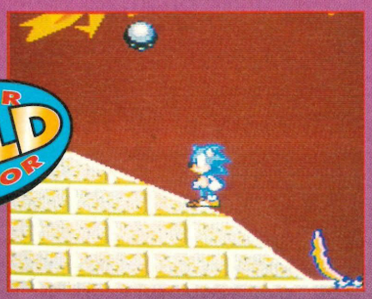
SAVE GAME NO
Don't be silly!

LIVES 3
But loads of extra ones on the way.

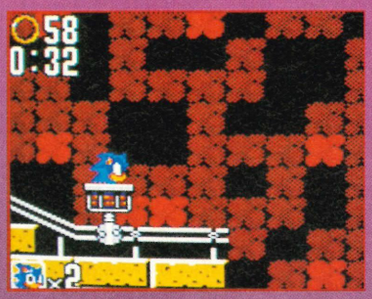
SKILL LEVELS 1
Some more would have helped...

OPTIONS
None – apart from Start Game!

IDEAL GAME–PLAYER
I can't imagine anyone not enjoying this excellent game.



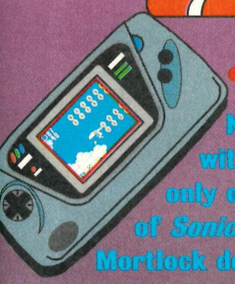
The guardians are the same as the MS version. Only – thankfully – they're trickier



Here's our hero in a cart. It looks smart, but you're better off on foot

SONIC THE HEDGEHOG 2

Game Gear • Sega • £27.99 • UK Official Release



Not content with reviewing only one version of *Sonic 2*, Dean Mortlock demanded that we let him review the Game Gear version too. Oooh, isn't he forceful!

AT LAST, IT'S FINALLY MADE it! I approached my Game Gear cautiously. How would this version compare with all the rest? Would I be disappointed?

Game Gear in hand, I started to play... Two hours later and they were still trying to take the darn thing from me (despite my screaming madly for just one more game).

Okay, okay, don't keep us in suspense, you're saying – how did it do? Well, the gameplay is similar to the first *Sonic*, but the title itself feels different enough to be called a sequel. Unfortunately, there isn't a two-player mode. You can also say goodbye to those Special Stages (if there are any, we couldn't find 'em), as well as the Chaos Emeralds. That's right, they ain't in there either...

Surprisingly enough, however, these missing elements don't affect the gameplay. If anything, they've just left more room for Sega to play about with the levels.

Tails appears in the title screen, but it is only a one-player game

The storyline still manages to keep Tails in the action, however, with Sonic on a life or death mission to rescue his chum from Robotnik's evil clutches.

Racing across six levels, you'll find more new touches in here than you'd have believed possible. The underwater sections are back, but now you can fly on a hang-glider – even take a ride in a mine cart!

The graphics and sound are very similar to the first game, but there are some beautiful still shots between the levels. The levels themselves are huge – about three times the size of the originals and packed with secret rooms.

There are loads of extra lives to be found, and the guardians are even tougher than in the Master System version too.

The game is, sadly, a tad on the easy side – the six levels aren't going to take you a long time to complete. Even so, *Sonic 2* is such a well programmed game you'll still be playing it long after you've finished – it really is that good.

SEGA POWER

Contact Sega on ☎ (071) 727 8070

ALTERNATIVES

I suppose the only real alternative is *Sonic The Hedgehog (Sega Power* 29: 94% Sega £29.99). But how does *Sonic 2* rank with the others? More of a no-frills platformer than the Mega Drive version, identical to the Master System version, but with harder guardians – it's a riot!

GETTIN' DOWN WITH THAT HOG!

Moves the king of blueness around the levels. Press up to make the screen scroll up, down to make the screen scroll down

Makes 'im jump

• SONIC THE HEDGEHOG 2 • GAME GEAR • SEGA • £27.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Three to four days...

- Sega have kept up the speed
- Great graphics
- Jolly ditties and good spot effects
- Plenty to explore
- Some great original features
- *Sonic* fans will be happy
- Very addictive
- Game Boy owners will be jealous
- Tons of new adversaries
- It's brilliant *and* portable!

SEGA POWER SAYS

"Without a doubt, this is the best Game Gear game yet. With tons more playability than most titles around for the Mega Drive, *Sonic* again delivers the goods..."

97%

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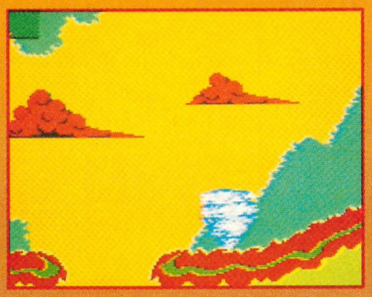
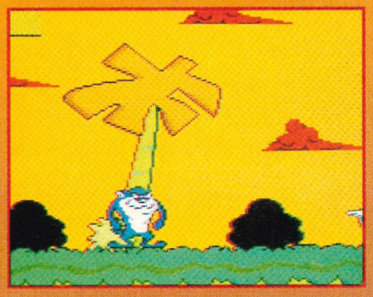
The big mama bird swoops from the skies to protect her giant egg and stop you getting to the end. What can I say? Six quick spins and she's failed miserably



That famous spin in full effect (the torque of the town). Except this time, you only get to do it for two seconds max. So time your attacks right or it's gravy time



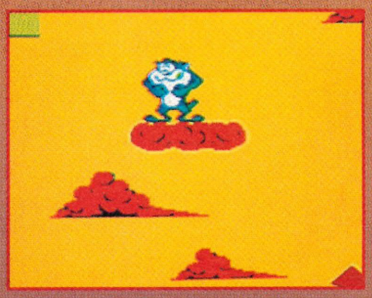
The first boss is this charging bull. Just spin into him, keep twisting, and it's all over (bar the shouting). Far too easy, as is the second boss, and the third, and the fourth

You have to be seriously useless to see this screen more than once. Quite why this option is even available is something of a mystery, as far as I am concerned

TAZ MANIA

Game Gear • Sega
£29.99 • UK Official Release

It's fair to say that Sega broke the *Taz Manian* devil in this country. So the big question is, can they pull off a hat-trick and produce another *Sonic* on the Game Gear? John Cantlie gives the scaled-down rodent a whirl.



That lip-smacking taste. Taz looks like a man who's just swallowed something illicit, as well he might. Everyone knows chicken is a strong narcotic to your average rodent

You can contact Sega on
☎ (071) 727 8070 for more info

TAZ WAS A HIT ON THE MEGA Drive. All those beautifully-drawn and animated cartoon sprites made it a blast to play, but they're just not present on the Game Gear version.

True, the power-ups and chickens are still there, but the charismatic munching devil has been dropped in favour of some misshapen rat, and the impressive backdrops of the original just don't exist. There's no excuse either – *Sonic 2* was as yummy (in its own way) as the 16-bit version, so we can only assume Sega's programmers don't see much of a future for this cartoon character.

Which is a shame, but there you go. Anyway, the storyline's still the same, as you whizz and twist and turn your way through five levels in your quest for the great bird egg.

The spinning's still present, and it's done fairly well too, the only difference being that now you have only about two seconds' worth of spin before you have to stop and recharge. What isn't present is the challenge – Taz is just too easy on the handheld. Instead of hordes of mice and man-eating plants coming for you, it's now just a question of the odd foe, huge chasm, then nothing for a while, then another huge chasm.

It's too haphazard, and in an effort to make things harder there's no restart points and many, many bottomless pits. Still, all you have to do is learn where the pits are, avoid as necessary, then die once, back to the beginning and lo!

All the 1-Up and continue icons are back in place, meaning you can – laboriously and boringly – rack up as many extras as you think you'll need. Hardly the cutting edge of platform entertainment, though it is more challenging than the original Master System version.

The other thing that got my goat was the lack of screen contrast on the Game Gear. It needs deeper colours. As sloppy conversions go, this one is something of a sinner.

SEGA POWER

ALTERNATIVES

For a taste of how a real Game Gear platformer should go, try *Sonic 2* (*Sega Power* 38: 97%). It's an absolute blast, and worth every increment of its percentage.

Or *The Lucky Dime Caper* (*Sega Power* 30, 92%) is still aeons above this one.

POWER POINTS

PLAYERS 1
What did you expect, eh?

LEVELS 5
Not enough, and they're too short.

SAVE GAME NO
With these continues, you don't need the save game facility anyway.

LIVES 3
But you'll lose count after a while.

SKILL LEVELS NO
And it needs them, too.

OPTIONS
Sound select.

IDEAL GAME-PLAYER
A platform fan who loves the cartoon. Don't imagine it's in the same league as *Sonic 2*, though.

CONTROLLING THE DEVIL!

Moves Taz left and right over and around the platforms. On this occasion, up and down do totally zip

Press and hold to give Taz two seconds' of pure spinning power

This one'll get him jumping way up high

• TAZ MANIA • GAME GEAR • SEGA • £29.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

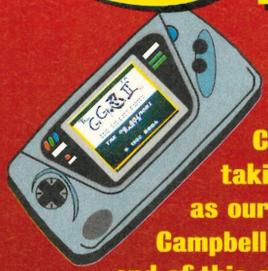
TIME TO COMPLETE
A week

- Fast and frantic action
- Levels are fun to explore
- Bosses are fairly unique
- Addictive gameplay
- Time limit spinning is excellent
- Smooth animation and jumping
- Argh! Where's everything gone?
- Not enough bad guys
- Too haphazard
- Picture quality is up the spout

SEGA POWER SAYS
"Great character, great licence, but what a mediocre conversion. With *Sonic 2* now available, there's very little to recommend in this one."

59%

SHINOBI 2



• Game Gear • Sega • £27.99 • UK Official Release •

Confucius say it's not the winning but the taking part that counts. Which is just as well, as our resident ninja reptile expert Stuart Campbell hardly broke out in a sweat getting to the end of this one. Laughably straightforward, he boasts...

THE ORIGINAL *SHINOBI* (*SEGA Power* 22: 73%) was one of the most popular Game Gear games around, so it's not surprising to see a sequel. Even less of a surprise is finding it follows a similar theme to the first one, with platforms to leap, bad guys to slice up and stuff to rescue.

This time you're after five differently-coloured crystals, one of which is in the safe keeping of the guardian of each of five different scrolling platform levels. Your laughably straightforward task is to simply get to the end of each level, take on the boss, then kill 'im and move onto the next one...

Unfortunately, "laughably straightforward" is exactly what *Shinobi 2* is – the platform levels are so easy that you'll polish off every one of them inside two or three attempts. They're not all that big, but more importantly they're not all that baddie-packed either, which means that the only thing standing between you and the end of the stage is a matter of navigating your way through.

Unlike most games of this nature, there aren't even sub-sections to each stage – it's one level and one level only. So you'll finish the game in half an hour, right? Wrong. Although the platform stages themselves are very, very simple, the bosses at the end of them are very, very nasty indeed – they're fast, heavily-armed, extremely vicious and they take an awful lot of punishment before they give up their prize.

It's a funny approach to difficulty, this. Most Sega games do it the other way around, with stressful levels followed by relatively weedy guardians so that all your hard work doesn't go frustratingly to waste – look at *Sonic* or *Sonic 2*, for example – but here you'll spend a lot of time doing the platform levels over and over again after you lose all your lives on a boss. This is a bit of a downer, but you'll soon overcome it.

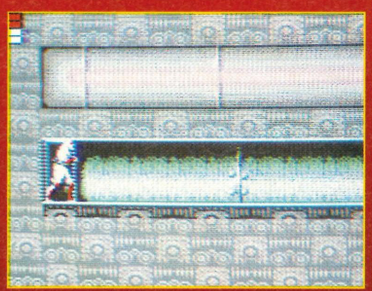
A terrible rating, then? Wrong again. This is one of those elusive games that actually lives up to all the hype on the box – one that you'll come back to and play again even after you've finished it.

SEGA POWER

You can contact Sega on ☎ (071) 727 8070 for more info

■ This is the level select screen. You can select your levels from here. Great, eh?

■ The factory level. As you can see, there aren't really very many baddies around



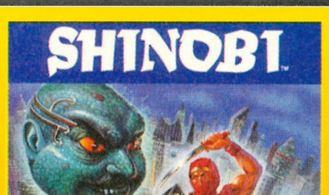
■ These tunnel sections are weird – the lights go off seconds after you enter. Eek!

■ A horrible telescopic bad boss dude. He's harder than extra-specially hard nails

■ Our hero gets himself out and about for a little bit of fresh air and a break from all that frantic ninja-ing palaver. Lovely

■ Oh no, not another rock-hard ninja who dies if he gets water up to his ankles...

ALTERNATIVES



Of course, if you're a traditionalist, there's always the original *Shinobi* (*Sega Power* 22: 73%). More of the same, but a bit tougher, thankfully.

POWER POINTS

PLAYERS 1
Whoever heard of a ninja double act?

LEVELS 5
Each with a separate little boss level.

SAVE GAME NO
You've got to do it the hard way.

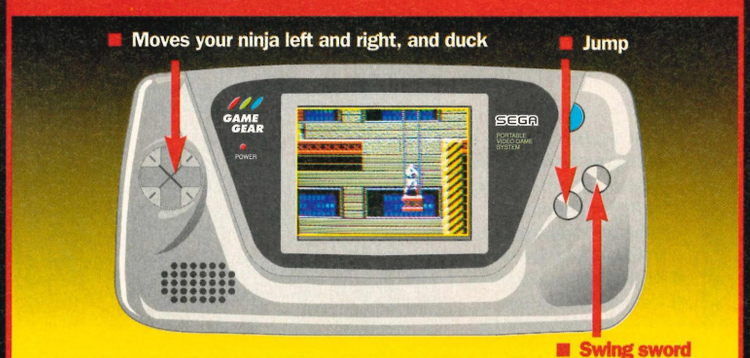
LIVES 3
Hopefully adequate.

SKILL LEVELS 1
And not a very tough one at that.

OPTIONS None
Not that you'd notice.

IDEAL GAME–PLAYER
A *Donkey Kong* lover with not much patience to speak of.

GETTING TO GRIPS WITH *SHINOBI 2*



• SHINOBI 2 • GAME GEAR • SEGA • £27.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

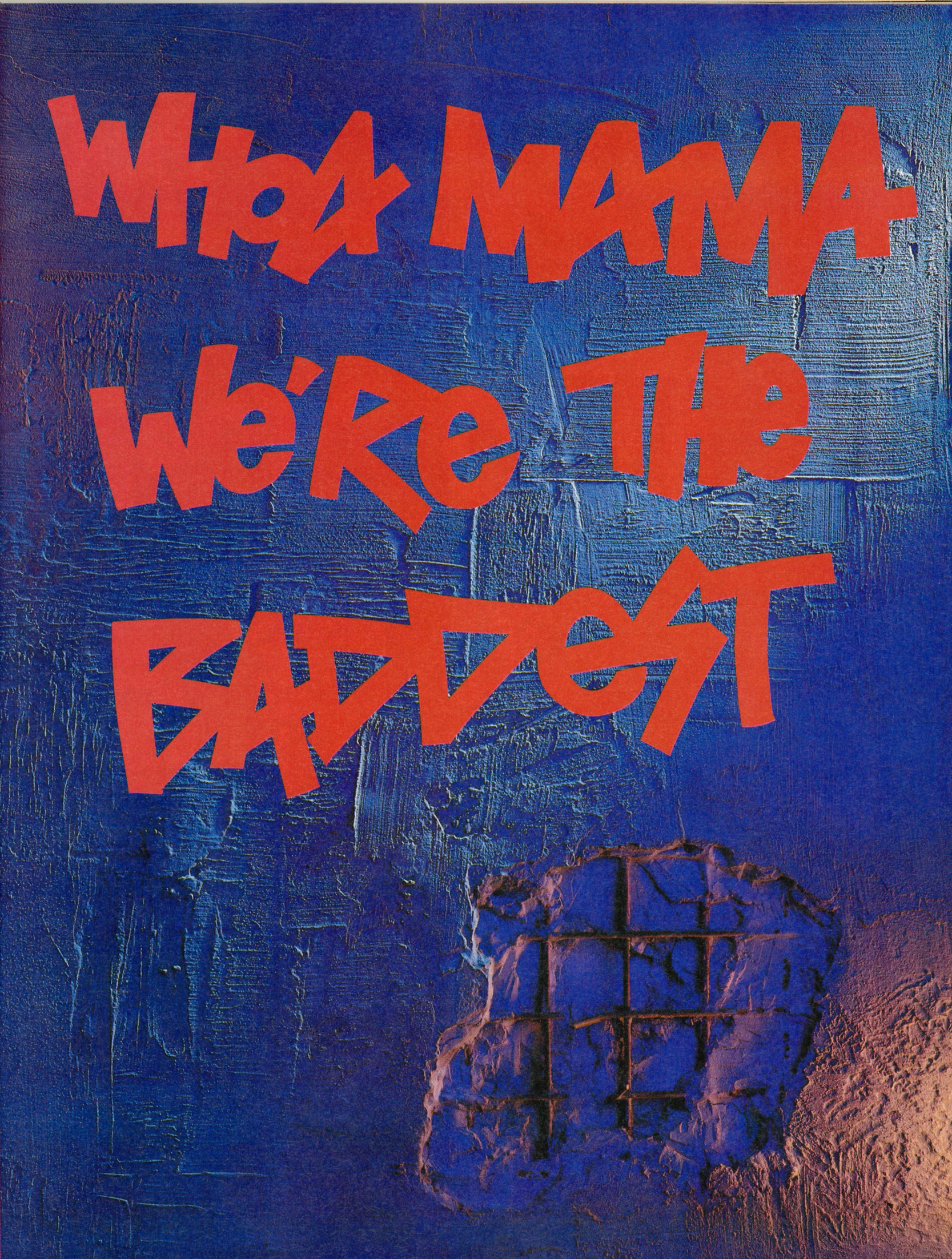
TIME TO COMPLETE
A day, two at the most

- Lovely graphics
- Smooth control
- Lots of atmosphere
- Varied scenery
- Some imaginative baddies
- Entertainingly playable
- Great to return to
- Lots of fun
- A bit on the small side...
- ...and miles too easy

SEGA POWER SAYS

"A really enjoyable little game, but it's far too easy for its own good. You'll be through it in no time at all, but at least you'll enjoy yourself on the way."

73%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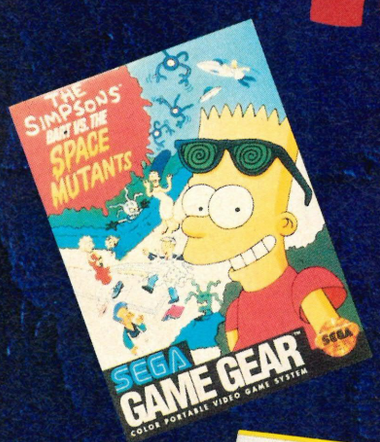
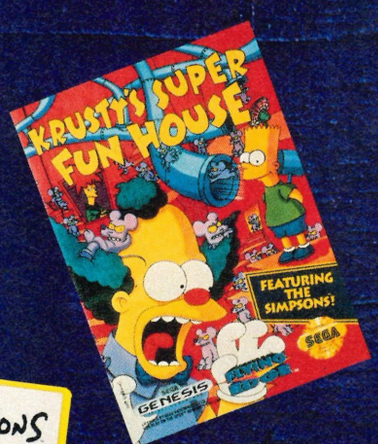
Get The Into Your





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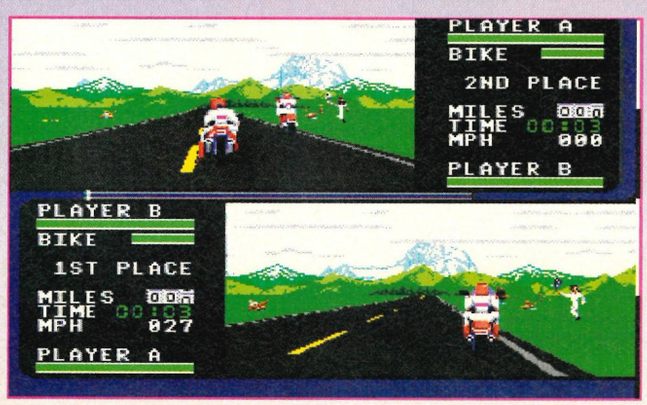
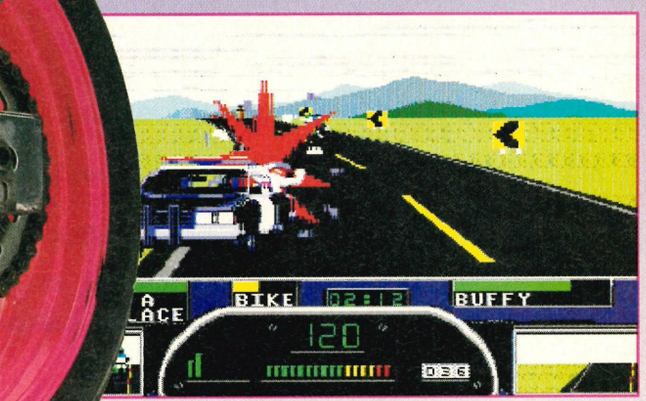
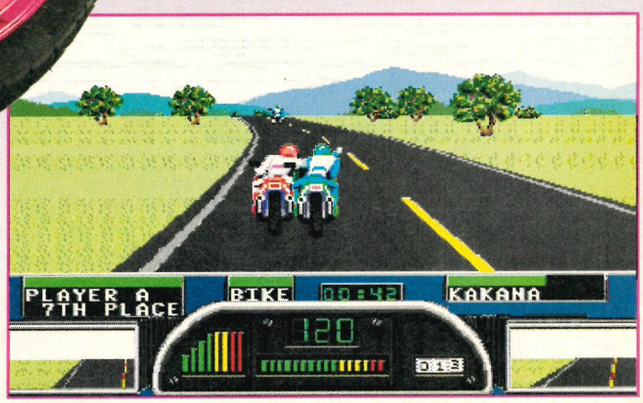


ROAD RASH II





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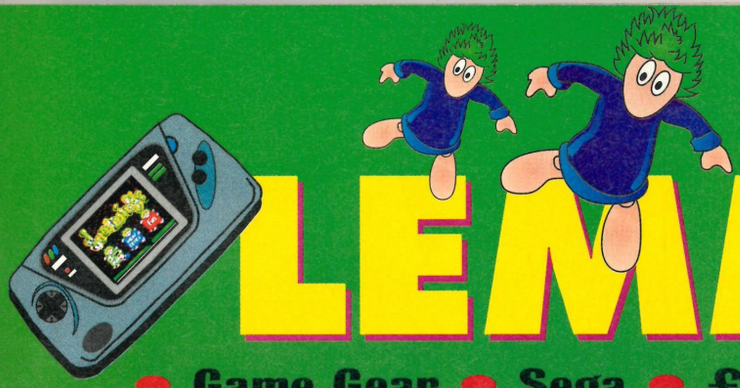
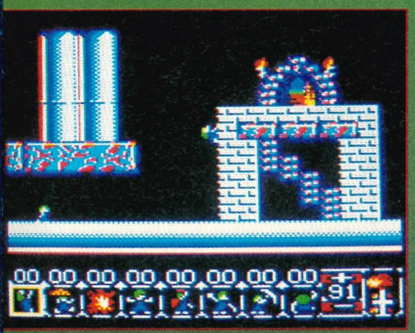


LEMMINGS

• Game Gear • Sega • £27.99 • UK Official Release •

In the hope that he'd make some sense this time, we gave Stuart Campbell another try at writing a *Lemmings* review. We should have known better, we really should...

■ Revealed at last – the real secret of what happened to the Acropolis...



■ In *Lemmings*, as in life, you often have to cling on for dear life by your fingernails

■ Hey, haven't we seen this level before somewhere? Tsk, I dunno, kids today...

THEY'RE BACK! AND IT DOESN'T seem like a month since they went away either. Yep, after last issue's Mega Drive and Master System outings, the video game world's cutest suicidal Norwegian mammals have made it to the Game Gear.

This handheld incarnation is practically identical to the Master System version, so I won't bother telling you anything about it – you can just go and read last month's issue again.

Well, go on then. (Andy, can I have the money now please, *pretty* please? *(I think not – Andy))*

Damn. All right then. Just for anybody who wasn't paying attention last month, let's have another quick rundown (tsk, kids these days – they can't concentrate, damn MTV generation, thump, thump, thump – and you can't even hear the words... can't tell if some of 'em are boys or girls... not like it was in my day, hrrmph, bah humbug, etc. etc.).

In *Lemmings*, you play a sort of benevolent god of cutesy furballs with a penchant for hurling themselves off large precipices. There are hundreds of the little rascals, but you don't get to control any of them directly – instead, you have to save them from doom by making them perform various tasks, like building bridges, digging tunnels or, er, committing suicide...

Hopefully, doing this will change the layout of the numerous peril-strewn levels in such a way that the little lemmings will be able to safely wander from the entrance to the exit without coming to any harm.

If you save enough of each screen's quota of lemmings, you get to go onto the next level. The percentage requiring salvation increases as the game progresses – in the early stages, rescuing one or two will usually be enough, but later on, make just one mistake and you'll probably be knackered.

Now, the thing about *Lemmings* is that, in order to fit lots and lots of little lemmings on each screen, the character graphics are really titchy. I mean, we're talking about sprites that make the visuals in *Super Off-Road Racer* look like *Sonic The Hedgehog* – if you get my drift. Now you might think this would be an excellent recipe for instant eyestrain – and you'd be right. Make no mistake, playing this for more than a couple of hours at a time will turn your young peepers into a pair of bulging, over-ripe tomatoes.

■ "Hey, Flavor Flav, what time is it?" "Why, it's time to play *Lemmings*, of course..."

It's lucky then that you don't actually have to play it for more than a couple of hours at a time, because the game generously gives you a password when you successfully complete a screen. Hurrah!

That's about it. In every other way, this is just as brilliant a game as the Master System version. So why not buy it, hmm?

SEGA POWER

Contact Sega on ☎ (071) 727 8070

POWER POINTS

PLAYERS 1
Still no two-player head-to-head mode!

LEVELS 100
25 each on four difficulty levels.

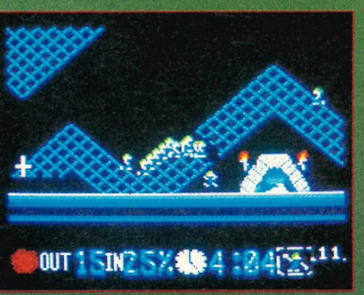
SAVE GAME NO
Passwords for each level.

LIVES Sort Of
Save a set percentage of lemmings on each screen.

SKILL LEVELS 4
Fun, Tricky, Taxing and Mayhem...

OPTIONS
No, not really.

IDEAL GAME–PLAYER
One with really good eyesight.



■ Oddly, this level appears to take place inside a network of giant hairnets

■ Yikes! Later levels send you deep into the very blackest pits of Hell itself

TAKE CONTROL OF *LEMMINGS!*

■ Use this to guide your control crosshairs around the screen

■ Selects the on-screen options and that's all, folks

■ Highlights a particular work option and gets *Lemmings* to work

• LEMMINGS • GAME GEAR • SEGA • £27.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE A good few weeks

- Well designed control system
- Will last you yonks
- Passwords aplenty
- Tons of character
- Skill levels for every talent
- Blends brain-busting...
- ...with Fire Button pounding
- Attention grabbing
- A chance to play God!
- Will play havoc with your eyes

SEGA POWER SAYS

"Just as good as the Master version *(Sega Power* 37: 89%), but with understandably fiddly graphics. They're not that much of a problem though, so go for it!"

88%

STREETS OF RAGE

Game Gear • Sega • £29.99 • UK Official Release

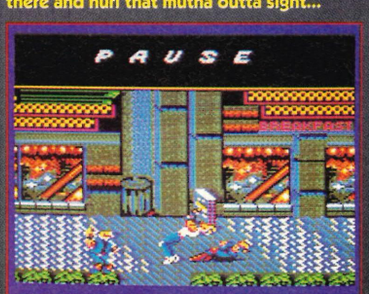
Axel and the delectable Blaze are back on the trail of the baddies, but does being squished onto a tiny screen upset their gameplay? Andy Smith checks it out...

Here's a nice bit of lead piping to bash peeps on the head with! Nice chap, eh?

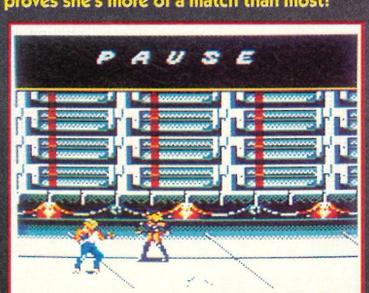
Who do you fancy being? Girl or boy? *(Andy always has difficulties here... – Dan)*

Nice move, Blaze, nice move. You just lie there and hurl that mutha outta sight...

Blaze goes through her special move and proves she's more of a match than most!



Axel executes his special move and dumps a baddie right on his back...



I say, madam! Aren't you cold running around in that get up? I would be...

ON THE MEGA DRIVE *(SEGA Power 26: 91%)*, *Streets Of Rage* is still one of the best beat-'em-ups around. Good job then that this awesome title has finally made it at last to the Game Gear.

Incredibly, hardly anything has been lost in the translation – although Adam, one of the original characters, has had to take early retirement, it seems.

You can, as before, however, select to lead either Axel or Blaze into the dirty downtown streets.

If your mate has a Game Gear, a copy of the game and a Gear-to-Gear cable, you can link up for a bit of two-player biffing frolics if you want to. Just about everything from the original battler is in here, including the most important factor – the gameplay.

All right, so getting your character to do some of the more complex and acrobatic manoeuvres is a little trickier now because you're down to only two Buttons, but after a while, you'll soon be back into the swing of things.

For those of you who are unfamiliar with the game, here's a brief run down. You work your way from left to right through stage after stage of baddie-controlled territory, biffing anyone that gets in your way and picking up weapons that some of the baddies drop once you've dissed 'em (bits of lead pipe, knives and a whole load of other stuff).

Once you've reached the end-of-level guardian, smack him about a bit and then move onto the next stage. Your motive? Do you need one? Oh, all right, you're after some nasty big chap who's doing stuff you don't agree with.

That's about the size of it really. It's all very familiar and similar to every other beat-'em-up that's ever come out, but in *Streets Of Rage* the difficulty tuning has been set just right – and the game is highly addictive too.

The graphics are surprisingly good and the tunes are very pleasing – definitely one of the best Game Gear carts to have appeared in a long time.

As to whether you should rush out and buy two copies just so you and a mate can link up... Well, probably not. But then, if you have a mate who just happens to have a copy, you're in for a lot of fun.

SEGA POWER

Yikes! Here's an end-of-level boss. Try to have a weapon before taking him on

POWER POINTS

PLAYERS 1–2
Much more fun in two-player mode, but not worth buying another cart for...

LEVELS 8
Loads of fighting to be had.

SAVE GAME NO
Not a chance, matey!

LIVES 5
A few continues help you along though.

SKILL LEVELS 1
The baddies get harder the further you get into the game.

OPTIONS
Sound test and one or two-player mode.

IDEAL GAME–PLAYER
Someone who's already got the Mega Drive version, but who travels a lot...

For more information, you can contact Sega directly on ☎ (071) 727 8070

GET IN CONTROL ON THE STREETS!

- Moves your character left and right around the screen
- This is your basic punch 'n' kick Button. Just keep hammering it to dish out the punishment
- This is both your power Button and your Jump Button

• STREETS OF RAGE • GAME GEAR • SEGA • £29.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

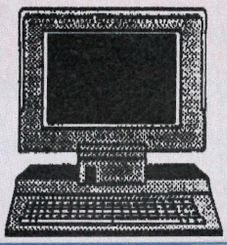
TIME TO COMPLETE One month

- Fast and detailed graphics
- Great two-player mode
- Tumpin' tunes
- Damned addictive
- Constant action
- Loads of extra weapons to use
- Plenty of levels keep you playing
- Difficulty tuning is spot on
- Enough continues
- Complex moves tough to execute

SEGA POWER SAYS

"Brilliantly converted and lots of fun to play. If you're a fan of the original, you'll find pretty much all of it in here. Loads of laffs in two-player mode as well. Go for it!"

83%



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Wow, Andy! That Sega Power binder, T-Shirt, baseball cap and bumbag look truly stunning on you!

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...Oh yeah, and stop grovelling - this binder's mine, mate, all mine...

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WHAT'S I

Talkin' shop! Karen Levell investigates exactly what

Christmas shopping has to be the ultimate test of courage, agility and stamina. Let's face it, the seasonal tussle for prezzies makes The Gladiators' antics look quite wimpy!

THINGS DON'T CHANGE, DO they? I mean, after having negotiated shin-cracking walking sticks and numerous rib-breaking elbows, you inevitably join the slowest moving queue, arrive battered and bruised at the counter – only to be informed that the stupid people haven't got what you wanted anyway. Aargh! You might well scream...

The answer? Well, knowing what each store has to offer in the first place will reduce the frustration, but for a serious shopping strategy you're gonna need facts.

And here they are – the number of games the shops stock, whether they'll order titles for you, and the availability of "try before you buy" facilities.

Also outlined are the retailers' general policies concerning refunds (don't forget, however, that in each case the decision ultimately rests with the manager of the shop).

All the national chainstores featured here have specially trained staff who can assist you with your Sega queries, they all sell gift vouchers, and they all let you return goods to any of their stores, no matter where they were originally bought – providing, of course, you have a receipt as proof of purchase. Read on to learn what else they have in store... SEGA POWER

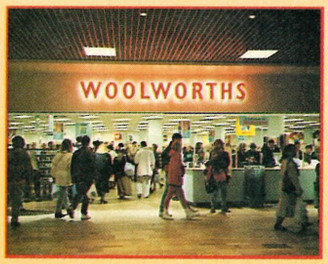
WOOLWORTHS

Number of stores: 793
(773 selling Sega gear)
Name of source: Valerie Williams
Position in company: PR Manager

Although Woolworths carry the latest and fastest selling titles, their range is fairly limited. With only 34 Mega Drive, 32 Master System and 15 Game Gear carts on the shelves, it's a shame they can't order you specific titles which lie beyond their top-sellers selection.

The problem of not having "try before you buy" facilities in their stores is partly compensated for by their generous refund policy. While it's ultimately up to the manager, Woolworths are generally willing to exchange games and refund money if a customer is unhappy with their choice – providing that the cart and packaging remain intact, and you can show your receipt.

And if you are thinking seriously about buying a new Sega machine – Woolworths are even giving away a carry-case worth £19.99 with every console sold. Ideal Chrimbo fare...



■ More normally associated with Easter eggs, Woolworths are now "cracking" into the Sega games market. The relatively small number of titles they stock, however, makes it all seem a bit of a "yoke" really...

Boots

Number of stores: 1,060
Name of source: Lorraine Gwinnutt
Position in company: Press Officer

The number of Sega titles stocked by Boots is reviewed weekly – at the time of going to press, they had 55 Mega Drive, 50 Master System and 26 Game Gear carts in their larger stores, with many available by order in their smaller outlets.

This ordering between stores is obviously useful, but it's a pity they can't order direct from the suppliers to make their range even wider.

Of the larger shops, 150 give customers the opportunity to try out games before buying. This is a smart idea, and makes waiting for your prescription a lot easier!

You can nearly always exchange a crud cart for another title too, providing you return it unopened with a receipt from Boots. What's more, Boots are running a "collect and save" promotion until the end of April '93. Spend £10 on game carts, music or videos and you'll then get a stamp.

Collect five of these suckers and you can save £5 on your next shopping spree. Collect ten, and yo·· can knock off a fairly substantial £15 into the bargain!

■ At last! The healing power of carts has been recognised – Boots The Chemist now sell a range of your fave games (unfortunately, not yet available on prescription...) and they operate a reasonable exchange policy too

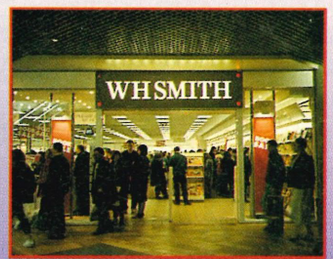
WH SMITH

Number of stores: 486
(300 selling Sega gear)
Name of source: Julian Neal
Position in company: Product Executive

WH Smith must have one of the widest range of carts available in any high street store – with 130 Mega Drive, 70 Master System, and 35 Game Gear titles all vying for your attention – and they have no problems ordering additional games. While they do have interactive "try before you buy" units, they are only currently available in 30 of their stores.

WH Smith offer a flexible exchange and refund policy. They are willing to either swap the cart for another of the same price, or refund your money.

They also sell video games tip books, a complete range of Sonic stationery and, of course, your fave mag – *Sega Power!*



■ WH Smith sell Sonic stationery featuring your fave hedgehog

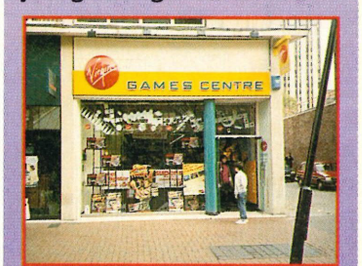
Virgin

Number of stores: 43
Name of source: Nick Garnell
Position in company: Director of Games Division

Virgin Games Centre mostly stocks between 60 and 80 Mega Drive titles, 50 and 70 Master System carts, and about 50 Game Gear titles, depending on the size of the store. They are happy to order games for customers, and if they have the title at their warehouse, they can usually get it within 24 hours. Obviously, it takes longer if they have to order it from suppliers.

Virgin also provide an interactive unit called the Android, which enables you to test the Mega Drive carts before buying. You would be well advised to make full use of this system because Virgin have a fairly strict policy concerning the return of Sega games. They're unlikely to exchange a game simply because you don't like it.

If you're certain about your choice of game, then Virgin Games Centre have a lot to offer, particularly when you consider the deals that they're currently running on selected Mega Drive titles. Buy one of these specially marked carts and you'll get a £5 gift voucher – free.



■ If you've just got to have that game within 24 hours, then the Virgin Games Centre may be able to help. Titles ordered from their warehouse usually arrive the next day. Not bad, eh?

N STORE?

Britain's Sega retailers have to offer this Christmas!

COMET

Number of stores: 200
Name of source: Andrew Allen
Position in company: Product Manager

Comet have linked up with Channel 4 to create their unique "Gamesmaster" Zone environment. Here, punters are invited to try their skills on a variety of games with Comet's "play before you pay" policy.

Testing out the carts should put an end to the depressingly dire consequences of buying a sad and inadequate cart, but should you have the misfortune of receiving such a game as a gift, then Comet have more bad news for ya – unless the cart is faulty, they won't exchange it.

While their stock of 75 Mega Drive, 50 Master System, and 50 Game Gear carts are all leading titles, for more obscure releases you'll have to look elsewhere. Comet can't order games outside their pre-selected range. If, however, you're looking to buy a sexy new Sega machine, then check Comet out.

When you buy any of their game consoles, you will be given a Gamesmaster Zone discount card which entitles you to 10% off any Comet software until the end of April '93 – a real bargain, I think you'll agree.

■ Comet have tried to model their "Gamesmaster" Zone on the TV show of the same name. As with the Channel 4 programme, punters are invited to try out the games – this time thanks to Comet's "play before you play" policy

GAMES THE STORE

Number of stores: 17
Name of source: Michelle Rainbow
Position in company: Marketing Manager

Although The Games Store have relatively few outlets, they offer a great service. The number of Mega Drive, Master System and Game Gear titles they stock is between 60 and 120, 40 and 90, and 20 and 40 respectively (as always, depending on the size of the store).

All their outlets are willing to order individual titles, and all have "try before you buy" facilities.

If, however, you still manage to buy a completely duff game, the generous Games Store bods are usually willing to exchange – subject to management approval (and providing that the game is returned intact and without delay).

The Games Store also have some excellent deals – on special one-off days, for instance, you can get a Mega Drive console for just £99.99, a Game Gear with Sonic The Hedgehog for £124.99, even selected Mega Drive titles for just £19.99. During certain weeks, they also offer £5 reductions on all carts over £24.99.

Check out the offer dates with your local store manager.

■ This, for those of you who don't already know, is what The Games Store looks like. During certain weeks they're offering £5 off all carts over £24.99 – sounds good to me

OUR PRICE music

Number of stores: 315
(170 selling Sega gear)
Name of source: David Adams
Position in company: Product Manager

Our Price have only recently started selling Sega gear – around 110 of their stores stock only Game Gear carts at the moment, for example.

The 60 or so remaining stores are making a greater effort to capture the attention of Sega players, by offering 50 Mega Drive, 15 Master System and 25 Game Gear titles.

Our Price are also more than willing to satisfy customers' demand for specific titles. But they don't let you test out their carts before you buy them. The issue of refunds is left entirely to the discretion of the Manager. Of course, if there's a genuine problem, he or she is likely to be sympathetic – providing the cart is returned in immaculate condition and you have a receipt showing proof of purchase.

■ Erm, this is an Our Price store. Inside, you can browse through a range of Sega software – and listen to some thumpin' tunes at the same time!

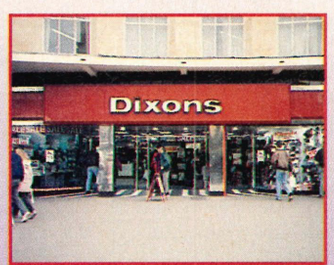
Dixons

Number of stores: 850
Name of source: Neil McCleave
Position in company: Product Manager

Although Dixon's range of 50 Mega Drive, 30 Master System, and 20 Game Gear titles is not as wide as some of the other stores, they are prepared to order games they don't normally stock.

There is no "try before you buy" policy, however.

Again, while decisions concerning refunds and exchanges are at the manager's discretion, Dixons generally expect you to return any carts in their original packaging, with a receipt, within 28 days of purchase. Of course, Dixons' console bargains are probably still a major attraction – and when you can pick up a Master System with a built-in *Alex Kidd* game for just £49.99 you can see why...



■ Dixons have some great offers on their consoles this Christmas. If you're looking for some new Sega hardware, it may be worth checking out their yuletide offers – and if you're after a New Year barg, what could be better?

RIGHTS AND WRONGS

According to Pauline Thorogood, a Senior Consumer Adviser for The Department Of Fair Trading, a shop should always provide goods of "merchantable quality..." Goods must be:

- fault free and reasonably fit for their normal purpose.
- as descibed on the package, display sign or by the seller.
- fit for any particular purpose you have specifically asked for.

Only if one or more of these three rules have been broken may you be entitled to a refund, compensation, exchange or free repair.

If you do decide to make a complaint, stop using the cart – and tell the shop at once.

	BOOTS	COMET	OUR PRICE	THE GAMES STORE	VIRGIN GAMES CENTRE	WH SMITH	WOOLWORTHS	DIXONS
TRY BEFORE YOU BUY FACILITY IN ALL STORES		●		●	●			
TRY BEFORE YOU BUY FACILITY IN SOME STORES	●					●		
GAMES NOT IN STOCK CAN BE ORDERED			●	●	●	●		●
60 OR MORE MEGA DRIVE TITLES IN ALL STORES		●		●	●	●		
50 OR MORE MASTER SYSTEM TITLES IN ALL STORES	●	●			●	●		
25 OR MORE GAME GEAR TITLES IN ALL STORES	●	●			●	●		

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POWER tips POW

Dean Mortlock comes gibbering into the light once again!

With even more tips than you'd find at the Ancient Order Of Tip Fanciers' annual convention, the *Power* Tips section is here – and in full effect. Forget other magazines with their nice safe tips. Ours have to be severely sedated and then – and only then – can they be handled (while wearing the very latest in heavy-duty gloves, of course...)

DON'T BE DISCONTENTED THIS WINTER

Help out fellow game-players by sending in all your cheats, tactics, maps, tips or whatever. The address? *Power* Tips, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. And if you're having problems with one of your games, we can help *you* out in return. Send your queries to: Consoletation, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Merry Christmas!

THERE ARE A MASSIVE 17 PAGES to *Power* Tips this month! We've got complete solutions to *Toki* (Mega Drive) and *Shinobi* (Game Gear); tips for *Olympic Gold* (on all formats); *and* we start complete guides to *Smash TV* (on the Mega Drive) and *Alien 3* (on the Master System).

Is that enough for you or what? No? Well, okay. We've also got three pages of tipettes for you to chew over – plus a complete page of Consoletation! Are you satisfied? That's more like it...

AXE BATTLER

(To be reviewed) Sega £24.99

Yeah, I know we printed some codes for this nifty little handheld RPG a couple of months back, but this one's a corker.

Enter KADB BMCM NPLM DLBE on the password screen, and you'll find yourself in the Firewood Village.

You'll also have the Special Attack, 31 Magic Units – plus all the items you will ever need to complete the game.

Many thanks must go out to **Ricky** from **"A place near Japan."**

TEAM USA BASKETBALL

(*Sega Power* 37: 64%) E.A. £39.99

Cheers, **Gareth McGrath** from **Newton Abbot**. The codes you sent in for this Mega Drive game were mighty helpful.

Game	Team	Code
1	Croatia	LJGCRCX
2	Italy	LHJCRRP
3	CIS	LKKCRGQ
4	Lithuania	LGLWRFD
5	China	LJL3RBX
6	Yugoslavia	LKL7RHH
7	Italy (2nd)	LGT7RFP
8	France	LJT7RBY
Final	Gold Medal	LHT7RKY

PRINCE OF PERSIA

(*Sega Power* 32: 92%) Domark £29.99

Last month we printed a whole stack of codes for *Prince Of Persia* on the Master System, but we didn't give you the final level codes, so this month I've decided to be very kind and give you the rest of them:

Level	Code
11	QIJLGI
12	TKIOIR
End Fight	ODFICQ
Princess	PDCICO

And here's a list of all the hidden panels in the roof:

Level 1: The screen to the immediate right of the sword.

Level 2: Two screens left of the start, one screen down and two right of the finish (you follow that?).

Level 3: At the top-right of the level.

Level 7: The very right of the level.

Level 10: Two screens left from the right of the level.

Another tip: You can achieve a new move by crouching down and then hitting the joypad down repeatedly.

You should then be able to bounce along the floor while crouched down.

David Johnston from **Glasgow** is the kind soul you can thank for these tips.

DRAGON'S FURY

(*Sega Power* 34: 90%) Domark £39.99

This tip for the classic Mega Drive pinballer will enable you to put your ball straight into the top field...

When you are starting with a new ball, hold down Button B until the spring is pulled back as far as it will go... Release the Button – but then press it again immediately.

The ball will shoot straight into the top field while you are holding down Button B. In this way, you can easily clear a pathway for the ball.

Thanks to **Paul McNally** from **Dingle, Merseyside** for that one.

PREDATOR 2

(*Sega Power* 37: 36%)
Flying Edge £39.99

Hands up who bought this Mega Drive game then? I'm not laughing (honest). Ah well, for those poor people who did – and can't get through the game – here are the level codes...

Level	Code
2	KILLERS
3	CAMOUFLAGE
4	LOS-ANGELES
5	SUBTERROR
6	TOTAL-BODY

Level seven, the "Alien Ship," is the last level and has no password.

LEMMINGS

(*Sega Power* 37: 89%) Sega £39.99

I do actually have the codes for all the levels of this Mega Drive game, but, of course, it would be unfair of me to print them all at once, wouldn't it?

Instead, I'll just give you all the codes for the first 30 levels – Fun, Tricky and Taxing...

Level	Fun	Tricky	Taxing
1	LDDTD	YTDYD	YFDTD
2	QWKYN	MSJXX	ZJKWP
3	NDOTD	XFDWF	CRDQF
4	SWKYN	TSJXX	DNKWP
5	FTDVM	TVDXN	VKDSN
6	KMKBX	BMKZG	BSLPB
7	HTDVM	SYDXN	DZDJR
8	MMKBX	PMKZG	FWLPB
9	VDDTD	LKDWF	SNDHJ
10	ZWKYN	DMKPB	TRKXT
11	XDDTD	PYDMJ	WYDDK
12	CXKYN	LMKPB	XVKKT
13	PTDVM	LPDPR	PSDGS
14	TMKBX	YFKRK	VLXBX
15	RTDVM	KSDPR	XSDVM
16	WMKBX	GGXRK	YPKBX
17	VHDVD	SGDPJ	CLDVD
18	ZZKZN	GFKNC	DPKXP
19	XHDVD	RRDLK	GWDRF
20	CBKBP	NFKNC	HSKXP
21	PXDWM	NHDNS	YPDTN
22	TQKCX	BYKPL	FXLQB
23	RXDWM	MLDNS	HFDLR
24	WQKCX	JYKPL	JBLRB
25	FJDVD	FWDLK	WSDJJ
26	KBKBP	XJJCX	XWKLT
27	HJDVD	JWDZD	ZDDGK
28	MBKBP	FKJCX	BBKMT
29	YXDWM	FMDCN	SXDHS
30	DRKCX	SCKFG	FXKFX

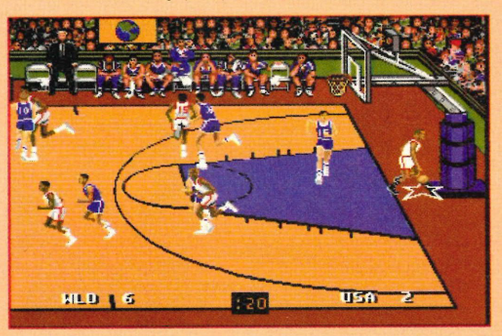
MARIO LEMIEUX HOCKEY

(*Sega Power* 33: 76%) Sega £39.99

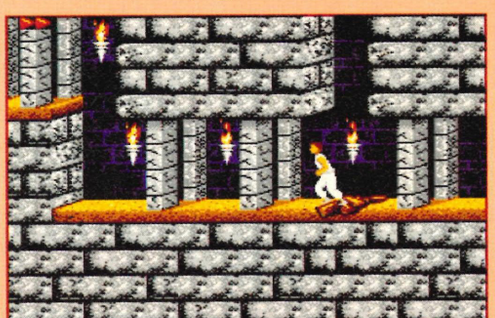
Well the Mega Drive game may be poor(ish) when compared with *E.A. Hockey* (and such like), but I'm sure there are a fair few people out there who've bought the game and are very happy with it.

Just for those people, we have all the codes you'll need to win the game...

1st Round
New York Vs
New Jersey: EBBE HBB2 AJEC
2nd Round
New York Vs



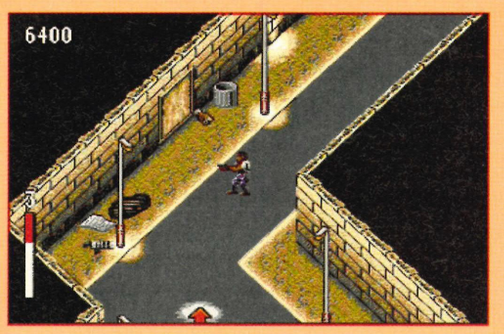
■ **If you're a confirmed armchair athlete – like myself – then you'll probably enjoy playing lots of spiffing games like *Team USA Basketball* (fancy some codes, do you?)**



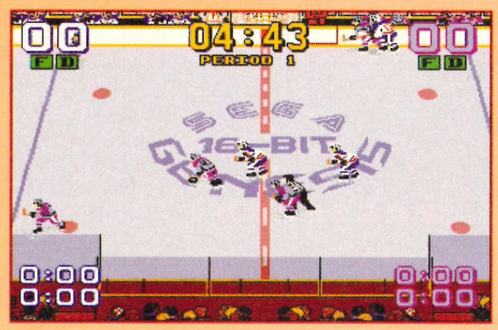
■ **A bit stuck on *Prince Of Persia* for your Master System? What you need are some codes for the levels – and, wow, spookily enough we just happen to have some right here...**

■ **There's only really one pinball game for the Mega Drive and it happens to be *Dragon's Fury*. This tip should help you through the tricky bits (and there are plenty of 'em)!**

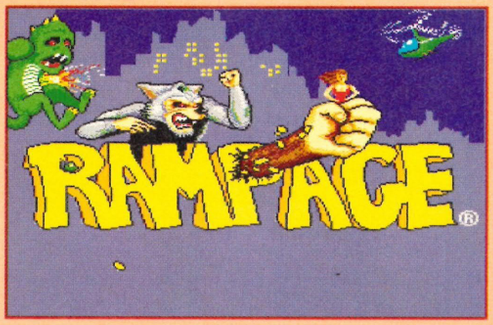
ER tips POWER ti



■ If you're so hopeless at games that you can't even get through the incredibly easy *Predator 2*, try out our codes. (Then again, if you bought the game in the first place, we think you'll probably need psychiatric treatment too!)



■ Mario Lemieux, eh? Never heard of him, but his *Ice Hockey* is a bit more than fair, so he must be a sound bloke. If you're about as good at flying around the ice as I am then these numerous codes should come in handy...



■ Ah, now that's the life – destroying huge office blocks, eating humans and being shot at by all and sundry. It's not all fun and games being a 100 foot tall monster though – you've gotta eat people, don't forget! Dreadful habit

Pittsburg:	ETBE HBB2 AJAC	3
Semi-Final		4/5
New York Vs		
Hartford:	EJBE FKA2 AJEC	
Final		
New York Vs		
Los Angeles:	E2DE HBC2 AJFC	

THE TERMINATOR

(*Sega Power* 32: 87%) Virgin £39.99

Silly tip time! If you would like to check out the first two digitised still shots of this Mega Drive game without text getting in the way, just press up on the pad before the pictures come on.

On the title screen, for example, press and hold up, and then hit the Start Button. Keep holding up until you want to continue.

CHUCK ROCK

(To be reviewed) Virgin £TBA

Thank **Jonathan Foot** from **Bearsden** in **Glasgow** for these level codes to help you with this handheld game.

Level	Code
2	7GO9M
3	NN6E3
4/5	84AKC

EUROPEAN CLUB SOCCER

(*Sega Power* 31: 68%) Virgin £34.99

Here are some more codes for all you footy freaks out there. We've printed a few before for this Mega Drive game, but variety is the spice of life...

Barcelona Vs Anderlecht: 98YTAEAG AE

Barcelona Vs VVV: ICYUAEAI GA

For a two-player game in the final, with the teams as Juventus Vs Marseille, this is the code for you.

3CCECCWI AEXEDQ

Lloyd Davis from **Rhayader** in **Powys** is the person to thank for the codes.

RAMPAGE

(*Sega Power* 10: 84%) Sega £29.99

On most of the screens in this "rather old now" Master System game, you will see a woman dressed in yellow. On rare occasions, this woman will give you a 1-Up if you eat her.

THE LUCKY DIME CAPER

(*Sega Power* 30: 92%) Sega £27.99

Collect ten lives in this Game Gear game – no mean feat itself – and then die. On the next screen, press Start as many times as you possibly can. Donald will now have infinite lives!

FACTORY PANIC

(*Sega Power* 27: 55%) Import £24

There would have been a horrible gaping hole on this page if it wasn't for **Graham Blatchford** from **Bath**.

He kindly sent us the level codes for this Game Gear game, so now we've got something to fill the space with. What a kind chap!

Level	Code	Level	Code
1	TSMDCV	11	THESUN
2	TTNDCV	12	MQANCZG
3	TVPDCV	13	MSCNCZG
4	TZTDCV	14	MWGNCZG
5	THBDCV	15	MEONCZG
6	THBEDW	16	MEOODAH
7	THBGFY	17	MEOVJGN
8	THBKJC	18	MEOCROV
9	THBSRK	19	MEPCSPW
10	THCSSL	20	MERCURY

WONDERBOY (THE DRAGON'S TRAP)

(*Sega Power* 37: 52%) Sega £29.99

The very wonderful **Andrew Clements** from **Enfield** in **Middlesex** has kindly provided us with these codes for this, er, okayish *Wonderboy*-type thing on the Game Gear.

Level	Code
Mouse Man	G1X4 C17 EG43 LDF
Piranha Man	G1G4 W6P EGEZ 515
Lion Man	CLO5 5KF AHFA 87H
Hawk Man	KDGC PT7 EJAN

I haven't got a clue what these codes do, but, hey, there's nothing wrong with a bit of a surprise!

74WF LLF 8H2P BB5
KDGC PH7 EJ6Y J5X

TAZ MANIA

(*Sega Power* 33: 89%) Sega £39.99

You all should know about the secret room on the ice level of this Mega Drive platformer by now, but did you know about the secret bit on level 1-1? Hmm, thought you didn't...

It's not as jam-packed with stuff, but there are still a fair few goodies here for the taking. Read through the following instructions to find it..

Work your way through to the third water fountain on level 1-1 (it shouldn't cause too many problems).

Hop on it, and when you get about halfway up, jump and spin to the right. With a bit of luck you should land on the secret platform!

SLIDER

(*Sega Power* 29: 79%) Import £24.99

We printed some codes for this excellent handheld puzzle game a couple of months ago, but this game's so good, howsabout some some more?

Level	Code	Level	Code
50	AGAG	51	JGJI

SHADOW OF THE BEAST TIPS TO TICKLE THE TASTEBUDS

David Beech from Brixham in Devon *(Hey, Dave, I used to live there (lots of fish, I remember) – Dan)* informs me that if you get a high enough score in this Mega Drive game (*Sega Power* 27: 66%, E.A. £39.99) you can cheat like hell by doing the following: first, enter ZQX on the high-score table. Next, hold down Buttons A, B, C and Start. Now you are invincible – you don't die even when your energy is used up. Useful, huh?

■ Unless your name is Zac Quentin Xybot you're unlikely to have heard of this cheat. Well, it's really good – and for all those people that aren't called Mr/Ms Xybot, it's a godsend

■ Odd looking fellow, this Beast person! He's got a wicked right hook though – not that it matters any more, of course, because with our tippette you can live forever in bliss. Aahh!

ps POWER tips PO

Level	Code	Level	Code
52	APAP	53	JPJB
54	AGCI	55	JGKL
56	APCB	57	JPLD
58	CGAI	59	LGJK
60	AEEI	61	JENK
62	ANEB	63	JNND
64	AEGK	65	JPEM
66	AMGD	67	JNPF
70	AGEK	76	APGF
81	NAJG	85	AALI
90	ECAG	92	ELAP
93	NIJB	95	NCLK
96	ELCB	99	PCJK

PSYCHIC WORLD

***(Sega Power* 24: 74%) Sega £24.99**

Press up, left, and Buttons 1 and 2 at the same time on your Game Gear to access a stage select screen.

KID CHAMELEON

***(Sega Power* 30: 80%) Sega £39.99**

Switch on the Mega Drive and wait until MANIAXE appears on the demo screen.

Start the game and go to Elsewhere, the first bonus stage. Grab the Cyclone helmet and then leave under the Skull Mountain level.

Go down the first slippery slope. On the second, jump up and spin along the top until you reach a gap. Go through and dis' the blocks for 50,000 points.

Exit via the same passage and the screen will start to flash. Six lives and one million points are now yours!

HELLFIRE

***(Sega Power* 31: 84%) Sega £34.99**

Fancy a handy 99 continues on this difficult Mega Drive blaster? First, select the HARD option from the intro screen. Now go to the sound select and listen to any one tune for over 70 seconds.

The game will then start, and the words "YEAH RIGHT" will appear on-screen (this is instead of the usual "DIFFICULTY SETTING" message).

99 continues are yours, people...

SUPER HANG ON

***(Sega Power* 12: 85%) Sega £34.99**

It seems some people have been having problems getting our codes to work on this Mega Drive racing title. Well, for those in dire peril (as they say), here's another way to rake in loads of dosh – without having to earn it.

When you're running with your first sponsor (the Pharmacy), crash during the race and crack your frame up. Don't change it immediately, but go on to the next race straightaway. Because the frame is done in, you'll automatically receive $400 entry cash. Repeat ad infinitum until you've enough wonga.

GALAHAD

***(Sega Power* 36: 89%) E.A. £39.99**

OUR TIP OF THE MONTH! Listen up, all you Mega Drive owners! Enter LTUS on the password option screen to get infinite lives when you start the game.

Now, if you press Buttons A, B, C and Start at any time during play, you'll skip to the next level.

FANTASIA

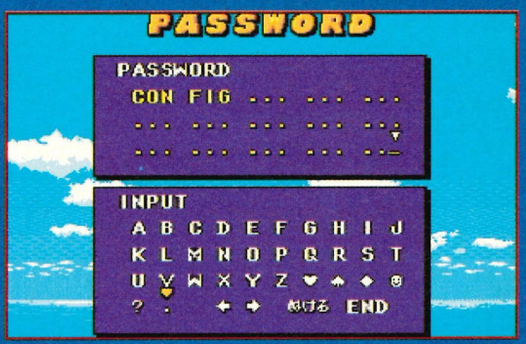
***(Sega Power* 24: 69%) Sega £29.99**

On level 1-2 of this 16-bit platformer, grab the extra life (they come disguised as musical notes), then continue right until you come across a treasure chest. If you guide Mickey into the treasure chest, he'll be warped back to the start of the level.

Collect the note again, jump back into the chest and repeat the whole process until you think that you've collected enough extra lives.

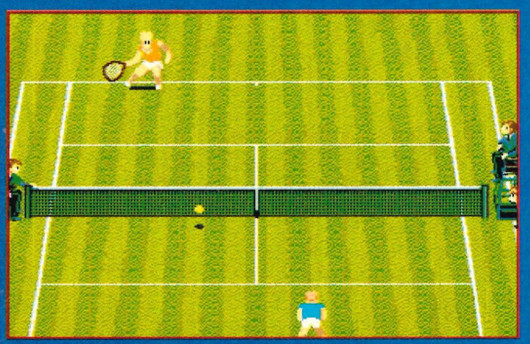
GRANDSLAM TENNIS: CHEAT YOUR WAY TO THE TOP!

Thanks must go to the old Tips Doctor and "BEEP" (!?!) for this tip for the Mega Drive game (*Sega Power* 34: 70%, Import £36). Enter CON FIG on the password screen and then fill the rest of the display with full stops.



■ *Grandslam Tennis, Jennifer Capriati's Tennis...* it's all the same to us really. Never mind. It still happens to be a good tennis sim whatever the "powers that be" decide to call it

You should now access a special configuration screen. From here you can choose between music test options, options to change the strength of your opponents– even options to change your own strength. Nifty or what?



■ For a bigger spring in your step than Zebedee, just use this simperingly wonderful cheat above. You'll soon be beating Agassi and his cronies without so much as a single green stain

LOTUS TURBO CHALLENGE: GET IN FRONT QUICK!

Not the most mind-numbingly difficult racing game (*Sega Power* 37: 81%, E.A. £39.99) for the Mega Drive in the world, but if you're having trouble getting through to the later levels then these codes should help you...

Level	Password
1	None
2	SLEEPERS
3	HERBERT
4	APPLEPIE
5	BUSINESS
6	MALLOW
7	STANDISH
8	TEA CUP

■ If you hunger to nip around the countryside in something fast and expensive, but you haven't got the budget for the real thing, then you could do worse than splash out on this game

■ Being the kind souls that we are, we've decided to give you the codes to all the levels. Of course, you've still got to finish the actual levels yourself – and that ain't such a simple task!

YOUR COUNTRY NEEDS YOUR TIPS!

You don't think Old Blighty would be where she is today if it hadn't been for people like you and me. Why, we sat down at our consoles and bashed out some of the best tips this side of Pease Pottage in the good old days, remember? So keep sending 'em in, you 'orrible oiks, and give everyone the chance to enjoy...

Send us ya cheats, tactics, maps, tips or whatever to *Power* Tips, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. Then, if you're having problems, we can help *you* out in return. Send all your lovely queries to: Consoletation, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. We can't wait to read 'em!

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TOKI

THE FIRST PART OF OUR COMPLETE PLAYER'S GUIDE!

THIS MEGA DRIVE GAME *(SEGA POWER* 32: 69%, Sega £34.99) has been stumping a lot of you out there, it seems, so we thought: "What the hell? Let's give 'em a Chrimbo present they can be proud of – a complete guide to Toki!" Yeah, right... Thanks to Sega for their help.

Stage 1-1

Start out by going right. Grab the Three-Way shot, shoot the Trollobites, collect all the food they drop and then kill the Green Bugs.

Keep going right and watch out for the spikes. Shoot 'em, but watch out for the explosion afterwards. Once you've eliminated the spikes, drop right and destroy more Green Bugs.

Go right and look out for the food. Be careful though, 'cos two spikes will pop up before you reach the stuff. Once you've nabbed the nosh, don't drop directly down the screen – there are spikes at the bottom – aimed right at your bottom!

Go right and you'll encounter another spike. Shoot it and get the Super Blast. Now head right to the Exit.

The first level: the very beginning. Better take care when you destroy the spikes. They have a habit of chucking out a few bombs when you destroy 'em – which isn't very sporting of them. Still, I guess they've got to make a point!

Stage 1-2

Watch out for the bouncing Monkey Boys and the flying Trollobites. Shoot them down for extra food – yeah, that's right, it's the law of the jungle out there. Continue right until you get to a 16 ton catapult. Jump on it so that it boosts you to the top. Once on top, go right. Get the Three-Way shot and continue right.

When you get to the spikes, jump over them – and (yep) go right.

You'll eventually jump up a series of steps. Be careful not to get hit by the carnivorous Jumping Bean Sprout *(Who names these things? – Dean).* Once you've reached the top, go down a series of steps to the right.

Collect the extra Toki when you drop down and head right to the Exit.

Level 1-2: Always try to get the coins (yes, I know they look like coconuts) whenever you see them – you'll get loads of bonus points. Yes, folks, capitalism really does pay... and why not make some dough while you're at it?

Stage 1-3

Travel right and you'll go up an incline with three spikes and a Green Bug. Eliminate them both. Now follow the slope downwards. Shoot the spider from a safe distance and watch out for the fireballs it shoots.

Grab the Wave shot and head right to run into another Dinosaur. As you continue right, jump over the rotating spikes. Once you've made it across, you can jump onto the platform going up to the left.

Keep going left until you reach a platform. Jump onto it. From there, jump right onto another walkway. Now go right and jump across to the Exit.

Level 1-3: More of them spike thingies and their monkey business. You've got to attack these while crouching, or you're likely to get a bomb where you least like it! Yep, they like to make a point... so keep your head low!

Boss 1: Starks Machine

This guy is the very first boss you'll come across – and, as you'd expect, he isn't that difficult. He looks mean, but he's really a pushover!

Stand directly below the four protruding heads and shoot straight up to destroy them. When the boss moves up, go across and continue shooting up to do in the remaining heads.

The boss from level one is the easiest. Just shoot up at the heads, then crawl around the other side and destroy the rest. You'll enjoy this as they're ugly mothers...

Stage 2-1

Grab the Super Sneakers and travel upwards by jumping from platform to platform. Keep going up until you see two 16 ton catapults.

Jump on the one on the right for a quick flying trip to the Exit.

Level 2-1: These shoes are a godsend! Pick them up and you'll be able to jump like a good 'un. No doubt they are made out of kangaroo hide with extra bouncy rubber and have wings on the heels – just like your latest trainers?

Stage 2-2

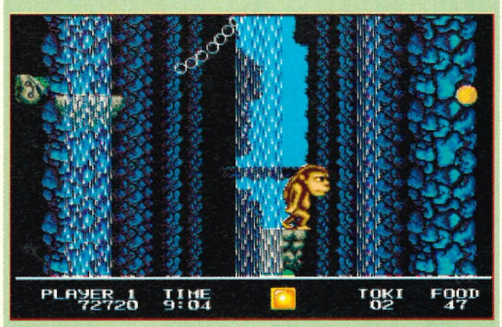
Jump on the floating platform to reach a higher platform. This will take you right towards another platform. Grab the Giant Ball Shot.

Head left and take the platform up. Jump to the right. There are two platforms here. When you reach the top platform, jump up. You should now grab the swing rings.

Swing and jump left onto the platform. Jump to the right to get the star. You'll land on a platform. Go right.

Destroy the spider and continue up, jumping from platform to platform as you go. Go all the way up until you reach a dead-end (and an extra Toki).

Go left and jump on the swinging ring. Swing and jump to a platform on the right. This boosts you up to another platform. Jump up to get to the Exit.



Level 2-2: Here's our hairy hero doing good things. There isn't anything on this level which will cause you major hassle though, or drive you bananas, so just cruise on through

Stage 2-3

Jump right and up two platforms. Then jump one to the left. Wait for the floating platform on the left to go back up... Now jump on it. As it lifts you up, jump right onto

the platform and go right. Jump up onto another platform and continue up. Watch out for the moving spikes. Go left to the nearest platform and then jump onto the platform above you.

Keep going up until you can go left. Now stand on the green platform. Jump up and down to break the grey blocks. You can now jump up to the next section.

Grab the food, jump straight up, and shoot the dinosaur and the spider. Jump on the 16 ton catapult and it will boost you up to another green platform.

Go left and crawl along the platforms on the left (if you stand up you'll be killed by moving spikes). Once you've gone as far left as you can, you can jump up to the next section.

Kill the spider and jump on the platform to get across the spikes. Once you're on the right, wait for the platform to come down. Jump on it. When you reach the top, jump left to find the Exit.

Level 2-3: Bit of an obvious one this, but don't try to jump over the spike 'cos you'll get a nasty surprise. You'll get on better if you destroy it before you go for the Exit

Boss 2: Primeval

Stand still on the left-hand side of the screen and shoot him. When he starts bouncing, walk to the middle. He'll jump over to the left. Now turn around and shoot him. Repeat this pattern until the boss is dead.

Bit of an ugly mutha, this level two boss... He also bounces around a bit, so keep plugging away to toast 'im! Don't suppose he'll smell too nice, though...

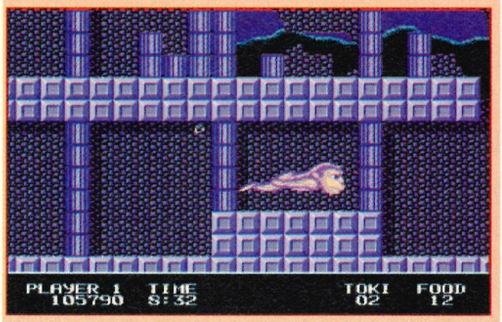
Stage 3-1

Keep swimming right and shooting the enemies as they appear. This stage is simple. Just keep going right! You'll soon find the Exit.

Level 3-1: Damn fine swimmer, this ape. The underwater sections are fairly simple, plain sailing in fact. Just watch out for the fish or you'll be cashing in your chips!

Stage 3-2

This stage is a little more complex, but, again, keep going right until you reach the Exit.



Level 3-2: I think it's pretty amazing how this guy can hold his breath for, like, ten minutes! Must be full of hot air, I suppose. Still, onwards and upwards we go...

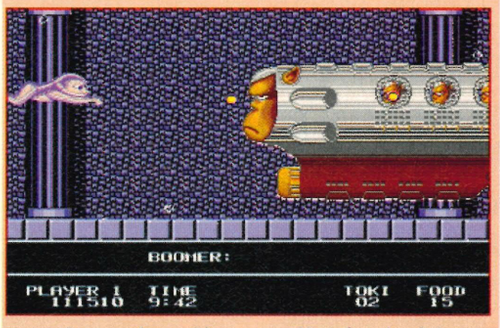
Stage 3-3

Swim right, travel down – between the moving spikes – and then swim right again through the narrow corridor.

Make your way to the lower right-hand corner of the level. From here you can swim up to the Exit.

Boss 3: Boomer

Swim up and down constantly – and shoot the face until it's destroyed. And watch out – it will sometimes charge you...



Another easy boss, this one – and he's from level three too. Just move up and down on the left-hand side and keep firing! Wipe that smile (is that what it is?) off his face!

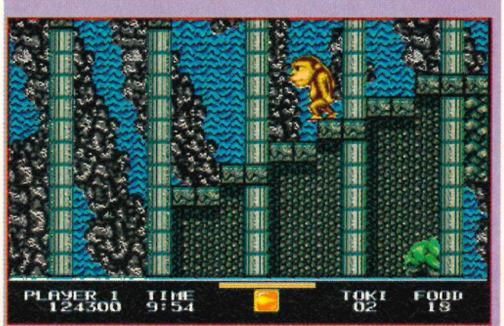
Stage 4-1

Keep aiming towards the lower lefthand corner of this stage. You 'll go down a series of slopes. Watch out for the spiders. Keep going left and down until you reach the Exit.

Stage 4-2

Go left and down. There should be a platform here. Go right and destroy the spider. Jump down to another platform and then go left. Jump left to the moving platform, grab the Giant Ball shot and drop down. Now go right and drop down.

Drop down to the three platforms. Once you've finally reached the bottom, go right. A platform will boost you up. Jump left. Another plaform will now take you to the Exit.



Level 4-2: Things start getting a bit tricky from here on. Take great care going through this level – things have a habit of leaping out at you

Stage 4-3

Go right, destroy the two dinosaurs and then jump on the floating platform. This platform will boost you up to another section. Head left, jump up onto the first platform and then jump right to enter another section. Keep going right to find the Exit.

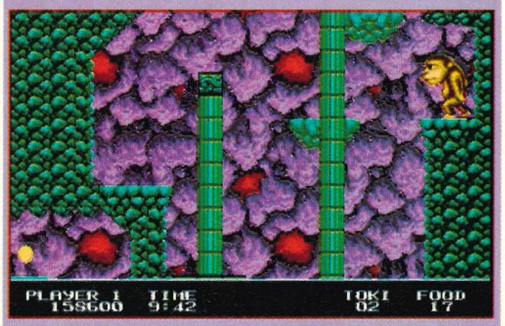
Level 4-3: This power-up is a bit tasty. It fires out loads of bouncing bombs which fly around the screen and destroy anything in their path. Useful in traffic jams...

Boss 4: Eyesore

Stand in the middle, jump high and shoot. The boss should then sweep in low. Repeat the pattern until he's a gonner.

Stage 5-1

Start out by jumping down to the right. Grab the coin and drop down on the left-hand side. Now drop down to the right until you get the coin. Drop left to the bottom until you see the Exit.



Level 5-1: Another fairly simple level with another chance to coin it. Just fall down through it all and you're bound to find the Exit eventually – er, aren't you?

Stage 5-2

Jump right onto the moving platform to cross the molten lava lake. Keep going right until you drop down to another area with another molten lava lake. Jump from platform to platform in best gorilla fashion. Then head left towards the Exit.

This stage is fairly straightforward – it's

Level 5-2: Watch out on this level for the Fire Birds. They're persistent burgers and they do tend to get in the way... they can really ruffle your feathers if you let them

certainly not worth getting hot and bothered about. But it gets more interesting...

Stage 5-3

Start out by jumping left onto the platform. Duck down to avoid the low ceiling. Continue left until you reach a rock platform with a 16 ton catapult on it.

Jump on the rock and use the catapult to boost yourself up to a higher platform.

Go right and jump over the lava. Watch out for the Monkey Zombie (shoot or bounce on him). You should see a catapult. Use this to reach another rock platform. Go left and destroy the Fire Bird. Continue right until you reach the fire-breathing Chameleon. After you've destroyed it, drop down the gap. You should land on a platform that takes you to a vine. Jump on the vine, climb to the top, go right and jump over the lava gap. Once you've cleared the lava, use the catapult on your right to leap up to the left.

Now go left and shoot the Fire Bird. Continue left, jump over the small lava gap – and watch out for the Red Ghost Devils. Eventually, you'll come to a rope.

On your way down it, jump across to the rope on your right. Climb down this and jump right for the Exit.

Level 5-3: Got a prickly feeling? It's the return of the Spikes from Hell! Better take care at the start of this level. The Red Ghost Devil is a pretty nasty customer...

Boss 5: Belcher

Stand in the left-hand corner and continuously shoot the boss's feet. Avoid getting hit by the letters he belches out by ducking or jumping. Repeat this pattern until he's destroyed.

Go for the feet – and watch out for the letters the level five boss belches out. He'll come across the screen, but when it looks like he's going to land on you, he'll turn back

Stage 6-1

Walk on the moving platform and jump up to the first ice platform to get the Big Ball Shot. On the way down, you'll run faster. Use this momentum to jump across to the higher platforms.

When you reach the top-left platform, jump onto the straight platform on your right. Now go right to the destructible block. If you have the Big Ball Shot, shoot through the blocks. Proceed right. Now simply slide down to the Exit.

Level 6-1: Now we change climates somewhat and find ourselves on the ice level. Come on, every platform game's got one, so chill out! Enough to freeze a brass monkey's...

Stage 6-2

Start out by sliding down to the left. Take out all the enemies as you go, but stop once you reach the floating platform. Jump on it. It will take you to the right. As you progress, you'll jump onto a series of collapsing platforms. Don't stand on them for too long.

Eventually, you'll reach two platforms on top of each other. Jump on the lowest one. From there, jump up to the top platform. This takes you left to another ice platform that goes up to the left. From this point, continue left until you reach the Exit.

Level 6-2: The ice stage isn't too tricky – you can take the big freeze with ease. Just take it easy and remember to be especially careful when you jump onto a platform.

Stage 6-3

Go left onto the moving platform. Jump on it and go left. Now take the platform you see there (the one going up to the ice platform).

Proceed right and when you reach the right-hand side, get the Star and climb up the vine. Go left, jumping from platform to platform as you go. Always aim for the moving platform on your left. This lifts you up to another platform.

Go right and jump right – off the edge... You should land on another platform. Climb up the vine on the right, then go left and jump on the moving platform. This should lift you up to an ice platform.

From here, go left. Jump on the moving platform. It will transfer you left to a platform that goes up and down. Jump on this platform to get to the top.

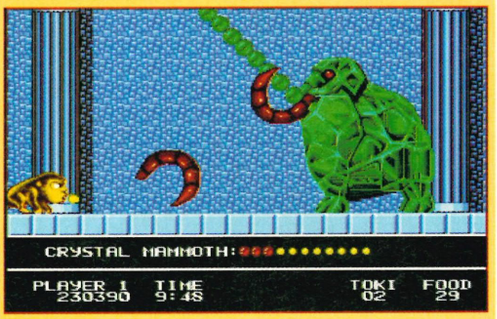
Now take the rightward moving platform. You should then reach a small ice platform to the right. To the right of this is yet another ascending/descending platform. Jump on this to reach another ice platform.

Now go left and jump on the moving platform going right. Take it right to a vine, jump on the vine, climb up to yet another ice platform – and then (finally!) go left... The Exit! Phew!

Level 6-3: How do they manage to get those vines growing in these conditions? Are they an evergreen variety? Who knows? Er, and who cares? Just climb, climb, climb!

Boss 6: Mammoth

Stay on the left, duck, and then shoot its feet. Jump up when it throws its tusks and repeat the pattern until you've wasted the fella...



Simplicity itself. Just shoot at boss six's feet and avoid the tusks. He's not all he's trumped up to be! Only a couple of minutes later, and you're on to level seven

Stage 7-1

Destroy the bug, go right and jump on the moving platform. Jump to the left (to the higher ground) and use the catapult to fling yourself up to the vines. Jump from vine to vine – you'll soon jump into another area with two vines.

Climb up the vines. Now jump up and left to the platforms. Once you're on higher ground, go right. Jump on the first vine you come to.

Climb down and, when you reach the bottom, jump right to the ground. Continue right and get the Big Ball Shot. Keep going right, climb up the vine you come to and then proceed up to the horizontal vine.

Now walk right to another vine going down. Take the Exit to the right.

Level 7-1: This is more like it! Back to the jungle and you'll be feeling much more at home. Oh, and watch out for the horrid red things which live on these vines

Stage 7-2

Start out by going right towards the slope. Jump and go down the slope. Now go left and drop

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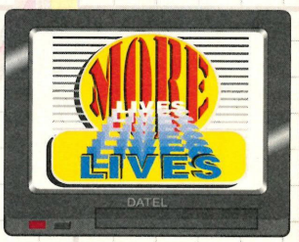

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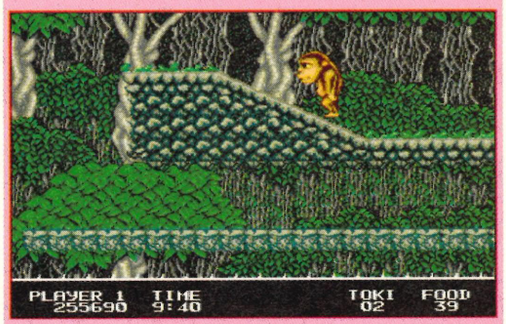
down the falling rocks. Go right, shoot the flying jaw fish en route, and you'll reach another slope.

Go down the slope and head left to the edge. Drop down – and hold the pad to the right – to land on the lower ground below. Proceed right, drop down to a lower level and go left.

Wait for the moving platform to appear, jump on it and then ride it right (to reach another platform). Drop off here to land on a platform moving up.

When you reach the top, walk left onto an ascending platform. When you reach the top, walk left. Get onto the platform that takes you left. This will drop you down a level.

Hop on the moving platform and go right. Below you is a floor made up of breakable blocks. Drop down onto the middle area (approximately) to break through to the Exit.



■ **Level 7-2: These three jungle levels tend to be a bit on the taxing side. When it comes to the end, drop down through the middle of the breakable blocks to find the Exit**

Stage 7-3

Go right, jump on the ascending platform, and then jump left onto the higher level. Grab the vine on your left and then climb up to the other vines you see on your right. One of the vines enables you to reach higher ground.

When you reach the top, jump on the platform above you.

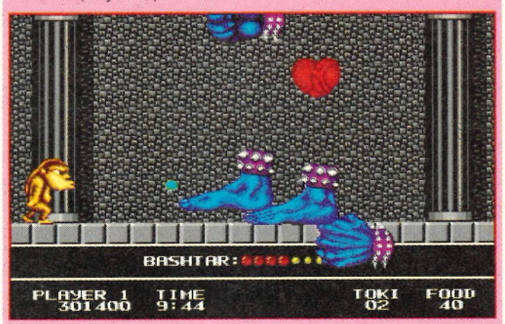
Ride it left to another platform that takes you up. When you reach the top, go right and climb up the vine you see. Now jump on the moving platform going left. As you go left, jump on the platform going up.

Once at the top, take a series of vines going left. Now drop onto the platform moving left – this will take you to another vine.

Climb up this vine and you can reach a higher level. Go right to get even higher. Now go left to find the Exit.

Boss 7: Rashtar

Just jump and shoot the thing's heart. It's as simple as that (says he).



■ **There's loads of bits of this level seven guy flying around the screen. The only one to go for is the heart. It's fairly simple though, so try not to panic!**

Stage 8-1

Go right – and keep jumping (otherwise, you'll fall into the slime). When you see the slime going up, continue jumping until you reach the top, then go left. Jump left from platform to platform and ride 'em left until you reach the Exit.

■ **Level 8-1: Watch out for the slime, 'cos it's a bit easy to get trapped. But you'd better keep an eye out – sometimes power-ups are hidden in the stuff, a nasty surprise...**

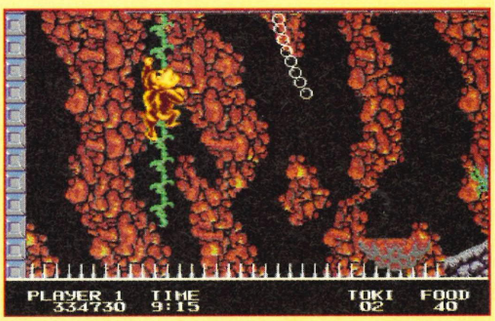
Stage 8-2

Go up, then left, until you reach a platform that takes you down to a vine and some swinging rings. Jump on the vine, onto the swinging rings – and then swing and jump onto a platform. Now go right up the slope to reach a vine.

Climb the vine and jump right to the small block platforms. Jump up to the top (you must jump past three platforms altogether) and then drop down to the right. When you finally reach the bottom, go right through the jelly.

If you continue moving right, a hidden platform will boost you up to a falling platform and, hopefully, another swinging ring.

Jump on the ring and swing right to another platform. Continue right and then drop to get the Three-Way Shot. From here, jump up to a higher level. Continue right and jump on the ascending platform.



■ **Level 8-2: Into the dark abyss... In order to see where you're going, just keep pressing the Fire Button. The light from your bombs will light up the screen in a flash...**

Jump left and continue left toward the breakable blocks. Now all you have to do is break your way down through to the Exit.

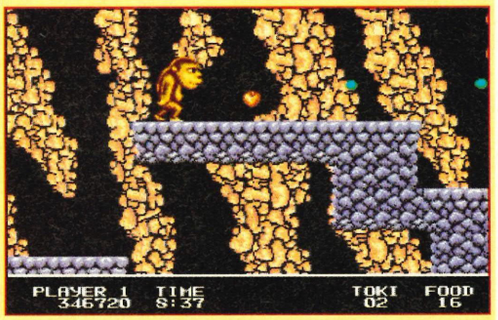
Stage 8-3

Go left (jump past the three sets of spikes) and get hold of the Big Ball Shot. Continue left, past the catapult, and you will eventually reach some ruins on the left hand side.

Jump up to about the middle of the screen and shoot. The room should light up – and you should see a stationary platform.

When you jump on this platform, ride it high and use it to jump on the second highest level. Having done this, continue right.

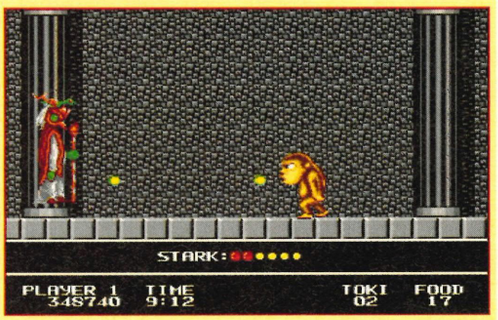
Now walk onto a moving platform to the right. From this platform, go right to reach the Exit.



■ **Level 8-3: Make sure you can find the platform in the ruins. You'll need some serious light to find it – it's well hidden – so it's time for some serious pyrotechnics...**

Boss 8: Stark

Stand at the far left and fire rapidly at 'im. If you're quick enough, he won't even hit you once. More tips in next month's issue!



■ **The level eight boss is pretty tough as well as being extremely ugly. There isn't a set pattern to his movements, but it's worth remembering you can bounce off his bombs...**

MICHELE'S CRAP TIP BIT (SHE NEVER STOPS...)

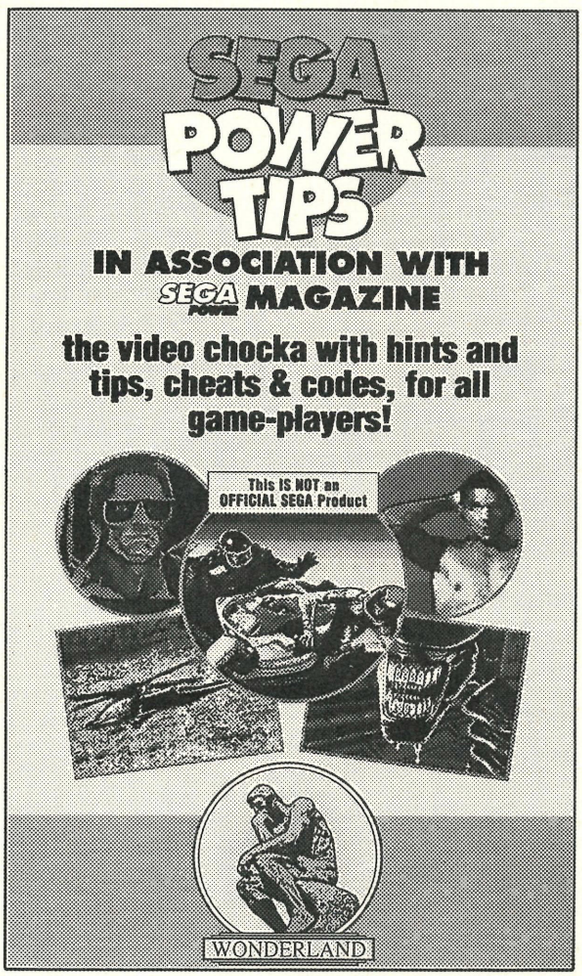
Once again, when all else fails and Dean admits defeat on a certain tip, you can always count on the lovely Michele to come up with the goods. Night and day she will ponder and mull over the most difficult of the tips that are sent into the *Sega Power* office, and you can be sure that her reply is always deadly accurate *(Erm, really? – Andy).*

■ **Michele, please can you help me on the brill Electronic Arts game, *Road Rash*. I've got a load of codes for the levels, but I just cannot seem to be able to get a good enough position to qualify for the next round. Please can you help me in my hour of need, or I'll start to think that I'm the worst biker in the world.**

David Beefbrain, Upper Moulting

Well, David, you seem to be stuck in a bit of a rut here! I myself am proud to say that I do quite well at this delightful little game, and it's all down to my own little trick for success. The best way to get through the level is to press the B Button, and REMEMBER to keep it held down. This will ensure that you are able to keep up a good speed. Another little thing to remember is that if you hit any of the other bikes (cars or whatever) you'll probably come off. This doesn't do your time any good at all. So, keep up the revs and don't hit anything, okay?

Beat Sega at their own game.



Video £8.99

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

SMAS

THIS MEGA DRIVE SHOOTER (*Sega Power* 35: 67%, Flying Edge) is simply gagging for a few tips. You can thank yours truly for these little gems – and there'll be more on *Smash TV* next month...

GENERAL TIPS

- It's usually a good idea to keep on the move. If you stand still for too long, you tend to get swamped by numerous critters and die horribly.
- Try to get rid of the shrapnel guards and the gunners as soon as possible. If too many get on-screen at one time, you'll soon have a bit of a problem with the old flying metal.
- Make a mental note of where the mines are as soon as you enter a room. Often, they're covered by an object (it's very easy to wander into them if you're not very observant).
- Use the invulnerability power-up to plough through as many baddies as you can. You should be able to get rid of quite a few this way.
- The trick with the guardians is persistence. It takes hundreds of shots to kill even the first ones. So take care, be patient – and shoot like mad!

NEW CONTROLS

For the best control method for one player, select the two joypad option. It seems a bit awkward at first, but it's the best way to play in the long run.

Obviously, it won't work in two-player mode ('cos your mate will be using up the pad). If you insist on playing the game with two players, things are pretty much uncontrollable anyway, I'm afraid.

SEGA POWER

LEVEL ONE

The first level won't give you much grief. The only problem is old Mutoid man. Just remember where the bonus room is

KIT UP AND SHUT UP: A GUIDE TO THE BITS YOU NEED TO SMASH *SMASH TV*

This gun is a well worthy addition to your firepower – it destroys everything in its path (and quite a few at the side too!)

These bombs are very powerful, but not so hot at destroying enemies who are right next door to you. So keep your distance!

Very useful this. It lasts a long time and essentially doubles your firepower. Not something to be sneezed at really

I don't need to tell you how important extra lives are! There are quite a few lying around. Try to get as many as you can

Not as powerful as the brown bombs (and still have a limited range), but far more powerful than your bog-standard gun...

That invulnerability is a real useful thing to have! Grab one and you can destroy loads of enemies (within the time limit, of course)

Collect these little babies to get into the PLEASUREDOME. How many do you need? Well, we'll tell you all about that next month

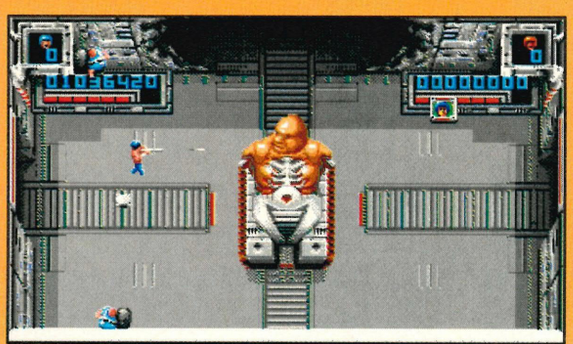
SH TV

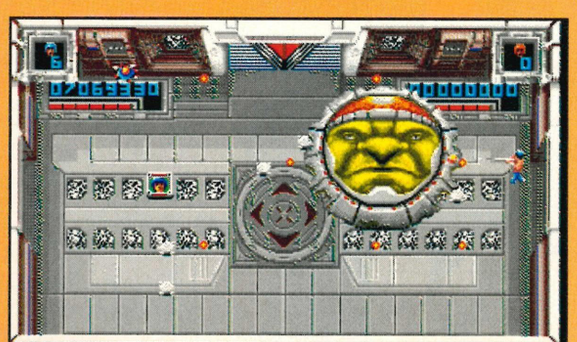
LEVEL TWO

Things start to get a bit tricky now, but you do get a load more continues. Itchy trigger fingers at the ready now...

(Above) Scarface is a meanie. Keep going for the outer shell – and don't lose heart!

Titbit: the guardians are particularly tough in *Smash TV*, so prepare yourself – and save up as many lives as you can





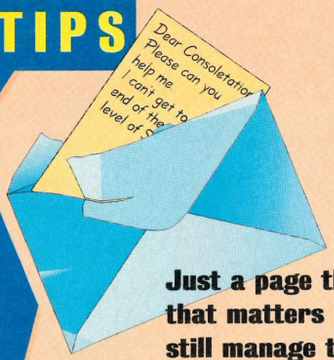
These rotating blades are useful. They last a long time and they're good at killing everything that's on-screen too

Smart bombs do the obvious. Try to wait until there are a fair few big enemies on-screen before you use 'em to full effect

These li'l speed-up sweethearts are invaluable when you need to nip about quickly to avoid the end-of-level guardians

The spread shot is the most common (and most useful) weapon. It doesn't last very long, but it's still dead handy to have around

CONSOLETATION



There's only one *real* Consoletation – and this is it, with the best tips yet!

Just a page this month, but that matters not, 'cos we still manage to cram in enough tips here to help you with the nastiest of titles. We're kinda nice like that...

YES, IT'S ME, FAITHFUL DEAN Mortlock again – all done up to the nines and ready for another monthly tips assault. I like to think that I can help you out on most games, but I won't know nuffin unless you write to me!

Remember: if there's any title that you can't get through, don't hesitate to put pen to paper...

Sadly, I can't answer your questions personally – there just isn't enough time – so, *please*, no more SAEs.

Instead, just send your problems straight to: **Consoletation, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** Now on with this month's bag...

CHUCK ROCK

***(Sega Power* 32: 70%) Virgin £29.99**

■ Could you tell me how to get past Nessy on the Master System version of *Chuck Rock* (he is the third level boss)?

Greg Braddy-Hogg, Bath

Sure, Greg. But don't forget that, at the start, you move very differently. Swim towards the boss and kick his stomach (you can't belly-butt underwater).

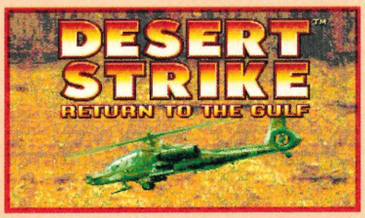
If you time this correctly, you'll now be able to get in (at most) two hits (after that, you'll have to swim away rather sharpish). Repeat this a few times and you'll have 'im.

DESERT STRIKE

***(Sega Power* 29: 91%) E.A. £39.99**

■ Being knowledgeable and of sound mind *(I don't know about that! – Andy)*, I thought you could help me with my problem: *Desert Strike*, level four.

After receiving the first mission about guarding the friendly oil fields, I thought,



■ **A game for people who enjoy flying around some exotic country and blowing up the natives – that's everybody really!**

no problem. Obviously, I was wrong. I blew up every tank I could see and then checked my map for more missions. Alas, one ZSU remains!

After hunting half the coast of Iraq, I came to the conclusion that it just wasn't there – although it still shows up on the map. Where the hell is that last ZSU? Please help me!

Matthew Barnes, Northumberland

The last dot on the map isn't a tank, Matthew, it's a drop-off point.

If you check with the key, you'll find a cross in that position. Fly north and pick up the troops from the bunker. Now drop them at the point indicated to complete the mission.

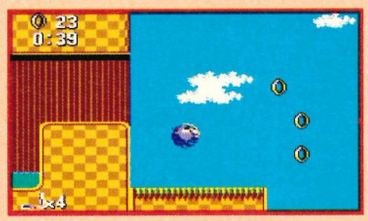
SONIC THE HEDGEHOG

***(Sega Power* 27: 90%) Sega £29.99**

■ I know that there is a cheat for this game, but I can't seem to get it. Please print the cheat in your next issue.

Ricky C

Er, I do hate to argue with you, Ricky, but I'm afraid there isn't a cheat for the Master System version of Sonic.



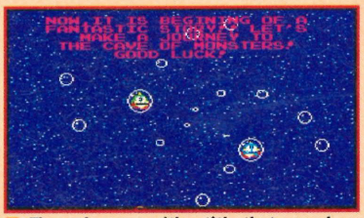
■ **Oh God! What's this game called again? I just can't remember. Ah well, it's a load of tosh anyway, so it doesn't really matter...**

BUBBLE BOBBLE

***(Sega Power* 27: 89%) Sega £29.99**

■ Please can you tell me where the Red Mirror and the Key are located in the great *Bubble Bobble*.

Martin Baines, Loughton, Essex



■ **The only game with a title that sounds similar to somebody with bad wind in the bath! – bumper book of crap jokes no. 254**

Easy one, Martin. You'll find the Red Mirror on level 135, but you''ll need to get the Key first before you can nab it.

To get the Key (you'll find it on level 115) travel to the top of the level without killing any of the enemies and wait for the hurry up sign to show.

The gate will then appear and you can go straight on through...

ASTERIX

***(Sega Power* 30: 92%) Sega £29.99**

■ My younger brother keeps on complaining that *Asterix* on the Master System is crap because you don't ever get to see the players – Asterix and Obelix – on-screen at the same time.

Please, please, please can you give me a cheat to get both characters on-screen at the same time.

If you can't manage that, give me some sort of cheat, but not a tip!

Justin Nathan, London

Well, Justin, your brother will just have to go on moaning – 'cos there ain't no cheat! I wish there was a simultaneous two-player option too, but there isn't, and no amount of good will on my part will make one appear either.

In fact, there isn't one little cheat available for this excellent game (that I know of anyway), so you'll just have to get through using skill and patience.

EVEN SUPERHEROES HAVE TROUBLE FINDING THEIR KEYS

SPIDER-MAN

(Sega Power 23: 57%) Sega £29.99

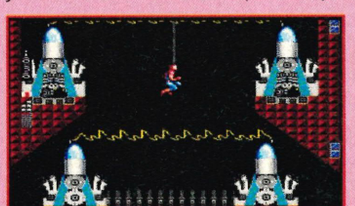
■ On Electro's level, I tend to get electrocuted when I try to swing out and get the key (at the stage where you have to go up the sides).

When my friend put it on Nightmare level, he got Venom's suit, reached the same place – but still couldn't get the key. Please tell me how to get it!

Jon-Paul Coake

You shouldn't try to climb up the side of the screen, Jon-Paul. To get the key, you have to web straight up, avoiding the intermittent (but deadly) electric currents as you go. If you do this while you're between the towers (see the pix below), you'll eventually get the key (with practice, of course!).

(If you've got any other probs with this title, remember to write, okay?)



■ **Practice will definitely make perfect with this stage (but read our tips first)**

■ **And here you can see the key at the top of the screen. Mind that electricity!**

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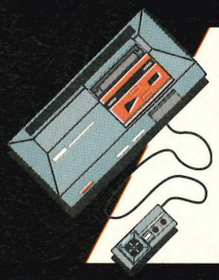
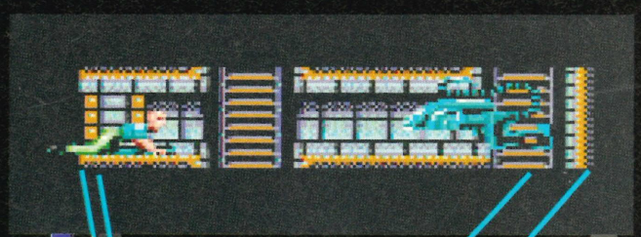
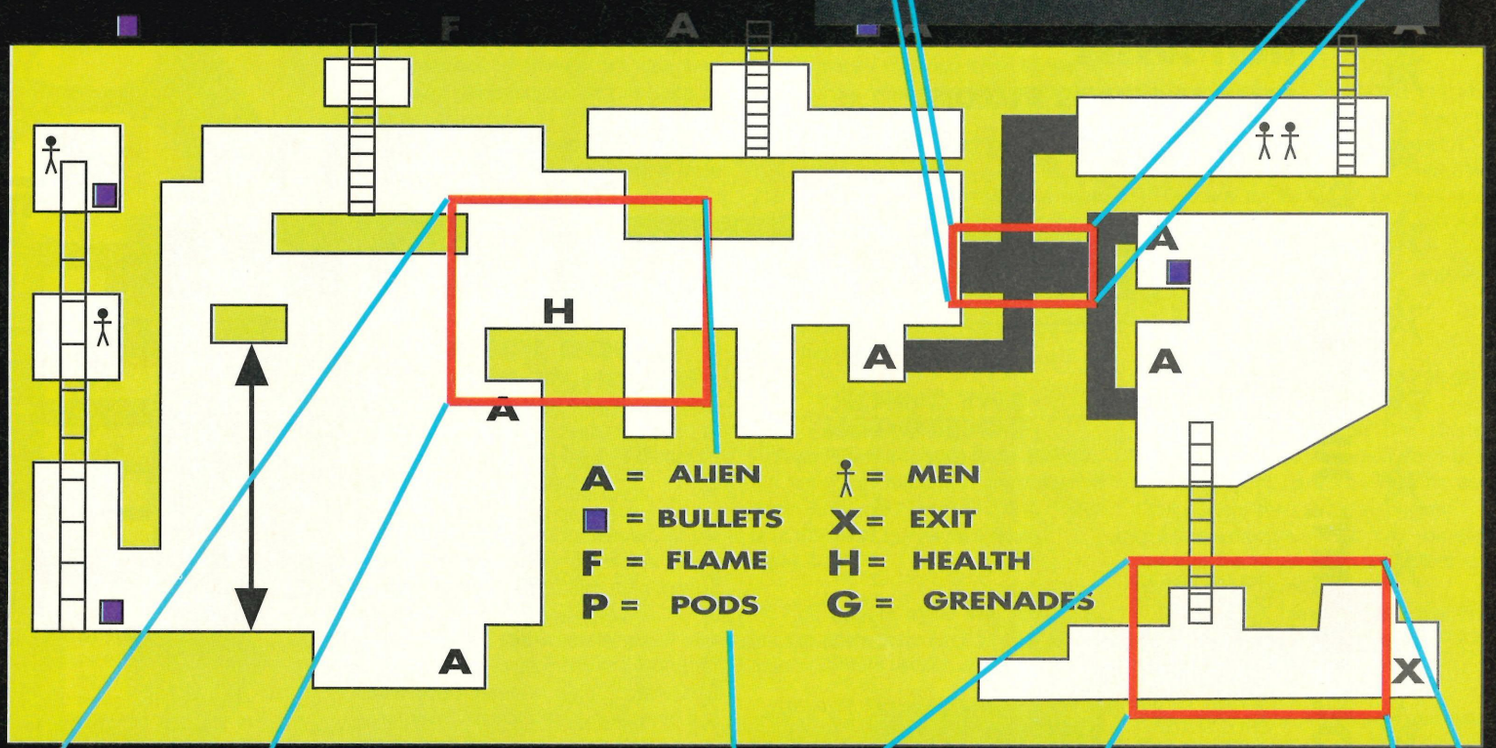
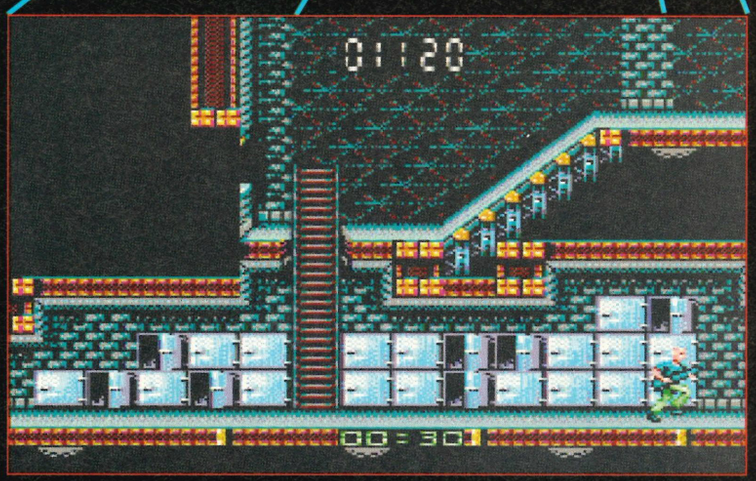


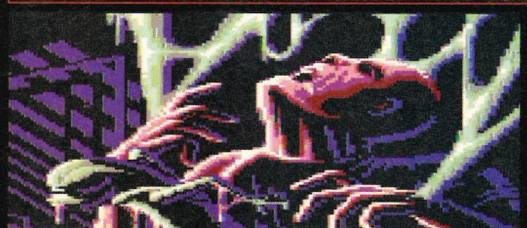
ALIEN

"Oh my God... Get outta there, Dallas!" Oops, sorry. Wrong film... Ripley fans will love the next couple of pages. Dean Mortlock has only gone and mapped the first four levels of this 8-bit smash *(Sega Power* 34: 72%, Flying Edge £34.99) for ya. What a guy!









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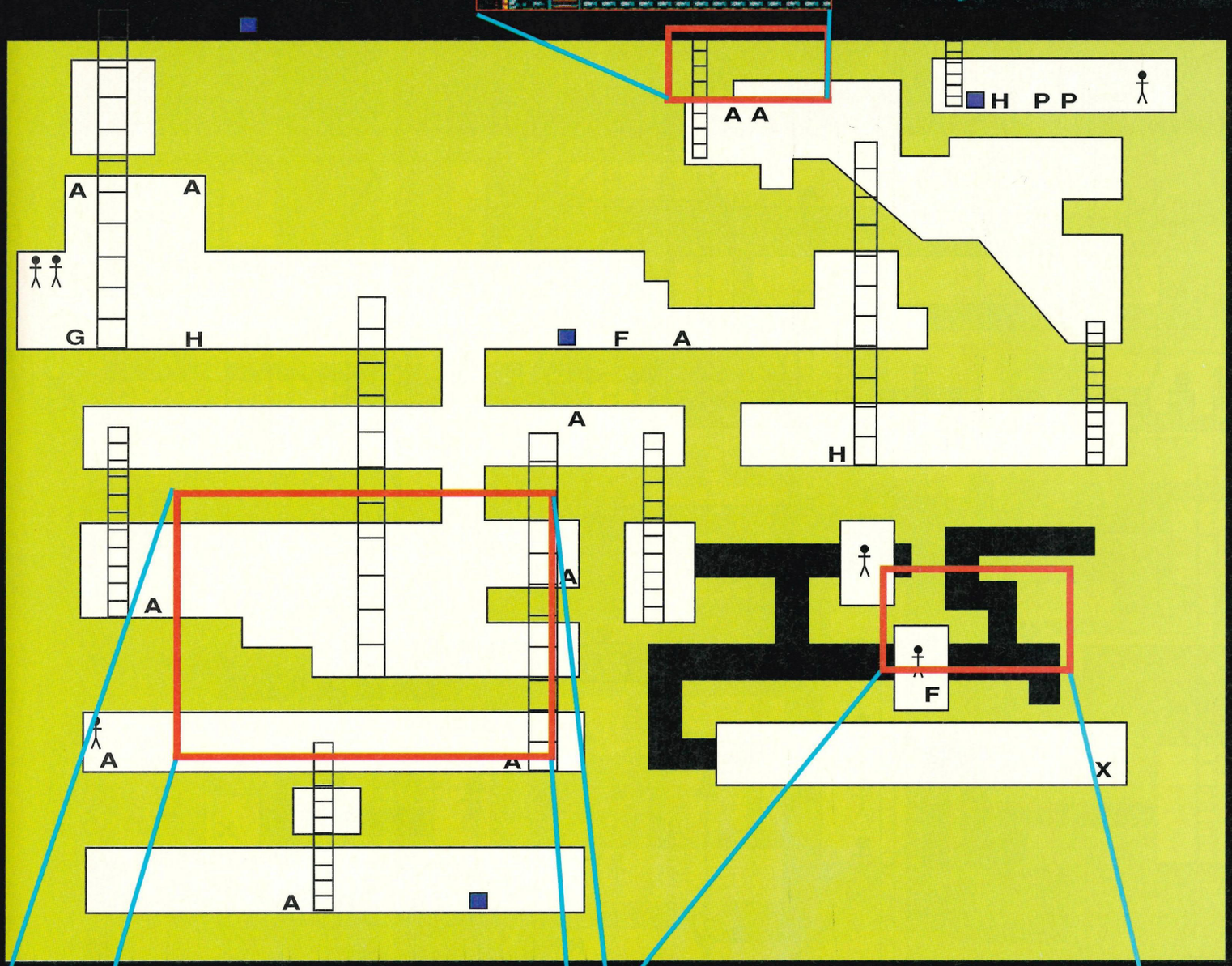

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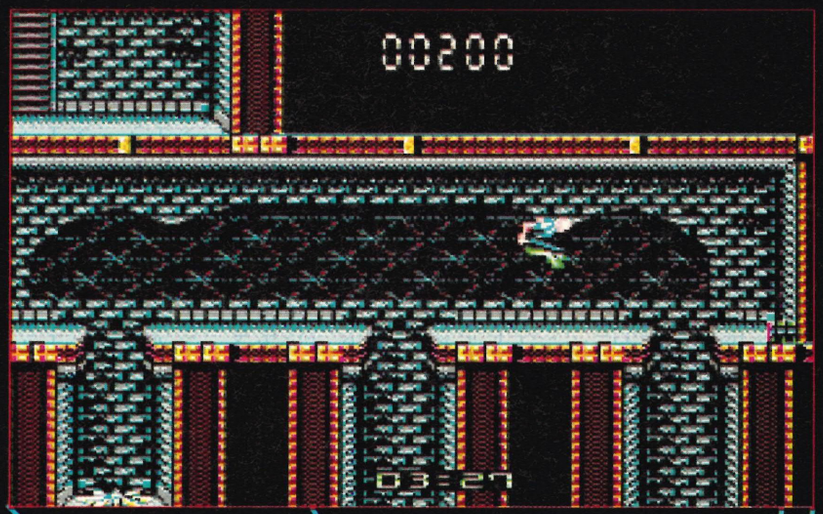
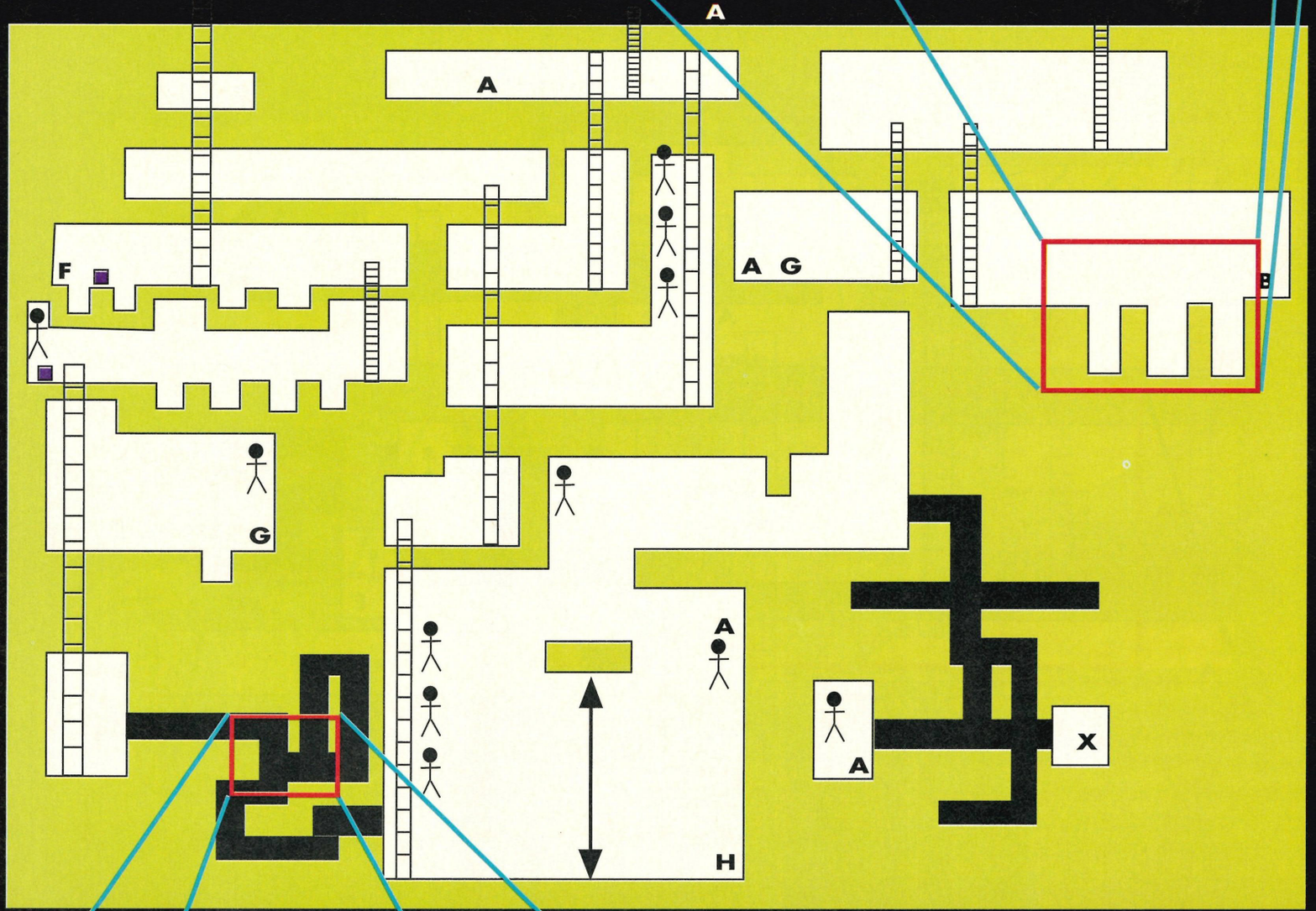
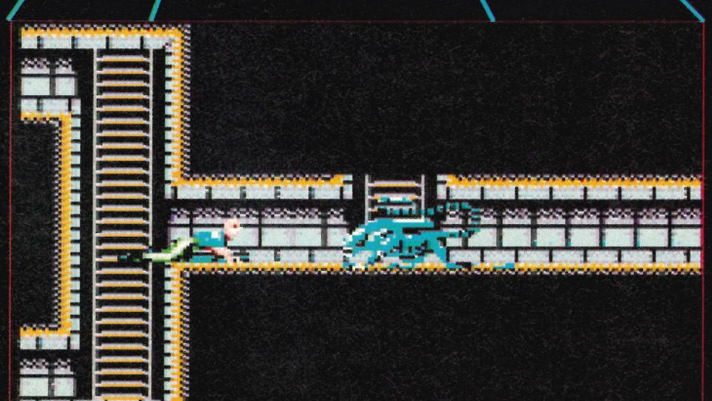
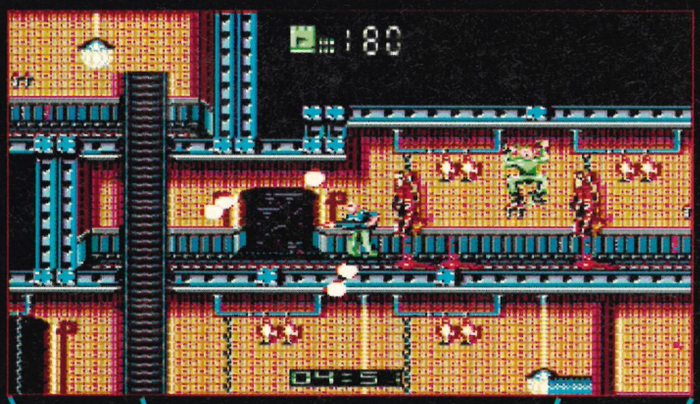
ALIEN 3

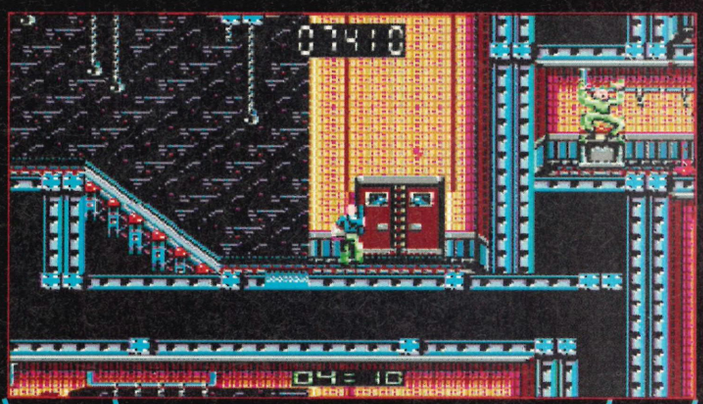


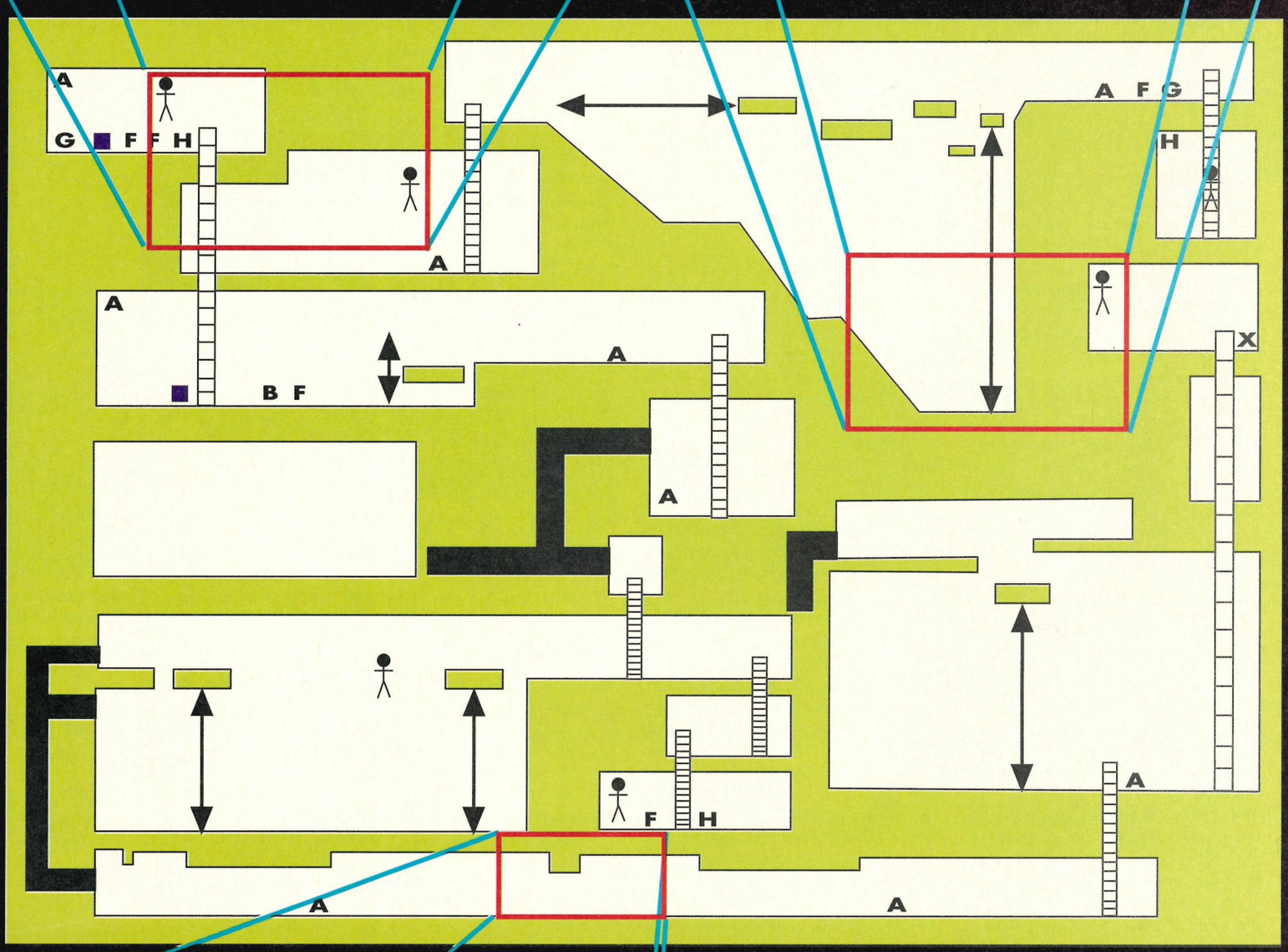


MAP 3









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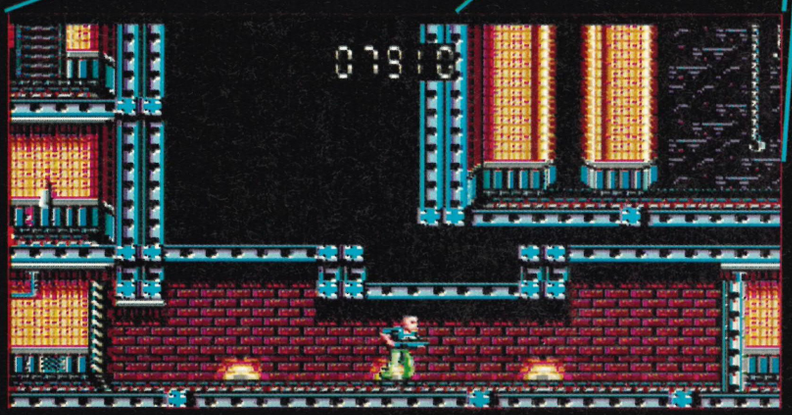
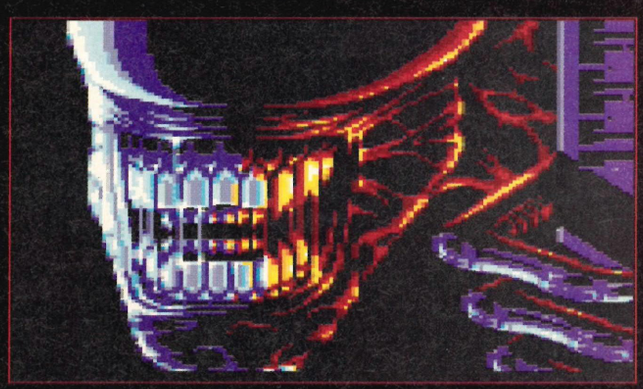
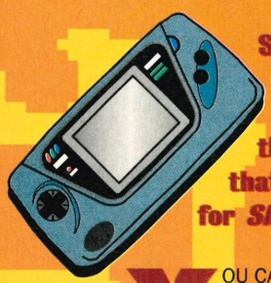




SHINOBI



Since Sega have just gone and released *Shinobi 2* on the handheld (you didn't miss our review on page 70, did you?), we thought it would be an idea to tip the game that started it all off. So here they are – tips for *Shinobi* (*Sega Power* 22: 73%, Sega £24.99).

YOU CAN DO the rounds in any order you like, but remember that the hints we give are dependent on the particular sequence shown below.

Essentially, the bosses in the different areas will require different strategies depending on which way you tackle the rounds. Experiment and find what works best for you!

The item boxes in the game have different things in them. If you open one and it has a good item inside (a heart or whatever), pick it up. If it's got a bomb, step back and let the bomb explode, then continue on.

Don't be afraid to use the Ninjitsu. If you have one and are low on life it might be a good idea to use it, 'cos you lose 'em all if you die.

SECRET BONUS

To get the secret bonus, don't pick up any Ninjitsu throughout the levels.

HIGHWAY AREA: SCENE 1
HEARTS – 2 **BOMBS – 2**
1-UPS – 1 **POWER-UPS – 0**
NINJITSU – 1

Start off by going right. Take out all the enemies in your path. The machine gunners in this round are tricky, but you can still take 'em out with perfect timing.

Watch out for the guys crawling up the sides of the trucks. They explode – and you might end up in the blast if you're not careful.

The Exit is all the way to the right (follow the red arrow!).

HIGHWAY AREA: SCENE 2
HEARTS – 3 **BOMBS – 3**
1-UPS – 0 **POWER-UPS – 1**
NINJITSU – 1

Start off by going all the way to the right and then jumping on the ledge above the window (there's a heart all the way to the right).

Now jump up to the next floor and go all the way to the left – to the bricks. You can take out the guys that are above you by jumping up and swinging straight at them. Once you're on top of the bricks, jump up and go right. Now jump up onto the next floor on the right (there's another heart on this ledge – just look right).

Once on this floor, jump up and go left (all the way to the bricks). Jump up on the bricks and then go up to the next floor. Walk all the way right, and jump up on yet another set of (yes!) bricks. Now stand between the windows – make sure you're facing left – and jump up to the next floor.

You should be positioned perfectly here to take out the enemy who's firing lasers above you. First, watch which way he shoots, and then...

When he aims to the right, move left until he shoots straight down. Now jump straight up and swing your sword until you defeat him. Afterwards, go back and refill your life meter with the hearts that you left at the beginning.

Return to where you dissed the laser-toting nasty. Go left and stand in front of the next laser shot. Avoid the laser – and then kill the guy above you. Once you've defeated him, go all the way left, jump up on the bricks and get onto the next floor.

Continue right and jump up on the bricks. Stand in front of the window and, again, jump up. Now you should be able take out the first of the two enemies shooting lasers at you. Jump up, take him out, go left, jump up again – and then take out the guy with the hammer.

Once you've defeated him, jump up on the bricks and get onto the next floor. At this point, stroll right (there is a heart in the box). Now jump to the right.

Continue in this direction until you find the power-up, then retrace your steps. Now continue left and take out the last enemy shooting lasers.

You should find the red Exit arrow next to him. This will lead you to the Chopper Boss.

HIGHWAY: CHOPPER BOSS

This boss is tricky, but with a little practice (and luck) you can defeat him. Start off by standing in the centre of the screen and facing right. When the boss appears (from the right), wait for it to get near you, then swing. At this point, the guy should appear below you.

Jump immediately to avoid him – and then get ready for the Chopper to come at you again... This boss takes eight sword shots to defeat.

HARBOUR: SCENE 1
HEARTS – 2 **BOMBS – 1**
1-UPS – 0 **POWER-UPS – 0**
NINJITSU – 1

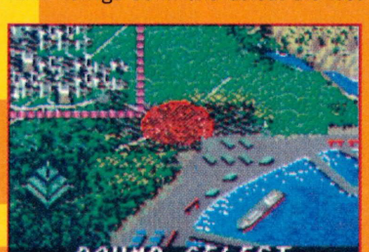
Start off by using Pink. Now head right. When you jump in the second green box, immediately jump again and throw a bomb to kill the guy who's throwing dynamite at you. Continue right, taking out all the enemies as you go.

■ **And heeere's Joe! Yes, our dashing hero is looking truly resplendent in his lovely white suit with matching accessories**

When you reach the crane hook, jump on it and jump to the left. Now jump and hold down up on the joypad to stick to the underside of the girder. Walk all the way to the left and then clamber on top.

Continue right and when you come across the fire-breathing guy, stand directly before his fire and jump. At the top of your jump, release a bomb. He'll soon die!

Continue right and jump onto the next girder. Here, you will find another fire-breathing guy. Defeat him (as before) and get the heart from the box behind him. Now go down and defeat the last fire-breathing bloke on your right. Easy when you know how, isn't it?



■ **Here's the map screen (obvious really). But did you know that there is a definite route through the game? More next month**

Continue right to the second crate and take out the guy throwing dynamite at you. You can reach an extra heart by walking upside down on the girder above you, by the way. Once you've found it, continue all the way to the right to find the red Exit arrow.

HARBOUR: SCENE 2
HEARTS – 1 **BOMBS – 3**
1-UPS – 0 **POWER-UPS – 0**
NINJITSU – 2

Start off by using Pink. Go right. Jump up on the girder, and then jump onto the box. Above you, in a box, is a magic doobrie. Travel right on the girder and make your way to the right.

There are some boxes in the grey area, so search away.

HARBOUR: SCENE 3
HEARTS – 1 **BOMBS – 1**
1-UPS – 1 **POWER-UPS – 1**
NINJITSU – 0

Start off by using Pink. Jump on the ceiling and go right. Wait for the barrels the guy is throwing to pass, then drop down and defeat him. Continue right and take out the guy hanging from the ceiling (he'll be throwing dynamite at you – friendly chap).

Once you've defeated him, jump up onto the ceiling and continue right to the next ledge. This ledge contains a power-up, so pick it up. The rest of the maze is pretty much a one-way, so you shouldn't have too many problems! The Exit is just to the left of the entrance, in the upper lefthand corner.

The biggest danger in this round is the guy who hangs from the ceiling and throws dynamite.

The best tactic is to always move to the place where the dynamite lands (after it's landed, of course!).

HARBOUR: GORILLA (ROBOT BOSS)

Use Pink against this boss. It's hard, but you don't have to hit him as much this way.

Wait for the boss to throw his arms out. If he's above or below you, don't do anything. If he comes towards you, jump to the right and throw a bomb. If your timing is right, you can do it so that you don't have to land on the arm at all.

Wait for him to finish throwing out his arm (he throws it out twice), then walk to the right. When his head goes down, jump right and throw a bomb. Voila!

OBI 9

A delightful shot from the cover of the *Shinobi* box! See how our sinewy hero leaps 100 feet in the air to do battle with all manner of horrible nasties. What a guy! And what tips!

VALLEY: SCENE 1
HEARTS – 1 **BOMBS – 1**
1-UPS – 0 **POWER-UPS – 0**
NINJITSU – 1

Use Red. Drop on the log, duck down and immediately start swinging your sword. Stay down and continue swinging your blade until you reach the Amazonian woman. Hit her once, then turn around and hit her again. Now jump on the rock ledge she was standing on.

Jump on the rock ledge above you – and then jump to the right. Continue right and drop down until you reach the rock ledge above the river. Wait for the next log to come underneath you, then drop down onto it.

Take it all the way to the right, to the next rock ledge, then jump all the way up and go to the right. Drop down until you see a black area on the right (there's an Amazonian woman here).

Defeat the woman by using Yellow. Walk right and wait for a log to appear underneath you.

When one appears, drop down onto it. Once you're on the log, look for another underneath you. When it appears, jump on it. Take it to the right – but jump up right before the log falls down the waterfall. Continue all the way up and right to find the red Exit arrow.

VALLEY: SCENE 2
HEARTS – 2 **BOMBS – 0**
1-UPS – 1 **POWER-UPS – 0**
NINJITSU – 2

There are several detours here. Most of them lead to dead-ends, but some are short-cuts. The following is only one way of getting through this scene.

Use Pink to defeat the first purple guy. Now enter the dark area in the upper lefthand corner and defeat the two silver spinning guys. Continue right, defeating all the enemies as you go, and travel down the right side. About half the way down, you'll see a ledge with a guy throwing dynamite at you. Defeat him and then go right. Use Yellow for this part.

Continue all the way right (you should find some item boxes and even more enemies here) and then, when you reach the end, jump and take out the other dynamite-throwing guy. Jump up to the ledge he was on. Go up and left to find the red Exit arrow.

VALLEY: NINJA BOSS

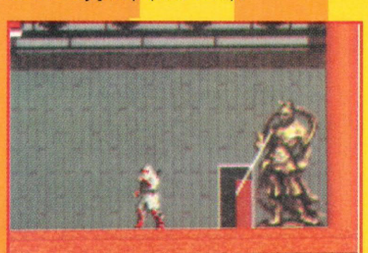
Use Red. When you appear, jump on the upper left rock ledge and stand a little to the right of the halfway point. Swing your sword for a while and, if you're in the right place, the boss will drop from the top of the screen, disappear, then re-appear on the left.

When he's on the lefthand side, you can hit him. Continue swinging your sword. This procedure will repeat itself. It takes between five and eight sword swings to defeat this geezer.

WOODLAND: SCENE 1
HEARTS – 1 **BOMBS – 0**
1-UPS – 1 **NINJITSU – 1**

Tree-Climbers:
Use Blue or Yellow to take them out from far away. Don't give them the chance to fire at you.

Purple Guys with Sickles:
Use Blue or Red. Time it so that when they appear, you're waiting for them (with Blue) – or stand just far enough away from them that you can hit 'em when they jump (with Red).



Here's a big golden statue-type thing! Erm, the best advice we can give is to hit him quite a lot with something rather large

Guys with Saw Blades:
Use Blue on them from a distance (some are easier to kill than others). If you have a hard time, get closer, then swing your chain as fast as possible.

Getting through the round:
Make your way right using the tree limbs. Be sure to search carefully, because there are lots of items that you have to go out of the way for!

Use Blue's swinging technique (this is a good place to practise) on some of the trees (look for things sticking out of them). The red Exit arrow is in the far upper righthand corner.

WOODLAND: SCENE 2
HEARTS – 3 **BOMBS – 2**
1-UPS – 1(hidden) **POWER-UPS – 0**
NINJITSU – 2

Evil Monks (with chains):
Use Blue – and swing your sword as quickly as possible.

Silver Rolling Balls:
Use Pink.

Statues:
Use any long distance character to hit these guys in the head. If possible, it's a good idea not to let them get on-screen (this stops 'em from using their lasers, y'see).

Getting through this level
Start off by going right through the door. Defeat the statue. Now go left and defeat the other statue.

Leap on the statue's shoulders, and then jump to the door above you. Go through and defeat the monk. Go right and enter the next door.

Now go left and defeat the statue. Jump on the statue's shoulder, jump to the ledge on the right and then defeat the following statue. Enter the door on the far left.

Go right, and take out the monk on the totem pole (Yellow also works well for this). Jump up on the totem pole and use it to boost yourself up to the level of the house. Go left.

Take out all the visible enemies, go left and then jump on the totem pole to boost yourself up to the top level of the house. Go right a little and you will see a white pole on top the house.

On the upper left of this pole, you'll find a hidden 1-Up. Collect it, go right and then drop down the hole to reach the red Exit arrow.

You'll just have to wait until next issue for the Neo City map and hints – we've run out of space this month. See ya then!

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OLYMPIC GOLD

■ Oh, good grief! I've fluffed it again. Hurdles aren't my strong point...

Those nice bods at US Gold kindly sent us a bunch of tips for *Olympic Gold* – and for all formats too. With such a show of generosity, what else could I do but put 'em in the mag? Learn the ropes and get the jump on your friends!

BAD MOVES

Just who is this strange person? He's a bit good on *Olympic Gold*. This surprises me, considering his rather unique (to say the least!) style with the joypad...

GAME GEAR

The Game Gear version of *Olympic Gold (Sega Power* 34: 58%) is probably the most difficult version to master because you need to keep the machine completely still before you can operate the Buttons quickly enough.

Try placing the Game Gear on a flat surface. Now put your left thumb on the pad and your fingers around the top of the case.

For the speed events, slide your index finger rapidly across the two Fire Buttons. Depending on the size of your hand, you may find it more effective to use your index finger and second finger, side by side.

For tips on specific events, check out the tips below.

MASTER SYSTEM

If you have problems mastering the two Button techniques described in the *Olympic Gold (Sega Power* 33: 64%) manual, try out this other technique.

Hold the pad between your thumb and index finger so that your thumb covers both Fire Buttons. Your grip should be fairly loose. You should be able to pivot the pad at a point between Button 1 and Button 2.

When playing one of the speed events, vibrate your hand up and down. Make sure your thumb presses each Button alternately. This is effective in the 100 metres, the hurdles, the hammer and the swimming events.

For the 100 metres and the hurdles, use any of the Button techniques described in the manual. In the hurdles, tap the pad with your thumb just before reaching each jump.

MEGA DRIVE

If you are having problems using the Button technique described in the *Olympic Gold (Sega Power* 33: 77%) manual, try this alternative.

Place the joypad on a flat surface and slide your index finger between Buttons A and B. You may find it easier to use your index and second fingers side by side.

For the events where you need to use Button C, hold the pad with the lead facing towards you. This enables you to press Button C with your free hand.

In the 100 metres and hurdles, simply use one of the Button techniques described in the manual. For the hurdles, make sure you hold the pad so that the lead is facing towards you. Again, this will leave you free to press Button C with your free hand.

TIPS FOR ALL

● Swimming

Try to build up a steady rhythm by alternately pressing Buttons 1 and 2 (A and B on the Mega Drive). Try to stay in the lead for the first three lengths.

Part way down the final length, switch to one of the fast Button techniques. The point where you speed up depends upon how much energy you have left.

● Hammer

As with the hurdles, strike the pad as needed with your thumb.

● Diving

Carefully watch the demonstrations. At first, stick to simple dives – a ten from one of these is just as good as a high mark from a more complex manoeuvre.

● Archery

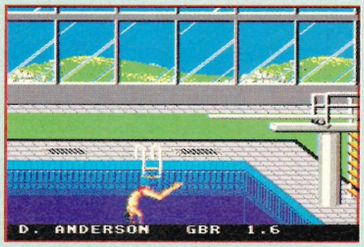
You may have trouble with the technique described in the manual. Instead, try using short controlled taps on the directional pad to guide the sight towards the target. This prevents over-compensating – but watch your time limit.

● Pole Vault

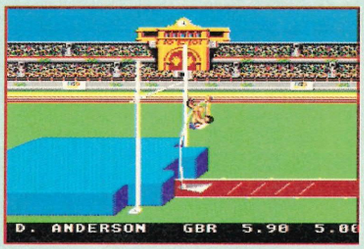
For the Master System and the Game Gear versions, you may find it easier to place your pad on a flat surface and then slide your index finger between Buttons 1 and 2 for the run up.

Use your other hand to control the jump. Try pausing the game before you begin each phase of the vault to allow time to prepare for the next manoeuvre.

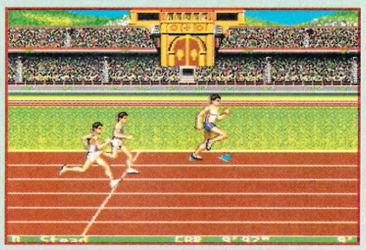
For the Mega Drive version, use the same method, but hold the directional pad with the lead facing towards you. This way you can use Buttons A and B to run, and Button C to control the jump.



■ Erm, well, this is how you don't do the diving level. Stupid sport anyway – talk about going in at the deep end!

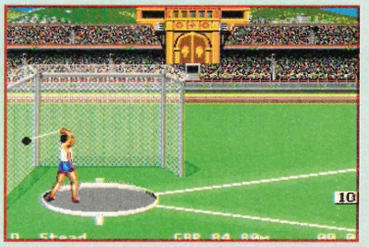


■ A bit of a tricky one, this. Practice is the key to success. But if we were meant to leap this high in the first place, we'd all have been born with rubber legs, right?



■ It's at times like this that I really wish I was fitter. I mean, pressing the Buttons this fast is really knackering me out! A danger of getting athlete's finger on this one!

■ Kevin Costner, eat your heart out – and your liver and kidneys while you're at it. You need a steady hand here. Try using short taps on the directional pad



■ Another event where timing is essential. The best tactic is to experiment by throwing the hammer at different times. You should then be able to work out the best position for the throw

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USE IT EVERY DAY

What's the one thing you need at the start of January?

A calendar, of course, so you can tick off the days between one issue of *Sega Power* and the next! Oh, all right, I suppose you could use it for other things too – marking on birthdays, holidays and stuff like that if you really wanted to...

***Sega Power's* February issue will have an exclusive (and naturally brilliant) calendar on the cover.**

The issue is in the shops on Thursday 7 January – that leaves you a staggering

358

SEGA POWER READING DAYS UNTIL THE END OF THE YEAR!

POWER FEEDBACK

Tell us what you want to see in Britain's best-selling Sega mag!

It's that time of year again, folks! Yes, siree. We poke our bits into your business to find out what kind of people you are, what you like to do and when you like to do it. And don't think it's just 'cos we're dead nosy either – this is useful!

YOU SEE, ONCE WE KNOW all about you, we can fine tune Britain's best-selling Sega mag (that's us, that is) and make it exactly as you want it to be.

If we're doing too much of one thing and not enough of another (or not enough of everything), we want you to tell us about it.

And just to sweeten things up a bit, we've got loads of groovy carts (£200 worth of goodies, in fact) to give to the person who's lucky enough to get their filled-in Questionnaire pulled from the *Sega Power* garden shed (where we store 'em once they've been read).

So it's like a double hit really. You get to shape the mag for the coming year or so – and automatically get entered into the draw at the same time. Okay? Right, let's get to it then...

1. Since you read *Sega Power*, there's a good chance you own a Sega console. Which one(s) do you own, and how long have you owned it (them) for?

❑ Game Gear: .....years .....months

❑ Master System: ....years .....months

❑ Mega Drive: .....years .....months

2. Do you intend buying another Sega console? If so, which one?

❑ Game Gear
❑ Master System
❑ Mega Drive

3. Oh dear. Come on. Admit it. You've got other machines hidden away somewhere, haven't you? Don't be shy now... Which ones? C'mon, you can tell us.

❑ NES
❑ SNES
❑ Game Boy
❑ Sega Mega CD
❑ Neo Geo
❑ Lynx
❑ Amiga
❑ Atari ST
❑ PC
❑ C64
❑ Sinclair Spectrum
❑ Amstrad CPC

4. All right, if *Sega Power's* so brilliant, why don't you subscribe?

❑ I do already!
❑ I want to! (Flip to page 80 then!)
❑ I don't want to commit myself
❑ I can't afford the lump sum
❑ It doesn't offer good VFM

5. What are your fave games? Please state the machine type:

Game .....

Machine.....

Game .....

Machine.....

Game .....

Machine.....

Game .....

Machine.....

Game .....

Machine.....

6. How many carts do you own?

Game Gear .....

Master System .....

Mega Drive .....

7. That many, huh? So how often do you buy a cart then?

❑ Every month
❑ Every two months
❑ Four times a year
❑ Three times a year
❑ Twice a year
❑ Once a year

8. Games are pretty expensive these days, so do you regularly swap your old carts for new ones?

❑ No
❑ Yes (with friends)
❑ Yes (through an exchange)

9. When you do buy a game, what things influence your choice? (Rate each of these following influences out of ten)

Reviews in *Sega Power*	...../10
Reviews in other magazines	...../10
Adverts	...../10
Recommended by friends	...../10
Depends on what they have in the shop really	...../10
On a hunch, or because you reckon it sounds good	...../10

10. How many hours a week do you reckon you play on your Sega?

.....hours

11. Which other console mags do you read? Give them all a mark out of ten.

Sega Power...../10

...../10

...../10

...../10

...../10

...../10

12. If *Sega Power* isn't your favourite console magazine, why not? What do you prefer about other mags?

.....

.....

.....

.....

.....

WIN £200 WORTH OF CARTS

13. How many people read your copy of *Sega Power*, including yourself?

.....

14. Please rate the following sections of *Sega Power* out of ten.

Cover	...../10
News	...../10
Charts	...../10
Letters	...../10
Previews	...../10
Competitions	...../10
Master System reviews	...../10
Game Gear reviews	...../10
Mega Drive reviews	...../10
Gallery	...../10
Tips	...../10
Captain Ages	...../10
Hard Line	...../10

15. If you could change anything about *Sega Power*, what would it be?

.....

.....

.....

16. So, where d'ya call home?

❑ SE England
❑ SW England
❑ Midlands
❑ Northern England

- ❑ Scotland
- ❑ Wales
- ❑ Northern Ireland
- ❑ Rest of the World

17. How old are you?

.....years old

18. Take a look in the mirror. Are you...

- ❑ male
- ❑ female

19. What do you do during the day?

- ❑ I'm in full time employment
- ❑ Sadly, I'm unemployed
- ❑ Yah, I'm at college or university
- ❑ I'm at school

20. What's your annual income (how much dosh d'ya get, more or less)?

- ❑ Over £20,000 and proud of it
- ❑ £16,000 – £20,000
- ❑ £12,000 – £15,999
- ❑ £8,000 – £11,999
- ❑ £5,000 – £7,999
- ❑ £1,000 – £4,999
- ❑ Under £1,000
- ❑ Pocket money (sigh)

21. You can't play Sega all day, can you? What else do you enjoy doing in your free time?

- ❑ Watching sports
- ❑ Playing sports
- ❑ Going to the movies
- ❑ Watching TV and videos
- ❑ Listening to music
- ❑ Going out to pubs
- ❑ Visiting friends
- ❑ Going to clubs or live bands
- ❑ Reading books 'n' comics
- ❑ Playing Sega (yes I can!)

22. Just for the record *(Oh dear – Dan)* what sort of music do you like?

- ❑ Chart music
- ❑ Rave/dance
- ❑ Rock
- ❑ Rap
- ❑ Jazz
- ❑ Classical

23. And how much do you spend on records/cassettes/CD's each month?

.....

24. Who's your favourite singer/band?

.....

25. What's been your favourite film over the past year?

.....

26. And what's your favourite TV show?

.....

27. Which of the following items do you own or intend to buy during the next six months (for those of you who are poverty stricken, we'll count gifts as an intention to buy) ?

	Own	Buy
Bicycle	❑	❑
Camera	❑	❑
Musical Instrument	❑	❑
Motor Cycle	❑	❑

28. What sort of electronic gadgetry do you own or intend to buy in the next six months?

	Own	Buy
Television	❑	❑
Video Recorder	❑	❑
Camcorder	❑	❑
Cassette player	❑	❑
CD player	❑	❑
Personal stereo	❑	❑
Ghetto blaster	❑	❑
Radio	❑	❑
Other hi-fi	❑	❑

29. Which of the following items do you use at least once a week?

Aftershave/perfume	❑
Toothpaste	❑
Deodorants	❑
Acne treatments	❑
Shampoo	❑
Other hair products	❑

30. Tell us which music and video items you've bought in the last six months.

LP	❑
Single	❑
CD	❑
Pre-recorded cassette	❑
Blank cassette	❑
Pre-recorded video tape	❑
Blank video tape	❑

31. Which of the following game, leisure or hobby items do you own or intend to buy in the next six months?

	Own	Buy
Books	❑	❑
Model Kits	❑	❑
Board games/ puzzles	❑	❑
Model railway stuff	❑	❑
Model racing car bits	❑	❑
Sports equipment	❑	❑

32. Okay, so what rags are ya gonna wear? Which of the following types of clothes do you own or intend to buy in the next six months?

	Own	Buy
Trainers	❑	❑
Jeans	❑	❑
Designer jeans	❑	❑
T-Shirts	❑	❑
Trousers	❑	❑
Jackets	❑	❑
Baseball Caps	❑	❑
Shoes	❑	❑
Shirts	❑	❑

33. Okay own up, roughly how much do you spend on clothes, footwear and all those oh-so essential accessories each month?

.....

34. Which of the following take-away food chains have you visited in the past month or intend to visit in the next month?

	Visited	To visit
McDonalds	❑	❑
Burger King	❑	❑
Other burger	❑	❑
Pizzaland	❑	❑
Pizza Express	❑	❑
Perfect Pizza	❑	❑
Pizza Hut	❑	❑
Other pizza	❑	❑
KFC	❑	❑
Spud-U-Like	❑	❑
Chinese	❑	❑
Indian	❑	❑

35. Which of these accounts do you hold or intend to open in the next six months or so?

	I hold	Intend
Bank current	❑	❑
Bank savings	❑	❑
Building society current	❑	❑
Building society savings	❑	❑
Post office giro	❑	❑
Post office savings	❑	❑
Premium bonds	❑	❑

36. Which bank/credit cards do you have or intend to have in the next six months or so?

	I hold	Intend
Cheque card	❑	❑
Cash card	❑	❑
Visa	❑	❑
Mastercard	❑	❑
American Express	❑	❑
Diner's Club	❑	❑
Store cards	❑	❑

37. What magazines apart from console or computer magazines do you read on a regular basis?

- ❑ Q
- ❑ Vox
- ❑ Select
- ❑ Empire
- ❑ Melody Maker
- ❑ NME
- ❑ MBUK
- ❑ Viz
- ❑ Judge Dredd
- ❑ Red Dwarf
- ❑ Shoot
- ❑ Smash Hits
- ❑ Other (please specify)

.....

38. Which radio or TV stations do you listen to/watch regularly?

- ❑ Capital FM
- ❑ BBC Radio 1
- ❑ Local FM radio
- ❑ Kiss FM
- ❑ MTV
- ❑ Sky Sports
- ❑ Sky Movies Plus
- ❑ The Movie Channel
- ❑ BBC 1
- ❑ BBC 2
- ❑ ITV
- ❑ Channel 4

39. What are your three favourite TV programmes?

1. .....

2. .....

3. .....

40. What are your favourite TV ads?

1. .....

2. .....

3. .....

41. Did you get round to visiting the Future Entertainment Show?

- ❑ Yes
- ❑ No

And that's it! Phew, you've completed the Questionnaire! Now fill in your name and address below, and stick the lot in an envelope. If you don't fancy cutting up the mag, you can use a photocopy.

Remember at the end of it all you'll feel better about having your say – and even better if you're the lucky winner of £200 worth of carts!

To be considered for the prize, however, you must get your entry in to us by Sunday 10 January 1993.

NAME .....

ADDRESS .....

.....

.....

.....

Send the whole kaboodle to:
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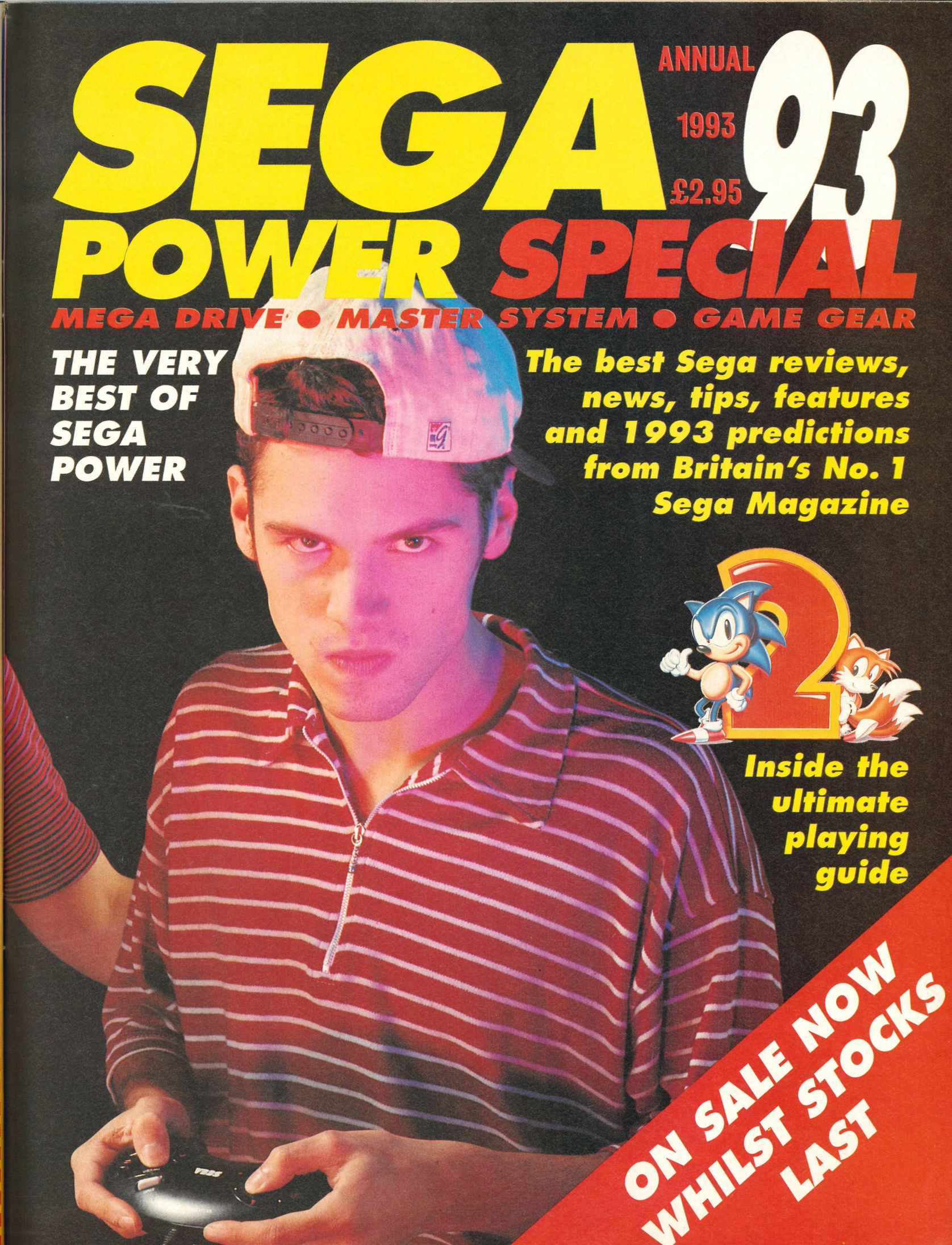

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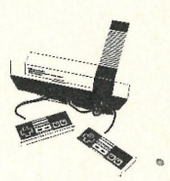

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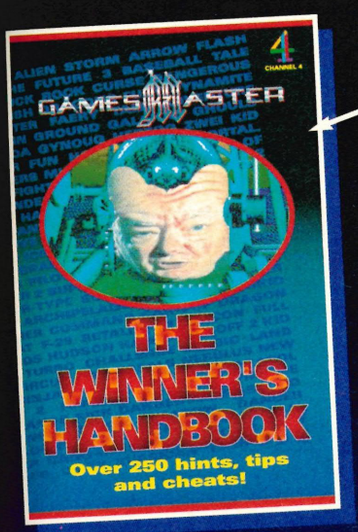

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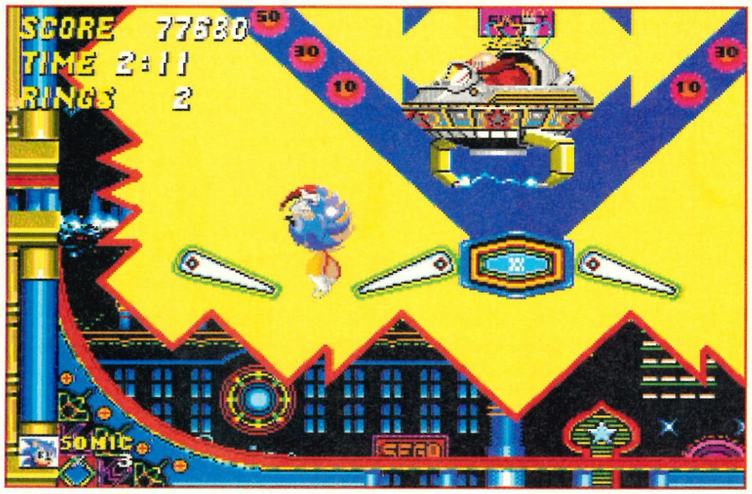
GAMES MASTER

KIDS' CHRISTMAS CRACKERS!

Karen Levell meets Sega's brat pack and discovers the young gun's secret yuletide yearnings and festive fantasies

Choosing Christmas presents for kids is, and always has been, one of the greatest nightmares known to mankind. Even the three wise men couldn't resolve the problem – and they started the whole infernal tradition off! Just look what they gave after travelling half-way around the globe – dosh and a couple of fancy air fresheners!



■ You just can't keep a good hedgehog down (especially when he's in a take-away curry). This super *Sonic* sequel has everything a kid could could want: fast gameplay, really slick animation, and a simultaneous two-player option. *Sonic's* the only star to follow this Xmas

■ The ultimate games for kids who like to live life in the fast lane are *Super Monaco G.P. 1* and *Super Monaco G.P. 2* on the Mega Drive. For Master System boy racers, *Battle Out Run* storms into pole position. While *Out Run Europa* provides the speediest action for the Game Gear driver. All these titles receive a chequered flag from the junior road hogs!

EXACTLY WHAT THESE FOGIES thought a baby could do with a load of gold and dodgy oils remains a mystery, but one thing's for sure... these guys could certainly have done with a little help.

Now, nearly 2,000 years after the big event, the crucial and definitive guide makes it to the pages of *Sega Power:* a guide to what to buy the kids for Christmas (providing, of course, that today's mangers house the very latest in Sega technology...).

THE BEST THERE IS

The ideal prezzie, of course, is the very thing the kids would choose for themselves. With this in mind, I wandered down to The Games Store in Bristol to check out just what 7 to 12 year olds think of their Sega games – the best, the worst, and ultimately, the ideal cart that Santa should be freezing his bells off to deliver this year.

WHAT THEY LIKE

Of the kid commandos I spoke to, 17% were big fans of mean punching, bone-shattering beat-'em-up titles – like *Streets Of Rage (Sega Power* 26: 91%). In fact, *Streets Of Rage* was the no-holds barred winner according to these well 'ard kiddies.

Another equally popular game type was the driving sim: 17% of the boy racers preferred the brake-squealing, gear crunching thrill of being the ultimate road hog to any other Sega challenge.

The overall champion of these mini-Mansells was *Super Monaco G.P. (Sega Power* 16: 92%).

While beat-'em-ups and driving sims do have a minority of hardcore fans, they're an insignificant smudge when compared with the massive following afforded to action/adventure games.

TOP PLATFORMERS

The platform scrollers, "run, jump 'n' kinda die" formula stuff, won the approval of over 60% of the Sega gaming fraternity.

Kids, it seems, just can't get enough of the ever changing landscapes, constant stream of bad guys, hidden goodies and the general Button-clicking frenzy you get with these adventure quests.

Ho hum, as you might expect, *Sonic (Sega Power* 22: 97%) is the undisputed fave – creaming a huge 66% of the platform punters' votes.

Following close in his supersonic trail blazing wake, however, comes Disney's great *The Lucky Dime Caper (Sega Power* 29: 95%) with the lovable Donald Duck – and *Taz Mania (Sega Power* 33: 89%) with that ever hungry devil from the vast continent down under.

CAN THEY COPE?

Another element you should consider before buying a cart is the sort of gameplay that these tiny terrorists can handle. Over 65% of the kids I spoke to rarely, if ever, bothered to read the instruction manual.

No, these impatient fellas (and gals) simply slam in their cart and work it out as they go along.

So, if they're gonna cope, you've got to make sure the game you're buying has a good degree of in-built guidance – namely, "rules" and "objectives" that are clear from the outset.

Action/adventure games all essentially work the same way – kill the bad guys with whatever "weapon" you possess, pick up bonuses (money, rings, special armaments and what have you) and do away with the end-of-level boss.

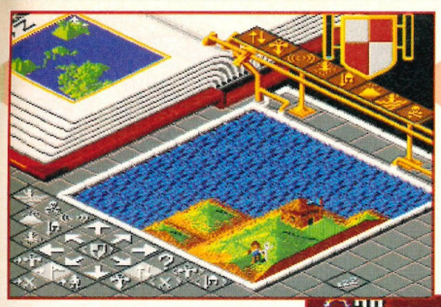
Because the underlying formula of such games remains the same, it's easy for youngsters familiar with the style to quickly work out what to do.

RPGs ARE DULL?

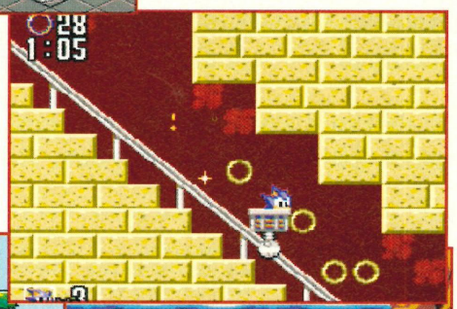
Unfortunately, not all game types have such obvious playing methods. Role-playing and strategy games like *Sword Of Vermillion* (The Hard Line ★★★★) and *Populous (Sega Power* 21: 96%), for example, exercise the grey cells more than the finger muscles...

You'll usually find the instructions invaluable – no amount of random Button pressing will help you out with these kinda games.

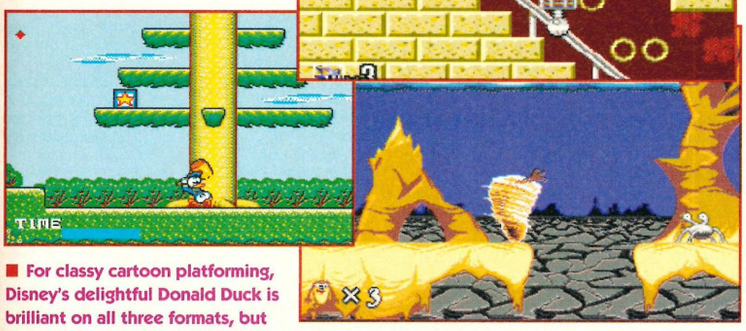
No doubt, this is why such "thinking" titles are so unpopular. Over 50% of the kids I spoke to found this type of cart



■ "Floods" of tears, "Knights" of misery and an "Armageddon" of a Christmas are the best you can hope for if you give the God-sim strategy game *Populous* to a kid



■ Father Christmas is definitely gonna have his work cut out this year delivering thousands of *Sonic 2* carts. It does seem a bit cruel shoving loads of the prickly creatures in a sack and dropping them down a chimney, though...



■ For classy cartoon platforming, Disney's delightful Donald Duck is brilliant on all three formats, but especially on the Master System in *The Lucky Dime Caper*. Yep, this game's the ultimate Christmas "quacker!" (*Terrible... – Andy*)

■ A bevy of whirlwind action and laffs with that Australian devil *Taz Mania* on the Mega Drive. For similar cartoon capers on the Master System, *Asterix* takes some beating. And for Game Gear owners, *Castle Of Illusion* has no equal...

about as appealing as a cold plate of tripe and Brussel sprouts.

And there's another problem. They ain't fast enough! For instance, 65% played on their machine for less than an hour at a time (although they always went for more than one sitting in a day).

Kids can instantly enjoy a couple of levels of satisfying action with a shoot-'em-up – but with your average role-playing or strategy title, on the other hand, you'll probably have to wade through a technical manual before you can get anywhere with the game.

FASTER, FASTER!

The importance of fast gameplay cannot be under-estimated. Over 80% of the people I spoke to claimed that their ideal cart would contain high-speed thrills – and over 70% wanted top quality graphics and a strong central character. And the big one? Well, 90% of 'em reckoned their ideal tinsel title should boast a simultaneous two-player option. It's a tall order, but it looks as though Father Christmas, disguised rather cunningly as a group of Sega programmers, may have already come up with the perfect answer.

SONIC 2 PERFECT?

Sonic 2, the king of hedgehogs, is back in this long awaited sequel (*Sega Power* 37: 89% Mega Drive; 93% Master System). Its slick animation, intoxicatingly fast gameplay and split-screen two-player mode all combine to make this the hottest action adventure game since, er, well, since *Sonic* really.

So for a truly Happy Christmas and peaceful New Year, you could do a lot worse than slip this groovy game into their stockings.

Forget all about this gold, frankincense and myrrh rubbish – the only treasure wise dudes will need this year is *Sonic 2*...

Many thanks to Children's World and The Games Store, Bristol for all their invaluable help. Cheers, people!

■ *Sonic:* King of hedgehogs, champion of suffering animals and a legend in his own lifetime. Yep, the spiky guy's adventures are still the all-time favourite game of kids and adults alike. If you haven't already got this addictive best seller (where have you been?), buy it, buy it, buy it!

■ Number One with the well 'ard junior beat-'em-up fans is the simultaneous two-player, ass-kicking *Streets Of Rage*. Other titles packing a mean punch this Christmas will be *Revenge Of Shinobi* on the Mega Drive, and *Shinobi* on both the Master System and the Game Gear. Excellent!

PLENTY OF ADVICE IN STORE

As manager of The Games Store in Bristol, Barry Wall is accustomed to anxious parents dashing into his shop in the Christmas rush for games.

As many of them haven't got a clue about Sega carts, he often has to advise them about choosing the right titles for kids. Here he outlines how he and his team help out the struggling buyer.

"Christmas is always the hardest time, with mums obviously wanting to buy games for their kids without them knowing. Asking what's the person's favourite type of game is the first step, and then we recommend a few decent titles along similar lines.

"It's highly likely that a kid who enjoyed *Sonic* would also enjoy *Taz Mania* or *Decap Attack* – both platform games with an unusual central figure – for example. These games don't come cheap, and it's in our (and the customer's) interest to make sure a game is as near as possible to what they're looking for.

"You can't please all of the people all of the time, but we certainly do our best," he said.

■ Barry Wall, the manager of The Games Store in Bristol, is happy to help you out of any cart crisis this Christmas. Find out what a kid's favourite game is first

WE DON'T NEED NO EDUCATION..

Electronic Arts took the bold step back in April to release *Where In Time Is Carmen Sandiego? (Sega Power* 29: 79%), the first ever edutainment package for Sega kids in the UK.

Intended for the 8 to 12 year olds market, edutainment aims, basically, to make learning fun. Such an idea naturally appeals to many parents – and, indeed, E.A. have deliberately aimed their advertising at parents.

After all, as Simon Jeffery, E.A.'s Marketing Communications Manager, said: "We know the kids aren't going to go out and buy themselves a school text book, so why should they go out and buy themselves an educational game?"

All too true. And while E.A. should be commended for the launches, it's doubtful whether they will reap any early financial rewards from this venture.

One of the reasons the youngsters may not opt for this kind of title is because of the lack of the normal Sega high speed thrills and spills.

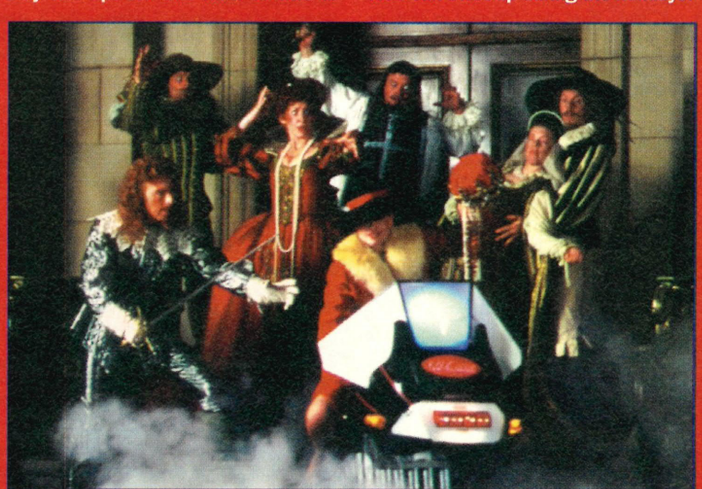
With virtually no animated sequences, *Carmen Sandiego* is almost entirely made up of text and still images.

Essentially, the game is a series of elaborate menu screens – and that's not exactly the frantic, rip-roaring edge of the seat action the kids have come to expect from their carts now, is it?

The £50 price tag may also deter many would-be buyers – I mean, it's a lot of dosh for a game cart and an encyclopaedia (and would many youngsters really use it anyway?).

My own feeling is that most wouldn't remain interested in the title long enough to learn anything.

Edutainment fans, however, will be pleased to hear that E.A. are about to release *Where In The World Is Carmen Sandiego?* It should be in the shops in time for Christmas, so lucky kids can swot up during the holidays.



Edutainment: a great idea – but will kids be interested enough to learn anything?

SMALL ADS

If you want to place a Small Ad in the magazine (it doesn't cost much, remember), fill in the form on page 127 sand send it in to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

FOR SALE

Master System, Sonic, Mickey Mouse, 3 built in games, 2 control pads, light phaser, control stick and joystick, all for only £60. In VGC and worth £160.
Tel: (0483) 571104

For sale: 35 Spectrum games, £9.50 for 19 budget (50p each), £22 for 11 (£2 each) or £30 the lot.
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Master System owners! Sonic for sale. In good condition and boxed with instructions: £18-£20.
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Master System plus 2 joypads, 2 quickshot joypads, Sega joystick, light phaser and 21 games for sale. Games include: Slapshot, Alien Syndrome, Golden Axe, Pro Wrestling and Space Harrier. £200 o.n.o.
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Sega Game Gear for sale including Shinobi, Halley Wars, Mickey Mouse, Sega battery pack. All boxed and in perfect condition for just £80.
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Game Gear for sale with AC adaptor, Shinobi, Mickey Mouse, Super Monaco GP and the Master Gear converter. Will sell for £110 o.n.o.
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Selling lots of Mega Drive games at cheap prices. Can swap or part exchange but need money.
Tel: (091) 385 7922 after 3pm

Master System 2 for sale with 8 top games including Donald Duck, Super Kick Off and California Games. Will sell for £130, everything boxed and in brilliant condition.
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For sale: Every issue of Mean Machines 1-24: £100. Also for sale, John Madden's Football, Mickey Mouse, Thunder Force II. Worth £115 but will sell for £60.
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Master System for sale with 2 control pads and light phaser with 5 great games, including Kick Off, Shinobi and Wonderboy III. Worth £220 but will sell for £150 o.n.o.
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Mega Drive for sale with Sonic, Maddens '92, EA Hockey, Dick Tracy, Sword of Vermillion, extra joypad, 3 month's guarantee.
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PGA Golf, Tecno World Cup, £25 each or swap for Senna Monaco, Holyfield, Boxing, Robinson, Basketball, no others! Sega Power 1-37, £40 o.n.o or swap for 2 above games.
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Mega Drive 15 games, Jap converter, 2 controllers, joystick, games include Olympic Gold, Decap Attack, Desert Strike, Super Monaco GP, Quackshot. Worth £700 but will sell for £400.
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Game Gear, plus Mickey Mouse, Donald Duck, Shinobi, Dragon Crystal, Columns, Chess, Magical Troll, with Master Gear converter, worth £315, will sell for £150. All boxed with instructions.
Tel: (061) 448 0063 evenings

Ultima IV and Phantasy Star, Master System games in excellent condition with instructions and booklets, £20 each or swap for Mega Drive games.
Tel: (091) 386 5934 evenings

For sale: Sega Game Gear with AC adaptor, headphone, speakers and 6 games, including Sonic, Shinobi, Mickey Mouse and Columns. Worth £300 new but will sell for £150.
Tel: (0705) 647855

Mega Drive games for sale! Robocod, Quackshot, Streets of Rage, Revenge of Shinobi, Thunder Force III and Fantasia, £23 each. Altered Beast, £10 o.n.o. All boxed with instructions and in excellent condition.
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Master System with light phaser, 3D glasses, Sega Commander, 2 control pads, 3 built-in games plus 11 separate games including Sonic and Impossible Mission: £230 o.n.o.
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ZX Spectrum +2 with built-in cassette recorder for sale. Like brand new! With games and cassette holder. Also unopened new modem and interface. Just £95 o.n.o.
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Master System games for sale: R-Type, Rastan, Shinobi, Double Dragon, Spellcaster, Populous: £80 the lot and I'll pay the postage if necessary.
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NRG: The Ultimate Cheat/Tip Book solely dedicated to Master System owners, Winter 1992 issue £1 (No SAE required).
Tel: (0924) 455735

Mega Drive, EA Hockey, £25, Hellfire, £20, Winter Challenge, £20. All boxed with instructions. North East buyer preferred.
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Sega Master System II, Alex Kidd built-in, 2 control pads, all boxed with instructions, (as new), worth £60+ but will sell for £40 o.n.o. Games sold separately.
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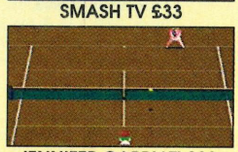

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Moonwalker, Super Tennis, Donald Duck, Zaxxon 3D, Space Harrier 3D and Kung Fu Kid for sale. All games are £15-£30, Super Tennis £7.
Tel: (081) 458 3615 weekends only

Sega Master System II, Sonic, Penguin Land plus joystick and controller for sale. All in good nick! Will sell for £70 o.n.o.
Tel: (0259) 760517

Game Gear for sale, 3 games including Sonic, Mickey Mouse and Super Monaco, AC/DC adaptor. In good condition and will sell for £120 o.n.o.
Tel: (0983) 760803

Turtles for the Game Boy or will swap for any good Master System game or Game Boy game. I will give you cheats as well. Cost: £11, with cheats: £11.50.
Tel: (081) 360 3405

Master System with two joypads, Sonic, Hang-On, Shadow of the Beast and Alex Kidd in Miracle World (all boxed with instructions). In excellent condition: £90.
Tel: (081) 948 5030

For the Master System: Excellent 4 star arcade smash, Golden Axe, and 4 star, action packed Alex Kidd in Shinobi World – £15 each. In excellent condition.
Tel: (0937) 584558

Nintendo NES version with 5 games including Mario 1, 2, 3. Also with light gun, boxed, mint condition, will sell for £120 o.n.o.
Tel: (0288) 356807 after 3.30pm weekdays

Sega Master System, as new with box, 8 games and RFU: £120 o.n.o.
Tel: (0598) 710451

Sega Mega Drive works all cartridges, comes with 4 games: Gynoug, Hellfire, Pitfighter and Zero Wing. Also includes magazines, manual, leads and joypad. In excellent condition – a bargain at £95.
Tel: (0388) 526000

Sega Master System II for sale. Comes with 4 games including Sonic and R-Type. Also with arcade style joystick. Everything boxed with instructions. Cost £170 but will sell for £85.
Tel: (0702) 526622

Games for sale including: Sonic £18, Super Monaco £15, Wimbledon £18, World Grand Prix £6. No Wednesday, Thursday or Sunday buyers. All games boxed, with instructions. Please ring between 4.30 – 6.00pm.
Tel: (081) 809 3935 – for peeps around Haringey

Sega Game Gear, in excellent condition with 5 excellent games and a home adaptor: £175 o.n.o.
Tel: (081) 554 0632

Mega Drive games for sale: Gaires, Fatal Rewind, Zero Wing, Quackshot and EA Ice Hockey. In mint condition, £25 each.
Tel: (0534) 74624

I want to sell Xenon II (£15), Ghouls'n'Ghosts £10, Operation Wolf £10, Summer Games £5 and The Bug £10. All games still boxed, hardly used, in excellent condition.
Tel: (0494) 671149

Nintendo Game Boy unit, Duck Tales, Radar Mission and Tetris Games, Gamelink cable, earphones, all manuals, unit and all games boxed, hardly touched, immaculate condition (nearly new in fact): £65 o.n.o.
Tel: (051) 638 5681

Sega Master System for sale, control pad and 6 games including Sonic the Hedgehog, Golden Axe, California Games: £150.
Tel: (0272) 465461

Master System plus, two control pads, light phaser, Safari Hunt, built in Hang-On, Double Dragon, Wonderboy (Monsterland), Operation Wolf, Indy. Together: £100, separately, games: £15 o.n.o, system: £50 o.n.o.
Tel: (0277) 625426

For sale: Mega Drive with three games including road Rash, sonic the Hedgehog and Castle of Illusion. Immaculate and boxed. Only 6 months old, going for £120.
Tel: (0403) 782193

For sale: Master System, two pads, control stick (worth £20), light gun, three built in games, six other games including Sonic, Mickey Mouse and Donald Duck. Will sell for £150 o.n.o.
Tel: (021) 443 2541

Amstrad 6128+ with over £200 software, two joysticks and joypad. Games include three early learning packs and mini office 2. Will sell for £250 o.n.o.
Tel: (0628) 664766

Sega Game Gear plus Sonic, mains adaptor and 8 Duracell batteries. Worth £130 but will accept £110 o.n.o.
Tel: (0264) 355324

Master System Plus with seven games, including: Double Dragon, R-Type, Super Kick Off, Afterburner and two built-in games. All boxed including light phaser, £170 o.n.o.
Tel: (0223) 276870

Amiga 500 computer, over £250 software, including R-Type 2, Switchblade 2, Total Recall. 1 Meg with clock, in perfect condition with extras. Will sell for £370.
Tel: (0886) 21300

Amstrad CPC 6128K, colour monitor with built-in disk, tape drive, 2 joysticks and 85 games. Worth £700 but will sell for £375 ono. V.G.C.
Tel: (0533) 552916

ZX Spectrum +2 for sale with top games such as jet ski. Complete with light phaser, joystick, box and instructions. A real steal at just £80!
Tel: (0543) 255594

I will sell my Road Rash, Toejam and Earl, Desert Strike for £18 each, or swap any of them for PGA Tour Golf.
Tel: (061) 308 4191

For sale: Good Mega Drive games! Desert Strike, Altered Beast, Streets Of Rage, Strider, Toejam and Earl and Sonic the Hedgehog. Each game for £28.
Tel: (0234) 857002

Master System 2 with Alex Kidd in Miracle World built-in. Light phaser, Operation Wolf, Lucky Dime Caper, Fantasy Zone, Sonic. Boxed with instructions for £100.
Tel: (081) 852 4125

Sega Master System with 14 great games including Mickey Mouse, Wonderboy III, Spiderman, two joypads, joystick, all boxed and in excellent condition: £225.
Tel: (0245) 260738 after 5pm

Master System with Alex Kidd in Miracle World, two control pads, Moonwalker, World Cup Italia '90, World Grand Prix, Hang-On. All boxed. Birmingham area. £50 o.n.o.
Tel: (0676) 34152

Game Gear for sale with two games. Mickey Mouse and Super Monaco. In excellent condition. Boxed, worth £150 but will sell for £115 o.n.o.
Tel: (0252) 511776

For sale: Master System, light gun, joystick, control pad and 16 games including Sonic the Hedgehog and Wonderboy 3. Worth £360 but will sell for £200 o.n.o.
Tel: (0424) 830010

Master System, RFU, two joypads and nine totally classic games including R-Type, Populous, Space Harrier etc. Worth £300 but will sell for £120. Will also sell games separately.
Tel: (0840) 213767

Sega Master System plus six games including Wonderboy, Fantasy Zone 1 and 2. Worth over £220, a bargain at £130. Will consider splitting.
Tel: (0484) 662643

Nintendo Game Boy bought February 1992 with Tetris and Super Marioland: £60 boxed with instructions.
Tel: (0905) 820267

Master System with 4 games including Donald and Asterix. Comes with 2 control pads and light phaser. All boxed with instructions.
Tel: (0533) 712315

Sega Game Gear in excellent condition with five top games and mains adaptor. All boxed with instructions: £120 o.n.o.
Tel: (081) 698 6376

Sega Master System 2 with three games, eight months old: £65 o.n.o.
Tel: Torrington 24108

Master System II for sale, plus light phaser, control pad, five games including Assault City. Four months old, boxed as new: £110.
Write to: 34, Birch Wood Avene, Hatfield, Herts, AL10 0PW

Sega Game Gear for sale with AC adaptor, headphones, Sonic, Columns, Kick Off, Out Run, Mickey Mouse: £125. May split or swap for Mega Drive and 2 games.
Tel: (0280) 815511

Mega Drive with joystick and nine games including: Road Rash, Taz Mania, Chuck Rock, Quackshot, Decap Attack, Sonic, Wrestle War, Test Drive and Altered Beast. Everything boxed for £300.
Tel: (0722) 320463

Game Gear, four games and AC adaptor. Games are Super Kick Off, Shinobi, Olympic Gold and Columns. All have instructions, will sell for £120 o.n.o. Cheshire area.
Tel: (0260) 272764

Mega Drive, Arcade power stick, Sonic, PGA Golf, Madden '92, E.A. Hockey, Mickey Mouse, Onslaught, Altered Beast. Everything in A1 condition, worth £350 but I'll accept £180.
Tel: (081) 908 6651 after 6pm

Spectrum 48K computer, complete with data recorder and joystick, Kempston Interface, over 30 games in original cases: £60 for the lot.
Tel: (0703) 840522

Sega Mega Drive plus 12 games and accessories. All as new: £300 or may swap for good quality mountain bike plus cash.
Tel: (0284) 752352

Master System, boxed with instructions and five games: Super Kick Off, Speedball, Populous, Hang-On, Safari Hunt plus 2 joypads and light phaser. Only £100 – worth £200. With naff maze game.
Tel: (0508) 480792

Master System 2 with control pad and light phaser: £40. Also 8 games including Populous, Xenon 2, California Games and Mickey Mouse Castle of Illusion: £15 each.
Tel: (081) 940 9402

Game Gear, five games: Sonic, Leaderboard, Space Harrier, Putt'n'Putter, Columns, mains adaptor, headphones, magazines. All boxed, 1 year old, worth £230 but will sell for £145 o.n.o. Will post if you want.
Tel: (0454) 412531

For sale: Sega Master System II with control pad and Quickshot arcade joystick plus five games including Chase HQ and World Grand Prix. In excellent condition, still boxed, for £135 o.n.o.
Tel: (0772) 862614

For sale: Master System with light phaser plus control pad, nine games including Asterix and Indiana Jones for £180 o.n.o. Please don't live too far away from Herts!
Tel: (0923) 264108

Master System plus, two controllers, phaser gun, AC adaptor. Plus Rambo 3, Double Dragon, Safari Hunt, Hang On, maze built-in. Worth £176 – selling £70.
Tel: (0753) 889206 (evenings)

For sale: Sega Master System plus eight games including Shinobi, Time Soldiers, Altered Beast and Golf for £125.
Tel: (081) 878 6879

Master System II, joy pads and light phaser. Over 20 games including Sonic, Asterix, Speedball and many more, worth £500 but will sell for £200 o.n.o. Good condition.
Tel: (0302) 785165

Sega Master System with Sonic, Super Monaco, Alex Kidd: £90.25 o.n.o. In perfect condition.
Tel: (0269) 595293

Mega Drive! Does anyone want to buy Castle Of Illusion (English) for £25?
Tel: (0622) 764476

Master System for sale, joystick, lightphaser, and nine games including Fantasy Zone and Rambo 3: £150
Tel: (061) 301 1245

Will sell Kung Fu Kid and Out Run for £13 each. Both in good condition, fully boxed and with instructions.
Tel: (0626) 68831

Sega Master System II plus two pads, light phaser with Operation Wolf and five other games, boxed with instructions, all for £100.
Tel: (081) 940 4590

Will sell Castle Of Illusion, Fantasy Star, Super Tennis, Gauntlet and Teddy Boy for Master System: £8+.
Tel: (081) 660 4262

Master System for sale: light phaser, two joypads and three games, (Sonic, Super Monaco, Slapshot). Worth £180 but will sell for £80. Yorkshire area please.
Tel: (0924) 480232

For the Master System: Heavyweight Champ: £15, Choplifter: £10, Super Kick Off: £20, Pac-mania: £18, California Games: £15. All boxed.
Tel: Birmingham 778 2529

For sale on the Master System: Double Dragon: £20 or I will sell both of them for £37.
Tel: (0742) 337062

Game Gear, TV tuner, mains adaptor, 6 games: Out Run, Shinobi, G-Lock, Super Monaco, Sonic and Joe Montana Football. Cost £335 but will sell for £230 o.n.o. All boxed as new.
Tel: (0344) 775871

For sale: Game Gear with mains adaptor and seven games including Spiderman, Shinobi and Super Kick Off. Worth £285 but will sell for £225.
Tel: (0252) 629735

Mega Drive, 2 joypads, 12 games including NHLPA Hockey, John Madden '92, PGA Tour Golf, Road Rash, Desert Strike, all boxed, immaculate. Worth £600 but will sell £320 o.n.o.
Tel: (0742) 795507

Master System, Alex built-in, seven top games, two joysticks, control pad, all boxed, excellent condition, hardly used. Worth £300 but will sell for £150 o.n.o. What a bargain!
Tel: (0384) 263087 after 5pm

Sega Master System, light phaser, seven games (three built-in). Boxed with instructions, has all leads etc. In ace condition.
Tel: (0234) 851276

Master System: two games, control stick, two control pods, RFU. Worth £70, will sell for £30.
Tel: (0959) 572687

Mega Drive games, around 50 top titles including Road Rash, Monaco GP, Pitfighter, John Madden '92, E.A. Hockey, Test Drive 2, PGA Tour Golf, Desert Strike, Streets Of Rage, Stryder, Mercs, ESWAT, Fantasia, Spiderman, Jordan vs Bird, Golden Axe 1 & 2, Revenge of Shinobi: £15-£25. Wolverhampton area.
Tel: (0522) 403699

Game Gear for sale with games, Donald Duck, Pac-Mania and Ninja Gaiden, also mains adaptor, for a measly £115 (will split), games: £12.50 each, Game Gear: £80 each.
Tel: (0223) 249675

Mega Drive with extra controller and five games, Sonic, Desert Strike, PGA Tour Golf, E.A. Hockey and Super Monaco GP 2. Six months old, a bargain at £220 o.n.o.
Tel: (031) 229 2544

Mega Drive games £15-£25 each: Sonic, Rambo 3, Spiderman, Altered Beast, World Cup Italia '90, Quackshot, Thunder Force, Mystic Defender, Arrow Flash, Alex Kidd EC, Wonderboy in Monsterland, Phantasy Star 3.
Tel: (0223) 249675

Sega and Nintendo games bought, sold and part-exchanged. Special offer!! 21 month old boy for sale £5(!?!)
Tel: (0438) 367406

Road Rash, Revenge of Shinobi, Gynoug, Castle of Illusion, Afterburner 2, Rambo 3, James Pond £20 each. Phantasy Star 3 £30, Fantasia £15, Altered Beast £10 – all perfect.
Tel: (0203) 402350

Sega Power Mags numbers 1 to 34 for sale. Also, Fantasy Zone, California Games £10 each with instructions. Powerbase Converter £15, boxed with instructions.
Tel: (081) 954 3755

For Sale, Sega Mega Drive. Comes with Sonic, Robocod and Desert Strike. One joypad and a dust cover. All boxed up for £105 o.n.o. All games come with instructions.
Tel: (081) 810 2594

Sega Mega Drive, boxed, with 5 games including: Super Monaco GP, PGA Tour Golf, Populous, Hardball. All games boxed with instructions. Excellent condition, only 7 months old. Hardly used, woth over £300, sell for £200.
Tel: (091) 586 7059

Sinclair ZX Spectrum +2, with two joysticks and 36 cassette games, £75 o.n.o.
Tel: (0428) 60 5385

Commodore 64, tape recorder, light gun, two joysticks and loads of games, £150 o.n.o.
Tel: (03475) 692

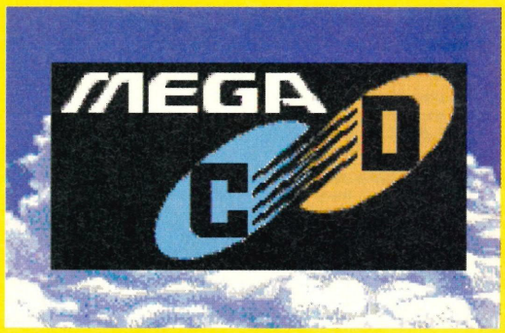
Master System 2 with five games including: Joe Montana Football, Hang On and Pac-mania. Worth over £150, bargain price at £90. Everything in good condition and all boxed.
Tel: (0795) 83382 – after 7pm

Sega Master System, 4 games including: Sonic, Strider, Mickey Mouse. Excellent condition, with instructions, £105 o.n.o.
Tel: (051) 920 8894

Master System Plus, Control Stick, 26 games including: Sonic, Mickey Mouse, R-Type, G-Loc, all three Wonderboys, Psycho Fox, California Games, plus mags. Worth over £750, still boxed, £380 o.n.o.
Tel: (0422) 244895

Subbuteo for sale, six teams, lots of accessories. Will sell for £25 or swap for Sonic MS.
Tel: (0634) 849358

SEGA'S MEGA CD IS HERE!



Sega are gearing up for a *big* MEGA CD launch in 1993, and you know what? It looks like they've finally got the games to start a whole new generation of CD-based gaming.

Can *you* afford to miss MEGA's in-depth preview of the future of video games? It could change the way you play *Streetfighter 2* (oops, let that one slip) forever...

ON SALE Thursday 17 December

MEGA

100% PURE SEGA MEGA DRIVE...

Bargain!! Mega Drive, still boxed, under guarantee. With games including: Sonic, Toe Jam and Earl, Michael Jackson, Shining in the Darkness, Altered Beast. Other extras: Turbo joypad, Jap converter. Reluctant sell, worth £300, sell £220 o.n.o.
Tel: (0708) 745659

Super Monaco GP (MD) £25 ono. Spectrum 128 +2, complete with joystick, 80 games £75 o.n.o. Tamiya Thundershot RC car with battery packs, controller, charger and extras £75 o.n.o.
Tel: (0785) 664210

Sega Power issues 16, 18, 22 to 29, 31 to 34 £1 each or WPB. Last chance.
Write to 145 Malvern Road, Beeston, Leeds LS11 8PH

Sega Master System 2 for sale. One control pad, Light Phaser, 3 games: Wonderboy 3, Alex Kidd and Wanted. Worth £120, but will sell for only £90 o.n.o., hardly used.
Tel: (0453) 824267 - in evenings

Massive Mega Drive collection for sale. Many top games at cheap prices inc. Immortal, Toe Jam and Earl. Spare joypads etc. for big list send SAE.
Write to: 13 Bournville Lane, Birmingham B30 2JY

Mega Drive, six games, Power Stick £210. Mega Drive, two games, Quickshot joystick £120. Master System games, four for £15 each.
Tel: (0742) 351418

Mega Drive games for sale: Populous £25, E.A. Hockey £20, Test Drive 2 £20, Phantasy Star 3 £25, Shining in the Darkness £25. Also, Jap adaptor £5.
Tel: (0946) 65746 and ask for Andy

Mega Drive and three games, plus Pro joypad. Games include: John Madden '92 and Sonic. Bargain at £130. Also Game Gear, no games £65 o.n.o.
Tel: (0344) 24795

Master System for sale, Light Phaser, ten games including: California Games, Slap Shot and other great titles worth £320. Will sell for £150.
Tel: (0268) 417259 and ask for Lee

Sega Master System, boxed, 2 joypads, light phaser, seven games plus three built-in, only £95.
Tel: (0438) 365597

Sega Master System 2, only 6 months old. Two Joypads, five great games including: Mickey Mouse and Sonic. All boxed in brilliant condition, only £100.
Tel: (0292) 314907 after 6pm

Game Gear with Donald Duck, Columns and Super Monaco GP. Also, a mains adapter, all boxed as new, worth £200, but will accept £100.
Tel: (0636) 78384

Master System with Light Phaser and two Control pads and nine top games including: Asterix, Sonic, Lucky Dime Caper, Castle of Illusion, Phantasy Star etc. Worth £280, but will sell for £150.
Tel: (0923) 816339

SWAPS

Will swap my NEW game – Joe Montana Football (Game Gear) – which I already have, for Out Run or will sell for £20.
Tel: (0235) 770402

I will swap my Sonic for PGA Tour Golf and my Altered Beast for Winter Challenge.
Tel: (0240) 74578

Will swap MI Tank and F-22 for Road Rash, Streets of Rage, Rambo3, Populous, Two Crude Dudes. Will separate, 2 months old, boxed, with instructions.
Tel: (0256) 56240

Will swap my Game Gear, including Sonic, Ninja Gaiden, Joe Montana and adaptor, for a Mega Drive with Sonic.
Tel: (031) 447 7239

I will swap my Master System II with 4 games and light phaser for Mega Drive with 1 game.
Tel: (0742) 830369

Willing to swap Wonderboy 3, The Dragon's Trap or Galaxy Force for any other good games.
Tel: (081) 942 2511

I'll swap my Phantasy Star 2 for any good Mega Drive games plus I'll swap Onslaught for a good Mega Drive or Master game with instructions (money considered).
Tel: (0602) 726697

I will swap my Altered Beast or Golden Axe for your Rampage or Ghouls 'n' Ghosts: 1 for 1, 2 for 2.
Tel: (0980) 862286

Will swap Pro Wrestling or Castle of Illusion on Master System for Slap Shot or Olympic Gold. Other games considered. Essex area only.
Tel: (0621) 858573

Swap my Fantasia, Golden Axe, Altered Beast or Sonic for any good games on the Mega Drive.
Tel: (0978) 759104

MS games for sale: Wonderboy 3, Bubble Bobble, Shinobi – £17 each. Ninja – £4. Master System converter – £14. Everything in perfect condition. Will also swap for Game Gear games.
Tel: (0292) 312036

Swap Game Boy and four games, Spiderman, Chase HQ, Turtles, Tetris, for three Mega Drive games. Also selling Spectrum ZX with 50 games and printer – £125.
Tel: (071) 328 3295

Does anyone want to swap my Master System and 4 games for your Game Gear. My games are Alex Kidd in Miracle World, Mickey Mouse, Speed Ball and Wonderboy 2.
Tel: (0472) 824638

Will swap Champions of Europe and Slap Shot for Tennis Ace, Fantasy Zone 2 or any good Master System games.
Tel: (0602) 847330

I will swap my Time Soldiers for either Ghostbusters or Fire and Forget 2. Must be boxed with instructions.
Tel: (0980) 630687 6-9pm

I've completed Simpsons and would like to swap it for Taz Mania, Mickey Mouse, Robocod, Fantasia and Decap Attack. All games must be boxed like mine and in good condition.
Tel: (051) 531 7284

Mega Drive games to swap – Terminator, Shinobi, Streets of Rage and Star Control – for Ghouls 'n' Ghosts, Thunder Force 3, Alisia Dragoon, Chuck Rock and Strider. All in good condition.
Tel: (021) 705 2106

Will swap MS games – Teddyboy, Afterburner, Chase HQ, Vigilante, WB in Mland, Operation Wolf – for Prince of Persia, Ghouls 'n' Ghosts, Terminator, California Games, Spellcaster, YS, Donald Duck or offers.
Tel: (0883) 342645

Swap my Italia '90 Thunder Blade, Eswat or Moonwalker for Super Kick Off. Boxed with instructions.
Tel: (0734) 817986 6-7pm weekdays only

I will swap the Ninja, Ghostbusters, also Wonderboy (swap +£5) for Sonic. Master System, boxed with instructions.
Tel: (0963) 50668

Mega Drive with 9 games, two joypads, Arcade power stick. Games include Alien 3, PGA, EA Hockey, JM '92. To swap for Amiga 500 with extras, 1 meg or sell £300.
Tel: (0978) 720091

Will swap Lynx 2 plus 5 games and carry case for SNES (urgh!) and Streetfighter 2. Will also sell for £150.
Tel: (02518) 3421

Will swap Mega Drive Ghouls 'n' Ghosts for Forgotten Worlds, Decap Attack, Herzog Zwei, Revenge of Shinobi or, if Alien 3, will throw in Altered Beast. Harrogate area.
Tel: (0423) 505036

Super Monaco GP 2 for Taz Mania or Fatal Rewind, also Desert Strike for Terminator or Krust's Fun House, on the Mega Drive.
Tel: (091) 370 1693

Will swap Populous on the Master System for Sonic, Mickey Mouse, Lucky Dime Caper. Must be boxed with instructions. Other games considered.
Tel: (0491) 35848 after 5pm

I will swap Captain Silver and Kings Quest for any one of these: Paper Boy, Wonderboy, Asterix or Joe Montana Football or any other good Master System game.
Write to: 193, Manor Way, Ty-Sign, Risca, Gwent, NP1 6AH

Will swap Road Rash, Desert Strike for John Madden '92, EA Hockey, Strider, Ghouls'n'Ghosts, Streets of Rage, Terminator, Speedball 2 or Hard Ball. Must be boxed. Glasgow area please.
Tel: (0294) 57386

Fed up with getting ripped off? Swap your top rated MD carts (80%+) for a reasonable price.
Tel: (0522) 510967 after 6pm

Swap Aztec Adventure or California Games for Pro Wrestling, Dynamite Dux, Speedball, Super Kick Off, American Pro Football, Populous or other good games.
Tel: (0692) 650270

Will swap my Mega Drive Altered Beast for MI Abrams Battle Tank or Quackshot.
Tel: (0602) 870161

Swap your unwanted Mega Drive games for different ones for just £4.
Tel: (021) 422 4159

I will sell my Sega Master System 2 with four games, including: Sonic and Wonderboy 3 for £130.
Tel: (081) 674 6721

Will swap Mickey Mouse or Wonderboy 3 (MS) for: Alex – Lost Stars, Bubble Bobble, Columns, Fantasy Zone 2/3, Pacmania, Populous, Spellcaster or Super Space Invaders.
Tel: (087) 789 0118

Please, please would you swap my awesome games that are called Streets of Rage, Super Hang On, Fantasia, Ghostbusters, Sonic, Strider, Decap Attack, Quackshot for any good titles.
Tel: (0670) 819999

I will swap my Desert Strike for Block Out, Decap Attack, Rainbow Islands, Herzog Zwei, Winter Challenge, Kid Chameleon or Shining in the Darkness. Must come with instructions.
Tel: (0276) 76742

Swap Crackdown, Zoom Granada X. All Jap plus Quackshot, Streets of Rage, also Flintstones for the Master System. Most games considered.
Tel: (0633) 874196 after 3pm

Will swap Wonderboy 3, Aerial Assault, Double Dragon, Bubble Bobble for Psycho Fox, Strider, Zillion 2, Cyborg Hunter, Rampage or Gain Ground for Master System.
Tel: (0594) 843585

I will swap my Strider (MS) for Super Kick Off or Wimbledon Tennis.
Tel: Hebburn 483 7132

I will swap Terminator for Lakers vs Celtics. Must be boxed with instructions.
Tel: (091) 478 5926

Will swap Wonderboy 3, Sonic, Golden Axe, Shadow Dancer, Enduro Racer, for Shinobi, Rastan, R-Type, Power Strike, Wonderboy 2 or will sell £29.99 games for £15 or Enduro for £5.
Tel: (0483) 275149

Will swap my John Madden '92 or E.A. Hockey for your Road Rash or Desert Strike. Must be UK/USA boxed with instructions (like mine).
Tel: (0222) 731836

I have Abrahms Battle Tank, ESWAT, Golden Axe II, J. Madden '92, PGA Tour Golf, Castle of Illusion, Quackshot and Pro Action Replay (all M/D). I want Robocod, Shining In The Darkness, Desert Strike or Phantasy Star 3. Will swap any 1 for 1 or swap any 4 for a Game Gear and 1 game. Essex area.
Tel: (0376) 550242

Shining In The Darkness – will swap this for Populous, Revenge Of Shinobi, Speedball II. Other titles considered.
Tel: (0452) 619253 after 5pm

Swap a Master System II with 6 games and a control pad for Game Gear with one game. Games include Alex Kidd, Spiderman, Altered Beast, My Hero, World Soccer and Rambo III.
Tel: Chelmsford 358998

Swap Immortal or Altered Beast for Golden Axe II.
Tel: (0604) 757054

Mario Lemieux Hockey, less than 1 month old. Will swap for Castle Of Illusion, Fantasia or Quackshot or any other good games Mega Drive carts.
Tel: (0388) 763375 after 6.30pm

Swap your Mega Drive with games for my radio control car Optima MID, plus tool box full of pares, plus charger, fully raceable or sell for £110.
Tel: (0256) 477918

Will swap Golden Axe II for any half decent MD or MS games, especially John Madden '92 or Super Space Invaders.
Tel: (041) 775 1236

Will swap new Mega Drive and Sonic for Game Gear and game. Will swap Sonic, Desert Strike, Phantasy Star III, Golden Axe, Mickey and Shinobi for quality games or sell.
Tel: (0304) 812033

Swap your unwanted Mega Drive games for my great selection for only £4 per swap – no Sonics or Altered Beasties.
Tel: (021) 422 4159

Swap you Master System games for games you want. Swap fee £2, large selection, send games with cheque and list of games wanted.
Write to: 66 Rillwood Court, Northampton, NN3 4JS.

Mega Drive games swapped. All games considered. Lists available.
Write to: 10 Glebe Gardens, Glengormley, Co Antrim BT36 6ED. Tel: (0232) 844473

Will swap either Quackshot or Alex Kidd for Marvel Land or James Pond 2. Must be boxed with instructions.
Tel: (0474) 324636

Will swap Golden Axe and Phantasy Star for Tennis Ace and Paperboy, desperate!
Tel: (041) 423 1448

I'll swap Alex Kidd, James Pond or Altered Beast for goods games, preferably Taz Mania, Quackshot or Olympic Gold (all MD).
Tel: (0582) 832777

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Penpal aged 10-13. Male into Mega Drive, photo required.
Write to: 69, Bowland Drive, Burncross, Sheffield, Yorkshire, S30 4QN.
Ancient male, 21, still into Mega Drive would like to hear from a female of similar age and disposition, 'cos I'm curious to know whether I'm the only one in the Universe.
Write to: 86, Aspen Lane, Northolt, Middlesex, UB5 6XG.
Bored game player seeking pen pals to shed light on dead scene. Intelligent or moronic, dead or alive, doesn't matter. Just write now!
Write to: The Saltings, Croft Marsh, Skegness, Lincs, PR24 4AT.
Mega Drive Fan Club! Interested? Well so you should be! I'm interested in starting up a fanzine for the Mega (possibly Master), news, views, hints, swaps, letters, 'all arts'. Absolutely free with SAE.
Write to: 37, Northway, Lynn, Cheshire, WA13 9AT

GOODS WANTED

Wanted Sega Mega Drive games, must have box and instructions. Good prices paid. Please ring between 6pm and 9pm on weekdays.
Tel: (0392) 50425
Mega Drive games wanted, will pay up to £15. Most titles considered.
Tel: (0286) 880057

Wanted! Master System Spiderman and Ghostbusters games.
Tel: (081) 599 9364

Wanted: Shove It, the warehouse game.
Tel: 081 597 9499
Wanted please: Game Gear TV tuner, Wide Gear, Chess-Master and other puzzle/maze games for GG eg Pupils, Pac-Man, Slider. Some Master System games for sale.
Tel: (0227) 720691
Wanted: Game Gear and Atari Lynx. I will pay between £60 and £80.
Tel: (0959) 540571
Non-working Mega Drive console wanted.
Tel: (071) 723 0229
Wanted: Sega and Nintendo games and console. Will consider part exchange.
Tel: (0438) 367406
Wanted: extensive collection of Sega or Nintendo games with or without console eight or 16 bit. Cash awaiting.
Tel: (0353) 661189.
Game Gear games wanted: Spiderman, World Class Leader Board, Donald Duck and Sonic. Must be in good condition. Will pay £10 to £15.
Tel: (0388) 815699
I would kill for a copy of New Zealand Story for the Mega Drive. If you want to live, send it to me and I'll give you £25.
Tel: (0223) 242307 after 6.30pm
Wanted: Sega Mega Drive, Joupad and games. Must be cheap. Cash waiting and can collect.
Tel: (0602) 724228 evenings and weekends
Games for Sega Master System and Mega Drive and Game Gear. Large family, low budget so prices must be reasonably cheap. Also converter MS/MD.
Tel: (0538) 722870

Wanted: Game Players. Earn loadsa money. If you own a Mega Drive, Nintendo, Super NES, Amiga, PC then send best scores, SAE, £1.59.
Write to: 229 Runley Road, Luton, Beds LU1 1TY

Mega Drive games wanted, such as ToeJam, James Pond 2, Ghouls'n'Ghosts, Phantasy Star, Taz Mania, Gynoug, Chuck Rock, Strider, Quackshot, Streets Of Rage, Decap Attack, John Madden '92 etc.
Tel: (091) 3865934
Wanted: Mega Drive Populous. Boxed, good condition, with instructions: £25. Also wanted, Storm Lord, good condition: £20.
Tel: (03398) 86551
Will pay between £10-£15 for any Mega Drive games, preferably PGA Tour Golf, Castle Of Illusion, Budokan, ESWAT, JM '92, Afterburner 2, Speedball 2, Buck Rogers, Truxton or Revenge of Shinobi.
Tel: (0443) 480431
Wanted: Mega Drive games, Taz Mania, Pacmania, Road Rash, Castle Of Illusion and Shinobi. Reasonable price please and good condition. Must be willing to post to me.
Tel: (051) 420 1649
Wanted: Game Gear with games. I will pay £100 or will swap for Game Boy + 2 games, light and cash.
Tel: (0675) 81384
Will pay up to £20 for latest good Mega Drive games.
Tel: (0214) 597576
Urgently wanted: Sega Game Gear! I am willing to pay around £60. Must be boxed and in good condition. Yorkshire area only please.
Tel: (0274) 723964 weekdays, between 4-5pm.
Sega Mega Drive games wanted, large or small collection or single games with or without consoles.
Tel: (0527) 32230
Wanted LHX Attack Chopper for the Mega Drive. Good selection of Mega Drive games for a 1 for 1 swap. Must be boxed with instructions.
Tel: (0428) 607769

Urgent! Has anyone got Space Invaders '90 for the Mega Drive - Import by Taito. My own cart has spaced out and gone home.
Tel: (03552) 41110

Will pay £15 for Road Rash, Aero Blaster, Gynoug or Zero Wing. I will pay £10 for Thunder Force 2, Whip Rush, Trouble Shooter or Battle Squadron. British or Japanese. All boxed with instructions.
Write to: 95a Station Rd, Low Carluke, Strathclyde, Scotland, ML8 5LP.

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Oh, how I lurve sorting thru the ads...
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2. We cannot vouch for the quality of these ads, so don't forget to pack your snorkel...
3. **Make your Small Ad legible.** If you can't write, get someone who can to do your ad...
4. We **cannot** guarantee the positions of your adverts. Or that they will appear in specific issues of ***Sega Power.*** Sign the date and we'll try our best (Um, how does six months' leeway sound?)

5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads (no matter how much you pay us) without the signature!

Signed **Date**

.....

THE HARD LINE

Harder than Andy "attitude" Smith on a bad day, and with more linear than a very straight thing, your friendly neighbourhood Hard Line is back in action. This is *the* guide to things Sega...

Yep, it's still growing. A bigger read than War & Peace, and filled with more long words than the Oxford Dictionary, The Hard Line is the *only* serious guide to hardware and software for every single Sega system. Respect is due people...

CHRISTMAS IS COMING, folks! It's that time of the year when everybody feels good about life – and Editors finally get around to giving their staff a decent party (hint, hint...).

With all those juicy titles around, how are you supposed to know what's worth its weight in gold – or worth its weight in some rather less pleasant substance – unless you read The Hard Line? It's the only way to sort out the real turkeys in this festive period.

So make yourself a cup of coffee, take the phone off the hook, put the cat out, disconnect the doorbell and relax to the funky sound of the sexiest thing around: The Hard (Love God) Line.

Please note that Import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

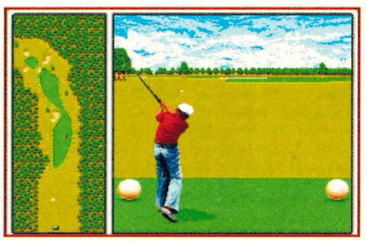
AERO BLASTERS (Import) £30
A very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. Fierce and frantic action, but it's still one of the best shooters ever. ★★★★★

AFTER BURNER 2 SEGA £34.99
The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Rapid 3D and meaty explosions guarantee a good ride – even if it is shortlived. ★★★★

AIR DIVER (Import) £30
First person perspective shoot-'em-up. Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability though. ★★★

ALEX KIDD IN THE ENCHANTED CASTLE SEGA £29.99
Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished, but still one for the kids... ★★★

ALIEN 3 FLYING EDGE £34.99
Well, what can you say? It's good, but not earth-shattering.



■ *Arnold Palmer Tournament Golf* on the Mega Drive – pretty good, but a bit simple

The graphics are excellent, but it's still a standard, run-of-the-mill platformer. ★★★★

ALIEN STORM SEGA £35
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ★★★

ALISIA DRAGOON SEGA £39.99
A slick and professional platform dragon-'em-up with you as the lusty Alisia (she's well tasty). You must rely on five different dragons to help you get through the incredibly hectic gameplay. ★★★★

ALTERED BEAST SEGA £34.99
Once this came free with the Mega Drive, and even then they couldn't get rid of it. However much you enjoyed the coin-op, give this conversion a wide berth. It has poor scrolling, jerky animation and pretty limited gameplay. ★★

AMBITION OF CAESAR (Import) £35
A typical wargame with plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for both the beginner and the seasoned campaigner alike. An average game. ★★★

AQUATIC GAMES E.A. £34.99
Pond is back, and this time things are different. Compete with rival sea life in 11 events in this watery version of Track & Field. There's tons of humour, and the events are varied enough to keep the interest going. ★★★★

ARCH RIVALS FLYING EDGE £39.99
Nice idea, shame about the execution. There are some good touches and fair gameplay – you can beat up your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. ★★★

ARNOLD PALMER TOURNAMENT GOLF SEGA £34.99
Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ★★★

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ★★★

ASSAULT SUIT LEYNOS (Import) £20
Known as *Target Earth* in the US of A. Eight-stage scrolly shooter. Tricky control and very hard. Persevere and you might just enjoy it. ★★★

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards – not a very good feature really) and an unreliable control method. ★★★

ATOMIC RUNNER (Import) £34
Good God! Another shoot-'em-up! Well, this one's really good, although there is a strange control method. Check it out anyway, 'cos it's fun to play. ★★★★

AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. Add some rather stale gameplay and, well, it's not something you'd be proud of. ★★★

688 ATTACK SUB SEGA £35
Detailed submarine simulation with enough arcade action for blasters, lots of missions, smart visuals and even some decent sampled speech. Play in the bath for added realism (only joking, missus, only joking!). ★★★★

BACK TO THE FUTURE 3 IMAGE WORKS £34.99
Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. Too few stages (only four) and totally unsatisfying. Dull, dull, dull! ★★

VIRGIN STAYS AT NUMBER ONE SLOT!

Yes, after three months, that footy game from Virgin is still at number one! *Taz Mania* has been going up and down like a hyperactive lift, but it can't knock it off.

There's a couple of interesting new entries in the shape of *NHLPA Hockey* and *Speedball 2*, but nothing can stop the huge sales of *Euro Club Soccer*.

Not much interesting to report on the MS charts, *Prince of Persia* has entered at a suprisingly low number, while the awful *Tom & Jerry* goes in at five. Ah well, no accounting for taste.

WHIZZ-KID

Any ideas on the Chrimbo number one? It's got to be between *Sonic 2* and *Road Rash 2*. Read this space next ish for the full facts!

Thanks to Gallup for the Official Charts, and to Whizz Kid Games ☎ (0689) 821694 for the unofficial indie rundown.

CHARTS
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
ELSPA
PENGUIN

SEGA POWER'S STAR RATING

★★★★★	The best in its field
★★★★	Getting there, but not quite a classic
★★★	Oh well, it could be worse, I suppose...
★★	Pretty dire to say the least (yeah, that bad!)
★	Sitting on a large spike would give you more of a thrill

OFFICIAL MEGA DRIVE TOP 20

1	EUROPEAN CLUB SOCCER	◀▶ 31 :	68%
2	Taz Mania	◀▶ 33 :	89%
3	NHLPA Hockey '93	◀▶ 36 :	93%
4	Alien 3	◀▶ 34 :	82%
5	Speedball 2	◀▶ 28 :	91%
6	Super Monaco G.P. 2	◀▶ 32 :	93%
7	Desert Strike	◀▶ 29 :	91%
8	Alex Kidd (Enchanted Castle)	★★★	
9	Terminator	◀▶ 32 :	87%
10	World Cup Italia '90	◀▶ 16 :	45%
11	Super Hang On	◀▶ 12 :	95%
12	Green Dog	◀▶ 36 :	68%
13	Super Thunderblade	★★★	
14	Dragon's Fury	◀▶ 34 :	90%
15	PGA Tour Golf	◀▶ 19 :	90%
16	Streets Of Rage	◀▶ 26 :	91%
17	Splatterhouse 2	◀▶ 34 :	47%
18	Bulls Vs Lakers	To be reviewed	
19	Road Rash	◀▶ 23 :	93%
20	Evander Holyfield Boxing	To be reviewed	

BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ★★★

BATTLE GOLFER (Import) £30
Weird title, eh? Well, this is a weird game – it's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well strange, but you'll have to know a bit of Japanese to follow what's going on (yep, the foreign text is a bugbear...). ★★★

BATTLE SQUADRON E.A. £39.99
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ★★★★

BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some whizzy craft. Jolly fun but nothing to get overexcited about. ★★★

BLOCK OUT E.A. £34.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voila! Easily as addictive as *Tetris*, especially in head-to-head mode, but suffers from a high price. ★★★★★

BONANZA BROTHERS SEGA £34.99
Cult coin-op caper on your MD. Faithful conversion (two-player mode is included), but game is still flawed. ★★★

BUCK ROGERS E.A. £49.99
Subtitled "Countdown To Doomsday," this role-playing game is yet another classy title from E.A. Stop the RAM organization from corrupting the Earth with your team of adventurers. Investigate, explore and enjoy. ★★★★

BUDOKAN E.A. £39.99
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament *(then lose! – Andy)*. Lovely animation and a right tactical beat-'em-up. ★★★★

BURNING FORCE NAMCO £34.95
Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. Some variety, but still dull. Jeez! I dunno – games these days... *(Oi, shut it! – Andy.)* ★★

CADASH TAITO (Import) £36
A good attempt at trying to mix arcade action with a role-playing game. Good graphics and animation, but it's still far too easy. Quite a big problem really. ★★★

■ *Budokan* on the Mega Drive – a good, solid and stylish smack-'em-up. A fun title

CALIFORNIA GAMES SEGA £39.95
The ancient multi-event sports game proves itself a competent title. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ★★★

CASTLE OF ILLUSION SEGA £39.99
Mickey Mouse himself stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ★★★★★

CENTURION E.A. £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle and determine your own tactics. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

CHUCK ROCK VIRGIN £TBA
Groovy goings-on 100 million years B.C. *Chuck Rock*, features some wild sonics and kicking graphics as he rescues his wife from the evil Gary Gritter. I bet she's got hairy armpits and smells of goat... ★★★★

COLUMNS SEGA £29.99
A *Tetris* clone (a dropping tiles into a pit kinda thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game. Simple and addictive, but expensive for what it is really. ★★★★

CORPORATION VIRGIN £TBA
Sacks of atmosphere and excellent first-person view set this apart from its rivals. You have to break into the Corporation to uncover vile secrects about genetic splicing. Just don't get spliced yourself. Nice one. ★★★★

CURSE (Import) £25
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the Mega Drive and with such a great choice who needs this horrific tripe? ★★

CRACK DOWN SEGA £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ★★★★

DANGEROUS SEED (Import) £30
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. More like dangerous weed really. ★★

DARIUS 2 (Import) £30
Also known as *Sagaia*, this huge horizontally-scrolling blaster has 26 levels. Ordinary gameplay, but it's still challenging and has seven different endings. ★★★★

DARK CASTLE E.A. £34.99
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down, but the rest of it is quite interesting. ★★★

DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help make this one stand out from the crowd. ★★★★

DAVID ROBINSON SUPREME COURT BASKETBALL SEGA £39.99
Fast, smooth and great fun. Sexy scrolling with 180 degree view changes. Nice "sneakers on the gym floor" sound effects, but can get a bit messy when things get frantic – and, as always in basketball, that happens quite a lot. Still worth it though. ★★★★

DECAP ATTACK SEGA £34.99
A hilariously funny platform game with great visuals. As Chuck D. Head, you must bash in the enemies, reach the evil Max D Cap and save the world from a fate worse than death. Not as daft or as easy as it sounds. Nice one. ★★★★★

DESERT STRIKE E.A. £39.99
Without doubt one of the best games of all time. Pilot your Apache Gunship through five complex scenarios and repel the evil dictator General Kilbaba. This really is most excellent. ★★★★★

DEVILISH (Import) £34
Grooved-up and re-hyped release of the age old *Breakout* game. Excellent backdrops and end-of-level bosses lift this above your humdrum bat 'n' balling fare. And it's fast and funky too. Worth a look. ★★★

DICK TRACY SEGA £39.99
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. ★★★★

DJ BOY SEGA £34.99
A beat-'em-up on roller skates (yes, we did say roller skates). Baddies whisk away our beloved, so you set off in pursuit of Mr Big and his cronies. Disastrous sound and routine action. ★

DODGE BALL (Import) £35
A different idea for a sport (well, I've never heard of it anyway), but it tends to tire very quickly – the sport itself is pretty feeble. Not too bad in two-player mode though (like mosts sports). ★★

DOUBLE DRAGON BALLISTIC £29.99
God help us all. A tacky conversion of an ancient game is not a recipe for success. One of the lowest scoring Mega Drive carts of all time and well deserved too. Absolutely dire. You have been warned... ★

DRAGON'S FURY DOMARK £39.99
Destined to become a Mega classic. Smooth graphics and addictive gameplay make this cartridge one of the essential purchases of the year so far. ★★★★★

DUNGEONS & DRAGONS (Import) £39
While not quite in the *Phantasy Star* league. *D&D* is still a very good game. Miles better than the awful *Heroes Of The Lance* anyway! ★★★★

DYNAMITE DUKE SEGA £34.99
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited. ★★★

E.A. HOCKEY E.A. £39.99
Detailed ice hockey sim with smooth visuals and plenty of riproaring ice action. The two-player option is good and there's even a punch-up sequence if you're feeling violent! Fast and playable. ★★★★★

ELEMENTAL MASTER (Import) £25
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks at you. Beautiful visuals, but little depth and too easy. ★★★

■ *Elemental Master* on the Mega Drive – great graphics, but sadly it's a bit too easy

EMPIRE OF STEEL FLYING EDGE £34.99
Different graphics, different aliens, different noises – but everything else is exactly the same as every other shoot-'em-up ever done for the Mega Drive. Dull, dull, and most of all, dull again. ★★

E.S.W.A.T.
CITY UNDER SIEGE SEGA £34.99
At first, this armoured *Shinobi*-style shooter isn't too hot and you won't be impressed. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ★★★★

EUROPEAN CLUB SOCCER VIRGIN £34.99
Nice intro and options, but the whole thing is let down by poorish gameplay and is simply far too easy to beat in one-player mode. But the password facility is a God send and the two-player mode is sharp enough. Miles better than *World Cup Italia '90*. ★★★

FAERY TALE ADVENTURE E.A. £39.99
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ★★★

FANTASIA SEGA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★

FATAL LABYRINTH SEGA £34.99
Addictive roam around the labyrinth and collect the goodies role-playing game. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★

FATAL REWIND E.A. £39.99
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong (so you can do the right thing next time). Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us (ahem). ★★★★

FATMAN (Import) £30
Enter the arena to fight for riches – and your life! There are several nicely animated but unpalatable adversaries for you to combat. An unusual beat-'em-up. ★★★

FERRARI GRAND PRIX CHALLENGE FLYING EDGE £30
Good fun and there are loads of options, but a severe lack of any realism means that the game is ultimately a bit of a disappointment. ★★★

OFFICIAL MASTER SYSTEM TOP TEN

1	SONIC THE HEDGEHOG	27 : 96%
2	Enduro Racer	8 : 61%
3	World Grand Prix	30 : 92%
4	The Ninja	8 : 71%
5	Tom & Jerry	35 : 54%
6	Hang On	★★★★
7	Asterix	30 : 92%
8	Prince Of Persia	32 : 92%
9	Transbot	8 : 17%
10	Teddy Boy	8 : 61%

UNOFFICIAL MEGA DRIVE TOP TEN

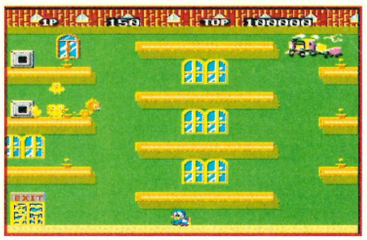
1	ALIEN 3	34 : 82%
2	Lemmings	37 : 89%
3	NHLPA Hockey '93	36 : 93%
4	World Trophy Soccer	31 : 68%
5	Dragon's Fury	34 : 90%
6	Chuck Rock	32 : 87%
7	LHX Attack Chopper	35 : 73%
8	Smash TV	35 : 67%
9	Super High Impact	37 : 48%
10	Atomic Runner	36 : 88%

OFFICIAL GAME GEAR TOP TEN

1	CHUCK ROCK	To be reviewed
2	Spider-Man	31 : 84%
3	Olympic Gold	34 : 58%
4	Super Kick Off	26 : 91%
5	Mickey Mouse	23 : 78%
6	Sonic The Hedgehog	29 : 94%
7	Donald Duck	30 : 92%
8	Super Monaco Grand Prix	★★
9	Wimbledon Tennis	35 : 79%
10	Wonderboy	★★

UNOFFICIAL GAME GEAR TOP TEN

1	TAZ MANIA	38 : 58%
2	Sonic The Hedgehog	29 : 94%
3	Chuck Rock	To be reviewed
4	Shinobi	22 : 73%
5	Wimbledon	35 : 79%
6	Out Run Europa	33 : 81%
7	Olympic Gold	34 : 58%
8	Smash TV	To be reviewed
9	Spider-Man	31 : 84%
10	Donald Duck	30 : 92%



■ *Flicky* on the Mega Drive. Small graphics, but solid in the gameplay department

FIRE MUSTANG (Import) £30
A cross between *P-47* and a bucket of cold sick, this nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taito of all people... ✱

FLICKY SEGA £20
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ✱✱✱

FORGOTTEN WORLDS SEGA £34.99
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ✱✱✱✱

F-22 INTERCEPTOR E.A. £39.99
The first ever flight simulation for the Mega Drive, but slightly lacking in the gameplay department, Mrs Jones. Great graphics and sound effects,and some wild head-to-head confrontations, but a tad samey after a while – and that's the killer. ✱✱✱✱

GAIN GROUND SEGA £34.99
Choose the right soldiers in this intriguing flick-screen combat game. Heavy on the strategy, its slower pace might make a change from mindless alien slaughter. Unusual two-player mode enables you and a mate to help each other out. ✱✱✱

GALAHAD E.A £39.99
Nothing too original in this RPG platformer, but what there is is done very well. There's lots to do and see, and at least you're not going to complete it too quickly. ✱✱✱✱

GALAXY FORCE 2 SEGA £39.95
An excellent conversion of the 360° spinning coin-op. Fast and furious action all shown from a 3D angle, but the view from behind your afterburners gets tiresome after a while. Could have been better. ✱✱✱

GAMES (THE) WINTER CHALLENGE SEGA £39.99
Eight event sports game that really comes into its own when you play with a group of friends – be prepared for mucho aggro as the pace hots up... Get ready to eat snow and ice in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). Not half as much fun when you play on your own though. ✱✱✱✱

GHOSTBUSTERS SEGA £34.99
Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. Highly mediocre, but better than the cartoon anyway... ✱✱✱

GHOULS 'N' GHOSTS SEGA £44.99
Tricky rendition of the coin-op with ghouls, spirits and all manner of creepy nasties. However, with unlimited lives you won't let it go. Amazing visuals and some superb stereo sound. Unmissable! ✱✱✱✱✱

GLEY LANCER (Import) £34.99
Better-than-average Japanese shooty. There's enough here to make it interesting and worthy of a few good plays. Not as difficult as *Thunderforce 4*, but not quite as playable either. ✱✱✱✱

GOLDEN AXE SEGA £34.99
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish – a major downer. Still, this is classic, hugely playable and addictive monster-dismembering mayhem (Andy will also probably want to tell you that he wrote a tips book on the game...). ✱✱✱✱

GOLDEN AXE 2 SEGA £34.99
Okay if you haven't seen the original, but don't expect anything radically different. It's fun to play, but you can easily finish it in only a few hours. ✱✱✱✱

GRANADA (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle (don't ask us what the hell it is) to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ✱✱✱✱

GRAND SLAM TELENET (Import) £35
A graphically good tennis game – but with the usual problems: it's just too easy. You'll probably complete it in a day or two. And with no other tennis sims on the market (yet!), this is your only choice. Not bad. ✱✱✱

GREEN DOG SEGA £39.99
A very run-of-the-mill platformer from Sega. Good graphics though, but lacks any sort of spark to make it stand out from the crowd. ✱✱✱

GYNOUG SEGA £39.99
Unimaginative horizontal scroller with a range of weapons and tedious enemies to conquer. It's difficult, samey and a pain in the backside.✱✱

HARD BALL SEGA £39.99
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ✱✱✱✱

HARD DRIVIN' TENGEN £25
Remove the steering wheel, sit-in cockpit and FM stereo sound, and you've got a competent 3D driving simulation with a good few hours play inside it. Sorry, fans, the cash is better put in the slot. ✱✱

HEAVY UNIT (Import) £30
Multi-directional scrolling blaster with loadsa power-ups, guardians and bland scenery (yawn). It's also incredibly tough. There are a million other far better Mega Drive shoot-'em-ups to go for. ✱✱✱

HELLFIRE SEGA £34.99
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. A great one-player blaster! ✱✱✱✱

HERZOG ZWEI SEGA £34.99
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ✱✱✱✱

IMMORTAL, THE E.A. £39.99
A highly polished arcade adventure with some gory graphics – see your wizard crack goblins' heads in two and turn others to stone. Shame they're just a tad too fuzzy though. Nice blend of arcade and adventuring action, but £40 is rather a lot of dosh to fork out – even for this. ✱✱✱✱

INSECTOR X (Import) £25
Giant insects are your target in this horizontally scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ✱✱✱✱

ISHIDO: THE WAY OF THE STONES (Import) £25
Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, if you haven't a clue what Shanghai is all about you're well and truly stuffed.). For fans of the puzzle type only. ✱✱✱✱

JAMES BOND DOMARK £39.99
John thought this game was pretty good. Okay, so the graphics are hot and it's good fun to play, but I just found the whole thing mindnumbingly boring. I'd try before you buy if I were you. ✱✱✱

JAMES "BUSTER" DOUGLAS BOXING SEGA £34.99
Almost the same as *Final Blow*, this awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas did. ✱✱

JAMES POND E.A. £39.99
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off loads of finny fiends. Simple, but lacks variety – the sequel is miles, miles better on all counts. ✱✱✱

JAMES POND 2 E.A. £39.99
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing on the Mega Drive. Fun, even if Dr Maybe does take over the Factory in the end. Oh well, we all start somewhere... ✱✱✱✱✱

JEWEL MASTER SEGA £34.99
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. Dull as ditchwater... ✱✱✱

JOE MONTANA FOOTBALL SEGA £34.99
With *John Madden* about, *Joe Montana* has to offer something really special to drag you away – but doesn't. The visuals are less polished, the gameplay is less tactical and it's a pushover for one player. You know what we're gonna say now, don't you? Get *John Madden*. ✱✱✱

JOE MONTANA 2 SEGA £34.99
Much better than the original and provides a nice change to the *John Madden* series. The big plus feature is the high-quality speech that commentates throughout the game. It really is unbelievable. ✱✱✱✱

JOHN MADDEN AMERICAN FOOTBALL E.A. £39.99
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '92* instead.) ✱✱✱✱✱

JOHN MADDEN FOOTBALL '92 E.A. £39.99
A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not *radically* different.) ✱✱✱✱✱

JORDAN VS BIRD E.A. £34.99
Dire, boring, inane, small-minded, shallow, useless, fat, git, bog, nob, tedious, repetitive, contninual, utter, rubbishness. Graphics are nice though. ✱✱

JUNCTION (Import) £30
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ✱✱✱✱

KA-GE-KI (Import) £35
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ✱✱✱✱

KID CHAMELEON SEGA £39.99
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ✱✱✱✱

KING'S BOUNTY E.A. £39.99
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear really. RPGers only need apply – others will find it tiresome to say the least. ✱✱✱✱

KLAX TENGEN £34.99
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. ✱✱

KRUSTY'S SUPER FUN HOUSE FLYING EDGE £39.99
A cross between *Lemmings* and a platformer, but with loads of levels. Very frustrating, but jolly good nonetheless. Worth checking out if this is your "bag." ✱✱✱

LAKERS VS CELTIC (Import) £35
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. ✱✱✱✱

LAST BATTLE SEGA £34.99
Dull martial arts beat-'em-up. Defeat an opponent, walk along, defeat an opponent, walk along again... Yuck, ✱

LEMMINGS (Import) £39.99
After what seems like decades, *Lemmings* is finally with us. Most people will love them, but a few folks will hate 'em too. Not one for action heads, but tons of fun nevertheless. ✱✱✱✱

LHX ATTACK CHOPPER E.A. £39.99
A good attempt at a heli-sim, but the lack of interesting missions makes play all too dull before long. Combat is good fun though, and there's an excellent range of external 'copter views. ✱✱✱

LOTUS TURBO CHALLENGE E.A. £39.99
Great graphics and fast, smooth gameplay, but it can be dead boring in one-player mode. More tracks would also have boosted the game's score. Great fun in two-player mode though. ✱✱✱

MARVEL LAND (Import) £40
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ✱✱✱✱

M1 – ABRAMS BATTLE TANK SEGA £38
3D filled vector graphic tank simulation set in a possible World War 3 environment. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ✱✱✱✱

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, loadsa bonuses, plenty of tactical play and cute "I lurve you" graphics. ✱✱✱✱✱

MARBLE MADNESS E.A. £39.99
Guide your vulnerable marble through the 3D courses and avoid all manner of traps, machinery and bizarre marble-gobbling monsters. Better in two-player mode, but still a damn fine conversion. ✱✱✱✱

MARIO LEMIEUX HOCKEY SEGA £39.99
Not as good as *E.A Hockey*, but pretty good nonetheless. The tournament mode will keep you playing for weeks and there are enough options for even the most fickle player. Could do with some decent sound effects. ✱✱✱

MEGAPANEL (Import) £30
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ✱✱✱✱

MERCS SEGA £40
Tedious and repetitive shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... ✱✱

MIDNIGHT RESISTANCE (Import) £38
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ✱✱✱

MIGHT AND MAGIC: GATES TO ANOTHER WORLD E.A. £49.99
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. The high price is also off-putting. Not for beginners either. ✱✱✱✱

MIKE DITKA POWER FOOTBALL BALLISTIC £39.95
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound. ✱✱✱✱

MONDU'S FIGHT PALACE (Import) £25
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. ✱✱

MOONWALKER SEGA £34.99
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ✱✱✱✱

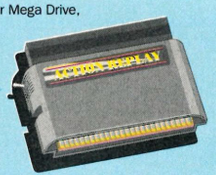
MUSHA ALESTE (Import) £30
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete. Okay graphics but nothing great. ✱✱✱

MYSTIC DEFENDER SEGA £34.99
Looking for all the world like *Spellcaster* on the Master

■ *Moonwalker* on the Mega Drive – Great animation, fairly standard game, oh well!

EXTRAS FOR THE MEGA DRIVE

ACTION REPLAY CARTRIDGE DATEL ELECTRONICS £49.99
Plug this straight into your Mega Drive, insert your favourite cartridge into the slot and yes! Infinite lives, energy and what have you with this handy device that lets you change some of the data inside a game. Beat everyone and they won't even know what hit them. ✱✱✱✱



ACTION CHAIR SEGA £109.99
Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Stinkin' awful. ✱

ARCADE POWER STICK SEGA £34.99
Blimey, this is a well hard piece of kit and no mistake. It's built to last and all those Buttons are pretty damn fine, actually. The work too, which is a nice change. Shame the stick itself is a tad too spongy. ✱✱✱✱

CARRY BAGS £19.95 (LARGE)
CONSOLE CONCEPTS £9.95 (SMALL)
Are you always popping off down your mates' place with your Gear under one arm and a Sainsbury's shopper in the other? Want more cred? Want to be def? Want to be day-glo-colour-bomb man himself? Get yourself one of these handy li'l numbers. Pretty good really. ✱✱✱✱

CARTRIDGE CADDY SEGA £4.99
Basically a plastic tray designed to hold up to eight of your precious Mega Drive carts (including the boxes). Er, and it holds them sort of upright. That's it really. Neatness freaks will love it, but you couldn't call it spunky. ✱✱✱✱

CARRY CASE I.S.M. £49.99
A sturdy custom-designed plastic carry case for your Mega Drive and kit. This can hold your Mega Drive, Powerbase Converter, two joypads, up to five games and an AC Adapter. But look at the price-tag! At £20, I.S.M. must be stark raving bonkers. ✱

CONTROL PAD SEGA £14.99
An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ✱✱✱✱

COMPETITION PRO JOYPAD SONMAX £15.99
A seriously decent joypad, this. It feels great and with the addition of three turbo Buttons makes gameplay a doddle. There's a slow-motion switch on the back too. ✱✱✱✱

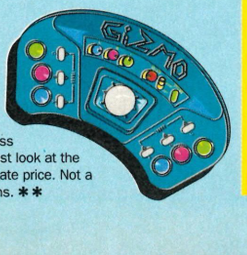
EXPLORER A DAN LTD. £29.99
Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, It's not an oil painting, but it still performs well and there aren't revolting pink or green bits to make you sick. ✱✱✱✱

QS AVIATOR QUICKSHOT £29.99
This hairy great yoke-plane-joystick-flight thing is a bit Over The Top, but it's still an excellent stick for the likes of *F-22 Interceptor* and *Super Monaco G.P.* In fact, John swears by it for some titles, so there. ✱✱✱

GAME GENIE HORNBY £44.99
Another cheating cartridge is now on the market. Not as programmable as the Action Replay, but much more versatile. With the codes provided, you can change almost anything in the game. In the ideal world you would have both carts, but my money still has to go on Datel's Action Replay Cartridge. ✱✱✱

GAME MASTER GO-CARTS £29.99
It looks really ugly, but this programmable joypad is pretty hot. You can program all your favourite cheats, so at the touch of a button you can have the level select screen on Sonic. Bit pricey, but worth thinking about. ✱ ✱✱✱

GIZMO BEESHU £49.95
Oh dear, what went wrong with this? A designer nightmare. It may be tougher than an ox (okay for some), but there's still far too much stick travel, useless flashy extras (I mean, just look at the thang!) and an extortionate price. Not a pretty sight by any means. ✱✱



MEGA DRIVE JOYPAD HONEST £19.99
Looks like the joypad, but comes with three extra Buttons (steady on now, girls, don't get too excited!). Feels a load cheaper, but don't be fooled. The turbo buttons really are an excellent addition to a brilliant design shape. ✱✱✱✱

MEGA STAND KMA LTD (AROUND £60)
The Mega Stand is KMA's answer to the hi-fi, video and TV stand (what was the question again...). Your Mega Drive sits on top and there's room for sticks, pads and up to 11 games in the "roomy interior."

(But what about the speakers? I suppose they think you can sellotape them to the sides, eh?) There are even cable tidies. NIce, but expensive for what it is (still, if you've got the money...). ✱✱✱✱

POWERBASE CONVERTER SEGA £29.99
Well, what can I say? For only 30 quid, you can redesign your Mega Drive and use all those classic (or not so classic) Master System carts. Two consoles for the price of one-and-a-bit can't be too bad really. If you haven't got one of these already then you have a problem (or perhaps you're broke?). No excuses – get one right away. ✱✱✱✱✱

System, this curious beat-'em-up is quite a good game once you get into it. The visuals are atmospheric and the gameplay is moderately appealing too. ★★★

NEW ZEALAND STORY (Import) £35
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is completely unharmed. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. Awesome. Awesome. Awesome (can I go now?). ★★★★★

NHLPA HOCKEY '93 E.A. £39.99
E.A. Hockey is back, and very swanky it looks too. New moves, new players and more statistics than you can shake a hockey stick at. My fave game of all time has been updated – and it's blinkin' brill! ★★★★★

ONSLAUGHT BALLISTIC £39.99
Join Balthusar – wasn't he one of the three wise men? *(Er, no I don't think so – Andy)* – and his cronies in this thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics aren't very good and the battles almost identical. ★★

OLYMPIC GOLD US GOLD £39.99
Joystick bashing is back with this full-on sports sim for the '90s. Compete in seven olympic events and get whipped up into a fervour of Barcelona-related activities (okay, so it's all over now, but when has that ever stopped you?). Just don't expect it to last too long, thas 'all. Decent enough, but could've offered more. ★★★★

OUT RUN SEGA £35
Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails to deliver half the fun of the Master System version, so get that instead and use the Converter. ★★★

PAC-MANIA DOMARK £34.99
A slick 3D interpretation of the oldie, complete with lemon and ghosts. Effective, but nothing new... ★★★

PAPERBOY DOMARK £34.99
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. The original was okay, but come on, guys! Things have moved on since then. ★★★

PGA TOUR GOLF E.A. £39.99
Possibly the best golf game to appear on the Mega Drive. Good 3D views, loads of options and a multi-player mode too. Classic golfing play and a must for all golfers. Just don't wear the trousers... ★★★★★

PHANTASY SOLDIER 3 (Import) £35
Strider but without the knobs on. The action is just as enthralling and the smooth visuals are very atmospheric – with even more detail. And with its fabulous cartoon sequences, this is another undoubted winner, so what are you reading this for? Play it! ★★★★★

PHANTASY STAR 2 SEGA £59.99
Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! ★★★★★

PHANTASY STAR 3 SEGA £49.99
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, subquests and subsubquests, this has got to be the most engrossing RPG game ever! Well, until *PS 4* anyway... ★★★★★

PHELIOS SEGA £34.99
Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat gameplay, but the level select option means no surprises after the first day. ★★★

■ *Phelios* on the Mega Drive – yet another blaster from the land of no imagination

PIT-FIGHTER DOMARK £39.99
Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate than playing on your own against the Mega... ★★★

POPULOUS E.A. £39.99
Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods and so on) and take control of the land. Incredible 3D visuals and curiously addictive gameplay. ★★★★★

POWERBALL (Import) £35
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action (with loads of aggro, of course) make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★★

PREDATOR 2 FLYING EDGE £39.99
Good graphics don't make a good game, and *Predator 2* is a perfect example. The gameplay's boring and the control method is well dodgy. Pretty bad. ★

QUACKSHOT SEGA £39.99
A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. Old Mickey better watch his back! ★★★★★

RAIDEN TRAD (Import) £40
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ★★★★

RAINBOW ISLANDS (Import) £38
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing colourful rainbows instead of bubbles. This boasts all the very cutey features of the coin-op original, plus a second and harder game. Gorgeous! ★★★★★

RAMBO 3 SEGA £29.99
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ★★★★

RASTAN SAGA 2 SEGA £30
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ★★★

THE REVENGE OF SHINOBI SEGA £34.99
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with some rad thumpin' soundtracks. ★★★★★

RINGSIDE ANGEL (Import) £30
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. ★★

RINGS OF POWER E.A. £49.99
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ★★

ROAD RASH E.A. £39.99
Terrific two-wheeler with brilliant 3D graphics and great animation (remount your bike and see!). Win races, earn cash and update your wheels. You can evensmack your opponents off their bikes. A stunner. ★★★★★

ROLLING THUNDER 2 (Import) £38
One on grey import from the US and worth sniffing down if secret agents are your thing. Huge levels, excellently evil henchmen to waste and loads of weapons to find and use. The game suffers from poor animation. ★★★★

SAINT SWORD (Import) £35
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Okay, I suppose. ★★★

SHADOW BLASTERS (Import) £30
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ★★

SHADOW DANCER SEGA £34.99
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ★★★★

SHADOW OF THE BEAST E.A. £39.99
A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the gameplay – there's just too much tedious wandering about involved. The action bits are good when you can find 'em. ★★★

SHINING IN THE DARKNESS SEGA £44.99
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, super-smooth animation and complex labyrinths to explore. A true classic. But crap if you hate RPGs. ★★★★★

SHOVE IT! THE WAREHOUSE GAME (Import) £30
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ★★★★

THE SIMPSONS FLYING EDGE £39.99
Bart versus the space mutants and all hell's breaking loose in Springfield. Not that you'll care, the sprites are too small and gameplay too dull to get you even remotely interested in this garish platformer. ★★★

SKY SHARK (Import) £30
Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and huge end-of-level guardians. Too easy in "easy" mode though. ★★★

SMASH TV FLYING EDGE £39.99
One of the biggest arcade games of the past few years finally makes it to the Mega Drive. One of the problems is that it's just too hard, another is that, after a while, it tends to get a tad on the repetitive side. ★★★

SONIC THE HEDGEHOG SEGA £34.99
World famous and rightly so.This is probably the game that sold more Sega systems than anything else. It's a bit easy and it's looking slightly dated now, but it's still one of the best games you'll see. ★★★★★

SONIC THE HEDGEHOG 2 SEGA £39.99
A very fair sequel to *that* game. I personally would have liked more levels, tougher guardians and more of a challenge. Still, we can't have everything, can we? ★★★★

SPACE HARRIER 2 SEGA £34.99
Suffers from coin-op-tis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ★★★

SPACE INVADERS '90 (Import) £30
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ★★★★

SPEEDBALL 2 VIRGIN £39.99
A future sports simulation with all the violence of the original – and loads more features! Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had too. ★★★★★

SPIDER-MAN FLYING EDGE £29.99
Very addictive and tricky version of ol' Spidey. The animation is great and very cartoon-like – helped along by the tremendously moody soundtrack. This one's web-slingin'-tabulous, mate. ★★★★

SPLATTERHOUSE 2 NAMCO (Import) £38
For a title whose main selling point is its over-the-top gory graphics, *Splatterhouse 2* is a major disappointment. The graphics aren't that gory anyway. ★★

STAR CONTROL BALLISTIC £34.99
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos though. ★★★★

STAR CRUISER (Import) £35
An unplayable vertical space shooter because of the Japanese "question and response" end-of-level sequence. Great if you like the first level (and can speak the lingo). ★

STARFLIGHT E.A. £39.99
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ★★★

STORMLORD (Import) £35
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sound effects and piccies add that extra something. ★★★★

STREET SMART (Import) £30
A totally limp-wristed version of the famous *Fighting Street* coin-op. Standard slug-it-out fare with extremely poor animation, an awful control method, repetitive action and win-in-one-go difficulty. Not so smart, after all.*(It's that good, eh? – Andy).* ★★

STREETS OF RAGE SEGA £34.99
Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrilla warfare. ★★★★★

STRIDER SEGA £44.99
A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant gameplay too! ★★★★★

SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ★★★★

SUPER HANG ON SEGA £34.99
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with some good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages – what more can you ask for? ★★★★★

SUPER HIGH IMPACT (Import) £39.95
Grid-Iron, but in a lower league than *John Madden's* and *Joe Montana.* Also a lot simpler in the play department, and when you compare it to the two above it really doesn't cut the mustard. ★★

SUPER HYDLIDE SEGA £30
Phantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. ★★★

SUPER LEAGUE BASEBALL SEGA £34.99
As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. Go for *Hard Ball* instead. ★★★

SUPER MONACO G.P. SEGA £34.99
Conversion of the coin-op which only sacrifices visuals. There are options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is fast and gripping. ★★★★★

SUPER MONACO G.P. 2 SEGA £34.99
Bigger and badder sequel to the original game, this time with the golden touch of Ayrton Senna himself. Beautiful intro screens, more varied circuits and loads of trackside scenery make it much better than the first game. Groovy! ★★★★★

SUPER OFF ROAD ACCOLADE £29.99
Decent enough coin-op conversion let down by tiny graphics and lack of control options. Gameplay and graphics are good though, as is the two-player version. ★★★

SUPER REAL BASKETBALL SEGA £34.99
Detailed close-ups of the action, realistic court views and decent sound. An okay sports sim (great for two). ★★★

SUPER REAL VOLLEYBALL (Import) £37
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). ★★

SUPER THUNDERBLADE SEGA £34.99
A spruced-up version, but not very super. The 3D is too ambitious and the scrolling scenes too average to make you want to pant with excitement. ★

SWORD OF SODAN E.A. £39.99
This is a direct (and admittedly not very good) Amiga port-over. Technically ambitious hack 'em up with amazing stills but dead ropey animation. Weak gameplay grows all too rapidly too. Spend your 40 squid on something less boring instead. ★★

SWORD OF VERMILLION SEGA £49.99
Role-players take heed because this is one of the better RPGs you can get for the Mega Drive. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! As with other RPGs, it's not on the cheap side... ★★★★

EXTRAS FOR THE MASTER SYSTEM

POWARCADE
ACTIVE CONSOLE £299.99
An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own coin-op. ★★★
PROPAD QUICKJOY £15.99
A rather attractive looking baby, this one – transparent and covered in interesting extras. These include SNES-style buttons at the top of the pad, auto-fire switches, standard turbo Buttons and a slow-motion option. Not as responsive as some pads, but it still plays very well. ★★★★
QS 13 PYTHON STICK
QUICKSHOT £12.99
'Ere, this is a bit of all right, innit? Sturdy, good-looking stick with a totally brilliant turbo option. The absolute business for *Desert Strike* and carts of that ilk. And cheap at the price too. Get one. ★★★★
QUICK GUN TURBO JONG RICH £16.95
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. Try it out and see what you think... ★★★★
SG FIGHTER QUICKJOY £14.95
Posey beyond belief, this is a responsive but weak stick. Fire Button and Start are small and too close together (not good if you're shortsighted). Over the top. ★★★
STARCURSOR
MICROLEISURE (AROUND £25)
A sturdy Scottish joystick (hoots, mon), but you can't redefine the Fire Buttons which is a major bummer. ★★★★
STING-RAY LOGIC 3 £13.99
This is a well vile and vaguely gun-shaped joystick with awkward Buttons, a very poor trigger and an unbelievably inaccurate stick – after all that, sounds good enough to eat, doesn't it? ★
STRIKER BEESHU £19.95
Buttons are horribly over-the-top, there's little feedback and the joypad is a nightmare. Selecting diagonals is far too easy, and it's hopeless if you're using it with a game that demands even a smattering of precision. It also has a useless headphone extension socket. ★★
THUNDERSTICK KRAFT £39.99
Aargh! The stick travels about three inches in every single direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. ★
ZY-FI SPEAKERS EVESHAM MICROS£39.99
Output your Mega Drive's high-quality stereo sound straight into these babies and enjoy the music!
Just up-graded for maximum noise, they're better than 99% of telly speakers (honest). The output is crisp and the basslines slamming (for a console). They work great with your Walkman too. ★★★★
THE BUG CHEETAH £14.99
Shaped like an oversized beetle with two Fire Buttons for "eyes," this novel micro-switched joystick for the fab Master System is suitable for both left and right-handers. Could be styled on sumfin' rude though.★★★★

CAMERICA FREEDOM STICK £39.99
A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy petting session (eh?). ★★
CONTROL STICK SEGA £14.95
There's nowt much wrong with this little beauty apart from its grim business-like looks. Still, in a world of over-funked designs and overly gawdy colour schemes this could be construed as an aesthetical breath of fresh air. By all accounts this is a strong and responsive stick. Go for it! ★★★★
CHEETAH 125+ CHEETAH £9.99
Nice Fire Buttons and auto-fire switch, but the whole thing is shoddy to use and shoddy to look at. They should take notes from Quickshot. ★
QUICKSHOT
DELUXE DIGITAL QUICKSHOT £9.99
A tough, good-looking stick, but a few Buttons on the base would have been a real boon – especially when you get tired. But then, if you get tired playing games, I'd hate to think what your girlfriend or boyfriend might have to say about it. ★★★★
INTRUDER (QUICKSHOT) £24.99
This thing is straight out of a *Huey* chopper, with turbo controls and flip-up trigger guards. Some use with *After Burner* and carts of that sort, but just too big for games needing any fine control. Nice idea though. ★★★
FREEDOM CONNECTION
SPECTRAVIDEO £19.99
Not a joystick as such but a device that transforms your joystick into a totally wicked infrared "remote" controller. Now you needn't be tied down by the length of your leads ever again. Think about it. ★★★★

LIGHT PHASER
SEGA £29.99
A plug-in pistol which you can use with 8-bit games like *Laser Ghost* and *Operation Wolf* (among many others). It's utterly nob really, with the longevity of a teabag under high pressure. Young 'uns could find it fun – if they've undergone a frontal lobotomy... ★★
POWERPLAY CRYSTAL POWERPLAY £12.99
Awkward Fire Buttons make good gaming with this stick virtually impossible (as in *totally* impossible) – and its strength could be a problem too. ★

TAZ MANIA **SEGA £39.99**
Totally convincing cartoon action with Taz, the insatiable Devil from Down-under (Australians will hate me for saying that). Looks good, sounds great, superlative animation, all spoiled by lack of any depth in the gameplay. Still, a fly title. ★★★★

TEAM USA BASKETBALL **E.A. £39.99**
Yes, folks, as if there weren't enough basketball games on the market already, E.A. now decide to release yet another. Already available on import as *Bulls Vs Lakers*, this one is better than most – I suppose. ★★★

TECHNOCOP **(Import) £30**
Interesting mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent but lacking the gameplay extra which made *Impossible Mission* such a classic. ★★★

TERMINATOR **VIRGIN £34.99**
Arnie's debut on the Mega Drive is not all it could have been really. Stunning graphics and excellent gameplay are negated by the four short levels. And it could've been such a classic too. Ne'er mind. It's still fun. ★★★★

TEST DRIVE 2: THE DUEL **BALLISTIC £34.99**
Live out your fantasies (no, not *those* fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini in this thrilling 3D driving game. No two-player option, but the graphics are okay and the game is challenging enough to keep you at it. ★★★★

TETRIS **(Import) £30**
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. ★★★★★

THUNDERFORCE 2 **TECHNOSOFT £34.99**
Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ★★★★

THUNDERFORCE 3 **TECHNOSOFT £30**
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ★★★★

THUNDERFORCE 4 **TECHNOSOFT £34.95**
The fourth in the series, and the best so far. Tons of graphically gorgeous levels and more than a bit of a challenge. Truly toastin'! ★★★★★

TIGER HELI **(Import) £35**
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. Try it out. ★★★★

TOEJAM AND EARL **SEGA £39.99**
Help the two slammin' aliens rebuild their spaceship so they can escape from the most funked out planet in the galaxy – Earth! It's the crazy two-player action that lifts this game up into the stratosphere. ★★★★★

TOKI **SEGA £34.99**
Go ape-spit (shome mishtake shurely) with this decent enough platformer from Sega. It's quite nice to look at, but nothing truly ball crunching and why is there no password system? ★★★

TORA! TORA! **(Import) £35**
Flying Shark play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. ★★★

TURBO OUT RUN **SEGA £34.99**
A truly nob 3D driving game with boring gameplay, little challenge and no two-player option. Driving games can be fun. This one isn't. ★

TRAMPOLINE TERROR! **(Import) £30**
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. It's a good idea to try before you buy though. ★★★

TROUBLE SHOOTER **(Import) £29.99**
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible "Ha, ha" monster is in there too. Great graphic and sonic effects. ★★★★

TRUXTON **SEGA £34.99**
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ★★★★

TWIN COBRA **(Import) £30**
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ★★★

TWIN HAWK **SEGA £34.99**
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you'll have seen loads of times before. ★★★

TWINKLE TALE **(Import) £34.99**
A game very much in the *Elemental Master* mould. Not as good though. Actually, it's a bit boring. ★★

TWISTED FLIPPER **E.A. £39.99**
A fairly decent pinball game boasting excellent tunes and good graphics, but a poor rival to *Dragon's Fury*. Also called *Crue Ball*. ★★★

ULTIMATE TIGER **(Import) £37**
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ★★★

VALIS 3 **(Import) £30**
Swords and sorcery scroller with excellent visuals, some smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This is one hell of a quality slash-'em-up. Buy this or perish! ★★★★

VERYTEX **(Import) £35**
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ★★★★

VOLFIED **(Import) £25**
Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone – especially if you prefer a totally insane blast-'em-up to this kind of cerebral action. ★★★★

WARDNER **(Import) £35**
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. ★★★

WARDNER SPECIAL **(Import) £35**
Mega platform shoot-'em-up conversion, with plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but beware of the numerous continues working against longevity. ★★★★

WARRIOR OF ROME **(Import) £40**
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome (whenever is Rome not ancient?). Sadly, there are only four scenarios, the graphics are crap and the control system is poor. ★★★

WARRIOR OF ROME 2 **(Import) £40**
An improvement on the first title. Loads of strategy, bags of options and menus, and edge of the seat gameplay. On the other hand, if you're not into strategy games you'll probably find this as boring as hell. ★★★

WHERE IN TIME IS CARMEN SANDIEGO? **E.A. £49.99**
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first of E.A.'s "Edutainment" series. Chase after the head honcho of the title by gathering clues and nabbing elements of her V.I.L.E. henchmen. Learn as you play – well, that's the general idea anyway... ★★★

WHIPRUSH **(Import) £15**
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level. Collectable weaponry, tough nasties and long levels. Nice, but not the best... ★★★★

WONDERBOY 3 MONSTER LAIR **SEGA £34.99**
Wonderboy, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with the MS version of *Wonderboy 3* and the Converter. ★★

WORLD CLASS LEADERBOARD **US GOLD £37.99**
One second your opponent's Nick Faldo, the next he's Stevie Wonder in this erratic, but nonetheless quite splendid, golfing sim. Better played against a friend, because against the console it's just far too frustrating. ★★★★

WORLD CUP ITALIA '90 **VIRGIN £29.99**
Coming from Virgin, who have plenty of coding experience, this soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. Go for *Super Kick Off* instead if you're looking for a quality sim. ★★

WRESTLE WAR **SEGA £34.99**
With loads of moves, some nicely detailed characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to fans of the, er, sport. Other people should steer well clear ★★★

XENON 2 **VIRGIN £34.99**
Sequel to the very successful *Xenon*, a vertically-scrolling shoot-'em-up in the classic tradition. Not as good as the Master System version and the gameplay has some serious flaws... ★★★

XDR **(Import) £35**
X-Dazedly-Ray believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Simple gamestyle with dodgy collision detection and nothing new. ★★

ZANY GOLF **E.A. £39.99**
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. ★★

ZERO WING **SEGA £39.95**
Toaplan provide their most polished horizontal blaster to date with *Zero Wing*. Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not quite a *Hellfire* beater, but pretty close! ★★★★★

ZOOM **£29.99**
Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. ★★

1943 **(Import) £20**
Known as *Dai Senpu*, this is the latest in the *1940* line of vertical, side-sliding shoot-'em-ups. Nicely detailed graphics with plenty of planes and ships to destroy, but still nothing special. ★★★

ACE OF ACES **SEGA £32.99**
Load of trash that falls short between a simulation and an arcade. Ghastly graphics and really crap gameplay make this even nastier than Kelly Le Brock's taste in aftershave. ★

ACTION FIGHTER **SEGA £12.99**
There are loads of excellent vertical scrollers, and this isn't one of them. Put it near the bottom of the list for its dull graphics and duller gameplay. ★★

AERIAL ASSAULT **SEGA £29.99**
P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers – it's all here. Unoriginal but good looking. ★★★★

AFTER BURNER **SEGA £29.99**
An okay conversion of a rather dull coin-op. Surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. ★★

ALEX KIDD IN HIGH-TECH WORLD **SEGA £29.99**
This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. ★★

ALEX KIDD AND THE LOST STARS **SEGA £29.99**
Worst of the series because of its tame platform action. Might keep your youngest cousin happy for a wet Monday afternoon – perhaps. ★★

ALEX KIDD IN MIRACLE WORLD **SEGA £24.99**
Alex's first outing is now the standard built-in Master System game – and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads of variety. ★★★★

ALEX KIDD IN SHINOBI WORLD **SEGA £29.99**
Novel twist to the *Alex Kidd* line-up – it's really a very slick, *Shinobi* meets *Super Mario Bros*. Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. ★★★★

ALF **SEGA £30**
I actually quite like the character on telly (okay, okay, only sometimes), but this? This is pure, undiluted swill. And 30 quid?? Do me a favour... ★

ALIEN 3 **FLYING EDGE £34.99**
An okay version of the Mega Drive game, but still lacking in the graphic and sound departments. It's also a lot easier than its 16-bit rival. ★★★

ALIEN STORM **SEGA £29.99**
Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ★★★

ALIEN SYNDROME **SEGA £29.99**
Even without the graphic frills and the two-player mode, this title is still a classic coin-op conversion – and it's on the Master System too. Tough, but easily throws down the gauntlet to die-hard blasting fans. ★★★★

ALTERED BEAST **SEGA £29.99**
Four levels of beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. ★★

AMERICAN BASEBALL **SEGA £29.99**
Competent translation of America's favourite sport with standard behind-the-player and overhead views – plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option – especially if you're miles better than your best mate and can thrash him into the ground. ★★★

AMERICAN PRO FOOTBALL **SEGA £29.99**
Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ★★★★

ARCADE SMASH HITS **VIRGIN £TBA**
Good grief! Another quantum leap backwards for ideas, this time from Virgin. 3 games – *Missile Command, Space Invaders* and *Centipede* – on one cart offer good Value For Money, but I doubt they'll last you that long. Arcade freaks'll love it though. ★★★

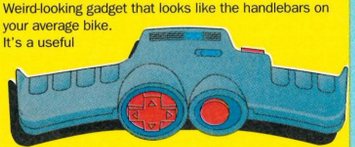
ASSAULT CITY **SEGA £29.99**
Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ★★★

ASTERIX **SEGA £29.99**
As Asterix and Obelix, you must negotiate Romans and other perils to rescue druid Getafix from the enemy. A platform adventure with truly awesome graphics and great Gallic gameplay. ★★★★★

ASTRO WARRIOR/PIT POT COMBO CARTRIDGE **SEGA £29.99**
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ★★★

■ *Asterix* on the Master System – surely one of the better platformers on the MS

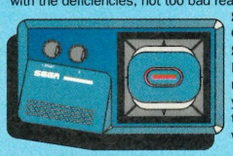
QUICKSHOT GAME CONTROLLER **QUICKSHOT £8.99**
Weird-looking gadget that looks like the handlebars on your average bike. It's a useful



shape though and can withstand a pretty intensive bout of gameplaying. The novel design also means you can snap it in two if you get really hot under the collar – a very thoughtful design feature. Thanks, Quickshot! (Of course, we at *Sega Power* take no responsibility for folk who go around mercilessly destroying other people's sticks...) ★★★★★

RAPID FIRE UNIT **SEGA £5.99**
A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the kind of firepower that would put even an Uzi 9mm to shame. Of course, if you've already got a turbo option on your joystick then it's not necessary, but a great piece of kit nonetheless and, much more importantly, it's dead cheap too. ★★★★★

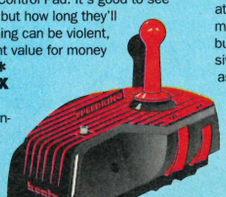
SEGA CONTROL PAD **SEGA £6.95**
A durable but piggin' ugly stick with a wobbly joypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street credibility whatsoever. If you can live with the deficiencies, not too bad really. ★★



SEGA HANDLE CONTROLLER **SEGA £39.99**
Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels a bit weak. ★★★

SG COMMANDER **SEGA £9.95**
Much much better than the Control Pad. It's good to see the Rapid Fire switches too, but how long they'll last is another matter – gaming can be violent, after all. Overall, brilliant value for money and quite cool. ★★★★

SPEEDKING KONIX £12.99
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. Hang on, this all sounds very familiar. Maybe all you lot havean appetite for weird things. I mean, *The Bug, The Intruder, Andy Smith* – where does it all end? ★★★

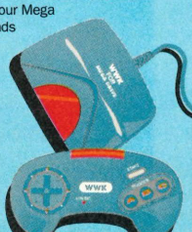


ULTIMATE SUPERSTICK **BEESHU £25.99**
Caters for left and right-handers (a good thing), has okay dial-a-speed (another good thing) and auto-fire facilities. Feels horribly weak though and looks a sight. ★★

ZOOMER **BEESHU £39.95**
Another "yoke" stick. And it doesn't really work. Yet another stick to consign to the crap bin... ★

FOR BOTH MACHINES...

INFRARED JOYPADS **SEGA £34.99**
Plug this infrared receiver into your Mega Drive and you can use the joypads at a distance of up to four metres from the receiver, but unless you've got a massive television set, you might as well play your games on a stamp seen through reversed toy telescope. Each joypad requires four HP 16batteries ★★★★



CARTRIDGE SOFT PAK **SEGA £7.99**
For the discerning gameplayer about town comes this acme of fashion accessories. The Cartridge Soft Pak is made of a tasteful blue and black material and has a sturdy velcro strip to hold your cartridges in place. It's all right really. ★★★★

3D GOGGLES **SEGA £49.99**
Plug-in goggles to give you that extra poise at parties. The effect isn't brilliant but they're quite a novel add-on. Just don't be seen in public. Ray-Bans they ain't. ★★★

GAME GEAR STUFF

AC ADAPTER **SEGA £9.99**
These don't come with the Game Gear, and since batteries last about as long as a British summer, you'd be well advised to get one.

BATTERY PACK **SEGA £29.99**
Say goodbye to battery blues with this very nifty rechargeable Battery Pack. You need the AC or Car Adapter to charge it up, but once powered, it can give you with a full day's worth of solid gameplaying –

AZTEC ADVENTURE **SEGA £12.99**
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ★★★

BANK PANIC **SEGA £17.99**
Wild West antics as you try to defeat crowds of gun-toting baddies. Watch the doors and windows, but make sure you don't hit the good guys! Nice quick-draw gameplay with bright and jolly visuals. ★★★

BASKETBALL NIGHTMARE **SEGA £29.99**
Well, it's basketball played by monsters, of course. What else did you think it was about? Good close-ups of shots and very enjoyable in two-player mode. Nightmare league is too easy for solo players though. ★★★

BATTLE OUT RUN **SEGA £29.99**
Goes up against Taito's *Chase H.Q.* and wins by a bumper. (Very) fast road racing with some demolition derbying thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ★★★★

BACK TO THE FUTURE 2 **IMAGE WORKS £29.99**
Oh please, this really isn't worth wasting space, time and energy on. Suffice to say, it's even worse than the sequel, which is, obviously... ★

BACK TO THE FUTURE 3 **IMAGE WORKS £29.99**
...Pretty junk in itself. In fact, I would rather watch "Lawnmower Man" 20 times on the toilet than play any one of these games for too long. And that's about as damning as you can get, I think. ★

BLADE EAGLE 3D **SEGA £19.99**
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target baddies. This is the only innovative feature in the whole game. ★★★

BOMBER RAID **SEGA £29.99**
Another vertically-scrolling Fire Button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ★★★

BUBBLE BOBBLE **SEGA £29.99**
Blow bubbles, trap monsters, burst 'em and then gather up all those bonuses as you try to rescue your girlies, Betty and Patty, from an evil witch. A very hectic but enjoyable conversion of the arcade hit with a fun simultaneous two-player mode. ★★★★

CALIFORNIA GAMES **SEGA £29.99**
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! ★★★★★

CAPTAIN SILVER **SEGA £29.99**
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. ★★

CASINO GAMES **SEGA £29.99**
A selection of wheelin' and dealin' in Las Vegas has you playing Blackjack, pinball, poker and one-armed bandits (eh?) in the quest for more money. Decent enough but very uninspired. ★★★

CASTLE OF ILLUSION **SEGA £29.99**
Mickey is well animated, the backdrops are stunning and the gameplay brilliant – this game works beautifully on the 8-bit. There's a mammoth task ahead too, so get on it – now! ★★★★★

CHAMPIONS OF EUROPE **TECMAGIK £29.99**
In "steaming piles of poo" terms, this footy game is somewhere at the top... ★

CHOPLIFTER **SEGA £24.99**
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ★★★★

CHUCK ROCK **VIRGIN £29.99**
S'not as exciting as other platformers of this ilk. Too much progress relies on learning from your mistakes instead of forward planning. And Chuck seems to have lost some weight in this version. It's good, but not *that* good. ★★★

CLOUD MASTER **SEGA £24.99**
Known as *Chuka Taisen* in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ★★★

COLUMNS **SEGA £24.99**
Nintendo practically own *Tetris,* so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ★★★★

CYBER SHINOBI **SEGA £29.99**
Shinobi 2, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues! ★★

CYBORG HUNTER **SEGA £24.99**
Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ★★★

DANAN THE JUNGLE FIGHTER **SEGA £29.99**
Take *Rastan,* throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ★★★

DEAD ANGLE **SEGA £29.99**
Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ★★★

DOUBLE DRAGON **SEGA £29.99**
The famous Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ★★★

DYNAMITE DUKE **SEGA £29.99**
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ★★★

DYNAMITE DUX **SEGA £29.99**
As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! ★★★

ENDURO RACER **SEGA £9.99**
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track, there are five different courses (played twice), and you can finish it in a week (great if you've got a week and ten quid to spare, I suppose...). ★★

E.S.W.A.T. **SEGA £29.99**
Poorly animated and with dead pathetic graphics, this multi-level platformer really has nothing to offer anyone over the age of seven. There's a good few hours play in it, but that's all. ★★

FANTASY ZONE **SEGA £12.99**
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ★★★★★

FANTASY ZONE 2 **SEGA £24.99**
Similar to the original *Fantasy Zone* but beefed up with loads of zippier aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. ★★★★★

FANTASY ZONE 3 THE MAZE **SEGA £24.99**
Pac Man meets *Fantasy Zone* in this peculiar labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer well clear though. ★★★

FIRE AND FORGET 2 **SEGA £29.99**
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Well flash – and plays well too. Definitely worth a look. ★★★★

FORGOTTEN WORLDS **SEGA £34.99**
Stunning shoot-'em-up conversion ruined by the lack of a two-player option and an over-easy missiony. Suitable for newcomers, but otherwise steer clear... ★★★

GAIN GROUND **SEGA £29.99**
Innovative combat game set over a series of static screens. Choose a team member and clear each area (from the bottom to the top). Interesting strategy element but average visuals. ★★★

GALAXY FORCE **SEGA £29.99**
Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ★★★★

GANGSTER TOWN **SEGA £24.99**
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ★★★

GAUNTLET **SEGA £29.99**
Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! ★★★★

GHOSTBUSTERS **SEGA £29.99**
Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! ★★★★

GHOST HOUSE **SEGA £17.99**
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! Previously available on card as well (and that really tells you its age!). ★★★

GHOULS 'N' GHOSTS **SEGA £29.99**
Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ★★★★

G-LOC **SEGA £29.99**
This is a poor man's *After Burner,* but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ★★★

GLOBAL DEFENCE **SEGA £12.99**
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics thrown into the odd mixture. Different, so worth a look. ★★★★

GOLDEN AXE **SEGA £29.99**
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ★★★★

GOLDEN AXE WARRIOR **SEGA £32.99**
Akin to *Golvellius,* this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. ★★

GOLFAMANIA **SEGA £32.99**
Tidy golf sim which features overhead rather than 3D views of the course. Fast and unfussy too. The soundtrack is appalling though so get yer Walkman out and listen to that instead. You have been warned. ★★★★

GOLVELLIUS **SEGA £29.99**
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure (if you don't know your way around RPG's yet) which tests your powers of reason and reaction. ★★★★

GREAT BASEBALL **SEGA £24.99**
This baseball simulation has been superseded by *American Baseball,* but there's little to choose between the two. This one lacks the graphical frills of its rival, but it's a fiver cheaper. ★★★

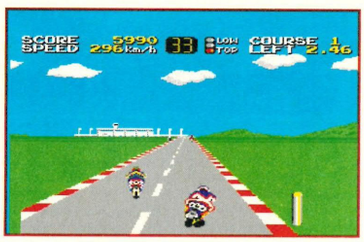
GREAT BASKETBALL **SEGA £24.99**
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head battle, but don't depend on it for any big-time thrills. ★★

GREAT FOOTBALL **SEGA £24.99**
No, this isn't soccer from old Blighty – this is American Football. Tough competition from *American Pro Football,* and this is left wanting: few tactical plays, heavy sprite glitch and a poor one-player mode. ★★★

GREAT GOLF **SEGA £24.99**
Leaderboard-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ★★★

GREAT ICE HOCKEY **SEGA Deleted**
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ★★★★

GREAT VOLLEYBALL **SEGA £24.99**
A simulation which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short shelf life. ★★



■ *Hang On* on the Master System – looked good then, and it still looks great today

HANG ON **SEGA £9.99**
Coin-op two-wheeler affair, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed – it's quite spectacular to play. Entertaining and pretty much timeless. Previously available on card. ★★★★

HANG ON/ASTRO WARRIOR COMBO CARTRIDGE **SEGA (Not applicable)**
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ★★★★

HANG ON/SAFARI HUNT COMBO CARTRIDGE **SEGA (Not applicable)**
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shotters. If you're a new owner, you could do worse than try your luck with this bargain cart. ★★★★

HEAVYWEIGHT CHAMPIONSHIP BOXING **SEGA £24.99**
Fisticuffs á la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players. ★★★

INDIANA JONES AND THE LAST CRUSADE **US GOLD £29.99**
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. Help Indy get to the Holy Grail in time – and before an insane Nazi archaeologist can realise his dreams of world domination *(I loved the film – shame the game's not so hot – Andy).* One of the neatest looking Master System titles available, but marred, unfortunately, by the finickity gameplay. ★★★

IMPOSSIBLE MISSION **US GOLD £29.99**
This classic platform-leaper is brilliant. Jump the robots and prevent the Mad Scientist from causing global nuclear destruction. They never seem to learn, these megalomaniacal types... ★★★★★

JOE MONTANA FOOTBALL **SEGA £29.99**
A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ★★★

KENSEIDEN **SEGA £29.99**
Pretty oriental slice-'em-up. Main character is slow and unresponsive, but there's a lot of game... ★★★★

KLAX **SEGA £24.99**
Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along a belt and you must arrange them correctly in order to earn megapoints. Braintaxing fun, but nothing spectacular. If puzzles are your thang, then go for it. ★★★

KUNG FU KID **SEGA £24.99**
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ★★★★

LEMMINGS **SEGA £29.99**
Considering the limitations of the machine, this is a fantastic conversion. 100 levels of brain-enhancing frolics as you desperately try to save the hapless rodents. One of the better games to ask for. ★★★★

LINE OF FIRE **SEGA £29.99**
Don't expect the 3D visuals of the coin-op – this is just another vertically scrolling shoot-'em-up with loads of

er, and that's quite a bit really when you come to think about it. ★

CAR ADAPTER **SEGA £17.99**
One end of this 1.5m long lead plugs into the Game Gear, the other into a car's lighter socket (you'll just have to cut down on those cigarettes now, won't you?. It's great if you're on a long journey in the old motor – and saves on the cost of your normal batteries too (always a problem with the Gear) . ★★★★

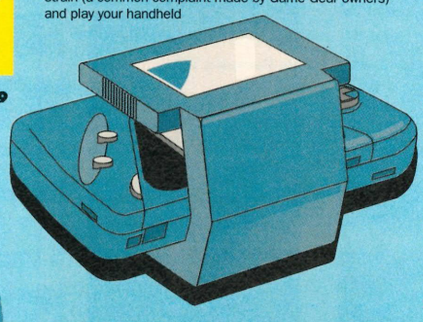
GEAR-TO-GEAR CABLE **SEGA £4.99**
Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when *both* players have a version of the same game. Daft, but that's the way it is, I'm afraid. ★★★★★

MAGNIGEAR **EUROMAX £11.99**
Not as good as the Wide Gear, but it does enlarge the handheld's tiny display *reasonably* well. ★★★

MASTER SYSTEM ADAPTER **£34.99**
Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ★★★★★

TV TUNER **SEGA £74.99**
Small oblong doobrie that plugs into the cart slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV. Eastenders? Home And Away? Well, you'll never have to miss your favourite programmes ever again with one of these. Dead useful or what? ★★★

WIDE GEAR **SEGA £14.99**
This fixes directly onto your Game Gear and attempts to improve the quality of the screen by magnifying the titchy display. Now you can say good-bye to that painful old eye-strain (a common complaint made by Game Gear owners) and play your handheld



'til you drop! At just under £15, the Wide Gear is pretty expensive for what it is, but the improvements made to the display are worth checking out. It's certainly better than the Beeshu Magnifier any road up... ★★★★

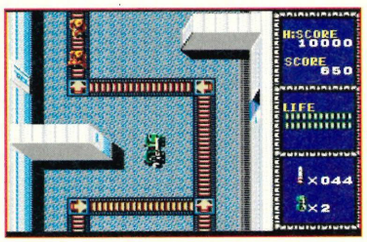
STRANGER THINGS HAVE HAPPENED

GRAVIS **SPECTRAVIDEO, AROUND £40**
This tabletop stick looks well impressive. It boasts adjustable stick tension, three independent Fire Buttons, a foam–covered stick and comes in either a black or a transparent casing.

JET RANGE **PRODUCT 2000 LTD**
There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair. Until then, you'll just have to save up your dosh.

MEGAPLAY **TO BE ANNOUNCED**
An adapter that enables you to plug 12 games into your Mega Drive at once then instantly access any one of them at the flick of a switch.
Could be good, but there's no release date as yet, so don't hold your breath.

MENACER **SEGA AROUND £40**
A Light Phaser for the Mega Drive. Er, shoot things on your screen and, er, have lots of fun. With games like *Terminator 2* in the offing, this may be worth waiting out for. More news as and when...



■ *Line Of Fire* on the Master System. A competent shooter, but there are better.

baddies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. ★★★

LORD OF THE SWORD SEGA £29.99
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ★★★

THE LUCKY DIME CAPER SEGA £29.99
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven huge levels to explore, superhero Donald Duck himself and a host of other Disney characters to interact with, you really have your work cut out for you too. Piggin' good game, this... ★★★★★

MARBLE MADNESS DOMARK £29.99
Classic rolling game that stands up on its own on the Master System. Not much lasting appeal and no two-player mode, but pretty tough and fun to play. ★★★

MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART SEGA Deleted
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksman Shooting, Trap Shooting, Safari Hunt* cart below? ★★

MARKSMAN SHOOTING/TRAP SHOOTING/SAFARI HUNT COMBO CART SEGA Not applicable
Free with the Light Phaser, this packs three shooting games – the best thing being *Safari Hunt*. Loadsa nicely animated targets too. ★★★

MASTER CHESS SEGA £29.99
Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess lovers will love this version. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ★★★★★

MASTER OF DARKNESS SEGA £29.99
A fair attempt at a platformer in the *Ninja Gaiden* mould. Like most games nowadays though, it's not that original – and it's too short. Ho hum... ★★★

MAZE HUNTER 3D SEGA £19.99
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables to liven things up. ★★

MIRACLE WARRIORS SEGA £32.99
Control four brave heroes in this Japanese fantasy role-playing game. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. ★★★★

MISSILE DEFENCE 3D SEGA £19.99
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... ★★

MONOPOLY SEGA £29.99
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ★★★★

MOONWALKER SEGA £29.99
Old Wacko Jacko gets pixelised for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ★★★

MS PAC-MAN SEGA £29.99
Stone Age gameplay, but this is still a faithful conversion of the coin-op. What's more, you can get Pac-Man to join in with the excellent two-player mode. Lots of fun and the girlie side provides an interesting slant. ★★★★

MY HERO SEGA £17.99
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the ninja action's pretty decent – especially when you compare it to some of the ropier examples of ninja action games. Bit pricey in its current cart format. Previously available on card. ★★★

NEW ZEALAND STORY TECMAGIK £34.99
A very good example of how a top-class platform game should be done. ★★★★

NINJA SEGA £9.99
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ★★★★

NINJA GAIDEN SEGA £32.99
An above-average ninja platform game with good graphics, – even if they are a tad on the small side. Unfortunately, a bit too similar to other platformers. ★★★

OLYMPIC GOLD US GOLD £34.99
Sporting sims like this are often regarded as dull, boring and repetitive. *Olympic Gold* rises above this level by a fair amount, but after a while it's bound to become dull, boring and repetitive. ★★★

OPERATION WOLF SEGA £29.99
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ★★★★★

OUT RUN SEGA £29.99
Take away the steering wheel and snazzy graphics you get with the coin-op and what's left? A competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's good fun. ★★★

OUT RUN EUROPA SEGA £29.99
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date, in our opinion. ★★★★

OUT RUN 3D SEGA £29.99
Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. ★★★

PAC-MANIA TECMAGIK £29.99
Blimey, this one's well ancient – remember the original *Pac Man?* This a four-way scrolling isometric version, except that now you can get Paccy to jump *over* ghosts! Smooth, slick and *very* playable. ★★★★

PAPERBOY SEGA £29.99
Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, but you're really going back in time a bit with this one.. ★★★★

PARLOUR GAMES SEGA £17.99
What an odd program! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. ★★★

PENGUIN LAND SEGA £29.99
Vertical platform puzzler and a cross between *Pengo* and the everso everso famous *Boulderdash*. Guide penguin and egg through each infested level, avoiding monsters and keeping the egg in one piece. Brilliantly designed and very addictive. ★★★★

PHANTASY STAR SEGA £39.99
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months and months. Astounding and huge. Get it. ★★★★★

POPULOUS TECMAGIK £34.99
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ★★★★★

POSEIDON WARS 3D SEGA £19.99
Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. ★★

POWER STRIKE SEGA £24.99
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy to rival the best of 'em. A real test for even the most battle-hardened of blasting fans. ★★★★★

PRINCE OF PERSIA DOMARK £29.99
This has got to be one of the best animated carts on the Master ever. Huge dungeon area to explore and diverse ways to die keep you on your toes all the way to the end. A milestone in 8-bit graphics. ★★★★★

PRO WRESTLING SEGA £24.99
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ★★★

PSYCHIC WORLD SEGA £29.99
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look if you're feeling frisky. ★★★

PSYCHO FOX SEGA £29.99
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Shame they made it too easy though... ★★★★

PUTT AND PUTTER GOLF SEGA £29.99
Uncomplicated and bland looking title, but it has everything to offer in the two-player addictiveness stakes. Bash, paddle and even putt your way through 36 weird courses. Lasting ability and fun in one-player mode are highly questionable though. ★★★★

QUARTET SEGA £24.99
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them – and that takes away a lot of the fun. Playable, but lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... ★★★

RAMBO 3 SEGA £29.99
This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing. Tough, gritty and very challenging. Certainly a rare Phaser game – one of quality. ★★★★

RAMPAGE SEGA £29.99
You and a buddy control a giant werewolf, ape or lizard and must smash up all the on-screen buildings. Strictly for fun – and a laff it is too! ★★★★

RAMPART DOMARK £29.99
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. ★★★

RASTAN SEGA £29.99
The Barbaric conversion from the Taito coin-op. Moody, atmospheric, action-packed and very playable, this is probably the best sounding game you can get on the Master System to date – that's the truth. ★★★★★

R.C. GRAND PRIX SEGA £29.99
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. ★★

RESCUE MISSION SEGA £9.99
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety if you're going to stick with it. ★★

ROCKY SEGA £29.99
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. ★★★

R-TYPE SEGA £29.99
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blastier (er?) than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master System anywhere. BUY IT! ★★★★★

SAGAIA SEGA £32.99
This really is one of the better shoot-'em-ups for the 8-bit. It offers colourful, well-defined graphics and some of the most original guardians this side of the fourth dimension, yet alone the fifth!. Not too easy, so you're not going to complete it in a day either. Unfortunately it has rather-naff sounds. ★★★★

SCRAMBLE SPIRITS SEGA £29.99
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling too. ★★

SECRET COMMAND SEGA £12.99
Two-player vertical scroller in the true tradition of *Ikari Warriors*. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US of A, and *Secret Command* on the title screen! ★★★★

SHADOW OF THE BEAST TECMAGIK £29.99
Beneath the supersmooth graphics and animation in this horizontal scroller lies very little in the gameplay department. Such a shame – good to look at though. Oh well, better luck next time, Tecmagik... ★★★★

SHANGHAI SEGA £24.99
Curious Chinese puzzle game: pair up tiles to remove them from the pile of assorted ones on-screen. All you've got to do is clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! You should play it just to see it! ★★★★★

SHINOBI SEGA £29.99
This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, smart bonus rounds, good graphics and captivating moments that'll have you grippin yer stick. ★★★★★

SHOOTING GALLERY SEGA £24.99
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals – and a few nice effects (like the backdrops falling apart as you progress). ★★★★

SLAP SHOT SEGA £29.99
Ice hockey with slippery players and a hands-on punch-up option just to liven things up a bit! A good two-player sim but lacking in long-term interest. ★★★★

SMASH TV FLYING EDGE £29.99
Slightly easier than the impossible Mega Drive version, but the graphics are really awful (pass the sick bag) and the firing is mostly hit and miss. Not really much skill involved in this, I'm afraid. ★★

SONIC THE HEDGEHOG SEGA £29.99
The quickly prickly out on the Master. Supersmooth graphics and totally dreamy gameplay – all on the 8-bit machine. You really have to see it to believe it – it's the best there is. ★★★★★

SONIC THE HEDGEHOG 2 SEGA £34.99
The hog returns! The levels are bigger, they're crammed with secret rooms – and it's even faster. An amazing piece of programming. Still a tad too easy, but who cares when a game's this much fun? ★★★★★

SCI SEGA £29.99
Short for *Special Criminal Investigations*, this is basically *Chase HQ* on the Master System. Not bad, even quite addictive for a while, but it's a bit on the slow side, and this badly cramps the long-term interest. ★★★

SPACE HARRIER SEGA £29.99
Old coin-op conversion (with a ridiculous plot) which still looks good, despite its age. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. ★★★★

SPACE HARRIER 3D SEGA £19.99
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles, of course). ★★★★

SPEEDBALL SEGA £29.99
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. Definitely worth every penny.. ★★★★

SPELLCASTER SEGA £29.99
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too – thank heavens for the save game feature though. You'd be in the soup without it. ★★★★★

SPIDER-MAN FLYING EDGE £29.99
Yet another *Shinobi*-style scrolling platformer. Plain back-

GET THOSE DIGITS WORKING!

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TIME TO LET OFF SOME STEAM!

Well, we're nearly at that time of year again. You know the one, when people start feeling happy, spend far too much money and recieve tons of goodies.. Yep, it's nearly chrimbo! I suspect by now that you lot have already got a good idea of what you'd like. Lists have been written, ideas chewed over and hopes dashed.

This is the busiest time of the year here at the *Sega Power* office. Deadlines are coming thick and fast, and there just do not seem to be enough hours in the day. Anyway, please think of us while you're stuffing your turkey and veg in yer gob, 'cos I expect that we'll still be here, slaving away on the Feb issue.

I could tell you what I would like for Chrimbo, but I don't think it would make it through to print anyway, so I better hadn't.

Remember to take great care when it comes to choosing software, in this, our most generous of periods. There are some great games around at the moment, but there are some dreadful turkeys too.

At this very moment, John is playing *Home Alone*, and from the sounds he's making, I could assume that he isn't that impressed. What is it about film licences? Some have been good – *Terminator* and *Alien 3* – but most of them are very dire. *Home Alone* being one, the sad *Predator 2* and the laughable *Back to the Future 3*.

I'm also personally getting sick and tired of the same old shoot-'em-ups and platformers coming through. Let's have some more imagination out there guys !!

drops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans – are there any of you left out there, that's what I want to know? **

SPORTS PAD FOOTBALL **SEGA Deleted**
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal joypad, it would be great – if only you could get hold of the thing! ****

SPY VS SPY **SEGA £17.99**
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode. ***

STRIDER **SEGA £29.99**
As acrobatic hero, Hiryu, you must save the world (again) in this scrolling platform-cum-beat-'em-up game. It looks good but unfortunately it fails to offer any long-term challenge. ****

SUBMARINE ATTACK **SEGA £29.99**
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit *too* nigh for my liking. Play it and see... ***

SUMMER GAMES **SEGA £29.99**
Multi-player sequel to *World Games*. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. **

SUPER KICK OFF **US GOLD £34.99**
At last! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. *****

SUPER MONACO G.P. **SEGA £29.99**
With dual viewscreens, two players can race head-to-head in this quality conversion for the Master System. It's fun, but the cars don't handle very well, and you won't see much in the way of scenery as you're pegging it around the course. Shame. ***

SUPER MONACO G.P. 2 **SEGA £29.99**
Slow, slow, and slower still. *Super Monaco G.P. 2* grinds to a halt before it's even begun. Improvements to graphics and sound have been made, but it's still vague. **

SUPER REAL BASKETBALL **SEGA £24.99**
A marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. We think it's more the fault of the sport than the game itself though. ***

SUPER SPACE INVADERS **DOMARK £29.99**
The game that started it all off is now available on your Master System – and it's even better than the original too. Plan your route to the big end-of-level boss and enjoy all the Invader novelties (splitting Invaders, for instance) and handy power-ups. *****

TAZ MANIA **SEGA £29.99**
A fair attempt at trying to create the 16-bit smash on the ol' MS. The main problem, however, is that so much has been cut from the original, you're left with just a standard platform game... ***

TEDDY BOY **SEGA £9.99**
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. Previously available on card. ***

TENNIS ACE **SEGA £29.99**
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ****

TERMINATOR **VIRGIN £29.99**
Pretty average platformer sold off the back of Arnold. There's enough action for diehards and good gameplay too, but the sound's awful and there aren't enough levels. Too shallow. ***

THUNDER BLADE **SEGA £29.99**
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action, pleasant graphics and a very long and challenging mission. ***

TIME SOLDIERS **SEGA £29.99**
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. A below-average coin-op conversion. ***

TOM AND JERRY **SEGA £29.99**
Some good graphics help make this look – initially – very attractive, but after only a few plays, it gets incredibly boring. Then you realise that the game is really a huge crock! What a disappointment! **

TRIVIAL PURSUIT **DOMARK £32.99**
Not everyone's idea of a fun game, but perfect for those nights when you've got your friends round. Squillions of questions and loads of humour. Excellent! ***

ULTIMA 4 **SEGA £39.99**
First of the *Ultima* series of role-playing game adventures available for the Master System. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. *****

VIGILANTE **SEGA £29.99**
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with a highly distinctive oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ***

WANTED **SEGA £24.99**
One of the better Light Phaser games which has you battling against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows, and you've got to blast 'em and earn yourself loads of points! Bonus screens and scrolling stages provide variety but it still needs more levels. ***

WIMBLEDON **SEGA £29.99**
Not the best sport in the world (Andy prefers American Football – he would, wouldn't he? *(Oi! I heard that – Andy)*, but this is a brilliant simulation nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). And, more importantly, it's damn good fun too. ****

WONDERBOY **SEGA £24.99**
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ***

WONDERBOY IN MONSTERLAND **SEGA £29.99**
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find and use. Captivating and very entertaining gameplay. ****

WONDERBOY 3 **SEGA £29.99**
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. *****

WOODY POP **Deleted**
This ancient *Arkanoid* clone has just resurfaced on the Game Gear (see Game Gear games below). Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. Available on card only. ****

WORLD CLASS LEADERBOARD **US GOLD £29.99**
This old 3D golf game looks dated, but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to look out for while your changing your clubs around. It lacks options, but in multi-player mode it's heaps of fun! ****

WORLD CUP ITALIA '90 **SEGA £24.99**
This soccer simulation viewed from above just missed the whole competition when released. And good job too! This is best viewed from a long way off. **

WORLD GRAND PRIX **SEGA £12.99**
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! ****

WORLD SOCCER **SEGA £24.99**
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives *Italia '90* a pummelling. ***

XENON 2 **VIRGIN £24.99**
Tricky and tough aliens make for a real challenge in this fabulous vertically-scrolling shoot-'em-up. It's not quite a "classic" game for the Master System, but it still manages to offer plenty of engaging action to keep you (and your mates) on the edge of your seats. ****

Y'S THE VANISHED OMENS **SEGA £32.99**
This roel-playing game boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screen for months to come. If you've finished the *PS* series, check it out ****

ZILLION **SEGA £24.99**
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do and nice looking, but awful to control – it really ruins the gameplay... ****

ZILLION 2 TRI FORMATION **SEGA £24.99**
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding too. **

AERIAL ASSAULT **SEGA £27.99**
Some quite nice graphics in this rather plain blast-'em-up, but the gameplay is sooooo dodgy, it's just not worth telling you about it. The enemies are very dull and absolutely no threat whatsoever. A very sad and boring game. Our advice is simple. Avoid! *

BATTER UP **(Import) £20**
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the gameplay, however, and the strange display doesn't help much. As always though, the two-player mode really lifts things up. On your own, you might as well pack up and go home. ***

CASTLE OF ILLUSION **SEGA £24.99**
Mickey Mouse in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack – it may be getting old, but this is still a fun game. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld. If you can put up with that, it's good fun (you could get around that with a Wide Gear or summit, I suppose). ****

THE CHESSMASTER **SEGA £24.99**
Well, what did you expect? You can't go wrong with a version as good as this. Excellent graphics, some decent digitised speech and loads and loads of chess. Er, yes. *****

COLUMNS **SEGA £19.99**
Tetris gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive you'll be glad to hear and it offers a great Gear-to-Gear two-player option so you can challenge a friend. ****

CRYSTAL WARRIORS **SEGA £29.99**
Tactix and action cross paths in this absolute killer of a game. Gets you addicted early on and then pulls you right into the action. Lovely graphics and animation too. This is definitely one to go for. *****

DEVILISH **SEGA £24.99**
A good attempt at a cross between *Arkanoid* and pinball. Unfortunately, the game isn't that addictive and it ultimately fails. Good fun for a few hours, but no real lasting appeal ***

DRAGON CRYSTAL **SEGA £24.99**
Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows tiresome. Poor "statistical" combat puts the final nail in the coffin. **

FACTORY PANIC **SEGA £24.99**
A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts in order to guide various goodies to your hungry customers. Sadly, the security guards get in your way and mar the otherwise enjoyable puzzlin' gameplay. **

FANTASY ZONE **SEGA £24.99**
Brilliant presentation let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good the Master version. Untapped potential. **

G-LOC **SEGA £24.99**
Superb introduction sequence followed by some not-very-superb gameplay. Fast, *After Burner*-like, but with all the bad aspects of that game: repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money. **

GEORGE FOREMAN'S KO BOXING **FLYING EDGE £27.99**
One of the worst games around for your handheld. There's very little skill involved – basically, just smack away and hope for the best. Very sad indeed. *

HALLEY WARS **SEGA £24.99**
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. ****

HASTLE GOLBY **(Import) £25**
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcadey fun, and has great sound, but unfortunately the gameplay is repetitive. ***

JOE MONTANA FOOTBALL **SEGA £24.99**
Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and lack of options. Choose tails every time on the toss to win and throw the ball and you can't go wrong. ***

THE LUCKY DIME CAPER **SEGA £24.99**
Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive gameplay. Walt would've been proud... *****

MARBLE MADNESS **DOMARK £27.99**
Does the idea of rolling a marble around a seemingly endless amount of ramps interest you? If so, then you'll love this conversion 'cos it's pretty damn close to the original. Not a game for everybody though. ****

NINJA GAIDEN **SEGA £24.99**
A fun walk, jump and hack-'em-up with fiddly graphics but six levels of frantic ninja action. If you liked *GG Shinobi* then you'll love this (even if it is a tad too easy). ****

OLYMPIC GOLD **US GOLD £27.99**
A balanced series of events, well animated graphics and nicely presented. The Gear is a bit small for the frantic Button-bashing that's needed, however, and the gameplay is a bit old hat. ***

OUT RUN **SEGA £24.99**
Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ****

OUT RUN EUROPA **SEGA £19.99**
This action cum driving game is definitely worth checking out. Plenty of levels and some of the sexiest graphics we've yet seen on the Game Gear – plus action and gameplay to go with it. It's the only decent driving title available on the handheld at present. ****

PAC-MAN **(Import) £20**
The famous lemon chomps his way through the blue maze while avoiding the colourful ghosts (yet again). Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. *****

PENGO **SEGA £19.99**
Remember this one? Ancient gameplay but it's still decent enough. Slide the ice blocks to squash your enemies and make with the strategic thinking. Simple, fairly dull and with no longevity. ***

POPILS **(Import) £20**
Rescue your gorgeous chick from Popils the sorceror (ho hum). A puzzler head and shoulders above the rest with 100 levels and a fun Gear-to-Gear option. There's also an edit facility and memory back-up. *****

PSYCHIC WORLD **SEGA £19.99**
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure – just to spice things up. Not meaty enough for discerning game-players, but neat and certainly very playable. ***

PUTT AND PUTTER **SEGA £25.99**
Crazy golf – but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it very boring in the long run. ***

GG SHINOBI **SEGA £24.99**
First dedicated Game Gear title, and what a right stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superluvverly sonics – but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. *****

SLIDER **SEGA £24.99**
99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Plenty of neat little extras (bonuses and so on), but there's no two-player mode and far too many continue/password options. ****

SOLITAIRE POKER **SEGA £25.99**
This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Pluck cards from "shoes" (not that kind of shoe...) on the left and slide 'em into the card grid on the right. Good fun, but not really something shoot-'em-up buffs have been waiting for. ***

SONIC THE HEDGEHOG **SEGA £29.99**
Just as juicy as the Master System version, this classic game has all the features of the original. The action's even been enlarged to cope with the Game Gear's smaller display. 'Kin superb. *****

SPACE HARRIER **SEGA £24.99**
Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jetbike into enemy territory, destroying all manner of huge and segmented nasties. Fun but too tough on the thumbs! ****

SPIDER-MAN **SEGA £24.99**
Brilliant conversion for the handheld. Slick animation, stunning graphics and great soundtrack combine to make this a classic cart. The next best thing after *Sonic* and very hard to crack. Perfect. ****

SUPER KICK OFF **US GOLD £27.99**
This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. Great graphics too. A must buy! *****

SUPER MONACO G.P. **SEGA £19.99**
Compromised graphics and unrealistic handling make this a game for racing freaks only – so that's Andy out then. He can't even drive. Okay, so it's saved to a great extent by the head-to-head option, but don't expect a mini coin-op crammed onto your handheld... **

SUPER OFF-ROAD RACER **VIRGIN £24.99**
A perfect conversion of an excellent coin-op. The Game Gear copes very well with the small graphics, and if you have a Gear to Gear cable, two can play. It's without a doubt the best racing game on the Game Gear – at present! ****

TERMINATOR **VIRGIN £TBA**
It's hard trying to imagine squeezing the whole of Arnie into a small Game Gear, but that's what Virgin have done. Much better in the gameplay department than the Mega Drive version and very nearly a classic. ****

WIMBLEDON **SEGA £29.99**
The best tennis game for the Game Gear (let's face it, it's the *only* tennis game for the Game Gear). Fast, furious, and there's a password feature so you can build up the strength of your player over the various tournaments. An essential buy for tennis fans. ****

WONDERBOY **SEGA £19.99**
Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long time to get into the action, and even when you get that far, it's undercooked. Okay, but there are plenty of better handheld titles around – just look at 'em. **

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Thanks to Fergus from Probe for the Menacer, Michael for the loan of the pump (?), and Nix for the freelance.

Thanks should also go to Kathy and Farah for introducing me to the delights of sunny Bournemouth – which is better than I thought. Especially the Hot House club and the "quiet" pubs!

Finally, thanks to Phillip Clements. I'll be seing you soon. (Oh yeah, and you lot – have a good Chrimbo and New Year, okay?)

HONEST WARREN'S CHARTER:

Hello, Sega dudes. Honest Warren here. Now, as you can see, this month I've got a whole load of top deals and bargains for you to feast your eyes on.

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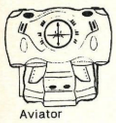
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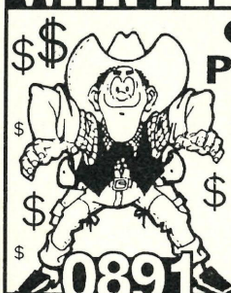

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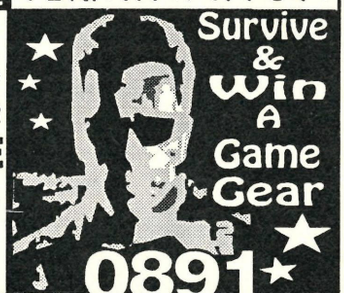

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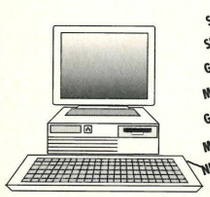

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SCRIBBLINGS

Santa's not got the monopoly on being good 'n' nice and giving out presents, you know. We here at *Sega Power* do it all year round. As always, there are badges to be won for your thoughts – and one lucky bod will earn a well smart *Sega Power* T-Shirt too!

SOMETIMES, JUST SOMETIMES mind you, we get letters from readers who haven't really, erm, taken the time to work out what they want to say before they say it.

This makes them look and sound a bit, erm, daft. Check out this month's sample of quality – and all genuine – examples of wibbling away without thinking first!

■ ...Will you send me a book about when it was made and all about The Games – I need this because I am doing all about Toys and Games wood you send me a poster of *Sonic*. And is *Sonic* the best game for the Master System. I don't no if you will send it back but do do.

Whoops! Classic case here of not engaging brain before selecting a gear with the pen first. Bonkers, totally bonkers! Andy

■ ...The Super Nintendo has some well known arcade games like the well known *Street Fighter 2* game which is very well known.

No kidding! Andy

■ ...I am thinking of buying a Mega CD but I only have a Game Gear. Can I play on the Mega CD without a Mega Drive and can I use the CDs on a normal CD which is like the Wondermega but doesn't have the Mega Drive bits in it?

Erm, what? I give up. That's it, Dan, I'm out of here. Andy

■ ...I have just become a reader of *Sega Power* and finished of Mean Machines. Is your magazine any good?

We like to think so. Andy

■ Yore a friend of Sonic and his friends are good so are my friends.

Ahh, sweet (and bonkers)... Andy

SEGA POWER

COMMUNICATION, THAT'S THE KEY TO EXCELLENT Sega playing – so what better place to communicate with the hundreds of thousands of other Sega players than via the *Sega Power* letters pages, eh?

If you've got anything on your mind – and it doesn't really have to be mega serious, just interesting – get it down on paper and send it in to: Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Here we go, here we go, here we go...

NEW READERS START HERE

Dear *Sega Power*,

I have a few questions. Do Genesis games play on the Mega Drive? Are American games cheaper? Is it worth getting a Japanese Converter?

Timothy Lawson, Poole

Ooh! It's been ages since I had a letter like this. Still, I suppose there are thousands of new players joining the Sega tip every week who aren't as informed as the rest of us.

Genesis games work fine on British Mega Drives (for the moment, but things will soon change when the new wave of games with a special security chip start to circulate). They are often cheaper in the States. Japanese games will only run on British Mega Drives via a Converter (these cost about £10). Unfortunately, Converters don't always change the text, so if you're planning on playing anything other than a bog-standard shoot-'em-up you might have problems.

Things are a-changing even as I speak, so always try to run games you like the look of on your machine before handing over the dosh. **Andy**

■ **Genesis games work on the Mega Drive at the moment, but beware! Those security chips are coming with a new wave of games so things could change. See New Readers Start Here...**

YOU BLEEDIN' EEJIT!

Dear *Sega Power*,

I've found that if I have two linked up Game Gears actually touching each other, with *Sonic* in one

MANY A TRUE WORD SPOKEN IN JEST...

STAR LETTER

Dear *Sega Power*,

After months of writing letters, scouring libraries and asking people in the street to try a new washing powder (*oh, get on with it...*), I have come to the following conclusions. People will buy:

a. Something useful.
b. Something attractive.
c. Something fun/pleasurable.
d. Something to make their friends jealous.

Now, as regards the SNES in answer to each of these points, the following comes to light:

a. It is about as useful as a large, rubber fish.
b. It is a small, grey box and about as attractive as the rear end of an Indian elephant.
c. It is about as much fun as a dirty weekend with Nora Batty's grandmother.
d. It's got 32,000 colours and costs £150! Wow!

So there you have it, the sole reason people are buying the SNES is because they think it's going to make their friends jealous – that's why Nintendo play this element up on their adverts.

Sam Jones, Nuthall

■ **The Super Nintendo in its various incarnations. But will only sheep want one? Sometimes people will rush out and buy what their friends say is the "best" thing... We think some of 'em should do a little more research next time!**

You may not be too far from the truth, actually, Sam. People are often sheep when it comes to following fashion. You know what it's like – you have to have the right kind of trainers or everyone laughs at you. The same thing happens in the console world.

***People always want the machine that's currently considered to be the "best" by the uninformed masses. The SNES has effectively been enjoying the limelight simply because of* Street Fighter 2.**

There will always be people who don't really know a good from a bad game – and will buy a console simply on the strength of one title.

The intelligent population, however, will look at a machine, consider its strengths and weaknesses, look at the software available currently and in the future and then make the choice.

***This is when the smart money goes on a Mega Drive. You know that, we know that – and most game-players who really have their fingers on the gaming pulse know that too. Have yourself a* Sega Power *T-Shirt for being so clever.* Andy**

and *Joe Montana* in the other, and then press Button 1 on each Game Gear simultaneously, I can get *John Madden's Football '92* on our TV downstairs.

Is this because I haven't got an Amiga? Or is it because my TV Tuner aerial is bent?

Darren McGhee, Bristol

No. It's because you're playing on Sunday evening when Channel 4 are broadcasting one of their American Football games – that or you're wearing blue underpants at the time.

(Note: this person is just joking, kids. You can't get your Game Gears to have this effect on your telly, no matter how hard you try). **Andy**

WON'T GO, CAN'T ENTER

Dear *Sega Power,*

I am writing to complain about the Gamesplayer Of The Year Competition that Future Publishing have been running.

The Liverpool City centre store wasn't even mentioned in your list of times and places.

This is very annoying because it means that I can't take part!

Karl Sturgeon, Liverpool

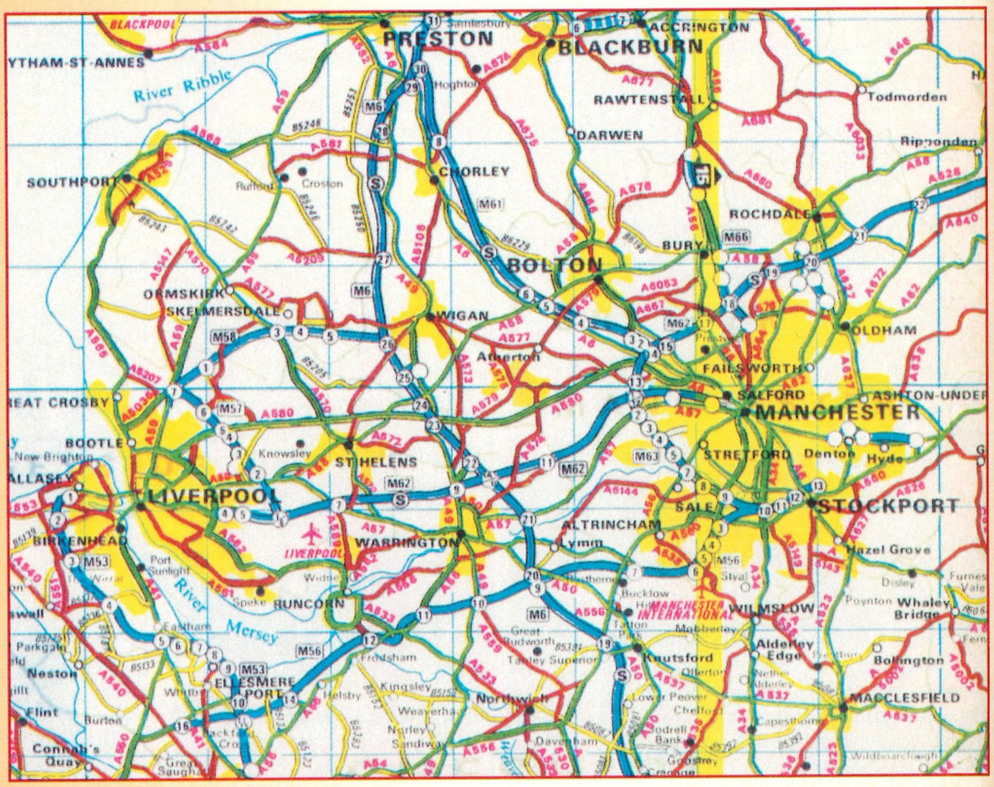
Oh dear. What's happened to the youth of today? Look, Karl, I don't know why the Liverpool store wasn't one of the venues for the competition, but you can rest assured it was for a very good reason.

And, anyway, what about the Virgin Games Centre in Manchester? That was a venue, wasn't it? If I could've entered the Competition then I would have found out where the nearest venue was and travelled to it.

Good grief! You can't expect everything in life to land on your doorstep! How far away is Manchester from Liverpool? How long would it take on the bus? Don't you think the journey would have been worth it if it meant you had a chance to win £10,000? I bleedin' would have, matey!

And I'm sure the lucky person who won the £10,000 prize at the Future Entertainment Show recently is bleedin' happy they made the effort to get off their backsides and take part!

Hell's teeth – I'd have even walked from Liverpool to Manchester for a stab at that kind of money! **Andy**



■ **Liverpool to Manchester really isn't very far at all, you know – especially when £10,000 is at stake. You can't expect everything in life to land on your doorstep – you've got to get off your backside! See Won't Go, Can't Enter...**

WRONG CODES

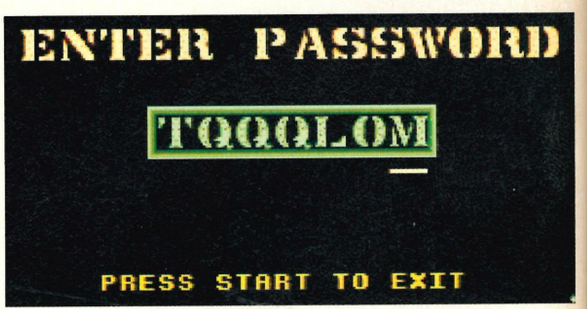
Dear *Sega Power,*

I can't get past mission two in *Desert Strike.* You have printed codes for missions three and four in the past, but they don't work – and I've already tried codes from two other sources and they don't work either.

Scott Ellis, Brighton

Scott, don't you think you might be doing something wrong – you have tried three different sources, after all? No-one else has had any problems putting in Desert Strike *codes (they're spelt out in the novel that came with this issue).*

Just make sure you know your "L's" from your "I's" and things should be fine. Try 'em again. **Andy**



■ **Now is it really so difficult to enter a code on the *Desert Strike* code screen? Some people obviously think so. See Wrong Codes**

SOUND ADVICE

Dear *Sega Power,*

I don't know what kind of Mega Drive to buy my son – a UK PAL Mega Drive, a Japanese Mega Drive or an American Genesis machine. What's the difference between them and which one should I get?

In answer to William Main's letter *(Sega Power* 36) – William was discussing the psychology of older people being afraid of new technology – well, I am over 35... and yet I'm still buying new technology for my son.

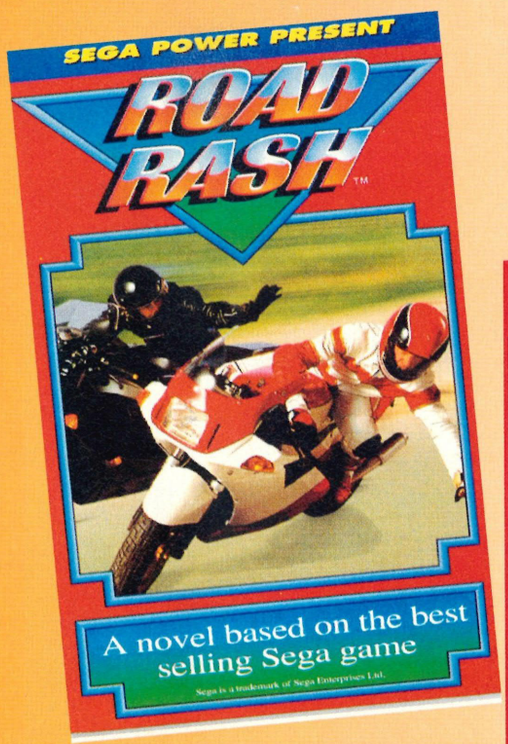
I believe in video games because I know that my son is not out on some street corner, but, in fact, learning a few lessons – not least, the lesson of persistence – while he's playing them.

Video games are very good at rewarding people who try, try and try again. I'm also glad that my son's venting any frustration and anger he has on a couple of nasty sprites rather than on fellow humans.

T Corcoran, Widnes

And very well said too, Mr Corcoran. You'll already know which machine to buy, because you'll have received my letter (this is a one-off folks, don't expect personal replies yourself. I only answered this one because I didn't want Mr Corcoran's son getting the wrong machine for Christmas).

There certainly are good reasons to play video games. And the best thing you can do, Mr Corcoran, is buy a two-player game



ROAD RASH WANTED

Dear *Sega Power,*

Do you know where I can get hold of a copy of the *Road Rash* novel? I understand it was given away with your magazine at one time.

R Selby, Bristol

You're right. We gave it away on the cover of the May 1992 issue (Sega Power *30). The issue is still available from our Back Issues department, so trot back to page 80 and fill in the form!* **Andy**

■ ***Road Rash* the novel, a *Sega Power* freebie. Nearly as good as the *Desert Strike* novel, but how do you get hold of a copy? Trot back to page 80...**

and get stuck in on the Mega Drive with your son. It may not be your idea of a great time, but you can bet your son will get a lot out of it. Happy gaming – and have a Sega Power *Badge.* **Andy**

OVER 35

Dear *Sega Power,*
In response to William Main's letter *(Sega Power* 36), the answer is obvious – the generation gap.

Thirty-five years ago, these "cynics" were out walking, building treehouses in the garden, scrumping apples or being involved in some other similar outdoor activity. To them, spending hours in front of a television – killing, destroying and maiming – could only be seen as an unproductive activity.

I think William Main suffers from exactly the same problem that he pointed out so well – he doesn't understand a different generation's ideology.
Bruce Mitlur, Cannock

And I'm not sure I entirely understand your letter! I think I know what you're getting at, but the next comment is much clearer... **Andy**

ALSO OVER 35

Dear *Sega Power,*
In reply to William Main's letter *(Sega Power* 36), my husband and myself are both in our late 50s and adore Sega games. We both love new technology of any sort. William has just been listening to the wrong people.

Admittedly, it took us three weeks to complete *Castle Of Illusion, Sonic The Hedgehog* and numerous others, but the only contempt we experience is from young kids who think they own the consoles in Dixons (or whatever), or shop assistants who always assume we're buying games for our grandchildren.

Video games are addictive, true, but unlike drugs they heighten your senses rather than dull them.
June Cook, Charlton

Well said, June. I'd be well chuffed if some of my older relatives were into playing games (still, they're game enough to give it a shot at Christmas when we all get together round the Mega Drive). Maybe Mr Main was being too sweeping in his generalisations? **Andy**

WELL, I LIKED IT...

Dear *Sega Power,*
Danny Curley on "You Bet!" – gosh, wow, phooaar! Most definitely a winner – luvverly haircut, nice T-Shirt (tucked into jeans) – and what a humiliating blindfold! Talk about stuck for contestants!

And what about Neil "I used to work on *Sega Power* but they didn't like my coffee so I left" West on "Gamesmaster"? Sega T-Shirt, eh? Woo woo! But enough. The main point of my letter is this: will you print it?
D Whittingham, Sevenoaks

Yes. **Andy**

WORTH A MINT...

Dear *Sega Power,*
I own, with my sister, a copy of the special launch issue of *S – The Sega Mag* (which, of course, went on to become *Sega Power).* I was wondering how much it was worth now and where's the best place to sell it?
Kathryn Leggett, Wicklewood

Cripes! We've only got one copy in the office and that's looking the worse for wear. I don't know how much it's worth, but the best place is probably in the Sega Power Small Ads section (page 120). I guess the answer is it's worth whatever somebody wants to pay for it.

You never know. You might get loads of money from someone who's really desperate. **Andy**

PICKY, PICKY, PICKY!

Dear *Sega Power,*
I was saddened to see that, in your review of *Twinkle Tale (Sega Power* 36: 66%), you refer to a "mythical beast called a gryphon". This is incorrect. The creature you

Twinkle Tale on the Mega Drive – and this mythical beast isn't a gryphon, it's a chimera, just in case you didn't know. There, now you can all sleep easy. See Picky, Picky, Picky!

showed was actually a chimera. Didn't any of you study Mythological Zoology at school?
Mark Hides, Sheffield

Whoops! You're right, we were wrong. **Andy**

FLIES ROUND...

Dear *Sega Power,*
Millions of pounds are spent on advertising these days, so I thought I would point out why Nintendo's adverts are so rubbish.

At the beginning of one TV ad we hear: "Stay calm and concentrate on the screen."

All very well, you may think, but after seeing games that make *Altered Beast* look good we then get to see a plonker of a robot catch a fly.

Well, this is where Nintendo slipped up, because we all know what flies hang around, don't we? Keep up the good work with your brilliant magazine.
Paul Hamilton, Cranleigh

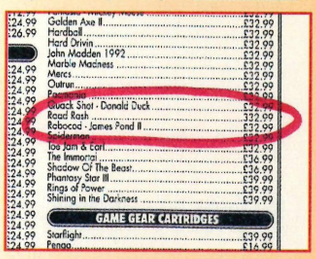
I'm sure I don't know what you mean (snigger). **Andy**

THE PRICE IS RIGHT

Dear *Sega Power,*
I'd just like to say what a brilliant mag *Sega Power* is. But did you spot the mistake on page 56 in issue 36? There was a small Mail Order advert which offered Sega owners the chance to buy games cheaper by mail. Unfortunately, the ad was offering *Road Rash* for the bargain price of £332.99! Now I'm no expert on cart prices, but I do think that's a little steep!
Iain Hughes, Stockport

Actually, it's a special one-off cart plated in 18 carat gold. Quite a bargain really. **Andy**

Wow! *Road Rash* is good, but I don't think it's worth that much! This is known in the trade as a cock-up. See The Price is Right...



What d'ya mean, you've forgotten the address already? Here it is: Scribblings, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. Get writing if you fancy winning a *Sega Power* T-Shirt or Badge.

NOT EVERYTHING IN LIFE IS ALL sweetness and light, you know. And when things really get on top of you, the best way to keep your sanity is, as the song goes, shout, shout, let it all out! Ahem.

And here's the best place to shout your head off at anything in the world that's really cheesing you off. Send your bits to: Rant 'N' Rave, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. Ear plugs in, folks, here we go...

...I am annoyed. I am 23 years old and I have been brought up on computer games for most of my life. I started with a Binatone (remember? The one with the two straight lines and the square ball?), before going on to an Atari console, a Vic 20, a Commodore 64, a Sega Master System – and then a Mega Drive.

My point is this: why do people in TV, especially "Gamesmaster", think that only kids play video games? I mean, even though "Gamesmaster" is a really good show, why are the challenges just directed towards kids?

Have you ever seen anyone over 20 do a challenge? Nope, me neither. Am I too old to play video games? I don't think so, but I'd like to hear what other *Sega Power* readers have to say.
Ged, Merseyside

...I'm so absolutely sick of Curly this, Curly that! He's got the biggest ego on the planet, if not in the whole bleedin' universe! That fat git couldn't tell an SNES from a Mega Drive! All he'd need to shave off that pathetic piece of fluff which rests on his fat upper lip is a cat to lick his face! What about that Man Utd strip he's always wearing? Does he ever change?

Lastly, no girlie would ever, ever, ever go within ten feet of that thing!
Some Girlie, Somewhere

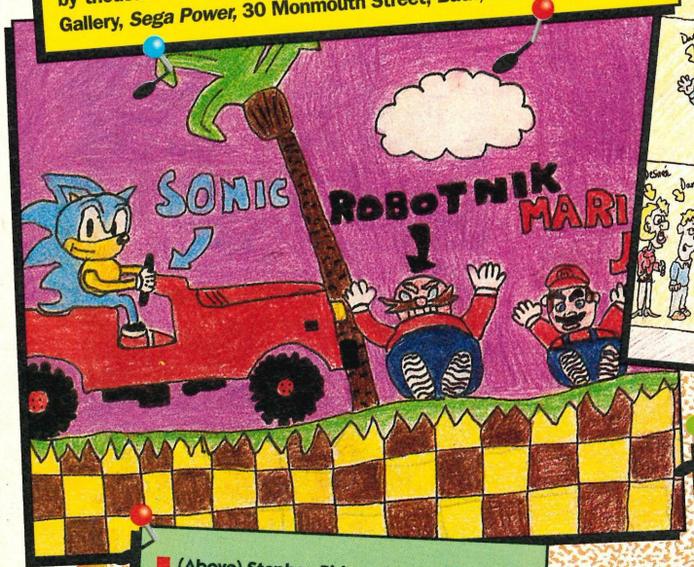
I'm really annoyed that Sega have brought out cheaper games. I know most people think this is a good idea, but what about the bods who bought the titles when they were full price?

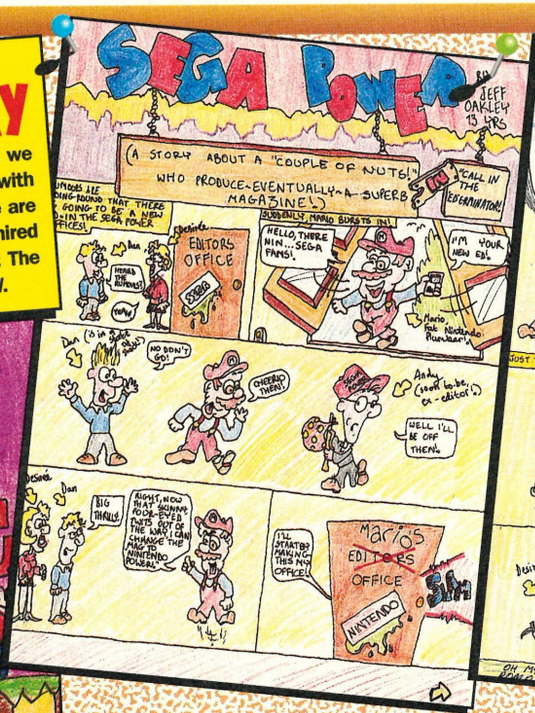
I can't even sell the games at their original cost now, because people will be able to buy them at the new reduced rates.

It wouldn't be so bad if Sega had told us the names of the games that were going to be reduced – but they didn't. I don't think people should bother buying any games until they know what's happening!
Mary Pickerton, Aylesbury

THE SEGA POWER GALLERY

Welcome, once again, to the *Sega Power* Gallery. This is where we give you the chance to fill our pages (well, two of 'em anyway) with your excellent (for the most part) sketches and drawings. There are no prizes on offer here – just the chance to have your work admired by thousands of people throughout the land! Send your stuff to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

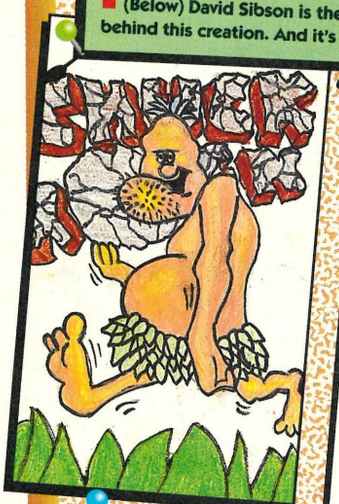


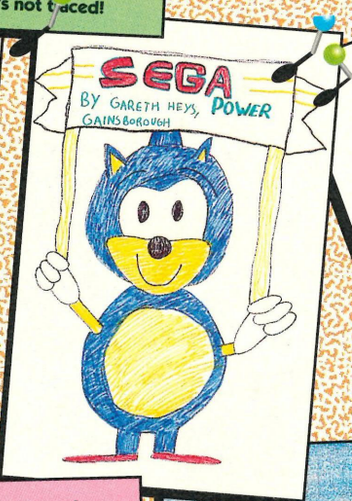


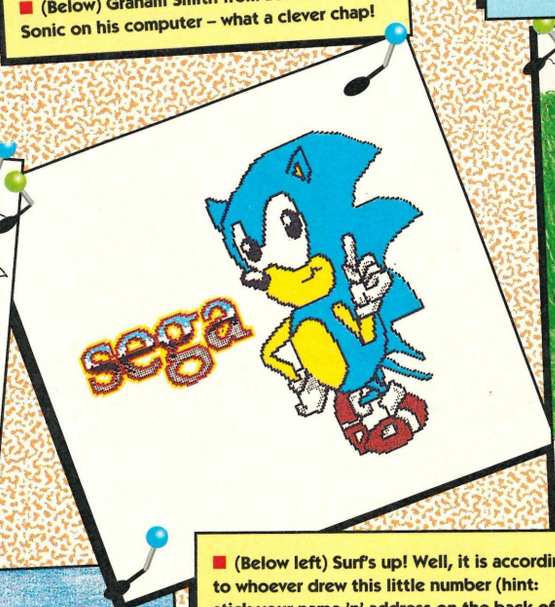
■ (Above) Jeff Oakley from Huntingdon drew this amusing comic strip – an excellent effort!
■ (Below) Graham Smith from Bath drew this Sonic on his computer – what a clever chap!

■ (Below) This scrawny looking Taz came to us from an anonymous source. He doesn't look as though he's eaten for several weeks, does he? (Actually, he looks like Dan after one too many sherries the night before...)

■ (Above) Stephen Birkett from Burton-On-Trent is the chap behind this sketch
■ (Below) David Sibson is the *Chuck Rock* fan behind this creation. And it's not traced!

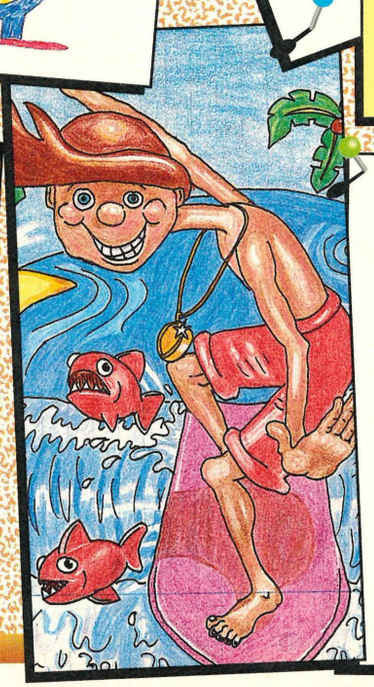






■ (Below left) Surf's up! Well, it is according to whoever drew this little number (hint: stick your name 'n' address on the back of your piccies next time please, okay? Okay!)

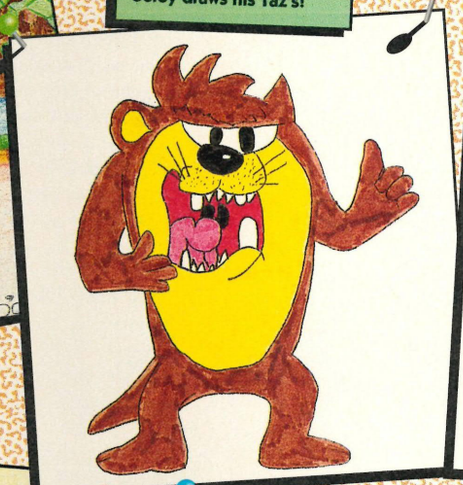
■ (Above right) I lurve this picture!
■ (Below) Now this is more like it! Colourful – and no Sonic or Taz! Hurrah!

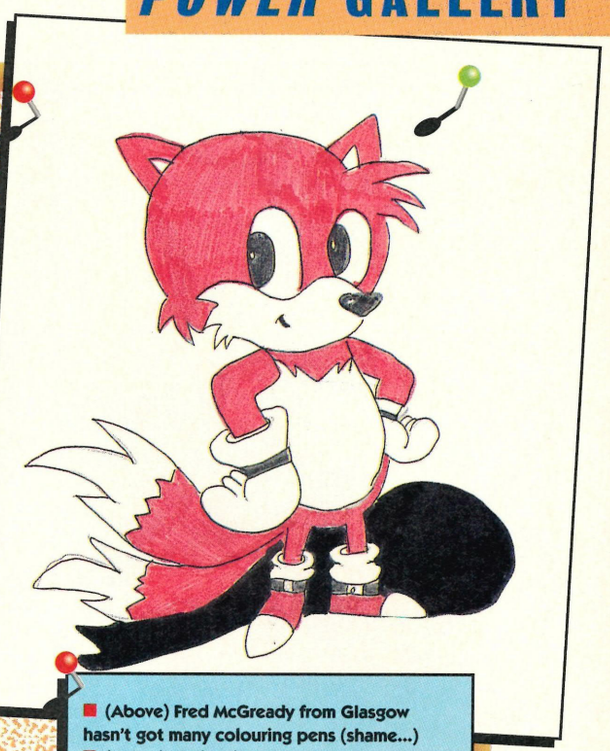


■ Here's another piccy on a popular theme, and again it's from an anonymous artist. Nicely done though, isn't it?

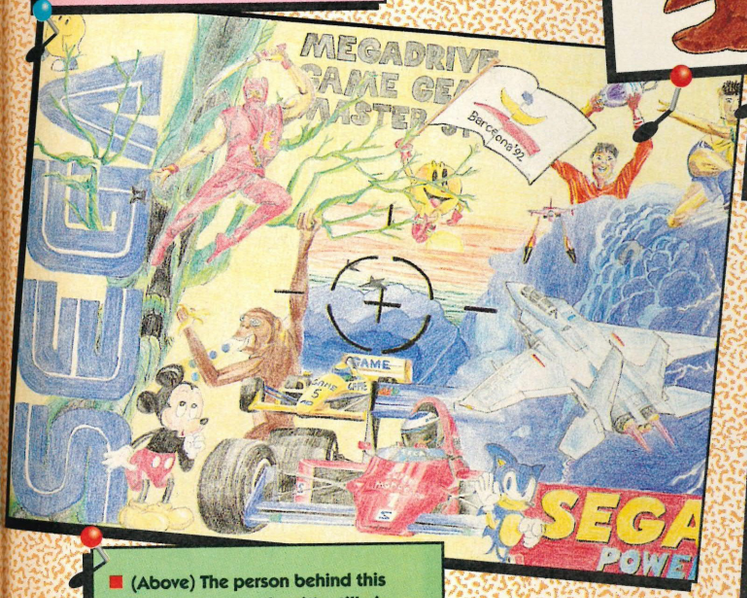
■ (Above) Aruid (eh?) drew this high quality pic. Shame it's Sonic tho'...

■ (Below) big, bright and bold. That's how Adrian Walker from Selby draws his Taz's!



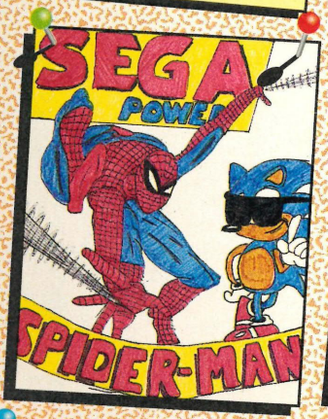


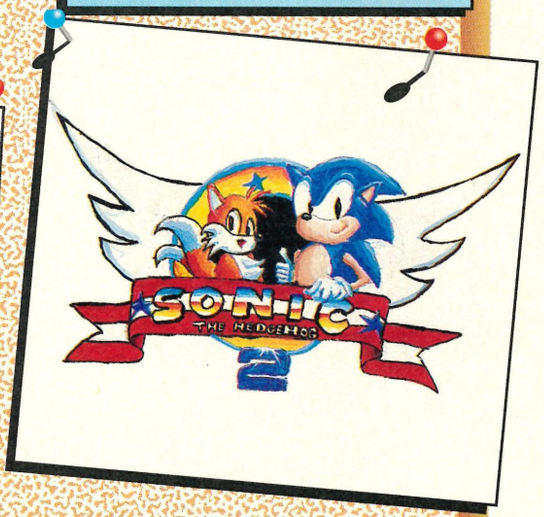
■ (Above) Fred McGready from Glasgow hasn't got many colouring pens (shame...)
■ (Below) Siz (eh?) painted this – and it's excellent. A dull and boring subject, however



■ (Above) The person behind this sketch is unknown, but it's still nice...

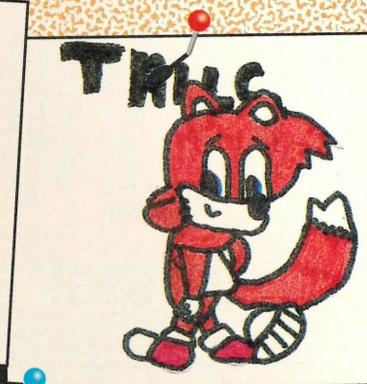
■ (Below) Gareth Entwistle from Bolton is a Spider-Man fan – and why not, eh? I am too!

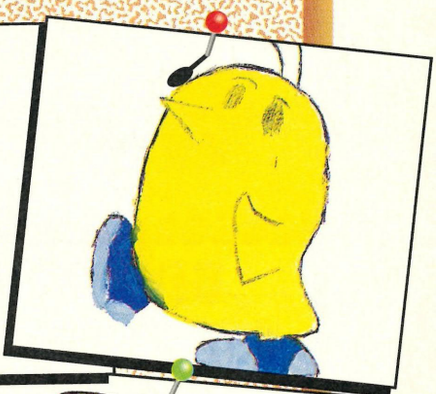


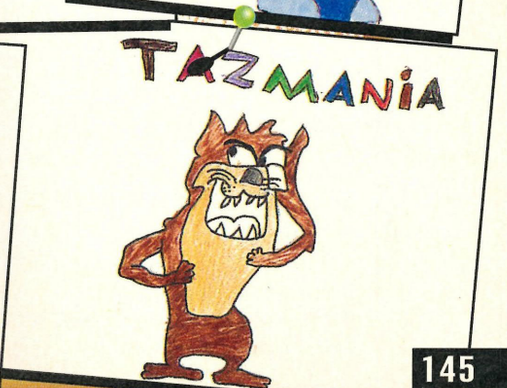


DAN'S "EXPERI-MENTAL" CORNER

Oh joy! This month we've got a truly *wonderful* selection of "groovy" pictures to get you going. I dunno, maybe I'm just a tad cruel or something – I can't help but find these pictures extremely funny... Not that they're bad drawings, of course. No, it's just that some of them are, erm, well, odd...







the BACK PAGE

• The last Fish Question of 1992 – and all those winners in print too! •

FISHTASTIC DECEMBER QUESTION

THIS MONTH'S FISH IS AN ANGLER – and what a truly odd looking finny being it is too. But anyway, in keeping with the Fishtastic tradition, here's a multiple choice question. Ready? Good. As well as being called the frogfish, this most curious of creatures is also known as the...

A. Monkfish
B. Popefish
C. Nunfish

Write down the answer to this question (and the name of the Mega Drive E.A. cart you'd like if you win) on a postcard and send it in to: The Fishtastic December Question, *Sega Power*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Make sure you get your entry in by Sunday 10 January 1993. The first five correct answers pulled will win the senders an E.A. Mega Drive cart of their choice.

And don't forget to cut out the picture of the Angler fish on this page and stick it on the relevant piccy on your 1992 *Robocod* Calendar. If you've been a devoted *Sega Power* reader and completed said Calendar, you (and 19 others) could each win two E.A. Mega Drive carts of your choice. How's that for a New Year prezzie?

The Angler fish: the wriggly thing on its odd head is there to entice prey. Our Karen likes to fish, but she's yet to catch one of these muthas!

A big shout and sloppy kisses to Helen at A.V.A. Europa ☎ 05814 636 for the speedy loan of the helmets and Kushitani leathers. If you're after a mirrored visor or racing boots for your brother, then Helen's the girl to speak to... They all have lovely Scottish lilts too!

CELEBRATE 1993 WITH SOME NIFTY PRIZES...

THE FISHTASTIC OCTOBER QUESTION

We asked for the latin name of the Tench – and thousands of you wrote in with the right answer... It was, of course, the Tinca tinca.

The first five correct entries pulled from the hat (who each win themselves a superb Electronic Arts game of their choice) are: **M Watson** from **Worksop, R Haywood** from **Lincoln, David Eady** from **Kempston, Lee Webster** from **Poulton-le-flyde** and **Mark Glen** from **Bristol.** Congrats, peeps, the carts are in the post even as I write...

MY HEELS LIGHT UP IN THE DARK COMPO

We asked you how many people there were in a *Speedball* team when the team were on the pitch (that meant, the number of people on the field, not the number of bods you could have in your squad. Sneaky, eh?).

A lot of you thought the number was five, but that's on the Master System version. We wanted the number on the 8-bit incarnation (what do you mean, we didn't make that clear? You're supposed to just know that instinctively!). The answer we were looking for then was, in fact, nine.

The first 20 correct answers win themselves a pair of Galactica trainers from the LA Gear Lights range – and here they are: **Tony Brice** from **Hillingdon, P Smith** from **Salford, A Koturbasz** from **Oldham, Andrew Lee** from **Hexham, David Falp** from **Leamington Spa, Henry Tosh** from **Bristol, J Large** from **Brighouse, D Sinclair** from **Ely, D Smith** from **Manchester, Anthony Davies** from good old **London, Daniel Miller** from **Northampton, Ian Price** from **Milton Keynes, Seab Baird** from **Cardiff, Daniel Goatley** from **Soton, Angie Baldaro** from **Dorking, Daniel Williams** from **Fflint, Ian Hamer** from **Welwyn Garden City, Allan Dalgarno** from **Wormit, Geoff Affairs** from **Preston** – and **G Winward** from **Adlington.**

And the runners-up (who each receive a copy of *Speedball 2* on the Mega Drive) are: **Richard Lorrison** from **Colne, L Ellis** from **Braintree, Wayne Crools** from **Wellbank, Anthony Hewit** from **Newcastle** and **A Dixon** from **Burstwick.** Well done, folks!

ANDY WROTE ONE OF 'EM COMPO!

Who wrote the Simon & Schuster Pro Master range of Sega tips books?

Why, Andy Smith, Bob Wade, David Wilson and Jason Orbaum, of course. The first body pulled was **C Robinson** from **Ipswich** who wins a wonderful Mega CD (when it's finally available) plus the full range of the books. The second winner was **Paul Hughes** from **Manchester** who wins a Game Gear and four of the games featured in the series, plus a range of the books. The third winner, who wins a complete set of the books, was **Owen Hinchcliffe** from **Nottingham.**

BREAKIN' INTO 1993!

Message: You can't avoid to miss the next issue – STOP – give this bit of paper to your newsagent – STOP – and endless pleasure results – STOP – next issue out on **Thursday 7 January 1993** – STOP – pleasure guaranteed – STOP – ha, don't stop – *(Dan, I can tell you wrote this... – Andy)*

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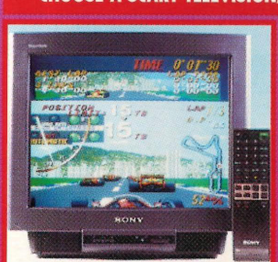

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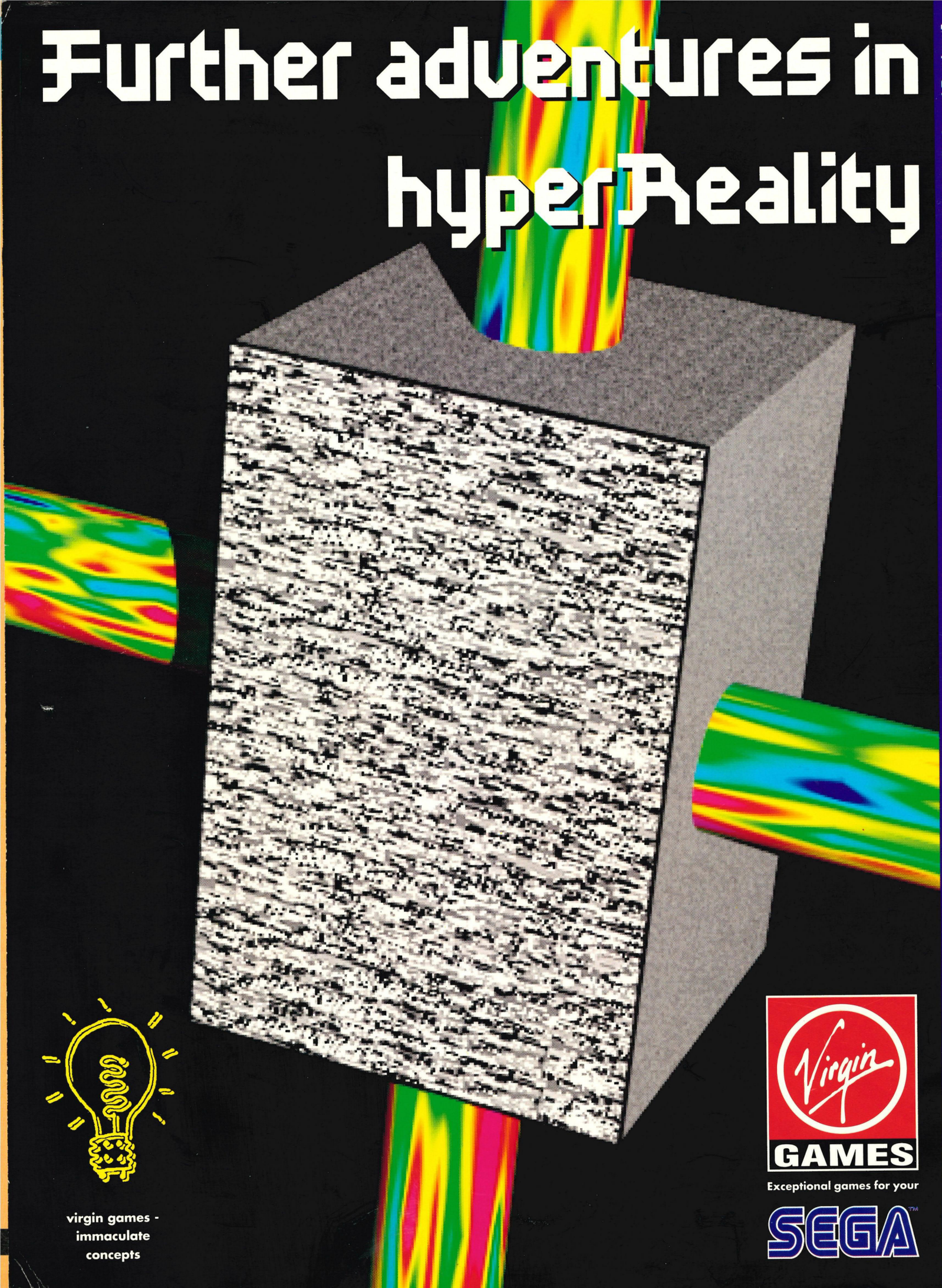

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