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Saturn • Mega Drive • Game Gear

Every Saturn game EVER reviewed & rated! • Issue 84

# SEGA POWER

## Can You Handle it?



## Over 70 Great Saturn Games Coming Your Way!

### The End is Nigh!
We've nabbed the first shots of Saturn Doom!

### Here he Comes...
Exclusive Street Racer Saturn preview!

### Sleep Well
Part one of our 16-page NiGHTS total solution!

### Monster Mash
Is Alien Trilogy really as good as they say?

First Pics! Ultimate MK3 on the Mega Drive!

Turn to page 16 NOW!

**Exclusives:** Virtua Fighter Kids • Saturn Bomberman • Blam! Machinehead • NHL Hockey '97 • Whizz • Bust-A-Move 2

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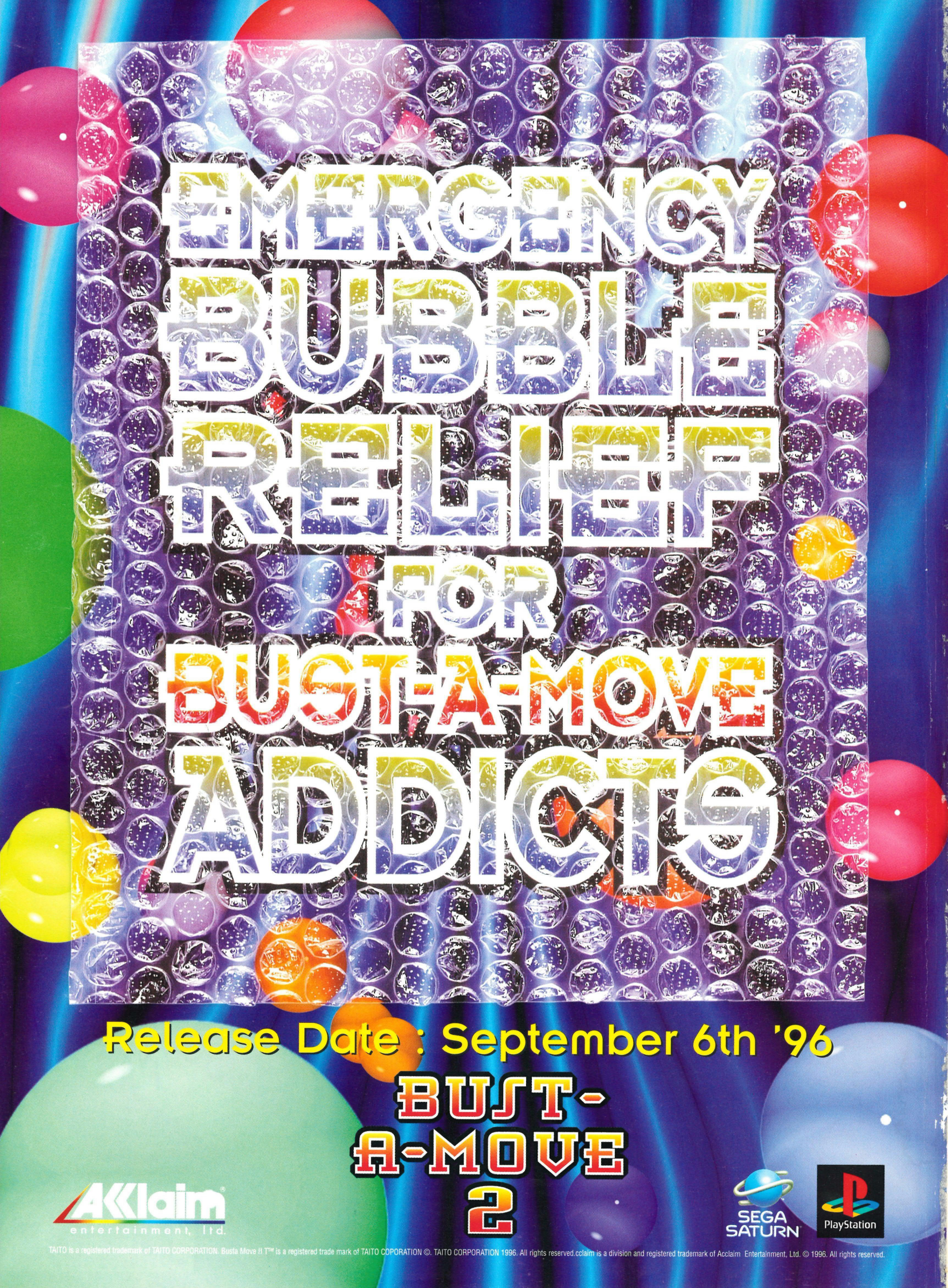
SEGA POWER ISSUE 84 OCTOBER 1996

Over 70 New Saturn Games Featured, Street Racer, VF Kids, Bomberman, UMK3 (MD), First Pics of Doom


EMERGENCY
BUBBLE
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FOR
BUST-A-MOVE
ADDICTS
Release Date : September 6th '96
BUST-
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Acclaim
entertainment, ltd.
SEGA
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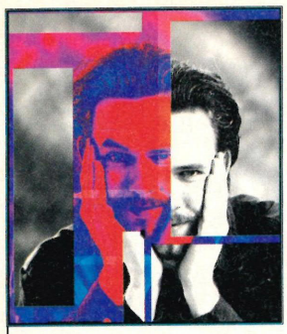
# Inside This Issue...



## Welcome...
### ...to *Sega Power*!

He never played a game in his life and he smelt of old men's trousers... so we killed him. Bopped him on the back of the head and buried him out in the woods.

Nah, all lies. The official line is that Nick has gone to do 'some secret project' involving the internet and all the nerdy boring twaddle that air-breathing humans like you and me avoid like the proverbial.

The facts are thus... I (being Dean Mortlock) am the new Editor of *Sega Power*. This is a good thing. Why? Because this is my fiftieth issue and there's no one on the planet with more experience on Sega games, that's why.

Oh, and on a sadder note, we were declined a review of *Olympic Soccer* from US Gold because the Saturn version still wasn't finished. Fair enough, but what about the review that appeared in the last issue of *Mean Machines*? It would appear that Gus reviewed the PlayStation version and had the merest glance at a totally unplayable Saturn one.

Thankfully, though we're not that desperate for exclusives and will wait until next month for a COMPLETELY finished version of the game. Just thought you'd like to know. So, go forth and enjoy, there's plenty more where this came from.

• ***Dean Mortlock, Editor***

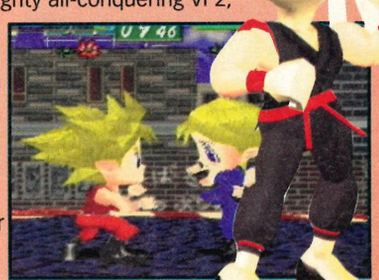
**25** **"The game runs at 60 frames-per-second - very smooth when you consider that Sega Rally runs at 30."** What are we talking about? only the FIRST proper Paddington stare at **Street Racer** for the Saturn. It looks brilliant! Go there, like NOW!

**38** Our hugely likeable **Alien Trilogy** review starts on the page of that large number up there. James did it and he knows more about the game than most people alive. Or dead.

***"Take Alien Trilogy, the Dark, a Big Screen hooked up to a decent stereo and you have probably the scariest, most atmospheric computer game ever!"***

**62** **NiGHTS** is a game that's likely to baffle you with its complexity. Not us though, we're professionals. Up all day and night we were, just to bring you the first part of our massive 16 pages of the best tips for **NiGHTS**. Please, don't thanks us... we do it for love and the smiles on your faces.

**44** Well, is **Virtua Fighter Kids** a worthy progression from the mighty all-conquering VF2, or is it a sad excuse to make a few extra bob from gullible fans? Neither, really, but the full details can now be revealed in our exclusive review.



***"Stamp venereal disease with the official VF logo and the Japanese will queue down the street to catch it."***

## Who is who Who...

(*Sega Power*, the only mag where everyone gets to be an Editor.)
EDITOR Dean Mortlock ART EDITOR Laura MacGregor PRODUCTION EDITOR James Ashton PUBLISHER Chris Power MANAGING DIRECTOR Greg Ingham CHAIRMAN Nick Alexander PRODUCTION COORDINATOR Lisa Smith AD MANAGER Dominic Beaven AD SALES Claire Eastwood CONTRIBUTORS Dave Perrett, Mark Ramshaw, Les Ellis, Marshal Rosenthal, Nick Merritt, Will Groves, Quay Contract Publishing LINO AND SCANNING Simon Windsor, Chris Stocker, Jon Moore, Mark Gover, Jason Titley SPECIAL LOVE To Emma, my girlfriend who, come March, will give birth to a wonderful child that I had a little something to do with. LOADS of love, Dean xxx

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• *Sega Power* is still up to its grubby knees in sewerage from 'SURFING the INFORMATION SUPER-HIGHWAY'. If you have the technology go here: http://www.futurenet.co.uk/
• Emails to dmortlock@futurenet.co.uk, lmacgregor@futurenet.co.uk

SORRY! Tips call are the work of the Devil and we don't LIKE the Devil. PLease write to the usual address and we WILL do something to try to help your weighty plight

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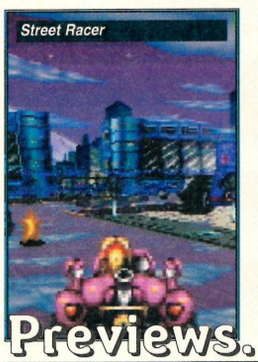
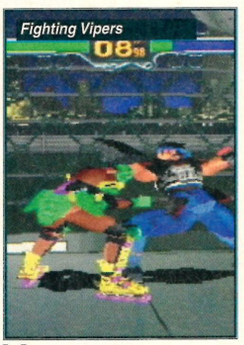
## Previews...





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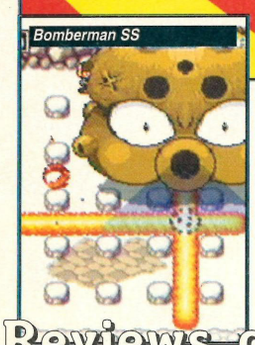
# Cover Feature!

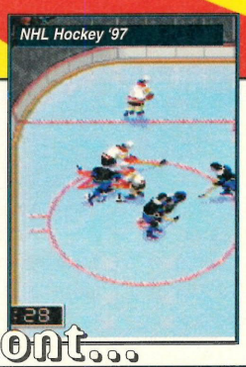
Every Saturn game to be released this Autumn and Winter previewed in our enormous round-up!

# The Saturn's Winter Warmers!

It all starts on page 16!

This is the most important Christmas in Sega Europe's history and they're spending six million pounds in marketing to make sure they win the ultimate battle of the 32-Bit consoles. The Saturn has, without a shadow of a doubt, got the most impressive line-up of games for Christmas, but what are they? We know... and the fun starts here!



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You certainly won't find a better guide than this one.


## BUYING SECOND HAND?

Shop wisely, young person and go to page 71!

### Ultimate MK3 (MD)

The last *Mortal Kombat* for the Mega Drive and we've got the exclusive first shots!

## Quick Start...


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The hottest news from the sweaty underbelly of the rampant hog that is Sega gaming.

# News

## The Ultimate Finale

Ultimate Mortal Kombat 3
Mega Drive • September (US)

***Please, shed a tear or two, for Williams are about to release the very last 16-Bit Mortal Kombat game, but will it receive a European release?***

*Ultimate Mortal Kombat 3* for the Mega Drive is finally on its way. Filled with all the characters from the arcade, Saturn, and previous Mega Drive versions, like Scorpion, Reptile, Kitana, Mileena, and Classic Sub-Zero, plus a slew of newcomers so you don't get bored - say 'Hi!' to Jade and Ermac. Now you surely know everything I could tell you about the game, correct? But what kind of fighting will you be taking on this time? Try 23 playable characters in three modes of gameplay - Mortal Kombat, two on two Kombat, and eight on eight Tournament Kombat. And that's wrapped up in four levels of game difficulty - including the return of the endurance rounds from MK1 - as well as brand new moves for some of the older fighters.

Sadly, though, a European release date was unknown

Meet the gang, 'cos the chimps are here!

You could always run away.

## The helpful index


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## Peek-A-Boo!

The same three hidden folk are ported across. Finding them isn't exactly hard and playing with them is so much fun that I personally guarantee that you'll snap your fingers off with the excitement of it all.

### Ermac

So here's the Ninja that's rumoured to be hidden somewhere in MK1. Ermac's got a Fireball to toss, plus a Telekinetic Slam and powerful Teleport Punch.

### Classic Sub-Zero

This is the original Sub-Zero; mysteriously returning. As expected, his weapons will chill your bones - as he can toss an Ice Projectile, initiate a Ground Freeze, and can also do a slippery slide move.

### Mileena

We find Kitana's twin sister returning to participate in the tournament. Look out for her Ground Roll, Sais, and a painful (if you're on the receiving end) Drop Kick.

## The New Characters

Incase you were thinking that *Ultimate MK3* might not actually be worth the plastic it's printed on, I can tell you that you do get four new characters...

### Scorpion

He's an escapee from Hell whose got his own agenda in the tournament. Weapons include a Spear, a Teleport punch and an Air throw.

### Kitana

She's made her way to Earth after apparently having killed Mileena. She has a deadly Fan to use, plus a Square Wave Punch and was last seen in MK2.

### Reptile

Shao Kahn's sent him to bring back Kitana - Dead or alive (though dead is always preferred). Reptile's arsenal includes the very disgusting but effective Acid Spit, plus a Dash Punch. He can also turn himself invisible.

### Jade

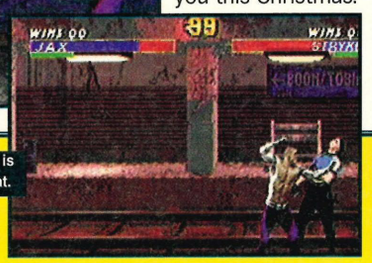
Also sent by Shao Kahn to bring back Kitana, but will she obey her Emperor and betray her friend or not? Jade can throw Purple Boomerangs and she also has a Dash Kick and can easily block projectiles hurled in her direction. Good girl.

Well, we still like it if nobody else does.

*Sega Power* believe that SOMEONE will pick up this game, even if we have to release it ourselves. So, in a vague attempt to fill up some space, here's a guide to some new things you won't have seen before...

There's five new backgrounds to tie in with those you've already seen working in MK3 and Andy, (Williams' PR thing), told us that this translation's as close to the arcade as a Mega Drive can do - and he's right. Speed has always been the Mega Drive's strong point and this is no exception. This obviously isn't going to look brilliant put up against the Saturn version, but it will match it for playability. If you're determined to keep hold of that dusty Mega Drive for a little bit longer and you aren't put off by the fact that you may have to get it through an importers, then this could be one of the more important Mega Drive releases for you this Christmas.

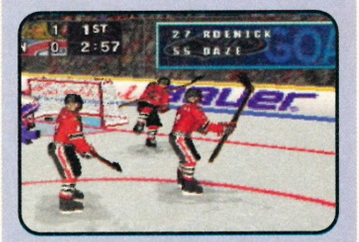
at the time of going to print. We spoke to GT Interactive (who have the European Williams license), but they only handle 32-Bit software. We talked to Williams themselves, but they couldn't comment at all.



Getting beaten up in a subway is certainly not a pleasant thought.

## On the grapevine

➤➤ Even though the good Virgin Hockey game *Powerplay '96* has only just been reviewed, we hear mutterings of a sequel on the horizons. Nothing - apart from a name (*Powerplay Hockey '97*) - is known about the game, but we'll dig around further if that should interest you.




➤➤ As the 3D adventure game is so popular at the moment (*Alone in the Dark, Resident Evil, Tomb Raider*), it's possibly no real surprise to find that Virgin are themselves working on one. Entitled *Fear The Night*, all that's been leaked at the moment is that it'll be developed internally at Virgin and that we should expect something a little bit special.

➤➤ Ocean are going to be releasing all manner of bizarre products later on in the year and one of the strangest will be *HMS Dreadnought*. It's a flying, rendered, super-graphic 3D thing and has been causing all manner of stirrings in the PC world. It's set on the moon in the year 2095 and has you using Victorian-style crafts. Interesting, hmm?

➤➤ Ocean have jumped onto the blood-soaked *Doom/Quake* bandwagon with *Dawn of Darkness*. The game will originally appear on the PC, but a Saturn conversion will be with us by June of next year at the latest. The game features locations shot around London and you play a soldier trying to rid the country of zombies. Monsters!

## Under construction

A more detailed over-view of the year is contained in our feature - starting on page 16 - but here's a more detailed look at some of the companies that are releasing games for YOUR system.

### Acclaim

After printing almost everything that Acclaim ever thought about publishing a couple of months ago, it's rather refreshing to now be able to print some release dates next to them. Aaah.

*Battle Monsters* . . . . . .September
*Iron Man* . . . . . .September
*Dragonheart: Fire & Steel* . . . . . .October
*Batman Forever Coin-Op* . . . . . .November
*Iron & Blood* . . . . . .November
*Magic The Gathering* . . . . . .November
*Mortal Kombat 1&2 Combo* . . . . . .November
*NBA Jam Extreme* . . . . . .November
*Super Motorcross* . . . . . .November
*Rattlesnake Red* . . . . . .December
*WWF In Your House* . . . . . .December
*Crow: City of Angels* . . . . . .December

### Codemasters

The proud owners of a brand-new Sega Saturn development license thing, they have a chunky two titles available from November onwards.

*Jonah Lomu Rugby* . . . . . .November
*Micro Machines 3* . . . . . .November/December
*Micro Machines Military (MD)* . . . . . .November

# News

## On the grapevine

➤➤ In a beating of the chest, look at us we're great sort-of way, we'd like to draw your attention to the *Worldwide Soccer* preview on pages 28 and 29. James and Dean appear in the Welsh team and Sega put Laura down for the Scottish one. Slightly miffed at missing out on the English selection we may well be, but being Welsh is - contrary to popular belief - better than nothing.

➤➤ The *Mortal Kombat* splurge continues. We've found out through Williams themselves that Raiden is to star in his own game. Being one of the more interesting characters in the game, there's infinite amounts of possibility for an original development here, and sources close to the pig tell us that the format will follow the well-worn strategy/RPG/action one. This would surely make a welcome change from beat-em-ups (says us), but how this will go down with hardcore *MK* fans will remain to be seen.

➤➤ *Viper*, the superb-looking helicopter arcade game from Ocean now looks to be down for a release early next year. Sources inside the company said that it was possible for a Christmas release, but they decided to wait until the game was developed to its full potential. Therefore, expect big things from Ocean around February/March time.

➤➤ We're sad to report that the Game Gear version of *Street Racer* will now not be released. This is certainly a great shame, as we'd played it and it was the right side of good and remarkably close to the Mega Drive original. Pointless telling you that though now, is it?

➤➤ The good news from Mev Dinc about *Street Racer*, though, is that as soon as development finishes on the Saturn version of *Street Racer 1*, they're going to begin on the sequel. More information can be found on that very subject in our exclusive interview on page 27. Go there go there with much speed.

➤➤ Core could be working on their first exclusive Saturn game that, like *Tomb Raider*, will be published through Sega. Finalities are yet to be sorted out, but we believe the game will be a 3D, polygon Streets of Rage style game, but with the likely possibility of three players simultaneously, this could well be something a little bit special.

## Budget Saturn Software Looms

Cheap Games • Saturn • Winter

Let's hope that goes in, eh?

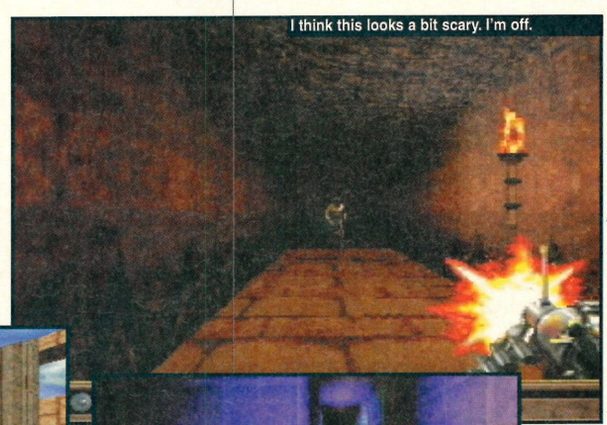

Been there I have. I managed to score.

Sony are doing it, Electronic Arts are about to launch a classic Mega Drive range and now Sega are about to re-release older Saturn titles at a budget price. Already in some parts of Europe you can buy the likes of *Virtua Fighter 1*, *Daytona USA* or *Victory Goal* for a much more reasonable sub £25 price point and with new titles (like *Virtua Fighter Kids* and *Baku Baku Animal,* to name just a couple) already being released at a mid-level price of £29.99, the future of budget seems pretty positive.

"We're still putting our plans together, but there will definitely be lower price Saturn software available," said Sega's very important Chief Executive, Malcolm Miller. More news as (and when) we have it.

## Exhumed Even Better!

Exhumed • Saturn • September


I think this looks a bit scary. I'm off.

Blue is the colour, murder is the game.

And who says that magazines don't make a difference? After reading our review of *Exhumed* last month, Sega decided to take notice of our criticisms and improve it further.

Although we thought it was good, we mentioned that a salient down point was the fact that the game only saved after every few levels. This meant that you could spend an awful long time replaying the same section, as the game's quite hard. Hearing this with open ears, though, Sega have changed *Exhumed* so that it saves after each level... and they say that software companies don't care.

Balls from yer fingers? See a doctor.

### Electronic Arts

The EA Sports bandwagon trundles into view, laden down with the fresh sports games that you just KNOW will be repeated until we're all old and wiser.

| | |
|---|---|
| *Crusader No Remorse* | October |
| *Die Hard Trilogy* | October |
| *Madden NFL '97* | October |
| *NBA Live '97* | October |
| *NHL '97* | October |
| *NHL '97 (MD)* | October |
| *NBA Live '97 (MD)* | November |
| *Madden NFL '97 (MD)* | November |
| *FIFA '97* | November |
| *PGA Tour '97* | November |
| *Soviet Strike* | November |

### Ocean

The mysterious *Tennis* game could well have a star license behind it before it's launched but, for now, it's title remains in the singular.

| | |
|---|---|
| *Tennis* | September |
| *Tunnel B1* | October |
| *Project X2* | December |
| *Viper* | Early next year |

# The Useless Product of The Month!

Doll Display Case

If you've ever been on a prole hunt around say, Windsor Castle, you can bet your granny's bloomers that there'll be some sad fools spending vast amounts of their hard-earned money on those scary awful dolls that are forced into guards uniforms - complete with synthetic bear skin hats.

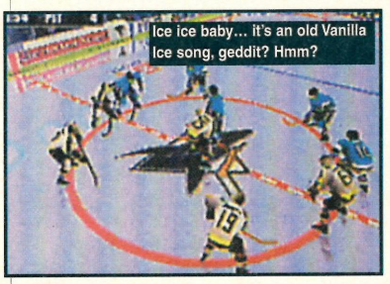
Unfortunately for them, though, the floppy plastic cases they arrive in usually last longer than the interest in the doll (around 20 minutes), so whaddya do? Ah, simple... you purchase a Doll Display Case for £7.95!

It's made out of plastic and someone has the bear-faced cheek to charge £8 for it. It won't improve your mantlepiece - although it could be argued that it might make the dolls more interesting. But the saddest thing of all is that if you're the sort of loser who collects these dolls you've probably got them all in these cases already. We might have got there just a little bit TOO late this time.

For the pitifully small amount of £8, this attractive case COULD BE YOURS.

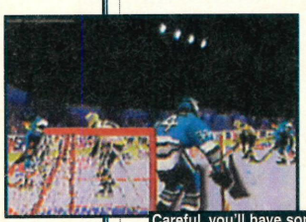
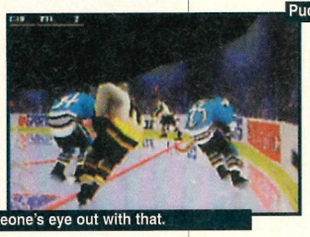
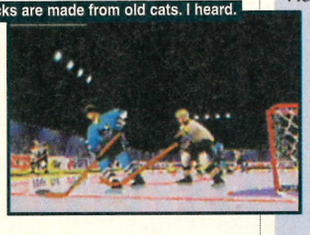
# Ice Ice baby

NHL Hockey '97 • Saturn
October


Ice ice baby... it's an old Vanilla Ice song, geddit? Hmm?

One game that just missed a preview this issue is *NHL '97* from Electronic Arts. We did manage to scab these shots from the EA dustbin, though, and although initial impressions led us to believe that *Powerplay Hockey* from Virgin (reviewed on page 54) would be impossible to better, it seems that EA's game might just have done that.

Both games will have an army of statistics to back them up, but *EA Hockey* does have the reputation behind it. From the little we've seen of the graphics, this could be something very special indeed and we've also heard that it plays as well as it always has. A feature-ette next month.

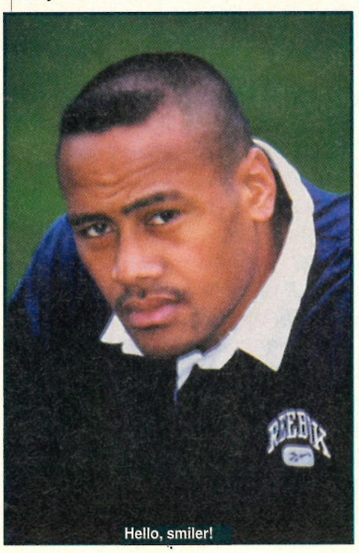


Careful, you'll have someone's eye out with that.

Pucks are made from old cats. I heard.

# Jonah and the whale

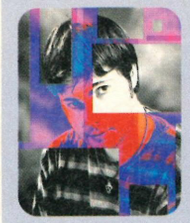
Jonah Lomu Rugby
Saturn • November

Not content with sitting back and raking in the considerable amounts of cash they're sure to glean from *Micro Machines 3* on the Saturn, Codemasters have just announced that they're to release ANOTHER 32-Bit game before the end of the year.

Working with Rage software - who gave us the highly rated *Striker* - Codemasters are trying to make sure that, finally, rugby can make it in the competitive market of sports software. Others, including Electronic Arts, have tried previously... and failed. An interesting and damn well-written preview should appear in *Sega Power* before Halloween.


Hello, smiler!

# Mark Ramshaw



How would you feel about paying up to fifty percent less for your Saturn games? Sounds great, huh? But before you start dancing around the room whooping with delight at the prospect, stop for a moment to consider the big picture. Like so many things, there'd have to be a trade-off somewhere.

The first moves to mid-priced Sega software has already been made in Germany, where Sega have launched the Hot Price label - putting out back catalogue stuff like *Virtua Fighter* and *Daytona* for the equivalent of £22. Sony, meanwhile launching a similarly priced range for Playstation titles in Japan, and both parties have plans for something similar in the UK, £25-£35 being the price range mooted for Sega's line due as early as the end of Summer. Malcolm Miller, chief executive at Sega UK has already told trade newspaper CTW that 'It's clear there is a need to offer lower prices for younger consumers who haven't got as much disposable income, and for others who maybe bought the Saturn a while ago but couldn't afford to get all the titles they wanted first time around."

The trouble is, this pattern of budget re-releases has been introduced on other formats previously, and always with a detrimental effect - witness the accelerated decline of the Spectrum and Amiga games markets. After all, if everybody wants to wait for a cheaper re-release, fewer people will buy new titles. This forces the budget releases to follow closer on the heals of the full price launches, and new games are squeezed further and further out of the marketplace. Hit games become rarer, companies lose money, and faith in the format is lost.

If this happens before the Saturn has had a few years to fully establish itself, the result could be less titles of *NiGHTS* calibre and more releases which have had far less money invested in them. Granted, a lower price point will win the war against Nintendo, but it would make far more sense to lower the standard retail price point than mess around with mid and budget-priced re-releases. Indeed, MicroProse's Tim Christian foresees that Sony and Sega will even reduce their standard retail prices to around £30. "How could a mass market then develop around a machine [the N64] with games selling at £70?" Let's hope that will be a strategy Sega adopts. Then game players, game developers (everyone except Nintendo, in fact) will be a winner.

# Good Vibrations

The Aura Interactor • Anything September

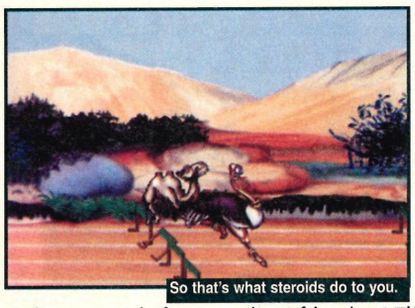
Worth £70? Find out next month.

When it was released in America yonks ago, *Sega Power* were intrigued by the Aura Interactor. Apparently it's sold well over one million in the States... but what is it? It's a vibrating pack that you strap onto your back and it kindly vibrates when a bass sound passes through it. Deeper noises from games (like explosions or punches) are supposed to ripple through your body.

The company involved have very kindly sent one to us and a more in-depth feature will appear as soon as we can remove Dave's wet fingers from the power sockets. It's worth remembering, though, that they're charging around £70 for one of them. Hmmm.

# Gone to the dogs

Wild Animalympics Saturn • Winter

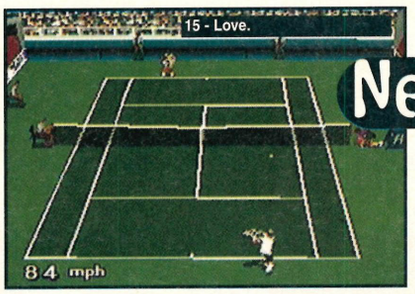

So that's what steroids do to you.

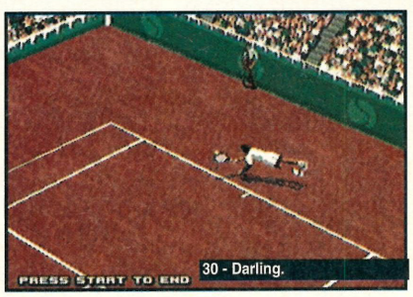
Watching animals race may seem perverted to some, but not to the English. Donkey Derbys, ants, beetles and dogs, if it has more than two legs we'll watch it. One of the more interesting developments in the Olympics multi-player, button-bashing, leg-wobbling, heart-attacking, cliché-hammering world of racing games is from our best friends at Titus.

*Wild Animalympics* will contain all the usual decathalon events, but set in an 'animal' environment (jungle) and, from this picture (above), we believe it to contain at least an ostrich and a camel. We'd love to be able to tell you more about the game, but seeing as how Titus have banned all of the Future console mags from covering their products (because we tell the TRUTH about their games), we won't be able to. Shame, because I'm sure it'll be good. Better than *Prince of Persia 2* (reviewed on page 53) anyway. Oops.

# New balls, please

Tennis Saturn September




The originally titled *Tennis* from Ocean (sorry, it's only a working title) could take the honours of being the best tennis game for the Saturn when it's released in September. Programmed with the assistance of one of the developers of *Pete Sampras*, Ocean were trying their hardest, the last time I spoke to them, to try to get an official license from one of the top male players on the circuit.

The game features everything you'd expect... plenty of tournaments options, players and motion-captured characters but Ocean tell us that they're trying to keep the game simple to play and heavy on the arcade style of things. Sounds promising and they'll certainly be something more to see on the game in the next issue.

## Mana Rag

'Twas a fine month, this one, for anagrams (amusing or otherwise) in the choicest selection of games featured in this issue. Look, laugh and tell your parents the very funniest ones.

***Alien Trilogy*** = Alerting oily, oily triangle, o... granite lily, golly... inertia, reality lingo, aye... it rolling, try genial oil, I get in orally, alien girl toy, I try angel oil

***Sea Bass Fishing*** = hessian bass fig, assign fish base, banish fig asses, sag be finish ass

***Street Racer*** = erect arrest, rear rest... etc., reset crater

***Tomb Raider*** = I orb dreamt, morbid rate, timber road, die Mr. abort, bride to arm, rabid metro

Project X2 • Saturn • December

# Secret project

The Amiga has a bit of a reputation - caused to some extent by the clever people at Team 17 - for producing rather smooth, rather colourful and rather good shoot-em-ups. One of the better known ones is *Project X* which, surprisingly, happens to be from Team 17. The imaginatively titled sequel, *Project X2* is (thankfully) to appear on the Saturn.

The formula is pure *R-Type* with it being a horizontal-scrolling blaster, with enormous bosses, multiple power-ups, two-player simultaneous gameplay and 11 varied levels. Gameplay si the factor that will make or break *X2*, but the pedigree speaks volumes for the calibre of the game. *Project X2* should be a mighty affair.

Help! I'm completely lost.

Shoot the coloured things!

# Game of The Month

## NiGHTS

**Saturn, Sega, Issue 82, 92%**

After many arguments and raising of fists, it was finally decided that *NiGHTS* should be our Game of The Month. True, *NiGHTS* is graphically the most impressive thing you're likely to see this year on the Saturn, but in the playability stakes it was felt (by us, anyway) that the likes of *Exhumed* gives it a run for its money. *NiGHTS* does get better, though, the more you play it. The first time you get a link of over 100 is a moment to savour, when you find Reala and play the two-player game makes your eyes pop out and yes, it is original and yes, despite the hype I have to admit that *NiGHTS* is rather a special game.

*NiGHTS* - A sight for sore eyes, like mine are right now.

# On sale...

### Exhumed

**Saturn, issue 83, 91%**

One game that quietly arrived this month with small amounts of fanfare and an almost apologetic smile was *Exhumed*. Programmed to be the very first *Doom* variant for the Saturn, it has the unfortunate timing to go out head-to-head with *Alien Trilogy*. This is a shame, as *Exhumed* stuffs it cleanly at every count... it's just that I feel people will be swayed by the fancy license.

### Alien Trilogy

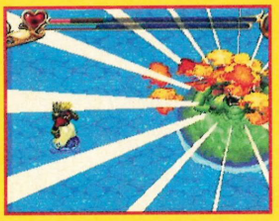
**Saturn, this issue, 83%**

Yeah, not bad. Things looked good when Acclaim announced they'd be doing a *Doom*-style game based on all of the Alien films. The game, however, slightly fails to live up to expectations. The graphics are fine and there's plenty of weapons and atmospheric sound effects, but the levels are too small and the game's certainly too easy. Not quite the game we hoped for.

### Discworld

**Saturn, issue 81, 81%**

For what *Discworld* tries to do, it actually manages it quite well. As a graphic adventure with mild amounts of Terry Pratchett-styled humour, rucksack-sized dollops of locations and excellent hand-drawn graphics, *Discworld* is rather pleasing. It will obviously appeal only to fans of Mr. Pratchett or this style of game, but isn't that the case with all of them?



### Story of Thor 2

**Saturn, issue 81, 69%**

Taking the graphically superb Mega Drive game and improving only slightly on it could be classed as a mistake. *Story of Thor 2* fails to impress with either the graphics, design or complexity of the game. While it might be called stupid to expect much more from inexperienced Saturn programmers, the upcoming *Dark Saviour* shows what can be done.

### Earthworm Jim 2

**Saturn, issue 82, 20%/85% (if you're new to the game)**

Ugh. Taking one of the best platform games ever and putting it in the hands of little more than amateurs for the Saturn conversion wasn't the cleverest thing Shiny ever did. Apart from a few more colours and a couple of extra layers of parallax scrolling, this is the Mega Drive version. A fact that is completely inexcusable.

# Charts

No real surprises in the Saturn charts this month, with *Ultimate Mortal Kombat 3* and *Loaded* taking the strongest positions, but a faint round of applause for the two average EA racing games, *The Need for Speed* and *Road Rash*, who get impressive initial placings. No real surprises in the MD chart with the dull *Olympic Summer Games* flopping into number one.

### Saturn

| | | |
|---|---|---|
| 1(NE) | *Ultimate Mortal Kombat 3* | GTI |
| 2(NE) | *Loaded* | Gremlin |
| 3 | *Sega Rally* | Sega |
| 4(NE) | *The Need for Speed* | EA |
| 5 | *Virtua Cop* | Sega |
| 6 | *Virtua Fighter 2* | Sega |
| 7(NE) | *Road Rash* | EA |
| 8 | *FIFA Soccer '96* | EA |
| 9(NE) | *Guardian Heroes* | Sega |
| 10(NE) | *Shining Wisdom* | Sega |

### Mega Drive

| | | |
|---|---|---|
| 1 | *Olympic Summer Games* | THQ |
| 2 | *Brian Lara '96* | Codemasters |
| 3(NE) | *Worms* | Sega |
| 4 | *Toy Story* | Sega |
| 5 | *FIFA Soccer '96* | EA |
| 6 | *Micro Machines 2* | Codemasters |
| 7 | *Taz 2* | Sega |
| 8 | *Sonic & Knuckles* | Sega |
| 9 | *Mega Bomberman* | Sega |
| 10(RE) | *Streets of Rage 2* | Sega |

### Sega Power's Most Wanted

| | | |
|---|---|---|
| 1 | *Doom* | GTI |
| 2 | *Daytona USA: CCE* | Sega |
| 3 | *Tomb Raider* | Core |
| 4 | *Manx TT* | Sega |
| 5 | *FIFA '97* | EA |
| 6 | *Duke Nukem 3D* | GT Interactive |
| 7 | *Micro Machines 3* | Codemasters |
| 8 | *Street Racer* | UBISoft |
| 9 | *Worldwide Soccer '97* | Sega |
| 10 | *Olympic Games (Hah!)* | US Gold |

The Saturn and Mega Drive charts are the copyright of ELSPA (Oh, I don't know... it's deadline day and I can't be bothered to try to be funny). Oh yes, and thanks to...

ChartTrack

# Price round-up

Months come and months go and, as is usual with these sorts of things, another batch of games have been ripe for release. Interestingly enough, the game of the month, *Ultimate Mortal Kombat 3*, manages to come in pretty cheaply in a lot of the retailers.

| | Electronic Boutique | Game Ltd | HMV | Dixons | VGC |
|---|---|---|---|---|---|
| *Olympic Summer Games* (MD) | N/A | £39.99 | £29.99 | £29.99 | N/A |
| *Ultimate MK3* (Saturn) | £39.99 | £39.99 | £39.99 | £44.99 | £44.99 |
| *Brian Lara '96 (MD)* | £34.99 | £39.99 | £34.99 | £31.99 | £39.99 |
| *Toy Story* (MD) | £32.99 | £39.99 | £32.99 | £32.99 | £39.99 |
| *Worms* (Saturn) | £39.99 | £39.99 | £39.99 | £39.99 | £39.99 |

# Contacts

| | |
|---|---|
| Acclaim: | (0171) 344 5000 |
| Activision: | (0181) 742 9400 |
| BMG: | (0171) 973 0011 |
| Bullfrog: | (0148) 357 9399 |
| Codemasters: | (01926) 814132 |
| Core: | (01332) 297797 |
| Electronic Arts: | (01753) 549442 |
| Fox Interactive: | (0171) 878 3000 |
| Gremlin: | (01142) 753423 |
| GT Interactive: | (0171) 258 3791 |
| Infogrames: | (0171) 738 8199 |
| Interplay: | (01628) 423666 |
| JVC: | (0171) 240 3121 |
| Konami: | (0189) 585 3000 |
| Ocean: | (0161) 832 6633 |
| Sega: | (0181) 996 4620 |
| THQ: | (0171) 935 8954 |
| UBISoft: | (0181) 941 4004 |
| US Gold: | (0121) 625 3366 |
| Virgin: | (0171) 368 2255 |

# BLAM! -MACHINEHEAD

**See!** *through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama.* **Gasp!** *with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV.* **Laugh!** *in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration.* **Scream!** *with terror at horrific hordes of mutated polygonal enemies.* **Beg!** *for mercy as you face the Machinehead in the mother of all showdowns...* **Play!** ***Blam!-Machinehead!*** *for the ride of your life.*

*Blam!-Machinehead*
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*Core Design Limited,*
*55 Ashbourne Road, Derby DE22 3FS.*

**available on:**
**PC CD-ROM**
**SEGA SATURN**
**PLAYSTATION**

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# Japanese News

*I'd say "Hello" to you all now, but I'm so sad the tears that line my face won't let me. This month my girlfriend has left my life. She says that I spend too long playing computer games. I say that I don't care because I got a 186 link on NiGHTS. Who needs girls when you've got things like that. Thank you, my pink-skinned friends, I feel much better now.*

Virtua Fighter 3
Arcades • December

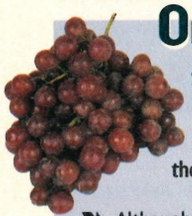
## Virtua Fighter 3... The Very Latest

We strongly suspect that he ate all the pies.

Take that, naughty boy.

*Virtua Fighter 3* is nearly finished and has started testing in certain special places. I managed to corner a few people who've ACTUALLY PLAYED IT and they said that initial feelings about the game were disappointing as the developers have had to trim some of the polygons from the E3 demo – this is to get the special effects in (like snow).

After playing it for a while, though, the same people admitted that it's a startlingly good game and plays better than anything else... ever. I believe that you lot over there aren't quite as interested on *VF* as we are, but see these pictures and your eyes will cry with fresh joy!



## On the grapevine

**More rumourous factoids from around the Pacific Rim.**

➤ Although I tried and tried, Sega of Japan wouldn't give me any pictures of the new *Daytona* game. It's going to be previewed at the Toyko Toy Show at the end of August and a girl who fills up the drinks machine in Sega's development offices has seen it. "Very nice looking," she said when I asked her for a quote. "Now get out of my way and let me service this machine in peace."

➤ I have heard some fresh tittle-tattle about the new (and very exclusive) *Toshinden URA* game for the Saturn. My contact inside Sega Japan has told me that they are now taking over the game with Sega's wonderful graphics library being put to good use. I think you can expect *Virtua Fighter 2* quality graphics and a release date not too hopelessly far into the future.

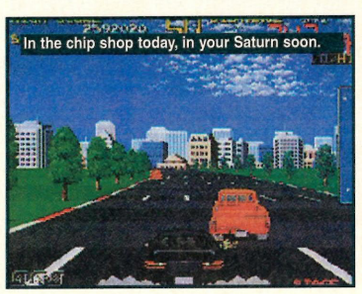
➤ Some American people I met in Tokyo reckoned that *Virtua Fighter 3* was going to be released on November the 11th ON THE SATURN. Remember that they're all stupid so I wouldn't believe a word of what they say – I think they don't know what they're talking about and they're all too much overweight to have proper opinions.

## Chase Me!

Chase H.Q Saturn Very Shortly

If you can (or want) to remember that far back, you may recall a driving game called *Chase HQ*. It was very good because you had to catch criminals and drive at the same time. Of course, it's all very old now, but here in Japan there's a bit of a thing for old things (which makes a change) especially with the Sega Ages label freshly launched.

*Chase HQ* is released by Sales Curve Interactive, but a European release is definitely unlikely. If you're a big fan of the original you may want to check it out at your friendly local importers.



In the chip shop today, in your Saturn soon.

## Pepsi & Surely

Pepsiman Fighting Vipers Hidden Character

On page 30 of this this issue of *Sega Power* you'll find a preview of *Fighting Vipers*. Now Dean Mortlock asked me to find out a lot more about the secret character of Pepsiman – the game is sponsored by the fizzy pop company.

This exclusive picture will prove to everyone that we know what we're talking about. Pepsiman will have all the moves of all the characters but the main difference is that he wees Pepsi... Ha ha!

Japanese humour, eh.

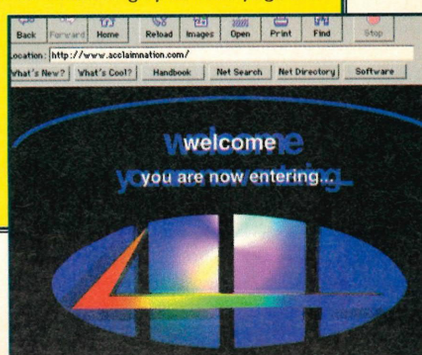
## Site of the month!

This month we considered the possibility of trying something completely new and scouring the internet for a site that you might actually find interesting. Having failed at the first hurdle to even load the bloody thing up – Nick did all that and NOW HE'S GONE! – we plumped for the first thing that curled up at our stockinged feet. That was...

**Title: The Acclaim Home Page**
**At: http://www.acclaimnation.com**

Well in theory this one sounds quite promising. There's the promise of plenty of information fighting for oxygen here with an excellent graphic intro page and four different symbols highlighting the different aspects and sections that the site's supposed to contain. We were hopeful about this one.

The problem, however, is that the site's been online for a couple of months now and nobody's added anything onto it yet. Not a thing. We wait patiently.



# American News

**FORGET IT! I'm NOT INTERESTED in exercise! My ma told me I wasn't getting enough, to give up Sega for a couple of months and start jogging instead. But instead I've found Olestra (a calorie free fat) and it's GREAT! OK, so it makes me want to take a crap all the time but that's a small price to pay to keep gaming.**

## Immortal Kombat

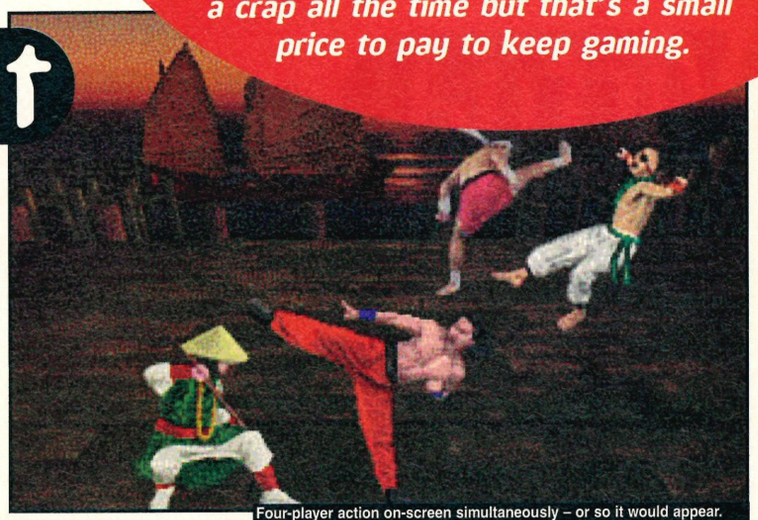
Chi Yong • In development

Ever wondered what happened to the actors who played the characters in the *Mortal Kombat* games? Well, the latest word is that they're currently filming sequences for a new cross-platform 32-Bit beat-'em-up under development from Lightspeed Productions.

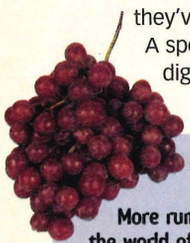
HoSang Pak, Daniel Pesina, Katalin Zamier, Phillip Ahn and Liz Malecki have all already appeared in at least one *Mortal Kombat* game and they've been chosen again because of their martial arts skills.

A spokesperson from Lightspeed told us that, "Most of the actors digitized are black belts in one or more martial arts. We feel that using real martial artists with actual fighting experience lends realism, credibility and authenticity to the final product."

The title of the game means 'spirit of the dragon' in Japanese and it'll be a one to four-player affair. More news on Chi Yong in our next issue.



Four-player action on-screen simultaneously – or so it would appear.



## On the grapevine

**More rumours and gossip from the world of Sega gaming.**

➤ A marketing study has just been published which predicts that the Saturn's Japanese lead over the PlayStation is set to widen. In March 1996, both Sega and Sony held 42% of the market. The introduction of the N64 is expected to hit sales of the PlayStation far more than the Saturn, bringing Sony's share down to 36%. This will mean renewed Developer interest in the Saturn, who have up to taken a 'wait and see' attitude to the machine.

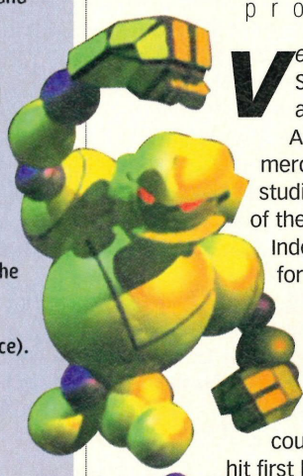
➤ Tom Kalinske, the chief of Sega of America, has accepted a job with another company. This follows a wider reshuffle of top Sega suits which has seen new arrivals and sackings. The aim is to concentrate more effort on developing PC games so that the company doesn't have to rely solely on the success of the Saturn (normal business practice).

➤ Guess what? We've just discovered that the cheaper Saturn internals have actually been on-sale in American Saturns since last August! This means that Sega could have sold the Saturn in the USA for much less than they did – at a price Sony would have been unable to match. This might have secured US market leadership.

In response Sega say, "We have never made money on hardware, we make it selling software. By changing to the cheaper version, we still weren't making a profit. We do understand the need of for price advantage and we dropped the price as soon as was possible."

## VectorMan in the Movies!

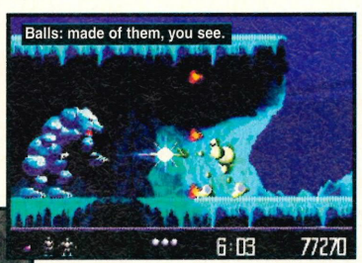
Computer-anim Vectorman film in production



*VectorMan*, the hit Mega Drive game from BlueSky Software, is to feature in a specially-made computer-animated film.

A deal has been done which allocates all the merchandising rights and now Sega is looking for a film studio to take the project on. Tribaltek, who provided many of the special effects for the huge Alien basher, Independence Day, have been pencilled in to provide stuff for the movie too.

We don't know when we can expect a release but it's probably going to take a couple more years to hit first base.




Balls: made of them, you see.

How not to hang out the washing.

## Saturn gets Fishy

Aquarium sim Saturn

Screensavers are a standard part of PC's these days but who'd have expected one to be released for the Saturn?

But apparently that's just what's going to happen here in the good ol' US of A. We're going to get a screensaver which turns our TV's into virtual fish tanks.

Cheaper than real fish at only $5 for the CD, it's connected to the Saturn's internal clock and updates everything in real time. I'd be amazed if this came over to the UK but who knows, eh?

Fish: very relaxing and good with fries.

## Sega on Cloud 9

Sega buy Cloud 9

Sega's recent moves to broaden their base of operations continued with their purchase of edutainment company Cloud 9. What does this mean for Sega fans? Probably more entertainment/educational software for kids along the lines of current Cloud 9 stuff (the rivetting, *I Wanna-Be A Fossil Finder* and the slightly more interesting *How to Draw the Marvel Way*).

# actua GOLF

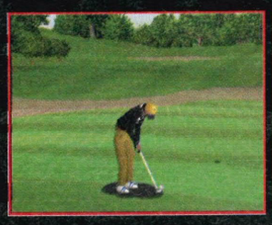
*Bring golf to the fore on Saturn and PlayStation...*

## "The best golf game ever"

**PlayStation Plus**

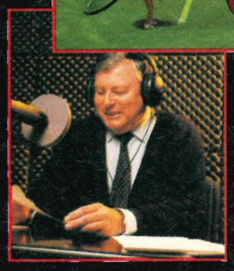
**9 out of 10 "The best golf game on the PlayStation so far"**
**PSX Pro**

**90% "If you want a golf game for your PlayStation, look no further than this"**
**Mean Machines PlayStation**



**4 out of 5 "The best PlayStation golf game"**
**C&VG**

**8 out of 10. PlayStation Star Player Award**
**Official PlayStation Magazine**



# Coming Soon

actua SPORTS SERIES

PlayStation

SEGA SATURN

Gremlin INTERACTIVE

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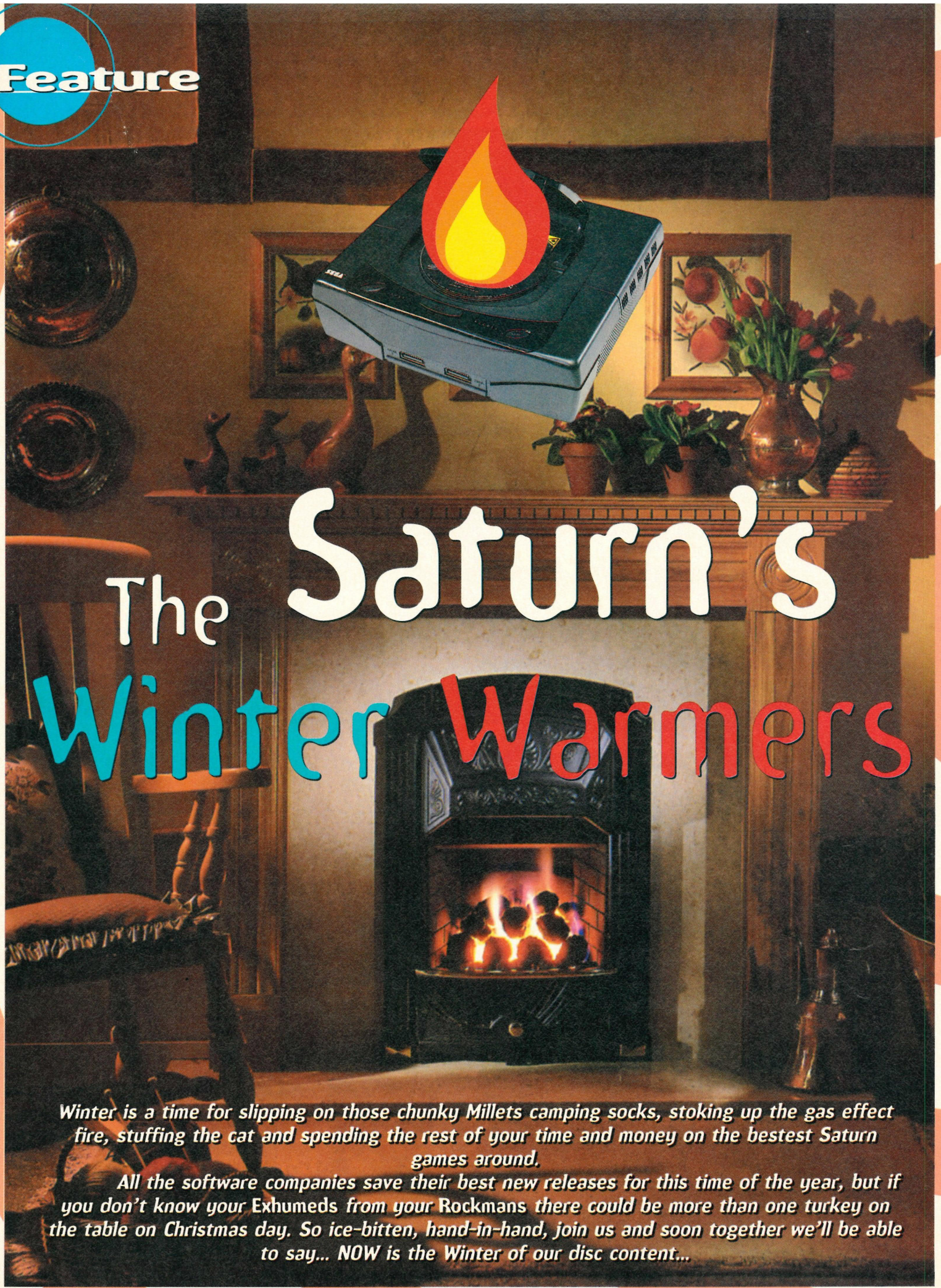


# The Saturn's Winter Warmers

*Winter is a time for slipping on those chunky Millets camping socks, stoking up the gas effect fire, stuffing the cat and spending the rest of your time and money on the bestest Saturn games around.*

*All the software companies save their best new releases for this time of the year, but if you don't know your* Exhumeds *from your* Rockmans *there could be more than one turkey on the table on Christmas day. So ice-bitten, hand-in-hand, join us and soon together we'll be able to say... NOW is the Winter of our disc content...*

# Manx TT

Manx TT • Sega • Christmas

**In a nutshell?**
Race motorbikes around the famous Isle of Man TT course.

**Previous formats?**
Only the arcade, and although it only had the two tracks, it amazed everyone with it's unique bike and cool handling. One of Sega's finest moments.

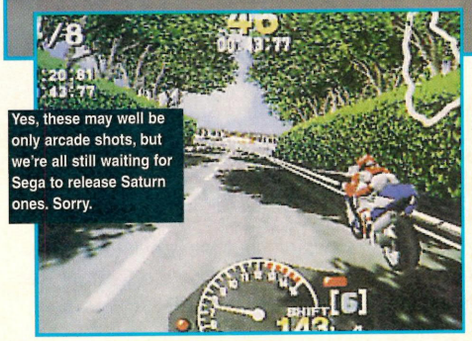
**Anything already out there?**
Only *GP Hang-On '95* (Issue 75, 70%). It seems to have been written using the same engine as *F1 Live Information*, which is regrettable as that was a bit knob, too.

**Pedigree?**
AM3, the game's developers are a little-known bunch. They knocked out some shoddy old driving game – *Sega Rally* we think it was called – about a year ago and apart from some minor arcade game by the name of *Virtual On*, a reasonably addictive puzzler called *Baku Baku Animal* and *Athlete Kings* they've done nothing since.

**Sega Power says:**
If you thought *Sega Rally* was good, you should see this little beauty. The arcade game is exploding people all over the world with excitement and the AM3 know how to get the very best out of the Saturn.

**Place yer bets!**
**5/1**
This game will be massive but motorbikes always come second to cars in the popularity stakes.

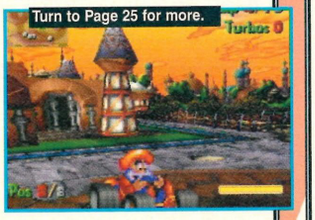
Better than Rally? Could be...


Yes, these may well be only arcade shots, but we're all still waiting for Sega to release Saturn ones. Sorry.

# Street Racer

Street Racer • UBIsoft • November

**Pedigree?** UBISoft and Vivid Image managed great things for the Mega Drive version, released almost two years ago, now. A Game Gear conversion has now, sadly, been shelved.



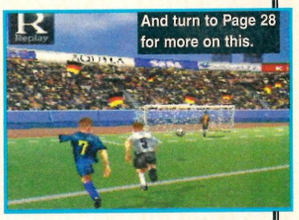

**Sega Power says:** A three page feature on the game starts on page 25 so please read that for more information. We can say here, though, that *Street Racer* certainly doesn't look like it's going to disappoint. Graphically the cartoon-style graphics and 60 frames-per-second look beautiful and the amount of options and hidden extras is truly staggering.

**Place yer bets!** **10/1**
Should lose the driving game race to *Daytona*, but could possibly fly through like a tortoise on speed.

# Sega Worldwide Soccer '97

Sega Worldwide Soccer '97 • Sega • October

**Pedigree?** After two slightly dubious soccer simulations, Japan looks to have finally got it right.




**Sega Power says:** We've played an earlier version and the graphics, animation and playability look second-to-none. The only thing holding it back's the speed, but Sega hope to speed it up before the European release. A preview starts on page 28.

**Place yer bets!** **8/1**
Soccer games traditionally do very well around this time of year and with *Euro '96* now a receding memory it could do very well... If it wasn't for that *certain other* football game.

**1995**
Christmas number one: *Sega Rally*
You were lucky if: You got a Saturn plus *Sega Rally*, *VF2* and *Virtua Cop*.
You were very lucky if: You got a *Sega Rally* coin-op.
The first official Christmas for the Saturn and bloody lovely it was too. Whilst our cheeks were stuffed with stuffing and Quality Street we had the pleasure of playing three of the finest games ever... *Sega Rally*, *Virtua Fighter 2* and *Virtua Cop*. For the Mega Drive there was *FIFA '96* and the managerial nightmares of *Premier Manager*.

## And the rest...

**Stars in their eyes**
The stars after the games in the following list do have a purpose. Each one counts for the amount of anticipation we have for the title. The greater the number of stars, the better we think the game will be. Don't make any buying decisions until you've seen the proper reviews mind, all this is just to give you a rough guide. Like...

★ Whaddya you think?
★★ Doesn't sound too healthy
★★★ Should be okay
★★★★ One of the better ones
★★★★★ The best of its kind... or very close

Listen, just because we've decided to concentrate a large amount of space on a certain selection of Saturn titles, it doesn't mean that there isn't anything else of quality coming out. Here now is a definitive list of the good, the bad and the bloody disgusting that software houses of the length and breadth of this world will try to peddle to you between now and Christmas.

**3 Dirty Dwarves** • **Sega** • **October**
One of the first titles from the Segasoft label. A good mixture of game styles, but ultimately a pretty dull effort.
★

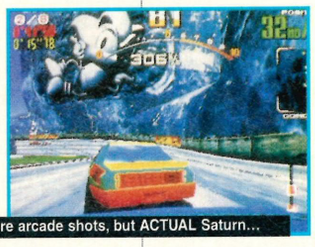
**3D Baseball** • **BMG** • **November**
Baseball's always a difficult one for this country, but Crystal Dynamic's effort looks to be one of the best.
★★

**Actua Golf** • **Gremlin** • **September**
Gremlin extend the range of their Actua sports simulations with a fair crack at the golf game. Just missed a review for this issue.
★★★

**Battle Monsters** • **Acclaim** • **September**
Originally released well over a year ago in Japan, it stank of average digitised Mortal Kombat rip-off then. Please don't buy this when it finally makes it over here.
★

# Daytona USA

Daytona USA: Championship Circuit Edition • Sega • November



Again, these are arcade shots, but ACTUAL Saturn...

**In a nutshell?**
The crippled and ageing *Daytona USA* gets a well-appreciated face-lift.

**Previous formats?**
This version's original, but the previous game's appeared in the arcade and on the Saturn - and is about to be released on the PC.

**Anything already out there?**
Plenty. You have the original *Daytona* (issue 67, 87%), *Sega Rally* (issue 75, 97%), *F1 Live Information* (issue 76, 79%), *Hi-Octane* (issue 74, 85%), *Virtua Racing* (issue 73, 91%) and *Wipeout* (issue 79, 87%). This could be the first game to steal Rally's crown.

**Pedigree?**
When the original was released on import last March, *Sega Power* were criticised for being too harsh to it (it received 89%). Since that time, though, experience has shown that we were most definitely right and the game was rushed and could've been better. And, to prove it, here comes the updated version.

***Sega Power* Says:**
The arcade *Daytona* game was superb and with what promises to be an almost-perfect arcade conversion just around the corner, we're pleased to say the least. More cars, more tracks, split-screen option... this game could be the one.

**Place yer bets!**
**2/1**
We can't, in all honesty, see anything beating Daytona to the top. It WILL be THAT good.

...ones should appear next month - it should look almost as good as this.

# Soviet Strike

Soviet Strike • EA • November

**Pedigree?** One of the most successful gaming series' makes it to the Saturn.

***Sega Power* says:** While *Urban Strike* wasn't as good as *Jungle Strike* and some might argue that *Jungle Strike* wasn't as good as *Desert Strike*, there's still plenty of life left in the Strike series. The gameplay (thankfully) remains similar, but the graphics have been improved beyond belief.

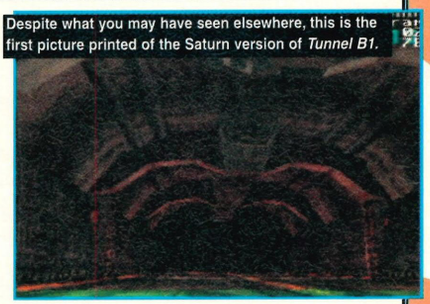
**Place yer bets!** **5/1**
Certainly in with a shout. Although I feel *Soviet Strike* won't make number one, it should be hanging around the top five.

Crime control... the Frome way.

# Tunnel B1

Tunnel B1 • Sega/Ocean • October

**Pedigree?** Initial shots from the PlayStation version looked incredible. Since then, though, very little's been seen from it... until we got this Saturn version in last week.



Despite what you may have seen elsewhere, this is the first picture printed of the Saturn version of *Tunnel B1*.

***Sega Power* says:** A graphically impressive 3D driving game/shoot-em-up, but until we've had a full go at it it's difficult to form any real impression. Gameplay is, after all, the most important thing.

**Place yer bets!** **12/1**
Although a pleasing addition to the Saturn's catalogue, experienced eyes tell you that it won't make number one.

***Bedlam*** • **GTI** • **November**
An interesting game that gives us both action and strategy. Could do well.
★★★

***Blazing Dragons*** • **BMG** • **November**
The '*Discworld* with Dragons' game finally makes an appearance this November.
★★

***Chaos Control*** • **Infogrames** • **September**
Converted from the CDi original and it's the first third party game to be compatible with the *Virtua Cop* gun.
★★

***Crimewave*** • **US Gold** • **October**
Much like *Grand Theft Auto*, in that it's a graphically average car game, but with oodles of gameplay.
★★★

***Crow: City of Angels*** • **Acclaim** • **December**
An *Alone in The Dark/Tomb Raider* game with Martial Arts. Supposedly based on the sequel to the excellent Brandon Lee film.
★★★★

***Crusader No Remorse*** • **EA** • **October**
I have no idea at all what this game is all about and after several attempts to glean more info from EA, I'm still in the dark. Certainly more news next month, though.
★★★

***Darius 2*** • **Sega** • **October**
The ancient shoot-em-up comes to the Saturn. Recently released in Japan, this is a faithful translation of the original.
★

***Dragonheart: Fire & Steel*** • **Acclaim** • **October**
Imagine a cross between *Golden Axe*, *Shining Wisdom* and *Mortal Kombat* and you'd be close.
★★★

***Exhumed*** • **Sega/BMG** • **September**
Despite the earlier review, *Alien Trilogy* will beat it to be the first *Doom* clone released. *Exhumed* though, beats it in nearly every other category.
★★★★

***Gears 'n' Guts*** • **Gremlin** • **November**
An interesting off road driving game, with 4X4 trucks racing over various terrain.
★★★★

# Doom

Doom • GTI • November

**1994**

Christmas number one: *Mortal Kombat 2*
You (thought you) were lucky if: You got a 32X plus *Doom* and *Virtua Racing Deluxe*.
You were very lucky if: You got an import Saturn, with *Virtua Fighter*.

The one and only Christmas for the 32X and, with an exceedingly strong initial line-up, it managed to sell pretty well. The Saturn had just been launched in Japan, and lucky homes (like my own) had a grey Saturn for a Christmas week by their sad little selves. Mega Drive owners were still cocky about the future of their machine... little did they know!

**In a nutshell?**
Mazes, monsters, guns and guts... a Hallucinogenic's worst nightmares realised.

**Previous formats?**
You name it, it's been there: PC, Macintosh, PlayStation, 3DO, Jaguar, 32X, Super Nintendo and, finally, the Saturn.

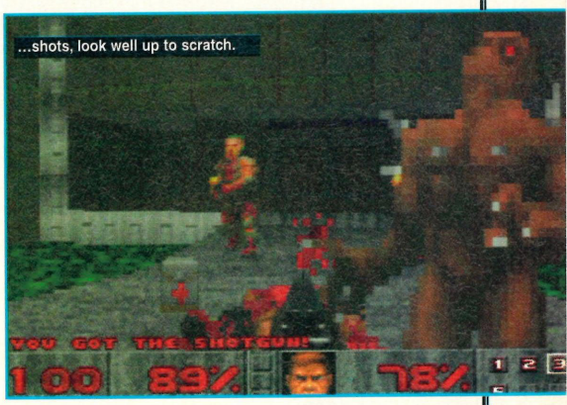
**Anything already out there?**
Only just. We've just reviewed *Exhumed* (issue 83, 91%) and that'll be its most serious competition. Taking up the rear is *Alien Trilogy* (this issue, 83%).

**Pedigree?**
First class. One of the most popular, original and well-designed games of all time. Since its release nearly three years ago, it's still as playable and immediately addictive as it always was. The PlayStation version had completely new levels and this is a conversion of that.

The Saturn version of Doom does, as you can tell from these...

**Sega Power says:**
*Doom* death matches STILL occur (until *Quake's* release, that was) and the experience of playing *Doom* has to be seen to be believed. Converted by the excellent Rage team, *Doom* on the Saturn will be another essential game this Christmas.

**Place yer bets!**
**3/1**
Loses out - just - to *Daytona* in the anticipation stakes. Even so, this'll sell faster than Elvis' skin.

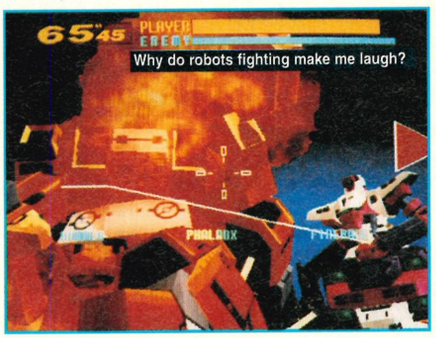

...shots, look well up to scratch.

# Virtual On

Virtual On • Sega • December

**Pedigree?** Developed from the fair AM3 coin-op and rumoured to be one of the first Sega titles to be launched with the link-up cable.

**Sega Power says:** Thankfully for us, the AM divisions are now one of the best bunch of developers in the world. While *Virtual On* didn't set the world alight, it did give us something different to play about with.




**Place yer bets!** **33/2**
While the link-up option may attract many be it due to novelty alone, we can't see it creeping any higher than 10.

# Batman Forever

Batman Forever • Coin-op
Acclaim • November

**Pedigree?** From first impressions, a faithful conversion of one of the first actual Acclaim arcade machines. Based, obviously, on the turd/third film in the Batman series, so includes the boy blunder.

Holy loads of things onscreen confusion, Batman.

**Sega Power says:** Acclaim are starting to use their motion capture studios to full effect now, and although the arcade release seems a bit muted, this could well turn out to be one of the more interesting games this Christmas.

**Place yer bets!** **25/1**
Looking good, but we can't see a 2D beat-em-up topping the charts this year.

***Grid Run*** • **Virgin** • **December**
A 3D puzzle game that Virgin claim will have the same appeal as *Bomberman*.
★★★

***Fighting Vipers*** • **Sega** • **October**
Sega's slightly-low-key-but-worthy-of-a-look *Tekken/VF2* hybrid. Featured on page 30.
★★★

***Highway 2000*** • **JVC** • **September**
The only driving game where nymphomaniac bimbos are your co-driver. Interesting, if nothing else.
★★★

***Hulk*** • **US Gold** • **November**
US Gold have big hopes for their second *Hulk* game. There's nothing much to see at present, but expect a full preview next issue.
★★★★

***Impact Racing*** • **JVC** • **October**
JVC's time-challenged driving-game-with-weapons finally shows its face in a couple of months time.
★★

***Iron Man*** • **Acclaim** • **September**
Acclaim are well known for their Marvel character platform games, but this one should be better than previous efforts. Using Acclaim's rather tasty motion capture studios, the graphics and animation should be something special.
★★★

***Iron & Blood*** • **Acclaim** • **November**
Based on the Dungeons & Dragons license, this is another 3D beat-'em-up, but this time there's PLENTY of weapons.
★★★

***Jonah Lomu Rugby*** • **Codemasters** • **November**
The first rugby game for the Saturn and this one has the Codemasters stamp of authority on it.
★★★

***Madden NFL '97*** • **EA** • **4th October**
The first Madden game for the Saturn, but don't expect it to be the last.
★★★

***Magic The Gathering*** • **Acclaim** • **November**
An interesting game based on the hugely popular Magic Role-Playing cards.
★★★

# FIFA '97

FIFA 97 • EA • 1st November

**In a nutshell?**
The biggest football game of all time makes its now customary annual appearance.

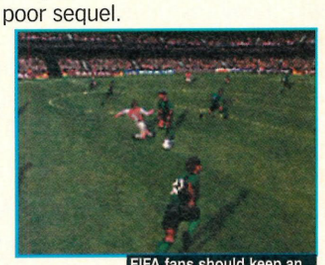
**Previous formats?**
Not really. The FIFA games have been out on everything from time to time, but this one promises to be a little different.

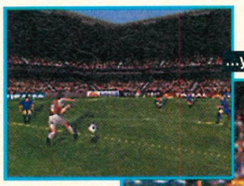
**Anything already out there?**
Yessirree. We've had three good ones in the last few months - *Euro '96* (issue 80, 90%), *Striker* (issue 82, 89%) and *Olympic Soccer* (issue 83, 83%) - and big things are expected from *Worldwide Soccer '97* (previewed on page 28), but *FIFA* does have that name.

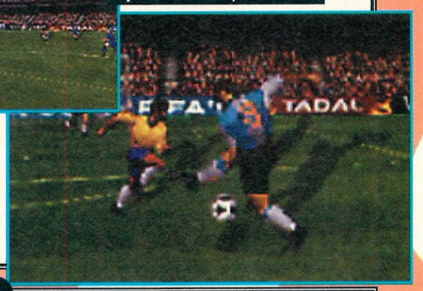
**Pedigree?**
The best. Established a name for itself over the last couple of years for technically superb, best-selling football games and the debate rages on whether *Sensible Soccer* is better than this or just a pile of old arse. The first 32-Bit version was the 3DO one and that set the benchmark for 3D football games. The feeling with the Saturn version, though, was that it wasn't quite the game everyone hoped for.

**Sega Power says:**
Can't wait. After the disappointing first Saturn game, the Virtual Stadium team have gone straight back to the drawing board in an effort to insure that their game will be the best ever; this won't be a poor sequel.

**Place yer bets!**
**3/1**
The *FIFA* games have a habit of selling like implants. Keep a beady eye out for this one.

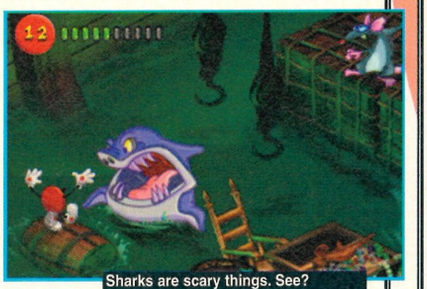

FIFA fans should keep an eye out for next month...


...you should be quite excited.



# Cool Spot Goes To Hollywood

Cool Spot Goes To Hollywood • Virgin • December


Sharks are scary things. See?

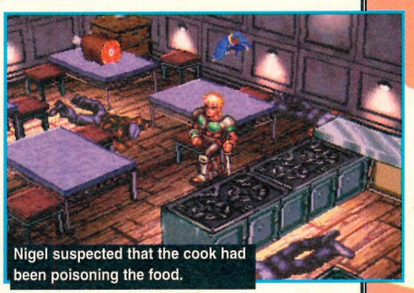
**Pedigree?** A strong Mega Drive presence should help 7-Up's little red hero but the fact that the game will be a straight conversion of his last MD outing won't. Possibly another Saturn *EWJ2* style fiasco on the cards here.

**Sega Power says:** We liked the Mega Drive game but seeing exactly the same thing on the Saturn won't be high on our Christmas thrill list. If this is number one we'll eat our legs.

**Place yer bets!** **150/1**
If it was a horse it'd already be on the glue factory's lorry.

# Dark Saviour

Dark Saviour • Sega • November


Nigel suspected that the cook had been poisoning the food.

**Pedigree?** Sequel to the excellent *Landstalker* (Mega Drive), what we've seen of *Dark Saviour* has impressed us greatly. The graphics are excellent in a cartoony kind of way and if the gameplay lives up to the original we could have a classic on our hands

**Sega Power says:**
It's unlikely this will make number one – it's not got that mass appeal – but it is one of the more eagerly anticipated games in the office. Hopefully Sega will do a good job on the Japanese-English translation.

**Place yer bets!** **50/1**
Doesn't deserve it's long odds – it'll be an great game. Look out for it.

**Mortal Kombat 1&2 Combo** • Acclaim • November
In an attempt to cash in on Williams' *MK Trilogy*, Acclaim are releasing their own Multi Kombat. The problem here though, is they're getting Probe to do it.
★

**Mr. Bones** • Sega • October
Basically a digitised platform game with skeletons, Still nothing to see on it yet.
★★★

**NBA Live '97** • EA • October
There's already been a couple of pretty good basketball games for the Saturn, can EA's take the crown?
★

**NBA Jam Extreme** • Acclaim • November
The chunky father of them all makes a 'spruced up in 3D, but still with the bizarre large heads' type entrance.
★★★★

**NBA Action** • Sega • 12th September
Reviewed last issue and generally felt to be... okay.
★★

**NiGHTS** • Sega • September
Well, surely worth £45 of anyone's money. The game that improves with age, but not quite as challenging as some had hoped.
★★★★★

**NHL '97** • EA • October
EA's classic hockey game will have to go some way to beat Virgin's *Powerplay Hockey* – reviewed on page 54.
★★★

**PGA Tour '97** • EA • November
Another Electronic Arts classic, but with two good golf games already on the market has it come too late?
★★★

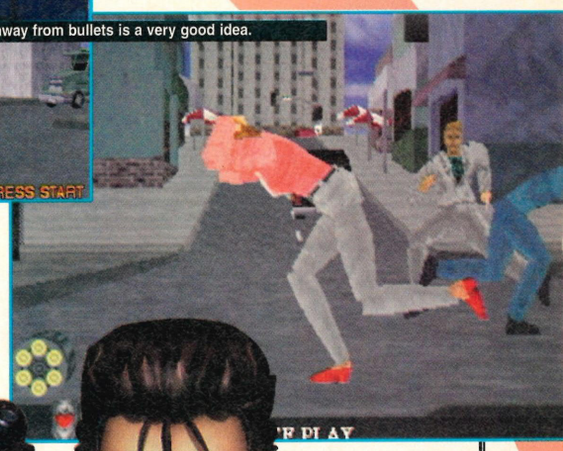
**Pinball Graffiti** • JVC • October
An interesting pinball simulation from JVC in that you can view the table from any angle. They've even included a ball's-eye view.
★★★

**Rattlesnake Red** • Acclaim • December
Not even Acclaim seem to know anything about this. The mystery is bound to be solved over the next couple of months. Intriguing.
★★★★

**Rockman X3** • Virgin • October
Complete and utter cack that should be avoided like a stinking necrophiliac with bad breath and herpes.
★

# Virtua Cop 2

Virtua Cop 2 • Sega • November



**In a Nutshell?**
More lightgun slaughter, this time with multiple routes and more texture mapping.

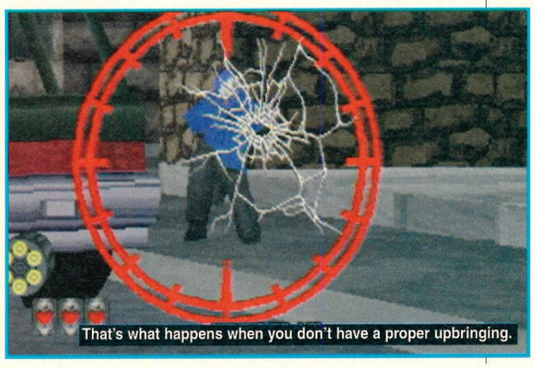
**Previous formats?**
Only appeared in the arcade and, quite frankly, didn't cause that much of a stir. The new extras didn't really appeal to the critical arcade dossers and skivers.

**Anything already out there?**
Well, for starters we have the previous *Virtua Cop* game (issue 75, 92%), *Chaos Control* from Infogrames (previewed in issue 82) is the first third party game to be 'allowed' to use Sega's light gun and there's murmerings of a two game compilation of the *Lethal Enforcers* games... but that won't be for ages.

**Pedigree?**
Any game prefixed 'Virtua' has been developed by AM2. Thinking back then that gives us *Virtua Fighter* and *Remix*, *Virtua Fighter 2*, *Virtua Cop* and *Virtua Racing*. Not much of a pedigree, I'm sure you'll agree. They clearly don't know their arse from the elbow.

**Sega Power says:**
*Virtua Cop* was probably the most linear game ever to score over 90% in *Sega Power*. Blasting polygon baddies with an enormous plastic gun was for a time our number one pastime and although games like this never last too long, we're sure cop fever will be happening all over again this November.

**Place Yer Bets!**
15/2
Very popular last time but it's maybe not the type of game that people want a sequel for.


That's what happens when you don't have a proper upbringing.

"Hello, I'm large and hard and have a very big gun."

# Die Hard Trilogy

Die Hard Trilogy • EA • October

**Pedigree?** Fox interactive had a hand in *Alien Trilogy* and *Die Hard Trilogy's* shaping up to be a similarly excellent film license. Expect *Doom,* car racing and *Virtua Cop* style levels but with more of a mission-based approach. And Bruce Willis.

**Sega Power says:** We're simple souls at Sega Power and games like this tend to appeal. If Fox can do as good a job as they did on *Alien Trilogy* (and increase the size and complication of the levels) we'll all be laughing.

I'm thinking of buying a new car.

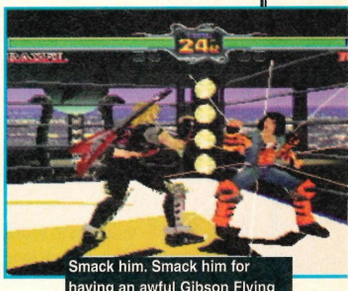
**Place yer bets!** **15/1**
It's got the name and it may get the hype to match. A backable dark horse.

# Fighting Vipers

Fighting Vipers • Sega • October

**Pedigree?** With an excellent arcade reception behind it, gameplay that models itself on *VF2* and the introduction of weapon and armour elements *Vipers* might be a strong challenger. Check out our full preview on page 30 for more details.

**Sega Power says:** 3D beat-'em-ups are all well and good but none of them have really lived up to the excitement to be had from *Streetfighter* or *Mortal Kombat*. British gamesplayers haven't really taken them to their heart really either.


Smack him. Smack him for having an awful Gibson Flying Vee guitar strapped to his back.

**Place yer bets!** **25/1**
*VF2's* relatively disappointing show last year point to only an outsider's chance for *Vipers*.

***Sega Ages*** • **Sega** • **November**
An interesting title in that it's a compilation of three Sega classics – *Space Harrier, Out Run* and *Afterburner*. Could very well be a surprise hit.
★★★

***Super Motorcross*** • **Acclaim** • **November**
Imagine the motorbike game that was released on the 32X, cross that with *Enduro Racer* and you'll be close.
★★★★

***Syndicate Wars*** • **Bullfrog** • **October**
The eagerly-awaited Bullfrog classic makes it's Saturn debut in a couple of short months time.
★★★★

***Tank*** • **BMG** • **December**
With a heavy influence from the spunky 3DO title, *Return Fire*, Tank could well end up doing very well.
★★★★

***Tennis*** • **Ocean** • **September**
With assistance from one of the *Pete Sampras* coders, *Tennis* from Ocean could be very game. At the time of press, Ocean were going for an Andre Agassi license.
★★★

***Tilt*** • **Virgin** • **October**
Another Virgin perennial that's been promised for aeons but still is nowhere near to seeing the light of day.
★★

***Virtua Fighter Kids*** • **Sega** • **October**
All very well if you're a fan of *Virtua Fighter* 2, but even then it's arguable whether you'd need this. Reviewed on page 44.
★★

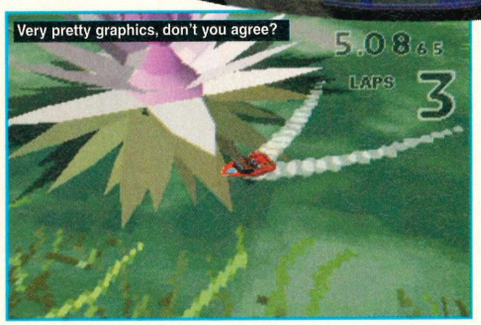
***World Series Baseball 2*** • **Sega** • **October**
The first one did very well for Sega so a this sequel is just around the corner. Difficult to imagine it doing great things over here, but we had a quick play and it seemed pretty good.
★★

***WWF In Your House*** • **Acclaim** • **December**
The WWF monster crawls to its wobbly knees for one last shoeing... In Your House, apparently.
★★

***X2*** • **Ocean** • **December**
Appeared a year or so ago on the Amiga (to great acclaim), this is a scrolling shoot-em-up from Team 17 – the *Worms* people.
★★★

# Micro Machines 3

Micro Machines 3 • Codemasters • November




**In a Nutshell?**
The smallest game in its biggest outing yet.

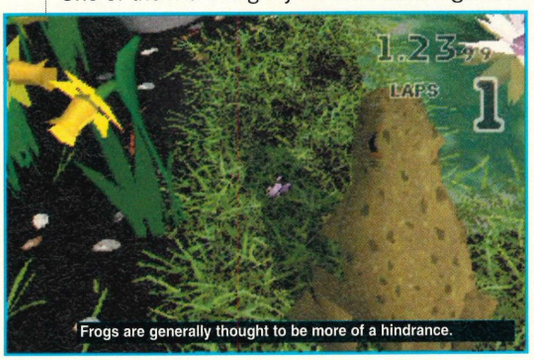
**Previous Formats?**
The PlayStation version should be out before the Saturn one, but only just and the gameplay remains pretty much the same as the Mega Drive classics.

**Anything Already Out There?**
Nope, completely original. For a cartoony racing game then *Street Racer* (previewed on page 25) is the closest, but the pleasure with *Micro Machines* is that it is so unique.

**Pedigree?**
It was always a bit of a surprise hit. Graphically average, but the playability went out of the roof. Top multi-player action and more levels and options than you could shake a sweaty whanger at. There's been mention of a 32-Bit version for some time now, but only now have shots and information started to be leaked out.

***Sega Power* Says:**
As we mentioned before, the strength of *Micro Machines* has always been its playability. If Codemasters can couple that with the 3D graphics that we're led to believe the game has, then we could have one of the most playable games ever here. It should be with us in November, but there is a slight chance it may slip to December.

**Place Yer Bets!**
**4/1**
Infinitely playable in multi-player mode and the probability of excellence in solitaire mode, too. One of the more eagerly awaited Saturn games.



Frogs are generally thought to be more of a hindrance.

## Hexen

Hexen • GTI • December

**Pedigree?**
Using the same game engine as *Doom*, id's *Hexen* has always been the poor relation in the *Doom* clone scheme of things. Witchcraft and spell casting are the theme along with the obligatory carnage and destruction.

***Sega Power* says:** We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. We want *Doom*. Not *Hexen* that much.

**Place yer bets! 20/1**
Strange forces would have to be at work for this to beat *Doom* – never mind get to number one.

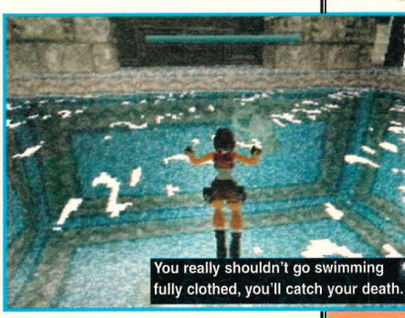
## Tomb Raider

Tomb Raider • Sega/Core • October

**Pedigree** Core are one of Britain's most Successful development houses with *Thunderhawk 2, Shellshock, Blam! Machinehead* to their credit already on the Saturn. *Tomb Raider* looks like their most accomplished game to date.

***Sega Power* says** As you can see from our preview on page 34, *Tomb Raider* is already looking like a massive game combining shooting action with Mario-style puzzle adventure background. If the hype starts to role this could easily go ballistic.

**Place yer bets! 10/1**
Longer odds because it's coming without a recognised name. Could win out on sheer quality, though.


You really shouldn't go swimming fully clothed, you'll catch your death.

## Happy New Year?

So, was it worth it? Was the extensive amount of 'person' hours used to create this exhaustible guide put to good use? Will you now buy wisely over the next couple of months? If so, then good. Thanks. No, really, it will have all been worthwhile then. But what about the new year? It doesn't all dry up then, no sir... there's plenty of top titles due for release in the first few months of 1997, and spookily enough, here they bloody are...

*Bug too!* • **Sega** • **February**
The sequel to one of the first Saturn games to give an indication of what to expect from the beast's power is released, after initial setbacks, early next year.
★★★★

*Die Hard (Dynamite Detectives)* • **Sega** • **February**
Very little is known about this game at present, but from the little that we can glean from Sega, we're led to believe this game should be a *Streets of Rage*-style affair with *Virtua Cop* graphics.
★★★

*Deadly Skies* • **JVC** • **March**
After some suspect reviews in Sega Pro, development trundles on for JVC's flying beat-em-up. Despite initial reservations, *Deadly Skies* could still surprise a lot of people.
★★

*Duke Nukem 3D* • **GTI** • **February**
The first *Doom* clone to out-*Doom* the original. Very funny, a little bit rude, Earth-bound locations and featured in our last issue.
★★★★★

*Dungeon Keeper* • **Bullfrog** • **March**
Bullfrog have a name for creating original and addictive simulations and *Dungeon Keeper* seems to continue the trend. Basically you play the ruler of a dungeon and control the people exploring it.
★★★★

*Grand Theft Auto* • **BMG** • **January**
Very basic graphics, but rather large in the gameplay department. Using various craft, you must scour the city streets in search of fame and fortune.
★★★

*Heart of Darkness* • **Sega** • **January**
There's a possibility that Heart of Darkness may yet make a December release, but either way, expect very big things from this game... it looks superb.
★★★★★

*Legacy of Kain* • **BMG** • **January**
One of Crystal Dynamics better efforts and a good mixture of Role-Playing action, good graphics and superb FMV.
★★★

*Manic Karts* • **Virgin** • **January**
A fairly successful release on the PC, *Manic Karts* is a graphically-challenged go-kart simulator. Leans more to the side of *Street Racer* rather than *Sega Rally*.
★★★

*Project Overkill* • **Konami** • **March**
Tricky one this. First impressions can leave you with a feeling of mild disappointment, but as far as 3D isometric alien shoot-em-ups with plenty of blood and gore go, this one's slightly unique.
★★

*Raw Pursuit* • **JVC** • **March**
I've been reliably informed from JVC that *Raw Pursuit* is a driving game on water... like using Jet Skis and that. All sounds pretty promising.
★★★

*Spider* • **BMG** • **February**
Very original. You control a spider in a series of unique level designs and game styles. Featured in greater depth last issue.
★★★★

*Sonic Fighters* • **Sega** • **February**
After much scratching of heads, we can confirm that Sega WILL officially release *Sonic Fighters* early next year.
★★★

*Sonic Extreme* • **Sega** • **March**
Maybe a more important release that *NiGHTS* and some will say that it should have been released before Christmas. *Sonic Extreme* should be one to wait for.
★★★★★

*Toshinden URA* • **Sega** • **January**
A brand new update of the 'okay' original. Now being developed by Sega using the renowned SGL.
★★★★

*Varuna's Forces* • **JVC** • **March**
While the game still manages to be slightly in vogue, JVC give us another *Doom*-style shoot-em-up.
★★★

*Viper* • **Ocean** • **March**
We've seen an early version and *Viper* looks simply stunning. Some of the best graphics ever seen on a 32-Bit console will arrive in March.
★★★★★

# What do YOU Think?

**Dearest Reader,**

Here at Sega Power we constantly strive to provide you with the type of magazine you really want to read. To help us achieve this, we'd like to find out a little more about you and your lifestyle, so we've drawn up this short questionnaire. We'd be very grateful if you'd fill it in and return it to us. It's a FREEPOST address, so no stamp is required. Please take time to read the magazine thoroughly and be honest with your opinions... it's the only way that these things work.

As a special bonus, all the questionnaires returned to us by Friday 4th October will be entered into a prize draw. The one winner of that draw will win a staggering TEN games on the system of their choice. It's all a cunning ploy, you see? The more replies from you we get, the more we find out. But be honest - your answers won't affect your chance of winning, and whether this is the first time you've read *Sega Power* or you're a loyal fan, we'd like to hear from you. We want *Sega Power* to be exactly the sort of magazine that YOU want to read. Many thanks for your time and help.

***Dean Mortlock***

## About You

**1. Are you?**

- Male ☑1
- Female ☐2

**2. Into which age range do you fall?**

- 10 or under ☐1
- 11-14 ☐2
- 15-19 ☑3
- 20-24 ☐4
- 25-34 ☐5
- 35-44 ☐6
- 45+ ☐7

**3. What is your main type of employment? (tick one box only)**

- Work full-time ☐1
- Work part-time ☐2
- Student ☑3
- Unemployed ☐4
- Retired ☐5
- Other ☐6

**4. If you are still at school, how much money on average do you get though pocket money or odd jobs per week?**

- None ☐1
- £1-£3 ☐2
- £4-£6 ☑3
- £7-£10 ☐4
- £11-£15 ☐5
- £16-£25 ☐6
- Over £25 ☐7

**5. If you are an older student, how much money do you have available on average each week for leisure and entertainment?**

- None ☐1
- £1-£5 ☐2
- £6-£10 ☐3
- £11-£20 ☐4
- £21-£30 ☐5
- £31-£50 ☐6
- Over £50 ☐7

**6. If you are in full time work, into which income range do you fall?**

- Under £6,000 ☐1
- £6,000-£9,999 ☐2
- £10,000-£14,999 ☐3
- £15,000-£19,999 ☐4
- £20,000-£24,999 ☐5
- £25,000-£29,999 ☐6
- £30,000-£35,000 ☐7
- Over £35,000 ☐8

**7. If you are in full-time work, what is your job title or profession?**

.....

## About Videogaming

**8. How long have you been interested in playing home video games?**

- Less than a year ☐1
- 1-2 years ☐2
- 3-4 years ☐3
- 5-6 years ☑4
- 7-10 years ☐5
- Over 10 years ☐6

**9. Which games machine(s) do you already own and which do you intend to buy in the next 12 months?**

| | Already own | Intend to buy |
|---|---|---|
| Sega Master System | ☐ | ☐ |
| Sega Mega Drive | ☑ | ☐ |
| Sega Mega CD | ☐ | ☐ |
| Sega Game Gear | ☐ | ☐ |
| Sega 32X | ☑ | ☐ |
| Sega Saturn | ☑ | ☐ |
| NES | ☐ | ☐ |
| SNES | ☐ | ☐ |
| Nintendo Gameboy | ☑ | ☐ |
| Nintendo 64 | ☐ | ☐ |
| Sony PlayStation | ☐ | ☐ |
| PC | ☑ | ☐ |
| Other system | ☑ | ☐ |

**10. How many games have you yourself bought in the past 12 months?**

- None ☐1
- 1-2 ☐2
- 3-5 ☐3
- 6-9 ☐4
- 10 or more ☑5

**11. How do you normally buy your videogames? (tick all that apply)**

- At a specialist games store ☑
- At a High Street store (eg. Virgin, HMV) ☐
- By mail order ☐
- At exhibitions ☐
- Second hand ☐
- Other (please specify):

.....

**12. If you buy videogames from shops, which shops do you buy them from? (please tick all that apply)**

- Boots ☐
- Comet ☑
- Dixons ☐
- Electronics Boutique ☐
- HMV ☐
- Our Price ☐
- Toys R Us ☐
- Virgin ☐
- W H Smith ☐
- Woolworths ☐
- Specialist store ☑
- Other shop ☐

**13. How many games have other people bought for you in the past 12 months?**

- None ☐1
- 1-2 ☐2
- 3-5 ☑3
- 6-9 ☐4
- 10 or more ☐5

**14. How much say do you have in the games which are bought for you?**

- A great deal ☑1
- Some say ☐2
- Not much say ☐3
- No say at all ☐4

**15. How many hours a week do you play videogames?**

- None ☐1
- 1 hour or less ☐2
- 2-4 hours ☐3
- 5-7 hours ☑4
- 8-14 hours ☐5
- 15-20 hours ☐6
- More than 20 hours ☐7

**16. Which type of games do you enjoy? (tick all that apply)**

- Adventure ☐
- Flight simulators ☐
- Driving/Racing ☑
- Football games ☐
- Other sports games ☐
- Beat 'em ups ☑
- Shoot 'em ups ☑
- Strategy games ☐
- 'God' simulations ☐
- Other (please specify):

.....

**17. Currently, which are your favourite three Sega games?**

1 SEGA RALLY
2 LOADED
3 VIRTUA FIGHTER 2

## About *Sega Power*

**18. How did you first hear about *Sega Power*? (tick one box only)**

- Saw it in the newsagent ☐1
- Saw an advert in a magazine ☐2
- Received a leaflet ☐3
- Word of mouth ☐4
- Other (please specify): READ A MATE'S COPY

# What do YOU Think?

**19. If you saw it advertised in another magazine, which one was it in?**

.....

**20. How long have you been reading *Sega Power*?**

- This is the first issue I've read ☐1
- 2-6 months ☐2
- 7-11 months ☐3
- 1-2 years ☑4
- 3-4 years ☐5
- 5-6 years ☐6
- Over 6 years ☐7

**21. How do you usually get your copy of *Sega Power*? (tick one box only)**

- Subscription ☐1
- Delivered by newsagent ☐2
- Bought at newsagent on order ☐3
- Bought at newsagent not on order ☐4
- Bought at supermarket ☑5
- Bought at computer/games shop ☐6
- Passed on to me/Read a friend's ☐7
- Other: (specify) .....

**22. How often do you read *Sega Power*?**

- Every issue ☑1
- Most issues ☐2
- Occasionally ☐3
- Rarely ☐4
- Never ☐5

**23. Which of the items featured on the cover of this issue of *Sega Power* most made you want to read it?**

TOCA TOURING CAR, SATURN TITLES, ULTIMATE MK3 ON MD

**24. Which of the words listed below do you feel best describe the cover of this issue of *Sega Power*? (tick all that apply)**

- Attractive ☐
- Bland ☐
- Bright ☑
- Clear ☐
- Cluttered ☐
- Colourful ☑
- Distinctive ☑
- Dull ☐
- Interesting ☑
- Inviting ☐
- Messy ☐
- Off-putting ☐

**25. Which issue of *Sega Power* do you think had the best cover? (write in the number of the issue)**

Issue ...82...

**26. Why did you like that one best?**

COOL ALIEN HEAD PICTURE

**27. Compared to other recent covers, do you think the cover of this issue is better or worse than usual?**

- Better ☑1
- No difference ☐2
- Worse ☐3

**28. Why?**

BECAUSE THEY'RE ALL USUALLY BOUGHT BY CONSOLE FANS

**29. Below is a list of some of the features in *Sega Power*. How important are they to you in determining whether you buy *Sega Power* or not?**

1 = Very important
2 = Quite important
3 = Not very important
4 = Not at all important

| | |
|---|---|
| News | 2 |
| Previews | 2 |
| Reviews | 1 |
| Exclusives | 3 |
| Tips | 1 |
| Small ads | 4 |
| The Hardline | 3 |
| Buyers Advice | 2 |

**30. Below is a list of all the regular features in *Sega Power*. What do you think of them?**

1 = Enjoy a lot
2 = Enjoy
3 = Do not enjoy
4 = Do not read

| | |
|---|---|
| News | 2 |
| Japanese News | 2 |
| American News | 2 |
| Cover feature | 2 |
| Previews | 2 |
| Reviews | 1 |
| Power Tips | 1 |
| Small Ads | 4 |
| The Hardline | 2 |
| Buyers Advice | 3 |
| Mail Bonding (Letters) | 1 |
| Last Orders | 4 |

**31. Below is a list of some of the features in *Sega Power*. Would you like to see more, less, or about the same amount of coverage given to them in *Sega Power*?**

1 = More
2 = About the same
3 = Less

| | |
|---|---|
| News | 2 |
| Japanese News | 1 |
| American News | 1 |
| Cover feature | 2 |
| Previews | 2 |
| Reviews | 2 |
| Power Tips | 1 |
| The Hardline | 3 |
| Buyers Advice | 2 |
| Mail Bonding (Letters) | 1 |
| Last Orders | 2 |

**32. What was your favourite ever free gift/promotion in *Sega Power*?**

TIPS BOOKS.

**33. Why?**

BECAUSE IT MEANS I DON'T HAVE TO GO TRAWLING THROUGH ALL THE ISSUES JUST TO FIND ONE CHEAT

**34. What sort of gifts/promotions would you like to see in *Sega Power*?**

COVER CDs
POSTERS

**35. Do you subscribe (receive directly by post) any of the following magazines?**

- Computer & Video Games ☐
- Edge ☐
- Games Master ☐
- Mean Machines Sega ☐
- Nintendo Magazine System (NMS) ☐
- The Official Sony Playstation Magazine ☐
- Sega Pro ☐
- Sega Saturn Magazine ☐
- Total! ☐

**36. How often do you read each of the following magazines?**

1 = Every issue
2 = Most issues
3 = Occasionally
4 = Rarely
5 = Never

| | |
|---|---|
| Computer & Video Games | 1 |
| Edge | 5 |
| Games Master | 4 |
| Mean Machines Sega | 1 |
| Nintendo Magazine System (NMS) | 5 |
| The Official Sony Playstation Magazine | 5 |
| Sega Pro | 4 |
| Sega Saturn Magazine | 4 |
| Total! | 5 |

**37. Roughly how much have you spent on each, over the past 12 months?**

| | Nil | Under £25 | £25-£49 | £50-£74 | £75-£99 | £100-£149 | £150 or more |
|---|---|---|---|---|---|---|---|
| Video games | ☐ | ☐ | ☐ | ☐ | ☑ | ☐ | ☐ |
| Compact discs | ☐ | ☐ | ☐ | ☑ | ☐ | ☐ | ☐ |
| Music cassettes | ☐ | ☐ | ☐ | ☑ | ☐ | ☐ | ☐ |
| Records | ☑ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Music videos | ☐ | ☑ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Film videos | ☐ | ☐ | ☑ | ☐ | ☐ | ☐ | ☐ |
| Other videos | ☐ | ☑ | ☐ | ☐ | ☐ | ☐ | ☐ |

**Please use this box for any additional comments you have about Sega Power - the editor will read every one that we receive.**

.....

Thank you for your help. If you'd like to enter the prize draw, fill in your name, address and telephone number, and return by the Friday 4th October. NO STAMP REQUIRED IF POSTED IN THE U.K.

Name: MARTIN WILLIAMS

Address: 114 FLORENCE RD, PARKSTONE, POOLE

County: DORSET

Post Code: BH14 9SS

Tel (including STD): (01202) 736050

Please tick this box if you do not wish to receive mail from other carefully screened companies.: ☐

Oh, and if I should win all those lovely games for my system, please don't send me any of these lot as I already own them. Thanks.

SEGA RALLY
DAYTONA USA
UP 2
VIRTUA COP
LOADED

Now, mercilessly shove the carefully removed questionnaire into an envelope-type thing and send it to this nice man...

*JAMES PENWELL*
*MARKET RESEARCH MANAGER (SP)*
*FUTURE PUBLISHING LTD*
*FREEPOST*
*30 MONMOUTH STREET*
*BATH*
*BA1 2XF*

Format .....Saturn Release Date ...November
Players .....One-Eight UBISoft .☎ (0181) 9414004

## Points Make Prizes

One of the best aspects of *Street Racer* is the tournament mode. Here you're privileged to race against a bumper crop of either human or computer-controlled opponents. Not only do you collect a sizeable chunk of points for finishing in a worthy position, you also get extra bonus points for various other things. THESE ARE THEY:

1. Collecting the most stars found around the course.
2. Afflicting the most accurate and damaging punches on your opponents.
3. The fastest lap.
4. A special bonus for avoiding any attacks.
5. A couple of sexy points for lapping anyone.

And over the page, we'll show how all this slots in a game-type environment...




1 A typical game picture to try to illustrate the beginning of this series and put here in a way to help with continuity.

# Street Racer

**Street Racer *returns! One of our favourite Mega Drive games gets a make-over, but can it really succeed in a* Rally-*dominated world?***

The original 16-Bit version of *Street Racer* was one of our favourite Mega Drive games for the simple and heart-relieving reason that it was one of the most playable games ever. Couple this with some of the cleverest graphic effects to appear on that machine and you had a game that was destined for greatness... Except you didn't think so. Yes, it sold in an appallingly average fashion and that wasn't our fault. Oh no, we told you about it in great length and detail but YOU were swayed by the likes of *Rise of the Robots*... or whatever.

The Saturn version is now lumbering into view like an old friend with a carrier-bag full of cheap lager and a knowing grin and so off we bumbled to Surrey to find out what the brainy and talented people at Vivid Image could do with an extra 16-Bits.

***"The game runs at 60 frames-per-second – very smooth when you consider that Sega Rally runs at 30."***

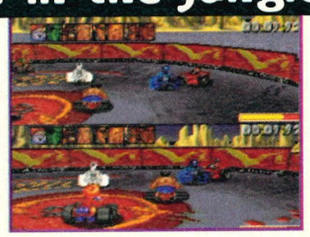
# Saturn

❷ One you've finished your race, your basic finishing points are allocated to you. But...

❸ ...Extra points are given for any of the above-mentioned reasons. Here, all the players managed, at one point or another, to earn themselves a very helpful two points for lapping someone.

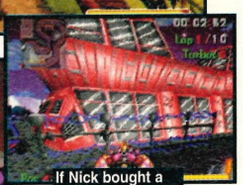
❹ These points are all totalled and a final tournament ranking is shown. Winning these points can really make a difference between winning overall and looking like a bit of a vegetable.

## Rumble in the jungle



If you can remember the Mega Drive version, Vivid Image included two extra bonus arcade games... *Rumble* and *Soccer*. Everybody thought that football with cars didn't actually work but the *Rumble* game was, in the opinion of many, rather topper. It's this game then that's been included on the Saturn, albeit in a fully-revamped version.

Now, instead of simply driving around a boring circular track, you can experience the illogical delights of fighting in a hovering arena. Each time you hit the barriers pieces of them disappear and after that, staying on the platform is a feat in itself. Hurrah... with banners.



If Nick bought a house, it'd look like this one.

There's a bomb about to go off on your back and rip out your spinal column. Sorry.

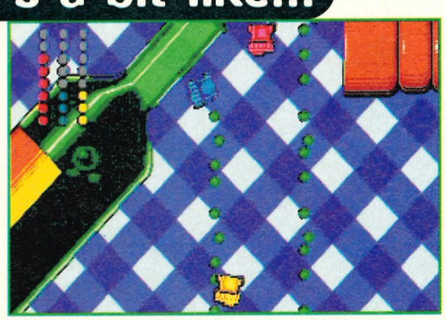
While *Street Racer* on the Saturn maintains the cartoony style of the original, lots of extras have been added. The main newbie is the eight-player simultaneous option (mentioned opposite), but you'll also be interested to know that Vivid Image have smoothed out the corners and have the game running at 60 frames-per-second – very smooth when you consider that *Sega Rally* runs at 30.

***"A lot is expected of 32-Bit Street Racer and, from initial impressions, it seems to more than live up to those expectations."***

The old eight characters all return, but there's a new hidden one who'll only show his/her fluffy arse (along with his/her own selection of bizarre tracks) when you've completed the hardest mode (gold). I was instructed (with hammers) not to divulge any details concerning this new racer, but I can tell you that it ain't human.

As well as these already-mentioned things, the game also includes... Head-to-Head, Practice or Championship options, 28 tracks, intelligent opponents, up to 80 lap races, four different views, replays (from any character in the race)

## It's a bit like...



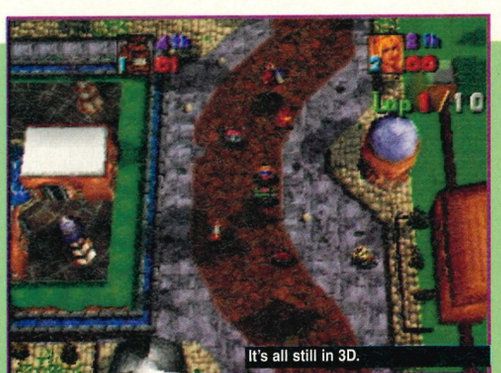
Comparisons for *Street Racer* are difficult. Naturally you have *Mario Kart* (in all its incarnations) for Nintendo systems, but for them Sega things... Not really.

Driving games have an obvious similarity, but the forthcoming *Micro Machines 3* is probably the closest to this you'll find... for now.

## Captain Bird's Eye

As if to impress, *Street Racer* also contains built-in, like, a completely different way of looking at things. A quick finger movement on the options screen and you can play the game in a overhead *Micro Machines*-style view.

Another press from probably the same finger and you can change that angle to an isometric FIFA-esque-except-not-with-football thing. This has obvious advantages in multi-player games and well, it makes you think that the developers care.




It's all still in 3D.

# The developers speak!

Not only are Vivid Image the developers of ALL things *Street Racery*, they also had a sausage-sized finger in the pie of Second Samurai for the Mega Drive and First Samurai on the Amiga and PC before that.

We take off our hats to Vivid Image as we think they're clever, sensitive and know a hell-of-a-lot more about programming than any of us. With that in mind, we talked to Vivid Image's big boss character, Mevlut Dinc, about the past, present and misty future of computer games and everything.

### How happy are you with the 32-Bit versions of *Street Racer*?

*I am very happy. I always knew we'd pull something rather excellent out of the hat. It just shows that with hard work and effort you can achieve the best possible. That's what we've always enjoyed doing and gained our reputation from that. Even from the early days on the Amiga, ST and now we're doing it on the super consoles.*

### Is there anything you would like to have included, but couldn't for time or space restrictions?

*No, nothing at all. Obviously we took the game from a successful format, but we've done everything that we wanted to.*

### Have we come to the end of the road now with *Street Racer*?

*We'll shortly start work on the sequel and we've got very ambitious ideas for it. Apart from the* Street Racer *name there's unlikely to be anything there in common with this version – we'll try to keep the gameplay intact though, but it'll possibly be improved.*

### How long has *Street Racer Saturn* taken you?

*13 months, which isn't very long considering we had to learn how to program the machine. We knew what we wanted to do with it, but we had to spend an awful long time learning the hardware to be able to do that little bit more than other people can – which we think we have.*

### What's your own, personal favourite aspect of the game?

*Apart from the technical achievements in the game, other things I'm most proud of are the simultaneous 8 player options, the fact that it's running at 60 frames-per-second and the sheer depth of the gameplay. There's just so many hidden extras in the game. I think that's what's really been lacking in 32-Bit software. There's some good looking products out there, but not great games.* Street Racer *is definitely one of those and the more people play, the more they'll discover.*

### If you could've written any game in history, what one would it be... and why?

*Definitely the* Mario *games. They demonstrate what good games should be about. There's lots of hidden stuff and, like* Street Racer, *the more you play the more you discover. Also, as a really playable game, Geoff Crammond's* Stunt Racer.

60 frames per second is faster than ANYTHING.

## Multi blend

*One of the strongest attractions of Street Racer has always been its ability to allow multiple players to appear on-screen at once. With the Mega Drive that was a fairly impressive four, but with the new improved Saturn version this has increased to a staggering EIGHT!*

◀ Well yes, the split-screen two player option was always going to be a certainty, but...

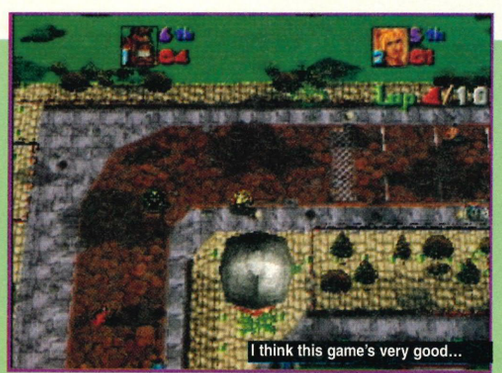
▶ ...Four sounds a bit more impressive. Still easy to see the track and multi-tap adaptors seem to be commonplace nowadays. But...

▼ ...Lookatthis! Lookatthis! Eight. Players. Racing. At. One. Time. As impossible and unplayable as you may think this sounds, it does work very well indeed. I know because I've played it. You obviously lose a fair bit of track, but everything still manages to run in 60 frames-per-second and easily playable.

from practically any angle and lots and lots of different weapons.

Considering Vivid Image's pedigree, big things are expected of 32-Bit *Street Racer* and, from initial impressions, it seems to more than live up to those expectations. It's a racing game for the Saturn but it doesn't take itself too seriously; it keeps the cartoony feel of the original but it still looks superb. Rest assured, a full *Sega Power* workover is scheduled for a couple of months time. • ***Dean***

I like driving in my car. It's not quite a Jaguar.


I think this game's very good...

...better than choc ices...

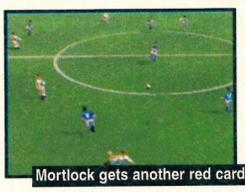
...but not quite a Cornetto.

# World Wide Soccer

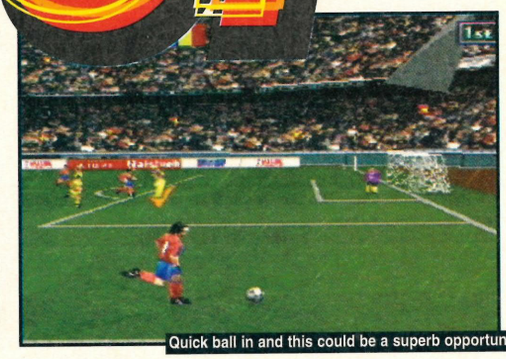
***The new football season's here and what better way to celebrate than with another footy game for the Saturn.***

I never travel by public transport myself but APPARENTLY, right you can wait ages for one of these bus things to turn up and then TWO or in some cases THREE turn up at once. That's what Alanis Morrisette would call 'ironic', except she'd probably put it in a song. And swear a bit.

Anyway, I was reminded of this bus story when I came to think about Saturn football games. I mean, at one stage there were hardly any of them – *FIFA '96* was a bit disappointing and the *Victory Goal* farrago is one of the reasons why the Saturn's launch was less than perfect.



Mortlock gets another red card. Thoroughly deserved as well.



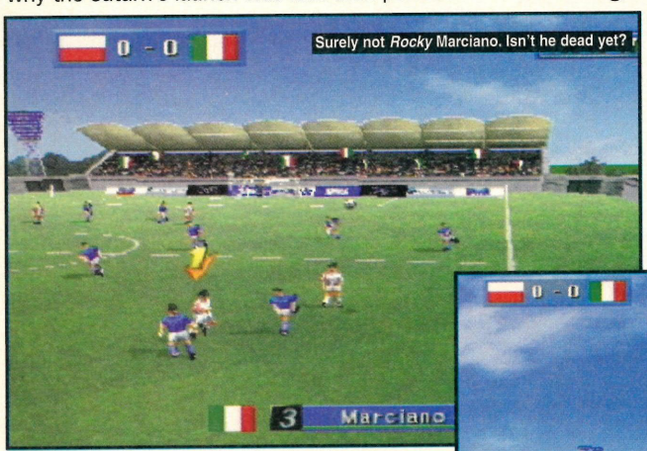
Quick ball in and this could be a superb opportunity.

Recently though, our long wait at the release schedule bus stop has yielded *Euro '96* (controversial), *Striker* (slick but thick), *Olympic Soccer* (plain but interesting) and NOW *Sega World Wide Soccer '97*. What with *FIFA '97* slowly chugging over the horizon, Alanis could probably get a whole album out of the situation.

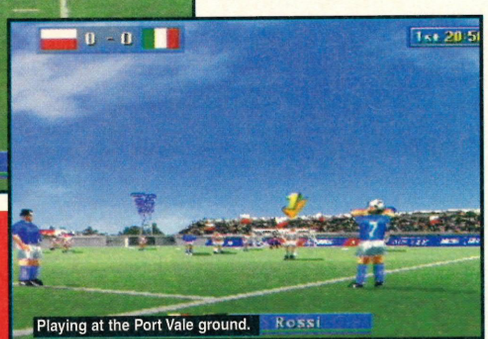
***"SWWS'96 is the latest soccer game from Sega and they hope that this time they've got a real championship contender on their hands."***

*SWWS'96* is the latest soccer game from Sega and they hope that this time they've got a real championship contender on their hands. As the title would suggest, it's a non-club, international team effort and boasts the best graphics yet seen in a footy sim.

On the play view side, you can opt for one of the three major standards. There's the behind the goal, end on with slick zoom in and out, the familiar isometric view (*FIFA* fans start here) as well as the side-on, lefty-righty *Olympic Soccer* type thing. Unsurprisingly, with all the views, you can move




Surely not *Rocky* Marciano. Isn't he dead yet?




Playing at the Port Vale ground.

## Fame!

We're such great mates with the guys at Sega that when it came to making up the names for the 48 world teams, they put our names in as players. Okay, so we're in Wales and you'll probably edit out us out and put in the real names and Wales never even qualify for anything but, hey, IT'S THE THOUGHT THAT COUNTS. I'm the midfield dynamo by the way.

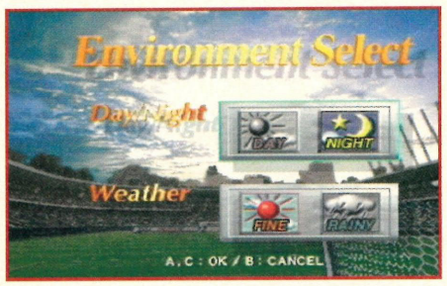
The in-game graphics are, as you can see, 'a bit special.'

# The conditions are appaling, Brian

Format . . . . . .Saturn Release Date . . . .October

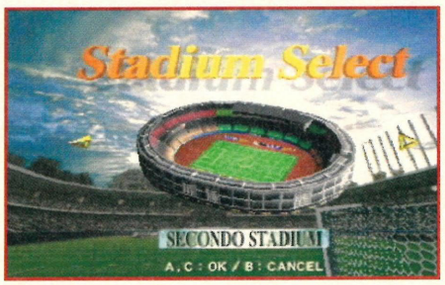
Players . . . . . .One-Four Sega . . .☎ (0181) 9964620

What would football games be without a whole raft of extras things to fiddle with once you've worn yourselves out actually playing football? Not as good, that's what. Here's a smattering selection of *SWWS'96*'s optional offerings.




## Weather

Changing the weather has effects on the pitch, altering the bounce of the ball, the accuracy of dribbling and, well, the amount of mud.



## Stadiums

They're not real but you do get a choice of three Italian-esque stadia. The best touch here is that the crowd wave the right flags for their team.

## Formations

Football wouldn't be football without endless discussions concerning formations, tactics and 'running it through the channels'. Do it all here but not with Germany, please.

## Booting up

It's a computer game. It has a startup screen. It looks like this.

**❶ Exhibition**
Choose you teams, formations and jump straight in with this one-off friendly match.

**❷ World League**
How self-explanatory can this be? It's a league. With world teams in it not club sides.

**❸ Cup**
Based on the traditional FA Cup/League Cup scheme of things. A straight knock-out affair.

**❹ Cup Tournament**
Based on the world cup England are scheduled to win in 1998. Just insure that they do, please.

**❺ Penalty Shoot Out**
Practice you're penalty taking and saving. You never know when it might come in useful.

**❻ Player Edit**
Replace all the made-up players with real ones, or you and your mates. Can't be activated with Wales, unfortunately.

**❼ Options**
Go fiddle with your laces in the spod section of the game.

## It's a bit like...

### Euro '96

Well yes, 'it's a bit like' any Saturn football game you care to mention, but it's a bit more like *Euro '96* than the rest. The graphics are a definite step forward from *Euro* but the same speed problem still applies. *SWWS'96* promises more tactical and gameplay subtleties but whether they'll be of any real use remains to be seen.

the camera angles from high to low and perform the usual speed-up slow-down business on the replays as well. The only thing the game doesn't really offer is the top-down view of *Sensible Soccer* although you can get quite close to it.

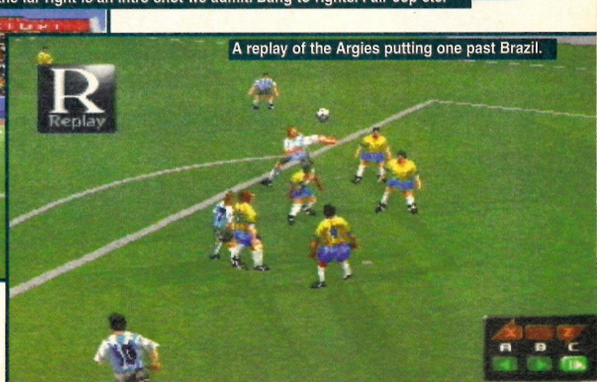
On the gameplay side, Sega have noted the importance of including more than just the pass/tackle/shoot base set. Consequently, you can pull off back-heels, headers, one-twos, overhead kicks and all the other trickery of proper football. A coaching facility allows the gamers to influence more than player at a time, pushing a defensive line forward in an Arsenal-esque offside trap for instance, or moving midfield players into space during an attack. On top of this, the player animation is streets ahead of games like *Striker* and *Olympic Soccer*.

At the moment the game runs a bit too slowly to convert *Striker* and *FIFA* fans. That might change before release but Sega would like to think of *SWWW'97* as the thinking gamer's football game rather than an arcade classic.

Still, buses eh. • ***James*** SP

The grab on the far right *is* an intro shot we admit. Bang-to-rights. Fair cop etc.

The Krauts score. Again.



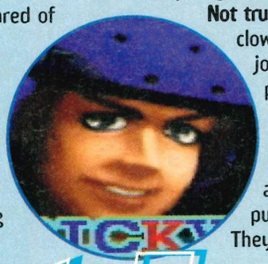

A replay of the Argies putting one past Brazil.

## Meet the team

### Jane
**Age:** 18
**Speciality:** Punching
**True:** She works part-time as a subway construction worker and her bestest attack is the Tornado Upper Punch. Yes!
**Not true:** Her mother was sacked from her job at Sainsbury's for hiding frozen turkeys down her knickers and her dad likes beer.

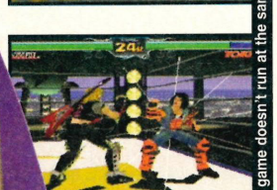
### Raxel
**Age:** 18
**Speciality:** Kicking
**True:** Raxel's the guitarist/vocalist of Death Crunch – a bloody awful rock band and his father's a councilman.
**Not true:** Raxel's scared of anything that doesn't move and lives purely on a diet of stone and grapes (but only the moving ones. Obviously).

### Picky
**Age:** 14
**Speciality:** Skateboard Attack
**True:** Picky started skateboarding to impress a fellow (female) classmate and he's the youngest Viper in the game.
**Not true:** He 'plays the clown' at school by joking in the playground with his hilarious selection of animal fatality puppets. Laugh? They do.



### Grace
**Age:** 19
**Speciality:** Leg Combos
**True:** She originally wanted to be a figure skater, but gave it up when she was betrayed by her manager and boyfriend.
**Not true:** She was the first woman to win the World Professional Darts Championship and she's so double-jointed that she can lick her own. Nose.

# Fighting Vi



The game doesn't run at the same high resolution as *VF 2*: including the outer ring made it too difficult.

"Here, smell this." Sorry.

*Fighting Vipers* could be classed as another case of a 3D beat-'em-up that never really made it over here, but with the help of a bloody good conversion and a glowing Saturn, Sega have managed to create a rather nice amount of hype.

The game's developed by the 'so talented our heads are about to explode' crew of AM2 and, once again, they manage to not only give us a good game, they've also managed to create some new tricks that people wouldn't have believed possible on the Saturn.

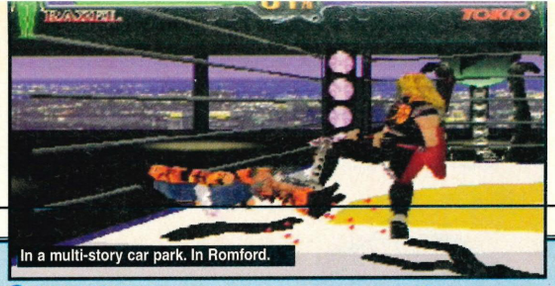
Light-sourcing is usually something that avoids the Saturn like the pestulant plague, but it frolics gaily all over *Fighting Vipers*. When the angle changes, so does the light. Fighting in almost darkness with shadows and silhouettes all over the place lends a certain mysterious atmosphere to the gameplay.

The fighting action itself is a sort of bizarre hybrid of *VF* and *Tekken*. Whereas martial arts were top of the bill in *VF*, *Fighting Vipers* has the emphasis tilted more to the 'armoured-up, smack 'em with anything lying around' style of things.

## It's a bit like...

### Virtua Fighter 2

Reviewed in issue 75 where it received an almost unbeatable 96%, *Virtua Fighter 2* proved, more than any other game, that the Saturn was capable of jaw-dropping graphics and more than worthy arcade conversions. *Fighting Vipers* may be more of a step sideways rather than a leap forward, but - at present - *VF2* is unlikely to be bettered until *VF3* shows its flashy arse towards us in a cocky show of excellence.

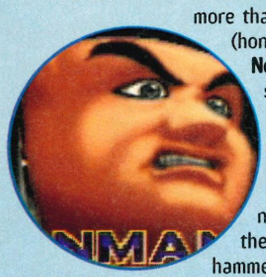


In a multi-story car park. In Romford.

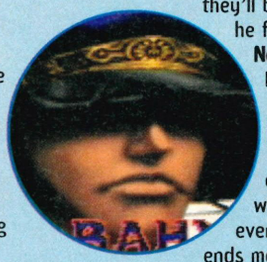
Format . . . . . .Saturn Release Date . . .November

Players . . . . . .One-Two Sega . .☎ (0181) 99 64620

### Sanman
**Age:** Unknown
**Speciality:** Body Crash
**True:** He drives a specially converted scooter and loves the number three more than anything (honest).
**Not true:** His salads are the talk of the group and he developed a new style of therapy involving hammers.

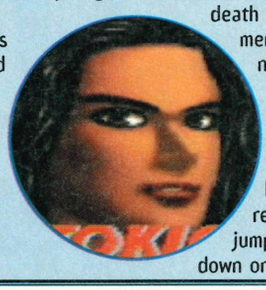


### Bahn
**Age:** 17
**Speciality:** Power Blow Away
**True:** Came over to find his father who deserted him when he was a child, and they'll be trouble when he finds him.
**Not true:** Learned to drive by playing *Out Run* and cleans office windows in the evenings to make ends meet.



### Honey
**Age:** 16
**Speciality:** Cat Punch
**True:** She's a shy girl who, ahem, comes out of herself more when she wears the rubber dress that apparently she designed herself.
**Not true:** Her legs were once used in a poster for Malboro cigarettes and her hair is made almost entirely from horses' manes.

### Tokio
**Age:** 16
**Speciality:** Combination Turn-Around Kick
**True:** He was raised in an actor's family and joined a local gang of very tough young men. He left when he caused the death of one of the members and has never quite gotten over it.
**Not true:** He collects rare tramps and holds the world record for jumping up and down on the spot.

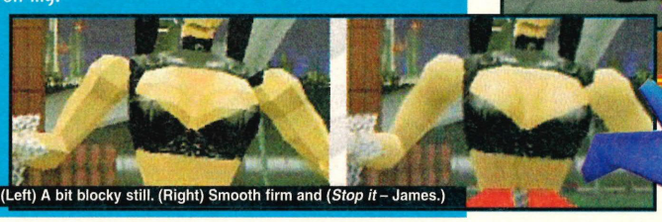


# Vipers

Battle of the French Maids.

## Gourard me, stupid

Gourard shading is one of the terms that gets thrown around this little industry like a pee-soaked towel. Some say the Saturn can do it, some say it can't, we can prove it can. Check out these two pictures and the truth will be plainly shown. The grab on the left shows the original development shots without the shading, while the pic on the right comes from a version of the game much later in progress and just look how smooth her... um... oh my.


(Left) A bit blocky still. (Right) Smooth firm and (*Stop it* – James.)

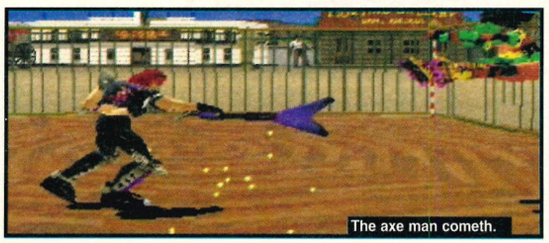
Most of the moves are triggered in a similar way to *VF2* – there appears to be a similarly large amount, too – and a new series of attacks have been included. Each of the players is kitted-out in powerful armour and this will protect you from most of the damage of the attacks. Special attacks from your opponent will weaken your armour and when a icon in the corner of the screen starts to flash, you're about to lose it. Extra moves include a wrestling style slam into wall throw and new attack moves when your opponent is downed.

Graphically the game is weaker than *Virtua Fighter 2*, but concessions had to be made. Hiroshi Kataoka, the chief developer at AM2 commented that by adding the light-sourcing and Gouard shading to the characters, they could remove a slight amount of detail in order to include the polygon cages. We saw most of the backgrounds, characters AND animation and we can honestly say that it's very impressive and remarkably true to the arcade original.

The game will appear in Japanese shops on the 30th of August, America around the 15th of October and make Europe by November. A proper, grown-up and exclusive review WILL be in our next issue. • ***Dean***

SP

***"In Fighting Vipers the emphasis is tilted more to the 'armoured-up, smack 'em with anything lying around' style***


The axe man cometh.

## My cheri armour

Each of the characters is togged up to the glands with special armour that'll deflect around half of the power of your opponents attacks. There is (if you can see it) a human-shaped icon at the top of the screen next to your power bar and be careful when that starts to flash. It indicates that your armour is about to fall off, leaving you far more vulnerable to attack.

Format . . . . . .Saturn Release Date . . . .October
Players . . . . . .One-Two US Gold .☎ (0121) 6253366

# Crime Wave

***I've never known crime to even raise a smile, let alone wave...***

This is a shot from the FMV intro. The in-game graphics are pretty hot as well.

***"The objective is to drive around, slaughtering any criminal with a bounty on their head before claiming your Community Action Trust Cash Reward."***

There seems to be a current trend to create games concerning crime, stealing and other nasty violations of the law. I suppose that it's better than participating in the real thing, which is very bad and could land you in trouble with the Long Arm of the Law. So don't do it, because remember, there's no such thing as a victimless crime. Alright?

Thanks, Dad. Let's move on to *Crime Wave*.

It's a 3D isometric driving game (with a similar perspective to *Syndicate*) where the objective is to drive around, slaughtering any criminal with a bounty on their head before claiming your Community Action Trust Cash Reward. Of course, the more money you get, the more weapons you can acquire and the better your car can be.

There's a wide choice of vehicles, from 4x4's to sports cars as well as an extensive range of weaponry which includes grenades, mines, mounted launchers and lasers – enough to keep the disturbed ones amongst us suitably amused anyway . Mix all this with several different terrains within the Mekeo metropolis – shopping malls, suburbs etc – and you've got an intriguing game set up.

*Crime Wave* looks as if it's going to be in hot competition with *Grand Theft Auto* (BMG) which has a similar background story and viewpoint. Almost. Which'll be best? We'll tell you, don't worry. • **Dave** SP

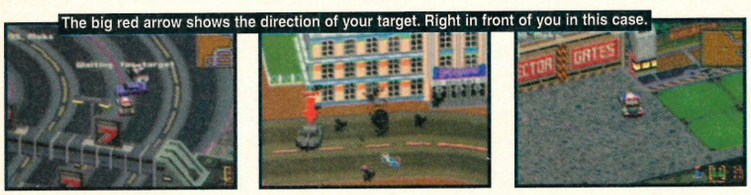
## We was robbed

We, the *Sega Power* team have all been victims of theft, and none of us found it funny.

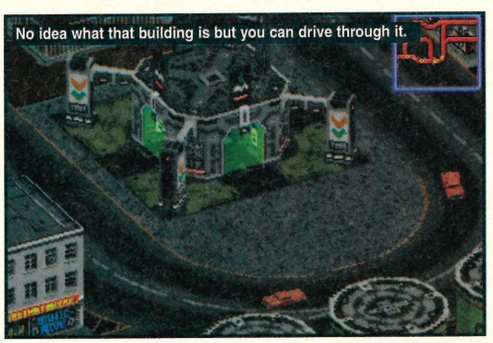
**Laura:** *When I was a lass at school in Corsham, I once thought my gym kit was stolen but, to my relief, I found that it was only temporarily mislaid.*

**James:** *My innocence was stolen from me whilst working for the Red Cross in Hinton Charterhouse, Somerset.*

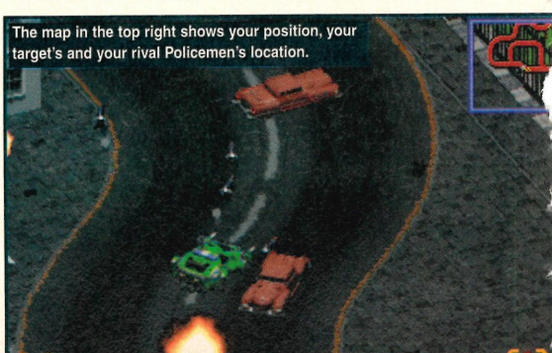
**Dean:** *I once dropped 50p on the floor, and when I realised I'd dropped it, I went back to find it, but it had gone.*



The big red arrow shows the direction of your target. Right in front of you in this case.



No idea what that building is but you can drive through it.



The map in the top right shows your position, your target's and your rival Policemen's location.

## It's a bit like...

### Grand Theft Auto

Previewed in Issue 81, so this isn't out yet either. It takes the slightly different 'overhead' view on things and contrasts in one other large way – you can play as the criminal who steals things as well as the wrong-righting *Crime Wave* vigilante. Anyway, *GTA* is now expected in January of '97, as opposed to *Crime Wave's* October release, so you'll have to wait a bit for both.

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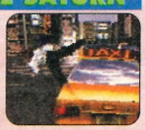
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EXHUMED ..... MID AUGUST
FADE TO BLACK ..... OCTOBER
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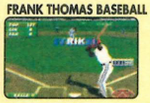
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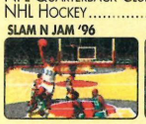
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SE5(10)

## Know your enemy

Core would only let us preview a one level version of the game – they want to hold off all the later stuff for the reviews – but we managed to get a glimpse of what you're up against.

### Wolf

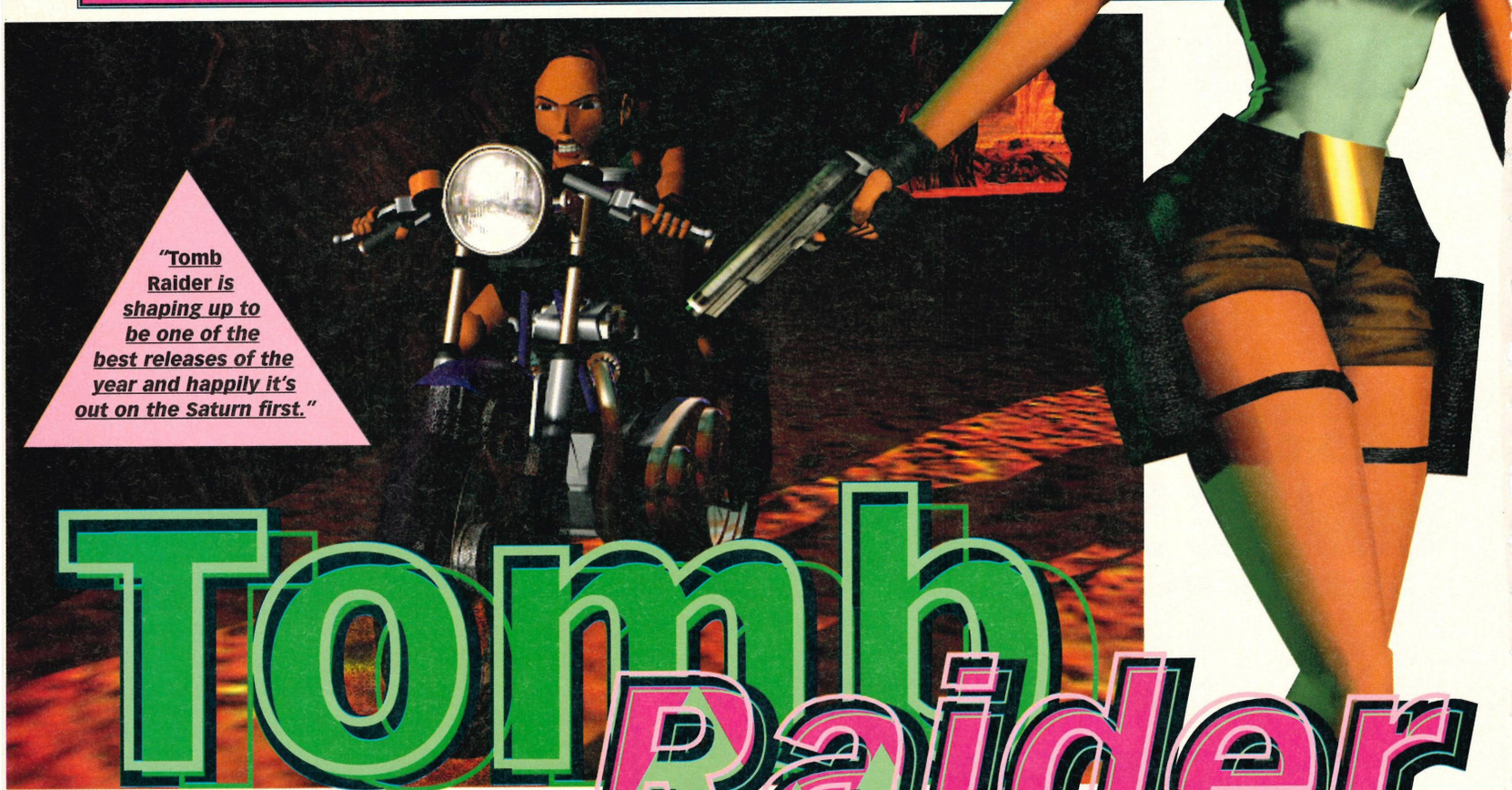
Old white fang here may well be capable of leading freezing children back to log huts in the Scandinavian mountains, mercilessly slaying a group of itinerant peasants from the Ukraine or doing a whole host of other literary wolf things but not in this game. Here they just pounce and bite. Please shoot them with your fast gun.

### Bat

Old bat-face is probably one of the most irritating things you'll find in the entire game. With a sampled flap and a squeak to make glass crack, they fly – usually in groups of two or more – towards you and are a complete bugger to kill. They can't actually take that many hits, but for some reason I found it hard to target on them.

### Bear

A lumbering old git with carpet burns on his knees and bad breath, but teeth? Ooh, sharp as our wit they are. You may have to put aside your environmental beliefs and your animal conscience here – it's him or you.



**"Tomb Raider *is shaping up to be one of the best releases of the year and happily it's out on the Saturn first.*"**

# Tomb Raider

***'The closest game to* Mario 64 *on the PC' is how one computer journalist described it. As* Tomb Raider *nears completion, does this comparison make any sense?***

Well, yes... possibly. The comparison with *Tomb Raider* and *Mario* is based on the fact that both games give you a bouncing 3D world, complete freedom of movement with everything viewed from a behind-the-head perspective. Thankfully though, that's where the similarities end.

On first impressions, *Tomb Raider* is what most people wanted *NiGHTS* to be – an investigative platformer, full of puzzles, traps, monsters and graphics to die for. *NiGHTS* managed to get the graphics sorted out, but the rest of it? Definitely a matter of personal taste. Playing *Tomb Raider* is the graphical equivalent of eating a four course banquet after a two week diet of sprouts. Like drinking a long tall glass of coke when you have the hangover from hell. Like having... oh stop it, you get the idea, hmm?

Whassit all about? You play Lara Croft a shapely woman hired by 'The Company' to retrieve a semi mythical object called the Scion. In typical Indiana Jones-

Format . . . . . .Saturn Release Date . . .November

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### Snake

Deadly frightening predators of deserts, jungles and films with Harrison Ford, snakes are found under stones and in cool places... like fridges and Romford. The varieties in *Tomb* Raider aren't from Romford (or any part of South Essex come to that) but they are still quite fast. Pretty easy to kill once you've got your targets locked-on.

## It's a bit like...

### Exhumed

They're both set in Egypt, they're both in 3D and they both have superb graphics. *Tomb Raider* is in a class of own, though, in that it has the unique behind-the-player view thing.

As we've already mentioned, some people may well try to compare *TR* with *Mario 64*. If they do, slap them round the back of the head for their complete ignorance. NOR is *Tomb Raider* like *Doom*. It's Egyptian (like *Exhumed*), 3D (like *Exhumed*) and mildly original (unlike *Exhumed*).

These bits all take place in the lovely underwater sections. Hold your breath and dive.

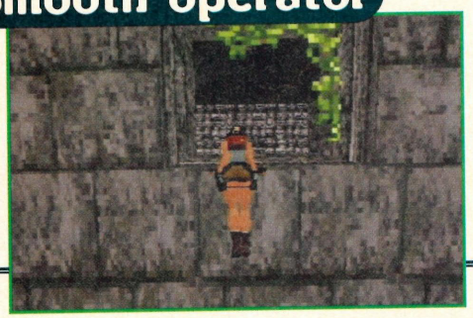
style though, you begin to discover that the very company that's hired you is as corrupt and evil as the heart of Darth Vader itself. Realising this, Lara – or you, if you wisely decide to purchase this game – begin to take matters into her (your) own hands and decides to discover the secret of the artifact for herself.

Although the graphics may well be as fab and groovy as a fab and groovy thing, probably the aspect of the game that Core are most proud of is the camera movement. A completely 3D game can win or lose depending on how well the movement and views are displayed and thankfully, here they're superb.

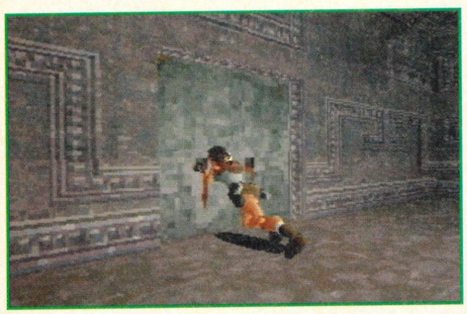


(Above) Practice your acrobatics in the gym.

## Smooth operator



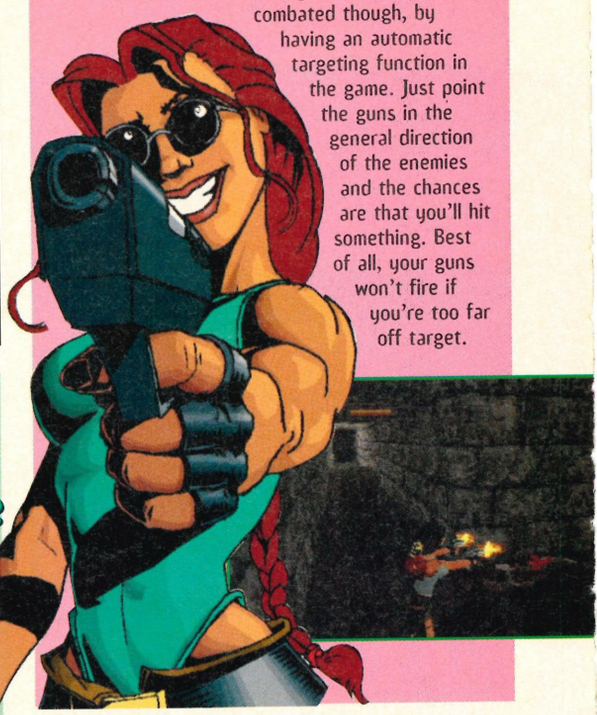
Lara's animation is made up from a highly impressive 2000 (or possibly a few more) frames of animation. These are needed to fluidly execute the many and varied moves in the game. Apart from the more usual walking, running and jumping, you also have the ability to do somersaults, hang off ledges (to move along them or to grab them when jumping across gaps) or you could even climb up small walls and blocks. Anyway, everything is animated in an incredibly smooth fashion. We are impressed!



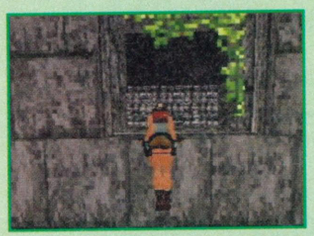
◀ Using a method called three point view, the camera will always move in relation to Lara and whatever she's attacking, climbing or running towards. This has the advantage of showing all of the action and never missing a thing. Which is nice.

## Girls with guns

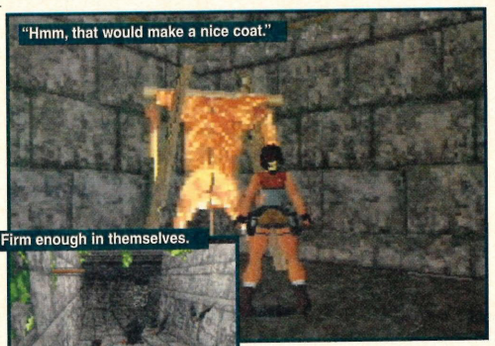
There could've been a problem with the shooting routines in *Tomb Raider*. Why? Unlike *Doom* you don't have the advantage of a first-person gun view to target with. This is combated though, by having an automatic targeting function in the game. Just point the guns in the general direction of the enemies and the chances are that you'll hit something. Best of all, your guns won't fire if you're too far off target.



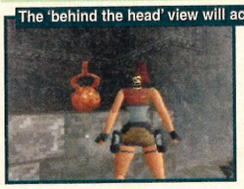
## We'll try the adventure room, please

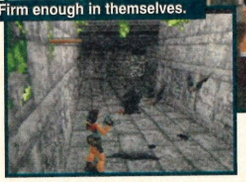


Much like the fantastic Crystal Maze, you'll stumble across rooms that contain definite puzzles. Maybe you'll be rewarded with an ancient artifact, possibly a fresh pie... who knows. That's the mystery of surprise, but expect to jump across breaking floors, avoid spikes and dodge rolling balls.




The 'behind the head' view will acquaint you firmly with Lara's buttocks. Firm enough in themselves.





Mouths could turn down with the news that there are only four main levels, but they'll soon rise when they discover that each of those four levels is split into three zones and each of those zones is split again. The first part of the game takes place in a deserted Inca city and is perfect for getting used to the controls. Level two has you in a Greek/Roman style series of labyrinths and jungles, and here, as in most of the sections, there's a large underwater series of tunnels and traps.

The underwater bits of the game have to be seen to be believed. The screen moves and undulates in such a convincing manner that have to wonder 'Am I really underwater?' 'Course you're bloody not, I'm trying to exercise a bit of artistic license.

One last point is the Gym – where you start the game. As a training area, it leads you through a series of rooms designed to test and perfect your newly acquired movement and agility. After that, it's straight onto level one.

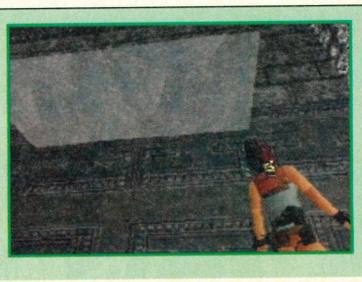
***"Playing Tomb Raider is the graphical equivalent of eating a four-course banquet after a two week diet of sprouts."***

Yes, *Tomb Raider* is shaping up to be one of the best releases of the year and happily it's out on the Saturn first. We've been promised a review for next issue and, quite frankly, we're very excited about it.

• ***Dean***

## Watch yer feet

All this clever 3D-ness and fancy animation would mean nothing unless there was some way of checking on your exact location. I mean, what's the point of jumping over a gap if there's something really treaty down in the middle of it. Thankfully, *TR* allows you to stop at any point in the game and with a simple key press/D-pad action, you can look around, below, above and from side-to-side. Most useful. I can tell you.



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# Reviews

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Saturn

## *Blam! Machinehead*

Saturn

## *Virtua Fighter Kids*

Saturn

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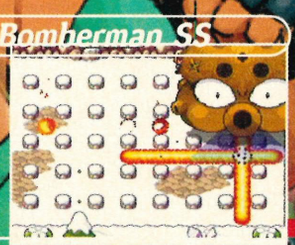
## *Bomberman SS*

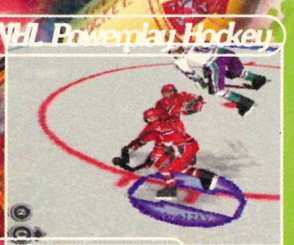


Saturn

## *Bust-A-Move 2*

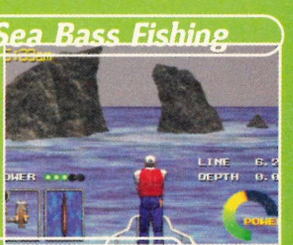
Saturn

## *NHL Powerplay Hockey*



Saturn

## *Sea Bass Fishing*



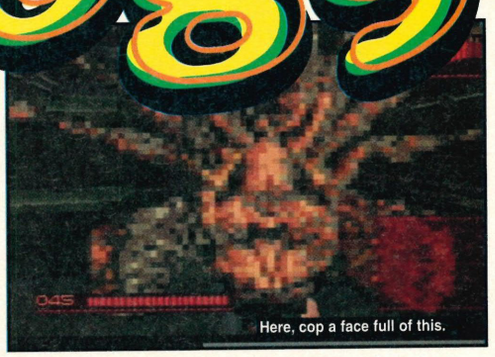
Saturn

Review

Saturn

# Alien Trilogy

***Probably the best film license of all time has made the jump from PlayStation to Saturn. What's the conversion like and was the game really all that good in the first place?***

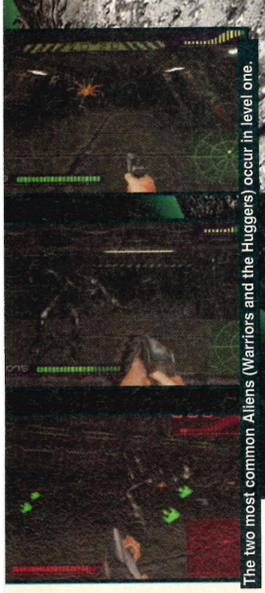


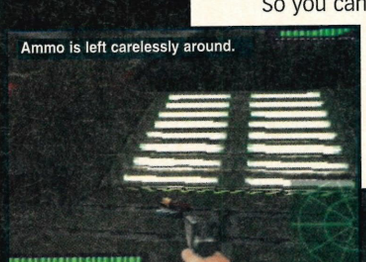
Here, cop a face full of this.

Film-licensed games have a bit of a chequered history. All too often a Mega Drive film license meant a normal platform game with the budget that should have gone on creativity, design and innovation spent securing the rights to characters and names that would provide some easy sales for the software company concerned. Games like *Judge Dredd*, *Waterworld* and *Jurassic Park* managed not only to be titles almost completely lacking in imagination, they also failed to capture the spirit of the films that, ahem, 'inspired' them.

***"The good news for Saturn owners is that the great strengths of Alien Trilogy arrive more or less intact."***

So you can imagine the joy with which *Alien Trilogy* was received when it came out on the PlayStation early this year. Here was an exciting-looking game with a sense of cinematic claustrophobia that actually


The two most common Aliens (Warriors and the Huggers) occur in level one.


Ammo is left carelessly around.

| | | | |
|---|---|---|---|
| **Players** | .One | **Levels** | .32 |
| **Difficulty** | .Three settings | **Release Date** | .September |
| **Price** | .£44.99 | **Acclaim** | ☎ (0171) 3445000 |

## Introducing the band

Another excellent feature of Alien Trilogy are the computer-generated intro scenes that mark out the three parts of the Trilogy. Let's have a look at the first one, hmm?

The drop ship enters orbit. The infested colony lies somewhere below.

On board are Ripley and a platoon of rough tough Space Marines.

The Marines leave their APC and break their way into the colony.

## Home cinema

*Alien Trilogy* sounds pretty good on a bog-standard television but try a little harder and you can have an aural experience at an altogether higher level.

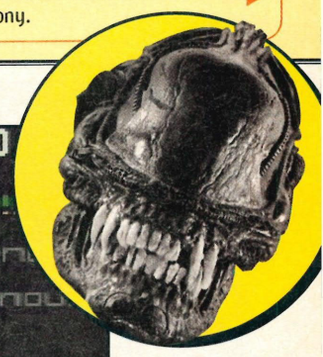
If your telly has the appropriate sockets, connect the stereo output to the Aux (auxiliary) input port on your stereo (you can buy the right connection lead from shops like Tandy). If you now arrange your speakers either side of the telly, switch to the Aux channel on the stereo and pump up the volume the effect is superb.

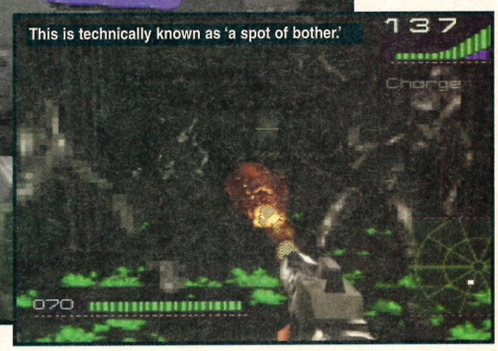
made you feel like Ripley – exploring gloomy corridors Pulse Rifle in hand stalked by some of the most terrifying monsters that Sci Fi has created. Take *Alien Trilogy*, the Dark, a Big Screen hooked up to a decent stereo and you have probably the scariest, most atmospheric computer game ever.

The good news for Saturn owners is that this great strength of *Alien Trilogy* arrives more or less intact. The sound remains as eerily accurate to the films as does the music and the little touches such as the door sounds and the 'blip' of the motion tracker. There are glitches and as with all non-development conversions it's not perfect but the most important basics have made it through the translation process.

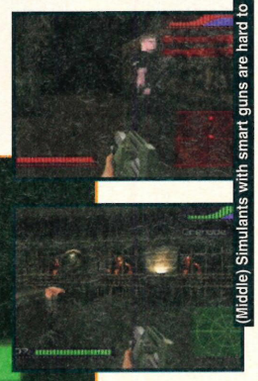
If you read our exclusive preview back in Issue 82, you'll know that *Alien Trilogy* relies for most of its content on the second two Alien films. There are 32 missions each with a defined objective explained at the beginning while the level loads. These can range from simply killing any Xenomorphs (as the game calls the Aliens) to shutting down flame jets in the lead mill of the prison colony of Alien 3.

The glass effects have been rushed. There's no hardware reason why they don't look as good as on the PSX.

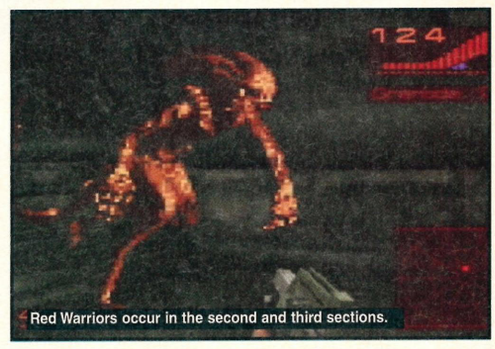




This is technically known as 'a spot of bother.'



(Middle) Simulants with smart guns are hard to kill but not that dangerous.



Red Warriors occur in the second and third sections.

## Walk this way...

Level 16 is *Alien Trilogy* at it's best – lots of Aliens, plenty of secret bits and a mission objective that actually means something. It's not a huge level by the standards of other games (one of the biggest in *AT*, mind) but if they'd all been as good as this, we'd be talking 90's scores not low eighties.

Read your mission brief. On level 16 you've got to turn off all the furnaces and kill everything.

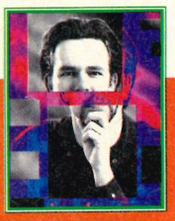
Immediately on your right hand side is a secret room. Grenade or Seismic Charge your way in to get the goodies.

Flick all the switches in here and pick up the Automapper – there should only be Face Huggers to worry about. Destroy the eggs and then blow up the crate for a nice surprise.

Armed to the teeth, the Marines find that all seems quiet until...

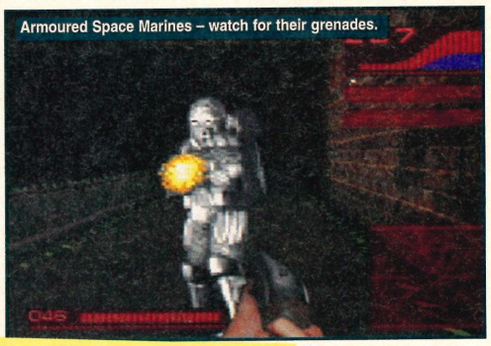
The Aliens attack. Ripley is the only survivor. She'll have to deal with the situation alone.

## second opinion



Even though I'm not the biggest fan of the Alien films, I found *Alien Trilogy* pretty enjoyable. It's got all the bits that Alien fans will love – the atmosphere, all the Aliens, loads of graphical effects and references to the films, excellent intro and sound. Overall it works pretty well, It's easily better than a lot of the film licenses we've been treated to and more than just another *Doom* clone. However, like James says, it *is* flawed in some major ways and never deserved the 95%+ scores it got from the PlayStation mags. • *Dean*

The Red Aliens are about the fastest on offer.



Armoured Space Marines – watch for their grenades.

***"Take Alien Trilogy, the Dark, a Big Screen hooked up to a decent stereo and you have probably the scariest, most atmospheric computer game ever."***

◀ Although this mission system moves *Alien Trilogy* away from the 'shoot everything' simplicity of other first-person perspective shooters such as *Doom* and *Duke Nukem*, the disappointingly small size of most of the levels means that it's very hard to get to the end without having completed your mission by default. Of the 32 levels in the game, there's only one that I couldn't complete at the first time of asking. Similarly there are only one or two levels where you begin to get anything like the sense of scale and bewilderment that the later levels of, say *Doom II* create.

On the weapons side, there can be no complaints, however. A nice scale of effectiveness exists from the 9mm pistol through the Shotgun to the Pulse Rifle and the Smart Gun with only the Flame-Thrower being a bit of a waste of time. Ammunition resources in the levels are tight in places, making economic firing a necessity. If you cotton-on to shooting the black and white striped crates, certain lockers and control panels though, you'll find hidden ammo bonuses.

Enemy difficulty increases steadily through the three sections of the trilogy, although the range has been limited by the nature of the license. The first section contains Face Huggers, Eggs (both from Alien), Alien Warriors (all three films), Simulants (Like Ashe and Bishop) and in the twelfth level the Queen from Alien 2 herself. Unfortunately the second section only introduces the (graphically a bit knob) Chest Burster (Alien), the easy Dog Alien (Alien 3), the very easy Infected Colonists (made up) finished off by a very similar-looking Queen. The final section is content to change the colour and hardness of the Warrior Aliens, add another humanoid (the Space Marine from the end of Alien 3) and pump up the hardness of the final Queen. By sticking closely to the film license, Probe (the Acclaim-owned development

▲ After killing the colonist barring your path, blow your way into this room. The adrenaline burst will boost your health by 100.

Flick the switch to start these lifts moving and carefully edge around to the right. Fall off and die.

Unblock this door, flick the switch and you're in. There are two consecutive secret rooms hidden behind the North wall.

Hidden North of the end room is another secret room. There are Aliens in here but the goodies more than make up for that.

This main control room contains most of the switches you need to turn off the flame jets. There are a few infected colonists as well.

The secret room in the North Eastern corner of the room contains eggs. Hatch them and collect the extra charges on offer

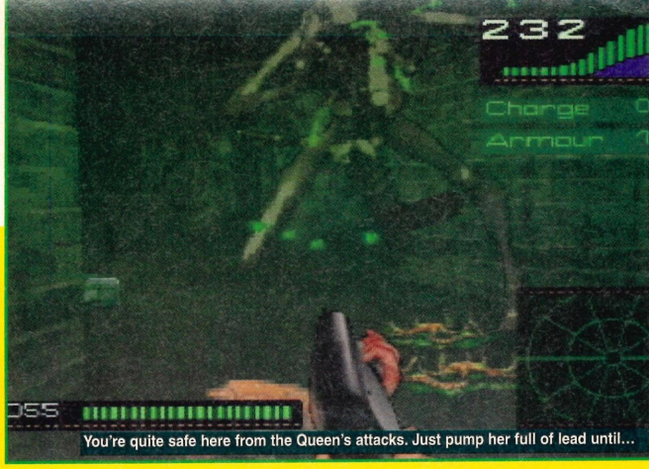
The unexplored corridor should now be swimming with Dog Bursters and Warriors. However, it should be a lot safer now that you've successfully

# Comparison

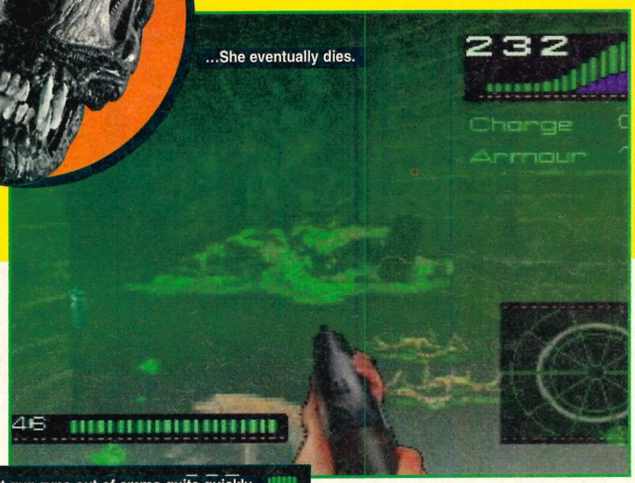
## Glitch on a stick

*Alien Trilogy* is an impressive-looking game but there are some little play testing slip-ups that make me wonder if the game has been rushed into the shops before it was properly finished.

Take for instance the Queen alien at the end of the second part of the Trilogy. If, once you've engaged her, you run into the little alcove near the exit door, you can shoot her in complete safety. In fact, killing her becomes so simple, you can use your least powerful weapons, conserving Pulse Rifle and Smart Gun ammunition for the later levels.



You're quite safe here from the Queen's attacks. Just pump her full of lead until...



...She eventually dies.

### Exhumed

Issue 83, 91%

▲ Superb graphics and gameplay

▼ Slightly frustrating in places.

Easily the best first-person shooter yet available on the Saturn, *Exhumed* beats *Alien Trilogy* on the old-school qualities of good level design, thoughtful puzzles and gameplay more than the sum of its shooting/wandering/collecting parts. Although the Egyptian background story may not be as appealing as *Alien Trilogy*, we can guarantee you'll be playing it for much longer.

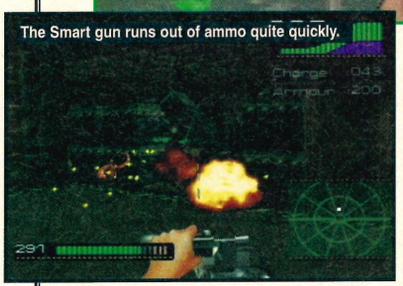
### Defcon 5

Issue 81, 52%

▲ Pot plants

▼ Everything else

We like to get this out and laugh at it periodically. It tried to be a puzzle game, it tried to be a *Doom* game. It succeeded with neither. Dave still goes a bit wobbly when he remembers how long he had to spend with this software under-achiever. The bland corridors, stifflingly dull alien interest and cheesy FMV are sadly now permanantly etched into one of the inner folds of his upper cerebral lobe. A lobotomy will be the only cure.


The Smart gun runs out of ammo quite quickly.

company) missed the opportunity to add a bit of much-needed enemy variety. It's also meant that once you've mastered your shooting and dodging techniques, the game becomes disappointingly easy to complete.

In the 'Mine's better than yours' anal spod zone, the Saturn version stutters most noticeably in certain graphical areas. The suspended animation pods now have a nasty bright blue glass covering rather than the transparency of the PlayStation original. Similarly, Probe haven't spent too much time trying to perfect the steam jet effect that crops up from time to time. If you get lots of action going on-screen at once, you might spot a bit of slow-down but nearly all these glitches fall into the 'only noticeable in direct comparison, otherwise trivial' bracket. It would have been nice if Probe had included a few different levels here and there but they haven't – the only difference between this and the PlayStation version is that the game save works a whole lot better thanks to the Saturn's built in memory.

My personal feeling is that all those PlayStation mags' ninety percent plus scores over-marked a brilliantly atmospheric game with severely limited depth and replay value. You'll love *Alien Trilogy* for as long as it takes you to complete it, after that you'll use it to impress the occasional friend, after that you'll probably start to think about the Games Exchange. *Exhumed* is a better game overall, *Doom* will be even better than that. *Alien Trilogy* is excellent at what it does but after a while for a lot of people that may not be enough. • ***James***

SP

**verdict**

| | |
|---|---|
| **Graphics** 8 — Faithful to the film and varied. The Aliens aren't perfect and nor is the PSX-Saturn conversion | **Originality** 7 — A *Doom* clone which makes excellent use of its license. Little gameplay originality though. |
| **Sound** 10 — Some superb FX and samples. Probably the best sound package of any Saturn game. | **Lifespan** 6 — The levels are too short and with limited Alien variability, this won't take long to finish. |

**Final Verdict** 83%

"Superficially brilliant but ultimately a bit of an anticlimax. Recommended still as is selling it on when you've finished it." *James*

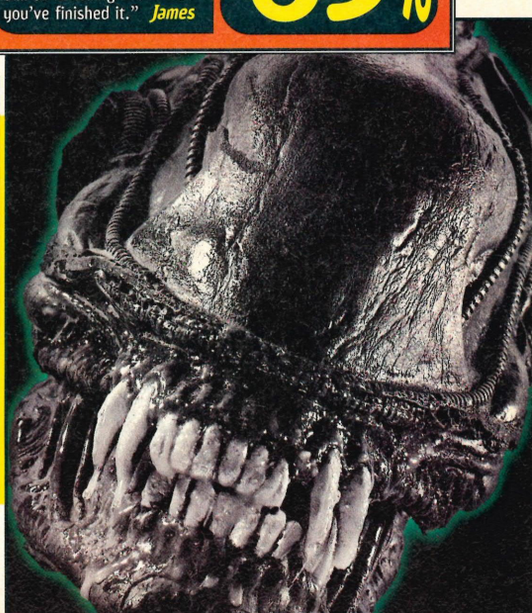
managed to turn those flame furnace jets off.

Back to the lifts. switch the next one on and move around to this next platform and flick the next lift switch you'll find here.

With all the lifts now going, you'll be able to get to this platform at the far South of the level. Behind the secret wall is the first occurrence of the Smart Gun. Er, smart!

You'll have to go back around the lift complex to get back. First go back to the beginning – a new room should have opened up.

Congratulations! You've finished level 16. Only another 16 to go and you'll have finished the game.



# Blam Machine

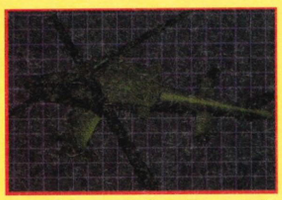
## Comparison

### Thunderhawk 2

Issue 75, 91%

▲ Great tactical shooter with plenty to get into.

▼ Slightly dodgy scenic clipping.



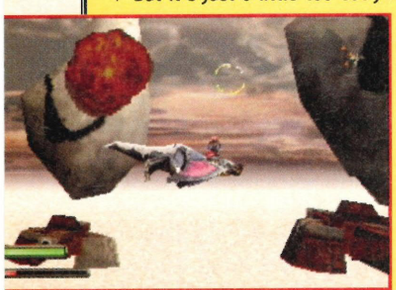
James's favourite 3D shooter (still), this allows you plenty of freedom to roam, plus loads of stuff to shoot at, which we all like. The missions are intelligent too – still our number one shooter even now.

### Panzer Dragoon 2

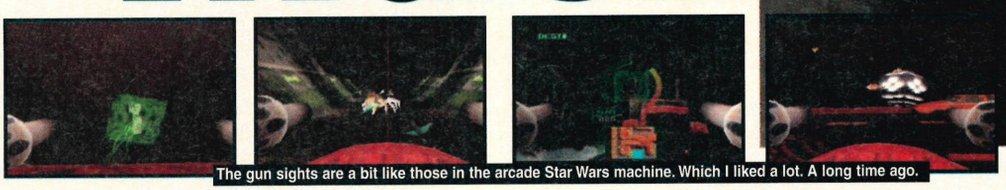
Issue 80, 80%

▲ Great graphics, great bosses, great fun...

▼ But it's just a little too easy for our taste.



A stunning graphical effort from Sega with some neat gameplay touches like Pandora's Box. On the whole though, we just didn't think the longevity was there.



The gun sights are a bit like those in the arcade Star Wars machine. Which I liked a lot. A long time ago.

***Nanomachines, cruise missiles and semi-naked women. Who said feminism hasn't made any gains?***

Destroy the BBC2 headquarters. Evil lefty scum.

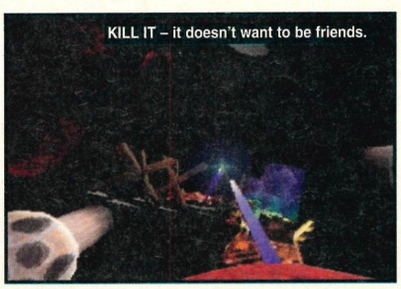
You know, it's funny not being Editor of this august organ anymore. Although I'm hugely excited to be returning to my true love, the Internet, I'm going to miss the camaraderie, laughter and twisted back-stabbing that went on behind the scenes. I no longer have to bite my tongue in the interests of maintaining team unity; now that I'm free, I can DISH THE DIRT to all and sundry.

Dean for instance, is the **SWEETEST, MOST GOOD-NATURED MAN** alive. James is a complete **HUMAN BEING BLESSED WITH WISDOM** whilst Laura has **LOVELY HAIR AND A HAPPY SMILE**. ALL THE TIME! (*Sorry Nick, we've had to edit a bit of that* – Dean.)

Still, the gits have given me one last game to review before I ride into the sunset for a fulfiled new life, and it's good old *Blam Machinehead*, a game we first had a look at before Christmas.

Take one sexy intelligent woman (Dr Kimberley Stride) – a good positive image of womanhood in videogames for once – and then destroy it all by laddishly strapping her to the back of a massively phallic nuke missile. I have no idea what this says about the attitude of the design team to women, except that they've drawn her hips in the wrong place. Perhaps they were concentrating on her massive tits instead. But anyway, whoever thought up the idea certainly needs to think about life a little.

***"Perhaps they were concentrating on her massive tits instead. Whoever thought up the idea certainly needs to think about life a little."***



KILL IT – it doesn't want to be friends.

You get to play as the good Doc as she zooms from level to level, dispatching bad guys, collecting power-ups and completing missions. The gameplay is very familiar from previous Core efforts, in that the action all takes place in a 3D environment. Scuttling robot spiders jump at your face, explosive crabs run underneath your floating craft, strange mechanical humanoids fire missiles at you. At least when you kill the bad guys, weapons and energy power-ups appear in their place.

Your craft, the Vorpal Blade, comes armed with a standard chain gun and a flamer-thrower but there are other weapons to be had. Guided missiles and a photon cannon were available – the laser-like photon cannon being by far and away my favourite. The main problem I found

## Big baddies...

Baddies, bosses and all the rest... It's what makes this game turning up for. Here's a few of them...

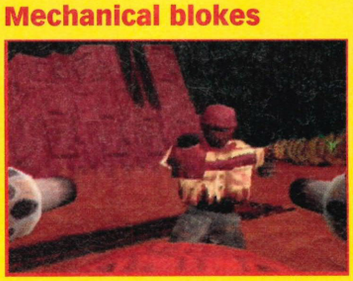
### Mechanical spiders

They'll scuttle towards you firing as they come, before rearing up and leaping at your face.

### Mechanical crabs

These like nothing better than nipping along the ground and exploding under your Vorpal.

### Mechanical blokes



Not sure what these guys are really called, but they make clanking noises before firing missiles at you.

### Grim insects

Possibly termites, these hang from the ceiling and enjoy nothing more than shooting at you. Who doesn't?

| | | | |
|---|---|---|---|
| Players | One | Levels | Four + Sub-levels |
| Difficulty | Variable | Release Date | September |
| Price | £44.99 | Core | ☎ (01332) 297797 |

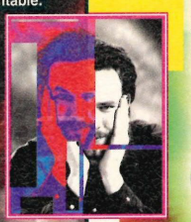
# nehead

## second opinion

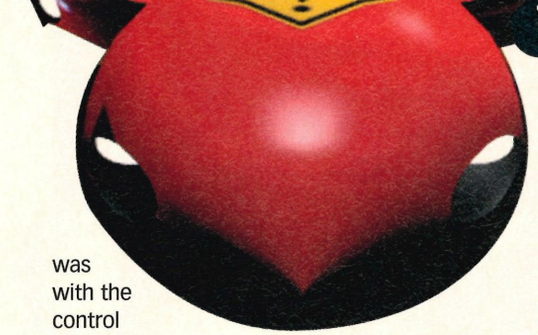
*Blam! Machinehead* follows a well-grooved path of Core 3D mission-based shoot-em-ups and while originality tends to take a back seat, the gameplay, graphics and variety of missions are rather good.

It's never going to tempt you away from games such as *NiGHTS*, *Exhumed* or *Sega Rally*, but it manages to be a solid enough title and also more than maintains Core's notable reputation for producing quality games. • *Dean*

The graphics are a bit murky but still more than presentable.



Doctor Kimberly models the new Honda Civic.



was with the control system was that there were too many buttons for my tastes, with all of the pad being used for something.

In terms of what you've actually got to do, the gameplay is varied. The missions tend towards the 'do this, go here, do that' variety. For instance, there are trains to guide from one part of a level to another, colleagues to rescue, stuff to destroy but the pacing seems to work well. An important part of the proceedings lies in picking up special keys which allow you to do other things. This is not an option but a necessity as certain parts of the game will remain inaccessible if you don't.

There's not much to dislike about this game. Yes, the landscape graphics could have been better although the animation is as smooth as a magician stealing your wallet. There's plenty of stuff to shoot at, a neat difficulty curve and a definite replay value. Still not sure about the 'strapping a near naked woman to a missile' bit though... • ***Nick***

SP

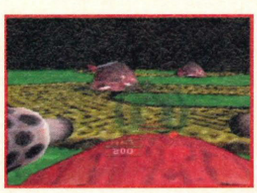
## Level-headed

Plenty of levels to entertain you – there are four missions divided up into loads of sub-sections. These are the overall objectives then...

**Mission 1**
Find, then guide a train to a bunker hidden within a spider-infected city. Eh?

**Mission 2**
There's an agent you have to rescue – find the termite egg chamber and get him out. No anti-climax. Sorry.

**Mission 3**
There's a satellite in orbit which you have to destroy. How are you going to get it out of orbit? Tricky.



**Mission 4**
The final battle with the Machinehead bad-guy. Follow the yellow brick road (it's true).

Where are her hips? In the wrong place, that's where.

## verdict

**Graphics** 7
Great baddies, some nice touches but the levels all tended to look a bit samey after a bit.

**Originality** 6
Very similar to other Core 3D shooters, even with the dodgy storyline.

**Sound** 8
The usual excellent Core soundtrack with reassuringly meaty laser sounds too.

**Lifespan** 8
Several difficulty levels and enough adrenaline-pumping stuff to keep you coming back.

**Final Verdict** 83%
"Not the greatest 3D shooter you'll ever play but there's plenty here to enjoy well into the wee small hours." *Nick*

# Virtua Fig

## Baby boomers

All games need intros. Really, they do. *VF Kids* has an oh-so-cute rendered opener showing the original *VF2* characters next to their baby... cousins? Siblings? Offspring? Whoever. Just one thing, why has baby Lau got facial hair? I'd be worried.

It's Sarah with miniature Sarah. Who has a bigger head. Perhaps childhood is different in Japan.

It's miniature Jacky. As you can see the hair is a genetic aberration.

A miniature Lion is called a cub but old scary eyes here doesn't know that.

## Look, a new bit

Apart from the enormous heads, Sega have added a few other little extras to tempt that £30 out of your pocket. Here. Are. Some.

◀ You can play the game in 'Normal' *VF2* stylee or opt for a simplified combo system in 'Kids'. You can also customise which single touch combos can be used.

▶ When you ickle-pretty character runs, little clouds of dust spring up. Enormous.

◀ When a character plays his/herself in the arcade mode (say for instance, baby Pai versus baby Pai in different-coloured rompers), you might just get a whole new back-ground. LIKE THIS!

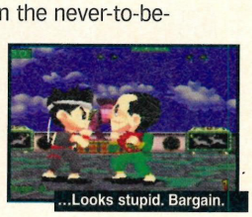
They like their *Virtua Fighter* in Japan. We may have mentioned this before. Stamp venereal disease with the official *VF* logo and the Japanese will queue to catch it.

Not content wearing out their own thumbs with *VF2*, Japanese parents are apparently quite keen to introduce their young offspring to the wily ways of the great game. And what better way to do this than to buy a version of the game with easy to do combinations and characters what look just like their children. Well, their mutant ones at least.

Yes *Virtua Fighter Kids* is here in all its ST-V, fresh from the arcades glory. We'd like to say that it was a whole new 3D beat-'em-up but it isn't, it's *Virtua Fighter 2* with 'child' versions of the original ten characters plus Dural. In fact, apart from the never-to-be- ▶

Baby Lau fights Baby Lau. Immense.

Plays the same...


...Looks stupid. Bargain.

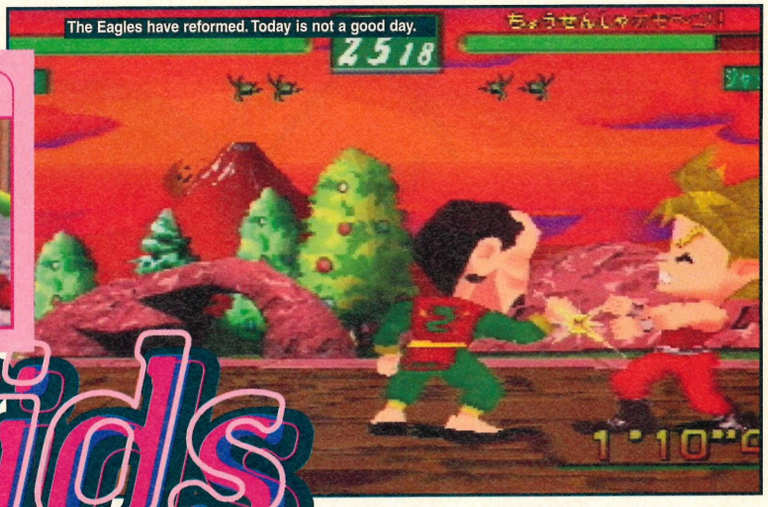
Battle of the blondes.

Baby Ninjas. Oh my sides.

| | | | |
|---|---|---|---|
| Players | One-Two | Characters | Eleven |
| Difficulty | Variable | Release Date | October |
| Price | £29.99 | Sega | ☎ (0181) 9964620 |

Acrobatics in the kitchen are not to be recommended. Look at that stove!

We put this one because Laura thought it was sweet. Lion fights like a grasshopper, see.


The Eagles have reformed. Today is not a good day.

# hter Kids

**Virtua Fighter Kids, *what next?* Virtua Fighter OAP's? Mortal Kombat Teenagers. Street Fighter bleedin' Upwardly-Mobile-30-Somethings? *Leave that bandwagon alone, you hear?***

That's Japanese for 'I win'.

## Comparison

### Virtua Fighter 2

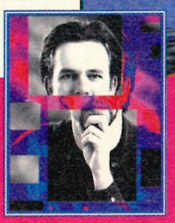
Issue 75, 96%

▲ It's better than this.

▼ More expensive, mind.

No surprises here, then. *VF Kids* IS *VF2* except with a lot of stupid bits added on top and for £10-or-so less. Get *VF2* (if you haven't already) and we'll say no more about the *Kids* nonsense.

## second opinion



*VFK* deserves a smattering of praise for Sega's clever use of their graphics library but I can't help feeling that it doesn't really work for European gamers. The differences (apart from the obvious graphical ones) are minimal and I can't really see this having much appeal no matter how cheap it is. • *Dean*

## Baby love

Having baby versions of the *VF2* characters is *such* a good idea! I wonder if it would work with any other top games...

### X-Men Toddlers of the Atom

It's like *X-Men*, except the children are much younger and a little less mobile on the flying kicks.

### International Playground Soccer

Played with a tennis ball and very few of the proper rules. The game continues until the ball is confiscated, lost on a roof or the bell goes.

### Super Skidmarks

Nothing like the original, involving some of the less house-trained of the Under-Fives community.

◀ repeated special price of £29.99, there's not really much here to recommend the game to anyone other than the anal completist or the total *VF* nutcase.

Sure it's got the 'Kids' mode which allows you to pull off some of the more complicated combinations easily but what's the point of that? Are you a spazzy no-fingers? Do you enjoy having no challenge in your games? Exactly.

***"Stamp venereal disease with the official VF logo and the Japanese will queue to catch it."***

What else? Well you get little impact stars and effects LIKE IN THE CARTOONS and clouds of dust when the characters run. On top of that there are in-game triple replays to reward good combos (that you can pull off at the flick of a button), marginally improved collision detection and 'duck back' on the characters' heads.

With *VF2* as its base game there's no way that *VF Kids* could end up being a bad game – it has everything that the original had except with this ridiculous Kids theme wiped all over it like a stain. If you like *VF2* and have it already, this will probably just irritate you. If you haven't, get it instead. • ***James***

Notice the little impact marks. Vast.

Facial hair. ON A BABY. That is *so* funny.

## verdict

**Graphics** 9
Yep lovely. Kids versions of the backgrounds and those lovely kids themselves.

**Originality** 3
An original idea, certainly but pretty crap nonetheless. Kids: whyohwhyohwhy?

**Sound** 7
Not as good as *VF2* for some reason but the impact sounds are still well above par.

**Lifespan** 1
If you've played the original to death, there's sod all here to interest you.

**Final Verdict** 68%
"An accomplished novelty piece which like all novelty pieces is bugger-all use to anyone. *VF2* is the same just miles better." *James*

## Blow yer boss up

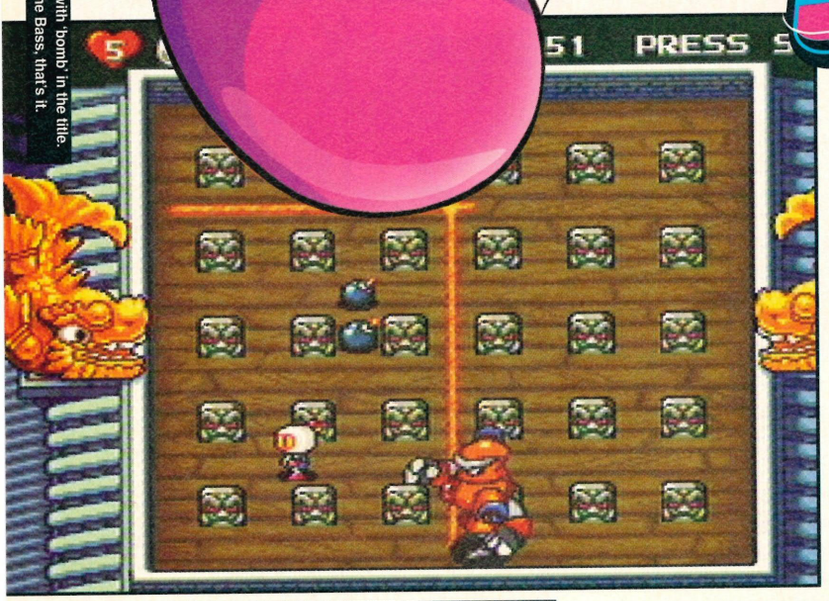
Rock boss, but luckily he ain't hard.

This bloke flies all over the place. Like a fly!

Well this is one way of beating the Germans I suppose.

# Bombe

Crap band with 'bomb' in the title. ER. Bomb the Bass, that's it.



***You want revenge but you're too scared to pick a fight in case they beat you up. Here's your solution... Blow the bleeders up! Read on...***

The sad case is that you cannot read a newspaper or watch the news without seeing news of a bomb going off somewhere or other. Now, we come to the traditionally controversial 'Oh my god, how unsubtle can one game possibly be' case in point: *Bomberman*. Blowing things, collecting power-ups to give you multiple bombs and larger bombs. The only thing missing is the semtex really.

That's what *Bomberman* is all about. Get a load of your friends gathered around your Saturn and blow them all up, on screen of course. Although it's debatable just how many people can lay their hands on ten Saturn controllers, that's the star feature of *Bomberman SS*. TEN players can enter the same game against each other. Outside of that tedious and scary place known as PC Land, this is the most players that have ever been able to play one game simultaneously.

Of course there is a price for this multiplayer magic. Enter this ruler supreme of the multiplayer arena and the

One of the early bosses, hit when he's on the floor.

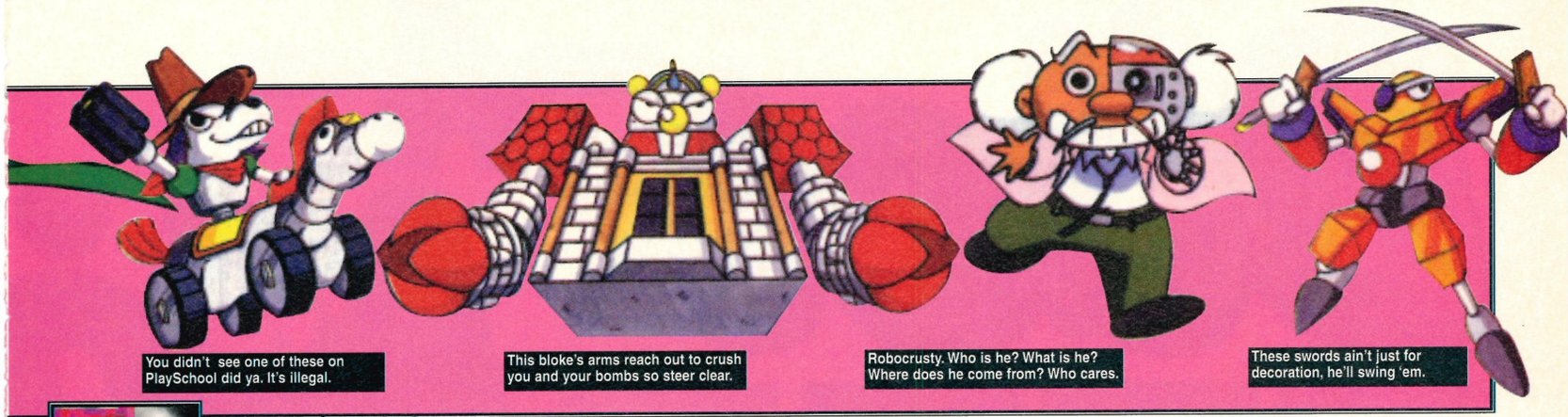
The train is there for decoration.

Select your character, but they all play the same.

You have to operate switches.

The dinosaurs let you survive a hit.

| | | | |
|---|---|---|---|
| Players | .Ten | Levels | .Loads |
| Difficulty | .Very Easy | Release Date | .Out now |
| Price | .£60.00 | Import | ☎ VGC (01202) 5273143 |

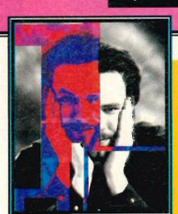


You didn't see one of these on PlaySchool did ya. It's illegal.

This bloke's arms reach out to crush you and your bombs so steer clear.

Robocrusty. Who is he? What is he? Where does he come from? Who cares.

These swords ain't just for decoration, he'll swing 'em.



## second opinion

Although there's no firm UK date, you can bet that someone will snap up this little gem for a release later in the year. *Bomberman* on the Saturn is everything that we could have hoped for, and the ten-player option works like a dream – although you will need two six-player adaptors, ten joypads, nine friends, a large television and a lot of patience. Brilliant. • *Dean*

# Bomberman SS

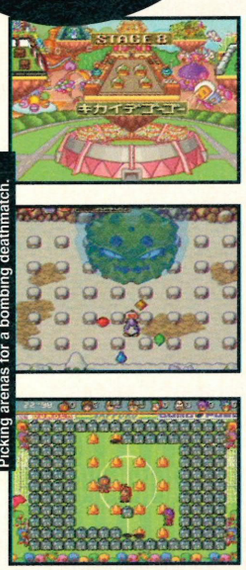
screen is squashed down so that everyone can fit on, meaning that when the action really heats up, it's easy to lose track of exactly what's going on. That aside, the multiplayer section of this has to be played to be believed. Ruthlessly chasing other players around a maze, utilising the special features of the maze (which could be anything from jumps to conveyor belts) is great fun. In fact, it's totally mad and out of control.

However, *Bomberman* does have a problem – the one player mode. Normally this should be the real strength of a game with the multiplayer stuff being a bonus, but not so this time. The one player mode here feels a lot slower. It features more power-ups than the multiplayer game but they don't add enough to it. The same objectives, level after level, with only the odd boss to break the monotony is too just dull to handle.

It's also far too easy. After 22 levels on our first go we still hadn't lost a life. Half the power ups you get you don't need and the attack patterns of all the other characters are far too predictable. 'Badly flawed' is the only thing you can say.

***"TEN players can enter the same game against each other. Outside PC Land, this is the most players ever in one game."***

It's a pity the games programmers' didn't make more of an effort with the one player game. I would have preferred to have seen a 3D rendition (and we know the Saturn can do it) as well as the 2D multiplayer. Ten player game excluded, there isn't much here that the old Mega Drive couldn't handle on a good day. If you've got up to ten joypads, and ten friends (as well as a spare £60 and a Universal Adaptor) then this is a gem. If you haven't then it's probably best avoided. • ***Les***



Picking arenas for a bombing deathmatch.

## verdict

**GRAPHICS** 4
Some neat cinematic intro stuff but absolutely no 3D in the game itself.

**ORIGINALITY** 3
A port of a Mega Drive game which appeared before on the SNES, PC and Amiga.

**SOUND** 4
Appaling music. Sounds like a seventies Japanese jazz band. Poor effects too.

**LIFESPAN** 4/8
In one player mode, not long. Forever (in theory) in multiplayer.

**FINAL VERDICT**

"Bomberman shows how good multiplayer games can be. However, it also has some fatal one-player flaws." *Les*

One player 59%
Multiplayer 87%


THE WORLD'S FIRST LOOK AT MIRAGE THE NEW STAND-ALONE EXPANSION FOR MAGIC: THE GATHERING

arcane
the gaming magazine
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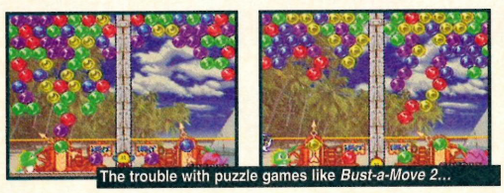
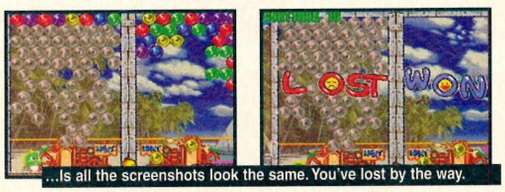
# Bust-A-Mo


The trouble with puzzle games like *Bust-a-Move 2*...



...Is all the screenshots look the same. You've lost by the way.

***Sounds like a wrestling game but it bloody isn't, you know. Nothing like. Not even a bit...***

## Why?

Well, it's all pretty simple. There's a small boy dreaming at his desk, a new year's celebration, a spoilsport star-stealing, sack-wielding creature and a quest to rescue the stars. Understand?

The cute dragon looks at the moon.

The cute boy falls asleep at his desk.

The new year 'happens'.

The dragon cries. Hope that's all clear now.

He's going to fire the red bubble at that little red cluster up there.

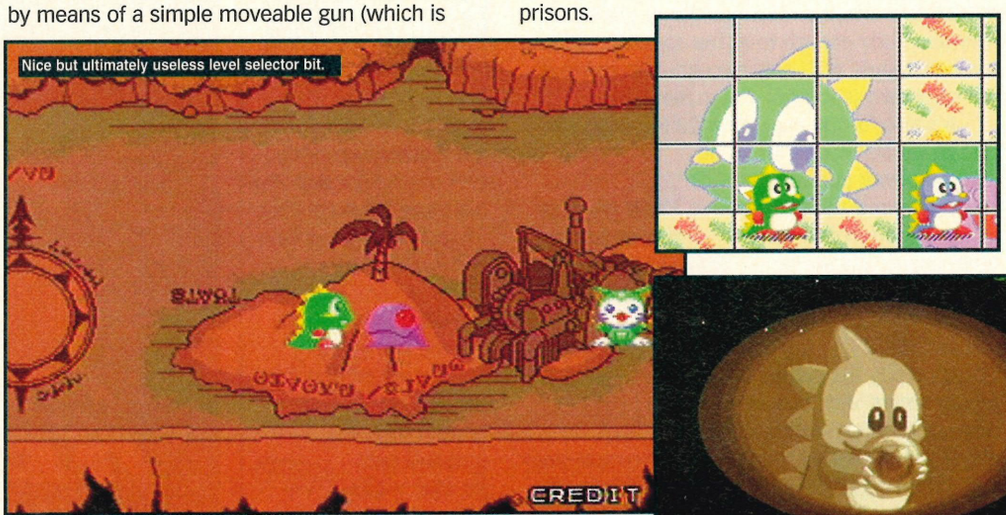
One-player alert!

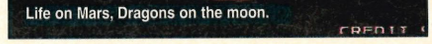
Ignore the '88 hip-hop stylee title and pay scant attention to the pictures you'll see scattered merrily around these pages. Just know that *Bust-A-Move 2* is perhaps the purest example of addictive gameplay to hit the Saturn yet. Unsullied by secret levels, synapse-snapping pyrotechnics or the merest hint of a polygon, it nevertheless has the ability to grab any, even slightly curious passer-by and keep a firm grip for hours at a time. Yes, even Mums.

A dangerously potent game then, but how? Well, take the usual, already dangerously habit-forming puzzle format, involving falling matter, and turn it upside down. Now give the player control of the direction of the accruing bubbles by means of a simple moveable gun (which is helpfully manipulated by Taito's very own mascots) and there you have it – the most potent dose of against-the-clock, head-to-head grouping 'action' yet devised.

The premise couldn't be simpler and it's a tribute to the game's basic elegance that over a period of years it's moved from the Neo-Geo to the 3DO, onto SNES, over to PlayStation and, finally, washed up on the Saturn, with equal success in each case. Every manifestation has attracted admiring notices and dominated gaming magazine offices the world over.

The bubbles are different colours, see? And if you group three or more they burst, apparently releasing little wild animals from their spherical prisons.

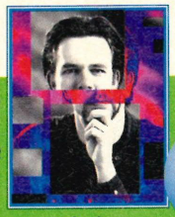

Nice but ultimately useless level selector bit.


Life on Mars, Dragons on the moon.

| | | | |
|---|---|---|---|
| Players | One-Two | Levels | N/A |
| Difficulty | Variable | Release Date | Out now |
| Price | £39.99 | Acclaim | ☎ (0171) 3445000 |

# Bust-A-Move 2

## second opinion



Bearing in mind that the people in this office are exposed to the very best software that the smartest developers in the world can throw huge wads of stinking cash at, you'd think that it might be possible to get just one bloody go on *Bust-A-Move 2*. My time will come. • ***Dean***

## Comparison

**Baku Baku Animal**

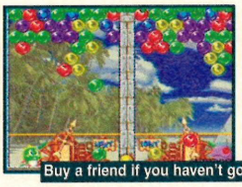
Issue 76 85%

▲ Tried and trusted gameplay

▼ Not as good as *Bust-A-Move 2*

AM3's surprising departure *Baku Baku* is the only other puzzle game of note on the Saturn and despite a more traditional *Puyo-Puyo/Mean Bean* approach offers a similar experience. Matching animals with their favourite foods has obvious parallels and the two-player game is also the best part of the action, but for us *Bust*'s pool-like rebounds, simpler premise and crying dragons just edge it.

Yes Ok, we're scraping the screenshot barrel here.



Buy a friend if you haven't got one. Best in two-player y'see.

Of course, they advance relentlessly towards the bottom of the screen and once they reach it you're history. And that's it. The one-player game throws in some intriguing colour groupings, allowing spectacularly large clearances, but it's the two-player game that really goes for the jugular. The more bubbles you burst, or fall from your area as a result, the more float up your opponents, generally edging them towards death or blocking potentially lucrative groupings. It's a double-edged sword, obviously, and the frustration of being deluged and finally suffocated by a torrent of bubbles is only surpassed by the conviction that next time, things will be very different – Just-One-More-Go Syndrome to you and me.

***"It has the ability to grab any, even slightly curious passer-by and keep a firm grip for hours at a time. Yes, even Mums"***

The single concession to its next-gen status is a range of bizarre and, in the case of the wooden coffins emblazoned with male and female symbols occasionally disturbing backdrops, but you probably won't even notice them you'll be far too busy with the bubbles – even in your dreams.

The fact is that in the year 2525 people will probably be taking Universe Creator VR VI out of their Cerebral Synaptic Interface and plugging in the latest 'update' of *Bust-A-Move*. Good luck to them. • ***Will***

## verdict

**Graphics** 7
Not exactly breathtaking but enjoyably tacky in the background department.

**Originality** 9
A unique gaming concept makes its Saturn debut. In a bubbly world of its own.

**Sound** 8
Thoroughly arcadey in boink, trill and pop mode with a scabrously catchy jingle.

**Lifespan** 9
No good as a puzzle game but the two-player mode will see you beyond the millennium.

**Final Verdict** 87%
"Owes nothing to hi-tech wizardry but still comes up smiling broadly thanks to its sinisterly compulsive gameplay." *Will*

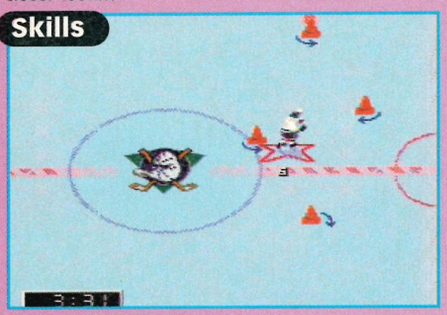
# NHL Hock

***Gee Larry will you look at that! That boy's going places...***

## Event full!

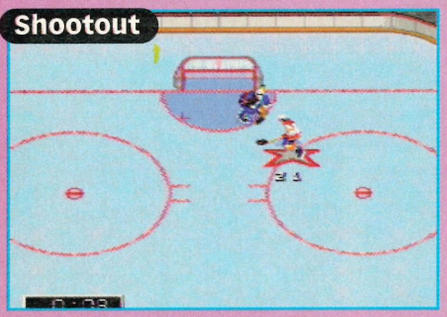
Events. Game types. Call them what you like, there's eight in *NHL '97* and four of them can be a tad confusing. Let's take a closer look...

### Skills



Basically, if you can't hit a cow's arse with a banjo then this little option becomes rather necessary. Practice your puck control by weaving through cones and the such like. A bit like PE at school. Except on ice. Obviously.

### Shootout

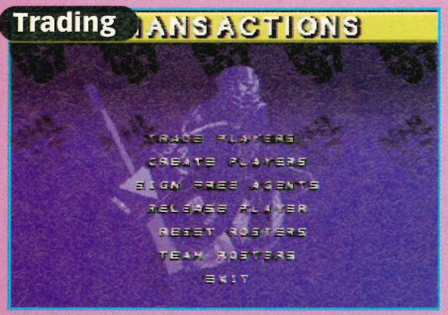


One-on-one stuff, this. Just you and the 'keeper. Merely slip on your reinforced underpants, take a deep breath and then go for your life in an effort to beat the man between the sticks. Each team gets five chances.

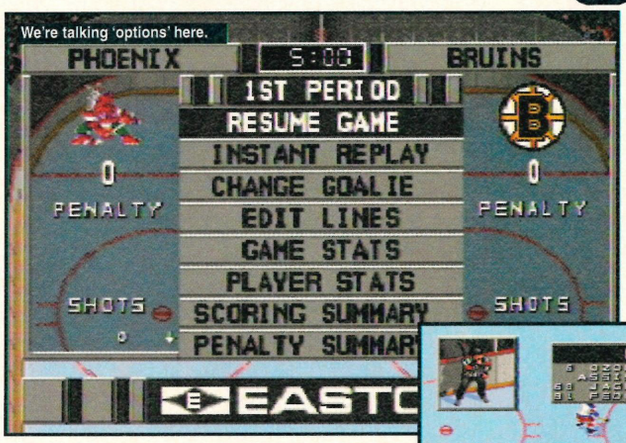
### Play Offs

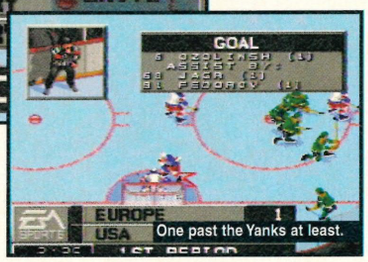
A knockout competition where you can either compete against the computer (there is a choice of difficulty settings) or try your luck against your mates. It turns out to be the sort of tension you could chew on...

### Trading




Now and again you'll fancy a bit of a swap. So, if your player just isn't doing the business on the rink, stick his name on the transfer list, get rid of the bugger and bring in someone slightly more fulsome in the talent department.




As a lad, you dream of one thing – to play football (unless, of course, you're the sort of half-witted nancy boy who admits to "quite liking" netball and disliking contact sports because they give you a runny nose). Even when you're toiling away at some God awful job somewhere in Milton Keynes or Radstock, you're still hanging on to the vain hope that Kevin Keegan might pop round your gaff and sign you up for a spot of soccer the following Saturday.

Yet if this is true, why in the wide, wide world of sport do ice hockey sims prove so popular? In *NHL '97* there may well be some answers. Just as its predecessors triumphed so does this. Here, in a nutshell, we have a highly playable, stupidly addictive piece of software. Not faultless, by any means, but thoughtful and well designed nonetheless.

As is the norm for this type of product, the player is immediately treated to some substantial statistics. You can make as much or as little of this as you want. If you're "into" players' heights, weights, histories and jockstraps then you'll be well at home with *NHL's* system. There are 32 teams to choose from with actual NHL players included as well as eight choices of game including Play Offs, Tournaments, Shoot Outs and Friendlies.

The action is viewed from a top-down perspective and effortlessly flows from end to end providing some exciting confrontations (especially if you take advantage of the excellent multi-player facility). Problems keeping up with the high speed puck occur but that's just something you accept with ice hockey games. In fact most of the time you're encouraged to build movements from the back which helps spread the play and create space.

On top of this, there are also a couple of extra features: firstly, the transfer system which allows you to try your hand at spending and investing and, secondly, the Edit facility which gives you free reign to build your own team from scratch.

> ***"Even when you're toiling away at some God awful job, you're still hoping that Kevin Keegan might sign you up for a spot of soccer the following Saturday."***

But, for all that, it's plainly obvious that we're not seeing anything new here. The added features are a bonus but Mega Drive hockey sims haven't really come on a lot over the years, have they?

Still, *NHL '97* is a worthy addition to the ice hockey family. Although the game is never likely to trouble football in the dream stakes it's surprisingly entertaining and no mistake. • ***Tim***

### second opinion

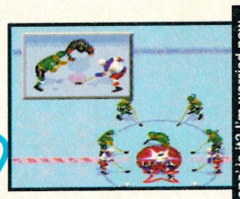
Where once we would have greeted an EA Hockey game with open arms, the kettle on and the best biscuits brought out, it's now more of a case of hiding behind the sofa until the doorbell stops ringing. Brilliant at one point, still good at another, but to me now it all looks a tad dull. • ***Dean***

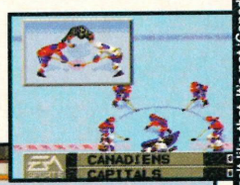
Players .....One-Eight Teams .....33

Difficulty .....Medium Release Date ..September

Price .....£39.99 E.A. ...☎ (01753) 549442

# 97 key






Isn't 'Canadians' spelt like that. It's not 'Canadiens' is it? I'm worried now.

## Control Freak

So, how do you control your player? Good question, Acuado...

### A Button

By merely tapping A, you send the puck soaring up the field. It's what's technically known as a "punt". If we were talking football, this option would be the long ball.

### B Button

At the beginning of the match or after the ref's blown his whistle, you'll have to have a face off which requires hitting your stick against an opponent's. Use B for this. The aforementioned B button can also be useful for that little dinking pass across the rink.

### C Button

This is the key to the kingdom as they say. As soon as you get within sight of goal, tap C and watch the puck fly towards goal. This, if you hadn't realised, is the shoot button. Very nice too.

## verdict

**Graphics** 7
Hardly revolutionary but good enough in their own sweet ice hockey way.

**Originality** 3
Forget that. It's all be seen before many, many times. Still enjoyable though.

**Sound** 7
Crowd noises, hooters. All the normal stuff we've come to expect.

**Lifespan** 8
If you're new to NHL then this is a gem. You could get an older model cheaper, mind.

**Final Verdict** 81%
"Not a new concept but hugely enjoyable all the same and probably the last of its type to appear on the Mega Drive." *Tim*

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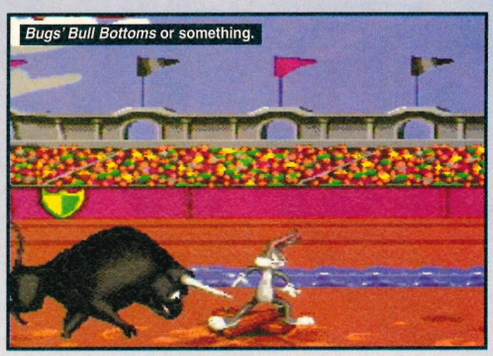
# Bugs Bunny in Double Trouble

Some nice touches but overall? Well it's a tiny bit average unfortunately.

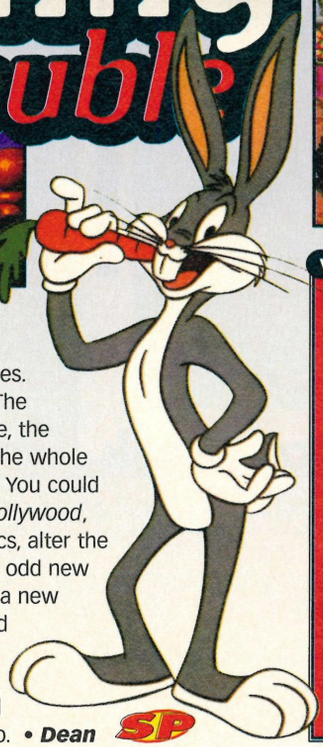


*Bugs' Bull Bottoms* or something.

Warner Brothers' cartoons are nothing new for the platform treatment, but it's all a bit long in the tooth for old Bugs. Fair enough, we've seen it all before (Taz, Daffy Duck), and occasionally it's been done better (*Mickey Mania*) but here you know exactly what's going to happen. YOU are Bugs Bunny. YOU bound through 11 levels in a classically-cocky fashion avoiding all the known Bugs characters. YOU must survive until the end of a game.

The 'hook' with *Bugs Bunny in Double Trouble* is that each of the levels is based on an actual cartoon. They have names like *Duck Rabbit Duck* and *Bully for Bugs* – unknown to the common herd like you and I, but top news for all the fake-ear wearing, buck-toothed, 'What's up Doc-ing' Bugs fans out there.

The game? Ah yes. Fine, average. okay. The animation's adequate, the music's fine, in fact the whole game's just well, OK. You could take *Daffy Duck in Hollywood*, change a few graphics, alter the level names, add the odd new tune and paste over a new title screen and you'd have this. Hey, if you liked that, then sad as you may be, you'll probably like this, too. • **Dean** SP



## verdict

**Graphics** 6
Fair, but nothing you haven't seen many, many, many times before.

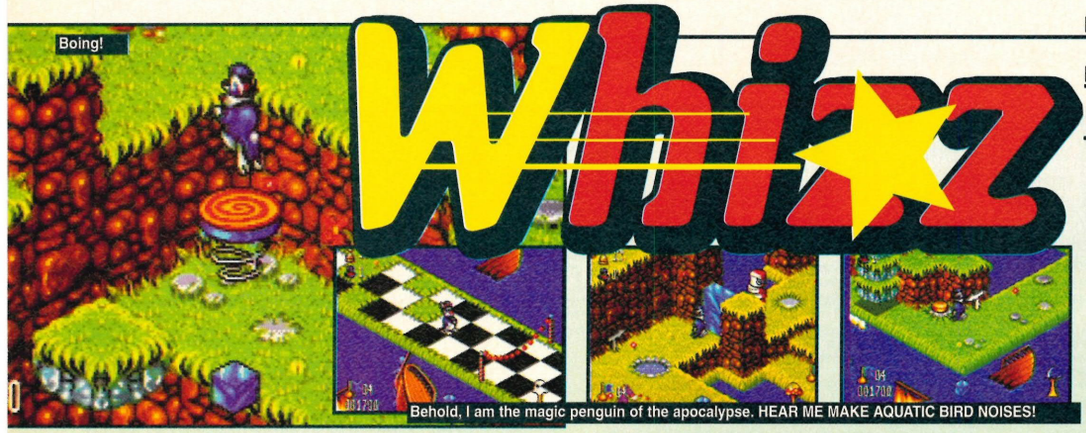
**Originality** 4
Apart from the levels being based on actual cartoons, there's no originality here.

**Sound** 6
Again, average sonically. Competent music, but nothing special.

**Lifespan** 6
It's tricky, but it won't challenge you for more than a couple of days.

**Final Verdict** 72%
"While *BBIDT* is a painfully average platformer, it will still appeal to fans of this type of game... Wherever they are." *Dean*

# Whizz




Behold, I am the magic penguin of the apocalypse. HEAR ME MAKE AQUATIC BIRD NOISES!

Players . . . . . .One  Levels . . . . . .11
Difficulty . . . . . .Variable  Release Date . .September
Price . . . . . .TBA  Titus . . .☎ (0171) 700 2119

*Sonic 3D*? "Bunch of arse, mate." At least, that's what Titus, the developer of this new isometric rabbit-based platformer would have us believe.

Considering the rest of Titus' releases on these pages, I wasn't holding out too much for this but I'm pleased to admit I was wrong. *Whizz* is surprisingly good.

The aim of the game is to race your way through eleven levels packed with the usual platform stuff. This includes moving bits of turf, spiked doors, enemies moving in predictable patterns, which when killed surrender extra points and energy.

But there are really three important pick-ups to make on each level. The first is a box which allows you entry into certain areas. These can usually be found near the starting line. The next is a blue flask containing extra time – vital as it's impossible to progress through the levels without it. Finally, there's a flask containing red fluid which restores your health level.

All this means there's barely enough time to think about what you're doing – you have to move fast, hence the name of the game. *Whizz* comes armed with a spin attack which allows him to kill the enemies. And apart from that and a jumping move, that's it.

This was very tricky on first play – the isometric nature of the game means the joypad moves take some getting used to. But after a while, you start to realise what great fun it is. It's quick, addictive and colourful - in short, a perfect 16-Bit game and probably the best new Mega Drive release. • **Nick** SP

## verdict

**Graphics** 7
Neat isometric viewpoint although still not as impressive as *Sonic 3D's*.

**Originality** 9
An isometric platformer – a rare beast. And it does subtly alter the gameplay.

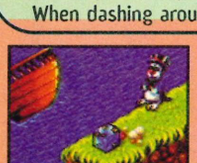
**Sound** 5
Typical Mega Drive bleeps and bloops I turned the sound off and it was nicer.

**Lifespan** 8
Easy to zoom through the levels after a tricky start. You'll keep coming back.

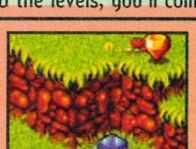
**Final Verdict** 85%
"A great little platform game with enough new gameplay touches to make it worth buying. The best recent MD release." *Nick*

## Goodies, baddies & POWER!

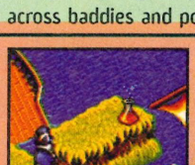
When dashing around the levels, you'll come across baddies and power-ups...



This is the most important power-up – it allows access to different levels.



Different boxes unlock different barriers – this one opens wooden barriers.



Collect the red health flasks for, er, extra health. What a surprise.

The standard bad guys – these wander around in square patterns.

These guys can't be killed with your spin attack – avoid them instead.

# Power Piggs

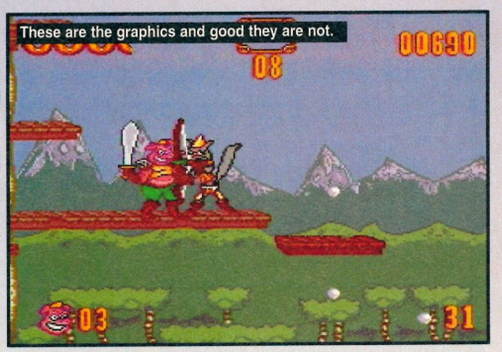
| | | | |
|---|---|---|---|
| Players | One | Levels | 11 |
| Difficulty | Medium | Release Date | September |
| Price | £34.99 | Titus | ☎ (0171) 7002119 |

The Power Piggs are Superheroes™. There's a wolf about whose aim in life is to destroy pig things and in particular a doughnut shop that the Piggs are sworn to defend.

Unfortunately, this translates into controlling a poorly-animated pink thing in a badly-drawn environment, picking up silvery items for points, doughnuts for lives, weapons for fighting and so on. Wave your sword at the enemy on your travels. Fly on updraughts. Attack some pretty crude bosses. This is a game from the Mega Drive's past, a lost uncle at a family reunion, shuffling about in flares, trying to pull your girlfriend.

There's nothing wrong with the mechanics – it's all just so unimaginative. The backgrounds look 8-Bit and the underground bits are awful.

In its favour, *PP* contains enough gameplay to hold the attention for a while and we're told it's being aimed at younger gamers. I think most people would get more enjoyment from a quick round of *Earthworm Jim 2* than from this though. Substandard really. • ***Nick***



Ok, this bit's a bit better. A BIT.

## verdict

**Graphics** 4
Very poor, hovering around 8-Bit quality. Not remotely in the league of EWJ and friends.

**Originality** 1
I'll give this a mark for the use of pigs and the fairytale bits. Otherwise, obvious.

**Sound** 6
Functional at best but better than the hilariously bad *Prince of Persia 2.*

**Lifespan** 5
It's difficulty level will ensure a certain amount of repeated play. Like homework.

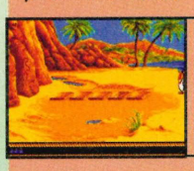
**Final Verdict** 52%
"It's astonishing that even now, companies are pumping out tat for the Mega Drive like this. Please avoid." *Nick*

# Prince of Persia 2

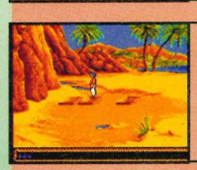
| | | | |
|---|---|---|---|
| Players | One | Levels | A Fair Few |
| Difficulty | Medium | Release Date | September |
| Price | £39.99 | Titus | ☎ (0171) 7002119 |

## Riddle me this!

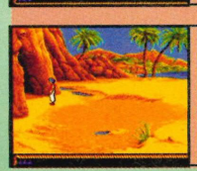
One of the better things about *Prince of Persia 2* is the puzzles that crop up from time-to-time. It's a thankful release from the monotony of all the platform sections.



The tiles have to be stepped on in the correct order to open the cave. So...



...Jump onto all the tiles except the one with the symbol on it. Miss and yer dead.



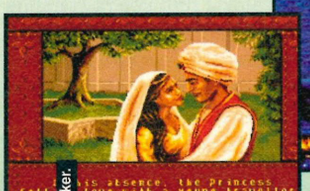
This opens up the cave and finishes one of the better sections of the game.

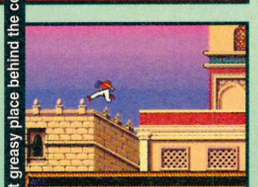
How do you begin to describe the sheer mind-numbing hilarious brain-drain of *Prince of Persia 2*? It's crap. It's worse than crap, it's the clag-on that sticks to the hairy arse of Sega gaming past, present and future.

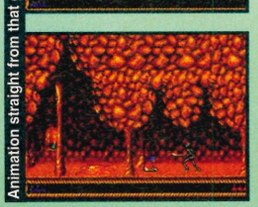
Why? Much like the original – which is now as old as the bleedin' hills – the movement is stilted and staccatoed, the graphics aren't exactly *Toy Story* standard and sudden deaths abound as you fall, drown, get impaled, whatever. Gameplay is at a pitiful minimum and there's hardly a redeeming factor to try to convince you that the programmers have the merest ounce of remorse in their bones.

After playing for a short while you will enter a *Prince of Persia 1* style cave and tunnel system. Here you're straight back into the bowels of gaming history and you'll begin to wonder what you've just spent all this money on.

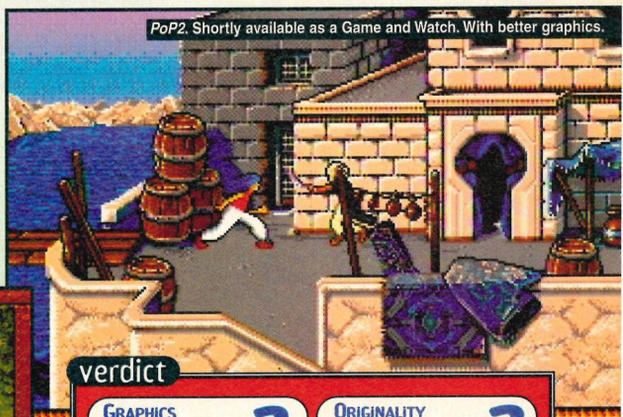
Don't buy this on the strength of the original –that was years ago and things have moved on a lot since then. Bloody rubbish! • ***Dean***







Animation straight from that greasy place behind the cooker.




## verdict

**Graphics** 3
We had everyone in the office laughing at this. Even the cleaners.

**Originality** 3
The original sequel on the Amiga failed to impress three years ago.

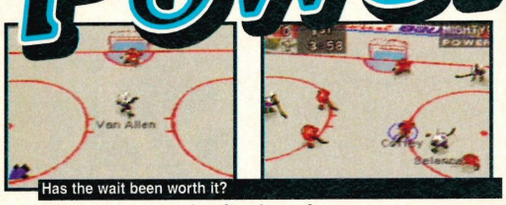
**Sound** 5
Scores a five for the hilariously bad theme tune. IT'S AWFUL.

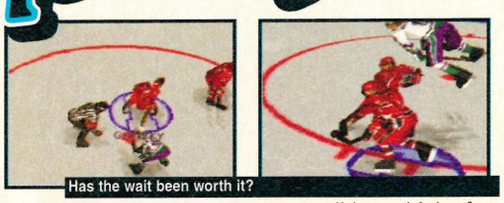
**Lifespan** 3
You won't be interested enough to play this game for more than a day.

**Final Verdict** 27%
"It's a shame that when the Mega Drive needs all the support it can get, this sub-standard rubbish is released." *Dean*

***How can you write an intro for an ice hockey game without writing something boring like 'Here's a review of a Saturn ice hockey game?' Suggestions, please...***

# NHL Powerplay Hockey


Has the wait been worth it?

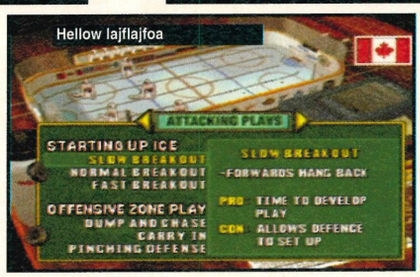

Has the wait been worth it?

**second opinion**

What a fantastic game! I'm stunned by these new sports titles for the Saturn – they're a MASSIVE leap forward over 16 bit versions, and this is no different. At times you can watch this and forget you're involved in a videogame it's so realistic. And the gameplay is great too – fast and incredibly accurate. What can I say? This HAS to be the best hockey title around for any machine, and no mistake. • *Nick*

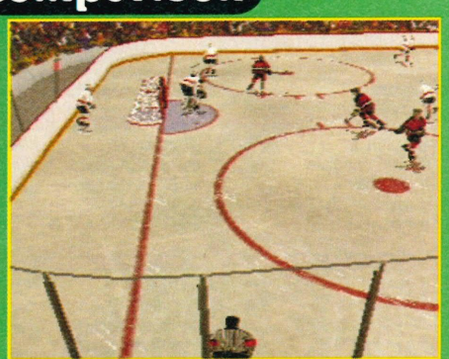
You may be forgiven for not getting too excited about another ice hockey game for a Sega machine. I mean, it's been aeons since Electronic Arts started to release them for the Mega Drive there have been countless versions of *NHL Hockey 90-whatever* since.

While we wait for the EA version to trundle its girth onto the Saturn we've, up until now, only had the extremely average *NHL All-Star Hockey* from Sega to keep our puck-obsessed brains happy. What did we think of that? We gave it 64% in issue 75 and some might say that we were being a bit kind on it. Anyway, the way has been left open for a bestest ice hockey game to impress us with its cocky air of importance and *NHL Powerplay Hockey* IS such a game.

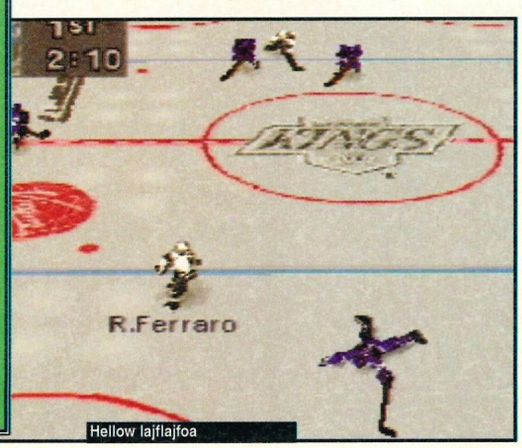



Do you remember that first feeling of joy when you got to grips with the trials and tribulations of *EA Hockey* on the Mega Drive? Beating Canada 16-4 with your friend next to you screaming that you're cheating 'cos you've done 'something special' with your joypad (your own – you carried it everywhere). Aahh, the joys of it. Enough... what I'm trying to say is that *NHL Powerplay Hockey* manages to re-capture those moments very well. The feeling of ▶

## Comparison



**NHL All Star Hockey**
Issue 75, 64%
▲ Well, it was the first...
▼ ...But it's been easily bettered
To give it credit, Sega's effort was the first available on the market (nearly a year ago now), but it was only average even then. Virgin's *NHL '96* slaps it about until it cries like a baby.




## First offense

One of the most confusing things about ice hockey is working out the various, detailed and, to be frank, damned baffling, penalties. After much head rubbing and careful analysis, we've discovered a few we'd like to enlighten you with.

### Offside
Much like football in that if you, like, go forward at the time the puck's hit towards you and there's no other person between you and the opposing keeper, you have to suffer a penalty against you. Or maybe it has something to do with leaning?

### Tripping
Someone argued that this might have something to do with drugs, but we waved the fool aside as we we're all far too sensible to understand what they were talking about.

### Icing
Cake making is a serious business, Ladies and Gentlemen. Anyone found producing sub-standard confectionery will be punished in the severest manner possible.

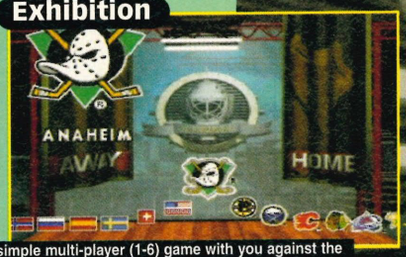
### Two-line passing
Isn't there some rule about not crossing two lines on a road in the highway code? Or maybe I dreamt it. Certainly nothing to do with ice hockey.

# People need options

| | | | |
|---|---|---|---|
| Players | One-Six | Teams | More than 30 |
| Difficulty | Medium/Hard | Release Date | September |
| Price | £39.99 | Virgin | ☎ (0171) 3682255 |

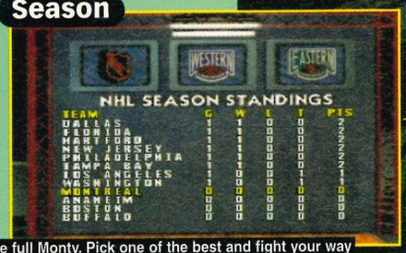
As you'd expect, a sports game of this calibre has plenty of varied and interesting game styles. Don't believe me? Well, Mr Doubting Thomas throw out your cynical heart and LOOK.

**Exhibition**



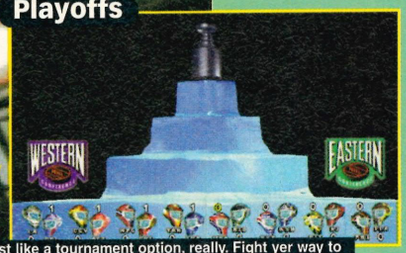

A simple multi-player (1-6) game with you against the team of your choice. Nice 'n' easy.

**Season**



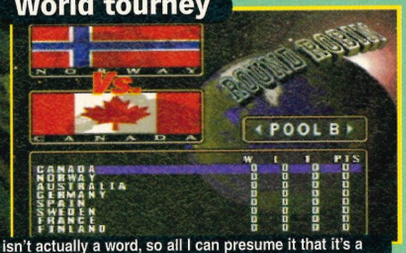

The full Monty. Pick one of the best and fight your way through in a league-based... thing.

**Playoffs**




Just like a tournament option, really. Fight yer way to the top to try to win a shiny silver column. Lovely.

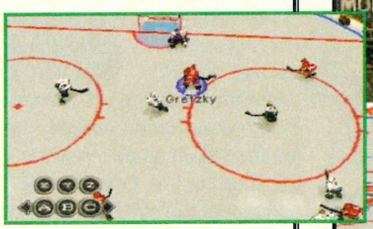
**World tourney**



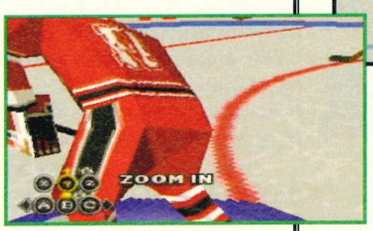

'Tourney' isn't actually a word, so all I can presume it that it's a spelling mistake that'll be removed from the FINAL final version.

## Again and again

The glorious part about the replay bit of this game is the ability to zoom into a point soooo close to the puck that it's impossible to miss anything. To illustrate this point clearly, I now give you the following grabs. Like follows...



▶ *Now I'm all a bit too far away from all this and I want to get a lickle bit closer to see what happened.*




▶ *Ah, well maybe that might be a little too close, and I could do without that jock's fat arse in my way.*

▶ *Hmm, much better. I've pulled out a bit and you can see how clearly I can see the puck's penetration through the defence. Rather fine, if I do say so myself.*

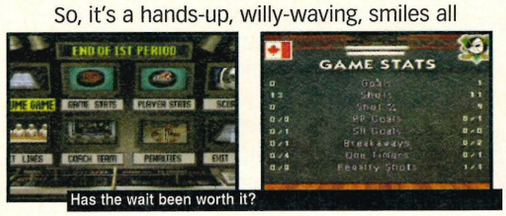
◀ actually skating is good, the graphics are outstanding (with smoothly-animated, highly-detailed characters, a smooth and intelligent moving camera) and replays are available from any angle that your protractor could possibly imagine.

The game itself can be played in two ways. You can either go for the simplistic 'get up and play' option where things are made as easy as possible to start quickly or, if you're as cocky as Cocky the cocky cockerel you can try and understand the endless amounts of information contained in the game. It's not so much a case of there being rather a lot of statistics in the game, as there being a very lot of everything in the game.

It all seems quite simple when, on the surface of things, you have your standard modes of season, exhibition and a couple of varied leagues/tournaments, but it all gets ridiculously in-depth when you try to make sense of all the extras. All the teams can be adjusted, goalkeepers altered to your heart's content and tactics and strategies can be warped and twisted beyond all recognition. Rather good in all – if you have the time, that is.

So, it's a hands-up, willy-waving, smiles all round, pants-off-for-the-boys success. If this was a soccer/football game then it'd be better than life, (maybe even beer) but ice hockey still tends to be a rather specialist interest over here in the UK and the game score has to reflect that. If you want a superb ice-hockey simulation that certainly won't be bettered (well not trounced anyway) even in the face of EA's impending effort, then you really should be considering this one. • ***Dean***

***"So, it's a hands-up, willy-waving, smiles all round, pants-off-for-the boys success. If it was football it'd be better than life."***




Has the wait been worth it?

### verdict

**Graphics** 8
Beautifully animated and highly detailed throughout. The. Graphics. We. Like.

**Originality** 5
Everything's present and correct but there's no stunningly original stuff.

**Sound** 7
Authentic crowd noise and sound effects add greatly to the overall atmosphere.

**Lifespan** 8
Hey, if you like ice hockey then there's loads of stuff here to keep you interested.

**Final Verdict** 88%
"I'd be very surprised if the forthcoming Saturn EA Hockey title can better this. An excellent ice hockey simulation." *Dean*

Review

Saturn

Players . . . . . .One  Tournaments . . . . . .A few

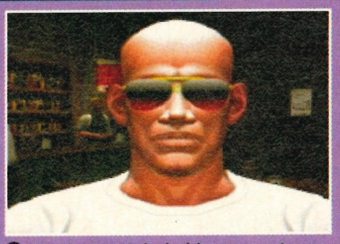
Difficulty . . . . . .Hard  Release Date . .September

Price . . . . . .£39.99  JVC . . . .☎ (0171) 240 3121

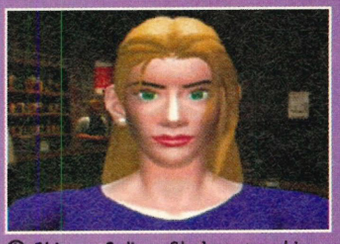
## Har! Har! Har! M'Jimlad etc

There are three different Captains to choose from.

❶ Captain Birdseye. A happy-go-lucky, fat bearded bloke who has only three fingers on one hand and many ripping yarns to tell.



❷ Big Brian. He's bald, aggressive, but deep down under those sun glasses, quite nice. He wants you to catch fish really.



❸ Skipper Selina. She's got a chip on one of her generous shoulders, but overall she's a good sea Captain. Darn good.

# Sea Bass Fishing

***Fishing on the Saturn? Well at least it hasn't been done before.***

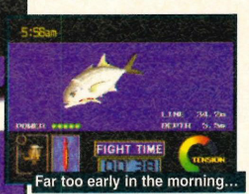
*Fish Fact:* Freshly caught fish are slimy. If they've been hanging about they dry up.

### second opinion

I've always backed away with one eye on the door when it comes to fishing games. Like, why? *Sea Bass Fishing* though, proves that computerised fishing can actually be quite fun – although in my heart of hearts I can't really recommend it unless you're a fishing fan. • *Dean*

There's a nice amount of diversity within the game, with three different skippers (see above), several different species of fish to catch, loads of different authentic Daiwa© lures and hidden features such as prizes when you catch a tagged fish and the like. Probably the most interesting concept is the system that's been developed to play the fish. It's hard to master, but nicely challenging once you're used to it. You have create a steady balance between line tension, the power and the extent to which the fish is fighting. Quite addictive really and the graphics here are the best they are in the game.

If you want something a bit different and exciting (in a fishing sort of way), then *Sea Bass Fishing's* your game. The options are excellent and the difficulty curve enjoyable. If you like fishing, it's well worth a look, but if you don't, think carefully. • ***Dave***




Far too early in the morning...

...To fight fish (if you ask me).

I always thought that fishing was a sport quite unsuitable for videogame treatment. Surely the whole point of fishing is to leave the house, enjoy the coastline and catch the fish yourself. Why attempt to reproduce that on a videogame console? Well because it's quite good fun, that's why.

"How can that be?", I hear you weep. Well, for a start I like fishing so that might be clouding my judgement somewhat. However, there's no denying that *SBF* is actually not bad. There are two main options. 'Free Fishing' is where you choose your target fish, choose your skipper and get out there in an attempt to catch as many of the blighters as possible. 'Tournament' is where you fish competitively for Sea Bass, the winner being the person who catches the greatest weight. The tournaments get more competitive and difficult as your fishing skills improve and progress.

***"It's hard to master, but nicely challenging once you've got used to it."***

*Fish Fact:* Haddock and Cod fight if confined together whereas Bream pine if left alone.

Women can fish but only in Japanese.

### verdict

**Graphics** 7 — The fish animation is really good, but the bit where you net the fish is tripe. Sorry.

**Originality** 8 — It's not the first fishing video game, but it's hardly a tired genre is it?

**Sound** 7 — Tranquil music which springs into action when you get a bite. Not bad at all.

**Lifespan** 8 — Frustrating at times, there's certainly enough depth to keep you coming back.

**Final Verdict** 77% — "The best fishing game, ever. If you like fishing, it's worth investigating. If not, it's probably still worth a look" *Dave*

Where there are computer games there will be tips. Where there are Sega games we, Sega Power, will be ready to provide the best cheatiest tip bits that we can find. Fear not, you have arrived...

# Power Tips

## Small Tips


58 . . . . .Shellshock (Sat)
58 . .Pebble Beach Golf (Sat)
58 . . .Shining Force (Sat)
58 . . . . .Gun Griffon (Sat)
58 . . . .College Slam (Sat)
58 . . .Darius Gaiden (Sat)
59 .Super Skidmarks (MD)
59 . . . . . .Shinobi X (Sat)
60 .Premier Manager (MD)
60 . . . . .Spiderman (MD)
60 .Lawnmower Man (MD)
60 . . . . .Vectorman (MD)
60 . . . . . .Soleil (MD)
60 . . . .Story of Thor (Sat)
61 . . . . .Flintstones (MD)
61 . .T2 Arcade Game (MD)
61 . . .Mega Turrican (MD)
61 .Krusty's Super FH (MD)
61 .Batman Returns (MCD)


## Tip of the Month

Saturn

58

*Baku Baku* – old chicken lips is back.

You want the most comprehensive set of cheats anywhere for the Saturn's premier puzzler. That'll be page 59 for you then. Go on...

## Cheats and Hints

Saturn

58

Another brimming bucket of hot tips action for you this month, freshly peed from the gorged (*Oh no, you're not getting away with that* – Dean.)

Remember this one?

## Tips Hardline

Saturn & MD

59

Get your bleedin' codes here.

Still the ONLY index to the best-loved cheats and hints to be found in any magazine anywhere. There are some Action Replay codes as well this month.

## NiGHTS into Dreams

Saturn

62

Part one of our ENORMOUS 16-PAGE TOTAL SOLUTION to NiGHTS. Sorry about the shouting there, I got a bit carried away.

*NiGHTS* – confusing no more.

# Cheats & Hints

**Behold true believers, for verily time dawns again for what the mortals call *Sega Power Cheats and Hints*.**

## Cheat of the month

Saturn

### Baku Baku Animal

Congratulations to Grant Edwards from Chiselhurst, who has supplied us with these great cheats for *Baku Baku Animal*. He wins himself a brand new spanking game for the Saturn.

**League Mode**

League Mode is for 2 players only, but is a great way to keep track of up to 5 players' statistics over a period of time. At the "green leaves and eyes" Start screen press B, A, C, UP, B, A, C, UP (B-A-C-U-B-A-C-U) and Start. You'll hear a sound confirming that the code was entered correctly.

Selecting the League Mode will take you to a screen with the following options (in Japanese Kanji):

❶ The first menu item takes you into League Play, but you need to select the other options below first. After you are set up, just select this menu item and have Player 1 and Player 2 select their names from the list. Once both are selected a "Vs." screen and a level select similar to the 2-player Arcade Mode will appear. Select a level and enjoy!

❷ The second menu item is where you enter the players' names. If you don't read Kanji (I don't yet, but I'm learning!) just select a character for each member of the League that you can remember.

❸ The third menu item lets you remove a player from the League. Just select a player from the list with A or C (B cancels). Next you will see a confirmation screen. Selecting the top item with A or C deletes the player, or selecting the bottom item with A or C (or pressing B anywhere) cancels the delete. It becomes active after you enter the players in menu item 2.

❹ The fourth menu item holds statistics for all of the League members. It becomes active after you enter some players in menu item 2.

❺ The fifth menu item saves the players and statistics to the Saturn's internal or cartridge memory so they'll be there next time you play. Just press A then B on this screen to save them.

Saturn

### Shellshock

**Cheat menu**

In the hangar press Up, Down, Up, Down, Up (seven times), Down, Down, A, A, A. This should bring up a cheat menu containing invincibility, level select and total weapons options.

### Panzer Dragoon ZWEI

**Use original Dragon/Sky Dart**

To play as the original Dragon from *Panzer Dragoon* – set the instruments on Full and take routes 2, 2 and 3 on the appropriate levels.

**Fly SkyDart**

Take routes 2, 2, 3, 1.

### Pebble Beach Golf

**Secret video menu/ Gallery mode code**

To access a secret video gallery, start a game then hold Right, X and Z and press Reset on the Saturn's top panel. After the Saturn logo appears you'll go to a menu that lets you see all of the video footage. Press A or C to see the clips, B returns you to the menu.

**View Gallery**

To view the Gallery, start game, hold Down and B and press Reset on the Saturn's top panel. When the game restarts, the galley of spectators will be with you.

### Shining Force

**Combine Items/Magic hands**

Blaze Orb + Shining Sword
Blaze Orb + Magic Hands
Freeze Orb + Magic Hands
Freeze Orb + Shining Sword
Freeze Orb + Slip Shoes
Blast Orb + Magic Hands
Freeze Orb + Heavy Shoes
Blaze Orb + Pegasus Helmet

To obtain the Magic Hands, enter the Mystic Woods and go to the maze at the south-east corner. The Magic Hands are located just North-West of the North-West exit. Use the Magic Hands to defeat Gudo's Rock Boss.

### Gungriffon

**Extra options**

On the title screen with the words 'Press Start', do the following: To make the radar only

*us, but here are a few codes:*

**Nine Credits:**

*Press X, A, Left Shift, Right Shift, Left, then hold down Left Shift and press X, C, Z, A, Right, Right. You the whirlwind option for the entire game. Unfortunately this trick does not work in tournament mode. Shame!*

## Q&A

**Questions, questions, questions. That's all we ever get from you people. Anyone would think we're the official Oracle for all things Sega or something. Which of course we are. Damn.**

Saturn

### College Slam

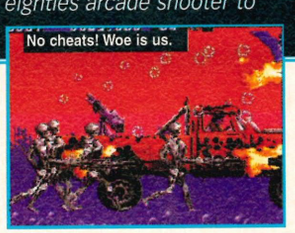
*College Slam* is cool! Are there any hidden teams I can access? (Short, but straight to the point!)
**David Price, Aston**

*Okay, there are hidden teams in this game – at the Start screen press Left, Up, B, Up, Down, Up, Right, C. Also, there's a whirlwind option you can access. At the team match-up screen rotate your joypad in a clockwise 360 motion until the game begins. You will now have*

### Darius Gaiden

How can people say that *Darius Gaiden* is rubbish? With 26 levels in all, plus a difficulty level that really challenges all standards of gamers, *Darius* is the perfect choice for anyone who's into pure gameplay. I know it doesn't use the Saturn's full potential, but who cares – please print any codes you have.
**Trevor Longhorn, Sidmouth**

*I dunno, it still looks like an eighties arcade shooter to*




## Can you help?

Mega Drive

### Captain America and the Avengers

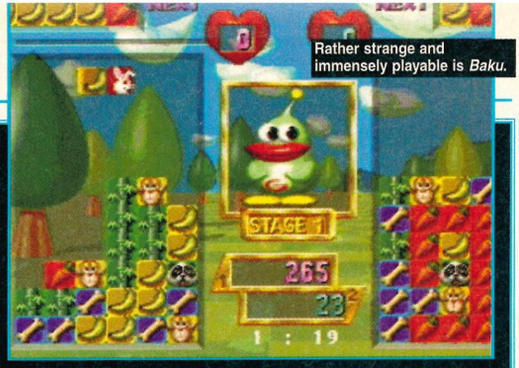
Any cheats? Thanks.
**Ian, Kyle and Shane O' Donovan, Co. Cork**

### Terminator 2

Is it at all possible for you to print a level select cheat for *Terminator 2* on the Mega Drive. If there is no level select cheat perhaps you could give me any others that might help me get through some levels (e.g infinite energy). Thank you kindly.
**Colin Verity, N. Humberside**

Don't forget you can get loads of excellent tips from FutureNet, Future Publishing's Internet site recently voted amongst the top 5% of World Wide Web sites on the Internet). Nip along to http://www.futurenet.co.uk/ and find out why FutureNet is Europe's most popular Web site.

FutureNet



Rather strange and immensely playable is *Baku.*

⑥ The sixth menu item exits from League Mode. In all of the above screens A or C selects and B cancels.

**Quick Tips**

Before you use the coins to eliminate a large pile of food be sure to check your next few blocks (at the top of the screen) in case you've an animal coming that will eat it. If you use the coins to eliminate blocks, try to match a food and animal (for example- Rabbits and Carrots). That way when everything falls you have the best chance of matching foods and animals.

If you manage to drop a large load on your opponent and they're fill line is near the top, try to follow with any combinations you can as quickly as possible to finish them off! While most combinations need at least three food blocks to score, remember that two or more animals eating one food block will earn you two or more attack points.

At the beginning of a round try to stack foods and animals to create a "food chain" instead of going for the obvious combinations. Both players get the exact same blocks in the same order, so try to watch what the computer or a good player does with the blocks to see where you could have used better strategy.

show friendly targets press: B, B, B, Down, C, Start. Remove the auto aiming and target marker by pressing: Left, Right, C, A, Start. For a harder game press: Down, C, C, A, Start.

## Shinobi X

**999 Shurikens/99 lives and more**

For 999 Shurikens try this: Go into Options, highlight Shurikens and Hold Left Shift and Right Shift and press C, A, and B.

For 99 Lives: Highlight game Start and press A, Z, B, Y, C, X, Start. If you now *should hear a sound if you manage all that correctly.*

**Easy and Abnormal Levels**

*At the Options menu hold down X and then press Z, C, Left Shift, B, Left, Right Shift, Left Shift. You should hear a sound here as well if it's worked.*

**Faster Autofire**

*At the game's Options screen hold B and press Y, Right, Left, X, Z, Left Shift, Right shift button.*

Mega Drive

## Super Skidmarks

I've just got *Super Skidmarks* (not in my pants, honest!) and I love it. Are there any cheats for it because I'm finding it a bit hard. Many thanks

**Dazza Herridge, Wandsworth**

*Sorry to hear you are having trouble with Skidmarks Dazza. Here are some codes:*

*Enter these passwords at the Name Input screen:*

SAVAGE . .*Start with a turbo engine*
MOOMOO . . .*Always race as a cow*
KRAZED . .*Always race in an F1 car*
SHADOW . . . . . .*Race as Ju Shadow*

look at your screen, the life meter will now read 99.

To combine the two above codes first do the 999 Shuriken code, then when game begins, do the A+B+C+Start reset trick then enter the 99 lives code and BOTH will be in effect!

**Zero Lives**

For zero lives (only recommended for the brave!) highlight 'Start' and press A, B, C, B, A, and Start.

**Level Select**

Pause the game and enter the code A, B, A, B, C. some

## Warlock/Puggsy

Please, please help me on the following games:
On *Puggsy* I'm stuck on the third section of Redwood Keep. What do you do after you have released the blue balls and fired them into the next compartment? I cannot get any further on this wonderful game.

Also, do you have any level codes or cheats for *Warlock* on the Mega Drive? I'm getting a bit desperate here.
That's all chappies!

**Noel Virtue, Brighton**

# Tips Hardline

**Desert Strike**
**Mega Drive:** *SP* 67
**Level Codes:**
2: . . . . . .BQJRAEF
3: . . . . . .TLJKOAP
4: . . . . . .WTEOVJP
Lives: . . . . . .TQQQLOM

**Game Gear:** *SP* 55
**Level codes:**
2: . . . . . .CKSEPPD
3: . . . . . .ICIIEFE
4: . . . . . .EMFMIEH

**Earthworm Jim**
**Mega Drive:** *SP* 61
**Cheat mode:** Pause then press A and Left together, then press B, B, A, A and Right, B, B, A, then unpause. Wait and listen for 'cheater'. Now select stuff.
**Also:** *SP* 63, 64, 66, 67, 72, 74.

**FIFA International Soccer**
**Mega Drive:** *SP* 53
**Some Finals:**
Germany Vs Denmark: . . . . . .JH7BW5P1GH
Holland Vs Denmark: . . . . . .C9*BY4600V
Brazil Vs Scotland: . . . . . .GP5WH461GW
Argentina Vs Spain: . . . . . .HYRBC4YSG4
**Also:** *SP* 56

**Mega CD:** *SP* 63
**Super stuff.** Type these at the options screen:
Super offense: . . . . . .A, A, A, A, A, B, C.
Super defence: . . . . . .B, B, B, B, B, C, B.
Super power: . . . . . .B, A, B, B, B, B, B, B, B.
Dream keeper: . . . . .A, A, A, A, A, B, B, B, B.
Dream team: . . . . . .A, A, B, B, C, C, A, A.
**Also:** *SP* 64

**FIFA '95**
**Mega Drive:** *SP* 65
**Super stuff.** Type these as above.
Super power: . . . . . .B, A, B, B, B, B, B, B, B.
Super keeper: . . . . . .A, A, A, A, A, B, B, B B.
Super offense: . . . . . .A, A, A, A, A, B, C.
Super defence: . . . . . .B, B, B, B, B, C, C.
Dream team: . . . . . .A, A, B, B, C, C, A, A.
Shootout mode: . . . . . .A, B, A, C, A, B.
**Also:** *SP* 69, 70, 72

**FIFA '96**
**Mega Drive:** *SP* N/A
**Super stuff:** Go to Options and then go to Control screen (pause). Press A for the cheat menu screen.
Dream team: . . . .A, A, B, B, A, C, C, B, C, C, A, A.
Super keeper: . . .A, A, A, A, A, B, B, B, B, B, A, C, C.
Super offense: . . .A, A, A, C, C, B, C, A, A, B, C, C.
Super defence: . .B, B, B, C, B, C, A, C, B, B, B, C, B.
**Also:** *SP* 75

**Jungle Strike**
**Mega Drive:** *SP* 47
**Level codes**
Sub Hunt: . . . . . .RNCDYKBX6GC
Training Ground: . . . . . .9V6FBTL6CD9
Night Strike: . . . . . .XT6CR9WNMCZ
Puloso City: . . . . . .VNMJ3746JKN
Snow Fortress: . . . . . .WSZKWPZF9TR
River Raid: . . . . . .TMDTPFK3BVY
Mountains: . . . . . .7DGSD3BRWK
Return Home: . . . . . .N4SP3X7NLMS
**Also:** *SP* 71

**Micro Machines**
**Mega Drive:** *SP* 74
Do these while you're playing the game.
Infinite lives: Press B, Down, C, Down, Up, Down, Left and Down.
Go faster: Press Up, Down, A, B, Left, Right, C and then Start.
Tricky game: Press Left, Right, Left, Right, Up, Down, Start and Down.
**Also:** *SP* 50

**Game Gear:** *SP* 57
Extra speed: On qualifying race in bathtub, whilst in the lead, reverse over the finishing line. A 'funny' noise will be heard by all within range. Ha! Ha!

**Micro Machines 2**
**Mega Drive:** *SP* 62
**Faster car:** Pause the game and press Up, Down, A, B, Left, Right and then hold C. Now unpause.
**Also:** *SP* 69.

**Micro Machines 2 1996**
**Mega Drive:** *SP* 79
**Faster car:** Pause and press Up, Down, A, B, Left, Right, hold C and press Start.
**Also:** *SP* 76, 77, 78 for readers' tracks.

**Mortal Kombat**
**Mega Drive:** *SP* 50
'Flag' Option Screen: Press Down, Up, Left, A, Right and Down, then select cheat enabled. Refer to *SP* 50 or use trial and error to find out what the flags do.
**Also:** *SP* 48,49, 53, 59, 74.

**Game Gear:** *SP* 49
**Gore Mode:** Press this on the ethics screen: 2, 1, 2, DOWN, UP.

**Mortal Kombat 2**
**Mega Drive:** *SP* 65
**Cheat Mode:** Select done on the options screen and then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.
**Also:** *SP* 59, 60, 62, 63, 65, 73, 76, 77.

# Action Replay Codes

Saturn

**Wipeout**
Master Code . . . . . .F6000914 C305
. . . . . .B6002800 0000
Enable Rapier Mode . . . .1606216E 0101

**Digital Pinball**
Master Code . . . . . .F6000914 C305
. . . . . .B6002800 0000
Infinite Balls . . . . . .1603A9B8 0003

**F-1 Challenge**
Master Code . . . . . .F6000914 C305
. . . . . .B6002800 0000
Keeps Fuel at 1% . . . . . .06017BBC 0001
(Fuel at 1% means a lighter, faster car.)

Mega Drive

**Greatest Heavyweights**
Infinite Power . . . . . .FFF1A0000D
Infinite Speed . . . . . .FFF1A2000D
Infinite Speed . . . . . .FFF1A4000D
240 Million for One Win . . . .FFF1A6000D
(The above four codes will only work in career mode)
Always Win . . . . . .FFF0000000

# Tips Power

◀ numbers will appear in the lower left corner, you can now choose your stage.

## Mega Drive

### Premier Manager

**Play as any team**

Play as the team of your choice by doing the following: Select a demo game with the team you want to play as, then play a season right through to the end and save it. When you reload the game you will, almost by magic, now be able to control your chosen team. Unless it's Manchester United. Who didn't get Shearer. PITY.

### Lawnmower Man

**Cheat Mode**

On any platform level, pause the game, press Up, Right, A, B, A, Down, Left, A, Down, unpause and then pause again. Now press B to jump levels or C for the full menu.

◀ *These codes to be entered on the password section on the Options screen:*

SPRINTER . . .*Go straight to the Pro League*
CHOCMILK . .*Bovine Warrior (Cows)*
GUARDIAN . . . . . .*Acid Grand Prix*
SPACEMAN . . . .*Nearly zero gravity*

### Cyberball

I know it's a very old game, but I'm still playing it! Yes, it's *Cyberball* (stop groaning, it's an excellent game!). Any codes or tips would really make my day!
**Ian Ure, Wakefield**

*We had to search deep into the cave of forgotten Mega Drive games to find these passwords, but here they are:*

65BB B8NB BFGV . . . . . .
*$147,000, Los Angeles Assassins Vs. Tampa Bay Razors*
C5BB BMIV BH5X . . . . . .
*$233,000, Chicago Killers Vs. Boston Riots*
P5BB B5PS IHEX . . . . . .
*$999,990, Minnesota Monsters Vs. Washington Punishers*

### Vectorman

Could you please print the code enabling you to access the level select in *Vectorman* – it's got something to do with playing the game at the Sega logo screen. Thanks for your help.
**Philip Millington, Faversham**

*No problem! At the Sega logo, move Vectorman underneath the logo and shoot it exactly 24 times, then jump and smack his head against the logo 12 times. The words "Get*

## All-Sorted!

A *Sega Power* 'thing' to each of the following console conquerors for supplying these solutions:

### Spider-man Vs. Kingpin

**Issue 82**

Stewart Shortridge of Barnstable has this solution to Norman Osborne's dilemma:
"In *Spiderman* on the Mega-Drive, the bomb will flash between black and another colour (e.g. dark blue), press pause and select whichever key colour is flashing (along with black), unpause and press A to use the key. The bomb will now flash between black and another colour, this will indicate which colour key to use next. Repeat the process until all the keys have gone. When the bomb is defused, go right for the final confrontation with the Kingpin."

### Soleil

**Issue 81**

Glen Pulcella of Tamworth has supplied this answer to Peter Barlow's bewildered cry for help:
"Go to the woods to the right and see the 'Slime family'. When you go inside the tree talk to the 'Slime' to the right of 'Mother Slime', then talk to the Mother. She will send you to speak to 'Klin'. He will send you back to 'Mother Slime' who will then direct you to the witch who lives in the house with the fence around it. To enter the witch's house you will first have to go to the bottom left of the forest and jump on the yellow star ten times. Return to the witch and she will agree to turn you back into a human if you complete a short task for her. Go to the next room and talk to the mirror. Complete the task with the caterpillar, the flower and the chicken. It goes as follows: Caterpillar, chicken, caterpillar back, flower, caterpillar. After this you will be turned back into a human. The caterpillar will join your group and you can then travel to the desert." (*Drugs* – James.)

### Story of Thor

**Issue 81**

Andy East of Wakefield has solved David Griffin's problem on the *Story of Thor:*
"If David finds it difficult to get past stone doors then his problem lies in one of a few things. He has to make sure that all the torches and campfires are lit and that all buttons on the floor have been activated or are held down by a rock. Lastly, any monster/soldiers etc. should be destroyed. Doing one or all of these things will open stone doors."

## Free Game!

We're still giving away a free game to the person who submits the best tip to this section. To send in a tip, please fill in the following form and send it to: *Power Tips, Sega Power*, Future Publishing, 30 Monmouth St., Bath, Avon BA1 2BW.

**Name** .....
**Age** .....
**Address** .....
**Game wanted** ..... **Console type** .....
**Tip (Please continue on another sheet if necessary).** .....
.....
.....
.....

***Please note that you're most likely to win if (a) the tip is a recent one and (b) it hasn't appeared in another magazine before!***

## Flintstones

**Level select/extra lives**

For extra lives, choose five lives and then hold A, B, C, and START. Rotate the D-pad clockwise.

**Infinite Lives**

Choose five lives and press A, B, C, and Start. Press Left and Right until the title screen appears and then start the game.

**Level select**

Go to the options screen, hold C and press Left, Right, Down, Left, Right, Up, Up, Down, Left, Right and Down. Release C and press Start.

**Alternate Stage Select Trick**

At the title screen, hold Left+A+B+C and press START.

## T2: The Arcade game

**Level skip**

Wait until the screen with "T2: The Arcade Game" appears, then press up, Down, Left, Right, Up, Down, Left and Right. If you do this correctly you will hear "excellent". Start the game and if you want to skip a level, pause the game and press B+C at the same time or press the top 2 buttons on the *Ready" will appear, and then the letters "S", "E", "G" and "A" will start to drop down. If you manage to catch between 90 and 109 letters, you'll be warped all the way to to Day 5. If you can catch 110 or more, you'll be warped almost to the end – Day 10.*

## Mega CD

## Batman Returns

Have you any codes for *Batman Returns* on the Mega CD. A level select would be favourite as I'm finding it almost impossible to

menacer. If you use rapid fire for the button that operates the gun (or just fire very quickly), your gun will never overheat.

## Mega Turrican

**Secret level/unlimited power**

Go through the first stage and collect all the diamonds making sure you don't miss any of them! Now be sure that the last two numbers of your score are 00. Find the elevator and then ride it down and dodge all enemies. Don't shoot any of them! Your score must end with 00. Once at the bottom run to the right to get the hidden stage.

**Unlimited power**

Pause and press: A, A, A, B, B, B, A, A, A and Start.

## Krusty's Super Fun House

**Unlimited Lives and Open Doors**

Enter the password SMAILLIW ('Williams' backwards) and you'll start with unlimited lives and all the doors open. progress very far through the game.

**Jon Sammels, Eltham**

*Ahh, given up already, have we? This is what you need to do: Select Options and set the game to 'Platform Only' mode. Now when Batman's finger is over the following buttons on the control panel, hold Left and press B – 1, 7, 1, 6, 7. You should hear a louder than normal beep if it's worked. Now point to the number of the stage you wish to go to, and hold LEFT and B to go to that Stage. Tricky but not impossible.*

*There is another way to select levels, though. Set the game to 'Driving Only' and then hold LEFT and B at the following numbers – 1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1. You'll hear a beep if it's worked (unlikely at your first attempt). Now pause the game and press C to skip levels.*

# Tips Hardline

**Mortal Kombat 3**
**Mega Drive:** *SP* 74
**Cheat Menu:** On the menu screen, press: A, C, Up, B, Up, B, A.
**Also:** All the moves and the works in *SP* 74.

**NBA Jam**
**Mega Drive:** *SP* 61
**Power Ups:** use on the 'match up' screen.
**Power up Defence:** Tap any button 4 times, then hold down A, B and C until the game screen appears.
**Power up Turbo:** Tap any button 5 times, then hold A, B and C.
**Intercept Power up:** Tap any button 15 times and rotate the pad until the throw-up.
**Dunk Power up:** Tap any button 13 times and rotate the D-Pad until the throw-up.

**Game Gear:** *SP* 56
Power Up: Juice Mode: Enter the code NJTX34Y JMBDCQS.
**Also:** *SP* 58

**NBA Jam Tournament Edition**
**Mega Drive:** *SP* 67
**Secret Stuff:** YES, you do want to play as famous people. Enter these initials and select them with the buttons stated. Here are 5, there are 33 more.
**B. Clinton:** C - Press A & Start, I - Press any button, C - Press B & Start
**H. Clinton:** H - Press any button, C - Press B & Start, Space - Press any button
**Benny:** B - Press B & START, N - Press any button, Y - Press C & Start
**Liptak:** S - Press any button, L - Press B & Start, Space - Press B & Start
**Kid Silk:** K- Press any button, S- Press B & Start, K- Press C & Start
**Also:** *SP* 75.

**Road Rash**
**Mega Drive:** *SP* 35.
For $31,000,000, enter: .010B0 01DB5 UQP06 37UN9

**Game Gear:** *SP* 61
For level five with best bike, enter: . . .0000 0DQT0 15AUS 574AE

**Road Rash 2**
**Mega Drive:** *SP* 44
For hidden bike 'Wild thing', enter: . . . .009N 1V00
**Also:** *SP* 41, 69, 74, 75, 76.

**Road Rash 3**
**Mega Drive:** *SP* 68
Enter these codes on the title screen using pad 2.
**Tougher weapons:** . . . . . .R, A, D
Cash, head start, no gun: . . . . . .C, L, U, B
**Excellent bike:** . . . . . .B, L, U, R
Any bike, weapons and cash: .A, B, R, A, C, A, D, A, B, R, A
**Start at level two and steal bikes:** A, C, L, U
**Also:** *SP* 69, 77.

**Sonic the Hedgehog**
**Mega Drive** : *SP* 1-79
**Level Select:** On the title screen press U, D, L, R and then A (keep it held). Now press START.

**Sonic the Hedgehog 2**
**Mega Drive:** *SP* 41
**Level Select:** Go to the options screen and Listen to these sounds in this order: 19, 65, 09, 17. (Play each one for more than 15 seconds.) Now go to the title screen and hold down A and START.
**Also:** *SP* 40, 42, 44, 49, 56, 72, 75.

**Game Gear:** *SP* 41
Level Select: On the Sonic and Tails running screen press D/L, 1, 2 and Start. Hold all until the title screen appears then let go, and press Start.
**Also:** *SP* 41, 48, 59.

**Sonic the Hedgehog 3**
**Mega Drive:** *SP* 56
**Level Select:** When you hear the voice say 'Sega', swiftly press U, U, D, D, U, U, U, U. (You should hear a chime.) Go to the Player 1/Competition options screen and, with competition highlighted, press D and then go into sound test.
**Also:** *SP* 54, 55, 57, 59, 60, 65.

**Sonic and Knuckles**
**Mega Drive:** *SP* 65
**Go Hyper:** collect all the chaos emeralds and 50 rings, then do a double jump. Now collect all the super emeralds in the special stages of S&K, getting 50 rings and doing another double jump. If well executed, you'll get the Hyper animals. Well worth it.
**Also:** *SP* 66.

**Sonic CD**
**Mega CD:** *SP* 50
**Level Select:** On the title screen, press U, D, D, L, R and B.
**Also:** *SP* 53, 55.

**Sonic Chaos**
**Game Gear:** *SP* 56
**Level Select:** On the title screen, press U, U, D, D, R, L, L, 2, 1 and Start.
**Also:** *SP* 66.

**Sonic Spinball**
**Mega Drive:** *SP* 53
**Bonus Points:** Press A, B, and C when your total score is being added, helping you to get extra lives.
**Also:** *SP* 58, 65.

**Streets of Rage**
**Mega Drive:** *SP* 41
**Level Select:** Go to the title screen, press Start and go to options. Press Right on pad 2 and keep it held. Now, hold A, B and C (all buttons on pad 2 are now held). Press Start on pad 1 to enter the options screen and select your level.
**Also:** *SP* 43, 45.

**Game Gear:** *SP* 44
**Level Select:** Go to the options screen and select sound test. Play sound 11, and while it's playing, hold down 1 and 2.

**Streets of Rage 2**
**Mega Drive:** *SP* 42
**Level select:** On the title screen, press Start on pad 1. Now move the cursor down to options. Now press, and hold A, B, then Start on pad 2. Hold A and B until the options menu appears. Now you can cheat Gran.
**Also:** *SP* 44.

**Streets of Rage 3**
**Mega Drive:** *SP* 57
*Level select:* When the selection menu comes, hold B, press Up, and, with option highlighted, press Start. Chimes are heard for cheats.
**Also:** *SP* 56, 58, 59, 60, 61, 68.

## Flower power

To get the most from this rather wonderful game it's vitally important to understand exactly what all the power-ups do, where to find them and the fastest way to score points. Here's a quick summary of all the power-ups available in the game.

GOLD STAR
10 points each.
20 in bonus time.

IDEYA SPHERE
10 points each.
20 in bonus time.

IDEYA ORB
Available from the Ideya Palace once 20 Ideya spheres have been deposited there.

SINGLE HOOP
10 points each.
20 in bonus time.

LINKED HOOPS
20 points each.
40 in bonus time.

IDEYA CAGE
360 points.
720 in bonus time.

BONUS BALL
Values are dependant on the number on the ball.

BONUS HOOP
From 100 to 1200 each, depending whether in bonus time and the trick difficulty.

NIGHTS PRISON
Starting point of flying section, return point once 20 Ideya spheres have been deposited in Ideya Palace and start point for the next course.

IDEYA PALACE
20 Ideya spheres must be placed in here before NiGHTS can begin the next course.

THE CLOCK
This will chase Elliot or Claris around when they are on foot trying to wake them dream and thus end the game.

NIGHTOPIAN POWER-UP
Gives you a Nightopian companion who attracts all power ups to you for a time.

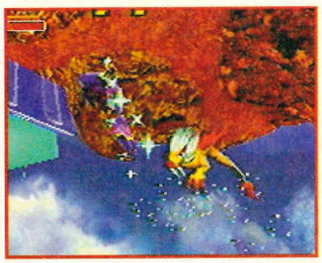
SPIN DRILL POWER-UP
Fills up NiGHTS green Spin Drill attack bar.

ENEMY SMART BOMB POWER-UP
Will kill any enemies on screen when collected.

***NiGHTS can be a bewildering game at first. But fear not my little Nightopian wannabees,* Sega Power *has accessed all areas. We know all there is to know about* NiGHTS, *and we're gonna share all this forbidden knowledge with you. Get your pyjamas on and come with us...***

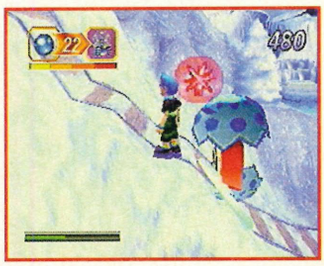
**Part one** of Sega Power's complete NiGHTS solution.

## Nightmareans



The enemies on the main levels are pretty few and far between. They attack in different ways, such as freezing NiGHTS in mid-flight and causing him to drop to the ground encased in a block of ice, or electrifying NiGHTS and giving him a five second time penalty. They can be a bloody nuisance and have a nasty habit of grabbing you just as you are about to return to NiGHTS' prison, so it's best to take them out with a paraloop as soon as possible. This also earns you 200 or 400 points.

## Beat the clock



While Claris and Elliot are walking around, a floating alarm clock will chase them trying to wake them up. The Clock soon becomes a massive pain in the rear, especially if you are trying to collect Ideya balls as possible. The more time you spend on the ground the faster the Clock becomes so don't get yourself cornered. There is a way of defending yourself, however.

When the Clock gets close to you jump up and try and land on his head. If your timing is correct this will knock the Clock over and buy you some time to put some distance between the pair of you until he recovers. The fastest way of getting around on foot is to keep pressing the jump button while your character is in mid flight to give a bigger jump or tumble.

## Get A-Life!

One of the most intriguing things about *NiGHTS* is the revolutionary Artificial Intelligence system it uses. The cherub-like Nightopian characters actually evolve when you play the game.

Having experimented with different save positions we've seen how they react in different situations. If you're nasty to them in following games, they'll run away from you or throw sticks and snow balls at you.

On the other hand if you treat them kindly they will wave and smile at you. Your happy world will be littered with Nightopian eggs that will hatch in front of your eyes.

In every game you will find the Nightopians in different locations doing different things (fishing, having snowball fights, shoplifting). The music also remixes itself the more you play.

## Tricks

When NiGHTS passes through the blue and yellow bonus hoop, he has a set amount of time to perform some acrobatic tricks. If you're quick you can pull off ten at a time. The score you get is determined by the number of tricks you do and their complexity.

You can perform the tricks by pressing combinations of the left and right triggers and moving the D-Pad in various directions. While performing a trick you can considerably increase your score by killing a enemy with a paraloop or by collecting bonus items at the same time. There are 35 different tricks that NiGHTS can perform (if anyone has found out any more write in and let us know). Here is a list of all of them:

(1) Small loop
(2) Middle loop
(3) Large loop
(4) Giant loop
(5) Cross clover
(6) Twister
(7) Mixer
(8) Swing
(9) Parasol
(10) Dance
(11) Moon
(12) Roulette R
(13) Roulette L
(14) Cross
(15) Arrow
(16) L-Wing
(17) Rock n Roll
(18) Screw
(19) Basket
(20) Triangle
(21) Tornado
(22) Ballet
(23) Boomerang
(24) V-Fall
(25) T-Fall
(26) Spin
(27) Ax R
(28) Ax L
(29) Sling
(30) Typhoon
(31) Drill
(32) Sonic
(33) Wind
(34) Space
(35) Scorpion

## Linking

Links are the most important way of achieving a high score in the game. Links are earned by flying through successive hoops or stars and spheres at speed. Once you have learnt the layout of a course, it's possible to create huge links The *Sega Power* record now stands at 120 links and we strongly suspect that it's possible to do more! It's best to try and collect your 20 Ideya spheres and drop them off as quickly as possible. This lets you get on with the serious business of bonus time as well as getting the Ideya Palace out of your way (useful as it usually lies in the best link up path).

## Paralooping and spin drilling

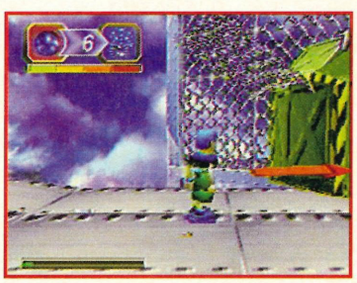
NiGHTS can use two different forms of attack, the first of which is the Paraloop. This attack consists of quickly circling an enemy to form a vortex around him, pulling him into the void. The Paraloop can also be used for picking up large numbers of power-ups by circling them.

The second attack is the Spin Drill. To pull off this move press either A, B or C and direct NiGHTS through the objects. If you include a Bonus ball in your link-up path not only will you be scoring extra points for your links but a stream of bonus points will also be yours.

## On foot

We were a bit disappointed when we realised that the only time Claris or Elliot were free to roam around the landscape was when NiGHTS had run out of time flying and had crash landed. Once this has happened Claris or Elliot have either to collect up 20 Ideya spheres and deposit them into a Ideya Palace or (if NiGHTS has already deposited enough Ideya spheres) return to NiGHT's prison and start the next course. (This almost certainly guarantees a F rating so you might as well reset and start again.) However, there are some things that Claris and Elliot can do on foot that can earn big points and contribute to your score to get that all important overall 'A' rating.

At the beginning of each world Claris or Elliot arrive in front of NiGHTS' Prison where they are robbed of their Ideya orbs by the Nightmarens that inhabit that world. Instead of walking into the prison and bonding with NiGHTS, Claris or Elliot can wander around the landscape and collect Ideya spheres that are lying around. Some of them are just sitting there waiting to be collected others are hidden (in trees, for instance) and some are suspended in the air and can be reached by jumping or climbing up on things and then leaping in the direction of the spheres. You can also find paddles that can be hit to release Ideya spheres. If you continue jumping up and hitting these, Bonus stars are released and you can form links (we've managed 17), bumping up your score nicely. In some worlds there are over 100 balls to collect (you can only carry 99 at a time).




Once you are satisfied with the score you have achieved and the amount of Ideya spheres you have collected on foot, return to NiGHTS' prison and you can start the first course with enough Ideya spheres to go straight to the Ideya palace and finish it off. This means that your bonus time will start immediately, allowing you far more time to pick up a huge bonus score.

# Splash Garden

## THE AFFECTATION

Splash Garden is Elliot's first world and it offers lots of opportunities to rack up a mammoth points score. Firstly, there are lots of Ideya spheres to be collected on foot and secondly, the layout of the courses just begs for you to do some serious linking.

## Course 1

5 Use this spring on the larger course to speed up NiGHTS.

1 This Cage contains eight Ideya spheres (as they all do) and is located to the left of where the fountains first bounce you onto the smaller course. It is wise to leave the cages until you are in bonus time, since they are then worth twice as much.

6 This giant double loop which has a star in the middle is worth sixty points and is at the end of the larger course, We recommend that you stick to the smaller course though.

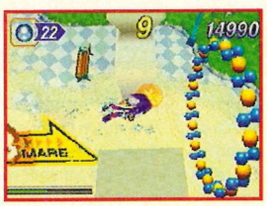
3 You can use the fountains to bounce NiGHTS into a smaller course which has better bonuses in it. Just fly into the top of the fountain after collecting the stars.

4 NiGHTS' prison is the starting point of the course. The first thing to collect are the two stars above the prison and then paraloop around the six spheres and then hit the bonus ball and attempt to do a 10 link.

2 The Ideya Palace is placed just before the two fountains.

## Course 3

8 By doing a paraloop around the double linked hoops and sphere you'll get this Spin Drill power-up.

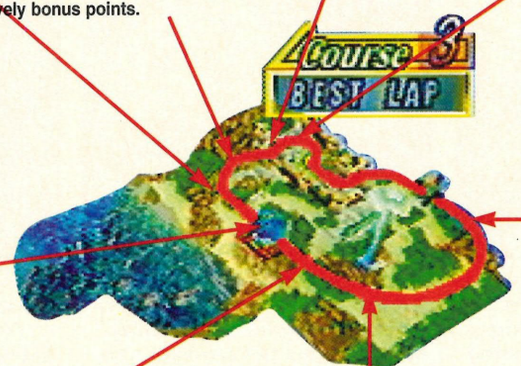


7 When you exit from Clock Face square, NiGHTS will go through a bonus hoop. Here's your chance to impress your mates with your graceful ballet-like acrobatics and earn some lovely bonus points.

6 The paddle is to be found at the bottom left hand corner of the clock face.

5 There are 14 spheres and 4 linked hoops around the clock face. Amazingly the clock actually shows the right time and chimes on the hour. Those boys in the Sonic team are clever buggers and no mistake.

1 From NiGHTS' prison, collect the bonus ball and then go through the air pockets. The second you emerge at the other end turn upwards through the linked hoop for the necessary 15 links to get your bonus.



1 At this point you will have enough spheres to drop off at the Ideya palace. Watch out for two red nasties shortly after this point.

2 Hit this paddle for five spheres and then carry on in the same direction.

3 Head upwards through the air pocket at this point and you will be transported to another paddle above it.

## Course 4

4 Swim a little way further to the left of the hidden Ideya cage and youll come across another.

5 Here's where things start to get a little frantic! NiGHTS is being swept along on the tide, so you have very little time to react. First go left for a cluster of spheres.

6 On the right there is a large group of stars or alternatively in the centre there are more spheres.

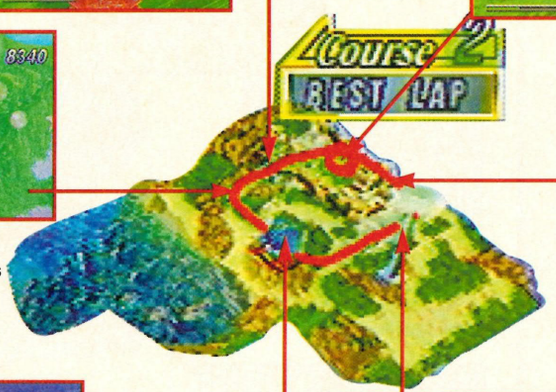
# shoden

## Course 2

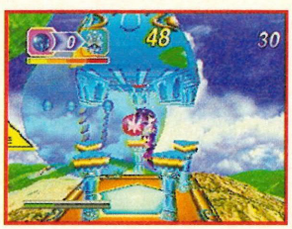
5 There are enough hoops to do a 10 link directly above the Ideya Palace here.

4 If you are quick enough you'll be able to use your Nightopian friend to collect the spheres around the clock.

1 Use this air bubble to project yourself upwards and form links with the hoops above.



3 Directly after the paddle there are six spheres to collect, if you do a paraloop to get them a Nightopian power-up will appear.



1 NiGHTS' prison is the starting point of course two. Fly through the twin loops and then swoop low. Look out for the red nasty and then hit the springs.

2 After hitting the springs NiGHTS should be propelled into a paddle that will then release five spheres for you to collect.

3 Head into the blue area after the Ideya palace and you'll go underwater. You'll then come across ten hoops and a bonus ball. Fight the tide at the bottom by using the spin dash and you will come across this hidden Ideya cage.

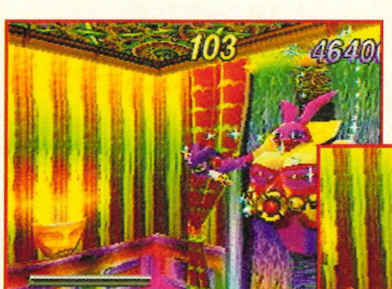
2 This Ideya palace is just before the underwater section. Remember, it is pointless dropping off any spheres until you have over 20.

1 After you leave NiGHTS' prison you'll find two stars, a six sphere cluster and four loops.

1 There's another paddle on the right and then before you exit the section you have a choice of either going left through two linked hoops, right to pick up three orbs or if you are pushed for time you can hit a turbo spring in the middle.

7 There's a paddle on the right and youll have to be quick to hit it. Then head for dead centre of the screen for one sphere and three hoops.

## Boss Time

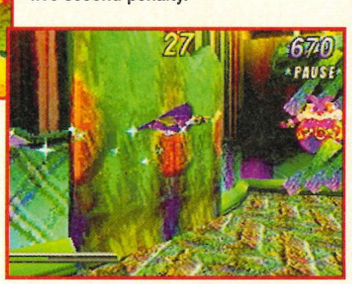


1 Puffy is my favourite boss in the game. She's an enormous weeble-esque, large breasted opera singer!

2 The way to defeat Puffy is to get close to her, grab and while you're both spinning round press C and throw her against the wall.

3 What you basically have to do is guide Puffy through an obstacle course of walls and rooms until you get to the final wall which will fall down and trap her. The drawback is that you only have 120 seconds to do it in and she has a habit of rebounding off things, squashing NiGHTS and giving him a five second penalty.

4 The walls NiGHTS must demolish are in this order: Middle, top middle, top or bottom, and centre.



# Frozen Bell

***THE CONSCIOUSNESS***

Frozen Bell is a Winter Wonderland packed with lots of bonus items and a great tobogganing section to round it off.

## Boss time

Clawz is a rather bizarre cat that has wings and a bad attitude. He attacks NiGHTS with a series of heat seeking mice which revolve around on two giant wheels. Not exactly your average run of the mill boss!

❶ The way to beat Clawz is to wait until he's lit the wick on one of the mice, fly to it and take him out with a Spin Drill attack before the mouse can take off and hit you.

❷ Keep on destroying the mice and eventually Clawz will run out. Fly between the two wheels otherwise you will keep grabbing unlit mice and wasting time.

❸ When Clawz is on the last mouse you'll be able to attack him with a spin dash. He'll let out a loud meow and then spin out of the screen.

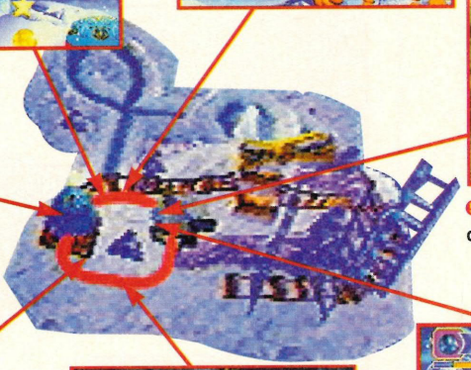
## Course 1

❼ The last pick up on the course is this four sphere/star cluster.

❻ Four hoops are waiting slightly lower down than the linked hoops.

❺ These two linked hoops are directly above the Ideya palace.

❶ Once again the course starts at NiGHTS' prison. This course is really fast and is probably the best for linking in the whole game.



❷ Here is a 15 link bonus ball in front of five hoops. Beware of the Ice Demon who is lurking in the middle of the hoops.

❽ Four spheres and four stars are here to help your linking possibilities.

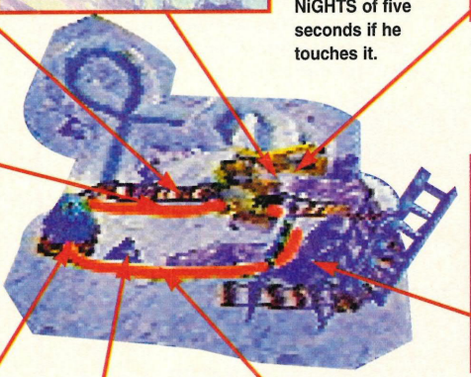
❹ The all important Ideya palace. Get this out of the way as quickly as possible, as it lies directly in your best link up path.

## Course 3

❼ Nice little six sphere cluster this one.

❶ Cunningly hidden below the Ideya palace is this Ideya cage. Approach it from the left hand side, as there is a barbed hoop on the other side – it'll rob NiGHTS of five seconds if he touches it.

❺ Keep low after the bonus ball and drop your spheres off at the Ideya Palace. Go on, hurry!



❽ Fly through the four single hoops and a quick Paraloop round this six-star is in order.

❹ After the stars there's a 10 link bonus ball, now head through the single hoops collecting the spheres as you go.

❶ The start of course three. Nice and oval, isn't it?

❷ A lovely six-link quad loop to start you off with a smart power-up.

❸ The quickest way to collect these stars that are encased in snow is to spin drill through the lot of them.

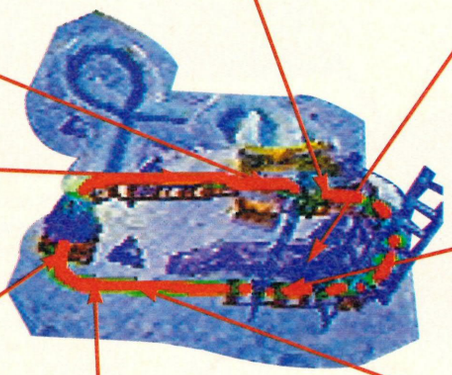
# Course 2

❼ Here is the Ideya Palace which lies just along side the train track. It's quite easy to lose track of the Ideya Palaces in this world so watch out.

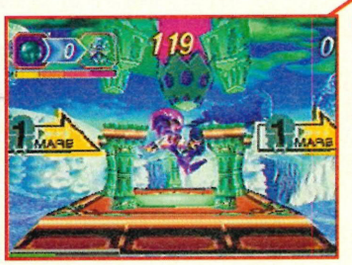
❶ After the bridge support you can fly through this eight hoop link. Watch out for a spring at the end of the link, as it will propel you straight into the Ideya palace.

❺ By circling the spheres on the bottom rung, you will reveal a Nightopian power-up. Fly up and down past all the other rungs and the little Nightopian thing will act as a magnet helping you get that 32 link bonus.

❽ After a four hoop link you should come across a spring. Hit it and you'll fly through a bonus hoop.



❹ At the bottom of this bridge support is a 32 link bonus ball, I know it seems a lot of links to make but it can be done.



❶ There are masses of bonuses to collect on this feature packed course, so get your snow shoes on!

❷ The first thing to collect is this 15 link bonus ball and then head through the hoops.

❸ Do a Paraloop around this four sphere/star cluster and then keep flying low.

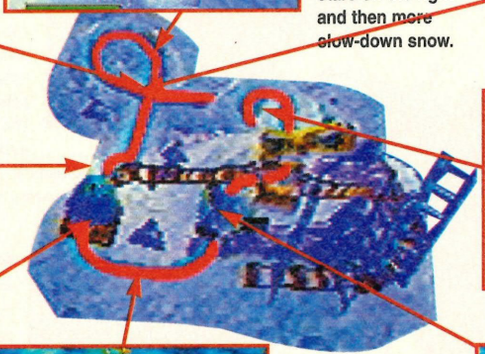
# Course 4

❼ Try and connect with this eight link bonus ball, which is in the middle. Then as you pass over the last eight spheres, quickly zig-zag over them and you should be able to get the bonus. Hit the spring on the right to exit the sled course..

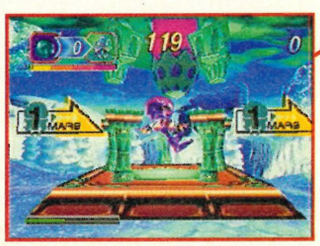
❶ Next you'll come to this spring on the left and six stars that start on the right. Now go left to find six spheres on the right, four stars on the right and then more slow-down snow.

❺ After the first spring you'll find six spheres on the right, six stars high on the right, a spring in the middle and then some large snow balls down the middle to help you slow down.

❽ You should be able to fit in at least two rides on the sleigh (three is pushing it, but it can be done). After the sleigh ride you can collect this four star hoop to finish the course.



❹ At this point NiGHTS will suddenly Morph into a sled with Elliot riding on his back. The first thing on the course is this spring on the right. The springs are best avoided.



❶ Course four and tobogganing is the name of the game. Get ready for some cool runnings.

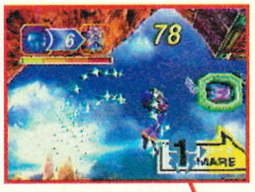
❷ Start off with this quad loop which contains two spheres and stars, then hit one of the springs and go through the four hoops.

❸ Drop off your load at this Ideya palace and then collect the six stars that you can see on your left.

# Stick C

## Course 1

1 Keep progressing left through the tunnels for a ten link and you'll come to the Ideya palace.



2 In the middle of the sphere cluster is this attack bar power-up.

3 Straight above the prison is a quad linked hoop, after collecting it drop down for a six sphere pick up.

4 NiGHTS' prison is the start point for course one of Stick Canyon, which is the most visually stunning world in the whole game. Beware of the red dragon who is waiting for you as soon as you fly out of the prison.

5 Above the Ideya palace are two link hoops and three spheres to collect, now go through the entrance on the right.

6 Below the entrance is a six link bonus ball.

7 This electro magnet will try to drag NiGHTS down so use your Spin Drill move to collect the three spheres and pull away.

8 This electro magnet will try to pull NiGHTS upwards. You know what to do!

## Course 2

2 Before you reach the electro magnet, go up before the entrance to find this sphere cage.

1 Course two starts here. Collect the six spheres that are directly in NiGHTS path and head upwards.

9 If you have time when you finish the ride go left for several good pick ups, the best of which is this 10 link bonus ball.

7 Everything hurtles past you at such incredible speed that it is practically impossible to collect everything. The only way of getting most of the goodies is to keep pausing the game so you can see what 's coming up.

3 Go above this electro magnet to find three hoops and then drop down to collect three spheres.

1 By this point you should have 17 Ideya spheres, so collect these three to make it to the required 20. Whatever you do don't touch the spring or you will start the ride before you've got into bonus time.

6 NiGHTS will now be on an incredible rail-based, theme park style ride that twists and turns wildly, while all the time bonus items are flying past.

5 Drop off your spheres in the Ideya palace and then bounce off the spring on the right.

## Boss time

1 Elliot's final boss is Reala. To beat him, all you have to do is three Paraloops around him.

2 Reala will also be trying to do Paraloops around NiGHTS. Every successful Paraloop that Reala does takes five seconds off NiGHTS time limit. A good tactic is to aim to collide with Reala while doing a Spin Drill and when he is stunned spin back and paraloop him.

3 The three parloops will take some practice, but with a little experience you'll be beating him with ease. 17 Seconds flat is our record

4 Each hit Reala takes destroys a turret in his throne room. When you have beaten him, don't forget to do some acrobatics for some extra bonus points.

# anyon
## THE REVIVAL

This is without doubt our favourite world. There are three stunning rail rides which show off the awesome power of the Saturn and it's also worth exploring on foot with Elliot. You should be able to find a lift that takes him to the top of the tower and then go on the rail ride, racking up a huge score as he goes.

## Course 3

1 Drop off your spheres into the Ideya palace and then head downwards for some hoops and then through the bonus hoop for more acrobatics.

2 NiGHTS will arrive at this massive Dechargometer that totals up the amount of items that NiGHTS has got and rewards him with a 100 points for each one.

3 The force field magnetises NiGHTS and everything on the level is now attracted to him (even the Nightopians). Try to quickly yet gently guide NiGHTS through the doors without touching the sides.

4 Look out for the annoying green baddie, then collect the six spheres and stars on offer and pass through this green force field.

5 Course three starts here. Use a Paraloop to pull in a few links that are not supposed to be in this course. This a useful trick to master as there are quite often a lot of good pick-ups that aren't in your path but are available to the Paraloop vortex.

6 Go through the four loops, then down for two loops then up and over for another two.

7 There are six spheres and four stars to be collected around this electro magnet. You won't be able to stop circling it until you hit the paddle, which will gain you another five spheres.

8 NiGHTS will come across this metal door obstructing his path. Grab hold of the door, do a spin drill attack and it will burst open.

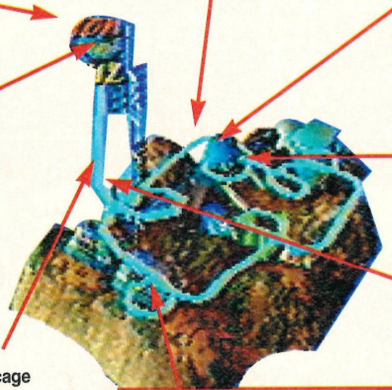
## Course 4

1 When NiGHTS arrives at the top, he should have easily collected more than 20 spheres. Whatever you do don't forget to drop them off at this Ideya palace – it'll be your only chance.

2 Once again use the springs and forget the pick ups. There will be more than enough a little further on.

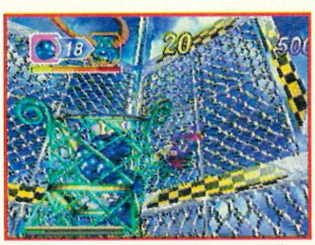
3 Course four is all about speed. There are two time-consuming rail rides at the end of the course and it's difficult to finish just one circuit in time before turning back into Elliot.

4 After depositing the Ideya spheres, bounce off the spring onto the first rail ride. The two rides take up 45 precious seconds, so it's vital that you have enough time, otherwise, NiGHTS will turn back into Elliot who will drop all the spheres at the end of the second ride.



5 Don't worry too much about collecting anything yet, just make sure you use this spring to speed NiGHTS along.

6 NiGHTS is at the bottom of a huge tower. There are a lot of bonuses on the way up, such as this 23 link bonus ball. Don't forget that speed is of the essence.



7 You can find this Ideya cage halfway up if you go up and back down at the point where you come across the first barbed hoop. As NiGHTS keeps circling up around the tower watch out for giant electrodes that come down in waves towards him.

8 NiGHTS/Elliot will be ejected from the first ride and automatically propelled into the second rail ride. Use the pause cheat if you are desperate for the points, but it is a shame to spoil the brilliant effect of the ride.

**The final part of the solution will appear next month!**

GAMES MASTER

▶The fuses have been lit

▶Time has just run out

*Clear the area!*

WORLD EXCLUSIVE

# SYNDICATE WARS

**The most explosive sequel in the history of gaming blasts onto the pages of GamesMaster 47. Don't miss the first ever review.**

***On sale Thursday 29th August***

## PLUS!

**Virtua Fighter Kids ● Alien Trilogy ● VF3 ● Earthworm Jim 2**
**Athlete Kings ● Powerplay Hockey ● NHL '97 ● Fighting Vipers**

***Over 20 packed pages of tips (including Ultimate MK3)!***

## NEW!

Europe's first Nintendo64 magazine inside this issue of GamesMaster...

64fan

GM on the Internet as part of Futurenet - http://www.futurenet.co.uk
Or why not E-mail us, eh? - mhawkins@futurenet.co.uk

# Reader Services

The ONLY guide to buying second hand in ANY Sega magazine!

*Looking for a way to cut the cost of your games buying? Got an old Mega Drive to sell or perhaps you're looking to pick up a cheap Saturn? This is most definitely the part of the mag for YOU! We've put our unrivalled expertise as the oldest Sega mag in the business at your service, so for all those top bargains, START READING HERE!*

## 72 Small Ads

Got a game or a console to sell or maybe you're looking to pick up a few cheap deals on the latest Saturn games? It's ALL here!

**How it works**

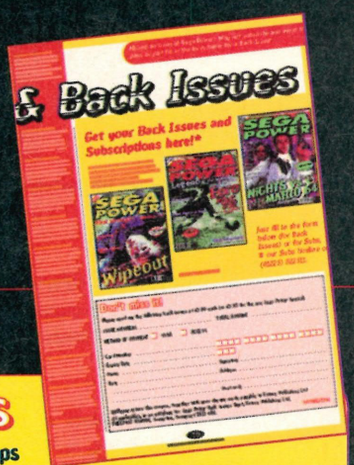
It's pretty much the same as before, except now we've highlighted the ad of the month. Plus we've linked in certain small ads with the *Hardline* so you can check what we think of the games on offer.

## 73 The Hardline

Looking for a second-hand game but maybe you missed the issue it was reviewed in? *The Hardline* lists all our recent games reviews (Saturn and Mega Drive only) so you can see what we thought!

**How it works**

Certain top games are now marked as 'Best Buys', games advertised in small ads are flagged as well as new entries. All games reviewed since Issue 69 (nearly every Saturn game, ever) are included and most have a little picture. Ahhh.




## 77 Back Issues

Perhaps you were on holiday. Perhaps the newsagent caught you sneaking out of the shop with that crafty copy of *Mayfair*. FOR WHATEVER REASON, if you missed an issue of *Sega Power* you can get it here.

**How it works**

It's pretty much the same as before. There are summaries of the last year-or-so's Issues down the side of the page.

## 78 Buyers' Advice

So you've used our section to select your purchases but you want to be sure that you're not going to be ripped off. Here's our recommended way to avoid that problem! There's also a round-up of any new old games recently re-released on the Mega Drive.

**How it works**

This page consists of our Guide to Buying Mail Order and Second Hand. Follow our tips and you should be all right.

*To place an Ad, just fill in the form below (using your best handwriting) and send it to: Small Ads, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW.*

# Small Ads

## How to understand this page

☛ – When you see this symbol in front of an ad, the game for sale is described in *The Hardline* (opposite).

*Check out our Buyers' Advice page on page 78 for tips on how to protect yourself from being ripped off when buying second-hand.*

### Under £25

***Earthworm Jim***, *Jungle Strike, Thunderforce 4, Road Rash 2, Lemmings 2, Flashback, Sonic 3* and others £5 to £20 each. ☎ (01989) 740351

**MCD game *Night Trap*** £10 or will swap for any 32X game apart from *Metal Head* or *Virtua Racing*. ☎ Ricky on (0121) 6806342

**NES for sale**, five top games (including *Mario 3*), two control pads. Bargain at £25. ☎ (01268) 526058 after 6pm.

**GG games for sale** £5 each. GG case £4. MD games £12 ☎ Richard on (01227) 794670

☛ **Mega Drive games** for sale. *MK3* £12, Samurai Showdown £10, *WWF Royal Rumble, Raw* and *Wrestlemania*. ☎ for list on (01656) 739252

### Over £25

**Mega Drive games** for sale: *Zombies, Urban Strike, Bubsy 2, General Chaos* £30 each. *Ecco* £20 ono. ☎ David on (01462) 790618

☛ **MD2, four joypads** (two six-button), case, 12 games (including *MK2* & *3, FIFA '95, Sonic & Knuckles*), all in excellent condition boxed with instructions £150 ono. ☎ (01452) 548101 immediately.

**MDII and MCDII**, Menacer with six games, three MD games and nine MCD games. Sell for £300. ☎ (01705) 671398

**Mega drive and 32X**, 13 action games, three pads, Action Replay cart (MD), five 32X games (including *Doom*) £225. ☎ (01708) 452317

☛ **Mega Drive**, two controllers, 12 games (including *EWJ2, FIFA, FIFA '95, Micro Machines 2* and more. ☎ Jon on (0141) 6395164

**Mega Drive 2** Mega CD 2, two pads (one auto) and two games (*Mega Bomberman* and *Rage in the Cage* £170. ☎ (01705) 340863

**MD2, five games** (*FIFA '95*) plus control pad and 32X system (all Pal) £130 inc postage. ✎ Ezzane, 34 Jalan PJS 914, PJ 46150 Malaysia.

☛ **Mega Drive, ten games** (including *Mortal Kombat 3* and *Primal Rage*), control pads (two Laser pads) £150. ☎ Andi on (01275) 837935

**Mega Drive 2**, two pads and 12 games (including *SSFII, Zero Tolerance, Mean Bean Machine*) bargain £150. ☎ (01905) 840532

**SNES for sale**, five games, two pads, adaptor and scope with six games £60. ☎ (0181) 8636135

**Male or female penpal wanted 12 to 14 years old. Must like music (Oasis, Blur and Rave) and sport. ✎ Luke Shepherd, 22 Bridge St, Ballater, Aberdeenshire, Scotland, AB35 5QP**

**Mega Drive** *Primal Rage* will swap for *Mortal Kombat 2* or *3*. ☎ Adam on (01222) 452030 after 4.00pm.

**Game Gear**, five games (including *Sonic 2, Columns*), TV Tuner and mains adaptor. Boxed with instructions £75 ono. ☎ (0121) 5571929 and ask for Nick.

☛ **Saturn games:** Sega Rally £40 ono and *Virtua Fighter* £30. ☎ (0113) 2554922

☛ **MD2 for sale** with eight games (including *Lion King, EWJ2* and *NBA Jam*) plus three pads (one six-button turbo pad). ☎ Nathan on (01234) 303315

**Mega Drive** with seven games (including *Lion King, Boogerman, Aladdin*) plus two control pads £100. ☎ (01621) 783854

**MDII, MCDII,** four control pads (two six-button), Flight Sim joystick and loads of games (including *MKII* and *NBA Jam*) £170. ☎ George on (0171) 7948841

**MD2 and MCD2,** eight MD games (including *Lethal Enforcers* and light gun, four CD games), three control pads. All boxed with instructions £225 ono. ☎ (01276) 682324

☛ **MD2, 32X, 12 games** (including *Doom, MK3, MM96*) four joypads. Only four months old, VGC. Dead cheap at £150. ☎ Sam on (01642) 783077

**Game Gear and games** for sale. 12 games, adaptor and cases. The lot for £150. ☎ Chris on (01352) 730944

**Sega Mega Drive** with two joypads and 12 games. VGC £110. 100 games magazines £20 the lot. ☎ (01724) 859213

**Mega Drive, Mega CD,** 32X, 15 good games (including *Virtua Fighter, FIFA '96, Doom* and *Metal Head*), four pads (two six-button). £300. ☎ (0402) 057030

**Mega Drive** with six games (including *Flash Back, Red Zone*), three pads, good condition. ☎ Dan on (01400) 281542 after 6pm.

☛ **Mega Drive, 21 games** (including *Theme Park, MM2, Alladdin, NBA Jam* and Menacer), two pads. Good condition, boxed at bargain price of £300. ☎ Matt on (01476) 61388

**Sell Amiga 600** plus loads of games £75. Also Amiga colour printer £75 or both together for £130. ☎ Daniel on (0161) 3382787

☛ **Mega Drive 2** with two joypads £35. Games *MK2* £15, *MM96* £20, *NBA Live '95* £25, *Ultimate Soccer* £10 or the lot for £95. ☎ Pete on (01420) 86594

☛ **Mega Drive with three** joypads (two six-button), five games (including *MK3, NBA Jam TE, Theme Park*), all good condition. ☎ Rowan on (01280) 815701 after 5pm.

**GG and game** £40. MD £35 with pads. MCD £55. Seven GG games £7 each. Three MD games £10-$15 each. Three MCD games £10 each ☎ (01784) 886523

**Mega CD for sale**, three extra CD's (including *Lethal Enforcers*). worth around £300, sell for £150. Will sell games separately. ☎ (01790) 753535

### Wanted

**Wanted *Rage in the Cage*** for Mega CD, also *Golden Axe 3, Haunting* and *Bubble Bobble* for MD. Will pay good cash for them. ☎ Chris on (01458) 860277

**Master System games** wanted. Will pay £8 per game or £7 without box or manual. ☎ Andy on (01452) 712610

**US Genesis wanted** with any games. Will collect and will also swap for UK MD with games. ☎ Michael on (01734) 677060 evenings and weekends.

**MD1, MCD2** with 23MD games, 17CD games, four joypads £280 or will swap for Saturn or PlayStation with games. ☎ (01274) 864976

**Master System games** wanted: *Alex Kidd, Asterix* etc. Will buy 20 games for £15. Control pads also wanted. ☎ (01925) 762977.

**Wanted: *Ghostbusters*** for MD will pay £15 or swap for *Aaahhh Real Monsters*. Call Michael on (01708) 450955

**Wanted for MD:** *Humans, Arcuss Odyssey*. Also back issues of *Sega Power* no.s 1-23 and 53, 54, 55 and 61. ☎ (01226) 217912

**Wanted: *Quackshot*** for MD. ☎ (01723) 581031 after 5pm.

***Premier Manager* wanted**. Will swap for *FIFA '95, Sonic 2, NHL '93* or buy it for £20. ☎ (01684) 246340

**Wanted: issue 72** of *Sega Power* for complete tips pages for *MKIII*. Reasonable price paid. Phone Lee on (0181) 3060951

### Swaps

**Will swap Master System** with five games and one joypad for a Game Gear with at least two games. ☎ (01553) 775134

☛ **Will swap *F1 Challenge*** for any good game or sell for £30 ono. ☎ (01333) 352756

**MD games to swap:** *T2* for *Theme Park* and *Hard Driving*. Italia '90 for Super Baseball 2020. ☎ Neil on (01383) 621822

☛ **Will swap my** *Mega Games 1* or *Lotus Turbo Challenge* for any *Mortal Kombat* or *Mega Games 2* or sell for £12. ☎ (01227) 794670

### Penpals

**Girl penpal wanted.** 10 years-old must like Sega, mags, music and hate Michael Jackson. Please send a photo to Mitchell Raymont, 47 Golf Links Drive, Gatton, 4343 AUSTRALIA.

**Male or female penpal** wanted 12 to 14. Must like music (Oasis, Blur and Rave) and sport. ✎ Luke Shepherd, 22 Bridge St, Ballater, Aberdeenshire, Scotland, AB35 5QP

**Male or Female penpal** wanted 15+. Must have a good sense of humour and no Saturn. I'm 17. ✎ Paul Jennings, 79 Frescade Crescent, Basingstoke, Hants.

**Male aged 13** looking for female aged 12-14 who likes swimming, roller-blading, Sega and horror films. ✎ David Bathgate, 7 Craigbank, Crossford, Fife, KY12 8YE.

**I am a 13 year-old boy** looking for a sexy female aged 12-14 who likes to ride around parks and stuff. ✎ Steven Thornton, PO Box 370 York.

**18 year-old blonde** looking for black-haired 18-25 year-old male. Must be non-smoker. Please send photo to Ann Wardale, 5 Stuart Avenue, South Harrow, Middx, HA2 9BA.

**Females 14+ wanted** by 17 year-old boy likes Dance and Jungle and Computer Games. ✎ James Samson, 36 Bounty Road, Basingstoke, Hants, RG21 3DD.

**Penpal wanted.** Must be 14 or 15. Please send photo to Gareth Mawby, 10 Lancaster Road, Newcastle Staffs, ST5 IDS.

**Female penpal wanted** 13-15. Must like football and Queen. ✎ Matthew Bullman, 18 Queens Road, Airedale, Castleford, West Yorks.

## It's all changing!

From now on, we're using a NEW system for accepting Reader Ads. Instead of the dull old paper-and-pen method, we want you guys to PHONE us (for once). To place a Reader Ad, please follow these steps:

❶ **Write down** on a piece of paper, in 30 words or less, what you are selling, in the usual way. Remember to include your name, a price and a number/address where you can be contacted.
❷ **Call** ☎ (0891) 789274 and read out what you wrote down!
❸ **Hang up** and be happy. We'll try to fit your advert in as soon as we can.

Reach our Reader Ads hotline on:

☎ (0891) 789274

*All calls charged at 39p per minute cheap rate and 49p per minute at all other times. If you are using your parents' phone please ask permission before calling.*

**Some people have got a nerve...**
1. **Trade ads?** Hey! Cheapskate corporate tosser trying to advertise your tat – sod off and talk to our promotions dept.
2. **We can't vouch** for the quality of these ads. Bad ads are either re-written or thrown away, depending on how we feel.
3. **Speak clearly.** Talk slowly and and caaarefuully. Here's your chance to practise some neat diction, y'spaz.
4. **We cannot guarantee** the positions of your adverts or that they will appear in specific issues of *Sega Power* – but they will definitely appear on this sacred page at some point. Unless they're stupid or you forget to put your telephone number IN THE AD.

*Welcome to the* **Hardline**, *Sega Power's ultimate guide to what's available for your system. It's updated every month with the latest releases offers clear buying advice, be it second hand or new. Enjoy...*

# The Hardline

## What's The Hardline for?

To help sort the pedigree games from the pack of substandard imitators, the Jimi Hendrixes from the Lenny Kravitzes, *The Hardline* is here to provide authoratitive information on all game releases. It will be updated every month so get reading! And there's a new addition too – check our our exclusive Premier League for the top 18 games on the Saturn and Mega Drive!

### How to understand it

*The Hardline* is updated every month. Each entry follows this delightful format:

1. **Title**
2. **Publisher and original price note that this will not necessarily be what you'd pay or get for the game now).**
3. **The *Sega Power* (*SP*) issue number that the game was reviewed in.**
4. **A mini-review based on what we originally said, plus its review score.**

### What the symbols mean

You'll see a series of icons in the Hardline text. This is what they mean...

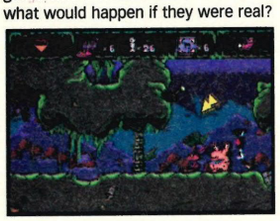
- ✉ **You'll find this game being sold in this month's Small Ads page.**
- ✓ **It's a Best Buy! If you see it on sale somewhere, GET IT!**
- ● **It's a new addition to the section from last month.**

## MEGA DRIVE

### AAAHH!!! REAL MONSTERS

**Viacom £49.99**
***SP* 76 53%**

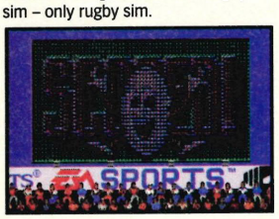
Twenty-five levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is difficult and guess what? There's lots of monsters, what would happen if they were real?



### AUSTRALIAN RUGBY LEAGUE

**EA £45.00**
***SP* 75 70%**

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim – only rugby sim.




### BRIAN LARA '96

**Codemasters £44.99**
***SP* 79 85%**

An improvement on the original, which was No. 1 for ages, with added features (the World Cup, County championship and historic games), better graphics and more options. This is a must for all cricket enthusiasts and anyone that enjoys an excellent sports simulation game. If you enjoyed the original, you'll enjoy this more.

### COOL SPOT (3) GOES TO HOLLYWOOD

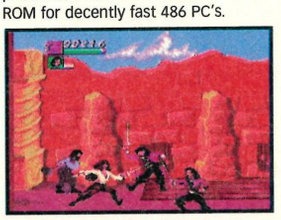
**Virgin £40**
***SP* 74 88%**

There's lots to recommend. It's slick, funny, challenging, clean and most unzitty, thank goodness. As expected, this cool platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger. Fnar.

### COMIX ZONE

**Sega £44.99**
***SP* 72 81%**

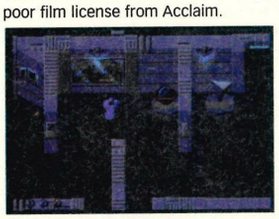
Jumping from comic book frame to frame this is an original take on the platform beat-'em-up theme. Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark. Also now available on CD ROM for decently fast 486 PC's.



### CUTTHROAT ISLAND

**Acclaim £40**
***SP* 78 5%**

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Another shockingly poor film license from Acclaim.



### DEMOLITION MAN

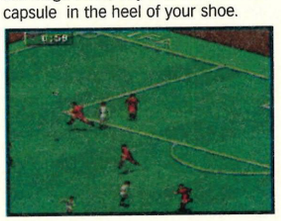
**Acclaim £34.99**
***SP* 72 72%**

The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberal, lefties. That bit's fine in theory but all the rest of the film nonsense is also present but with out any of the fringe benefits (Sandra Bullock). *DM* doesn't offer much over the standard platform game shooter. Sometimes even hard men curl up in front of the fire to watch Songs Of Praise and that type of light relief is as good as this gets.

### FIFA SOCCER '96

**EA £44.99**
✓ ✉ ***SP* 73 91%**

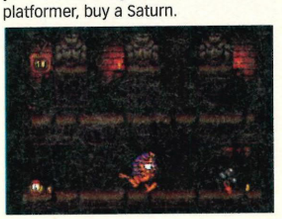
Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment some extra oomph. There are enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse. Best footie on the Mega Drive, buy it or swallow that capsule in the heel of your shoe.



### GARFIELD

**Sega £39.95**
***SP* 75 70%**

All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily-challenged this one should maybe stay on the shop shelf. If you're rich enough to afford another platformer, buy a Saturn.



### MADDEN '96

**EA £44.99**
***SP* 75 49%**

Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised play. If it's American Football you want, it'd be better to get an older and cheaper *Madden* instead.

### MARSUPILAMI

**Sega £44.99**
***SP* 74 69%**

The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe we're assured but then again so is Chris De Burgh. Enough said.

### MAUI MALLARD

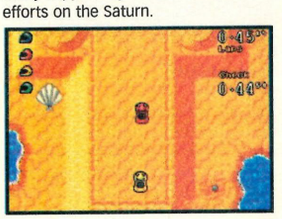
**Sega £44.99**
***SP* 74 71%**

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. Sadly, the license fee to release the Disney star must have dipped into the budget for imagination, originality and creativity. Odd that.

### MICRO MACHINES TURBO TOURNAMENT EDITION

**Codemasters £44.99**
✓ ✉ ***SP* 72 95%**

The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a bloody pulp including many supposedly 'Next Generation' efforts on the Saturn.



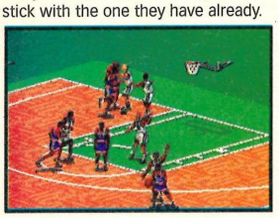
### MORTAL KOMBAT 3

**Acclaim £59.99**
✓ ✉ ***SP* 73 95%**

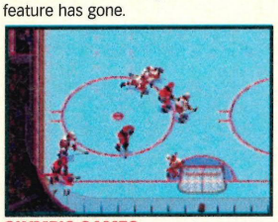
The last great blast on the Mega Drive (although everyone hopes that UMK3 will be released later this year) and a good thing too. There's not much more that can be done with the *Mortal Kombat* series on the Mega Drive but at least they're going out on a high. Everything's there, it all works smoothly and 2D, fighting games have their master.

# The Hardline

### NBA LIVE '96
✉ **EA £44.99**
***SP* 75 60%**
Those determined to buy the latest basketball sim won't go wrong with EA's latest. All the stats and teams are up to date and the gameplay has been buffed and polished to a shine. Those with an ounce (oh sorry, metric) – those with a gram of sense will get last year's model at half the price or stick with the one they have already.



### NHL '96
**EA £44.99**
***SP* 73 71%**
If you've got any of the previous EA *NHLs* then there's no need to bother with this. There's one-time passing, a variable skill level and a bit of goalie animation but the league season feature has gone.



### OLYMPIC GAMES
**THQ £3.99**
● ***SP* 83 64%**
With the Atlanta Olympics now a faded memory, THQ just had time to rush out this substandard track and field simulator. Admittedly having *Athlete Kings* next to it didn't do the graphics any favours but the gameplay is also sadly lacking.

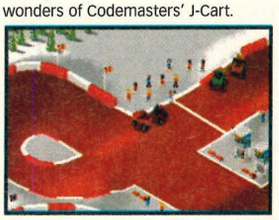
### PAC PANIC
**Namco £24.99**
***SP* 75 50%**
A puzzle and *Tetris*-like jaunt for the eight-bit Eighties wonder, *Pac Man*. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the Pac before. Maybe that same person hasn't worked out what those things that speed past on four wheels on the road and make a vroom type noise is. Answers on a postcard, please.

### PGA TOUR '96
**EA £45.00**
***SP* 75 60%**
One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with it. If you haven't, get one of those second hand instead.

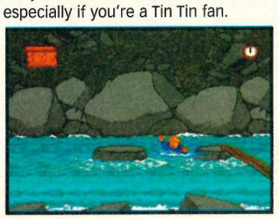
### PHANTASY STAR 4
**Sega £39.99**
***SP* 73 87%**
A RPG that gets top marks for size and content. There's a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations. But that's the least that should be expected. One to buy a mate you don't want to see for a month.

### PREMIER MANAGER
**Sega £44.99**
***SP* 73 83%**
If you can't stump up an argument in favour of the flat back four you'll be lost with this. It has an an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. Enough stats to keep even a BSkyB fan happy.

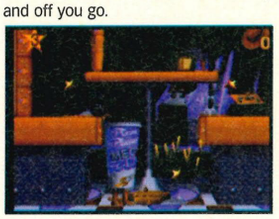
### SUPER SKIDMARKS
**Codemasters £44.99**
***SP* 74 82%**
Ram and slam your light-hearted socks off in boy-racer meets Dinky toy land. The *Micro Machines* roots are clear for all to see in a game where gameplay is king. There are plenty of shenanigans to be had in this innocent jaunt through impeccably rendered tracks with neat sprites. Like the *Micro Machines* games, *Super Skidmarks* is best played with a full complement of mates (up to four at once) joining in at once via the wonders of Codemasters' J-Cart.



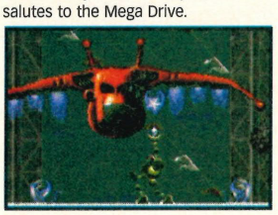
### TINTIN
**Infogrames £34.99**
***SP* 82 80%**
Surprisingly, this is the first Mega Drive outing for the little French fellow with the curious taste in trousers. The game isn't bad, combining some excellent 3D effects with varied level design (swimming and climbing as well as the more standard platform fayre) and more than a leaf or two taken out of *Toy Story's* book. You could do a lot worse especially if you're a Tin Tin fan.



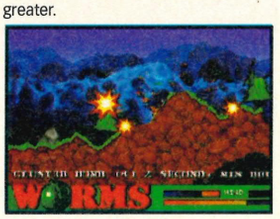
### TOY STORY
**Sega £44.99**
✔ ***SP* 77 93%**
Quite simply, a 'must have' title for the Mega Drive, this platformer is streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive by none other than Nick (so it must be true). Cash at the ready and off you go.



### VECTORMAN
**Sega £40**
✔ ***SP* 73 90%**
The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic suicide button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some top graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.

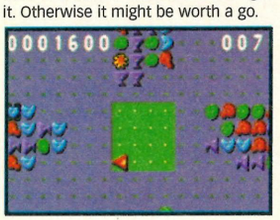


### WORMS
**Team 17 £39.99**
***SP* 76 78%**
For those that enjoyed *Lemmings* or *Humans*, get your dosh ready. There's plenty of gentle humour here mixed with a whole sack of weaponry. Slow action makes this game for some but frustrates others. The microscopic worm pixels battle it out through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition where the vindictive possibilities are greater.




### WWF WRESTLEMANIA
**Acclaim £40.00**
✔ ✉ ***SP* 74 90%**
It took time to come, but finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.

### ZOOP
**Viacom £39.99**
***SP* 74 81%**
A puzzle game in the style of *Tetris* or *Mean Bean Machine*, *Zoop* has an addictive quality built upon the most knobby old graphics. If you happen to have red/ blue colour blindness forget it. Otherwise it might be worth a go.



## SATURN

### 3D LEMMINGS
**Sega £44.99**
***SP* 81 82%**
The lemmings die a thousand deaths but still keep coming back to haunt a console near you. This time it's the Saturn and the third dimension makes a welcome appearance. The game is a conversion of the PlayStation release, it's got eighty levels and if you've loved *Lemmings* before this is the game for you. If you haven't though, some of the 2D versions might be less confusing.

### ALONE IN THE DARK: JACK'S BACK
**Infogrammes: £35**
***SP* 80 88%**
The *Alone in the Dark* series makes an excellent entry into the console market with this. It's a 3D adventure game where you guide your polygonised character around a series of increasingly strange three-dimensional locations. Easily the best of its type on the Saturn.

### ATHLETE KINGS
**Sega £39.99**
● ***SP* 83 87%**
Sega have found a way to port their new arcade games straight over to the Saturn and *Athlete Kings* is a corker. Fluid animation and graphics only bettered by *VF2*, make this track and field simulator a winner. Only the lack of non-arcade options has kept *AK's* score out of the 90's.

### BAKU BAKU ANIMAL
**Sega £45.99**
✔***SP* 76 85%**
Easily as addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick, *Risk* for Dean) and like *Tetris* in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside of eyes. "Relax, relate and vegetate", said Mr. Joe.

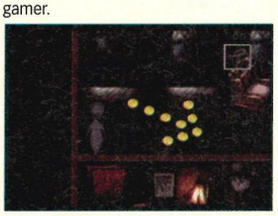
### BATTLE ARENA TOSHINDEN
**Takara £49.99**
***SP* 75 84%**
A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but overall, it's an excellent conversion.

### BLACKFIRE
**Virgin £44.99**
***SP* 83 74%**
A helicopter shoot-'em-up without the fine pedigree of *Thunderhawk 2*. The graphics are OK in an early Saturn game kind of way and there are plenty of missions to keep you occupied. Unfortunately, the game just doesn't have the addictive pull that shooters need to keep you interested. Not terrible, just not very good.

### BUG!
**Sega £44.99**
✔ ***SP* 72 95%**
*Bug!* is the flagship sprite for the Saturn. Luckily, he lives up to all expectations. This challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels. Plenty of baddies and secret levels. Nowhere near as fast as any of the *Sonic*s but it's not really that type

of game. Easily the best platformer on the Saturn.

**CASPER**
**Interplay £44.99**
***SP* 78 81%**
A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the inexperienced puzzle/adventure gamer.



**CLOCKWORK KNIGHT 2**
**Sega £39.99**
***SP* 72 53%**
Platform games look good on the Saturn – that's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are the options. A waste of resources.

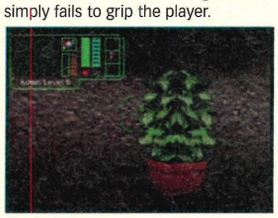
**CONGO**
**Sega £49.99**
***SP* 81 65%**
The game of the chimp film. It's a sort of *Doom* effort taking place in the jungle of central Africa. The graphics are a bit wobbly, the monsters poor by anyone's standards and the gameplay much more linear than id's classic. Another import only game definitely not worth hunting high and low for.

**CYBERIA**
**Interplay £45.99**
***SP* 77 48%**
A sci-fi adventure game that tries to be a shoot-'em-up. The atmosphere is lacking and the puzzles mostly depend luck. Death comes so often that a tendency to throw the game at the dog will win over a will to finish it.

**D**
**Acclaim £45**
***SP* 76 83%**
Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't last that long but the atmosphere is terrific and the graphics superb.

**DARIUS GAIDEN**
**Acclaim £59.99**
***SP* 77 35%**
A shoot-'em-up that gives import games a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed-up and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on?

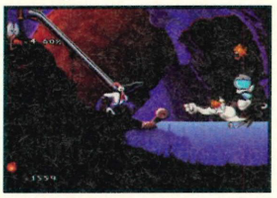
**DEFCON 5**
**BMG £34.99**
***SP* 81 52%**
An ambitious attempt to cross the *Doom* genre with the adventure/strategy game, *Defcon 5* sadly fails. The 3D walk-around graphics are fair enough but the game objectives are obscure, enemy interaction is weak and the game simply fails to grip the player.



**DIGITAL PINBALL**
**Sega £45**
***SP* 72 22%**
One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in the pub any time.

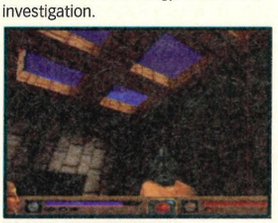
**DISCWORLD**
**Sega £44.99**
***SP* 81 81%**
Terry Pratchett's sprawling computer spawn now stumbles across the Saturn in its never-ending journey around the silicon world. It's a text/speech-based graphical adventure which keeps the atmosphere and humour of the Discworld series, even if that does wear a little thin when you get stuck.

**EARTHWORM JIM2**
**Virgin £39.00**
***SP* 82 85/20%**
A major disappointment for any Jim fans who played *EWJ2* on the Mega Drive. The game is almost entirely the same with a few extra layers of parallax being the only concession to the Saturn's Power. If you've never played a Jim game before you won't go far wrong with this (85%). If you have, forget it (20%).

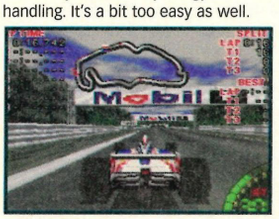


**EURO '96**
**Sega £50.00**
**✔ *SP* 80 90%**
Better than *Actua* and certainly better than *FIFA*, *Euro* is an immense game. Polygon characters, 3D modelling of all of the *Euro '96* stadia and the playability of a vintage classic. *Euro '96* looks set to long out-last the championships and sets a new standard for console footy games.

**EXHUMED**
**Sega £39.99**
**● ✔ *SP* 83 91%**
*Doom* clones come and go but *Exhumed* has what it takes to make itself a classic. Tough, non-linear gameplay, light-sourcing and graphics out of the top drawer and a vast arsenal of weapons help make *Exhumed* much more than a sop-gap for *Doom* or *Alien Trilogy*. Well worth investigation.



**F1 LIVE INFORMATION**
**Sega £39.99**
**✉ *SP* 76 79%**
The cars are the replicas of the Formula 1 models from the 1995 season, the drivers are the replica of the real thing, the game is a poor substitute for *Sega Rally*. There are a few things to recommend it but it's ultimately let down by dodgy car handling. It's a bit too easy as well.




**FIFA INTERNATIONAL SOCCER '96**
**EA £44.99**
**✔ *SP* 76 85%**
Until *Euro '96* came along this was the best available footy game for the Saturn. There's some great new angles and team tactics, John Motson does the commentary and there's a neat Virtual Stadium idea.Those used to the Mega Drive version will find everything reassuringly familiar.

**GEX**
**BMG £39.99**
***SP* 80 62%**
Another so-so platformer from the Saturn. Not fast enough to be the next *Sonic*, not imaginative enough to be the next the *Earthworm Jim* and not accomplished enough to challenge *Bug!* You're a lizard, you stick to walls, you have an extendable tongue. A little better than *Bazookatone* but there's not much in it.

**GHEN WAR**
**Sega £45.99**
***SP* 76 80%**
A decent import, this shoot-'em-up tootles through the galaxy with smooth sophistication. Each sub- level has a defined mission which focuses the attention very clearly. One small gripe is the single view. Virgin have finally picked up the option to release this over here in Britain (originally reviewed on import) so expect it in the shops soon.

**GOLDEN AXE**
**Sega £50.00**
***SP* 74 70%**
A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (*Samurai Shodown* with broad swords), the *Golden Axe* theme is well proven but there's nothing new. Fifty quid is a bit steep to find that out.

**GP HANG-ON '95**
**Sega £39.99**
***SP* 75 70%**
Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There're plenty of tracks and options, it runs smoothly and fairly fast but the sound is poor. In amongst the plethora of racing games for the Saturn, it holds its own – just about.

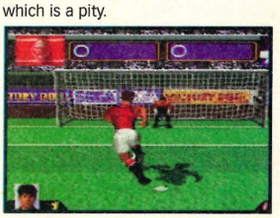
**GUARDIAN HEROES**
**Sega £44.99**
**✔ *SP* 78 80%**
A new three-level parallax beat-em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive but certainly not to everyone's taste.

**GUNBIRD**
**Atlus £60.00**
***SP* 77 71%**
A shoot-'em-up from the old school with plenty to blast. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so too the Arcade Mode but it's still very expensive.

**GUN GRIFFON**
**Sega £45**
***SP* 80 66%**
An import-only tank game from Sega. The eight huge levels are spoilt by murky graphics and a time limit that annoys rather than challenges. Your other alternative, *Shellshock*, doesn't take itself so seriously and is certainly much better fun than this is.

**HI-OCTANE**
**Bullfrog £44.99**
***SP* 74 85%**
A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but overall, it's not too quick.

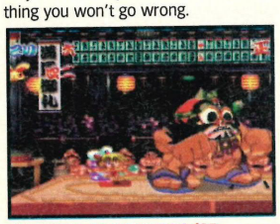
**INTERNATIONAL VICTORY GOAL**
**Import £30**
***SP* 78 74%**
Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J • League. This one has struggled out a bit too late to fend off the challenges from the likes of *FIFA* and *Euro '96* which is a pity.



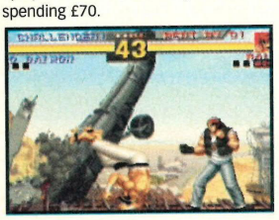
**JOHNNY BAZOOKATONE**
**US Gold £44.99**
***SP* 77 60%**
Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor. A real underachiever.

**KEIO FLYING SQUADRON 2**
**JVC £44.99**
**● *SP* 83 80%**
The Japanese have a strange sense of humour and *Keio* is more than enough proof of that. It's a 2D platformer

where you play a bunny girl with a hammer running around beating up fish and teddy bears and collecting golden bunnies. It does what it does very well and if you like this sort of thing you won't go wrong.



**THE KING OF FIGHTERS '95**
**Sega £70**
***SP* 80 79%**
The first game to come on cart and CD, a system that eliminates access times. But the game is nothing to write home about – certainly at the lower end of the Saturn 2D beat-'em-up spectrum and definitely not worth spending £70.

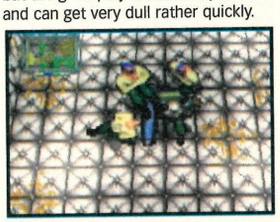


**KING OF SPIRITS**
**Atlus £44.99**
***SP* 76 19%**
Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. There's only ever one other car to race against, the two player mode doesn't work and the cars handle like turds on a skidpan. Terrible.

**LAYER SECTION**
**Taito £49.99**
***SP* 75 79%**
A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off. It's also damn near impossible with a joypad but worth the coinage with a chunky arcade joystick. Better than the average import game.

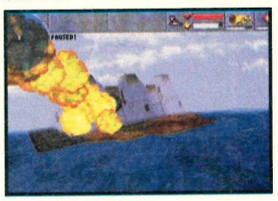
**LEGEND OF THOR**
**Sega £49.99**
***SP* 81 54%**
Out on import and thus rather expensive, *LoT* is another botched attempt at a Saturn RPG. The graphics are risible with no attempt at sprite scaling, no landscape work and no 3D stuff at all. Character interaction is limited, the fighting simplistic and overall it just isn't worth the effort.

**LOADED**
**Gremlin £44.99**
***SP* 83 82%**
The PlayStation's premium shooter gets a Saturn outing and looks none the worse for wear for it. The violence is well over the top and its fun for a while (especially in two-player mode) but the gameplay is ultimately shallow and can get very dull rather quickly.



**MANSION OF THE HIDDEN SOULS**
**Sega £39.99**
***SP* 75 68%**
A thinly disguised re-working of the Mega CD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter (eh?) and disembodied heads float but the gameplay ultimately falters.

**MAGIC CARPET**
**Bullfrog £44.99**
**✔ *SP* 78 89%**
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. Challenging, innovative and intelligent – that's what we said way back in Issue 78.

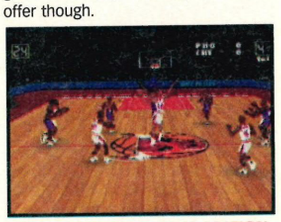


**MORTAL KOMBAT 2**
**Acclaim £44.99**
***SP* 75 89%**
The old 2D beat-'em-up is not a game for those looking for the latest next generation thrill. It is, however for those hankering for the good old days of the Mega Drive. It's arcade perfect but hardly next generation gaming. It still gives a ripping good play, however, even though it's now been a bit overtaken by some newer games.

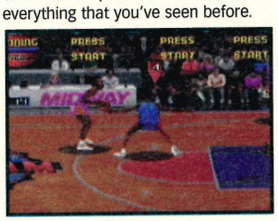
**MYST**
**Sega £40**
***SP* 73 78%**
One of the best looking puzzle/adventure games around, *Myst* errs on the tricky and often strays onto the difficult side of things. Designed for older gamers, it lacks the subtlety of *D* but makes up for that with sheer size. Superseded by *Alone in the Dark* as the best adventure game on the Saturn.

**MYSTARIA**
**Sega £44.99**
***SP* 77 82%**
An RPG in 3D and large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in-between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn.

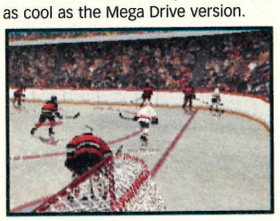
**NBA ACTION**
**Sega £44.99**
● ***SP* 83 74%**
Polygon people playing polygon basketball. *NBA Action* has all the stats, teams and players that you could wish for but the overall gameplay is a little uninspired and the graphics not nearly as impressive as *Slam 'n' Jam*. A pat on the back must go for the multiple view options on offer though.



**NBA JAM TOURNAMENT EDITION**
**Acclaim £44.99**
***SP* 74 85%**
The basketball bandwagon just keeps on rolling for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before.




**NHL ALL STAR HOCKEY**
**Sega Sports £44.99**
***SP* 75 64%**
The graphics are OK and there's lots of options. But sticky disk access, useless camera angles, a hard-to-spot puck and zero atmosphere let it down somewhat. Unfortunately, not nearly as cool as the Mega Drive version.



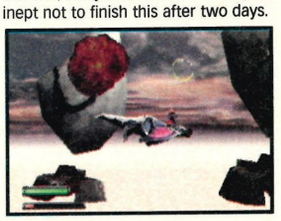
**NIGHT WARRIORS**
**Capcom £44.99**
**✔ *SP* 80 91%**
A beat-'em-up with a sense of humour and more monsters than a night out in Frome, *Night Warriors* uses the *Street Fighter* game engine to work out some frustrated programmers' strangest ideas. Guaranteed to be the strangest fighting game you'll ever play and excellent fun.

**OFF-WORLD INTERCEPTOR EXTREME**
**Crystal Dynamics £44.99**
***SP* 75 72%**
At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels but a very poor split screen/ two player option let it down.

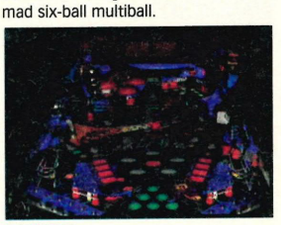
**OLYMPIC SOCCER**
**US Gold £44.99**
● ***SP* 83 83%**
Polygon people playing polygon football. *Olympic Soccer* caused ructions in the office. Some people likd the excellent play characteristics (like headers and volleys) whilst some just laughed at the rather sub standard graphics and option screen layouts. OS is about the most playable of the Saturn footy games. If it looked even a bit better it'd be worth well over 90%.

**OUTLAWS OF THE LAST DYNASTY**
**Data East £39.99**
***SP* 72 59%**
Three words not associated with *Outlaws* are, Imagination, Skill and Originality. A more enjoyable game would be to find three different uses for the disc – shaving mirror, frisbee or attractive earing. This beat-'em-up looks like a liquidised version of everything you've seen before. The result is not worth the bus fare home.

**PANZER DRAGOON 2**
**Sega £44.99**
**✔ *SP* 80 80%**
The dragon's back and he's brought some of the best graphics to ever grace a console. Despite offering some alternative routes, the game is still very much an on-the-rails shoot-'em-up and too easy to fully merit its £50 price mark. It's a lot better than the first, but you'd have to be fairly inept not to finish this after two days.



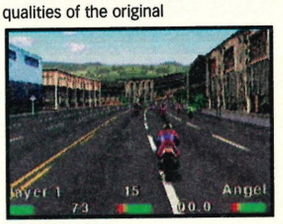
**PRO PINBALL: THE WEB**
**Empire £39.99**
● ***SP* 83 84%**
More pinball for the Saturn and Empire's single table effort probably beats them all. All the bells and whistles you expect from a modern pinball machine are here along with other interesting features such as the mad six-ball multiball.



**RAYMAN**
**Ubi Soft £44.99**
**✔ *SP* 73 81%**
Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.

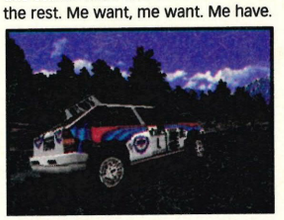
**RISE II: RESURRECTION**
**Acclaim £44.99**
***SP* 82 59%**
Yes it is better than the first one but in comparison to the Saturn's other 2D beat-'em-ups this still hasn't got mush to recommend it. The graphics are uninspired, the characters look the same and there's nothing much to recommend it. Can we just forget the whole robot thing now, please?

**ROAD RASH**
**EA £39.99**
● ***SP* 83 61%**
The withering ghost of the 3DO comes to haunt the Saturn with this ropey conversion of the Mega Drive classic. The 3D effects are poor and the collision detection's not up to much even if the gameplay does manage to maintain some of the hypnotic qualities of the original



**ROCKMAN X3**
**Import £49.99**
***SP* 81 23%**
Rubbish game with rubbish graphics, design and gameplay. We thoroughly recommend that you stay well away from this.

**SEGA RALLY**
**Sega £45.99**
**✔ ✉ *SP* 75 97%**
Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have' game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.



**SHELLSHOCK**
**Core £44.99**
***SP* 79 79%**
This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look and definitely better than Sega's *Gun Griffon*.

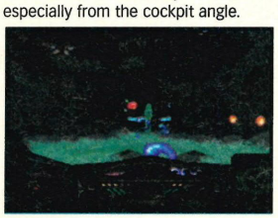
**SIM CITY 2000**
**Maxis £49.99**
***SP* 74 90%**
After preliminary button clicking to get things off the ground, *Sim City* really does start to look like a very special game. Connecting your world up to sewage and telephone systems can be fun, honest and although the whole premise of the game doesn't sound that thrilling, it all gets very

addictive very quickly. On a quirky note Aliens appear when your city has been developed sufficiently – interesting, huh.

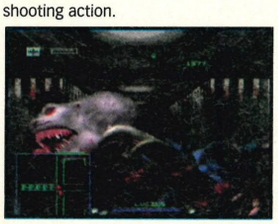
**SHOCKWAVE ASSAULT**
**Electronic Arts £39.99**
***SP* 82 42%**
The 3DO sends another little reminder of just how crap it really was. Shockwave is an interactive movie with a truly substandard 3D shoot-'em-up tucked in there somewhere. The acting's cheesy, the flying slow, the landscapes dull and the aliens sub-Doctor Who in standard.

**SLAM 'N' JAM**
**BMG £39.99**
●✔ ***SP* 83 87%**
The most playable 'real basketball' simulator on the Saturn. Although the players and the teams are fictional and the camera angle limited to the one, 'behind the basket' view, the game legs it at such great speed and the sprite graphics and gameplay are so finely tuned, that you can't help but like the game. The best until further notice.

**SOLAR ECLIPSE**
**Crystal Dynamics £49.99**
***SP* 76 81%**
A dark and tricky 3D shoot-'em-up type thing. Each stage has a none-too-straightforward mission objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by. Good action especially from the cockpit angle.

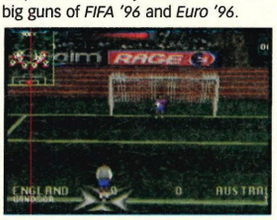


**SPACE HULK**
**EA £44.99**
● ***SP* 83 81%**
The game of the Games Workshop role playing adventure. It's *Doom* with tactics as you have to control not only your character but a team of terminators as well. The monsters are well drawn but the action can get pixellated at times. The tactical element should give the game longevity but might put off a lot of the people who like their out and out shooting action.

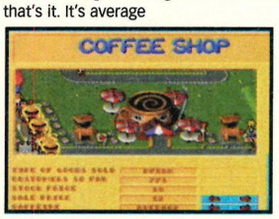


**STREET FIGHTER ALPHA**
**Virgin £44.99**
***SP* 79 81%**
Yes, it's *Street Fighter* with a few new characters, a few old ones, new combos and new super combos. It's certainly one of the better 2D fighters on the Saturn but not the update we'd hoped for. It's a toss-up between this, *Virtua Fighter 2*, *Night Warriors* and *Ultimate Mortal Kombat 3*.

**STRIKER**
**Acclaim £44.99**
***SP* 82 89%**
With Euro '96 in full swing, Acclaim quietly release this little game programmed by Rage Software. Whilst it may not boast a club side option, real player names or fancy motion capture, it plays very well indeed. The accent is on arcade pick up and playability rather than full blown simulation but that only adds to the frenetic pace of the game. We didn't think it stood a chance against the opposition but were pleasantly surprised. A worthy alternative to the big guns of *FIFA '96* and *Euro '96*.



**THE HORDE**
**BMG £39.99**
***SP* 79 69%**
It's reasonably original – a sort of cross between a god game and a slash-'em-up but it doesn't really master either game style. The music and sound effects are nicely atmospheric but the graphics and the gameplay are a too repetitive for comfort. It's got some good ideas but that's it. It's average



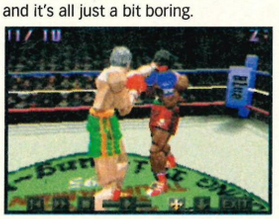

**THEME PARK**
**Bullfrog £45**
✔ ***SP* 73 92%**
A conversion from the PC CD ROM, this civilisation sim still outshines the rest of the class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version. The added benefit is that you get to have virtual 'go' on most of the rides thanks to the multi-rendering capabilities of the Saturn. A quiet game and one for all the budding capitalists out there.

**THUNDERHAWK 2:**
**Core £44.99**
✔ ***SP* 75 91%**
A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh. By far the best shooter on the Saturn.

**TRUE PINBALL**
**Ocean £39.99**
***SP* 77 83%**
The best pinball sim on the Saturn, it gives a two fingered salute to Sega's *Digital Pinball* disaster. There is the occasional double-take when the bearing squirts arse-ways but there's plenty here for a good game. And four significantly different tables give reasonable value for money.

**ULTIMATE MK3**
**GT Interactive £44.99**
✔ ***SP* 80 94%**
A perfect port of the arcade *Mortal Kombat 3* and an *MK* fan's dream come true. Loads of the old characters make a re-appearance (there are 22 in all) and all the Fatality/Babality/Animality nonsense is there in full 32-Bit beauty. More than could have been expected. Better than the 2D rest.

**VALORA VALLEY GOLF**
**Virgin £35**
***SP* 79 32%**
Six different options and multi-player options lift this game's score out of single figures, but only just. After that the negatives start ringing in. The American commentary is annoying and there's only one course for your fifty bucks. On top of that, it's slow, the control system's far from perfect and it's all just a bit boring.

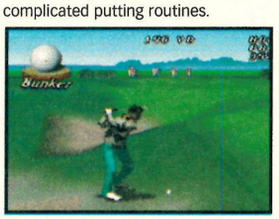


**VICTORY BOXING**
**JVC £39.99**
***SP* 74 82%**
The main aim of this boxing sim is to climb the rankings and go for the title. To prepare for the big bout, practise pummelling the soft headed sparring partners and replay the best moments from up to twelve angles. If it's a boxing game you want then this is the only one you need.

**VIRTUA COP**
**Sega £59,99/£45.99**
✔ ***SP* 75 92%**
Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where they're hit. A basic game that plays well above itself.

**VIRTUA FIGHTER 2**
**Sega Sports £45.99**
✔ ✉ ***SP* 75 96%**
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking. Buy it now, please.

**VIRTUAL GOLF**
**Core £39.99**
***SP* 77 87%**
Newcomers to the sports sim, Core, have landed a beauty. Fluid swing and ball movement and the smoothest panning of the greens we've seen. There's no frustrating time lapse between views and no needlessly complicated putting routines.



**VIRTUAL HYDLIDE**
**Sega £39.99**
***SP* 72 49%**
An RPG with a difference. Nobody would want to play the role. There are some shaky moments with deadly foes that look less frightening than a lollipop lady. Limp slashey fighting and funny walk gameplay make this a big no-no.

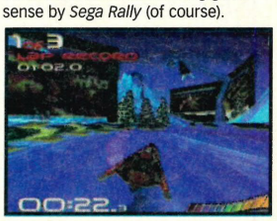
**VIRTUAL OPEN TENNIS**
**Acclaim £39.99**
***SP* 82 31%**
Acclaim took the opportunity to release this Japanese game a couple of weeks before Wimbledon making it the only tennis game available in the UK. Unfortunately it's not much cop with a limited tournament options and a handy bug that lets you win every point against the computer opposition. The two-player option gives it a lift but hardly into *Pete Sampras Extreme* territory.

**VIRTUAL VOLLEYBALL**
**Imagineer £39.99**
***SP* 72 31%**
Volleyball is a sport of skill, movement, tight costumes and a game plan. After two minutes of bewildering button clicking and the company of the polygon people I defy anyone not be virtually sure that if they met the programmer, they'd be looking at a fifteen stretch. Out on import and well worth avoiding.

**VIRTUA RACING**
**Time Warner £39.99**
***SP* 73 91%**
A little dated next to *Sega Rally* but with plenty of Saturn-only extras. There's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Ultimately let down by boxy graphics, less than thrilling overall game speed and far from fruity sound effects.

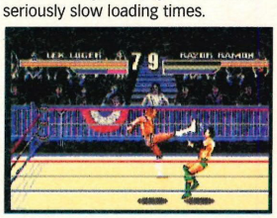
**WING ARMS**
**Sega £39.99**
***SP* 73 67%**
After you've shot down your tenth plane, you begin to realise how samey *Wing Arms* is. The sound and the movement of the WW II planes is excellent and this has the makings of a good game. After playing for a while though, you can't help feeling that an excellent game engine has been shamefully squandered on an ill-thought-out overall design.

**WIPEOUT**
**Sega £44.99**
✔ ***SP* 79 87%**
Sony's favourite futuristic racing baby makes it on to the Saturn and doesn't fail to live up to all that hype. It's got all the power-ups, the seven tracks four cars and (at last) credible in-game music. According to the people who know about these things, the graphics aren't quite as smooth as the PlayStation but who cares. Only bettered in the Saturn racing game sense by *Sega Rally* (of course).

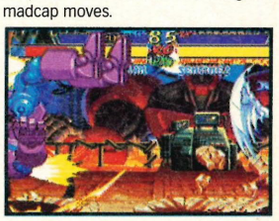



**WORMS**
**Team 17 £40.00**
***SP* 76 60%**
Link this one up to four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer is too easy especially when you've got you tactics sorted out. On top of that, there aren't that many improvements over the Mega Drive version.

**WWF WRESTLEMANIA**
**Acclaim £39.00**
***SP* 82% 82%**
The Saturn's first wrestling game and the good news is that most of the proper wrestling stuff has been ditched in favour of a more *Mortal Kombat* approach. The only thing that holds *WWF's* score down is the low number of fighters (eight) and some seriously slow loading times.



**X-MEN CHILDREN OF THE ATOM**
**Acclaim £44.99**
✔ ***SP* 76 90%**
Another of the growing band of one-on-one side view 2D beat-'em-ups. Face busting action with impressive graphics and plenty of characters. Some of the sprites are huge but even with the screen choc-full the game is still arcade smooth. A classic adaptation with excellent scrolling and madcap moves.



*So you've made your decisions, withdrawn your money and you're ready to plunge into the world of second-hand or mail order gaming. Before you do, take a look at the following to ensure your buying safety.*

# Buyers' Advice

## The second-hand lowdown

*Buying second hand/reduced price stock is not without its risks and certainly not as simple as going to your local Electronic Boutique. However, with a bit of knowledge and the sense to take the right precautions, you can buy and save with relative safety.*

**• Second hand shops**

Second hand shops owe their customers the same statutory rights as any other shops. The goods they sell must be fault free unless the fault can be attributed to reasonable wear and tear or was pointed out at the time of sale. It is also an offense for the shop keeper to lie or make false claims about an item of merchandise. If you receive an assurance that the games or hardware you buy are in good working order, then you are covered if they don't.

Second-hand shops remain the bargain-hunter's safest hunting ground as most rely on their good reputation to make a living and they won't try to rip you off.

Ask to see your purchase working in the shop – if the place is any good, they won't mind. Look up your local shops/exchanges in Yellow Pages.

**• Computer shop sales**

Pretty self-explanatory this one. Most big computer stores have sales, some at the oddest times of the year. Look out for some severe reductions on older (especially Mega Drive) titles.

**• Boot sales**

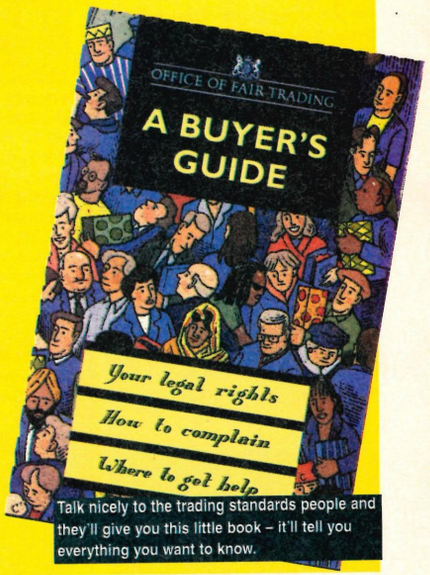
Including jumble sales and the rest. The prices here can be truly eye-opening, but you really do take your chances. Because most car booters are not professional traders they owe their customers fewer obligations. Goods sold do not have to be fault free but they must be as described (it's still illegal to lie).

If possible, ask to see your purchase working. The golden rule is to ask for as many assurances from the stallholder as possible and listen carefully to their answers – it is actually quite hard to lie convincingly. Also never think that the first price you're quoted is somehow set in stone – it's amazing how much it can drop if you seem likely to walk away.

**• Small ads**

Small ads in the specialist press are quite a good way to get hold of old games, although the prices charged for hardware are often unrealistic. How you actually go about exchanging the goods and money is a question to decide between you and the other person involved but, if you go through *Sega Power* we will try and sort out any problems that you might have.

*If you have any enquiries about second-hand goods or wish to make a complaint against a particular trader, contact your local Trading Standards Office. You'll find their number in the phone book.*



Talk nicely to the trading standards people and they'll give you this little book – it'll tell you everything you want to know.

## Sega Power's... ...Guide to buying Mail Order

### TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Sega Power* guidelines:

1. BEFORE YOU send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
2. ALWAYS READ the small print on adverts.
3. BEWARE companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
4. BY FAR the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance if you want.
5. IF YOU'RE not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
6. KEEP records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
7. IF YOU are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8. WHEN YOU receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9. ALWAYS ORDER from the most recent issue of ***Sega Power.***
10. IF A PROBLEM does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the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**ISSUE 83 – September 1996**
*Bloodbath* issue. First news on *Quake*, *Doom* and *Hexen* plus huge reviews of *Exhumed* and *Space Hulk*. First news on *Soviet Strike* from EA and the definitive *NiGHTS* review.

*Missed an issue of Sega Power? Why not subscribe and avoid the pain, or just fill in the form below for a Back Issue?*

# & Back Issues

**ISSUE 82 – Collectors' 1996**
Frankly superb *Alien Trilogy* issue. Latest pictures of the new Mega Drive *Sonic* game and everything you'd ever want to know about buying your games second-hand.

**ISSUE 81 – August 1996**
*NiGHTS* versus *Mario 64*. Plus E3 show report, first news on three new Sonic games. Feature on *Syndicate Wars* and all the tips fit to print for *Panzer 2* and *Alone in the Dark*.

**ISSUE 80 – July 1996**
Frankly, superb. *Euro '96* review and feature. First news on *Nights*, *Panzer Dragoon* and *Ultimate MK3* reviews, *Brian Lara '96* and *SF Alpha* guides.

**ISSUE 79 – June 1996**
Top redesign issue! FREE TIPS BOOK, Eight pages on *Wipeout*, *Magic Carpet* and *Toy Story* players' guides. *Brian Lara 96*, and *SF Alpha* reviews.

**ISSUE 78 – May 1996**
The world's first Saturn look at *Loaded* for a start, plus *Panzer Dragoon 2*, *Wipeout*, *Brian Lara '96*, *Virtua Fighter 3*, *Guardian Heroes*, *Ultimate MK3*.

**ISSUE 77 – April 1996**
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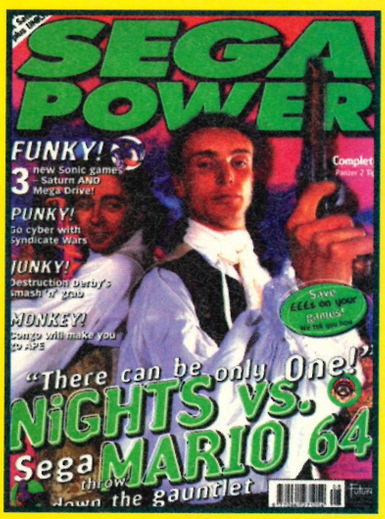

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# Mail Bonding

**The polite mutterings of Mr Nick have been swept aside; it's time for Dean to be rude to the readers.**

## Picture of the month!

The truth is often the bitterest pill to swallow, and the large lozenged-shape object choking the youth of the world at the moment is the stinkin' mess that is the Nintendo 64. Thankfully, we have an army of brainwashed clones out there to keep the word alive and so we thank Brother Lawson from Cumbria for his anti-Nintendo propaganda. Keep the good word alive and there's a pound of spuds in it for you.

### Nutter alert

Knuckles and *Power Piggs*. Don't you think Knuckles looks like Fireball (*Uuh?* – Dean.) and *Power Piggs* sounds like *Power Pigeon* (*Wha?* – Dean.)? Coincidence? I don't think so! Don't worry, I'm not slagging you off – Fireball (R.I.P) and Power Pigeon (long may he reign) (*Who?* – Dean.) are MY creations by the way, remember them? (*No* – Dean.) I think it's great (well, I would have preferred *Power Pigeon* to *Power Piggs* but you can't win 'em all, can you?)

I notice you're putting in bits about the Internet. I'm longing to buy a PC with built-in modem so I can surf the net but I wouldn't be able to afford the bill – it would go through the roof 'cause it'd be on it non-stop. I'd also love to send e-mail. (By the way, did you get my pen-pal request? Just checking.) What I'm getting at is this; would you consider finding out – I know it's probably impossible, but this would help a lot of people, not just me – if there is a PC with built-in modem giving access to the internet and e-mail without the phone bill. I'm sure a lot of people would benefit from this and if this is a Star Letter I would like *Bugs Bunny in Double Trouble* on the MD.

By the way (*Yes?* – James.), move over John 'Dull' Austin, the only God is The Great Pigeon – no relation to Power Pigeon.

**Ann 'Pigeon' Wardale, Middlesex**

*What? What do you want from us? Look, we've never heard of your pigeons, nobody else has heard of your pigeons and we're frankly a little scared of you. We do get the odd letter that's slightly on the stranger side, but this one seems genuinely worrying.*

*Look, keep your pigeon fantasies to yourself. Build shrines to your pigeon god if you will, but please don't be surprised if we don't care. At all.*

### I Like me Pies

I own a Mega Drive and haven't bought a new game for ages. The reason for this is that I have been priced out. I could understand £40 for a game when Sega's 16-Bit machine was cutting edge technology but now, with Saturn games costing the same (and in some cases cheaper), it's just too much. What's the point of buying a new *FIFA '96* for £40 when you can get the original for under a tenner? This is mostly why the 16-Bit market is declining so quickly, so why can't Sega reduce their cart prices to about £20-£30? If Nintendo can, Sega can.

While reading the instruction manual for *Populous 2*, I came across something called the Micro Trackball. Is it available in this country, and is it any good?

**David Skelding, Nottinghamshire**

P.S How can you possibly justify your comments about Notts County (or The Pies as us Notts fans like to call them)? The footy's not perfect but it's improving. If we had gone up we would have been an outside chance for the play-offs in Division One.

*I can understand your point David, but you have to understand that, due to falling sales, companies are mostly scared to release original Mega Drive software. The way they see it is that releasing sequels is better than releasing nothing. It's proof that saturating a market with average-quality software isn't the best idea – as Titus Software will find out soon enough.*

*As for the Micro Trackball... sorry, nothing's ever been released over here. An importer might be able to help you, though.*

*Notts County? Notts Crappy more like.* ▶

Cheeky fella gets everywhere. Little tinker.

## Snippets

Why don't you kill Lee Walsh? He says that *Cutthroat Island* is excellent. I'll give you his address if you like.
**Joel Overton, Essex**

No I didn't call my Master System 'Dave' and let it be my special friend. I did try it as a fake cash machine outside an old-peoples home, but they twigged and rushed me brandishing Jack Russells. Grim.
**Alan Down, North Wales**

If you don't print this letter I will come down to your office with very rusty implements and conduct a popular Jewish operation on you.
**Lee Cholerton, Sheffield**

If I win I'd like worms.
**Andi Ward, Bristol**

### I know lots of words

Now the console war is really hotting up, I want to tell you why the Saturn will triumph. One reader was worried that Saturn games hardly feature in multi-format top tens. I'll tell you why that is. First of all, it's not strictly true. Have you not noticed that every new release, from *Panzer Zwei* to *Euro '96* to *Guardian Heroes* shoots straight in the All Format charts at, at least, number two and in many cases, number one! From this we learn that (a) There are more than enough Saturn owners out there to challenge PSX ownership and (b) Saturn owners buy high quality games (not tripe) in large numbers. Encouraging for potential Saturn developers. Also you'll find that most Saturn owners are waiting for the winter releases. Who wouldn't with *NiGHTS, Manx TT, Tomb Raider* and Iloooaaaddddds more so near you can smell them. I promise you the Christmas period will be the most telling. You'll see.

Other machines are no threat, as – Saturn is so perfectly positioned to see 'em all off. Here's why...

❶ Games like *NiGHTS* and *Sonic* appeal to younger gamers.
❷ Games like *Virtua Cop 2* and *Manx TT* draw in the older crowd.
❸ The AM teams and Yuji Naka work for Saturn only.
❹ Hardware hurdles are being leapt on a daily basis, making Saturn constantly perform miracles.
❺ The price point makes it an excellent impulse buy for older sorts, and a top choice for the kids Chrimbo pressie.
❻ More variety and higher quality choice of games.
❼ Third party interest has trebled.
❽ I've got one and I'm buying another.
❾ Because.

The PSX has been looking weak for ages but what about the N64? The head of Nintendo has recently said that he can't tell the difference between 16 and 32 Bit. What should be of greater importance to him is the difference between 32 and 64 Bit. Other than *Mario*, the N64 looks dreadful. Remember when they first announced it three years ago as Project Reality? I do. Ninty mags were full of shots of *T2* with captions like 'Expect visuals of this quality when it's released'. Phrases like 'SGI' and 'Million dollar chip set' were bandied around. Remember all these things when you see *Wayne Gretzky* and *Blastdozer*. Then laugh.

Until my days turn into *NiGHTS*, make mine *Sega Power*.
**Mark Storey, Sheffield**

◀ *Like a pie they're crusty, thin on the meat and full of fat.*

### I'm an Amiga owner... Slap me HARD

I've had a Mega Drive for three years and recently I bought a second-hand Amiga A500 (*DOH!* – James). My first Amiga purchase was *Syndicate*. What a great game... gore, brilliant graphics, strategy, not to mention the ace weaponry involved. However, I have been put off buying the Mega Drive's version after seeing the screenshots in a review.

What the hell happened? I noticed no gore, cartoony graphics when you compare it to the Amiga version – even the cyborgs looked a bit daft.

But I was reading *Sega Power* (Issue 81) and I was glad to see that a sequel, *Syndicate Wars*, will be appearing on the Saturn. I was also glad to see it had the dark and moody graphics which were on the Amiga and PC versions.

To end off a long letter I can tell you that your feature on Syndicate Wars has PERSUADED me to save up for a Saturn.

**Dijon 'mini-gun' Ward, Aberdeenshire**

P.S I've got *Cannon Fodder 2* on the Amiga, any chance of a Mega Drive release?

P.P.S Is Laura single by any chance? Koff!

*Firstly, what's the point of buying the Mega Drive version? Secondly, why did you buy an Amiga? WHY?*

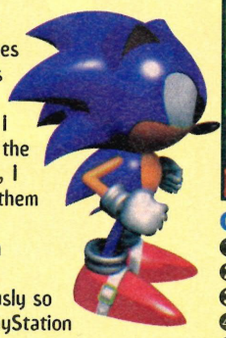
*Glad you liked the* Syndicate *feature, we did, too. You are right in thinking, though, that the Saturn version will be infinitely more atmospheric than any previous version. Expect more news soon.*

*To continue your line of questioning,* Cannon Fodder 2 *(being rather boring and average) will not be released on anything else and Laura IS single, but she's perfectly happy that way thank you, young man.*

A little picture of *Syndicate Wars*. Little, yes.

# Answer Me...

### Greece is the word



I'm a proud owner of a Saturn. I must say I'm not very pleased with the games I've played so far except the gorgeous *Sega Rally* and the magnificent *VF2*. I hate the PlayStation and the N64 and I hope they sink down to the bottom of the ocean. Or something like that. Anyway, I have some questions and I would like them to be answered. So here they are:

❶ Is *Sonic X-Treme* going to be worth anything?

❷ Is Sega going to take Saturn seriously so that it will beat the crap out of the PlayStation and the Ultra 64?

❸ I have in mind some games for the Saturn like *Discworld, Panzer Dragoon 2, Ultimate Mortal Kombat 3* and *Wing Arms*. Which one do you suggest for me to buy?

❹ Errr, sorry I forgot the question.

Anyway, I would be very grateful if you answered my questions. If you don't, I'll make sure you have your butts kicked so hard that even your mothers won't recognise them.

**Spiros Kossyros, Athens**

P.S This is not a letter for the Scary Writing column.

P.S 2 Forgive my spelling, but I'm from Greece. I hope you understand.

*Greece you say? Hmm. Can I stay for a bit? I hardly take up any space and the rash has almost gone... PLEASE?*

❶ *Yes, about 50 quid.*

❷ *No, they'll be giggling like children on helium. OF COURSE.*

❸ *I'd advise you to get* UMK3, *but* Panzer Dragoon 2 *has its fans.*

❹ *Oh.*

❺ *We know.*

❻ *We do.*

### The Return of the kack

I'm writing in again about the 32X. Sorry, it's just that I've got to get this off my chest...

❶ Will there be any new games what-so-ever on the system. I, sadly, like the machine!

❷ Why are SEGA giving up so easily on the 32X? They saw the response when AM2 released *VF*, so why don't they carry on doing these projects?

❸ Will the games drop a lot in price now SEGA have stopped production?

❹ Why do some people believe that a MD, MCD and a 32X make a 72Bit? The Mega Drive's a 16Bit, the Mega CD's a 8-Bit and the 32X is an 8Bit (*Is it?* – Dean).

❺ This may seem like a stupid question, but... will there be any 32X games coming out on the Saturn? Not including *Virtua Fighter, Virtua Racing* and *MK2*.

❻ Congratulations on the new look, keep up the good work!

**Gareth Trew, West Glamorgan**

*Sorry Gareth, these probably aren't the answers you want...*

❶ *Highly unlikely.*

❷ *All their 32-Bit development time is taken up with the Saturn. The 32X has stiffed like a corpse.*

❸ *Definitely.*

❹ *Because they're thick.*

❺ *No.*

❻ *Why thank you... we will.*

So you think you have an opinion worth getting printed in these hallowed pages do you? If so, get scribbling to: *Mail Bonding, Sega Power, 30 Monmouth St., Bath, BA1 2BW.* Carts/CD's for the star letter.

Oh and we reserve to cut, rewrite, throw away, laugh at or slaughter any letter in any manner we see fit. So there!

A tree house. In *Sonic Extreme*. Probably.

### Questions, questions, questions

❶ Will *The Winning Post* be released in the UK?

❷ Will there be any other Saturn horse-racing games?

❸ Will import games damage my Saturn?

❹ Do you think import games are worth getting?

❺ Are there any classic games like *Beach Head* and *Raid Over Moscow* coming out on the Saturn?

❻ When are *Command & Conquer* and *Soviet Strike* out?

**Samuel Turtle, Belfast**

❶ *Not that I know.*

❷ *One would hope not.*

❸ *Not at all, but you will need a Universal Adaptor-type device to make a foreign title work on a European Saturn. Datel are probably the most reasonable and you can contact them, if you want to, on (01782) 744707.*

❹ *Some of them yes. Top titles like* NiGHTS *and* Athlete Kings *are available sometimes months before a European date. You do have to watch out for Japanese text, though, as some games can be unplayable and some importers can charge rather a lot for import games.*

❺ *Thankfully, no.*

❻ *In a few of your Earth months.*

### Who are they?

❶ After *Sonic 3D* will there be anymore DECENT games for the Mega Drive?

❷ Is *MK3* the last *MK* game on the Mega Drive?

❸ Will there be any new footy games out for the MD?

❹ Is it at all worth keeping my Mega Drive?

❺ Why is *Mean Machines* so CRAP!!!?

**Andi Ward, Bristol**

❶ *Of course. Micro Machines Military, Vectorman 2, Ultimate Mortal Kombat 3... plus loads we still don't know about.*

❷ *See above and our news feature.*

❸ *International Superstar Soccer from Konami is still due out, only the release date has now been put back to October.*

❹ *Hmmm, get rid of it. Get a Saturn.*

❺ *Look at the editor.*

### Demo-lition

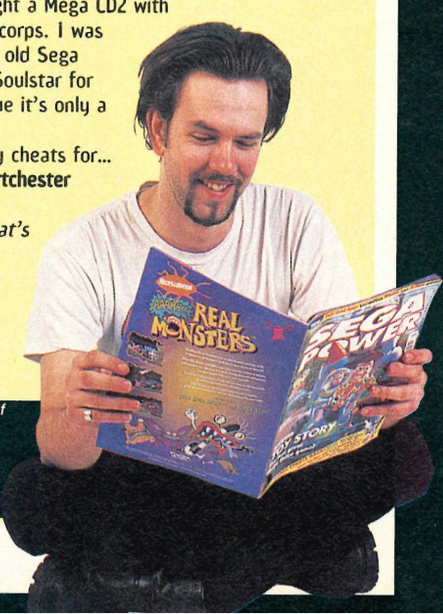
❶ I have just bought a Mega CD2 with Soulstar and Battlecorps. I was looking through my old Sega Powers and I saw Soulstar for £20. How is this true it's only a demo CD?

❷ Do you have any cheats for...

**Barry Peterson, Portchester**

❶ *Er, what? No, that's the full game. You have a promotional demo. Stupid boy.*

❷ *NO! Sod off and ask the* Power Tips *people.*




*Yes its the fiftieth edition of Sega Power that Dean's worked on. And guess what, they've made him Editor! Hurrah for Dean!* – Laura & James.

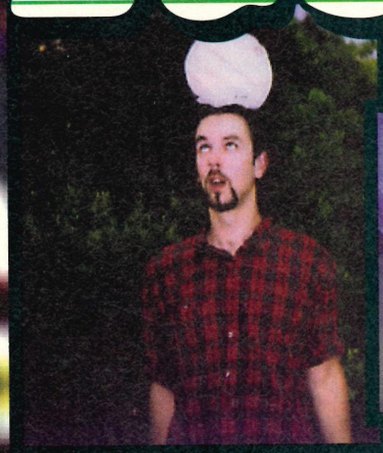
It's Over!

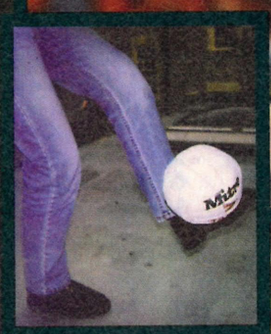
# Last Orders

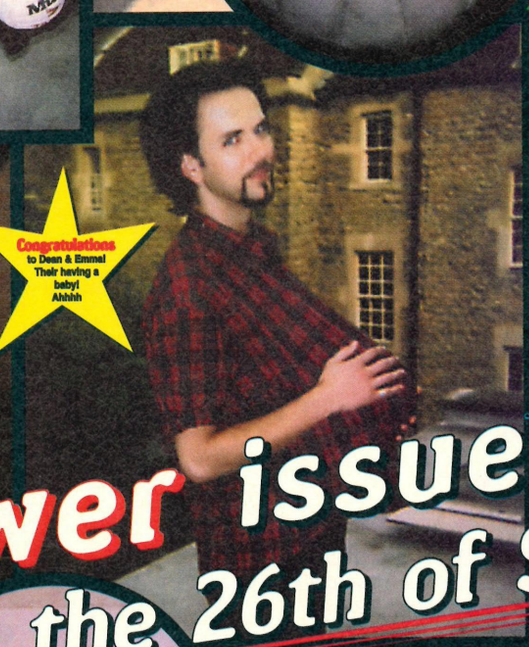
There's one sports game that's sold FAR more than any other title. Infact, it's so well-known that all versions of the game have hardly been out of the charts since is was originally launched three years ago... it's THAT popular.

The latest version is going to be the best yet and the benchmark for the others to follow.
Better than that, one Sega mag has secured the exclusive for it's preview AND review on Mega Drive and Saturn. All you've got to do now is work out the magazine and the game...

Any ideas?







Congratulations to Dean & Emma! Their having a baby! Ahhhh

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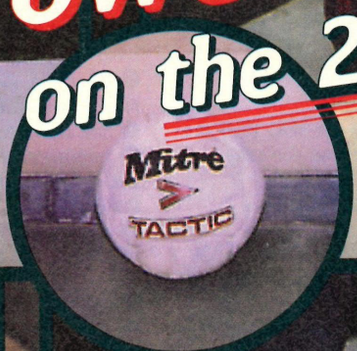


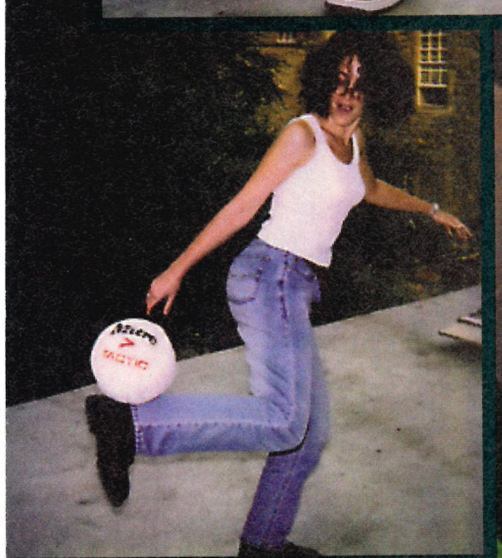

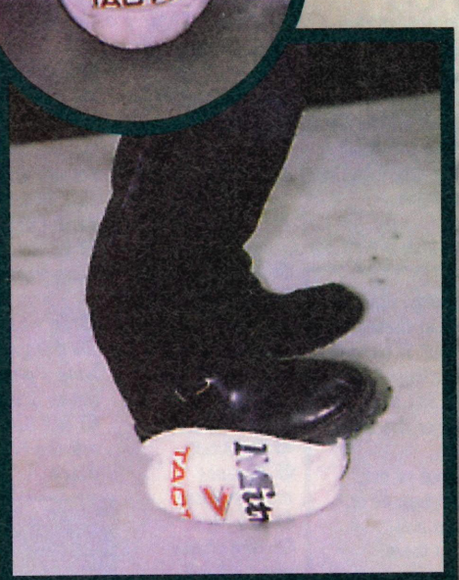

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