SEGA POWER ISSUE 88 January 1997

FREE and useful Christmas present inside!

Saturn • Mega Drive • Game Gear

The first and BEST for Saturn tips & cheats! • Issue 88

SEGA POWER

Every Saturn game ever reviewed and rated!

Fighters MegaMix

Virtua Fighter 2 verses Fighting Vipers in the fight of the century!

Stop! Police!

Virtua Cop 2 'busted' apart inside.

Space Jam

Exclusive preview of the game of the film of the cartoon.

Super Duper

The first news and pics of AM2's latest racer!

New! A FREE role-playing mini-mag starts this issue!

It's Doom! Gory Gory, Hallelujah!

....Exclusive review explodes on page 30!

Exclusives: Black Dawn, Tetris Plus (reviewed), Williams Arcade Hits, NBA Jam Extreme, NBA Hangtime

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Very first Doom review, first peaks at Space Jam and NBA Jam Extreme. First issue of Role Play

PEACE?
YES
UNDERSTANDING
SURE
LOVE?
NOT ON THIS COURT

BREAK POINT WITH EXTREME PREJUDICE.

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SEGA SATURN
PlayStation
PC CD ROM

Welcome...

...to *Sega Power*!

Hello, you. Welcome to this fine magazine created specifically for the staggeringly world of Sega gaming. If you're new to it all and Santa's just left you a Sega present then an especially large welcome.

We finish off the year in Sega with an exclusive review of one of the biggest titles to hit the Saturn, *Doom*. Will it make it across without any visible scarring? I'd go straight to page 30 if you know what's good for you. • ***Dean Mortlock, Editor***

Team Work

Remember children, criminals come in various shapes and forms. They're not all going to be wearing stripey shirts, black masks and carrying lumpy bags with 'SWAG' written on them. With that in mind...

Dean

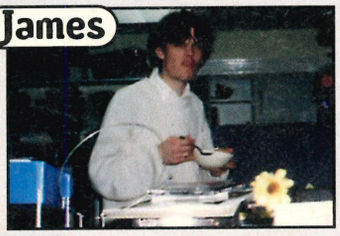
The most exciting thing that happened to Dean this month was that, in his week off, he managed to paint his dining room AND his bathroom and still had time to play the odd level or two of Tomb Raider. Oh, and he bought a lovely new bed and some delightful plums from Sainsbury's.

He's been playing: Tomb Raider (occasionally, but I'm still trying) and Doom (for my sins).

James

Pinned in a corner with a torch and a strong harness, James will admit to insulating his Loft and paying lots of money to large men to have a nice wooden floor fitted in his flat. He plans on celebrating the new year by sorting out his kitchen and grouting his leaking bathroom.

He's been playing: Far too much of *Virtua Cop 2*.



Lisa

Settling into the job very nicely, is our Lis (as she's affectionately becoming known), but be warned anyone who would dare try to cross here near deadline day - Dave has the scars and he's wearing them with pride.

She's been playing: *Crash Bandicoot* (still!) and *Tomb Raider* – although she hasn't got too far with it just yet.

Dave

The workhorse from Somerset has taken up another job to feed his rapidly growing family. He's got 12 children now, but that's common in Frome - they all pray to the hidden moon God of fertility that appears over the misty Somerset hills.

He's been playing: With the cardboard box that our Virtua Gun came in - he's made a house from it.

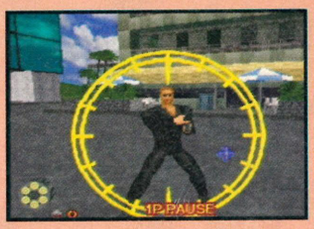
Contents

Inside This Issue...

30 One of the biggest computer games of all time must surely be **Doom** and GT Interactive have kindly decided to furnish the Saturn with the version of its very own. After a slappy handfight of enormous proportions, we've bagged the exclusive review.

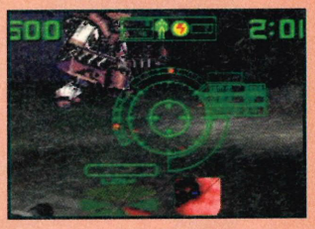
24 With the film (starring Michael Jordan and the Warners Brothers animated creations) out early next year, Acclaim have cleverly nabbed the licence for the game. HERE IT IS!

"Based on the forthcoming film, Space Jam is an attempt at a 'wacky' film licence."



42 The first one was good, but I reckon the second one could be even better. Oil up yer Virtua Gun and prepare to squint for your life... it's the return of the **Virtua Cop**.

50 He's Krazy, he's Ivan, he's portly old Russian gentleman who lives in a sanatorium and mental illness is no laughing matter young man.



"If it was good enough from James Bond then, hell, it's good enough for everyone else."

Contributors

They work on mags (like us), they work – mostly – for Future Publishing (like us) and they tend to drink too much adult pop and laugh at crap Bristol acts like Modesty Blaise (like some of us). They are... THE CONTRIBUTORS.

Jonathan Davies
What he does: Editor of one of our secret new launches and ex-editor of the mighty *PC Gamer*.
What he wrote: *NBA Live '97* (pages 48-49).
What he likes: His special Muppet Treasure Island pad, his talking parrot and Mario.
More info, please: Jonathan once appeared in the East Midlands production of the Wizard of Oz, Starring Bobby Crush, Cannon & Ball and Hughie Green. He played the wind.

Les Ellis
What he does: Deputy Editor of *Gamesmaster* magazine – the one with free sweets on it this month.
What he wrote: *Bug Too!* (pages 16-17), *Mr. Bones* (pages 20-21).
What he likes: Coke, guitars and the freshly cut scalp of his miniature poodle, Hercules.
More info, please: He plays the guitar with some chums of his, and they perform popular beat songs as a combo around the streets and alleys of Trowbridge, Wiltshire.

Marcus Hawkins
What he does: Editor of *Gamesmaster* and all round 'nice person'.
What he wrote: *Black Dawn* (pages 18-19) and *PGA Tour '97* (page 56).
What he likes: The light aroma of freshly-washed cats and the fake pine door handles from discarded MFI kitchen units.
More info, please: Marcus is another escapee from the recent Outward Bound disaster. We don't talk about it – unless it's in code and well behind firmly closed doors.

Rachael Ryan
What she does: Freelance writer from Stoke on Trent.
What she wrote: *Role Play Gamer (our spanking-new RPG mini magazine, thing.*
What she likes: Role-playing games and toasted food.
More info please: Our new star freelancer runs a successful RPG fanzine and was the perfect person to launch our brand new section. And she's a bird.

Tim Weaver
What he does: Games Editor of *Gamesmaster*.
What he wrote: *Tetris Plus* (page 39), *Williams Arcade Hits* (page 37) and *Krazy Ivan* (pages 50-51). Busy boy.
What he likes: Having his hair cut and washing strangers' cars without their consent.
More info, please: We're all still waiting for Tim's play to be shown on television, but waiting we are... with baited bloody breath. Get on with it, Channel 4.

Will Groves
What he does: Deputy Editor of *PlayStation Power*. and guardian of the CD volume control.
What he wrote: *Virtual On* (pages 46-47).
What he likes: Van Morrison (apparently), but surely not George Michael? Reassurance, immediately, please Will.
More info, please: Will once fought several other boys for what was reputedly a lock of Kevin Keegan's hair. Having won the fight, the hair was subsequently proved to be from similarly-haired Bobby Ball.

Contents

Free!

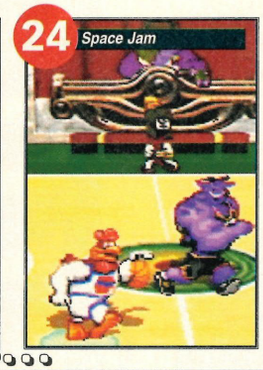
Features...

26 . . .Happy Christmas!
We love you and we love Christmas and YOU'LL love our free and exclusive gift, just for you. What you get is an unusually insightful delve into the minds of the Sega Power team and the choice of two wonderful wrapping paper designs to wrap up those last minute presents for yer very special rellies.

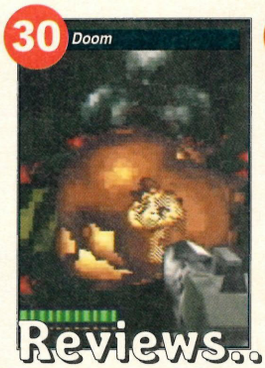
36 . . .A Kick up The 80s!
The whole eighties were a nightmare for most breathing humans. The music, fashion, television and general culture all stank of a time when nobody really knew what they were doing... apart from the game manufacturers, it would seem. With so many classics from around that time period and so many of them seeming to be making a reappearance, it only seemed right to lump them all together into a feature.

Role Play Gamer

57 . . .New section!
One of the things that cropped up in the survey we did a few months ago was that a lot more people like role-playing games than we originally thought. So, with that in mind, we've created a special new section...just for you!



Previews...



Reviews...

16 . . . . . .Bug Too! (Sat)
Do we really want the return of the bug? It would seem so.

18 . . . . . .Black Dawn (Sat)
I see a black dawn every day... up before the lark I am.

20 . . . . . .Mr. Bones (Sat)
Sega's original platormer finally makes it to Europe.

22 . . .NBA Jam Extreme (Sat)
Adds a third dimension and a new bunch of oddities.

23 . . . . . .NBA Hangtime (MD)
And look, there's a baby version for the Mega Drive... aahh.

24 . . . . . .Space Jam (Sat)
While on the subject, Acclaim are also giving us this.

40 . . . . . .Tempest 2000 (Sat)
Review next month, but check this out for the full rundown.

30 . . . . . .Doom (Sat)
It's the Saturn version of the best game ever. Enough said.

44 Williams' Arcade Hits (MD)
Take five games into the shower? I just retro and go!

46 . . . . . .Sega Ages (Sat)
Afterburner, Out Run and Space Harrier... on one CD.

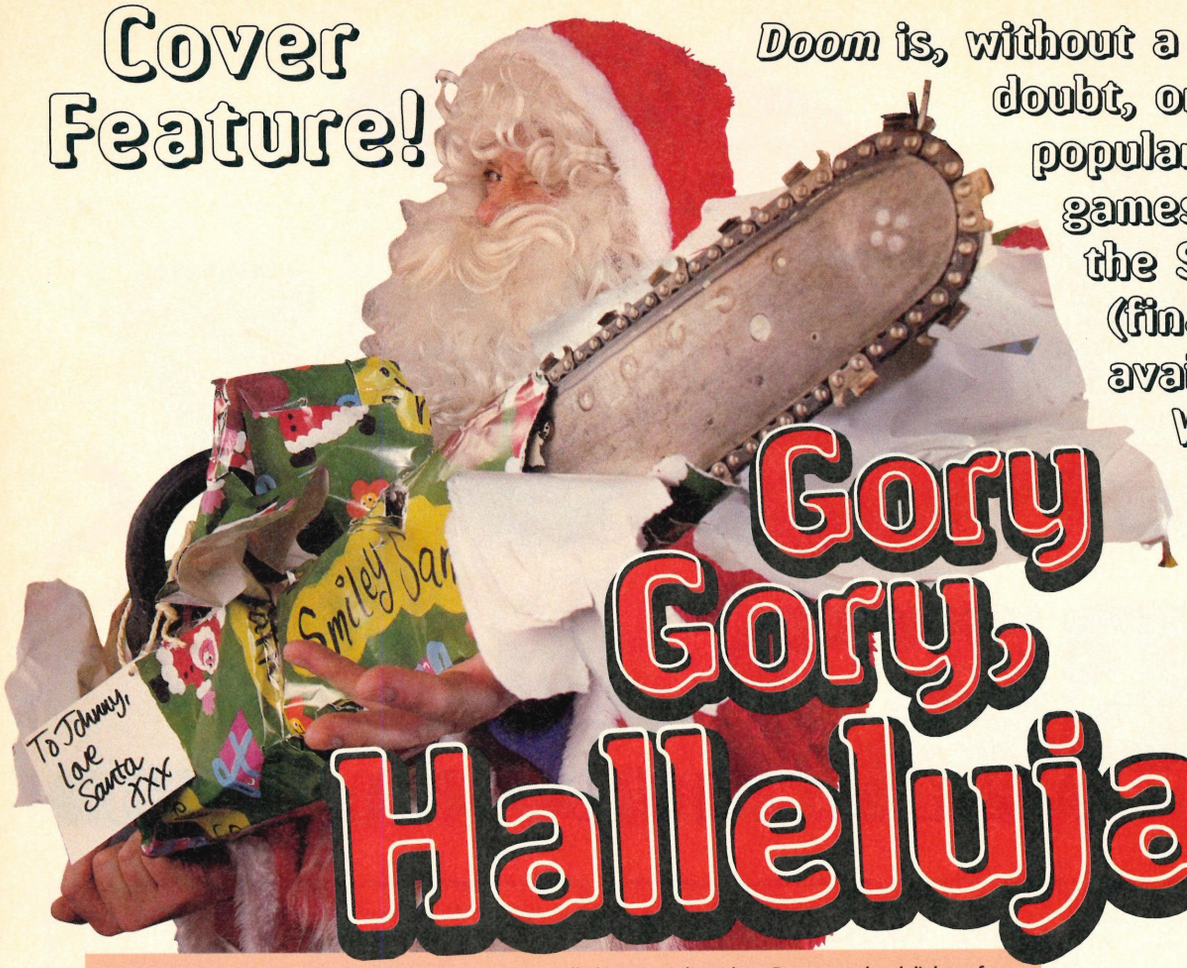
48 . . . . . .Tetris Plus (Sat)
It's true... things can go from bad to worse.

50 . . . . . .Virtua Cop 2 (Sat)
We liked the original and this isn't too shabby.

52 . . . . . .Virtual On (Sat)
AM3's interesting robot fighter makes it to the Satum.

54 . . . . . .NBA Live '97 (MD)
... and because it was 'lying around' we give you this.

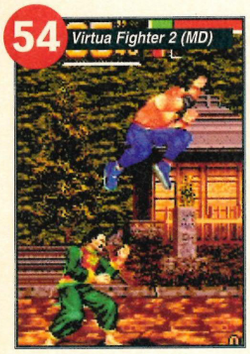
Cover Feature!

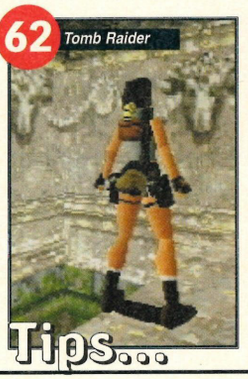


Gory Gory, Hallelujah!

Doom **is, without a shadow of a doubt, one of the most popular computer games of all time and the Saturn version is (finally) about to be available to us. We've got the exclusive review and it starts on page 30!**

Imagine picking up the Plasma Rifle just as granny pulls her second cracker. Pause on the delights of strafing a room filled with zombies with a chaingun whilst your little sister cries like a, um, girl over her third broken toy of the day. Yes my friends, Christmas Day could be a completely different prospect for you if you put Doom at the top of your prezzie list... but should you? Go to page 30 to find out.





Fighters MegaMix

The AM2 boys are back with a surprise release, and it could turn out to be the best fighting game we've ever seen.

Tips...

56 . . . . . .*Krazy Ivan* (Sat)
Spelt with a 'K', like Kit-Kat or Kwik-Fit.

57 . . . . . .*Amok* (Sat)
Another Scavenger 'alright, but TOO TOUGH' effort.

58 . . . . . .*Virtua Fighter 2* (MD)
Two blokes walk into a pub...

59 . . . . . .*PGA '97* (Sat)
... and completely redecorate it... No? Works for Eddie Izzard.

64 . . . . . .Cheat of the Month
The bloke from Hull who tried to con the lottery money. Git

64 . . . .Questions & Answers
Life throws up different questions all the time... like "Why?" Deep.

64 . . . . . .Can You Help?
I could do with a hand with the spare bedroom, any offers?

65 . . . . . .Tips Hardline
They're tips, they're hard... they're the Hard Tipsline. Umm...

66 . . . . . .Sorted!
We admit that there are a few games we can't help you with.

68 . . . . . .*Alien Trilogy*
The final part of our award-winning solution.

Buying second-hand?

Then turn to page 71 for all the information and help you could possibly need, including a review of every Saturn game EVER released!

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Saturn boy, honey bun, you know that we love you. We can't help ourselves.

News

AM2 show off their best fighting game yet!

Fighters MegaMix
Saturn • Easter

The facts

Much speculation has already been bandied about concerning *Fighters MegaMix*, but these are the facts direct from the horse's (in this case, Sega's) mouth.

(1) The game will be released in Japan on the 21st of December.
(2) The game should be released in Europe at Easter.
(3) There will be some definite improvements to the gameplay (made tougher, etc.) to the European version.
(4) NO characters from *VF3* will be included.
(5) ...Although the sidestep move, most of the combos and some of the moves have been included.
(6) There are a total of 32 characters.
(7) All of the *Virtua Fighter 2* cast (including Dural) are in.
(8) All the *Fighting Vipers* lot are in too (including Kumachan and Big Mauler)
(9) There's a total of ten hidden characters...
(10) Which include Janet from *Virtua Cop 2*, a couple of characters from *Sonic: The Fighters*, someone called Rent-A-Hero and one or two from *VF Kids*.
(11) The remaining secret characters are unknown but rumours include the bloke from *Space Harrier*, one of the pit crew from *Virtua Racing*, the car from *Daytona* (?) and the palm tree from the AM2 logo (!?!)

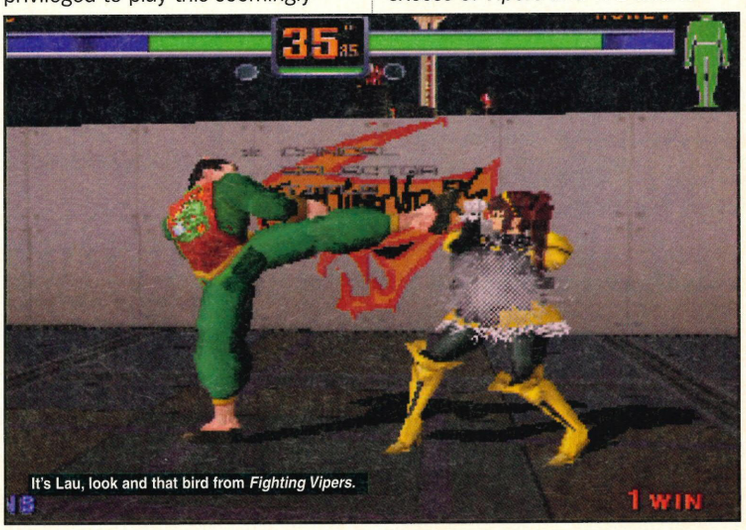
At a recent press conference, Yu Suzuki (the head of Sega's AM2 development team) announced that they were working on two exclusive Saturn titles. The first is, remarkably, about to be released in Japan and* Sega Power *are here with the FULL, up-to-date story

Sega do like shocking press and public alike (remember the 'surprise' European launch?). However, they managed to outdo themselves recently, when their development house, AM2 called a surprise press conference to announce two brand-new Saturn-specific titles. Whilst the first is still shrouded in mystery, the other, *Fighters MegaMix*, is shaping up to be the finest Sega fighting game to date.

The game uses the *Fighting Vipers* engine, but with all the *Virtua Fighter 2* characters and ten secret ones added. Although the resolution of the characters is slightly less than Saturn *VF2*, the difference is made up with the near-perfect shading and light-sourcing applied to them. Hopefully, this should give a far more realistic appearance than even *VF2* managed to create.

Sega Power has been privileged to play this seemingly mythical game, and despite our constant reservations regarding *VF2* and *Fighting Vipers*, we have to admit that this is, by far, the most impressive game we've yet seen on the Saturn.

The speed of the game is in excess of *Vipers* and *VF2* and to



It's Lau, look and that bird from *Fighting Vipers*.

The helpful index

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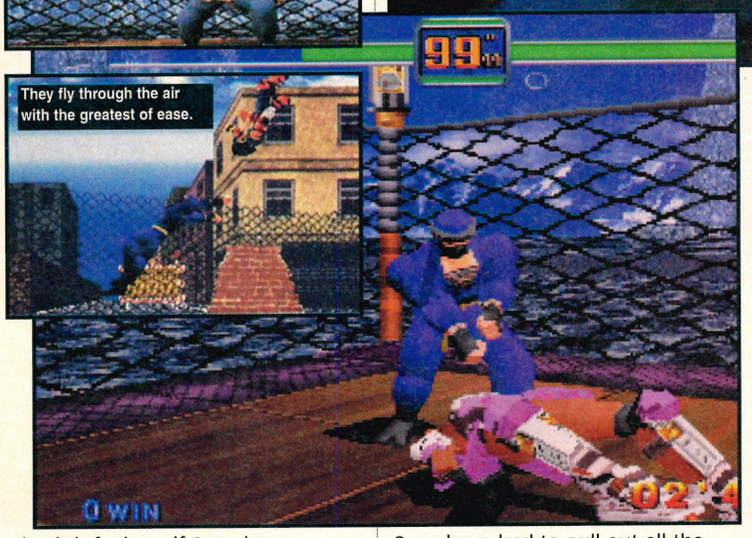
Artwork bonanza.

The Spice Girl kick.

AKIRA!

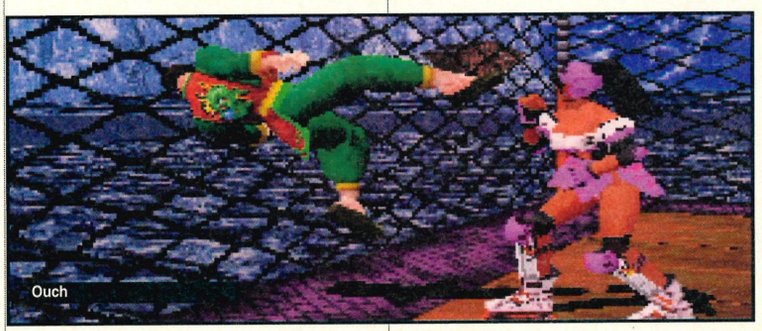


play it it feels as if Sega have looked closely at *Tekken*. The overall playability of *FM* seems a lot closer to that than, say, *VF2*.

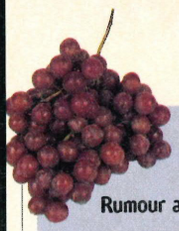
The *Fighting Vipers* backgrounds have been retained, but most of the *Virtua Fighter 2* characters have had theirs removed. The fights now take place in a large playing 'field' although it remains unclear whether the walls of *Fighting Vipers* or the Ring Outs of *VF2* will be retained. An option to switch the rings/walls on or off may be included in the final version.

The game will be released in Japan on the 21st of December, so Sega have had to pull out all the stops promoting it. Excluding import sales, European gamers will have to wait until April before the game is released over here. Sega Europe want to make some important changes to the game's difficulty settings and to ensure that the PAL conversion is carried out perfectly giving no loss of speed.

Not only will *Fighters MegaMix* be the best fighting game for the Saturn, but it could, quite possibly, be the best fighting game ever. A more in-depth look will appear in the next couple of months.



Ouch



On the grapevine

Rumour and idle tittle-tattle.

➤ We've been told through the usual sources that Sales Curve Interactive are planning an ORIGINAL GAME. Called *Full Metal Pigeon* for the Saturn, the game appears to be a light-hearted game of World War One-style aerial dogfighting. All sounds very promising and should be released sometime next Summer.

➤ The sad news (for some) is that Interplay have decided not to release *Descent* for the Saturn. This follows much speculation about the title, its future and whether or not we'd be blessed with its presence. It's still an excellent game, but I suppose it's pretty pointless telling you all that now, isn't it?

➤ Oh, and if someone you know is telling you how wonderful *F1* on the PlayStation is, take great comfort in the knowledge that it's actually riddled with some pretty irritating bugs. After all and sundry praised it to the hilt, they all had to eat their hastily spoken words as the truth emerged. The two-player link-up is jerky, the computer-controlled opponents aren't very intelligent and the pit-stop function arses-up completely. Ha-hah!

➤ One of the most bizarre stories giving our heads grief this month is the strange news that neither Sega of America or Sega Europe will be releasing the Saturn link-up cables. Despite the fact that *Doom* is completely compatible with it and people will be crying out for some top multi-player fun, they've decided that we don't really want it. How very strange indeed.

➤ Acclaim have the game license for the next Batman film. The fourth film in the series (titled Batman & Robin) will be released next Summer and the game should be released about the same time. Let's all hope it's not another platformer, eh?

In development

Sega

The perky London boys from Chiswick have a few surprises up their sleeves in the new year. They start off with the excellent *Scorcher* and then give us the equally brilliant *Sonic 3D, Dark Saviour* and *Die Hard Arcade*. Watch out at Easter though, as that's when even more really good stuff's released.

Scorcher . . . . . January
AMOK . . . . . January
Bug Too! . . . . . January
3 Dirty Dwarves . . . . . January
Sega Ages . . . . . January
Toshinden URA . . . . . February
Sonic 3D: Flickies' Island . . . . . February
Dark Saviour . . . . . February
Die Hard Arcade . . . . . February
Mr. Bones . . . . . February
Fighters MegaMix . . . . . March/April
Mysteria 2 . . . . . March/April
Manx TT . . . . . March/April

Eidos Interactive

Eidos' most interesting news is their *Command & Conquer*-style game, *Conquest Earth*. The game will be out (hopefully) around May with a large lead time on the PlayStation version. The interesting-sounding *F1* will pit in early Summer, while *Lunatik* will, um, be mad for it much later on in the year.

Conquest Earth . . . . . April/May
F1 . . . . . June
Lunatik . . . . . Winter

Core

Despite Core now being a part of Eidos Interactive, they have such an impressive line-up for 1997 that I just had to give them their own space. *Swagman* should appear soon, as well as something called *Tomb Raider*

On the grapevine

Rumour and gossip.

➤ It's called *Swiv*, it's been around for absolute YONKS on the Amiga and Atari ST and all we got was a disappointing Mega Drive conversion. It would appear, though, that the powers that be at Sales Curve Interactive have decided to grace us with a conversion of the update, *Swiv 3D*. If you can imagine a cross between *Thunderhawk 2* and a shoot-'em-up, then you'd be getting close. If you can now imagine what the month of May looks like and a Saturn, then you'll have also got the release date and the format.

➤ The next sport to get the *Actua* touch (some might say, stroke) is ice hockey. The market leaders *Powerplay Hockey* and EA's *NHL Hockey*, are under threat as Gremlin's excellent use of motion capture should lend itself to the sport.

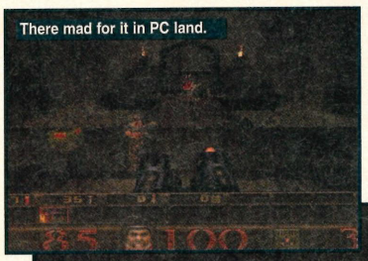
➤ In the flogging a dead horse stakes, no animal has looked quite so unwell as the clapped-out dobbin of Acclaim's WWF licence. While *In Your House* is creeping into the shops like a shy shoplifter, we hear mutterings that the next one will be completely in 3D and be released sometime next year on the Saturn.

➤ Everyone's still trying to guess the second of AM2's exclusive Saturn titles. One rumour was that it was an RPG, but the new one doing the rounds in that it's a new *Virtua Cop* game to be released later on next year. Given that there hasn't been a third arcade game and they sell so well, this could be a possibility.

➤ Although they'd probably not admit it, Gremlin are working on a Saturn update of their sublime football game, *Actua Soccer*. Called, ahem, *Actua Soccer 2* (provisionally), we're all hoping that it plays better than that limp dog, *Euro '96*.

Shiver and Quake

Quake • Saturn • 1997.



Despite the hysteria rantings of other, less reputable magazines, the 'official' word from Sega is that there is no evidence that the Saturn version of *Quake* will be an exclusive. We do know that Sega have been in discussions with ID in the hope that a Saturn version of the game can be brought out before (or even instead of) a Playstation one. However there has been no firm deal.

Sega let it slip to *Sega Power* that they had been in discussion with ID, but it's still far from certain that a conversion will be possible.

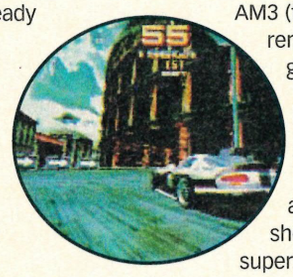
While *Quake* is one of the most popular games of all time, Sega would have to stump-up a stupid amount of cash to grab the exclusive (basically, all the profits id would make from a PlayStation version). Sega must decide if the investment would be worth it.

While there is no solid information, Saturn owners can but dream.

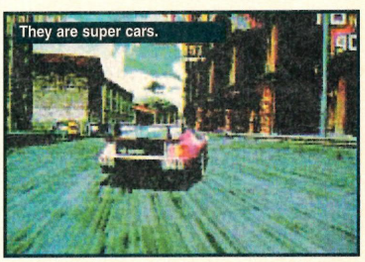
AM3 announce new racer

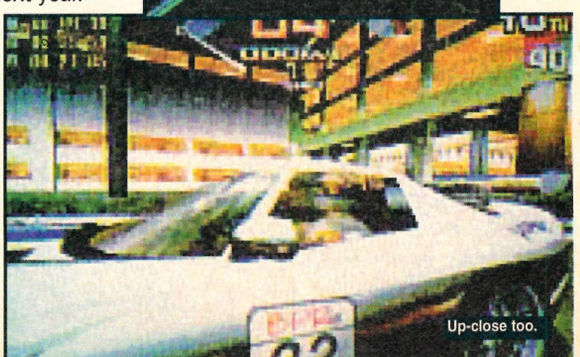
Super Cars • Arcade • Early '97

Not content with sitting around playing *Virtual On* all day and the like, AM3 have been working away on their next arcade title – and it's already well into development. Tentatively titled *Super Cars*, it's an urban racing game based around the superb Model 3 development board. These are the first shots we've managed to sneak out of Japan.



Considering the pedigree of AM3 (they did *Sega Rally*, remember) and the graphics and animation shown off in their latest release *Virtual On*, I think we can all agree that we should be in for a superb racing game when it's released over in Europe early next year.





2? Core also have a couple of top secret plans in development which (unfortunately) cannot be mentioned at present.

Swagman . . . . . .March
Ninja . . . . . .June
'Fighting game' . . . . . .Summer
Tomb Raider 2 . . . . . .November

Plus a couple of new Saturn projects for late next year and early '98

Gremlin

Despite only releasing information on a couple of their titles, I have it on very good authority that Gremlin's plans for the Saturn stretch quite a bit further than they're prepared to admit. *Buggy* is a provisionally and unimaginatively-titled racing game and, although it isn't mentioned in this release list, there's rumour of ANOTHER *Loaded* game that might just appear before next Christmas.

Re-Loaded . . . . . .March
Arms Race . . . . . .April
Actua Tennis . . . . . .July
Actua Soccer 2 . . . . . .September
Buggy . . . . . .Autumn/Winter
Actua Hockey . . . . . .Autumn/Winter

It's a Blast

Sonic 3D Blast • Saturn • February

It's out in America, it's got Sonic in it and you'll probably be very excited to hear that *Sonic 3D Blast* (to give it its almost-finished name) will get a Saturn European launch in the Spring of next year. After the confusing abortion that was *Sonic Extreme*, Sega have decided to reward the patience of the masses with this.

Sonic 3D Blast is basically the Mega Drive game *Sonic 3D: Flickies Island* except with improved graphics, sounds and vastly improved bonus rounds. One of the sadder facts is that Sega haven't included any new levels, but perhaps they're saving all their creative juices for the possible release of *Sonic Extreme* later in 1997. Stranger things have happened, and the strangest thing of all is that we should (God willing) be able to bring you a review of *S3DB* next issue.

Rings and things.

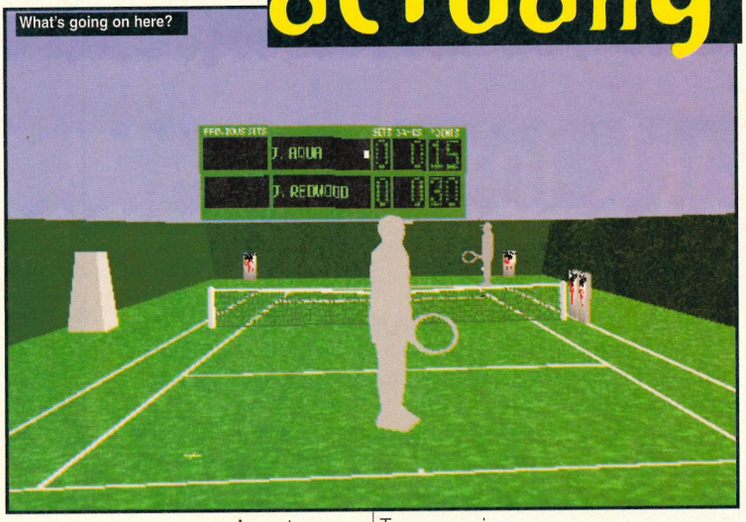
The Useless Product of The Month!

The Portable Urinal

"NEVER BE CAUGHT OUT AGAIN!" So screams the introduction line to what looks like an innocuous advert for some kitchen implement or other. All is certainly not as it would appear though, because this is in actual fact an advert the ultimate design in port-a-loos. Take it anywhere with you, perfect for campers and travellers, always keep one in your car, great for breaking the ice at parties! Maybe

It may only be seven quid, but imagine the indignity of somebody actually catching you using it? The very thought of it makes my bowels tremble. I just wee in hedges myself and I certainly wouldn't consider doing a 'number two' in one of those – imagine how difficult it would be to clean out. They might make a nice house for hamsters, though, or even an original hanging basket, or maybe even a pretend briefcase for apes.

It's tennis, actually



Actua Tennis • Saturn • June

After the muted successes of *Euro '96* on the Saturn and their constant crowing about how wonderful their motion-capture studios are (see the exclusive in this issue's Grapevine section) Gremlin now seem ready to confirm their next *Actua* game, Actua *Tennis*.

The game will be released in June and feature the same style of silky-smooth animation as *Euro '96*, but with the usual amount of tournament and playing options that we've come to expect from a tennis simulation.

Commentary adds some flavoured icing to the top of the cake and the fancy piping around the edge is supplied by what can only be described as a stunning array of options. More. Soon. Yes.

Mark Ramshaw

This month software guru Mark Ramshaw asks 'Where do we go from here?' Then attempts to answer the question himself. Strange lad.

Taking a step back from all the gaming hype that's floating around the moment, the lack of a discernible new direction for gaming is maybe just a teensy bit worrying. Take a look at the state of play with the Saturn – sure there are some great games here right now, and some even more impressive ones on the way. But they pretty much stick to recognisable styles. A 3D beat-'em-up here, a post-*Daytona* racer there. There's no quality problem as such, rather a lack of innovation. *NiGHTS* was one of the few attempts to do something really different – what with its free-form game environments and Artificial Life routines. The result? A game less satisfying than the usual Sega fare.

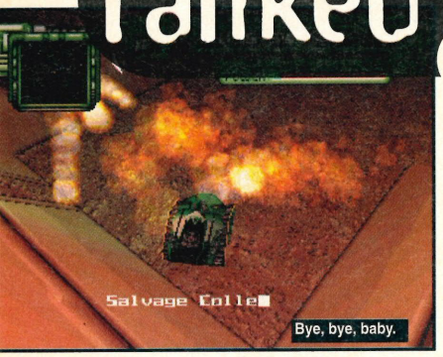
And it's not only the Saturn that's suffering. PlayStation games venture out of the familiar genres even less – Sony's machine doesn't have an impressive coin-op pedigree to fall back on, after all. And take a look at the PC market, it's positively awash with *Doom* and *Quake* clones right now. And almost every game which doesn't rely on first-person blasting is some kind of *Command & Conquer*-style arcade wargame. Only the Nintendo 64 lacks a glut of similarly themed games. But then, there's not much room for overlap among three releases.

It's not all gloom and *Doom*, though. Sega have already set the wheels in motion for a whole new trend in Saturn gaming with their Internet add-on. And then there's the way developers are increasingly producing their games across a range of systems. This might mean less individuality between systems, but it does mean that the consoles won't be robbed of more strategy-based ideas. And because development cost is effectively cut to a third, publishers can afford to take a few more risks. Which means that artificial life routines might yet prove their worth in a gaming environment, that arcade wargames might throw up some new twists, and that first-person action games needn't all be based in a car or in monster-infested tunnels.

And there are also signs that the consoles will start to play host to the next generation of graphic adventures. If any genre can prove how diverse the Saturn can be, it'll be these interactive stories; particularly when advances in *Virtua Fighter*-style 3D character modelling bring adventures closer in look and feel to real movies. Combine this with that Internet capability, and Saturn looks like a very exciting place to be after all.

Tanked up, but armless

Arms Race • Saturn • June



What is quite possibly one of the worst headlines ever brings us delicately into the realms of the newest announcement from Gremlin. From what we can gather (from the cryptic press release sent to us by Gremlin), *Arms Race* would appear to be a *Return Fire/Mass Destruction* style game, but using the *Re-Loaded* semi-3D angle.

We hear a sneak rumour that the game will have a strategy element to it and a slight degree of problem solving. Well yes, it all sounds damned intriguing and, knowing THEM, a 'proper' preview will no doubt appear soon.

Exclusive - SONIC 3D

Sonic 3D • Mega Drive • NOW!

On the Press Start screen, press: B, A, RIGHT, A, C, UP, DOWN and A (which spells BARACUDA). You will hear a noise to confirm that the cheat has worked. Press START and you'll come to the level select screen.

For a level skip, do the level select cheat then whilst playing, press Start to pause the game then press A. This will take you to the next Stage.

Many thanks to the army of tips and cheats ants that selflessly and silently collect the dropped information from the programmers over-productive minds.

Oh, and Pete at Quay Contract Publishing - you really are a love.

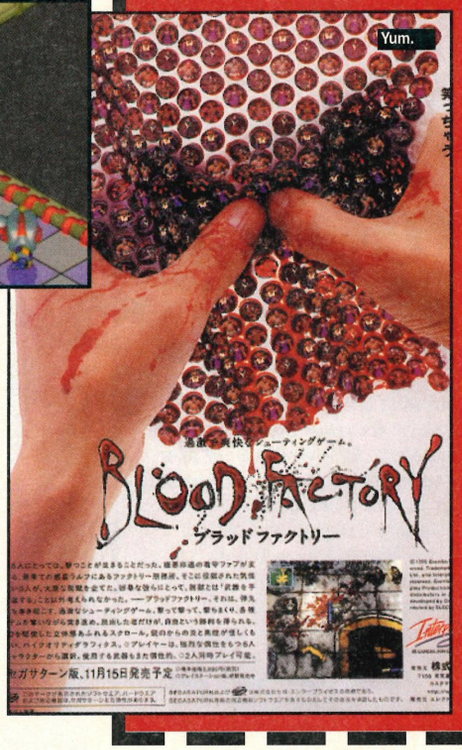
Sonic 3D soon soon out on the Saturn. Wonder if the cheat will work on that.

Going cheap ?

Something a bit different this month, as we reveal Gremlin and Interplay's plans for *Loaded* in Japan. The game has just been released under the name of *Blood Factory* on Interplay's label (strangely enough) – this was also the case in America.

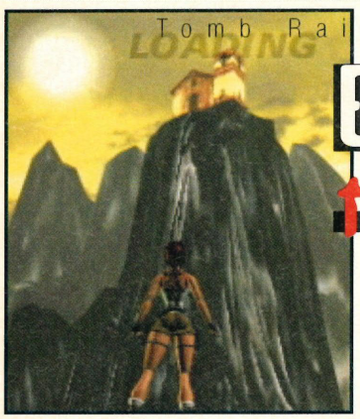
For those who need reminding, this column aims to bring you the filthy layer of slime that cling to the top of the waters of pureness that pass for the wonderful world of computer games advertising. In the past we've brought you half naked 'ladies' straddling chairs and mad obsessives in love with computer games characters. Now, it's the more disturbing sight of monster and blood-filled section of that bubble-wrap stuff.

Yes, all very clever and maybe slightly ironic but, well, you decide... alright or shite? Good or gloop? Wacky or tacky? The choice as they say, is yours.



Back into the tomb

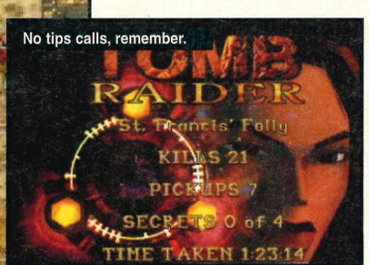
Tomb Raider 2 • Saturn • Next Winter

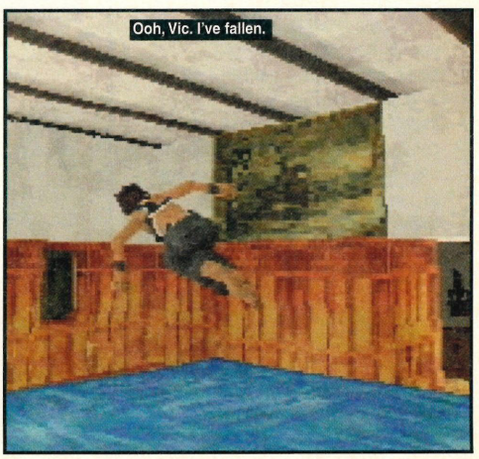


Probably one of the most unsurprising bits of news to come into the *Sega Power* office this month is the rumour concerning the continuing career of Lara Croft. Following the enormous success of *Tomb Raider* and the fact that everyone who played it thinks it's the best thing since chocolate body paint, Core have wisely decided to bless us with a sequel.

All we know about the game at the moment is that Lara will return and Core promise that it'll be bigger and better than the original.

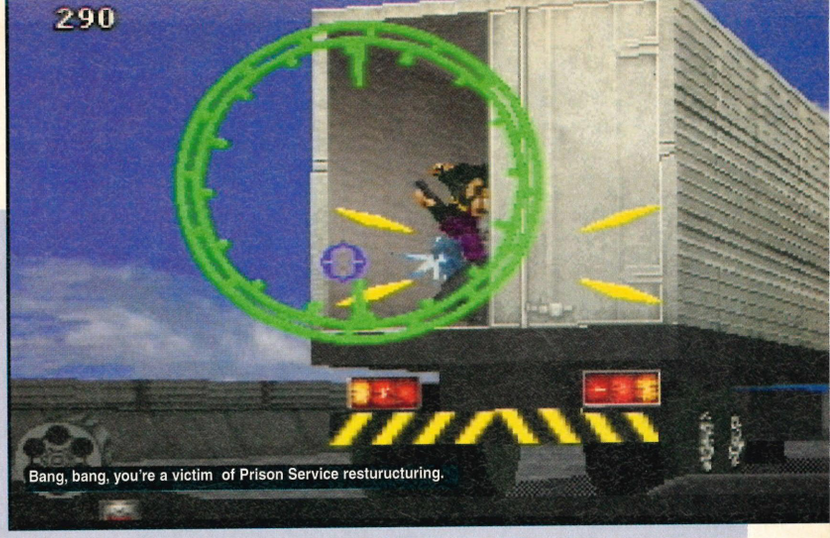
We're pestering Core on a regular basis and will be reporting back on a regular basis with any new developments as soon as they occur.





Game of The Month

Virtua Cop 2
Saturn, Sega, Issue 88, 92%
After removing the Virtua Gun from James' death-like grip with the aid of a blow-torch (and more than several surgical instruments), we can proclaim this to be one of the best shoot-'em-ups ever, and certainly the finest use of a light gun in a game so far. Oh, and James would like it said that the car chases are rather good.



Bang, bang, you're a victim of Prison Service resturucturing.

Out Now

Virtual On
Saturn, Sega, Issue 88, 87%
Virtua Fighter 2 with kitchen utensils is how one might cruely describe the experience of playing *Virtual On*. But that would be cruel. Slightly over-shadowed by the obvious qualities of AM2's mighty *Virtua Cop 2*, AM3's interesting robot fighting extravaganza is certainly worth another look... if you have a fondness for tin openers. Sorry. Only joking.

FIFA '97
Mega Drive, EA, Issue 86, 78%
The Mega Drive's final gasp chance at a EA football game and it turns out to be just as dull as last year's version. The addition of a five-a-side court has done little to increase the interest and I certainly wouldn't recommend it – especially when the excellent International Superstar Soccer Deluxe is about to be released. Buy that, not this... but I doubt you will.

Blast Chamber
Saturn, Activision, Issue 87, 70%
You might think that there's only so far you can go with originality. Blast Chamber managed to give us something completely new though, while looking good and playing to a fair degree at the same time. Having said that, though, the actual game was felt to be lacking thataddicition that would have put it up there with the likes of *Bomberman* – or even *Gridrunner*

Command & Conquer
Saturn, Virgin, Issue 87, 91%
Despite the reservations we may have had about strategy games on the fun-loving consoles, we have to admit that *C&C* is one of the most absorbing and interesting games we've played all year. Two discs BUSTING with levels, the choice to play the goodies or baddies and simple, addictive gameplay, could well make *C&C* an essential purchase.

Daytona USA: CCE
Saturn, Sega, Issue 87, 91%
Despite craving this game liking a missing loved one, the overall feeling of the new *Daytona* 'remix' was one of slight disappointment. Don't get me wrong though, it's certainly an excellent game. The problem is that it still fails to capture any real sense of the excitement and polish of either the arcade original or the Saturn version of *Sega Rally*.

Charts

I can't bloody believe that Robson & Jerome are number one in the charts again. Y'see, THAT'S what happens when you give money and buying power to the proles... bring back the birch, I say. Oh, and *Tomb Raider's* doing okay in the charts.

Saturn

1	*Tomb Raider*	Core
2	*Worldwide Soccer '97*	Sega
3 (NE)	*Daytona USA: CCE*	Sega
4	*Fighting Vipers*	Sega
5	*Loaded*	Gremlin
6	*NiGHTS*	Sega
7	*Sega Rally*	Sega
8 (RE)	*Virtua Cop*	Sega
9	*Destruction Derby*	Psygnosis
10	*Athlete Kings*	Sega

Mega Drive

1 (NE)	*FIFA '97*	Electronic Arts
2 (NE)	*Sonic 3D*	Sega
3	*Premier Manager '97*	Sega
4	*Toy Story*	Sega
5	*Desert Strike*	EA Classics
6	*Road Rash 2*	EA Classics
7	*Dynamite Headdy*	Sega
8	*Sonic & Knuckles*	Sega
9	*Lotus Turbo Challenge*	EA Classics
10	*Worms*	Ocean

Sega Power's Most Wanted

1	*Manx TT*	Sega
2	*Quake*	Down the pub
3	*Christmas*	With the folks
4	*Presents*	From everyone
5	*Turkey*	And stuffing
6	*Nice gravy*	On the spuds
7	*Die Hard Arcade*	Codemasters
8	*The Morcambe & Wise Christmas Special*	Every year
9	*Fighters MegaMix*	Sega
10	*A HOLIDAY!*	ANYWHERE!

The Saturn and Mega Drive charts are the copyright of ELSPA and are joyously plucked from aching virgins by...

ChartTrack

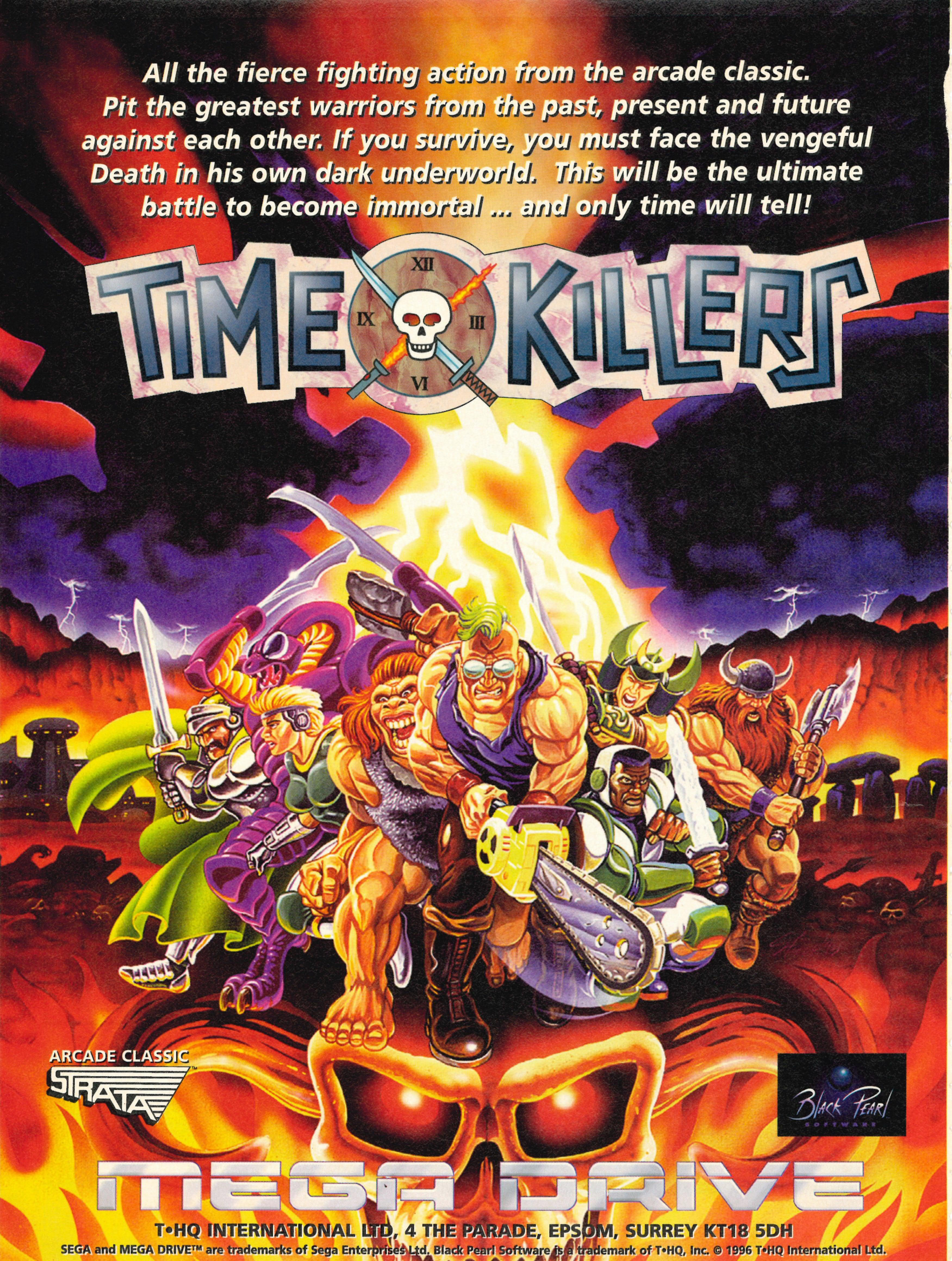
Price round-up

Well, that's all a load of old bobbins, isn't it? We go to all the trouble of ringing up these people to find out the prices of their software and they're all the bleedin' same. Oh, the price for VC 2 doesn't include the gun – you can add another 15 quid onto the top for that.

	Electronic Boutique	Game Ltd	HMV	Dixons	VGC
Virtua Cop 2 (Saturn)	£44.99	£44.99	£44.99	£44.99	£44.99
Daytona USA: CCE (Saturn)	£49.99	£49.99	£49.99	£49.99	£49.99
Command & Conquer (Saturn)	£49.99	£49.99	£49.99	£49.99	£49.99
Sonic 3D (MD)	£39.99	£39.99	£39.99	£39.99	£39.99
FIFA '97 (MD)	£34.99	£34.99	£34.99	£34.99	£34.99

Contacts

Acclaim:	(0171) 344 5000	Infogrames:	(0171) 738 8199
Activision:	(0181) 742 9400	Interplay:	(01628) 423666
BMG:	(0171) 973 0011	JVC:	(0171) 240 3121
Bullfrog:	(0148) 357 9399	Konami:	(0189) 585 3000
Codemasters:	(01926) 814132	Ocean:	(0161) 832 6633
Core:	(01332) 297797	Sega:	(0181) 996 4620
Electronic Arts:	(01753) 549442	THQ:	(01372) 745 222
Fox Interactive:	(0171) 878 3000	UBISoft:	(0181) 941 4004
Gremlin:	(01142) 753423	US Gold:	(0121) 625 3366
GT Interactive:	(0171) 258 3791	Virgin:	(0171) 368 2255


All the fierce fighting action from the arcade classic.
Pit the greatest warriors from the past, present and future against each other. If you survive, you must face the vengeful Death in his own dark underworld. This will be the ultimate battle to become immortal ... and only time will tell!
TIME KILLERS
XII
IX
III
VI
ARCADE CLASSIC
STRATA
BLACK PEARL SOFTWARE
MEGA DRIVE
T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH
SEGA and MEGA DRIVE™ are trademarks of Sega Enterprises Ltd. Black Pearl Software is a trademark of T•HQ, Inc. © 1996 T•HQ International Ltd.

Japanese News

Ah, it's that festive time of year and thoughts automatically turn to families and presents. I don't bother too much with Christmas personally as my religion forbids it, I haven't got any family (I'm an orphan) and presents make me itch, but I hope you have a happy one, my little turkey-stuffed children.

Sega announce two firm conversions

Last Bronx and VF3 • Saturn • Late '97 •

Sega of Japan announced recently that conversions of both *Last Bronx* and *Virtua Fighter 3* are definitely in progress for the Saturn. In a press conference with AM2, they admitted that the conversion work was already underway, but weren't keen to give any firm dates.

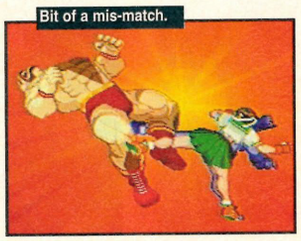
Although *Last Bronx* has hardly set the world alight and *VF3* was slightly disappointing (I'm sorry, I just expect too much!), any Sega fighting game is always capable of generating a LOT of interest. When pushed for release times, all Sega would say was that both games should be expected in the second half of '97.

More Capcom rumours

More Street Fighter Games • Saturn? • Just a Rumour

I've heard that Capcom are checking into the ideas of developing both an 'action' game and a role-playing game based around the characters in their famous *Street Fighter* games. After the 'interesting' *Street Fighter Puzzler*, *Tetris*-style game, I suppose it's good to see Capcom trying different things.

Capcom, typically busy as beavers, also have the imminent release of *Street Fighter 3* to keep them busy. Remember though, it'll still be a 2D beat-'em-up, but they do promise a level of graphical detail and animation never seen before.



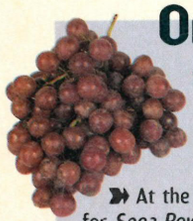
Site of the month!

With the Saturn Internet adaptor now on sale in America and planned for a UK release sometime next year, it's no surprise that a new bunch of Saturn-specific sites have started to appear... here's one of the first.

Title: Saturnworld
At: http://www.saturnworld.com/

Like most of the system-related sites, this one contains news, screenshots and tips for everything related to Sega's newest machine. The news is excellent and, although the site is based in America, most of it does relate directly to us.

On the grapevine



Japanese stuff. Wow.

➤➤ At the time of going to press for *Sega Power*, I heard that *Enemy Zero* is about to be released in Japan (the 13th of December). It's one of the most eagerly anticipated titles in the Joe household and promises to look and play much, much better than *D*. As soon as I hear of a European launch I'll shout it out to you.

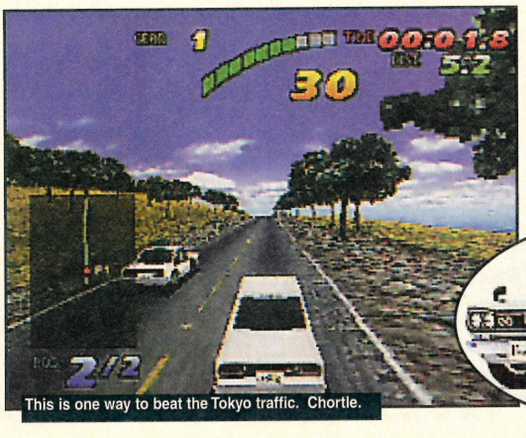
➤➤ The best news for Saturn owners worldwide is that we're stuffing the opposition over here, in Japan. At the end of October, the best-selling game in Japan was *Sakura Wars* on the Saturn (which outsold its nearest rival, *Wave Racer* on the Nintendo 64 by an amazing 3 to 1!). On top of this, the Saturn is selling far more software than the PSX (about 50 percent of all software sold, compared to 30-odd percent on the PSX and a pitiful 8 percent on the N64). Oh, happy we are!

I need some speed

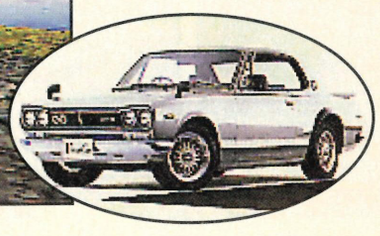
Over Drivin' GTR • Saturn • Now

Wow! Electronic Arts are releasing what you know as *The Need for Speed* here in Japan with a Nissan license! Nissan cars are hugely popular over here (unlike the UK) and is does make a wonderful excuse to print some pictures of rubbish old cars that even your Grandfather would ignore.

How you must be laughing after playing the European version – complete with fast sports cars – to see this! Apart from the car graphics (and the top speed!), the game remains the same.

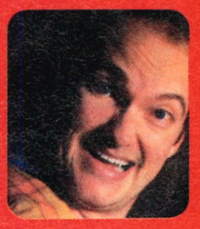


This is one way to beat the Tokyo traffic. Chortle.



American News

Hey, y'all... hope you're all hopin' for somethin' Sega-related from Santa this Christmas. Me? I'm just after a new laser-assisted telescopic huntin' rifle for shootin' God's creatures and liposuction for my flabby thighs, but I wouldn't follow my example.



Caught in the net

Sega Rally Net Link • Saturn • Early next year

Imagine the sheer pleasure of playing *Sega Rally* with anyone around the world? Well, we Yanks will be able to do that early next year when Sega release their Internet-compatible version of the best driving game ever.

Added features will include being able to drive the Lancia Stratos car without any codes, the ability to type in 'taunts' that'll appear on your opponents screen whilst the race is in progress and also the option to have a chat after the race. Remember, the Internet adaptor should hit Britain sometime next year! Betcha can't wait, eh?

Look at our packet!

Saturn US bundle • Saturn • Christmas

Determined to win the Christmas war against the PlayStation, Sega of America announced one of the best Saturn bundles to date. Included with your Saturn will be copies of *Virtua Fighter 2*, *Virtua Cop* and *Daytona USA*, and all for the stunning price of just $199!

With the Nintendo 64's recent launch over here and a strong PlayStation presence, Sega need a strong pull for the massive Christmas market in the States, and I reckon this will be just what's needed.

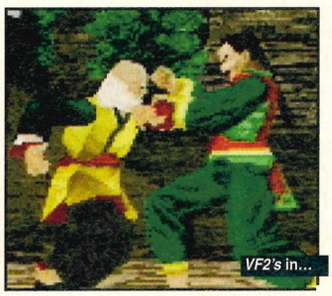
On the grapevine

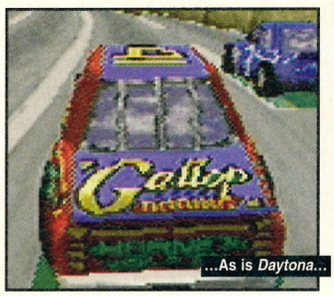
Yank rumour shocker.

➤➤ Capcom have confirmed that their Role-Playing game based on White Wolf's *World of Darkness* series, *Werewolf: The Apocalypse* is set for a June/July release stateside. Now you Brits don't go so wild on the RPGs as we do, but hey! We ALL love Capcom, don't we?

➤➤ And dammit, if there ain't more Capcom news being for ya. They've also gladly told me that their conversion of *Street Fighter Vs X-Men* will be a Saturn exclusive when it's released next year... thought you'd like to hear that.

➤➤ After we'd originally hoped that Saturn *Mortal Kombat Trilogy* might even get a release this December, it now turns out that the game is to be released in the Summer of next year in both the USA and Britain. Williams has not yet stated whether the Saturn version will be like the PlayStation or Nintendo 64 version.


VF2's in...


...As is *Daytona*...

...And *Virtua Cop*.

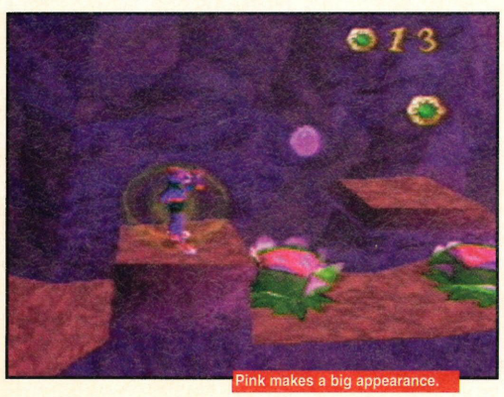
Have they or haven't they?

Pandemonium • Saturn • Soon?

Despite the sad fact that Crystal Dynamics have canned the Saturn version of *Legacy of Kain*, they seem to still like the machine enough to bother with converting their far more interesting title, *Pandemonium* – a top-notch platform game recently released on the Saturn.

Now this is all just a bit of a rumour at the moment, but it would appear that the programmers have actually finished the conversion and are just looking for someone to distribute it over here.

As soon as anything firmer becomes apparent, I'll let you know, don't you worry.


Pink makes a big appearance.

And man-eating plants get a look-in as well.

It's all false 3D mind. Not like *Tomb Raider*.

ULTIMATE MORTAL KOMBAT® 3

The ULTIMATE Fighting Game!

MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

MIDWAY

Williams

Acclaim

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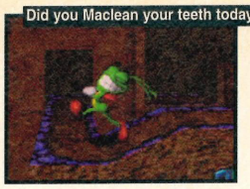
Bug Too!

Open up that old can of bug juice because Sega are about to unleash their newest star's latest adventure.

Bug does a Linford Christie impression.


Did you Maclean your teeth today?

Ah, the old moving platform trick.

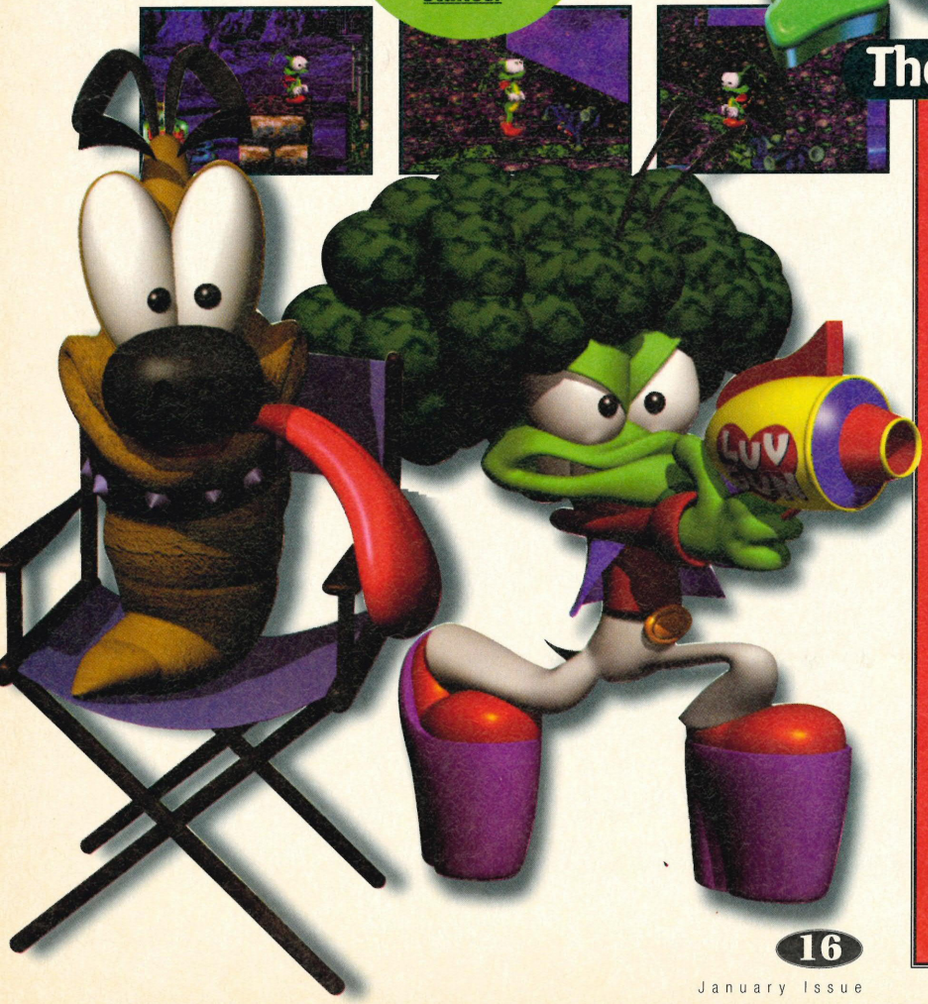
About this time last year all work in the *Sega Power* office came to a standstill. This effect can only normally be achieved by Dean offering to make the coffee or the sandwich bloke turning up on time, so as you can appreciate it doesn't happen very often. The cause back then was *Bug!* on the Saturn. A platform masterpiece so complete in its perfection that we awarded it a whopping 95% for its troubles.

But Sega weren't happy with that. They're coming back for another shot with the sequel, *Bug Too*. They have taken on board the minor criticisms about the first game, corrected them all and then thrown in a whole bunch of new stuff to really give you something to get your teeth into.

The only thing that bugged us (ahem, sorry about that – couldn't resist it) about the first game was the size of the levels. They were huge and there weren't all that many of them. This time around the programmers have given us smaller stages and a hell of a lot more of them to compensate. In fact there are more than 50 of the little blighters with the usual plethora of bonus levels thrown in for good measure.

And as if Bug wasn't a cute enough character on his own there are two new ones, Maggot Dog and Superfly. Just the kind of people

"Mario 64 *may have the 3D platform genre sewn up but* Bug Too! *may well match it in the fun to play stakes."*



The Movie

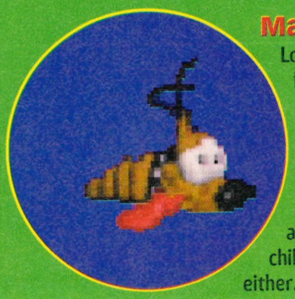
ID4 ▶
It's a piss-take of Independence Day you see. Very clever. Maybe Bug Goldblum uses a Saturn to destroy the aliens.

◀ Evil Dead
Now that is clever. 'Weevil 'instead of 'Evil', very good. However, you probably won't see a tree groping young women in this.

EH? ▶
The screen is designed to look like the Indiana Jones logo but actually takes its name from Lawrence of Arabia, which was very boring.

Meet the Team

Bug
Stardom seems to be going a bit to his head. While he hasn't had plastic surgery yet (his role on Baywatch hasn't come through) he has definitely had those teeth done.



Maggot Dog
Looks more like a faded old turd than a proper dog. At least he won't need to be muzzled at all. He probably won't attack young children or postmen either. Bit dull.

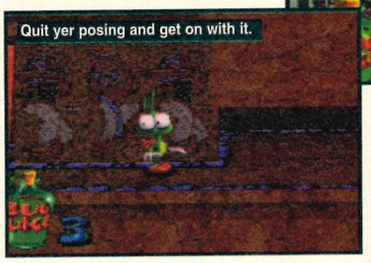
Super Fly
What can we say. Bigass affro hair, 70's style clothing and huge stack heels. What a total dweeb. But just think, this is what your dad used to look like when he was trendy.

you would want to take home to meet your mother.

The producers have taken a sly swipe at Hollywood here as practically all the levels take the mickey out of some big budget movie or another. No film is safe as movies like Independence Day and the Indiana Jones series get the comic attentions of Sega. It all adds to the top sense of humour created all through the game.

Sure, everyone knows that Sega have a 3D *Sonic* game up their sleeves in the very near future but it will have to go a long way to beat the original *Bug!*, and with a bit of luck it will have to go even further to beat *Bug Too*. It's 3D, fun platform action is likely to prove irresistible to gamesplayers, as we're going to find out next issue when we give this the full on review treatment.

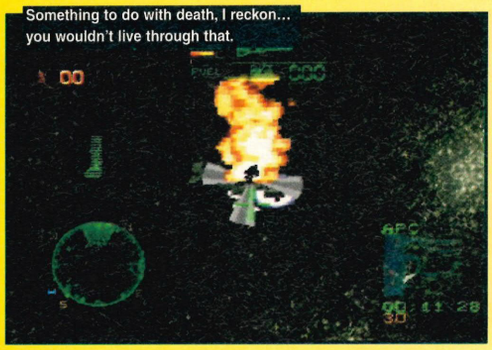
In fact, to let you in on a little secret, we've got it in the office now and we're playing it to death because, well because we can do that sort of thing thanks to the fact that you're reading this weeks after it was actually written, spooky that eh? • ***Les***

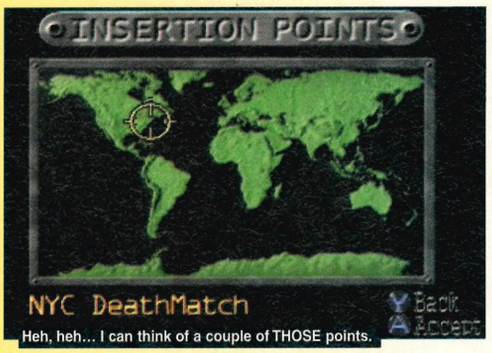


Dizzard

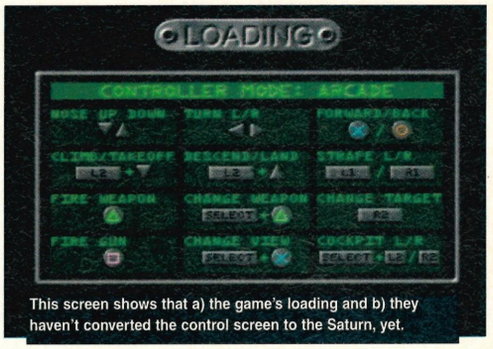
A French Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.


Something to do with death, I reckon... you wouldn't live through that.



Heh, heh... I can think of a couple of THOSE points.



This screen shows that a) the game's loading and b) they haven't converted the control screen to the Saturn, yet.

First there came *Agile Warrior F-111*. A twisted sister of a PlayStation plane game, and it was unlike any other aerial shoot-'em-up doing the rounds at the time – the missions were long and hard, the enemies thickly coating the texture-mapped terrain as far as the eye could see (and that's a looooong way, sonny), the emphasis heavily on missile-'em-down rather than sim. And it wasn't THAT GOOD.

And now we get a follow-up on the Saturn. A kind of ker-azy killer sequel, with wings plucked off and rotors slapped on. Things have moved on since the plane-based antics of *Agile Warrior*, and thankfully we're provided with a much more controllable vehicle suited to a mixture of air and land combat. A chopper.

Terrorist activity has begun to pick up again, you see. All around the globe, gang warfare's on the up, assassination and genocide are becoming a daily occurrence, world peace is slipping through the fat-skinned fingers of the world's leaders. Christ, sort it out would you? And you will. Attack, destroy, escort, rescue... the works. In your chopper.

Black Dawn is, to all intents and purposes, a 3D in-your-quivering-chops slab of one of EA's choppery Strike games. A bit like *Firestorm: Thunderhawk 2*, then. For a start, you're the pilot of a slinky 'copter – the AH-69 Avenger – stuffed to the gills with the latest hardware. And guns and rockets and stuff. You're then sent off around the world to sort out the soppy old terrorists who are pussing up the pores of our planet. Goddammit.

"World peace is slipping through the fat-skinned fingers of the world's leaders. Christ, sort it out would you?"

The game's structure is also dead similar to Jungle Strike and its brothers. Each level, or 'campaign' is split into various missions – collecting hostages and dropping them off at a safe drop zone, taking out a swarm of nimble enemy choppers or destroying a bunch of enemy towers – that link together one after the other until the campaign is complete. A bit like *Thunderhawk 2* as well, then. But one thing that wil prove a popular element in *Black Dawn* is the way that during some missions you'll have to land your chopper to commandeer other vehicles to reach objectives. A 3D Jungle Strike anyone? Mm... • ***Marcus***

On e boy and his chopper.

Here is a map and the blue spots mark the areas that Dave has abused.

Black Dawn

One thing stands between a bunch of terrorists and global domination – you and your chopper! Sound familiar? Read on, sweet reader...

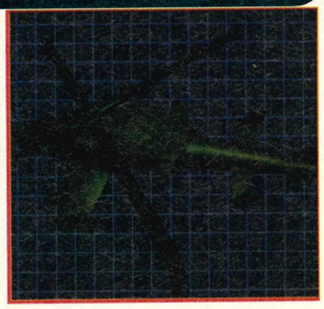
Power-up, Donkey Boy!

Those that have exposed themselves to *Agile Warrior F-111* on the PlayStation will be pleased to see that the funky power-up system has made its way over to *Black Dawn*. Destroy one of the enemies and generally an item will spew forth from the wreckage and hover just above it, spinning gently in the breeze. Simply fly into the power-up to collect more gun ammo, missiles and the like. Really adds to the arcade feel, does that.

Format . . . . . .Saturn Release Date . . . . . .TBA

Players . . . . . .One-Two Virgin . .☎ (0171) 368 2255

It's a bit like...



Thunderhawk 2

Quenching every Saturn gamer's beached-perch-like thirst for guns and choppers came the ballsy *Firestorm: Thunderhawk 2*. Touted by the lushest of lushes at Core Design as their 'follow up' to their M-m-m-m-m-ateson's prime pork sausage of a Mega CD release, *Thunderhawk, F:T2* set the standard for Saturn copter-em-ups. Oh yes it did. With its savoury choice of views, saveloy-like difficulty curve that sucks you right in before you know it, slinky textured graphics, and rich blend of tactical play and all-out blasting frenzy, this remains one of *Sega Power's* all-time top Saturn blasters. It notched up a smart and ever-lasting 91% way back in issue 75. Don't believe us? Go check it out and see for yourselves, reader-friend...

Look no link-up!

Yes, *Black Dawn* goes one step beyond other chopper sims on the Saturn by including a two-player challenge mode. It's a bit like playing *Micro Machines* really, as the choppers are tiny, midget-things viewed from above. And you get to shoot at each other with tiny, midget-missiles. It's mad all over its midget-face, and we reckon most people will stick with the grown-up one-player game as, let's face it, if you really want to play your childish overhead game things, you'll buy something like *Street Racer*, won't you, eh?

Wazzouk

A New Zealand Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

Mr Bones

Make no bones about it, Sega have really gone and lost it this time. The weirdest game ever is about to hit the Saturn.

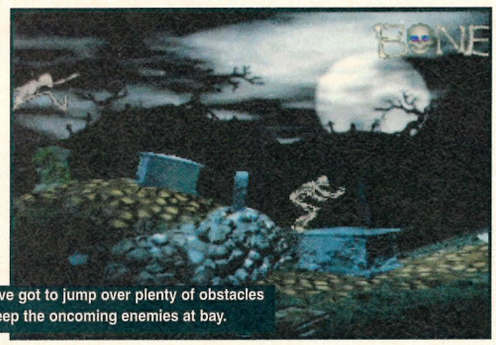
You must have heard over the last few months about various games slipping, yes? Well *Mr Bones* has slipped more than most. It was supposed to be one of the launch games when Sega released the Saturn – they even had a picture of it on the side of the box. At the last minute, though, it was canned but someone in the States has decided that the time is right for this to see the light of day once more.

"Mr Bones will come on two (count 'em) CDs, but Sega are still putting it out at the usual £40 price."

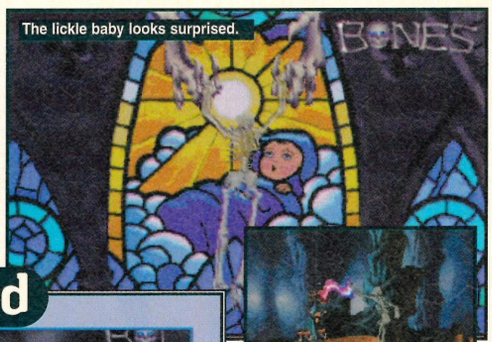
Mr Bones is, without doubt, the most bizarre release for the Saturn yet. The storyline starts off sounding normal enough but pretty soon gives you some indication of just how weird this is going to get. Someone is raising all the skeletons on Earth to form an army. All but one that is. You play the sole good skeleton who thanks to his love of blues music is able to resist the evil calling.

The game features just about every sort of playing style you can think of. It starts off as a side scrolling platform game that gives absolutely no indication of the weird and wonderful things that await. Each level is linked by some top rate FMV,

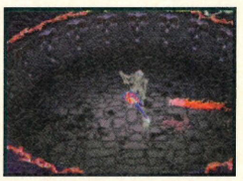
A boss and you should certainly watch out for what he's lobbing.



You've got to jump over plenty of obstacles to keep the oncoming enemies at bay.

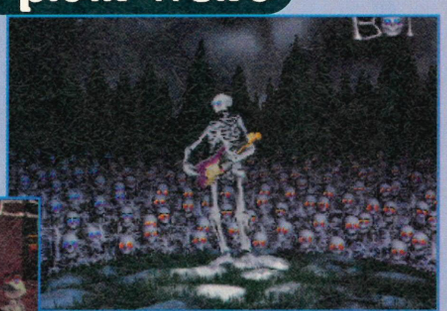


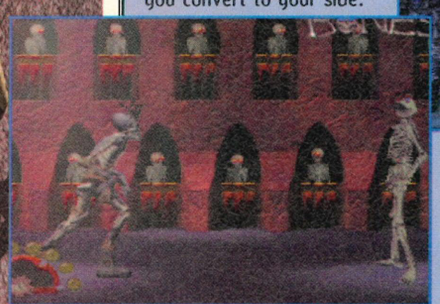
The lickle baby looks surprised.



And the just plain weird

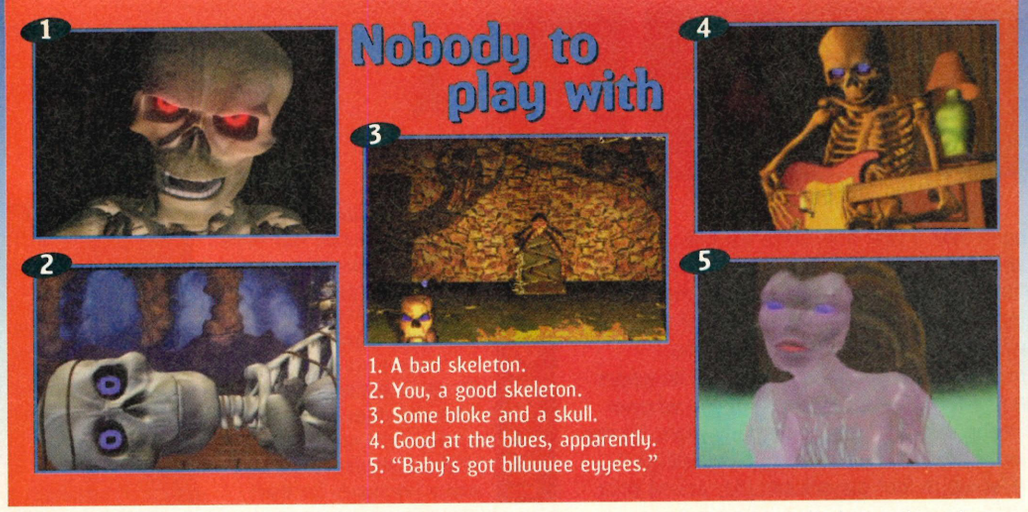
▶ You get the chance on this level to play a guitar solo to your onlooking audience. The better you play, the more skeletons you convert to your side.





◀ Ah, now this level, you say. Yes, I remember this one. It's all about things and skeletons... yes, that's it.

▶ Play the drums boy, play them like some undead Keith Moon. Infact, maybe it IS Keith Moon. But without Pete Townshend, obviously.



Nobody to play with

1. A bad skeleton.
2. You, a good skeleton.
3. Some bloke and a skull.
4. Good at the blues, apparently.
5. "Baby's got blluuuee eyyees."

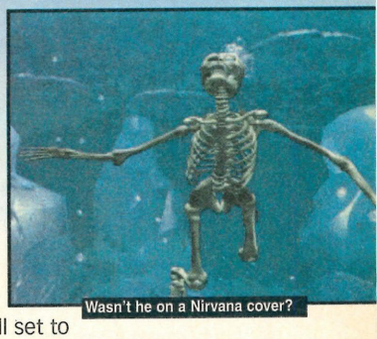
Format . . . . . .Saturn Release Date . . .February

Players . . . . . .One Sega . .☎ (0181) 996 4620

which after a while leads you to think that the producers of this really should be holed up in Hollywood somewhere working on a blockbuster.

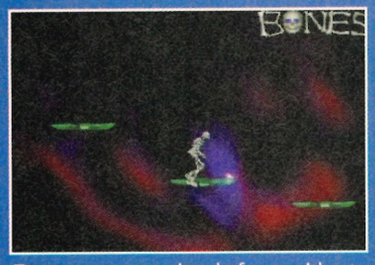
Other gaming types include *Lemmings*-style levels, *Asteroids* style stages and even – and be warned, this is where it starts to get weird – levels where you have to tell jokes, play the drums and perform a guitar solo. Yep, a guitar solo. The game plays out a rhythm and you have to use button combinations to play a solo, plus you have to keep in time and entertain the crowd of skeletons that are around you.

The game received a mixed reaction in America and this could well be down to the fact that it isn't an instant 'pick up and play' sort of game. The first couple of levels aren't all that strong (even Sega admit this) but it rewards perseverance and you eventually will see things that you never would have thought you would see in a videogame.


Wasn't he on a Nirvana cover?

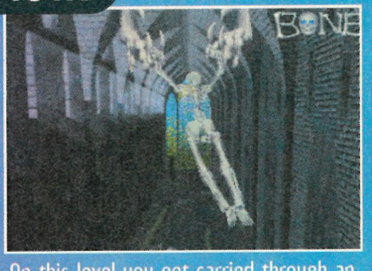
Mr Bones is, at the last count, all set to be released in February and will come on two (count 'em) CDs, but Sega are absorbing the extra cost and putting it out at the usual £40 price. Good on ya lads, you'll go to Heaven. We'll have a full review of this oddity next issue so until then, you've been warned. • ***Les***

The Plain


Try to get across the platforms without passing out due to the background.

The Graveyard Chase, and you have to avoid getting caught by the ghosts.

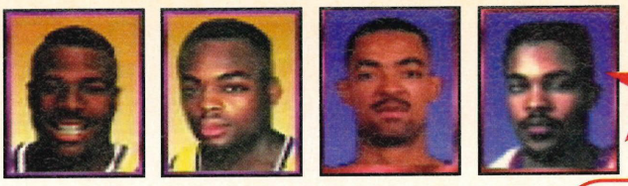
One of the brighter levels in the game and WATCH OUT FOR THE LOG!


On this level you get carried through an old cathedral and through a window.

Derbert

An English Expression For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.



NBA Jam Extreme

NBA Jam's back, and this time, it brings a new dimension with it. The third dimension.

It's been over a year now since the last incarnation of *NBA Jam*, the *Tournament Edition* on the Saturn,so it's no real surprise that Acclaim are producing another version of their top-selling basketball game: *NBA Jam Extreme*.

I'm pretty sure that most of you will be aware of the *Jam* formula, but for those of you who've been living in a toilet for the last few years, let me explain. *NBA Jam* is a two-on-two basketball game, so up to four players can play at one time. Aimed more at being more fun than a true basketball simulation, there are wild slam dunks, loud-mouthed commentary from top basketball commentator, Marv Albert, and lots of secret hidden characters.

So what makes this version different from the rest? Well, the main difference is the fact that the game is three dimensional, which is bound to put a lot of life into the old dog. The number of different slam dunks seems to have been toned down slightly, which allows for marginally better gameplay, ensuring you don't score every time you approach the basket. There's also a new 'extreme' feature which makes you go a bit faster and stronger than the turbo. Even the new in-game music adds to the atmosphere.

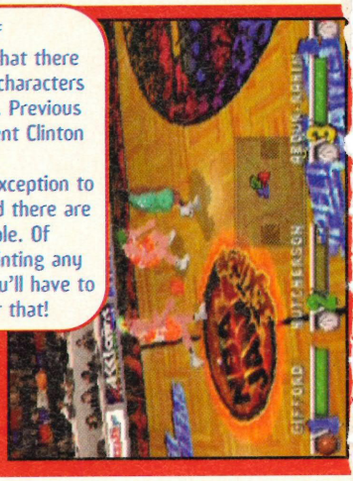
Basketball is not exactly a game which catches the British public's hearts and imagination safely in a big pair of hands. In fact, the only interest the real sport attracts in this country is through a second rate league and a few car park boys wearing logo-emblazoned basketball caps. However, *NBA Jam* had something that captured the hearts and minds of games players all over Britain and ensured that each version of the game – from the Arcade to the Game Gear – was played until hands hurt and eyes stopped focusing properly.

Hopefully, *Extreme* will continue that tradition and, with the 3D perspective, take the series to new heights. With any luck, you'll only have to wait until next month to find out • ***Dave***

The Specialists

You'll already know if you're a *NBA Jam* fan, that there are plenty of secret characters hidden in the games. Previous gems include President Clinton and Prince Charles.

Extreme is no exception to the *Jam* tradition and there are loads of hidden people. Of course, we're not printing any of the codes yet, you'll have to wait a few issues for that!



▼ Drug-induced basketball action on the special team's home court.

"The game is three dimensional, which is bound to put a lot of life into the old dog."

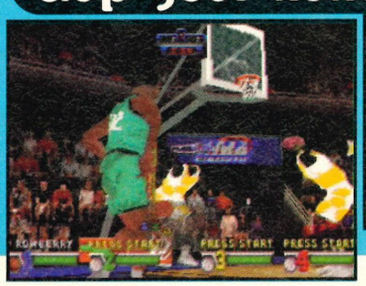
Hello, big boy.

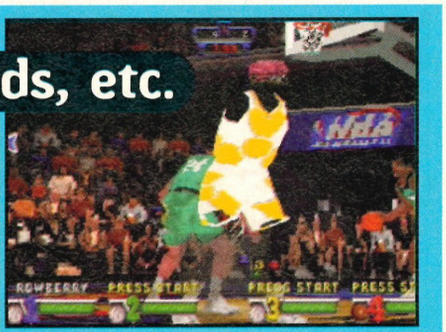
And this for a three-pointer.

Everybody dance, clap your hands, etc.

We like this bit. When you score a good dunk, the camera zooms in on the scoring player and he does a little dance for the crowd.

James tried it in the office, but he wasn't half as syncopated as our computer animated chums.





Format .....Saturn Release Date ....Out now

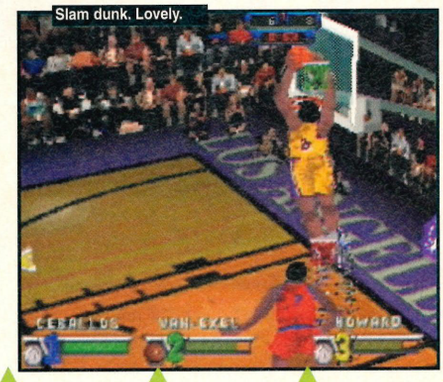
Players .....One-Four Acclaim .☎ (0171) 344 5000

▼ Hey look! My team's invisible. That's quite frightening really.

▼ More drug type frolics with the late 1980's style acid house men.

▼ There's that acid house head again, and look, it's really big.

Slam dunk. Lovely.



Go on then, get your pad out.

It's a bit like...

Slam 'n' Jam

Another 3D game, with the normal number of players on each side and a back-of-the-court perspective. *Slam 'n' Jam* is probably the best basketball game on the Saturn at present, and it got an excellent 81% back in issue 83.

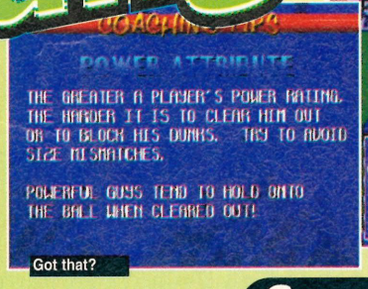
It's a very fast, 3D, sprite based game, very much like *NBA Jam Extreme* really.

NBA Hangtime

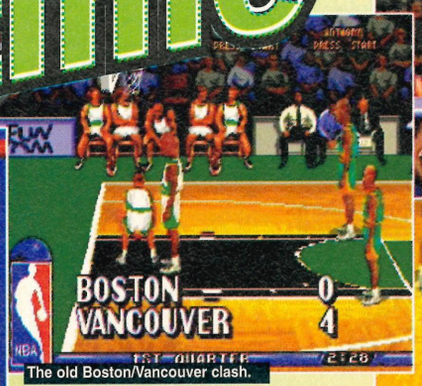
And whaddya know? Here's almost the same game for the little fella...

Format .....Mega Drive Release Date .....March

Players .....One -four THQ ....☎ (01372) 745222



Got that?



The old Boston/Vancouver clash.

The graphics aren't shoddy.

While we're on the subject of *NBA Jam* and all things related to the squeaky rubber-on-wood, long-armed, sweaty world of basketball, it's worth mentioning that the Saturn isn't the only Sega machine getting an updated version of *NBA Jam*... so is the Master System!

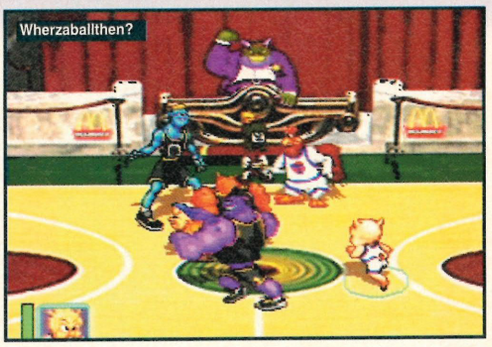
Sorry, bad joke. Of course there isn't a new Master System game coming out. The real chances of that are about as likely as Elvis returning from the grave – and hey, we all know how unlikely THAT is.

NBA Hangtime seems to be more of the same, with a couple of box-mentioned additions and it may well be ANOTHER reason to keep hold of that Mega Drive (are there any others?) when it's released next Spring. • ***Dean***

So, what IS new then?

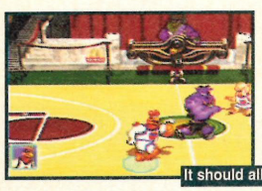
A fair bit. The graphics are obviously different as this version wasn't done by Probe, but there are a couple of more interesting inclusions, and these. Are. They.

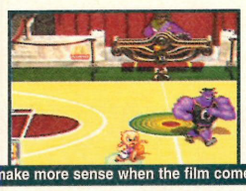
(1) The statistics have been updated and improved. JOY JOY JOY JOY JOY.
(2) They've included a new move that allows your team-mate to 'dunk' in floating balls. Very handy for the goal-hanging git.
(3) You now have the ability to create your own disturbing-looking players – complete with alien-like heads – if you do so wish.

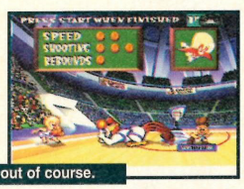


Space Jam

ANOTHER basketball game for our beloved Saturn? Yes, but this one's a film license too.







It should all make more sense when the film comes out of course.

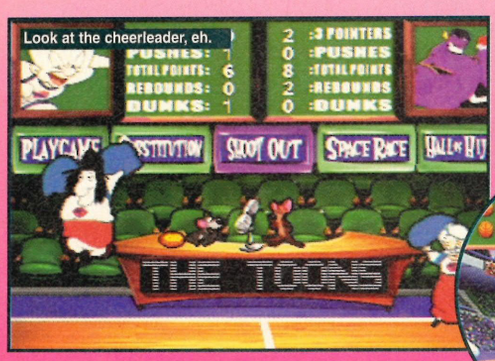
We Saturn owners are soon to be graced with yet another basketball game, however this time it's one with a twist.

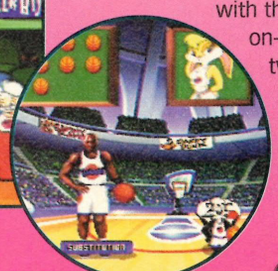
Based on the forthcoming film starring top basketball man Michael Jordan, *Space Jam* is an attempt to produce a more 'wacky' basketball simulation, starring both big Mike, your favourite Warner Bros® cartoon characters and some monsters. You can play as the good 'Tunesquad' (customise your team from the 12 toon characters available 'on the bench' including Porky Pig, Pepe le Phew and Michael Jordan himself), or the evil 'Monstars' (a bunch of weird looking freaks).

"Based on the forthcoming film Space Jam is an attempt to produce a 'wacky' basketball simulation."

Next you choose whether to play a normal game or an Intergalactic Tournament (where you play the same team five times, but it get progressively harder) and once you've chosen, away you go.

Fair enough, it's just Basketball with cartoon characters? Well, friends, there's a difference. Along with the normal three-on-three or two-on-two basketball, there are some sub-games which, if completed ▶





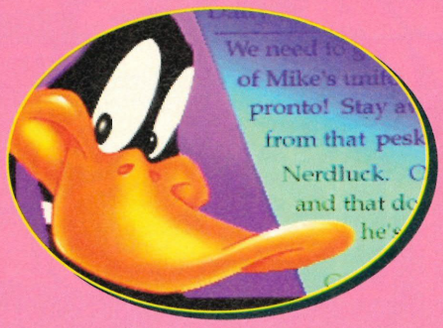
Space what?

How many of you have never heard of *Space Jam*? Well, I hadn't either so here's a bit of background for the unenlightened. It stars Bug Bunny and Michael Jordan and is a mix of animation and real acting, similar to Who Framed Roger Rabbit?

The plot goes a bit like this: The evil Nerdlucks are on earth and they want to take Bugs Bunny and his cartoon pals to their planet and make them the top attraction in an amusement park.

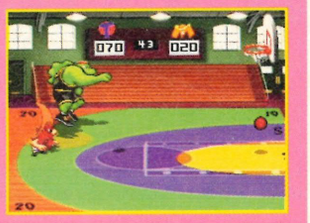
Instead of running away or anything simple like that, Bugs and his pals decide to challenge the Nerdlucks to a game of basketball on a winner-takes-all basis. However, the Nerdlucks have sapped all the skills out of the earth's top basketball stars and stolen them for themselves, making them an invincible team. So Bugs and his pals recruit Michael Jordan on a help-us-or-we'll-die basis. And if you want to know any more you'll have to watch the film.

It's a funny old game

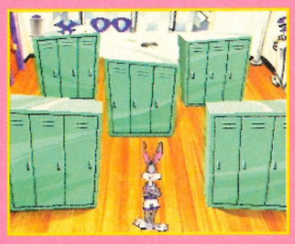


There are five or so sub games in Space Jam, and if you successfully complete them, your player's attributes can improve. Before each task, you get given advice by a toon. Make sure you listen, as it can really help.

◀ Find Michael's missing basketball kit in the front room, but dodge the dog and watch out for those toys that are being thrown at you. If you complete this successfully, Michael becomes a better player.



▶ Gain some extra points by shooting into the basket. Each 'zone' has a points value, and these are doubled if you shoot from the illuminated bonus area.



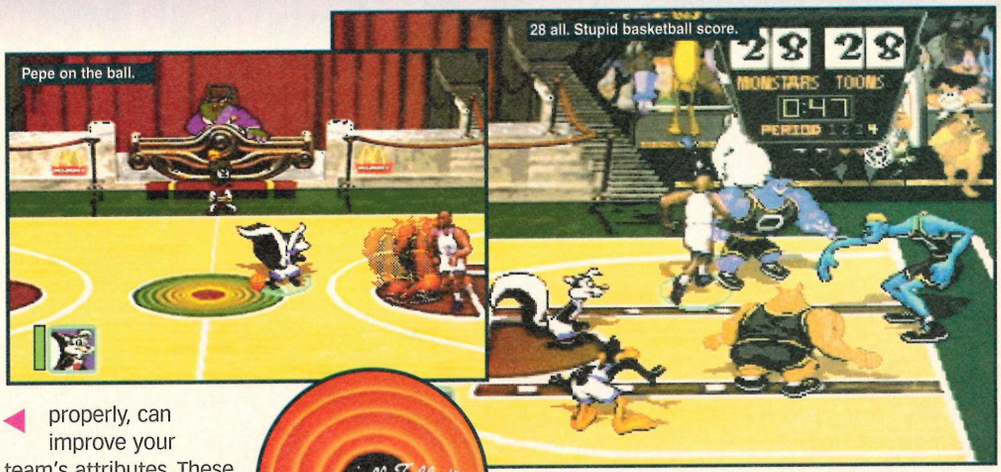
◀ Collect Mike's secret stuff is the object in the locker room, and avoid the things that the monster throws at you. I couldn't really work this one out. At all.

▶ *Space Race* is my favourite sub game, and it's very much like two player *Micro Machines* with space ships and guns. If you win this section, you gain some extra speed on the court.

◀ In the 'Hall of Hi-jinx', you get the chance to improve your rebounding skills by hitting the targets with the basketballs. Remember to score more than your opponent though.

Format . . . . . .Saturn **Release Date** . . . . . .TBA

Players . . . . . .One-Two **Acclaim** .☎ (0171) 344 5000

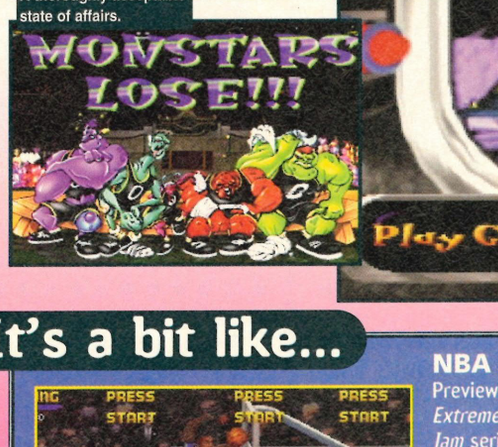


◀ properly, can improve your team's attributes. These can range from making your players faster, better at rebounds or better at shooting. This is an interesting twist, though whether it makes any real difference to the gameplay remains to be seen. However, the game's lifespan should definitely be improved with the variance in gameplay.

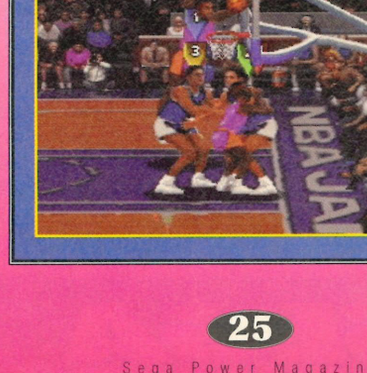
Along with these sub-games, there are the usual fancy touches which you would expect to see in a game of this style. The crazy slam dunks are all there, and most of the basketball rules are included, and they can be turned on or off to suit your taste.

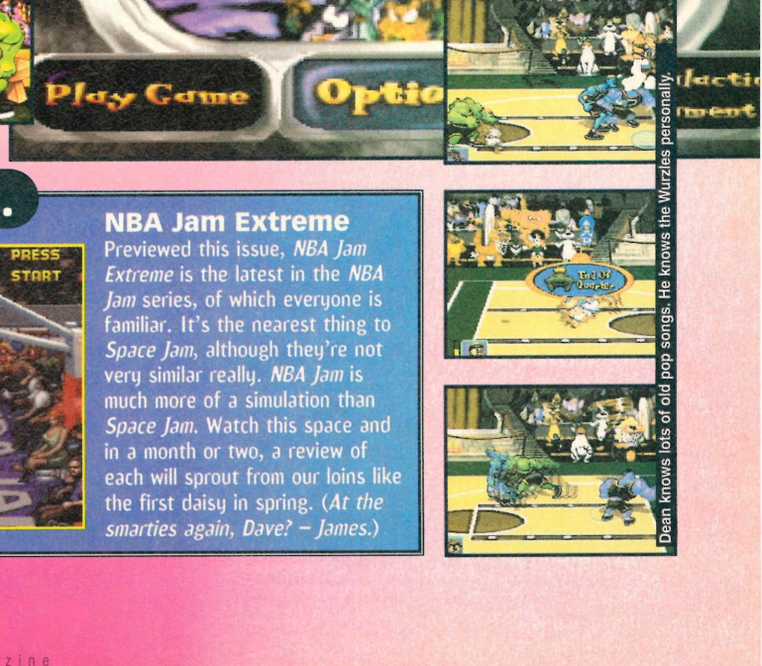
Space Jam is certainly an interesting prospect, and initially, it looks a very polished game. The graphics are faithful to the original cartoons and the tie-in with the film should encourage fans.

Expect a review soon, people, and we'll tell you how it ends up. • ***Dave***



A thoroughly acceptable state of affairs.





Dean knows lots of old pop songs. He knows the Wurzles personally.

It's a bit like...

NBA Jam Extreme

Previewed this issue, *NBA Jam Extreme* is the latest in the *NBA Jam* series, of which everyone is familiar. It's the nearest thing to *Space Jam*, although they're not very similar really. *NBA Jam* is much more of a simulation than *Space Jam*. Watch this space and in a month or two, a review of each will sprout from our loins like the first daisy in spring. (*At the smarties again, Dave? – James.*)

Happy Christmas!

As it's Christmas and, let's face it, we all love getting presents at this time of the year. Because of this we thought it'd be nice to give you, our lovely readers, a gift. Rather than go for the boring option of a free game, we thought we'd try to provide you with something unusual... something helpful.

If, like myself, you bloody hate wrapping Christmas presents and usually leave it to the last minute, then you should have a nice bundle of gifts just waiting to be wrapped and 'popped' under the swollen tree — the one that's suddenly taking up half of your meagre lounge and has already electrocuted your cats, a stray dog, a passing tramp and, only this morning, fused the motor on granny's wheelchair.

The *Sega Power* wrapping paper may be small, but with two designs (one on each side, see?) and a colourful appeal, it's bound to be a 'hit' this Christmas day. Wrap up your smalls, a jewellery-type present, a dead mouse for the cat, a miniature pair of dumbbells for a younger brother or a nice apron for yer mum. It's there. On the right of this. Look now and get wrapping!

Good verses BAD

Just in case you might be able to 'twist' your parents wallet that little bit further, here's a last minute guide to what should be running into your open embrace and what definitely should be shown the arse.

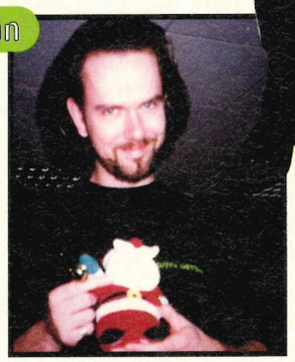
Good Christmas presents	Bad Christmas presents
A Saturn	A PlayStation
Tomb Raider	*In The Hunt*
A Bottom video	A bottom
A year's subscription to *Sega Power*	A year's subscription to *Sega Pro*
Any of the Spice Girls (please)	Boyzone (bunch of arse)
Peace and love throughout the land	Noel Edmonds
An Analogue joypad	An Aura Interactor

Look right now to discover *Sega Power's* free and groovy Christmas wrapping paper, to wrap your Mum's present...

All I want for Christmas is...

But what about us? You all know what YOU want, but what about us? Do you care? Do YOU want to know about our Christmas's past, present and future? Tough, we're going to tell you anyway.

Dean



Best Christmas present ever:
Simply knowing that once upon a time the little baby Jesus was born into the world to save mankind and bring peace on Earth.

What you're expecting this year:
A detachable head adaptor for travelling abroad.

First Christmas memory:
Eating pine needles with my Dad. I was 12.

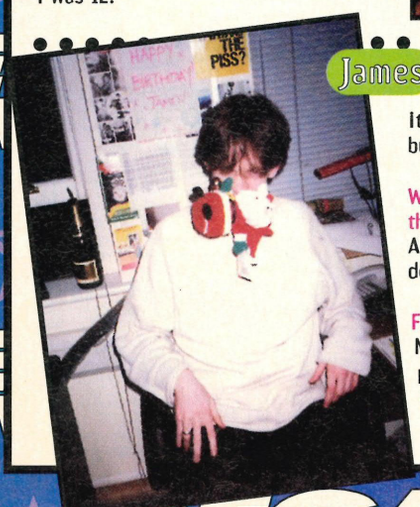
Lisa

Best Christmas present ever:
My hair. I'd been after it for years.

What you're expecting this year:
More hair, please.

First Christmas memory:
Laughing at the dog as it piddled all over the presents underneath the tree. I was very young.

James

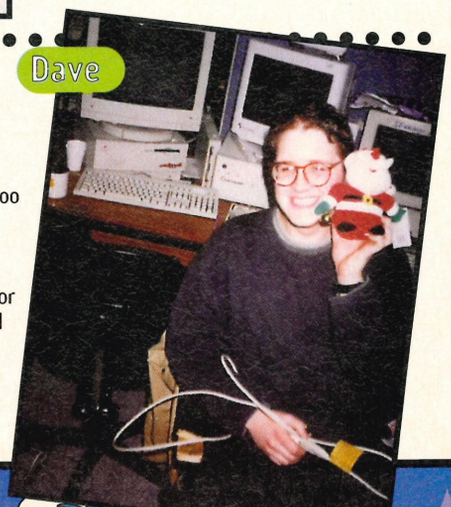


Best Christmas present ever:
A walking, talking Bimby doll. It cost my parents a fortune, but I'd cried for it ALL year.

What you're expecting this year:
ANOTHER walking, talking Bimby doll. I've worn the last one out.

First Christmas memory:
My family watching me have a proper boxing match with the Christmas Day turkey. I was 7.

Dave



Best Christmas present ever:
Time off from the Hell that is Sainsbury's freezer department.

What you're expecting this year:
I'd like a fresh chimp, but I'm not too hopeful.

First Christmas memory:
Queuing up in Frome Market Place for my special extra portion of seasonal gruel. It was in the half hour I had off from the mill and I think it was last year.

SEGA POWER
Merry Christmas
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SEGA POWER

Why we are the leading independent Sega magazine in the UK...
Our magazine exists to give you information about the world of Sega gaming that is more honest, reliable, relevant and easy-to-follow than any other you can buy. All our reviews and features are written by gaming experts. Our reviews offer crystal-clear buying recommendations and information – how much something costs, how good it is and whether you should buy it. We are utterly independent of any software company anywhere. And we're serious videogamers ourselves

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Reviews

Game of the Month: *Virtua Cop 2*

Saturn

Virtual On

Saturn

Doom

Saturn

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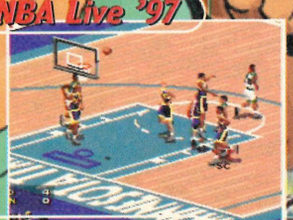
54 . . . . . .*Virtua Fighter 2* (MD)
56 . . . . . .*PGA '97* (Sat)

NBA Live '97



Mega Drive

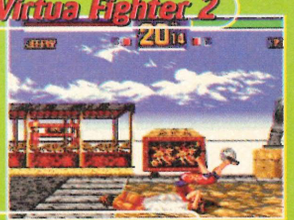
Krazy Ivan

Saturn

Amok

Saturn

Virtua Fighter 2



Mega Drive

Doom

It's Doom and we've got the first review and everything. But wait... could it possibly be that our blossoming flower has been tainted by another?

Computer games (and their critics) have always dallied with the concept of addiction. Can a computer game really be addictive? Can you get yourself into such a state that you cannot physically remove yourself from the keyboard and have to be fed by a drip. Of course not, the idea sounds ridiculous, but if any game could call itself addictive, if there was one piece of software that might be classed as slightly more addictive than others, then that title must surely be *Doom*. Even my girlfriend's heard of it and she thinks that *Tomb Raider's* 'Some book about a necrophiliac'.

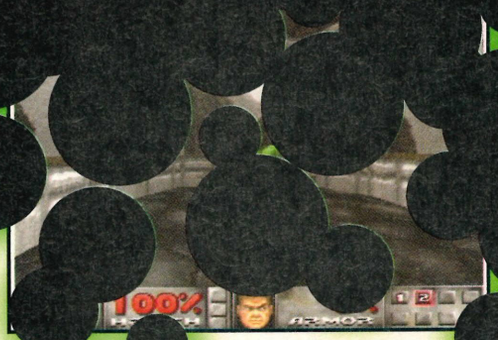
Blood lines

Whilst there is the obvious attraction of just ploughing through the game, killing anything and everything and pegging it towards the exit, but real skill in *Doom* is all to do with realising that there's far more to the game than that. After a while, you'll start to realise that there's actually quite a lot of hidden stuff to find. After that it all becomes a bit of an obsession as you try and try to get 100% secrets on each of the levels. You'll consult the map, look for hidden bits and cry with delight every time you find an extra room containing an extra health bonus and armour.

Players . . . . . .One-Two Levels . . . . . .Over 50

Difficulty .Ultimate (Easy)/Doom 2 (Hard) Release Date . . . .Out Now

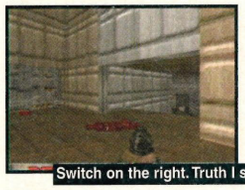
Price . . . . . .£44.99 GT . . . . .☎ (0171) 2583791



The big boss groove

There's the odd minor distraction in the shape of a 20 foot-tall, hulking great slab of meat they humourously call a boss. These appear infrequently and are ridiculously difficult to kill. One hit from his missiles is usually enough to kill you, though. Just as well for *Ultimate Doom*, anyway, as the rest of the game's pretty easy.

Run away and be scared.



Switch on the right. Truth I speak.

The man of many faces

To give you a feeling for your character, id included a little animated image of you at the bottom of the screen. He looks left and right as you move, looks surprised when you've been shot and starts to look exceedingly haggered as you loose energy.

◀ Right at the start and things couldn't be better. Looking healthy and full of life.

▶ Ah, you've taken a bit of a pounding now, you're health's probably around 70%, but all you've come away with so far is this bloody nose.

◀ Hmm, things are looking a bit grim now. After a repeated battering from a man with a very large gun, you're energy could possibly be knocking around the 50% mark.

▶ Get to around 30% and you get the impression that he's had a bad night. The head has begun to hang and those eyes are definitely bloodshot.

◀ Hello? Mr. Sutcliffe? Sorry, wrong number. Old joke there for people who USED to read *Sega Power*. He can still hold a gun, but it's not looking good.

Take that (and bleed).

That's a 200% health sphere.

The barrels are explosive.

Since it was released in 1994 on the PC we've had versions for the Macintosh, SNES, 32X, Jaguar, PlayStation, and with the news that a version's on its merry way for the N64, we finally come to the Saturn. After a confusing development when we didn't actually know when the game was finally to appear– to having a nearly complete version in front of us, we've finally got it. *Doom*. On the Saturn... not bad. Or is it?

More of what I actually think about the game later, but what do you get for yer 40-odd quid? Well, Saturn *Doom* consists of the original *Doom* game (with the 'Ultimate' tag welded onto it – basically meaning that you get a few extra levels designed by id) and *Doom 2*. On the title screen you can choose which version you want to play or whether you want to indulge in a deathmatch. Sorry? Excited are you?

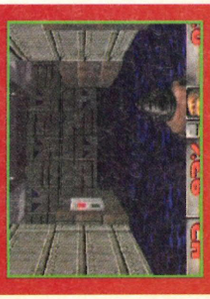
"Even my girlfriend's heard of it and she thinks that Tomb Raider's 'Some book about a necrophiliac'."

The prospect of dragging the spare portable 'round to a mate's house, connecting two Saturns together and blowing the hell out of him pleases you, does it? Despite the fact that Sega Europe seem strangely cautious about releasing it over here, *Doom* is compatible with the link-up cable and the option's installed in the European version of the game.

So, there we have it. 50-odd levels of one of the best games ever written, the possibility of *Sega Power*, for that is us, decided it'd be nice to take you through one of the easier levels, showing you all the secrets, like.

▶ Here we are, right at the beginning of level one of *Doom 2*. There are definitely a couple of ways you can do this. Heading straight off to the exit would take you about 10 seconds, but that wouldn't be much fun.

▶ Kill those two guards, go around the corner and turn left into the hanger. Here are two pedestals with two switches opens a door into a secret room (the one on the right), while the other lowers the pedestals.



Tooled up

You start the game with nothing but your basic sinew and flesh to help you, but you'll soon get into it and find plenty of extra weapons to help you along.

EVERYBODY must surely know all the weapons from *Doom*, but we've just heard that there's this guy from Oxford who's just come out of a five-year coma so, just for him, here's a guide to things to kill with.

Fist

Armed with a meagre knuckle-duster you could try to go into battle, but I'd avoid the monsters until you at least pick up a pistol...

Pistol

Fine for the minor guards and the like, but you'll really want to upgrade to something a bit more powerful before the first few levels are finished.

Chainsaw

Great for close-combat action and perfect for offending your grandparents when they ask you what you're playing when they pop 'round on Boxing Day.

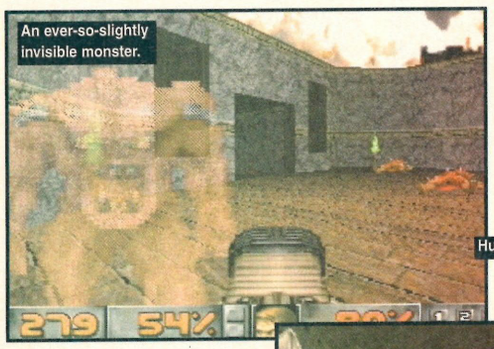
Chaingun

Still pretty weak, but very fast and excellent for catching your opponent by surprise. Prevents certain big enemies from firing back as well.

second opinion

Oh dear, what a disappointment. I've got probably the best version of Doom ever on my Macintosh here at work and the Saturn version can't really hold a candle to it. If you've never played Doom before, you might not find the jerkiness to frustrating but I did. When you see what *Exhumed* managed to achieve, you have to wonder what GT were playing at with this. • *James*

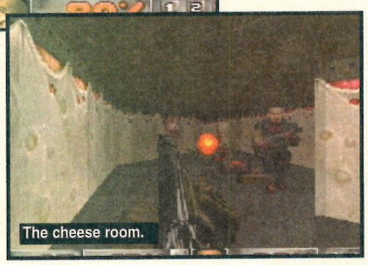
Human kebab. Nice!



An ever-so-slightly invisible monster.

one of the best two-player experiences ever, but no ninety per-cent? The one fault with the game (and, unfortunately, it's a pretty large one) is that the graphics are horribly jerky. Blobbing around corridors, mazes and small rooms causes no problems, but get into a room any larger than a caravan and you've got serious problems. It's a big hearty hello to Mr. Jerky.

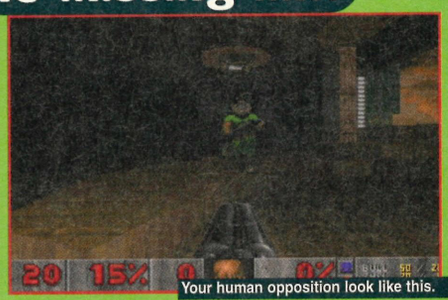
I can honestly say that this has been one of the most difficult games I've had to review. On the surface it initially appears very simple. The conversion's sloppy, the game's far jerkier than it should be, it's all a huge disappointment and it should be thrown in the bin. On the other hand, though, it is *Doom*. On the Saturn. The finest game ever to slip from programmer's brain, available (finally) to us. With *Ultimate Doom, Doom 2* and the possibility of a link-up Deathmatch, you're getting a whole slice of gaming history and if it wasn't for the fact that



The cheese room.

Shoot the smiley face.

The missing link



Your human opposition look like this.

Very satisfying – death matching.

After much confusion on the subject I can thankfully announce that, although the cable looks uncertain to be released over here, Doom is still compatible with it.

"I presume," said a spokesman from GT Interactive; "That they decided that the strength of the Japanese market made it worth including."

We also spoke to Sega and they believed that there was 'no reason' why a foreign link-up cable shouldn't work in a European Saturn (in other words they aren't territorial, unlike the games and machines).

The link-up capability is the best news about the game, as it means that you should be able to play against your mate (as long as they've got their own copy of the game, naturally) and it might even be compatible with the net link-up, when that's released next year.

▶ After pressing the switch, pop behind the pedestals to find this newly-opened room. Collect all the contents you can and head out of the room and down the long corridor. You should appear just about...

▶ ...Here. There's a soldier on top of the lift, but he's easy to kill. Press the switch to lower the lift, pick up the extra health and take the lift up. In front of you now is a secret wall.

▶ Open it and you'll find a single imp behind. There's also a switch which opens a door in the room below which leads to the outside of the level, a load more imps, a single-barrelled shotgun and some shotgun shells.

Shotgun
Probably the best weapon in the game, especially in double-barrelled form. You have to allow a small amount of time for reloading, but the effect is devastating.

Rocket Launcher
The perfect weapon to use on bosses and larger clusters of monsters. Please make sure they're some way away though, or you'll blow yourself up.

Plasma Rifle
Much like the chaingun, but a lot fancier and prettier. The plasma rifle's harsher than the chaingun and the sound effect's a lot better. Which is nice.

BFG 9000
The ultimate weapon, apparently! Difficult to find, but brilliant for destroying everything. I prefer the rocket launcher myself, but that's just me.

Comparison

Exhumed
Issue 83, 91%
▲ Superb graphics and animation
▼ Too strategic for some
If you want the best looking, most interesting *Doom* clone, then this is the one for you. If, on the other hand, you'd prefer an out 'n' out blaster with the pedigree of a pretentious poodle and the political correctness of Roy 'Chubby' Brown, then there's no other than *Doom*.

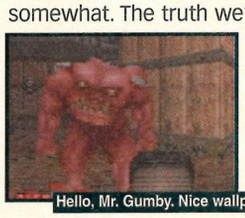
the game moves about as well as a very large concrete block, you'd be looking at one of the best Saturn games ever.

Ah, the jerkiness... let's talk about that. When you first play the game your heart sinks (I myself couldn't help but allow the smallest tear to escape from the corner of my eye), it all looks so wrong. After playing it for a bit, though, you forget about it and just enjoy the gameplay and that's what's important, I suppose. If it had been so jerky that the gameplay had been effected then the programmer should have been taken out and shot... as it is, he just deserves to be shouted at for a bit and ignored by his closest peers for a couple of days.

"The programmer deserves to be shouted at for a bit and ignored by his peers for a couple of days."

Unforgivable you may think it, almost sacrilegious, that something has carved into *Doom* especially as we all know darned-well that the Saturn's capable of a perfect conversion. One excuse is that *Exhumed* (for example) was programmed specifically for the Saturn, while Saturn *Doom* is a conversion of the PlayStation version which is bound to effect the development. The other side of the coin may be that GT wanted to get a version out before Christmas and it was 'rushed' somewhat. The truth we'll never know, but to get to the point, this is an imperfect version of one of the most perfect computer games of all time.

How much enjoyment you'll get from the game or (I suppose more importantly) whether you buy it or not, must rest with how much you love the whole *Doom* thing. You've got the facts, the decision is yours. • ***Dean***



Hello, Mr. Gumby. Nice wallpaper you have here.

verdict

Graphics 6
A direct port of the PSX version, although some of the texturing looks a bit ropy close up.

Originality 7
The conversion isn't, but the game was once as new and virginal as Michael Jackson.

Sound 9
All the sound effects are original and excellent and the menacing tunes remain.

Lifespan 8
There's loads of levels and *Doom 2* is a real killer. Hah-ha! Sorry.

Final Verdict 85%
"An imperfect conversion of one of my favourite games of all time. Thankfully, though, the gameplay still shines through..." *Dean*

▼ Now run out of the lift area and jump onto the raised crate thing below. This opens up a secret room at the end of the long corridor.

It contains a rocket gun.
▼ Go back into the room with the lift and go into the opposite corner. Feel around the walls and another secret wall will open, giving you another 10 points of health – if you should need it.

▼ Swivel around a little bit and there's a doorway going outside. Pop out there, kill the imps and pick up the shotgun and extra shells.

▼ Have a gander at your map, but you should see (like here) that everything's been done on this level and you can bugger off.

The Great Pretenders

Any game with the success and popularity of *Doom* is bound to have its imitators; it's a law of nature. If you think how many times you've played a drab platform game or some useless driving thing, you'll know they exist because a certain style of game has become popular and they're usually brilliant for making you appreciate just how excellent the original was.

The *Doom* engine was based on a game called *Wolfenstein 3D* (albeit a rather spruced-up version), It had the same 'behind the gun' first-person perspective, the same 3D mazes and plenty of violence. Oh, and Nazis. Lots of them. *Doom* was so original, so clever and so bloody original though, that it couldn't fail.

But what since? What, in their infinite power have the software companies given us to pacify the masses until now, *Doom*'s release?

Alien Trilogy

Acclaim
• Issue 84 • 83%

Generally thought to be a good conversion of a PlayStation game that wasn't really brilliant in the first place. Although Probe (the developers) managed to capture a fair smattering of the atmosphere of the three films, there were some criminal missed opportunities, the game was too easy and there were nowhere near enough levels.

Verses Doom?

Better graphics and smoother levels, but there's just not enough of it.

Congo

Sega America
• Issue 81 • 65%

Although Sega Europe never released *Congo* (in their infinite wisdom), we managed to get hold of a copy on import and thought that we'd give it the once over. The film was bad and the game was little better. *Doom* in the jungle would be the easiest way to describe it, but the graphics were ropier than a cowboy's lassoing class and the game turned out to be pretty linear.

Verses Doom?

No chance. Even if you loved *Doom*-style game more than life, you wouldn't want this.

Defcon 5

GT Interactive
• Issue 81 • 52%

A truly awful excuse for a game. A watered down mixture of a 3D shoot-'em-up and a strategy game falls apart when you discover that most of the levels are samey, the gameplay stinks of last week's fish. A game to make you cry if you bought it over *Exhumed*.

Verses Doom?

Doom may have its problems, but you still wouldn't dream of putting these two in the same continent, never mind the same room.

Exhumed

Sega
Issue 83
• 91% •

Still the best. The graphics, smoothness, atmosphere and game size puts *Exhumed* clearly at the top of the pile. There's so much gameplay and effort put into it that you simply couldn't fail to be impressed. The only problem is, though, that people might prefer the simplier playability of *Doom*

▼ Being the first level, the exit's easy to find. Go through this door and there's squillions of health for you if you want it.

▼ Because we're good, and experts at everything, we've got 100% on the secret stuff. Get this on every level to win a kiss from James.

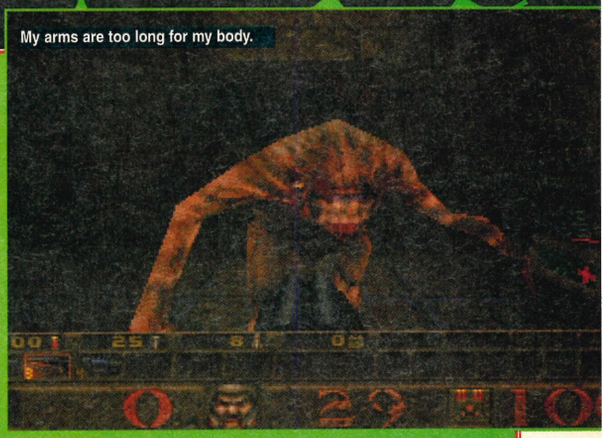
Future shocks

Gazing into my crystal ball, I can see a time when *Doom* will be a fading memory and unless, God forbid, GT Interactive decide to deem us important enough for a conversion of the current PlayStation game '*Final* (no really, that's it. You're about to spend a fortune on a few more 'official' levels to make us richer, but I promise that's the end) *Doom*', these are the next *Doom* games to delight and astound you.

Hexen

GT Interactive • Spring •

It used the same engine as Doom, it was also created by id and people even called it the official *Doom* sequel. It's being developed in good ol' Blighty by Probe and you get to fire off all manner of interesting spell-type things. I have to admit that it doesn't quite grip me in the same manner that Doom does, but we shall wait and see.



Quake

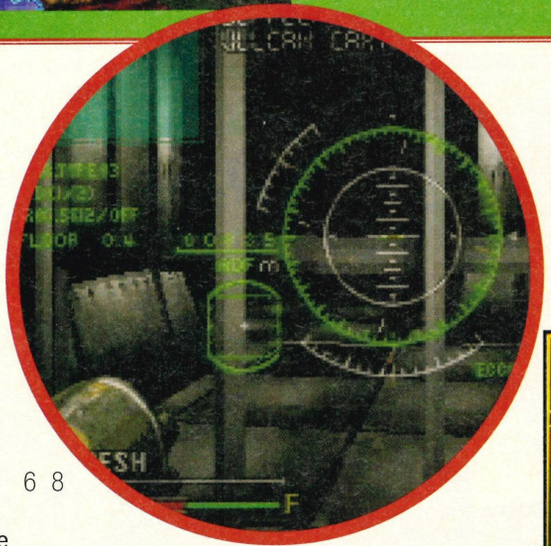
id/GT Interactive/Sega? • 1997 •

It still hasn't been confirmed for the Saturn, but the official word (read the news story on page 8) is that Sega have been in discussions with id regarding a Saturn exclusive on *Quake*. How this would work out is unclear at present. Sega wouldn't comment any further and id don't have a clue. Top game, though.

than the backwards-and-forwards puzzle elements of *Exhumed*. Not me, though. I wasn't over-keen on the Egyptian setting, though, and would love to see a more traditional Doom-style game with its engine... now *that* would be something.

Verses Doom?

The only game to better the original and by quite a margin. *Exhumed* shows what we hoped for in *Doom* and what was sadly lacking.



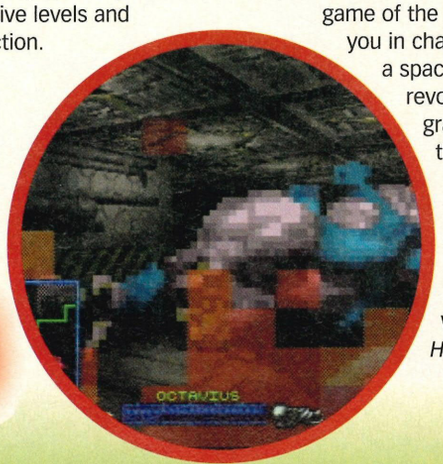
Robotica

Acclaim • Issue 68 • 63% •

We reviewed this game as a Japanese import, when it was titled *Deadalus*, not too long after the Saturn's release. Although we hoped, after seeing early videos, that it'd amaze us all with its staggering 32-Bit niceness, it turned out to be fairly nice looking, but very boring.

Verses Doom?

Not bad graphically, but let down by repetitive levels and little action.



Space Hulk

Electronic Arts Issue 83 • 81%

Again, congratulations to the developers for trying something a little different, and *Space Hulk* is certainly the sort of game that will appeal to a certain sort of person... it's just that that person isn't me.

Based around a space-aged role-playing game of the same name, *Space Hulk* has you in charge of a group of marines in a space station overrun with revolting monsters. Most of the graphics are pretty basic, but the gameplay's fairly solid.

Verses Doom?

Hmm, not quite, personally... but I can clearly see a type of person who will probably prefer *Space Hulk* to *Doom*.

Don't forget me!

Remarkably enough, the Mega Drive had a couple of *Doom* clones of varying quality.

Zero Tolerance

Accolade • Issue 58 • 91% •

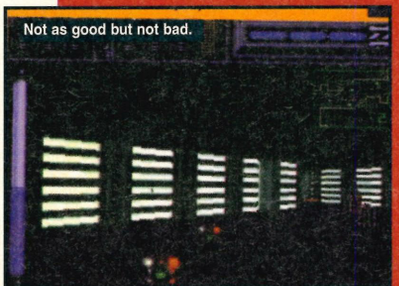
Still one of my favourite Mega Drive games ever and a ingenious use of programming. Although most of the actual game area is viewed from a small window, it's very fast, there are loads of weapons and texture-mapped walls? Very clever.

Best point: The graphics, it's huge and there's a two-player link-up option (cable included with game).

Worst point: As Accolade no longer exist over here, getting hold of the game is nearly impossible.

Bloodshot

Domark • Issue 63 • 88% •



It came out around the same time as *Zero Tolerance* and, although it isn't a terrible game, it got terribly overshadowed. The graphics were fine (although they didn't change much from level-to-level), but the gameplay was hardly rivetting.

Best point: Split-screen two-player option, plenty of interesting weapons.

Worst point: Little variation in levels and there was far too few of them, too.

A Kick Up The 80s!

The 80's, eh? A wonderful time of progressive growth under a profitable Tory government, some of the finest music in the world and the complete unification of class, style and fashion sense? Or... a revolting time that reminds us of ridiculous parrot hairstyles, blokes with make-up, greed (which, contrary to 80's belief, isn't so good), dreadful music (apart from the Stone Roses and the Happy Mondays, naturally) and Cabbage Patch Dolls?

Either way, December is retro month in the world of Sega gaming, as it seems that everyone is intent on releasing souped-up (or not) versions of 80's arcade games.

To celebrate this nostalgia-fest, we've grouped together all the oldies currently threatening to attack you with walking sticks and moan about how things were 'better in the old days'. Hey dude! PARTY OONNN!!

The new levels

Williams Arcade Hits (Reviewed!) 37
THQ have decided to bring Williams' five-game oldie compilation over to the UK. How do these five 'classic' games stand up to the battering winds of time? Isssoverthere...

Sega Ages (Reviewed!) 38
Sega are about to bundle three of their biggest wrinklies onto one CD for this Christmas but, really, do we want them?

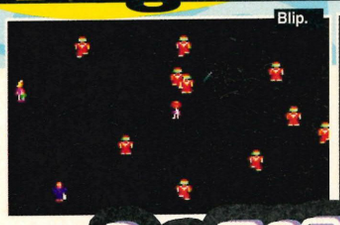
Tetris Plus (Reviewed!) 39
Another import game that's about to be released in the UK is Jaleco's *Tetris Plus*; the 'stunning' arcade original and much, much more. Excited? Ohyesweare.

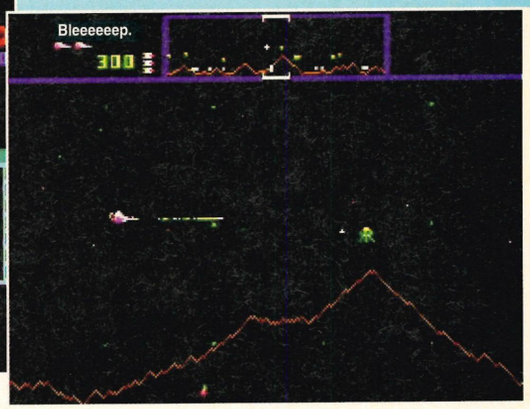
Tempest 2000 (Previewed!) 40
Previously the only acceptable reason for owning a Jaguar, *Tempest 2000* is to be released on the Saturn in February. The original *Tempest* is (arguably) one of the most addictive arcade games ever. Turn to page 40 to read up on the blast from the past.

Players	One-Two	Games	Five
Difficulty	Varying	Release Date	January
Price	£39.99	THQ	☎ (0171) 9358954

Williams' Greatest 80s! Arcade Hits

It's like One Million Years BC. Just without Raquel Welch...





We're not going to be unfair here. The fact is *Defender*, its sequel, *Joust!*, *Robotron 2084* and *Sinistar* were once good games. Great games, you could even say. On their release, they were hugely innovative and technically astounding. And, without a shadow of a doubt, they helped mould some of the most famous – and finest – games in history.

But fifteen years on, that doesn't give anyone a right to bundle a couple-or-five together, stick a nice little RRP on them and throw them, all smiles, at young people who can't remember the originals. No. That. Is. Not. Good. At all. In fact, it's far from good. Because, however many times you care to mention the word "nostalgia", there's no getting away from the fact that this collection plays like it is. As old as the bleedin' hills.

With the possible exception of *Defender* – which seems to have maintained a certain amount of integrity – the package isn't likely to appeal to anybody brought up on the delights of *Tomb Raider* and *VF2*. The conversions are spot-on but who wants to pay full whack for a library of fifteen-year-old games?

"Would you bring together five grandads from a Sunningdale retirement home and call them a 'boy band'?"

Joust!, in which you direct a freakin' buzzard round a platform arena, ridding the screen of baddies as you go, is terrible. Uncontrollable, unresponsive and, at times, unplayable, it leaves you wondering whether it was really any good in the first place.

Robotron 2084 is better but not enough to warrant much concentrated playing. Like *Joust!*, you've got to do the business on waves of nasties and rescue as many humans as you can. A dull-u-like mix of basic ABC controls, this will soon be put to rest.

Sinistar is an *Asteroids* clone and is fun for a bit. After the umpteenth screen of 360° miss-and-hitting, however, where your ship spins uncontrollably into an asteroid, you'll be edging it closer to the bin.

Last up is *Defender 2* which, like its predecessor, holds some enjoyment. Whereas the first one was a side-scrolling shooter without dressing, this offers warps (to another section of the level) and a wider variety of opponents. Both, despite sounding suicidally tedious, are actually quite good fun.

But plainly, neither are good enough to stand up against the might of the modern game. Whereas once they would have delivered lorry-loads of laughs, now they seem tragically weak and last-leggish.

All five games are good interpretations of the originals but would you bring together five old grandads from a Sunningdale retirement home and call them a "boy band"? Of course, you wouldn't. Which is why these 'arcade classics' should have been permanently laid to rest. Such a shame... • ***Tim***

verdict

Graphics 3
Really quite awful. This is one part of the game that most definitely hasn't aged well.

Originality 9
This is where it all started so you've got to give marks for originality. See?

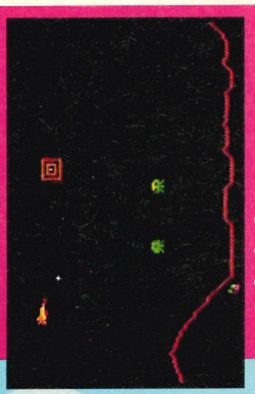
Sound 4
Bleeps and, er, bleeps. Some extended bleeping from time to time.

Lifespan 5
Defender and its follow-up offer some respite. The rest are profoundly dull.

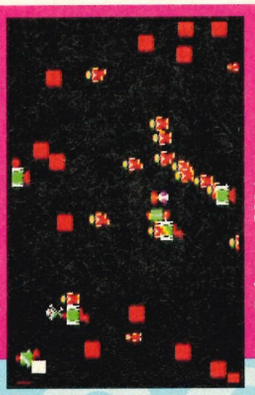
Final Verdict 64%
"Not individually strong enough to compete with what's on offer today. Only likely to be of interest to fans of the originals." *Tim*

The Famous Five

▲ **Defender**
Shoot aliens and rescue humans.



▲ **Defender 2**
Repeat the above (with warps).



▲ **Robotron 2084**
Shoot aliens and rescue humans.

▲ **Sinistar**
Shoot aliens, avoid rocks.

▲ **Joust**
Fly buzzards. Shoot aliens.

Players	One	Games	Three
Difficulty	Mostly tricky	Release Date	Early January
Price	£39.99	Sega	☎ (0181) 9964620

80s! Sega Ages

If you hung around arcades in the eighties Sega Ages is for you.

Once upon a time you could get a packet of crisps for five pence, a can of coke for 10 and Sega arcade games were original.

Look... basically what you've got here a Sega-own compilation of three of their finest arcade games from the mid-eighties. Imagine, like, in 10 years time, somebody putting out a marvellous compendium of *Virtua Fighter 3*, *Sega Touring Car Championship* and their spiffing new jetski game, *Waverunner* onto one CD or Cartridge or whatever we'll be using then.

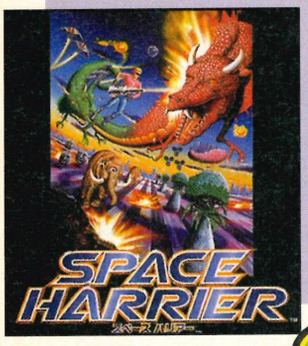
Now (keep with me on this one), if you take all those people who really love those games now (and consequently will love the idea of this future compilation) and give them *Sega Ages* then they should all be happy, right? But remember, dear readers, nostalgia ain't what it used to be.

The problem with any of these old games is that things evolve and what was once the cutting edge of technology is now just a faded and pleasant memory. There are the occasional people who insist that blah-de-blah is still the finest game ever, but they're wrong. Computer games aren't art – they exist in their own time and look ridiculous anywhere else.

"The problem is that things evolve. What was once the cutting edge of technology is now just a faded memory."

All three of these games had there moment of glory and there's still maybe a modicum of enjoyment left in playing *Outrun* and *Space Harrier,* but would I pay 30-40 quid for the privilege? I don't think so. • ***Dean***

Space Harrier



Superb in its day. Astounded anyone and everyone who saw it with its incredible 3D graphics, speech, amazing speed and unique cabinet. Again, the conversion looks very like the 32X one, but if you want an arcade perfect version of what is (arguably) the first great 3D game, then this has got to be the fella.

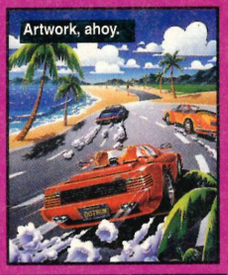
If you've never seen it before:
The space-filling unique aspect of *Space Harrier* was the hydraulic cabinet. Sure it had been tried before, but this was the first one that required a seatbelt. All horribly dated now, of course, but then... aahh, I guess you had to be there, really.

Nostalgia rating: 9/10
Current rating: 7/10

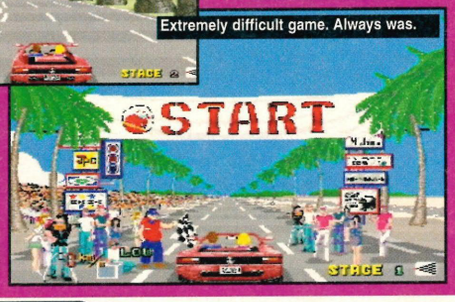
Out Run

After some argument, we thought that *Out Run* was the least arcade-perfect of the three *Sega Ages* games, but the speed, smoothness and most of the graphics seem to have made it across in the conversion. Still as painfully difficult as ever. Thankfully.

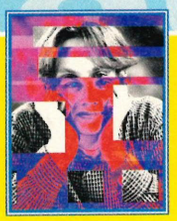
If you've never seen it before:
Before *Sega Rally*, before *Daytona*, before anything in fact, there was *Out Run*. To this day, its the only way that I've actually ever seen a Ferrari Testarossa - even if it has always been from the rear or ever-so-slightly side-on. Very fast, almost acceptably 3D and certainly more playable than most of the racing games being released t this day.



Nostalgia rating: 8/10
Current rating: 7/10



second opinion



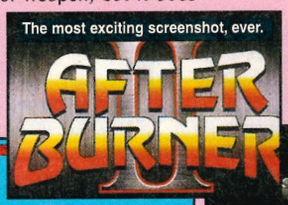
The advantage with having a PC or Mac, of course is that you can get all this retro stuff for free – the internet is knee-deep with amateur versions of *Pac Man* and the like.

Unfortunately for us console types, if we're feeling a bit retrotastic, we have to stump up hard cash to re-live our childhood memories. And no matter how good you remember old games being, the sad fact is that new games are a lot better. If rich, buy. Maybe. If not, don't • ***James***

Afterburner

Yes, there's all manner of fun to be had flying around multiple levels of different coloured terrain and bombing the sweet Mary Hell out of anything that staggers into sights. There are a couple of choices of weapon, but it does (sadly) all get rather tedious after a short period of time.

Like the 32X version before it, Sega have made it arcade perfect and all the levels are in there. Despite it being a well-known title, I found it very hard to find anyone prepared to admit that they actually liked the game.



If you've never seen it before:
Afterburner had a 'behind the plane' view and allowed you to take control of a incredibly fast plane shooting and 'missiling' lots of everything. Became popular mainly because it was one of the first games to put a 'proper' plane joystick to good use.

Nostalgia rating: 3/10
Current rating: 4/10

verdict

Graphics — 5
Well, what do you expect? They were the state-of-the-art then, trust me.

Originality — 0
They're all straight conversions of old arcade games. Not an original bone in their bodies.

Sound — 6
OK. You wouldn't tape it and play it back but it doesn't make your fillings throb.

Lifespan — 6
There's a lot of game here for your money, but would they hold your interest?

Final Verdict — 78%
"Three good conversions of three excellent old games. At the end of the day, what would you rather buy... this or Tomb Raider?" *Dean*

Players	One-Two	Levels	100!
Difficulty	Varying	Release Date	December
Price	£39.99	Jaleco	☎ (0181) 8384600

80s! Tetris Plus

Defender making a comeback. Ha. What next, Tetris on the Saturn? Um...

During our quieter periods – though, Lord knows, there's not many of them these days (tsk) – *Tetris* is a particular favourite. Ever since the year dot we've had the ingenious little blighter installed on our computers, ready for that lull in journalism when – unlikely as it may sound – we actually have nothing to do.

And it's surprisingly therapeutic. The sort of game that exercises the brain whilst offering forth some of the qualities of sleep. You don't have to think, you don't have to move, you don't even have to make conversation, you can just sit back and play. And then when you're finished you can just switch it off. There's no hunting around for save points, here.

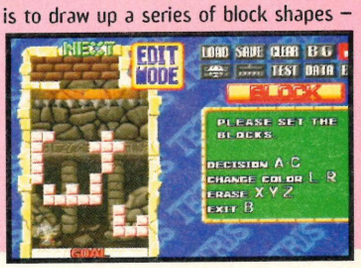
Which makes proceedings all the stranger because, this, the Saturn's very first incarnation of *Tetris*, doesn't quite work. It's an excellent conversion of the original, certainly, with some kooky little extra touches, but if you handed over crisp, fresh, faintly beautiful ten pound notes, you'd probably find yourself a tad disappointed. And that, collective friends, is down to two very good reasons.

Uncaptionable.

Ditto.

Creation Station

From this screen you can edit and construct your own levels. The basic idea is to draw up a series of block shapes – here I've gone for a more testing selection – choose a background and then play your own levels. You can also select at which speed you wish to play. The computer will then jumble up your choices of blocks and hurl them at you randomly.



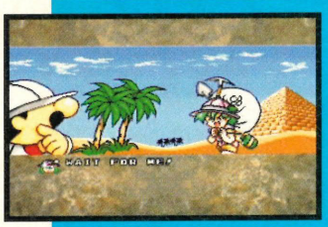
Firstly, *Tetris* is a half-an-hour game. That's to say, you pick it up, you play it and then you put it down again. You never – unless you're some kind of freak of nature with no friends and pulsating boils – play *Tetris* for the entire evening like you would, say, *Tomb Raider*. It becomes boring. There's a cut-off point in *Tetris* where you begin to tire of it and, if you're parting with forty notes, that's not good news. And, anyway, who wants a game that you're only going to play from time to time? Surely the best value games entice you in for sustained periods not dribs and drabs?

Secondly, the game doesn't quite work in conjunction with the Saturn's joypad. Tapping right or left often takes the block all the way across the screen proving vastly annoying in times of great tension. After a while you become accustomed to the game's over-responsive controls and learn to "stab" at the D-Pad but, initially, it will infuriate.

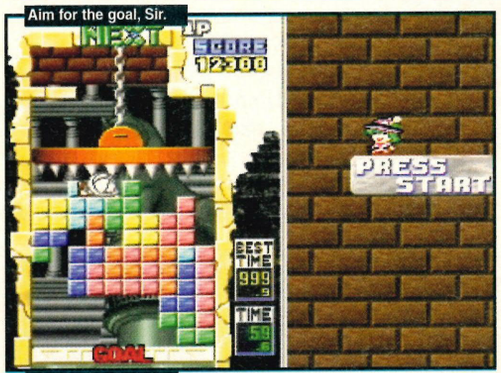
Nevertheless, if you're willing to by-pass both of the above, there's much for the *Tetris* fan to get excited about, not least the Level Editor (see Creation Station). There's also the standard – but, nonetheless, fun – two-player mode and a puzzle game which requires a little more thought in an effort to outwit the computer.

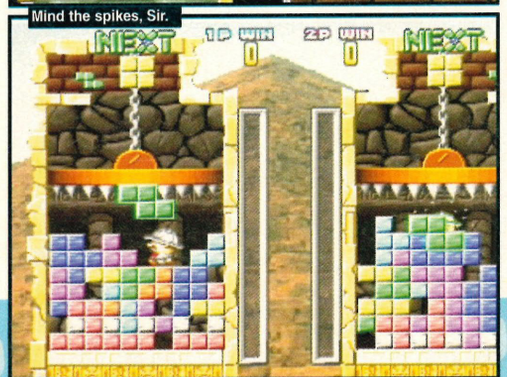
Plainly, though, this isn't going to appeal to everybody. *Tetris*, however smile-inducing it at first seems, just doesn't hold enough longevity. For the same price (or who knows, a little less), you can pick up the better *3D Lemmings* or *Baku Baku Animal*. And, if we're all being totally honest, except for the Level Editor, what has this version of *Tetris* to offer that previous entries haven't? • ***Tim***

Jackanory



In an effort to make proceedings sound just a smidgen more exciting, Jaleco have concocted a, well, "less-than-good" story about an exploring Professor and his dumbass assistant. In a bewildering attempt to marry Indiana Jones with TinTin, the Professor and "mate" must work their way around the world, exploring and using their noggins to get around the problem of the very many Tetris blocks in their way all the time. Yeah, like that's an everyday problem. Pfff...





verdict

Graphics 6
Not particularly inspiring. Indeed, this is more akin to the Mega Drive than the Saturn.

Originality 7
It's all been done before, hasn't it? Four marks for the Level Editor, though.

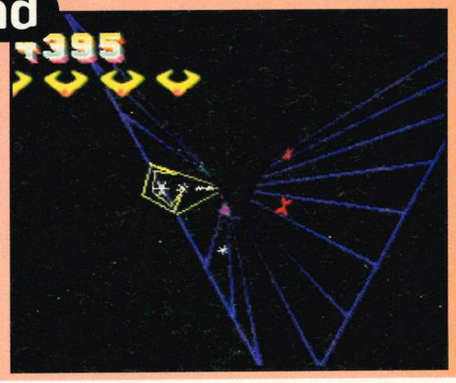
Sound 6
A jolly old tune that you'll soon be switching off plus some funny sound effects.

Lifespan 6
Tetris is certainly fun but lasting enjoyment was never what the game was about.

Final Verdict 70%
"For the *Tetris* fan there may be something of interest. For everyone else there are far better alternatives out there." ***Tim***

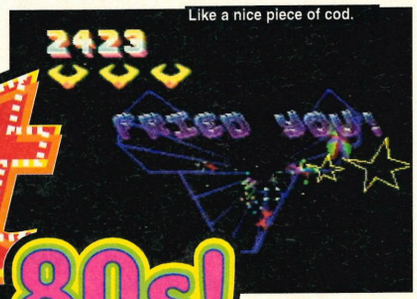
Three of a kind

Rather than just throw out a half-hearted conversion of the original game, the developers have kindly added a couple of fancy extras. There's a complete bundle of three wonderful, and very different, versions of the game included on one CD.



Take retro mania, a mad Welsh hippy, a crap console and you could have a recipe for disaster. The actual finished cake thing is far more edible...

Tempest 80s! 2000



Like a nice piece of cod.

Rave from the grave

The original game (which was going to be called *Vortex*), God bless it, would probably stiff faster than a corpse on an iceberg, but (thanks to the wonderful talents of Jeff Minter) the updated version manages to combine the thrilling gameplay of the original with stunning visuals and an impressive techno soundtrack. But what about the original? That was fine enough in it's day – not *Space Invaders* or *Defender* standards, mind you, but it could certainly hold it's head up and call itself well-known.

Dave Theurer, who designed the game and wrote the software, said his original intention was to make a first-person perspective of the *Space Invaders* game. As the design of the game progressed though, it became apparent that the final game was going to be very different.

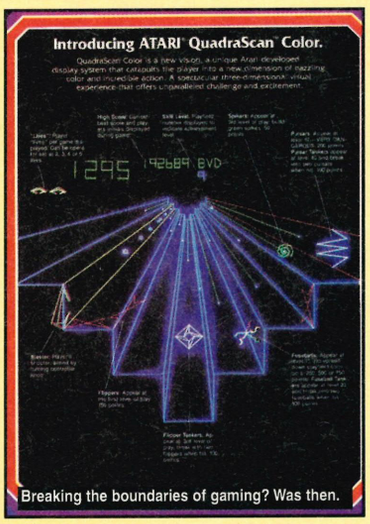
Tracking down the man HIMSELF in his Panamanian hideaway, we asked him what sort of game he wanted to create, and he said: "I wanted to design something for the guy who's totally frazzled by his job and needs a way to temporarily escape. There's a certain class of games . . . where you just get into a trance when you're playing them. As long as you're in this trance you'll do fine." Bloody hippies, they're getting everywhere.

"I bought it for my Spectrum and God, was I excited. Bugged as a tramp's bed it was but I didn't care."

It's a classic. A timeless piece of cobwebbed history from a time when 'games were games'. "Get yer *Space Invaders* off the telly, I want to watch Coronation Street before yer mam gets back," was a common phrase spouted from chip-fat-spattered, greasy fathers as you'd be sat in a bit-mapped daze, playing *Pitfall* or *River Raid* or *Jet-Pac* or some other nostalgia-ridden freak of nature. Anyway, this one's *TEMPEST*!

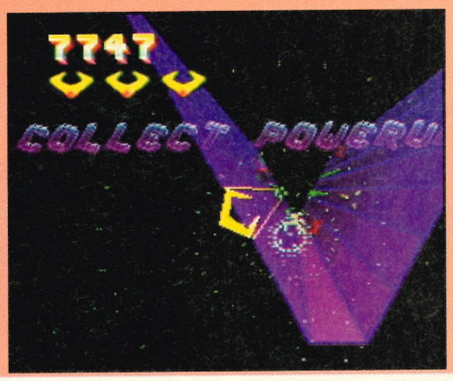
I bought it for my Spectrum and God, was I excited. Bugged as a tramp's bed it was but I didn't care. There were ninety-odd levels and the gameplay simplicity itself. You move one way or t'other, you fire down a 3D vector-graphiced tube at

Once-upon-a-time, all artwork looked like this. Be thankful it's the nineties.

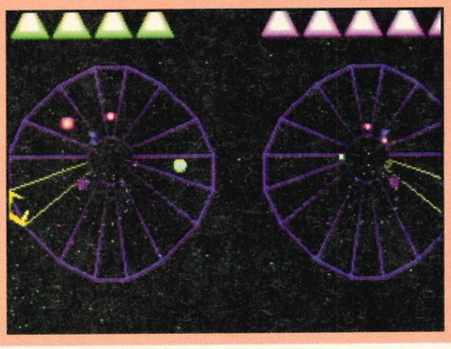


Breaking the boundaries of gaming? Was then.

Game characters that look like a set of dividers have never been popular before. Blame drugs, it's easier.

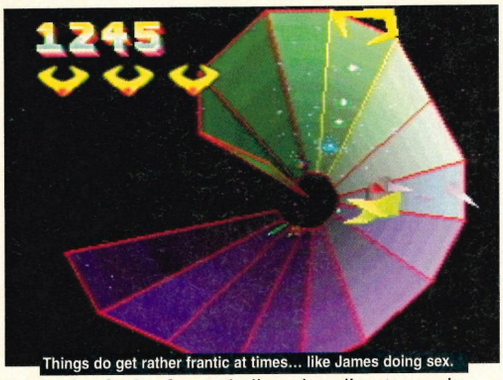


▲ Ah, now this makes sense. The original game in all its wire-framed ugliness appears... just incase you get bored of playing the new version. Like, yeah... Rriigghhtt.

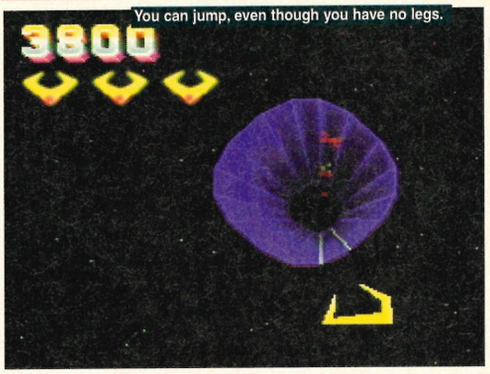


▲ Now yer cooking with gas. This is the visually-appealing *Tempest 2000*, as it plays with your eyes and generally makes you feel slightly poorly as you hurtle around the rim of the latest impossible-looking level, shooting ridiculously improbable objects that are, quite literally, legging it towards you.

▲ A multi-player option is always as welcome as free money and it would seem that the two-player option tucked away in *Tempest 2000* is rather good. It's split-screen (as you can see here) and can either be co-operative or competitive.



Things do get rather frantic at times... like James doing sex.



You can jump, even though you have no legs.

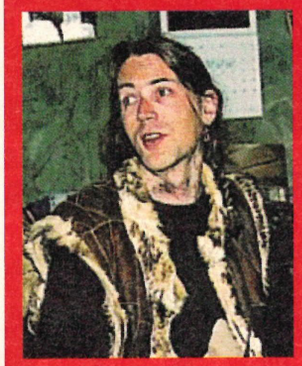
a bunch of wire-framed aliens heading towards you and do your best to stop them from reaching the top.

It was released in the arcades in the dim and grim time of 1981 and became a 'hit' for being one of the first vector graphics games to use colour. The updated conversion was released a couple of years ago on the ill-fated Atari Jaguar and was agreed by one and all to be a remarkable update.

Basically, Jeff Minter took the original gameplay, kept it secure, threw in some better graphics, 'thumping' techno soundtrack and plenty of visual and sound effects. With loads more levels, the original game and a devilish two-player mode, it was lobbed onto the careless Jaguar market and, considering the shambling state of affairs that that machine was in at the time, it actually managed to sell pretty well.

In a couple of months, you'll be able to find out for yourself what all the FUSS was about. Can ancient gameplay survive the ravages of time and the advent of multi polygons-per-second? A review will be coming to a copy of *Sega Power* near you, soon. • ***Dean***

I Wanna be a hippy



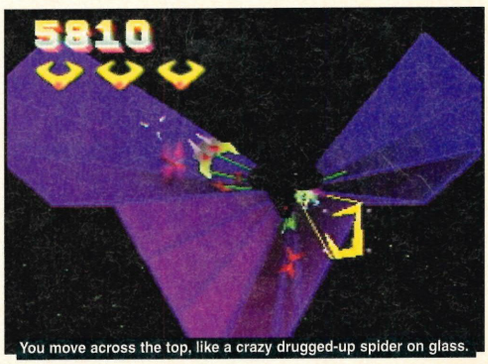
Wales and made a pretty penny for himself by creating bizarre twists on games like *Robotron*, using animals such as Llamas and Camels. When Atari launched the Jaguar they wisely signed him up to do a few nineties-style conversions of their ancient arcade games (*Tempest* and *Defender*).

While a hat-doffing movement must surely be made in his direction, he's quite obviously as barking mad as a grapefruit and not to be trusted.

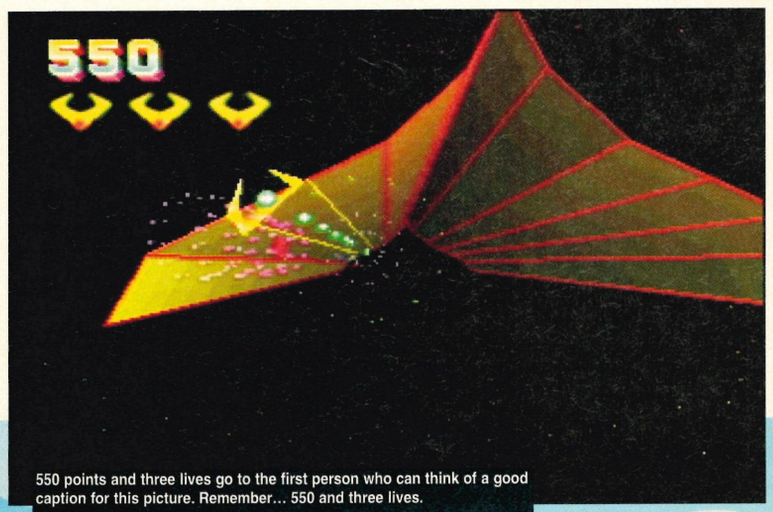
Usually you should be wary of men with stupidly long hair, a passion for Llamas, furry-skin waistcoats and Atari Jaguars. With Jeff Minter, though we can let him off all that.

He used to live in

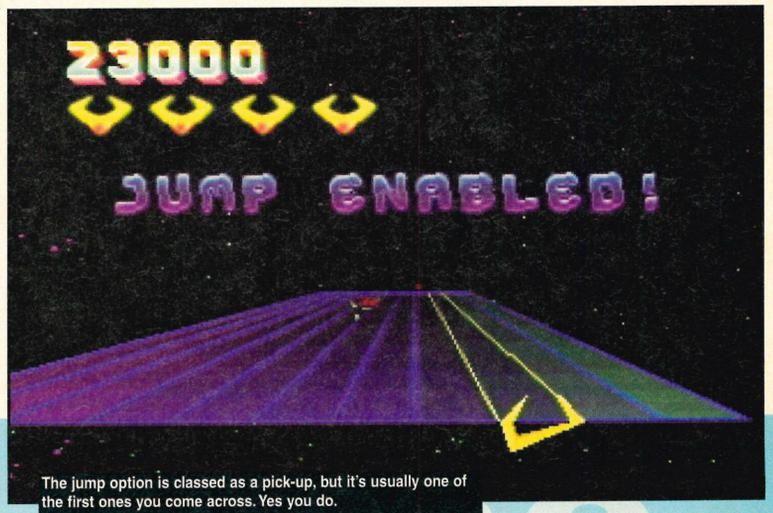
Extra pick-ups abound like ripening fruit in an old orchard.



You move across the top, like a crazy drugged-up spider on glass.

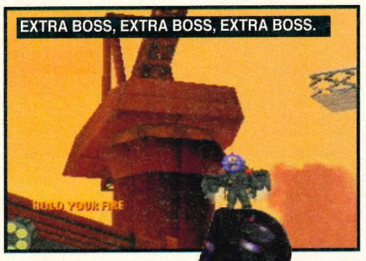


550 points and three lives go to the first person who can think of a good caption for this picture. Remember... 550 and three lives.



The jump option is classed as a pick-up, but it's usually one of the first ones you come across. Yes you do.

A bit of arbitration with some striking French truckers there.

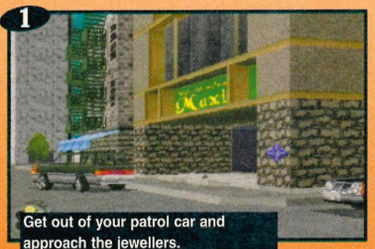


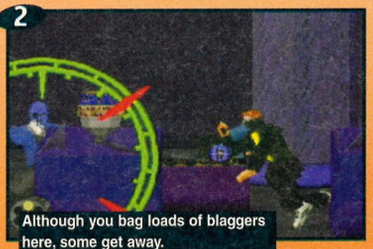
Back on the beat, it's the Old Bill.
WITH BIG GUNS!

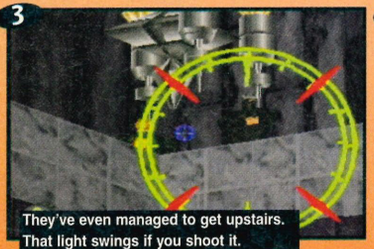
Virtua Co

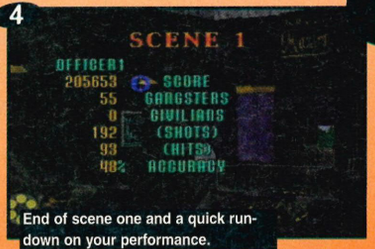
Level 1 – Big Chase

You're called to the scene of a robbery-in-progress. Shoot as many gangsters as possible at the scene and then hare off after the rest in your patrol car. Take out a few more at an apartment block before choosing your route off on another car chase. End up at a factory yard for the boss final confrontational.

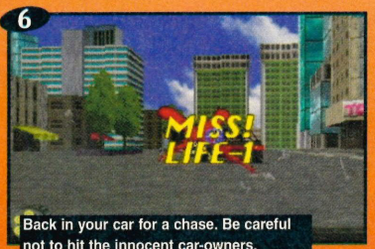
1

Get out of your patrol car and approach the jewellers.

2

Although you bag loads of blaggers here, some get away.

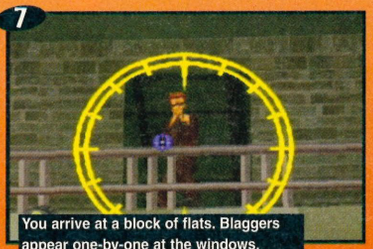
3

They've even managed to get upstairs. That light swings if you shoot it.

4


End of scene one and a quick run-down on your performance.

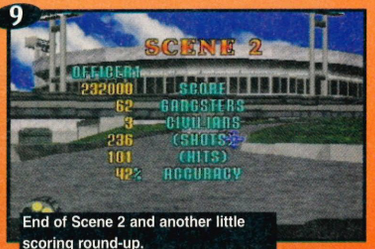
6


Back in your car for a chase. Be careful not to hit the innocent car-owners.

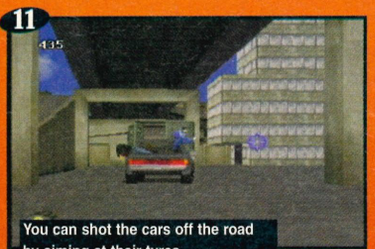
7

You arrive at a block of flats. Blaggers appear one-by-one at the windows.

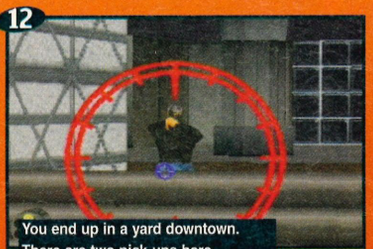
8

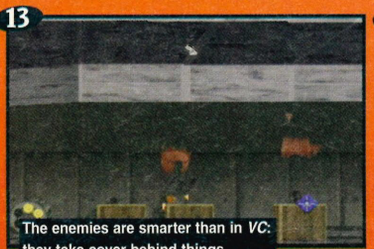
George Michael look-a-likes also appear from time-to-time.

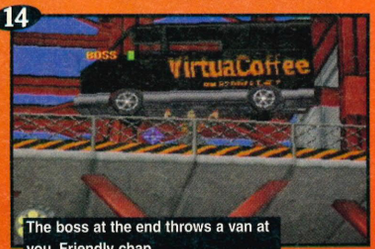
9


End of Scene 2 and another little scoring round-up.

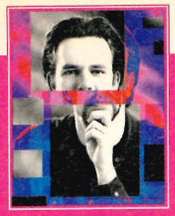
11

You can shot the cars off the road by aiming at their tyres.

12

You end up in a yard downtown. There are two pick-ups here.

13

The enemies are smarter than in *VC*: they take cover behind things.

14


The boss at the end throws a van at you. Friendly chap.



second opinion

I hate it. It's the most appaling shite I've ever had the displeasure to look at. If it wandered up to me in the pub I would kick it in the head for the lame and rabid dog that it surely is. If you get this for Christmas from one of your family then cry so much that you drown. Sorry? Joking? Me? Oh yes, of course. It's utterly brilliant. Ha-hah! • *Dean*

Players	One-Two	**Levels**	Three
Difficulty	Three Levels	**Release Date**	December
Price	£44.99	**Sega**	☎ (0181) 9964620

Another Christmas, another *Virtua Cop* game. And what better way to celebrate the international festival of peace, love and goodwill to all men than to play at mercilessly shooting down criminals like dogs in the street? Personally, I can think of nothing else.

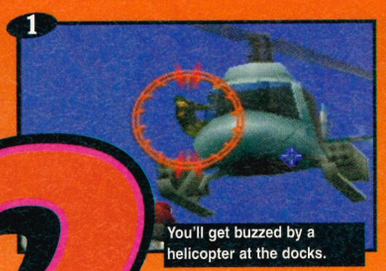
The first *Virtua Cop* took one-dimensional gameplay to olympian heights. Over three different levels, each of three scenes with a boss at the end, the general idea was to blast the life out of a succession of rendered gangsters as they jumped out at you in a pre-recorded, same every time fashion. Extra points could be scored for 'Justice Shots' (shooting the guns out of your assailants' hands) but apart from that the only replay value to the game was repeatedly trying to finish it using fewer lives and with better accuracy. As limited as it sounds and as long as you played with Sega's blue 'Virtua Gun', *Virtua Cop* was one of the most satisfying Saturn games, ever.

"Completing the game unleashes a whole butcher's apron of offally extra bits and pieces."

But do we really need the same thing all over again? *Virtua Cop 2* (as you've probably already seen in the arcade) is exactly the same style of game. There are three more scenes, each with three more stages and a boss at the end. A pre-recorded sequence of baddies jump out at you and the replay value comes from scoring justice shots and improving your accuracy score. So what's new? And why should you spend another £45 on it?

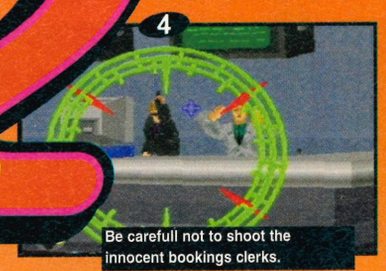
Level 2 – Save the Mayor

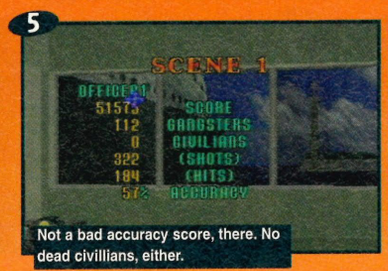
Arriving at the dockside, clear up the gangsters there before entering the port terminal building. Work your way around the building taking out anything that moves and board the liner. Choose your path to the he multiple boss peril (going via the kitchen on 'one deck' is the most fun).


1 You'll get buzzed by a helicopter at the docks.

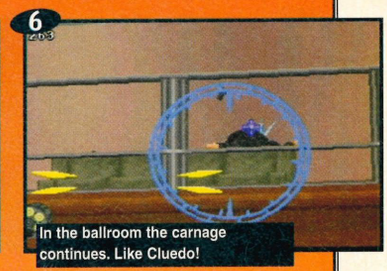
2 The helicopter lands and the baddies spill out.

3 Inside the terminal building the carnage continues.

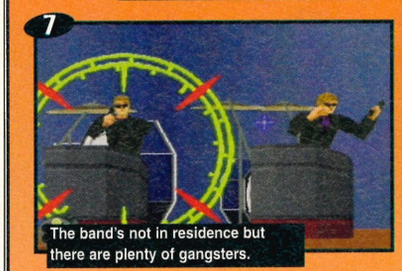

4 Be carefull not to shoot the innocent bookings clerks.

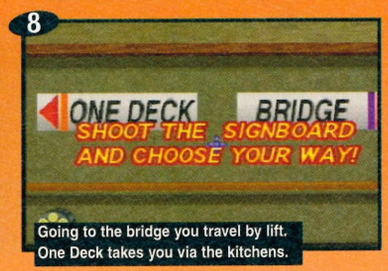


5 Not a bad accuracy score, there. No dead civillians, either.


6 In the ballroom the carnage continues. Like Cluedo!

5 The cars must be very large inside as no-end of baddies pop out.


7 The band's not in residence but there are plenty of gangsters.

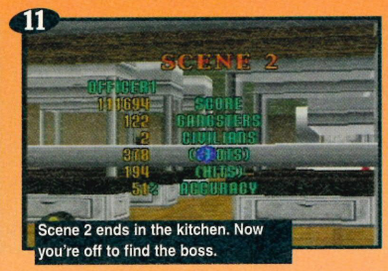


8 Going to the bridge you travel by lift. One Deck takes you via the kitchens.

9 Taking the 'one deck' route you also get to visit the bar.

10 Both ways lead to car chases but the left one has motorbikes as well.

10 Shooting the bottles sends them flying across the room.



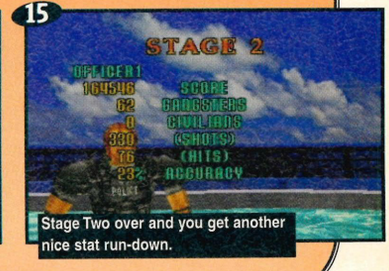
11 Scene 2 ends in the kitchen. Now you're off to find the boss.

12 The sun deck looks peaceful-enough. That doesn't last, though.

15 End of Stage One and time for another stat run-down.

13 The 'boss' is actually five separate rocket backpacked blokes.

14 They all fire missiles at you and killing all five is tricky.



15 Stage Two over and you get another nice stat run-down.

Things explode.

Although there aren't any real changes in the game's structure, *Virtua Cop 2* does manage to move the whole 'shooting things' game on a couple of notches. This improvement comes partly from the slightly-enhanced graphics (more detailed texture mapping) and partly from the scenarios that your law-enforcement activities take place. Instead of wandering around on foot, a lot of the shooting now takes place on the move either in car chases or on tube trains. On top of this each of the three scenarios has an alternative route contained within giving you a choice of routes to the final boss. The arcade original contained branches only in the first two levels but for the Saturn version AM2 have created a a whole Saturn-exclusive section called 'Saturn Way'. Whilst all three branches rejoin each other fairly quickly, they do provide some much-needed variety.

AM2 have also wisely included far more points of interaction in the game. If you've got time in between gunning-down your enemies, you can also shoot down signs, speakers, barrels, champagne bottles and even soft fruit. You don't get any points or gameplay advantage from wreaking collateral damage through the levels but it is enormously satisfying – even if the Police Complaints Authority would probably have something to say about it.

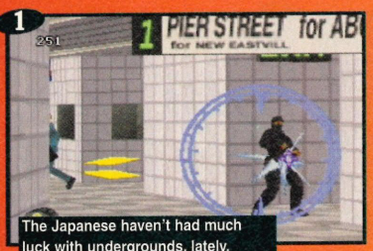
As with the first version, completing the game unleashes a whole butcher's apron of offally extra bits and pieces. The most important of these is the ranking mode (same as *Virtua Cop*), the mirror mode (all three levels in mirror image – surprisingly difficult) and an option to fiddle around with the way the game is scored. Also hidden in there somewhere is the 'big head' option where all the gangsters appear with enlarged heads and guns. Sega would like us to stress heavily at this point that this heads option is NOT *Virtua Cop Kids*. That would be tasteless, after all.

Like the original, *Virtua Cop 2* is hugely playable game. It shouldn't be but it is. There is something extremely satisfying about blasting away at your enemies and watching them react according to where you hit them. You can still hit gangsters repeatedly, picking them up and throwing them backwards. It's all a bit morally dubious of course but hey it's only a game and a very de-stressing one at that. If you enjoyed the original, I'm sure you'll find this as much if not more fun. People yet to experience the Virtua Cop gun rush are in for a surprise.

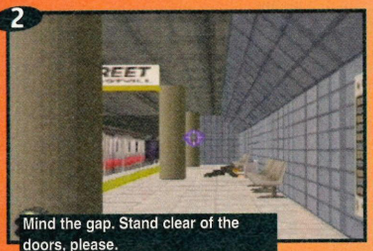
All that's left now is to give you a quick taste of the different stages and their three branched routes. *Virtua Cop 2* is another fine arcade game from Sega and one that should be on your Christmas list. £45 for the whole lot once again? When the game's this good, that's no problem at all. • ***James***

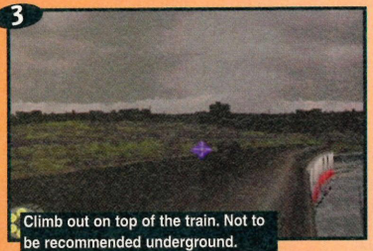
Level 3 – Railline Shoot-Out

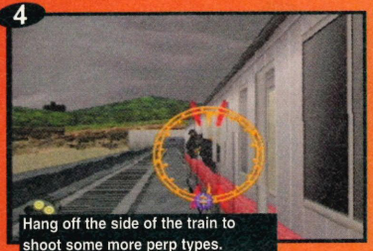
Descending into the underground system, blast your way onto the first train and avoiding the dozing commuters, take out the gangsters on board. Hang on tight as you climb onto the roof of the train before ducking back inside, getting off and choosing your route. Fight your way through a maze of tunnels or another car chase and end up in a huge hanger to meet the final, tanked-up boss.

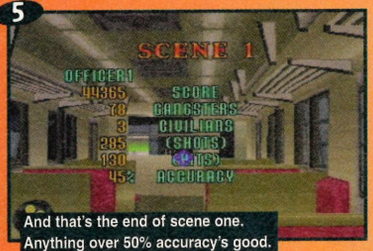
1


The Japanese haven't had much luck with undergrounds, lately.

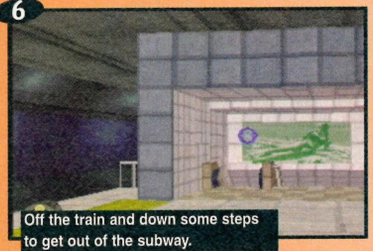
2

Mind the gap. Stand clear of the doors, please.

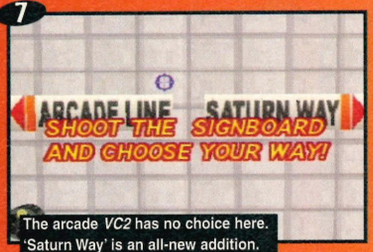
3

Climb out on top of the train. Not to be recommended underground.

4

Hang off the side of the train to shoot some more perp types.

5


And that's the end of scene one. Anything over 50% accuracy's good.

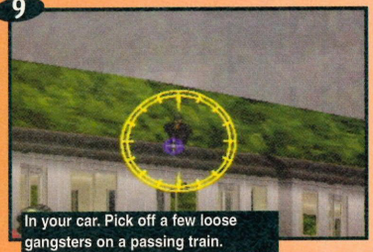
6

Off the train and down some steps to get out of the subway.

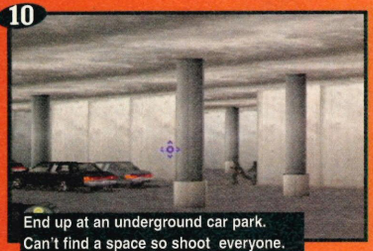
7


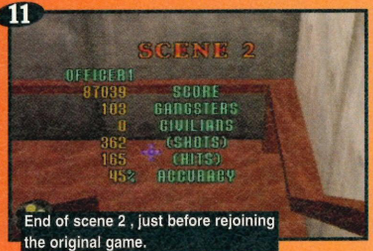
The arcade *VC2* has no choice here. 'Saturn Way' is an all-new addition.

8

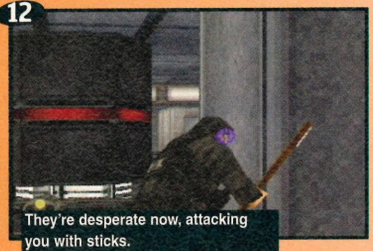
No ticket? That's not a problem for gunned-up Virtua types.

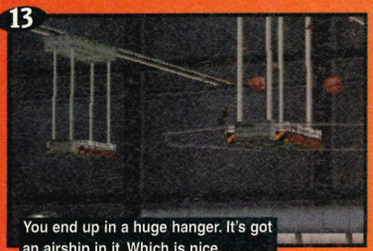
9

In your car. Pick off a few loose gangsters on a passing train.

10

End up at an underground car park. Can't find a space so shoot everyone.

11


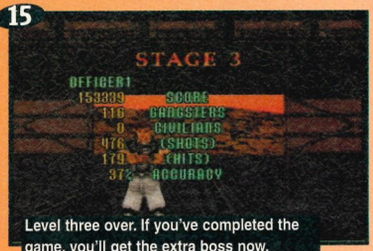
End of scene 2 , just before rejoining the original game.

12

They're desperate now, attacking you with sticks.

13

You end up in a huge hanger. It's got an airship in it. Which is nice.

14

The final boss has pinched a tank from someone. He's a bit hard.

15


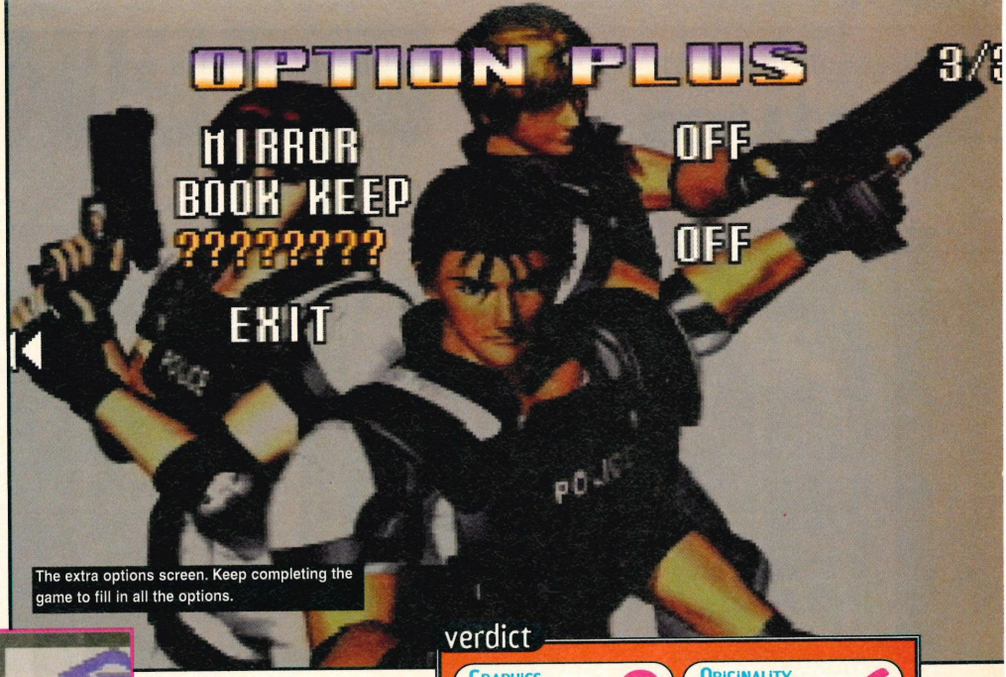
Level three over. If you've completed the game, you'll get the extra boss now.

More guns free, man

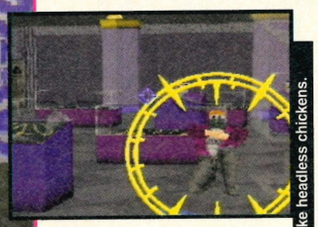
A trusty six-shooter is all well and good but for those of you craving something a little more meaty, you can also pick up a 15 shot automatic, a six shot magnum and a rather hard machine gun. You can hang onto these weapons until you lose a life – not very long when you first play the game.

Shoot the guns to pick them up.

The machine gun is serious fun.



The extra options screen. Keep completing the game to fill in all the options.



The civilians still run around like headless chickens.

verdict

GRAPHICS 9
Better than the first. Lots more points of interaction and generally rather fab.

ORIGINALITY 6
No marks for the basic concept but the car and train chases are excellent additions.

SOUND 8
Top blasting noise. Background music, alas, as incidental as ever.

LIFESPAN 9
You wouldn't think it but there's plenty of replay value here. It's just so satisfying.

FINAL VERDICT 92%
"AM2 pull it off once again. A simple concept once again taken to majestic gameplay heights. Highly recommended." *James*

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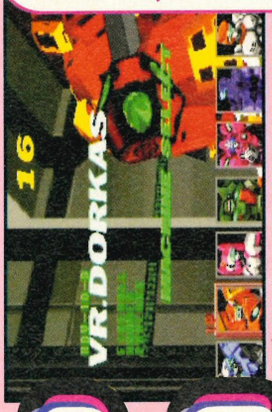
Mecha madness

There are eight selectable mechas, each of which has its own pros and cons. Although some are easier for beginners, experienced players will be able to exploit each and every mecha's strengths to good effect.

Temjin
Weapons: Beam Rifle, Bomb, Beam Sword. Straight out of the classic Manga mould, a good all-rounder.



Dorkas
Weapons: Fireball, Hammer, Phalanx. One of the heavyweights of the game, slow, powerful and well-armoured.

Fei-Yen
Weapons: Hand Beam, Bowgun Beam, Love Beam (*Eh?* – James)
The cheesiest mecha, quick on her feet and owner of a ridiculous Love Beam.

Belgdor
Weapons: Grenade, Napalm, Homing Missile. Another bruiser, Belgdor's napalm goes through buildings.

Virtual

Made fer it

One of the coin-op's most distinctive features was its dual analogue control sticks. Jumping was activated by pulling the sticks apart, while each stick had triggers for dashing and attacks. Naturally some of the game's individuality has disappeared as the controls were transferred to joy-pad. However, the game is compatible with a two-stick version of Sega's Mission Stick. When, or even if the stick will be released in Britain is as yet unknown.

Futuristic fight-'em-up with robots, guns and missiles? That'll be the biggest Sega game in Japan this year, then.

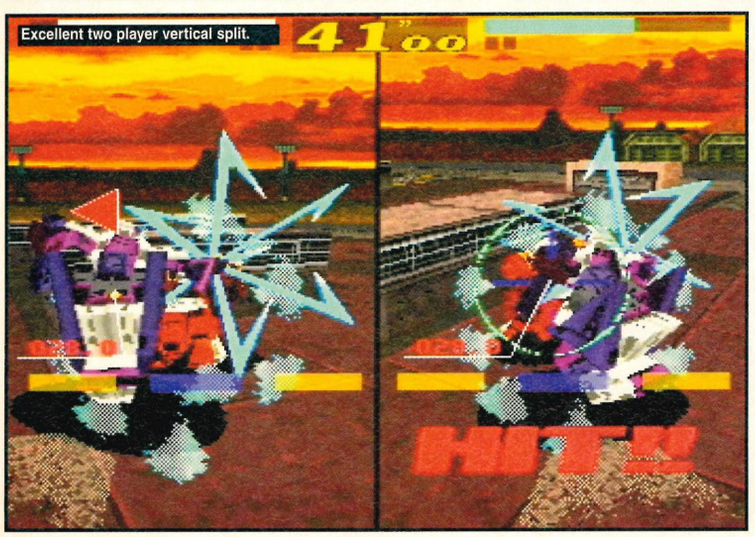
Fighting in parks is common.

The view changes to accommodate the action.

As you'll have noticed, Sega's AM3 division aren't in the habit of producing crap games. With *Virtual On* they've dodged the dumper once again, although as good as it is, this Mecha combat extravaganza will be remembered as much for its maniacal Jap-centric oddness as its top robo gameplay.

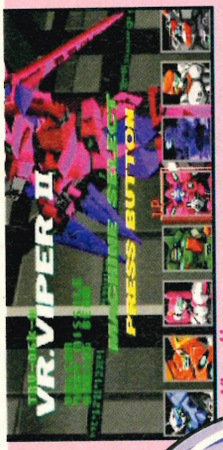
Originally touted by fans as a sort of futuristic sim, thanks mainly to its innovative(ish) dual stick controls (see Made fer it), its arcade roots shine through in what is much more of a traditional fighting experience than its frenzied polygonal arenas and gun sights first suggest.

Strapped into the hot seat of one eight giant Mechas, *Virtual On* plunges you through a series of different 3D arenas, doing your best to out-think, out-shoot and generally out-destroy your opponent. Once it kicks off, the initial reaction is a mixture of awe and bewilderment. Before you know quite what's what, the screen is dominated



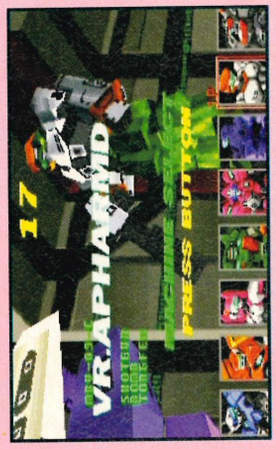
Excellent two player vertical split.

Things can get confusing with only half the screen available.



Viper II
Weapons: Vulcan, 7-Way Missile, Homing Beam.
Shield-free, high-speed mecha with some superb long distance attacks.

Bal-Bas-Bow
Weapons: Ring Laser, Floating Mine, Hand **Bit**
Bal-Bas-Bow is a creepy hoover type with frighteningly detachable arm-guns.



Apharmd
Weapons: Shotgun, Bomb, Torgfen
The final bruiser, Apharmd's massive Torgfen is one of the game's most powerful weapons.

Raiden
Weapons: Bazooka, Ground Bomb, Laser
Another good all-round choice, though Raiden's weapons are relatively slow.

On

by a whole range of impressive polygonal explosions and effects. So much so in fact that there seems to be very little room for anything else.

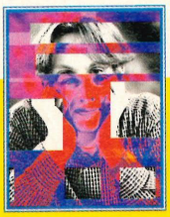
Things do become clearer when, after a few aimlessly frenetic skirmishes, tactics rear their ugly head. Once you're familiar with the controls you'll be much more inclined to pick your shots, use the full extent of the arena and, hopefully, weaken your opponent before dashing close to deliver a properly-violent coup-de-grace. Your attacks, which are one-button affairs but require different amounts of time to recharge, also toggle themselves to melee moves when you're in close. You'll need both good awareness of your all-too-easily-overlooked HUD (Head Up Display) and lightning-quick reactions to land some of these close attacks, but when you do you can expect to achieve some pretty satisfying damage. Unless of course, your opponent delivers a sucker punch. In fact, you might do just as well to keep your distance, especially if you've got one of the faster, more lightweight mechas that can dodge guided attacks and nip around the arena.

The modified controls aren't perfect, and turning your mecha can be particuliarly frustrating at first. The shoulder buttons start you turning slowly and then suddenly whip you around, usually at such a speed that you turn too far. As a result a lot of time can be spent dashing hopefully around the levels, just waiting for a missile in the back.

Graphically the game's the right side of impressive and although things can get very confusing when there's a real barney going off, the frame rate stays up, and, in combination with the properly-rabid sound effects, offers a real head-twister of an arcade experience. The single player mode is difficult enough to last (you'll be glad of the hints the game gives you) and the split-screen Vs mode should keep things fresh too. It holds up the frame rate extremely well and is as enjoyably balanced as you could hope.

"This combat extravaganza will be remembered as much for its maniacal Jap-centric oddness as its top robo gameplay."

Although *Virtual On* is about as tailored to the Japanese market as any game can be, its potent combination of graphics, action and old-fashioned bovver should see it gain more than a handful of fanatical fans here. • ***Will***

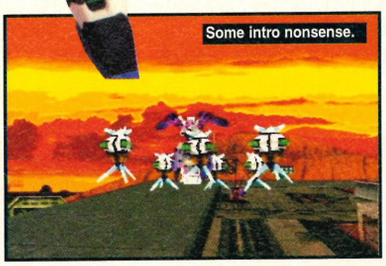


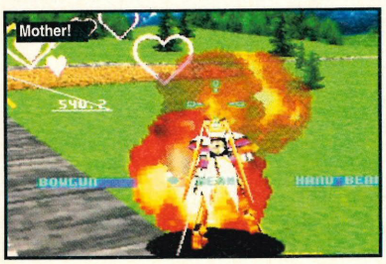
SP

second opinion

Bit of an oddity this. You might even have to consult the manual before playing, which is never a good sign.

However, once you've 'got into it', *Virtual On* is rip-roaring, flem-spitting fun. Chasing your opponent round at top speed before delivering the killer blow a split second after your special weapon has finished charging is superb. The split-screen, two-player game will really appeal to the beat-'em-up brigade and the whole game just has that AM3 sheen of quality. It's all highly recommended really. • ***James***

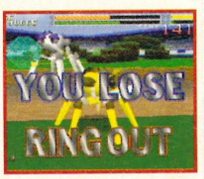




Comparison

Robopit
Issue 86 80%
▲ Imaginative, certainly
▼ Not quite all there though.
THQ's odd little robot fighter had you building your own droid and fighting your way up a league stealing defeated opponents weaponry as you went.

Lots of nice touches but ultimately a bit slow. *Virtual On* is streets ahead of this in practically every department.



verdict

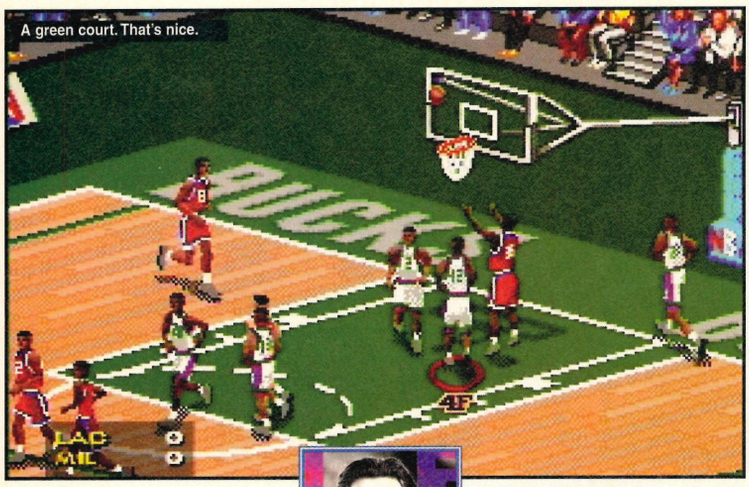
Graphics 8
Although it can't quite emulate its coin-op counterpart it's still impressive.

Originality 8
A far from run-of-the-mill game, although there's an obvious nod to *Cyber Sled*.

Sound 9
Proper in-yer-face shouting, banging and whooping. Intense stuff.

Lifespan 8
Tough beyond the third level and mechtastic in the two player Vs mode.

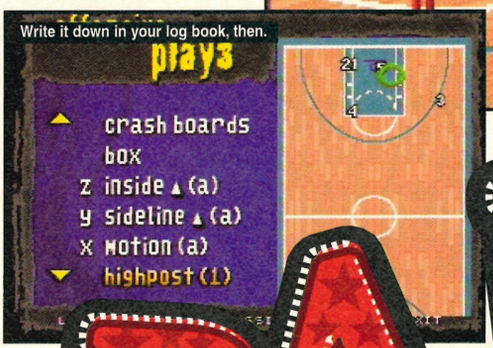
Final Verdict 89%
"Initially confusing as it is, *Virtual On* soon emerges as a surprisingly familiar fight, while still being a blast of violently fresh air." *Will*



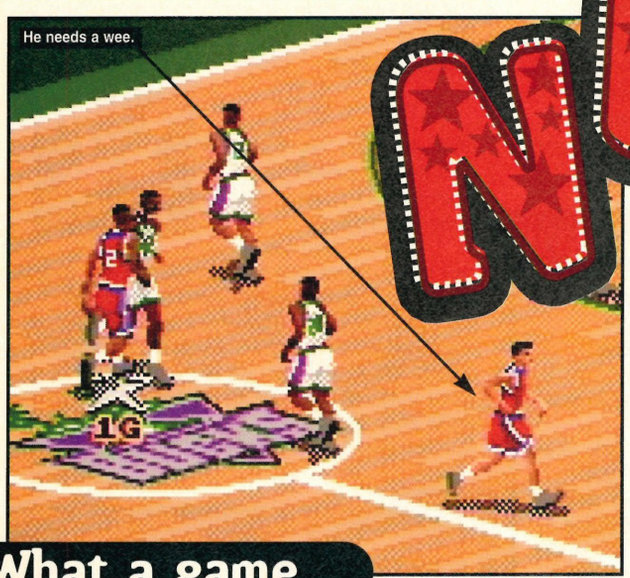
second opinion

What is the point? Electronic Arts will argue that *NBA Live '97* is aimed at an American audience, so why release it over here?

If you've ever played or owned a copy of *NBA Jam* then that's enough basketball for anyone to cope with, and if you were silly enough to buy *NBA Live '96*, then you'll find very little here of any worthy investment. If EA aren't careful, they're going to lose the good name they had for sports simulations. • *Dean*



NBA Live



Surprise! EA mark the new year with a new version of their tired old warhorse.

By far the most tedious of the EA Sports stable, the interminable *NBA Live* reaches its 97th version still deluding itself that accurately simulating basketball is in some way entertaining.

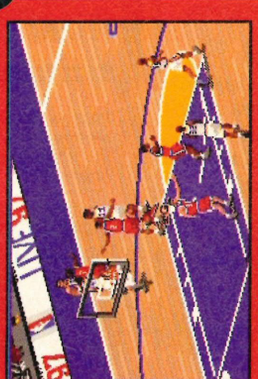
And once again it's entirely mistaken. Lacking the graceful violence of *NHL*, and the pleasing special moves and goalie-outwitting of *FIFA*, all *NBA* has to offer is two teams taking it in turns to grab the ball, canter down to the other end of the court and heave it through a hoop. Over and over *and over* again.

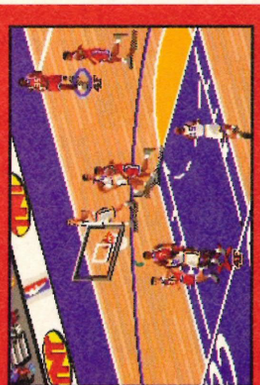
Playing basketball in real life is made fun by the difficulty of actually aiming the ball through the hoop while under pressure, and it's tremendously satisfying when you do get it right. *NBA Live*, though, reduces this side of things simply to pressing C and then releasing it again at the right time. Do it correctly and the ball goes through every time, assuming one of the computer players doesn't get in the way.

All there is apart from that is defence, which, according to the hefty multi-lingual manual, is where games are won or lost. The idea is that you're meant to jump up and down in front of the computer players waving your arms about trying to make them miss. Which is fair enough, but hardly the most exciting pastime. This is a computer game, after all, so why

What a game

▶ "Hello, and welcome to the Oakland Coliseum Arena for the LA Clippers versus the Golden State Warriors."


▶ "We're off! And the Warriors have seized control of the ball!"


▶ "And they've scored!"

▶ "Now the Clippers have the ball!"

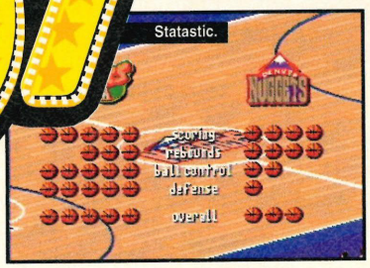
▶ "And they've scored too!"

▶ "It's the Warriors' turn again!"

Players	One-Four	**Teams**	29
Difficulty	Medium	**Release Date**	Out now
Price	£39.99	**EA**	☎ (01753) 549442

'97

couldn't the Arcade mode (which removes all the annoying 'infractions' that cause the Simulation mode to stop every three or four seconds when, for instance, someone accidentally scratches their nose out of turn) allow you to... I don't know... attack the other players or something, or make faces at them while they're trying to shoot, or anything more interesting than just waving your arms about a bit.



To its credit, *NBA '97* goes a bit further than simply updating the stats of *NBA Live '96*, by adding in a couple of new modes. There are two-on-two and three-on-three modes – played in half the court – but these turn out to be no more amusing than the normal game. And there's a bit where you and another player have a ball each, and have to pop it through the hoop as many times as possible within a time limit. This is moderately entertaining once, but that's it.

Graphically it looks indistinguishable to me from *NBA '96*, although the back of the box does refer to 'New 3D player animations and graphics'. And the sound's the same, too: squeaky trainers, squeaky music and no commentary.

To be honest, though, it's hard to imagine a better basketball sim on the Mega Drive. *NBA Live '97* moves quickly, handles player-swapping and passing well, and, of course, comes with those all-important 1995-96 stats and 1996-97 schedule. Technically it's faultless. If you genuinely are a huge fan of basketball and want to recreate its goings-on in your living room, this is certainly the game for you.

"Why couldn't the Arcade mode allow you to... I don't know... attack the other players or something?"

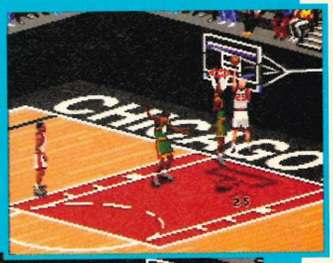
As far as the rest of us are concerned, basketball is much better represented by Acclaim's *NBA Jam*. This is just as slick and workable as *NBA Live*, but adds something else: fun. The players are caricatures who leap excitingly about the place, pulling off special moves and things. It's much better, and can be played again and again, especially against a chum. Try playing *NBA Live '97* against a chum on the other hand and you'll get to the end of the first period with the score standing at 8-8 as usual, look at each other, shake your heads slowly and turn it off.

Let's hope *NBA Live 98* tries some new ideas, eh? Or, failing that, *NBA Live 99*. Or *100*. Or *101*... • ***Jonathan***

Basketball is fun!

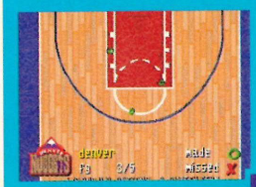
Oh yes. And in an effort to prove it, we here highlight some of *NBA Live '97's* most exciting features.

▶ The new 2-on-2 and 3-on-3 modes are played with just one basket and are basketball's equivalent of football's 3-and-in or Wembley. Except – oh no – actually they're even more boring than just playing normally.



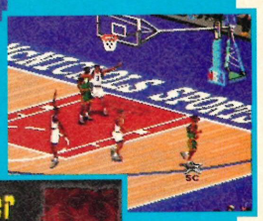
▶ Right. Here's the shoot-out mode, where you and an opponent have one ball each, and have to score lots of goals really quickly. But, bah, that's really dull too.

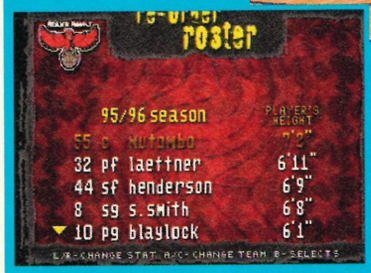
◀ Okay, definitely, this time. If you like, you can fix it so that when you slamdunk it goes into slow motion slightly. Yes.



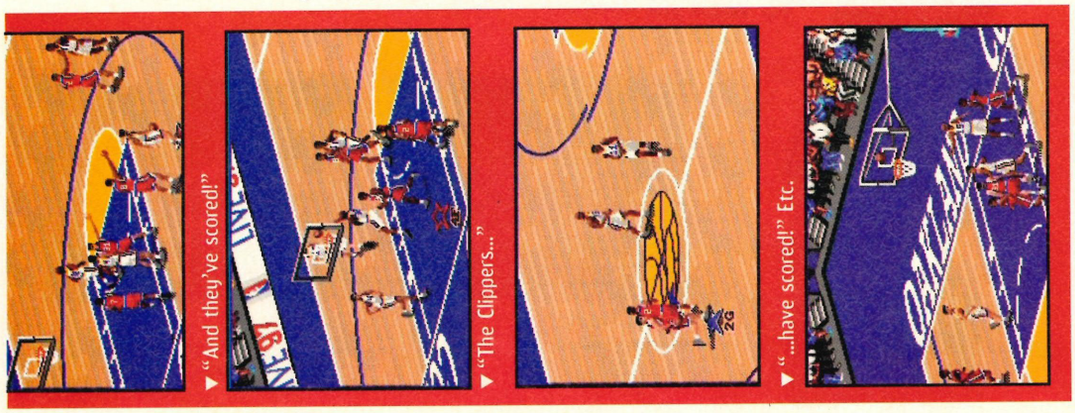
◀ And here's another one – a chart after the game showing where you took shots from. See?

▶ Or... or... if you press C while you're running along without the ball, you float through the air with one arm raised.





◀ Look! The statistics are all accurate. (Dies.)



▶ "And they've scored!"

▶ "The Clippers..."

▶ "...have scored!" Etc.

verdict

Graphics 7
No problems here at all, with detailed animation. However, the ball's often hard to see.

Originality 0
'Original' as in 'Werthers', maybe. This is the billionth basketball game from EA.

Sound 5
The usual sound effects, but some commentary would be nice.

Lifespan 4
Gets dull with alarming rapidity. We've done all this many, many times before.

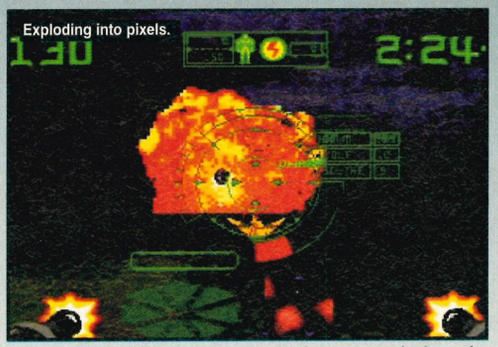
Final Verdict 51%
"Basketball only works as a videogame if you stick in lots of special moves and things. As usual, EA haven't bothered." *Jonathan*

Krazy I

A load of Russians, some robots, a machine gun and a spot of Holiday '96 with Jill Dando. Can't be bad, can it?

The old Ruskies have always made good gaming fodder. Throw a couple of them into the melting pot, let them mutter on about some hair-brained world domination scheme and then blow them away using a nuclear warhead or five. Good, healthy, old fashioned fun for all the family. If it was good enough for James Bond then, hell, it's good enough for everyone else.

So, it's an unusual twist, not to say – damn it! – a unique way of bringing us all a little closer to Vodka country, that Psygnosis' latest foray into the Saturn world gives you the chance to play as one of them. Set in the near future, *Krazy Ivan* draws from a number of different sources. The most obvious is its nod to the Japanese monster epics of old.


Exploding into pixels.

With its huge array of sky-swallowing robots, *Ivan* gives console owners everywhere the opportunity to experience the stomping, destruction-orientated feel of those old Z-movies. And with its aliens-have-landed-and-invaded-five-countries premise nicely in place there's little more you can do than sit back and marvel at the sight of two mile-high robots battling it out on the streets of Tokyo.

> ***"If it was good enough for James Bond then, hell, it's good enough for everyone else."***

The player takes the role of *Krazy Ivan*, one of a group of three Russians, who, whilst touring the delights of the countryside, discover that aliens are planning to take over the world via an army of insect-like robots. Fortunately enough, Ivan and his pals have a robot of their own which – kindly – they decide to use in an effort to rid the world of the unwanted extra terrestrials. Russians saving the day? Tsch...

And so the scene is set for some carnage on a grand-scale. With a host of weapons at your disposal as well as armies of aliens to take on, *Krazy Ivan*, at first, seems like the perfect blaster. The landscapes are smartly drawn and the battle scenes will have you panting away as they erupt into a collage of colour and sound. Oooh, and the game sweats atmosphere with the thump of the robots and the buzz of the ground droids audible as you work your way around.

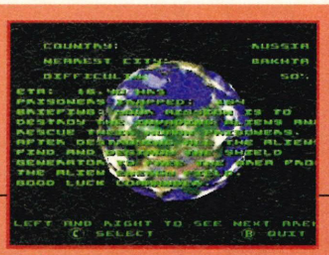
Your targets are the central focus of the game with a homing device telling you where and in what direction the next alien robot lies. Once you've arrived at a potential battle scene, your sights will lock-on and it's then merely a question of outwitting your opponent. This, unsurprisingly, is rather tricky. Your guns overheat and, with the robots being the size they are, avoiding enemy fire proves rather difficult. But, for a while, that's not a problem. Indeed, it brings strategy into the game and that can only be a good thing.

However, the more you play *Krazy Ivan*, the more you realise that, essentially, this is little more than an ABC blaster. With five equally-difficult but similarly-paced levels and six set alien robots, the question of variety soon rears its ugly head. In short, *Krazy Ivan* lacks invention. The same

No alternative views.

The Travel Show

Five countries in which to stomp and a mission to carry out in each one...

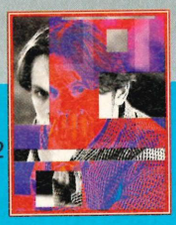


Bakhta, Russia
Mission: Destroy the Zonal Shield Generator.

Tokyo, Japan
Mission: Destroy the Zonal Shield Generator.

Players	One-Two	Levels	Five
Difficulty	Hard	Release Date	Out Now
Price	£44.99	Psygnosis	☎ (0151) 7095755

second opinion

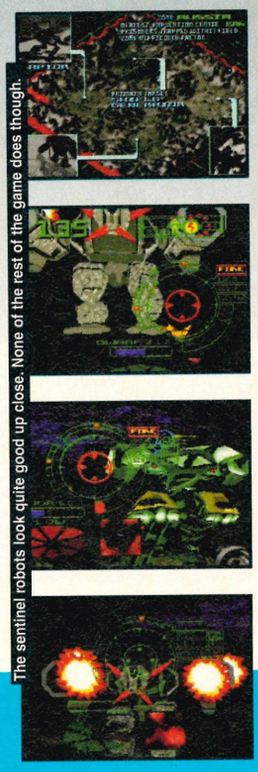


Krazy Ivan wasn't that good a year ago on the PlayStation. 12 months and one dicky conversion later, it's not improved. At all. If it's robots you're after, go for *Virtual On* – it's a whole pile better than this. • *James*

process of walking around finding enemies and then disposing of them quickly becomes tedious. Where at first the battles had you moist of brow, after the third or fourth game you find yourself dozing off or wondering what David's going to do in EastEnders. For 45 notes that's not good news.

With a little more thought, this could have been fantastic. All the elements are there in readiness for a glorious destruction-fest. Instead, *Krazy Ivan* comes across as more of a walking sim. Wandering around in search of enemies adds up to eighty percent of the game and, in a shoot-'em up, that simply isn't good enough.

Up against this, the prospect of watching rubber-suited Japanese actors battling it out in cardboard Tokyo's suddenly seems rather inviting. • *Tim*



The sentinel robots look quite good up close. None of the rest of the game does though.

Rescue Me!

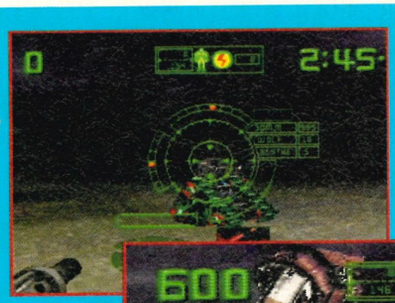
Once you've given an enemy robot a bit of a slap across the face, you'll find they leave behind ammunition and humans. The former isn't really very exciting as the weapons don't tend to vary too much visually. However, the latter will aid you in your quest to complete the level as, at the beginning of each mission, you're set a collection target to achieve.

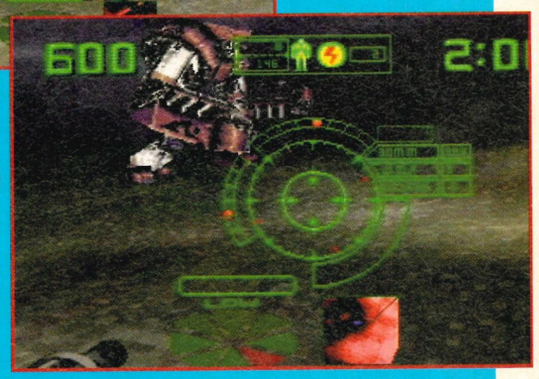
Alien Nation

The aliens are split into two categories. The first are the land-based vehicles or small flying craft. These don't pose a real threat as, with one set of missiles or a couple of concentrated blasts, they blow up.

The second set of aliens are the Sentinels. These are the huge, strapping great robots. There are six of the blighters to contend with – Raptor, Dwarf, Dedlock, Sentinel, Carapace and Buzzsaw.

The best way to dispose of them is via your chain gun, missiles or special weapon. The ordinary machine gun might as well be a pea shooter for all the difference it makes – you can sit there for ages filling the sentinel full of lead before he final keels over and explodes.





Ivan

Comparison

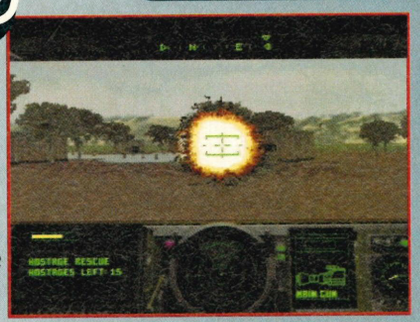
Shellshock

Issue 79, 79%

▲ Better than *Ivan*.

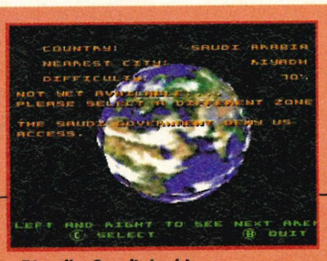
▼ Hey, bro! How ya doin?

The ground-based version of *Thunderhawk 2* was more of a modern day tank fest than robot shooter but the overall theme was roughly that of *Krazy Ivan*. Even with its awful 'Wikid Dude' homeboy characters, I'd still prefer to play *Shellshock*.



New York, USA
Mission: Er, destroy the Zonal Shield Generator.

Paris, France
Mission: Do something with a Generator somewhere.



Riyadh, Saudi Arabia
Mission: Take a wild guess. (Clue: it's got 'zonal' in it.)

verdict

Graphics 8
Finely detailed and the robots look superb. Solid performance all-round.

Originality 8
Great idea, to update the Z-movie. Shame it doesn't work very well...

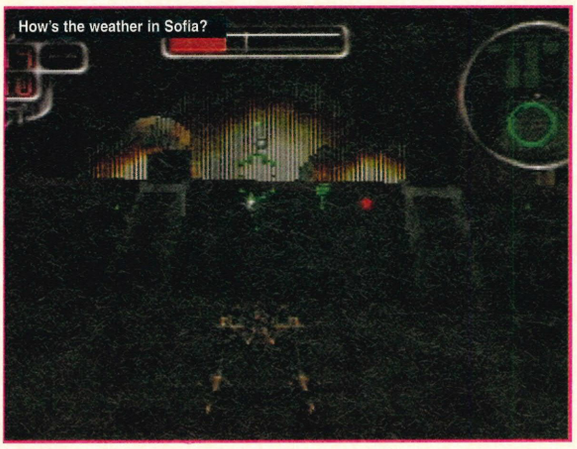
Sound 6
Explosions, guns going off and some hum-drum musical concoction. Alright.

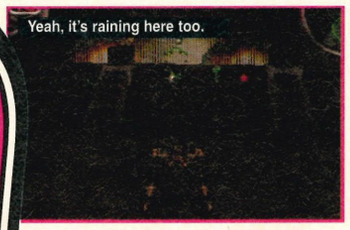
Lifespan 4
Too linear by far and everything, *everything* looks the damn same.

Final Verdict
"At first sight, *Krazy Ivan* looks like a *Doom*-beater. After concentrated play, it just starts to send you off to sleep." *Tim*

73%

Amok





Oh I remember Scavenger. No matter how much they try to hide their past (not that they do, really, I'm just making it up). They were responsible for such Mega Drive classics as *Sub-Terrania* and *Red Zone*. They were both praised to the hilt by other magazines and they were both criticised by us for being very nice to look and quite good in the playability stakes, but too difficult and too short.

Now, by a remarkable coincidence, we have their first Saturn title and what do you know? It's got good review scores from other mags, it looks lovely, plays pretty well, but it's bloody hard and there's only nine levels – the first of which is stupidly short. LADIES AND GENTLEMEN… HISTORY TRULY DOES REPEAT ITSELF.

"It's got good review scores from other mags, it looks lovely, plays pretty well, but it's bloody hard"

Amok is a funny little game. Imagine a mission-based *Doom*-style game with the multiple views of a driving game and the added confusion of playing an amphibious craft with levels both underwater and in impossibly gloomy, craterous valleys and the like – it's something to do with the clipping, apparently.

The mood, atmosphere and general 'feel' of *Amok* is superb. From the 1984-style intro screen to the televisual presentation of the level's missions, you do get the impression that the game was written by people who know what they're doing… only they don't seem to have enough space or time to really give us enough of a game.

While we're on the subject of the game, I suppose I'd better tell you the story. The *Amok* of the title is a planet, and after a 47 year war, there's a tentative peace around the land. Unfortunately, the company who made a lot of money from the war aren't happy with things the way they are, so they hire YOU to pilot this THING and off you pop. Not rivetting, I'll grant you, but there is this in the manual's and it deserves re-printing… "People celebrated the peace, but beneath the surface, the suspicion and anger still lurked (like a fire put out by a blanket, balancing between total extinction and that little bit of air that will make it burst out again). Rrruuubbbbbbiiissshhh, stick to writing computer code, people.

Naturally there's a good mixture of things to collect around the levels and secret sections abound. Despite my cynical games-reviewer rantings, playing *Amok* is (initially at least) quite a pleasurable and rewarding experience.The thing is, I just got bored after a few hours. I'd stick to *Doom* or *Exhumed* if you know what's good for you. **• *Dean***

Scavenger reach into the 3D apple barrel. Do they 'bob' up with a McIntosh, or do they just bite into a load of old Cox?

Put on repeat

History, like some types of food, an amnesiac or Oasis, has a habit of repeating itself. Now that (apart from the hideous examples mentioned) isn't necessarily a bad thing, but when Scavenger seem so keen to repeat the errors of the past in their computer games, then I suppose it is here. Take a look and see if I'm wrong.

Sub-Terrania
Mega Drive, Issue 54, 79%

Released as a thoroughly fanciable update of the classic computer title, *Thrust*, *Sub-Terrania* suffered from the error of having too few levels and being too hard.

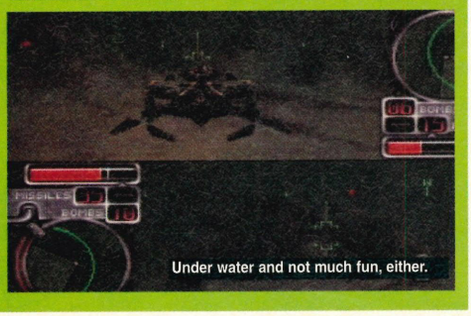
Players	One-Two	**Levels**	Nine
Difficulty	Well 'ard	**Release Date**	January
Price	£39.99	**Sega**	☎ (0181) 9964620

One and one is two

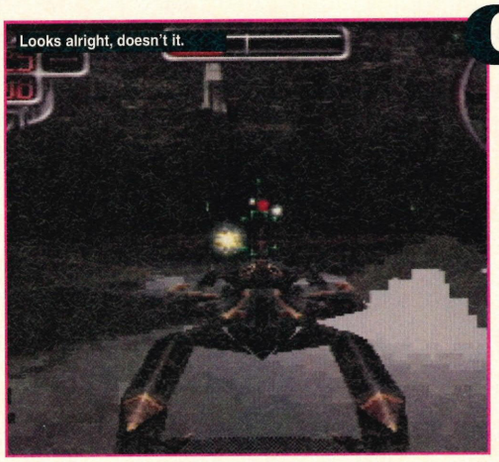
...Two and two is four, two plus one is three, three is family. It may well be a truly awful song and completely forgettable, but that earlier quote does lead us nicely into the fact that *Amok* contains a two-player option.

Much like *Doom*, you can play as either a co-operative game or an all-out death match. But, unlike *Doom*, it's a split-screen version and not actually that much fun. Um.

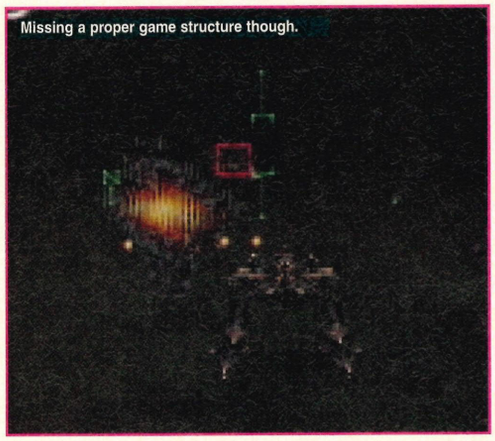
On land and not much fun.



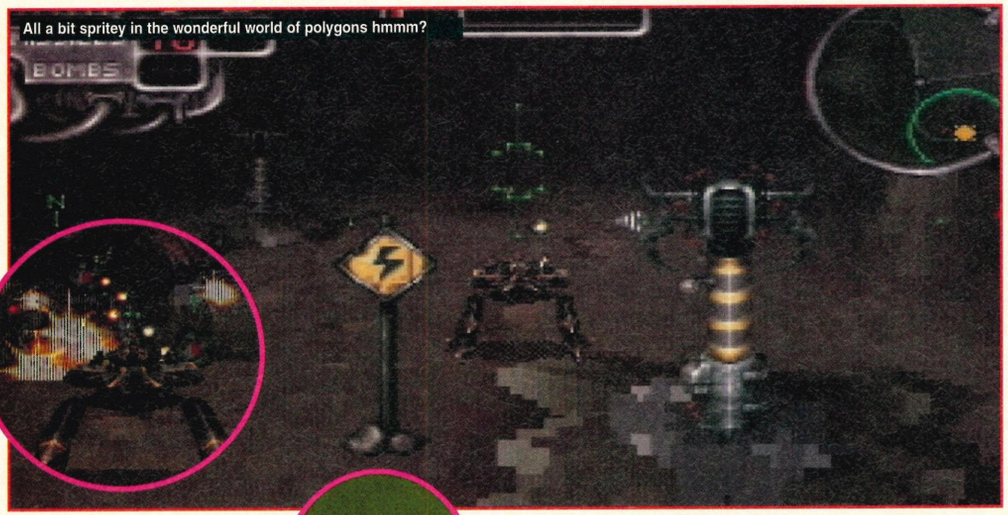
Under water and not much fun, either.



Looks alright, doesn't it.



Missing a proper game structure though.



All a bit spritey in the wonderful world of polygons hmmm?

Number of levels: 9
Main problems with the game: Too hard and not enough levels.
Quote from the original review: "Enjoyable for the first few hours, but the short lifespan leads to frustration."

Red Zone

Mega Drive, Issue 61, 78%

Imagine, like, an overhead view of the whole *Desert Strike* thing and you're getting close to what we have here. Again, Scavenger created a wonderful graphics engine to create an amazing sense of depth, despite the 2D overhead view, but... well...

Number of levels: 10
Main problems with the game: Too hard and not enough levels.
Quote from the original review: "I was initially impressed by the graphics and programming on *Red Zone* – the 3D-mapped landscape works excellently, and the indoor scenes add variety. But to make up for the lack of levels, they've made the game very tough.

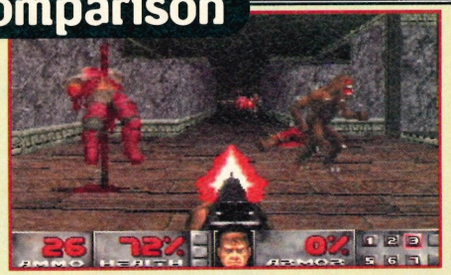
Amok

Saturn, This one, 78%

Number of Levels: 9
Main problems with the game: Too hard and not enough levels.

Can you see the emerging pattern? I get the impression that Scavenger used to do graphics demos for Amigas and the like, and it shows.

Comparison



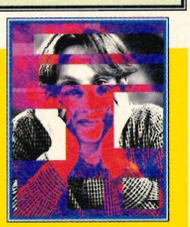
Doom
This issue, 85%
▲ The classic game, finally
▼ A little bit too jerky

Well, the comparisons had to start somewhere, so why not this month? Although the games actually look completely different, there's more than a few similarities in the gameplay.

Blam! Machinehead
Issue 84, 83%
▲ The usual Core polish
▼ Nothing really special

The mission-based gameplay is the same in both games, so it could technically have been any mission-based arcade game, but I felt like choosing this one today.

second opinion



Hooray, a Scavenger game finally makes it into the office only a year after we first saw its playable demo. Looks lovely, excellent thumping soundtrack, fantastically smooth movement but fundamentally flawed gameplay. The levels are far too short and to compensate for the fact that there's only nine of them, they've turned the difficulty up ridiculously high. If this has come out a year ago we'd have been chuffed. Now, it's just old news. • *James*

verdict

Graphics — 8
Wonderfully smooth and fast, with much variety between levels. Good I say, GOOD.

Originality — 6
It imitates *Doom*, and copies pretty much every driving, fighting, shooty game ever.

Sound — 8
No problems here either. Lots of interesting tunes and bleeps and whistles.

Lifespan — 4
It's too damned hard and you'll get bored of the game long before you should.

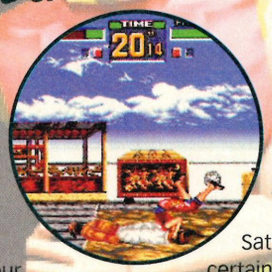
Final Verdict — 78%
"It's another case of everyone else liking this and me not, I'm afraid. Fair effort, but more care needed." *Dean*

Review

Mega Drive

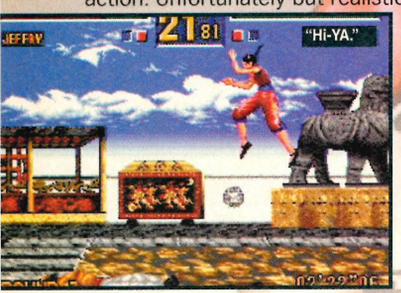
Virtua Fighter 2

Sega's latest attempt to extract blood from a rather anaemic stone arrives in the form of VF2 on the Mega Drive. Good or bad news for you MD owners? We'll see...



I suppose it was only a matter of time before an incarnation of *Virtua Fighter* made it onto the Mega Drive – after all, a Game Gear version was released a few months ago. However, this is not your second rate, small screen, cartoon-based version. No, this is *Virtua Fighter 2*, the current wearer of the Saturn beat-'em-up crown. Surely it can't be reproduced in all it's 3D polygon splendour on the relatively humble Mega Drive?

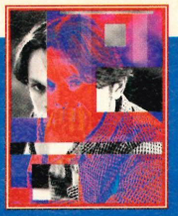
Well, I'd like to make every MD owner out there jump with uncontrollable joy, but my girlfriend made me promise not to lie. So no, the Mega Drive isn't up to reproducing 3D polygon action. Unfortunately but realistically, Mega Drive *VF2* is a two dimensional, sprite-based affair. That's not to say that being 2D makes it a particularly bad game, it's just that it hardly justifies the name "*Virtua Fighter 2*" if it isn't a 3D game, does it?



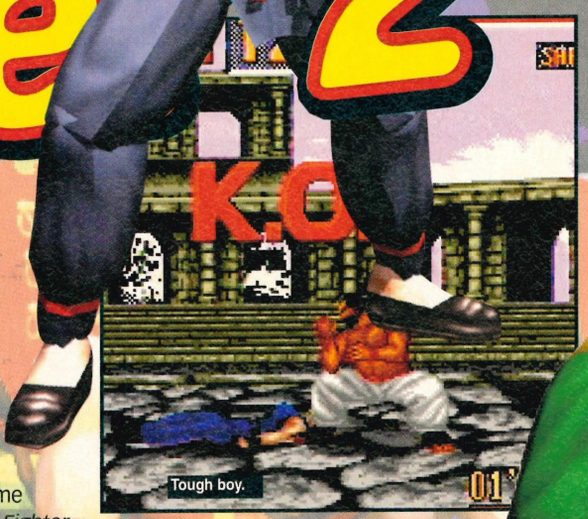
Because the leap down from the Saturn to the Mega Drive is a huge one, certain parts of the game have had to be changed or modified. Most significantly, Mega Drive *VF2* loses two characters, Shun Di and Lion Rafale, allegedly because the MD couldn't cope with their dodge moves in and out of the screen.

Other changes include: the number of backgrounds (cut right down to four), the lack of music

second opinion



I think Dave's being a little harsh on Mega Drive *VF2* – it's about as good a version as the Mega Drive could have hoped for and managing to keep the majority of moves and throws is a masterwork. The fact remains though, that if you want *VF2*, you'd be better putting the £40 it'd take to buy this towards a Saturn. You know you're going to have to get it one day so why put things off any longer. • *James*

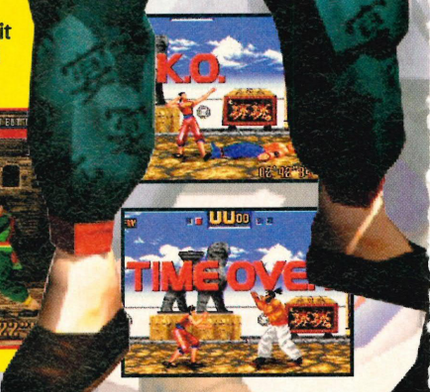


2D or not 2D

I nearly cried when I realised that this version of *VF2* was two dimensional, but when you really think about it, the Mega Drive can't cope with three dimensions – it's still a bit shaky when you add a 32X. So, MD owners, compare these pictures and ask yourself if you really should put off upgrading any longer.

Mega Drive.

Saturn.



You gotta have character

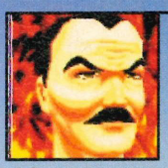
OK, some of you may already be familiar with the *VF2* characters but did you know...

Akira

Job: Kung-Fu teacher and sweat donor.
Birthday: 23/9/68
Hobbies: Kung-Fu (Soft boy) and knitting rabbits.

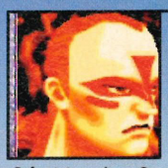
Pai Chan

Job: Action Star (what?)
Birthday: 17/5/78
Hobbies: Dancing at the local disco, bumper to bumper.



Lau Chan

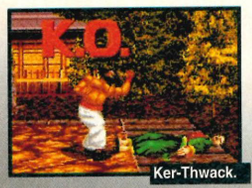
Job: Cook. At Happy Burger.
Birthday: 2/10/40 (that's even older than Dean!)
Hobbies: Chinese Poetry and Delia Smith.



Wolf Hawkfield

Job: Wrestler, Great Yarmouth Variety hall (Winter seasons only).
Birthday: 8/2/66
Hobbies: Karaoke and leotards.

Players	One-Two	Characters	Eight
Difficulty	Easy	Release Date	November
Price	£44.99	Sega	☎ (0181) 9964620



Ker-Thwack.

Fart.

Mortal Kombat 3

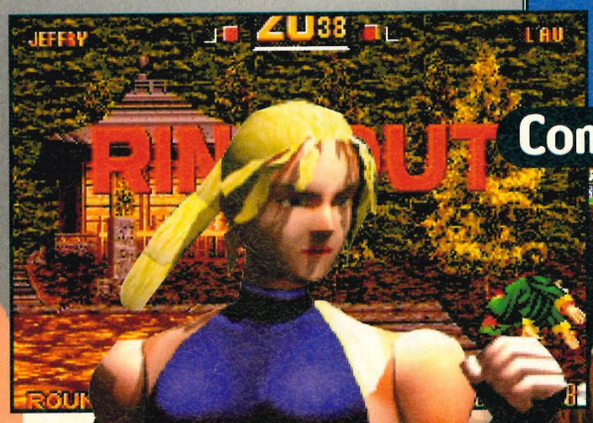
Issue 73, 95%

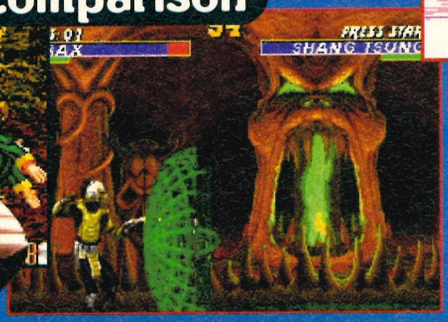
▲ The best fighter on the Mega Drive.

▼ Ermm, they can't spell 'combat'.

Oh come on, what did you expect me to say? This game is as yet unbeaten, and I think the only thing that will beat it is *Ultimate Mortal Kombat 3*. We're pretty sure (this time) that *UMK3* be the last *MK* game on the Mega Drive.

Comparison





Street Fighter 2 Championship Edition

Issue 48, 94%

▲ The original and arguably the best.

▼ Three years old and the sound is crap.

The classic (but outdated) one-on-one beat-'em-up which at one time set the standard for graphics, originality and playability. But that was then and this is now. Worth picking up on the cheap though.

(although some of the speech has made it through), and the lack of options (only 'Arcade' and 'Vs'). Most of these were to be expected, really – it's a miracle that as much has made it through as it has.

"Surely VF2 can't be reproduced in all it's 3D polygon splendour on the relatively humble Mega Drive?"

The main thing that hasn't been lost in the translation are the moves. Most of the combos, throws and the rest are here, which will excite those who enjoy a challenge and those who enjoy pulling off the more complicated bits and pieces.

On the down side, some of the sprite scrolling is rather jerky and the in-game graphics aren't as detailed as say the video-sourced glories of *Mortal Kombat 3*. The sound is fairly average and the lack of scope certainly doesn't improve the game's overall performance. Biggest problem of all is the one that affects all *VF* games: the fact that they're far too easy in one-player mode and a bit bland in two-player.

Overall, Mega Drive *VF2* is not as good as *Street Fighter 2 CE* and it doesn't even touch *MK3*. To really be worth considering you've got to really love *Virtua Fighter* and at the same time be quite determined not to get a Saturn. Otherwise, old *Mortal Kombat's*, *Streets of Rage's* or *Street Fighter's* beckon with experienced hands. • **Dave**

"Where's he gone?"

verdict

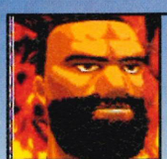
Graphics 8
The pre-game graphics are excellent. In game it's not bad but could be smoother.

Originality 3
It had to happen sooner or later. No real Mega Drive extras, same old game.

Sound 6
Good digitised speech in places, but the music and sound effects aren't brill.

Lifespan 7
It's pretty easy, but if you've got a mate there are enough moves to keep you going for a while

Final Verdict 79%
"This can't really be called *VF 2* – it's not nearly as good as other *VF* games. An average title up against serious opposition." *Dave*

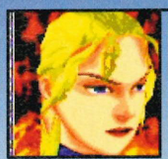


Jeffry McWild

Job: Fishermen (meeting them).
Birthday: 20/2/57
Hobbies: Reggae music and growling like an angry bear.

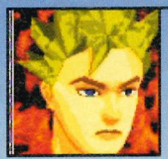
Kage

Job: Ninja / part-time shop assistant at British Home Stores.
Birthday: 6/6/71
Hobbies: Mahjong and puppies.



Sarah Bryant

Job: College Student (scavenger).
Birthday: 4/7/73
Hobbies: Skydiving and caring for distressed wild rodents.



Jacky Bryant

Job: Indy car racer.
Birthday: 28/8/70
Hobbies: Trainer-spotting at international athletics events.

Players	One-Four	Courses	T-t-t-two
Difficulty	Amateur-Pro	Release Date	Out now
Price	£39.99	EA	☎ (01753) 549442

PGA Tour '97

Why did the golfer have two pairs of socks? Because he had a hole in one! Gah! No? Huh? Read up then, tweed freaks...

Renowned golf sim update, then? Noticeable 'improvements' over previous entries in the series? How's about a jazzy front-end (bass and drum machine in perfect Bontempi harmony), a slight shimmying of the graphics and a selection of new views (which have to be loaded in – no real-time changing here, mates).

You also get a new selection of 14 pro players, from, hey, Craig 'The Walrus' Stadler to our old mucker Fuzzy 'Felts' Zoeller and eight amateur players, which certainly adds variety and varying levels of challenge to Old Fella *PGA*.

Previously, EA's title went genuinely unchallenged in console golf city, throwing its respected lineage around like some funked-up twat. But it's no longer the Big Cheese. Especially on the Saturn. *PGA Tour '97*, y'see, suffers on two oh-so important counts: it lacks the ease and freeness of Core Design's quite remarkable conversion of their PC hit *Virtual Golf*, and that attention to detail and polish of Gremlin's *Actua Golf* is nowhere to be seen. Oh, and it's not a bunch of fun, either. Very important, that.

PGA Tour '97 still relies on that EA hallmark of menu-driven play, and the way you'll be going backwards and forwards, tweaking the various elements and configuring the game to your taste hints at a BIG game.

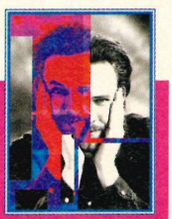
"Previously, EA's title went genuinely unchallenged, throwing its lineage around like some funked-up twat."

But one of the reservations Dean brought up about *Actua Golf* featuring only two courses isn't going to be sorted out here: Sawgrass and Spygrass Hill are your only offerings.

It's just all a bit slow and lacking in personality. The loading times are very annoying (I lost track the amount of times 'Loading' coughed itself up on the screen), and the fact that there's some faceless commentator sprouting off such quips as "Out of the bunker for your third shot" has you longing for the lazy larynx of Peter Aliss in *Actua*.

With the recent lacklustre *FIFA* updates and this gloomy rendering of *PGA*, the stitching is clearly beginning to open up in EA's tight, sporty leather chaps. You don't need this if you've got *Actua* or *Virtual*. FACT. • ***Marcus***

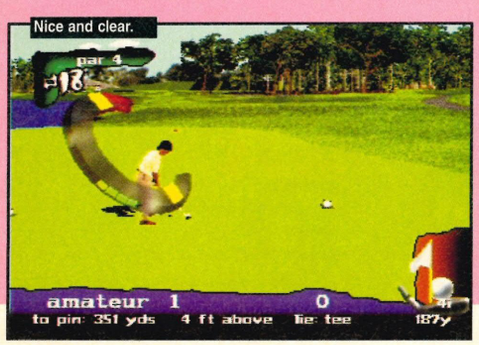
second opinion



Sad to say, but it would seem that EA are definitely loosing the plot with their sports games. Where once they ruled, now they can only manage, at best, second place. There are five golf games on the Saturn and *PGA* comes in at a poor third behind *Actua* and *Virtual*. Sigh, roll on 1998, eh? • ***Dean***

Cluttered or clear, Jack?

The default setting for *PGA '97* leaves the playing area relatively free from golfish refuse. Bring up the main menu by pressing Start however, and you can immediately gorge up on a whole series of on-screen maps and indicators. Go for 'Viewing Options' and you can bring up an overhead map on the right of the screen. Or why not fiddle around with the behind-the-golfer camera position, plop that soppy old "lay o' the land" grid over the course and opt for a sub-screen to monitor your target more closely?



verdict

Graphics 6
Digitised pros and amateurs and fairly realistic courses. Not as atmospheric as *Actua*.

Originality 4
It's another golf game for the Saturn, and another bleedin' update at that.

Sound 7
Dim, annoying commentary and the occasional stabbing seagull shriek.

Lifespan 7
Two courses limits it, but there are plenty of players to up the challenge and longevity.

Final Verdict 65%
"EA have really goofed with *PGA Tour '97*, not taking the chance to really improve the series. There are better golf games out there." *Marcus*

Issue One • January 1996

Role Play Gamer

NEW!
Sega Power's *complete guide to Role Playing games*

First for news
Full Japanese, American and UK Coverage!

Albert Odyssey
First look at Working Designs' much-improved title.

Silver Star Story
Exclusive review of Game Arts' Jap smash. Is this the best Saturn RPG ever?

Shining Wisdom
First part of our exclusive guide to this superb game!

RPG

News! p58 Previews! p58 Reviews! p59 Tips! p60

American News...

Hard working

Working Designs' long delayed translation of *Dragon Force*, a Japanese wargame for the Saturn, is finally undergoing playtesting. In other words, its release is imminent. Working Designs also have versions of *Albert Odyssey*, *Grandia*, and *Magic Knight Rayearth* (based on a fantasy Japanese animation) slated for release in the coming months.

God botherer

Sadly, Atlus's translation of *Persona: Devil Summoner* – an RPG set in modern day demon-infested Japan – has been shelved amid reports that the game is blasphemous. Apparently though, Playstation users will be getting THEIR version of the game. Any comments on this one, Sega?

Japanese News...

Larger saga

Riglord Saga 2 has just been released in Japan, the prequel to which reached the UK as *Mystaria*. Still in development, but looking like a *Final Fantasy VII* beater, is *Grandia* from Game Arts – a 3D RPG which uses sprites instead of polygon-based party members.

Indiana Sonic?

Shining the Holy Ark is another up-and-coming release – this time from Sonic Team, but it's NOT (as we would hope) a *Shining Force* sequel. The game is based on the *SF* predecessor *Shining in the Darkness*.

Back on the planet

The other great white hope soon to be released by Sega is *Terra Phantastica*. Information is a little sparse at present, but the game is already scheduled for an English translation.

UK News...

Keeping the British end up

Things are currently looking really good for UK Saturn releases. Now awaiting firm confirmation are versions of *Grandia*, *Shining the Holy Ark*, and *Terra Phantastica*. Sadly, Working Designs' translation of *Dragon Force* will NOT reach UK shores. According to Sega this is down to licensing complications.

UK Saturn owners should console themselves with *Dark Saviour* (Climax's *Landstalker*-style action fest) and *Mystaria 2*, which are scheduled to arrive here in February and March respectively.

Don't worry it'll all become clear eventually.

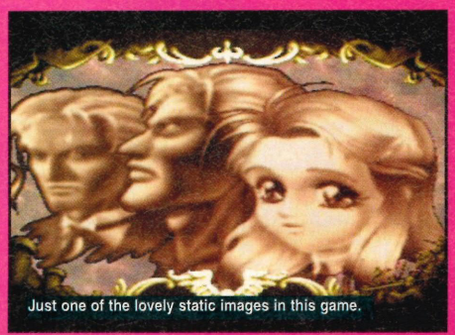
Burley blokes hang around a kitchen. Super.

PREVIEW

Albert Odyssey

Preview
Format: Saturn
Country of origin: USA
Developer: Working Designs
Current Status: Out in Japan
UK release? May

An role playing game called 'Albert'? Surely some mistake?



Just one of the lovely static images in this game.

Luckily, you're protected from this spell by the magic sword, but your stepmother is turned to stone.

This follow up to the successful Super Nintendo (!) series has been out in Japan for some time now, but has received much condemnation in the Japanese gaming press. This mainly centres around the incredibly irritating disc access time (10 seconds for each battle) and the number of random attacks.

So why preview the game? Well, the revelation from sources close to Working Designs is that the US version is likely be vastly improved. Loading times will be reduced along with the number of battles. Conversely, the experience attained for each fight will be increased to balance things out out.

Hopefully these improvements will make the game an 80-percenter or possibly more, as it boasts an innovative storyline and truly superb graphics. The story centres on a legend of a girl and her brothers. One of the brothers becomes evil, and his sister is incarnated as a magic sword wielded by the game's hero.

Look out for *Role Play Gamer's* full review when *Albert Odyssey* is released. • ***Rachel*** SP

Review
Format: Saturn
Country of origin: Japan
Developer: Game Arts
Publisher (US version): Working Designs
US version due: February '97
UK release? Unconfirmed
Suggested stockist: Oakland ConsoleS (01782) 202600

Lunar: Silver Star Story

The ghost of Mega CD's past rears its head and bizarrely enough, it's too good to ignore.

Ramus. He's about as useful as he looks.

It's rare that you'll find a review of a Japanese import RPG in this section, as we'll usually be devoting our coverage to English language games. However, there's a very good reason for this particular review: *Lunar: Silver Star Story* is simply too good to ignore. This is the game to charm your heart out and give Playstation-owning RPG fans serious second thoughts.

Lunar was originally released back in 1992 for the Mega CD and, while a little flawed, enjoyed unprecedented popularity. A sequel surfaced in 1994 entitled *Eternal Blue* and profits soared. *Silver Star Story* is an update of the first Mega CD game and a special treat for the millions of RPG fanatics who turned up their noses at Sega's ill-fated upgrade.

It's a spin-off yes, but don't write it off for that. As I said, the first game was a tad flawed – the battles all a little samey, the hero more than slightly cardboard, and the plot, while promising, was somewhat contrived. But *Lunar* had a lot going for it, it had charm and a humourous approach. Most of all it had POTENTIAL which sadly, as a finished game, it never quite realised.

Until now, that is. The game has been entirely re-written, with new plot twists, beautifully orchestrated FMV and character profiles conveying every emotion. The graphics are the most impressive ever seen in a 2D RPG – the presentation really shines. The intro sequence in itself is so impressive that it becomes hypnotic.

This effect doesn't let-up as you play the game; the turn-based battles have been souped-up with beautiful backgrounds and impressive sprite animation. The map screen has been reduced and no longer features monster attacks, while dungeons are larger, more intriguing affairs with extra bosses to fill them out. Did I say that the battles were far more enjoyable this time? Sorry – I was too busy admiring those graphics – but just for the record, note that as far as strategy is concerned, this beats *Phantasy Star 4* hands down.

"The presentation really shines. The intro sequence in itself is so impressive that it becomes hypnotic."

Lunar's story concerns the exploits of a 15 year old boy called Alex, who aspires to be a Dragonmaster like his dead hero Dyne. Along with Luna (his mysterious sweetheart) and Nall (a fluffy baby dragon looking not entirely unlike a flying cat), Alex experiences exciting adventures, startling self-revelation and uncovers his connection with the Four Dragons, and Luna's origins. If you've played the original this will all be fairly apparent. However, I'd still urge you to buy this version as well!

This is a landmark release for Saturn. Not only did *Lunar: Silver Star Story* catch my undivided attention, but it had me wishing I was 15 again. You can't beat an experience like this, even in its native Japanese form. For the less fanatical, treat yourself to the translated version scheduled for release this coming May. • ***Rachel***

Not one to start a new fashion in RPG's, Luna gets herself kidnapped.

Alex and friends outside Ramus' shop in Meribia.

Alex summons the white dragon in this battle against its counterpart.

Alex and Nall in THAT intro sequence.

verdict

"A charming fantasy tale and a unique gaming experience. Still worth a look even if you've played it on the MCD" *Rachel*

94%

Welcome to **Sega Power's** *complete guide to* **Shining Wisdom,** *one of the Saturn's finest role playing games.*

Shining

PART ONE

AT HOME

First things first. At home, your Grandfather will ask you to prove your abilities. Do this by tapping the B button until your attack meter reaches maximum strength (4) and charge into him. Now equip your weapons through the option screen, leave your home and head west towards Odegan Castle.

ODEGAN CASTLE

Listen to the fortune teller, then seek out the guard entrance on the left of the main castle gate. Talk to the guards and enter, then speak to Sir Kaipa on the right. Witness the conversation with the Hobbit Elder before going to bed – sleep in the guards' quarters until the night shift starts. At the start of the shift, watch as a strange character appears – follow him into the shrine, picking up treasures and extra life potions as you go. At the end of the dungeon the mystery person escapes – take the treasure (a magic Elf stone) from the chest. Afterwards, speak with the King and then go back to bed.

When you wake up listen to what Kaipa has to say about the Princess and then go downstairs and look at her. As you come back up, the warlock Banbo appears, takes your stone and kidnaps the Princess.

Exit the castle through the kitchen and head through the forest to the Royal Crypt.

ROYAL CRYPT

Go to the North end first, and push the two statues in the left and right corridors. The statues blocking the way forward will move. Search the Crypt until you find the Stone Shoes. Using these shoes you can push blocks by charging them and pressing C. You can also break cracked floors by stamping on them.

Negotiate the dungeon in this manner – pushing more statues until you can finally reach Banbo through the stairs on the left of the entrance. You'll have to fight him but not to worry – he's easy. Simply dodge the balls of ice that he throws and attack from behind.

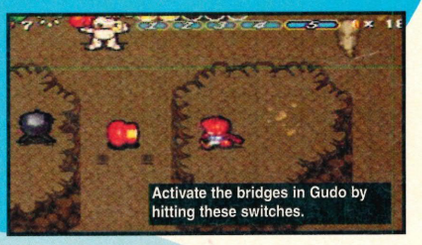
Leave the crypt, and go back to the castle to talk to the King. You're now promoted; arise Sir Mars! Next stop, Gudo Valley in the North.

LOST FOREST

Using the Slide Shoes, charge and hit C to slide through the hollow logs and eventually you'll come across a lake. Tip the armadillos over by jumping with Stone Shoes equipped. Kick them, and they act as stepping stones across the water.

The second area of Woodland yields Magic Hands – gloves which you can throw. Now go back to Gudo. You can negotiate the areas beyond the bridges by using Magic Hands to hit the switches. Use the gloves to fight the twin bosses. After defeating them, you'll obtain the Whisper Conch.

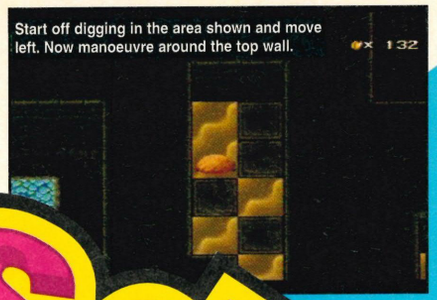
Using the Conch, talk with the Trents – the wise trees. Now go north to fight a big spider. Use the Magic Hands again and keep your distance, trapping him in a sequence of moves. Each time he jumps up, plan where he's going to land and aim. Talk to the swan using the Conch, then go back to Odegan. Speak to Sir Kaipa, and go upstairs to get a Silver Bottle.



GUDO VALLEY

First of all, go down some stairs on the left of the cave to obtain extra life force. Break the floor to reach the elevated section of the lower area, then run across the corridor with the crumbling floor and break the tile ahead. Take the Slide Shoes from the chest. There's nothing else you can do here now, so first go to the Lost Forest in the South-West.

Wisdom

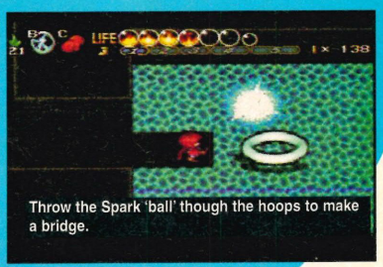


JUMP LABYRINTH

The labyrinth itself is situated at the Northernmost point of East Odegan. The main puzzle concerns freezing bombs. On the ground floor, dig through the sand to get to the bombs and blow up the southern wall to allow for an exit, then freeze the bombs using Stone Shoes in conjunction with Freeze Orb. Pick up a frozen bomb and lob it at that hideous wall monster on the left in order to get the Blue Key. Another bomb will hold down the switch to open the door.

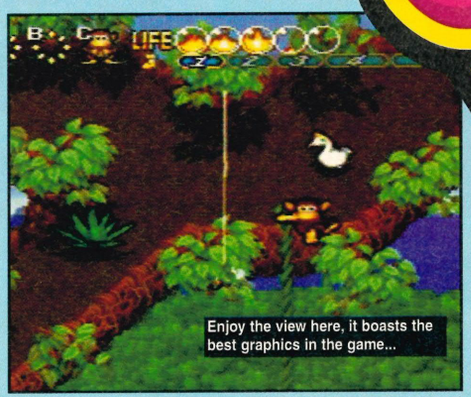
Freeze the water downstairs in the same manner as the bombs. In the section with the sand, dig where shown to reach the surrounding rooms for life force, a blue key and a herb, plus a switch to turn off the spikes below.

As shown, use the Spark orb and the Magic Hands to deactivate the hoops. In the room ahead, kill all the monsters and the door will open – you'll find the Jump Shoes. Now you can reach the Fire Labyrinth South of the Thousand Year Tree by jumping over the gap near the signpost.



THOUSAND YEAR TREE

You can make the crossing to West Odegan through the connecting cave just North of the Lost Forest. The Thousand Year Tree lies further west. At the tree, use the Stone Shoes to stamp on the round stumps so that the spiky obstacles disappear. You'll soon find a Monkey Suit with which you can climb up vines.



The boss here is a dangerous cactus. Kill all the baby cacti with the Magic Hands, then trip up the boss by sliding under it with Slide Shoes equipped. Punch it with the Magic Hands and repeat until dead. Speak with the hermit twice to fill the bottle (you can use this on the vine at the bottom branch – but it won't grow 'till later) Take the princess back to Odegan.

ODEGAN CASTLE

The right-hand princess is the one you want – inform the king as requested. You'll have to fight yet another boss near the Royal Crypt – use the Magic Hands to defeat it. Afterwards, the king will give you a new sword. Collect the Hercules Gloves from the Treasury then go to the Sand Labyrinth in the south of the kingdom.

HOBBIT VILLAGE AND WATER LABYRINTH

To get to this area, warp through the panel with the Spark Orb equipped and charged-up in conjunction with Slide Shoes. The village is empty, but speak with the Trent and replenish your energy at the well. Go through the cave in the North to get to the Water Labyrinth, throwing bombs at the wall monsters.

At the Water Labyrinth, use the Lightning Panels to manoeuvre. In the section with the crumbling floor, activate the crystal on the left first and run across the floor, going right first to push the button. In the room with three panels, use the centre one only and in the next room use the left panel to gain extra life force and the right to proceed further. The boss here is Banbo again. Kill him, and you'll receive a Freeze Orb – now you can complete the Jump labyrinth easily.

SAND LABYRINTH

To proceed here, move the bombs using Hercules Gloves. Two floors up, fall through the sand in one section to reach the Mole Claw. On floor three, dig through the sand using the Claw, and push a purple button to fill one section in order to cross later on. To receive the statue, follow the screenshots.

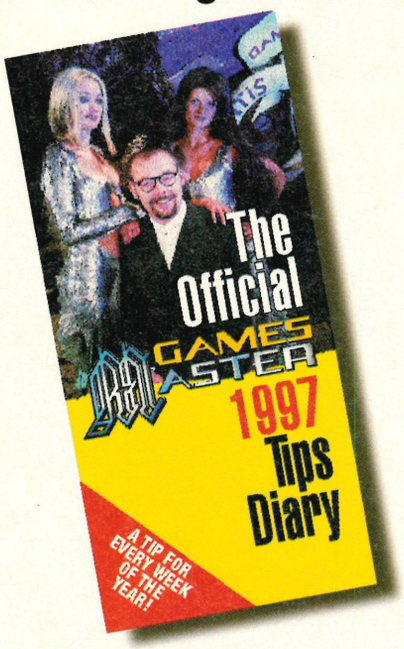
Push another button on the fourth floor to open another door, but you must be carrying the statue to meet the Sandworms. Do not turn the stone back to sand once you have the statue, as it will reappear in its original position on the ground floor.

The Sandworms are easy, simply stand still at the edge and hit them with the Magic Hands. You'll now receive the Spark Orb.

Don't miss next month's issue of Sega Power for the second and final part of this total solution. On sale 16th January.

GET 1997 FREE!

and cheat at loads of games into the bargain



GAMESMASTER ISSUE 51 WITH FREE 1997 TIPS DIARY, HUGE '97 GAMES PREVIEW, AN EXCLUSIVE LOOK AT N64 TUROK: DINOSAUR HUNTER, REVIEWS OF VIRTUA COP 2, TEMPEST 2000 AND KRAZY IVAN ON SATURN PLUS ULTIMATE MK 3 MOVES AND MUCH MORE

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It's good to play games
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Our tips are the best. That's not a boast, it's just a simple statement of fact. This month, all the cheats for *Alien Trilogy* as well as some rather excellent stuff got *Ultimate Mortal Kombat 3.*

Power Tips

Small Tips

64 . . . .*Alien Trilogy* (Sat)
64 . . . . .*Madden '97* (Sat)
64 . . . .*Magic Carpet* (Sat)
64 . .*Fighting Vipers* (Sat)
64 . . .*Impact Racing* (Sat)
64 . . . . .*Sega Rally* (Sat)
64 . . .*Ultimate MK3* (Sat)
65 . . . .*WS Baseball* (Sat)
65 .*Blam Machinehead* (Sat)
66 .*Rise of the Robots* (Sat)
66 .*World Heroes Perfect* (Sat)
66 . . . .*Star Fighter* (Sat)
66 . . . . .*Pocohontas* (MD)
66 .*Guardian Heroes* (Sat)
66 . . . . . .*Alien 3* (MD)
66 . . .*Mega-lo-Mania* (MD)
67 . . .*3D Lemmings* (Sat)
67 . .*Action Replay Codes*

Tip of the Month

Saturn **64**

UMK3 – Kickin'.

We got most of the cheats for *Ultimate Mortal Kombat* in last month. Our Cheat of the Month winner pencils-in the rest of them.

Cheats and Hints

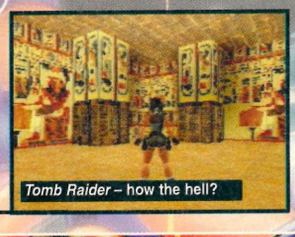
Saturn & MD **64**

This section got into trouble for swearing last month. The person responsible has had their mouth removed via sewing. 'Firm but fair' is the motto at Future Publishing.

Guardian Heroes – Comprehensive.

Q&A

Saturn & MD **64**


Tomb Raider – how the hell?

Sometimes, just sometimes we can't answer all your cheats and hints questions. This section is where you, our lovely readers, help out.

Alien Trilogy

Saturn **68**

One of the Saturn's premier *Doom* clones (with aliens) gets its final installment of tips. Frankly, we're glad we can turn the lights on now.

Alien Trilogy – finished at last.

Cheats & Hints

Here we are, sharing with our beloved readers, some of the most sensational tips and cheats known to man, and showing our bottoms to lesser tips pages.

Saturn

Alien Trilogy

All the cheats below can be combined by entering each code on the password screen, exiting the password screen then entering it again to input your next code.

All weapons

F1SH1NGF0RGVNS

Infinite ammo

F1LLMYP0CK1TS

Level select

FLYT0

After inputting FLYT0, enter the level number you want to go to, i.e. FLYT001 for first level, FLYT034 for the last level etc.

Madden NFL 97 (US import)

Secret teams

At the team select screen, hold down Z and then press X for a random team select. Continue pressing X while holding Z and eventually some new teams will start appearing. Here are the ones we have discovered so far: Tiburon (the programming team), EA Sports, All 50's and 60's, All 70's, All 80's, AFC, NFC.

Saturn

Ultimate Mortal Kombat

This month's cheat of the month is from Phil Denning of London who has sent in the following stuff for *Ultimate Mortal Kombat 3* on the Saturn. He wins himself a copy of something else on the Saturn.

Cheat menu code!

"I liked your *UMK3* guide in Issue 85 of *Sega Power*. I've sent the cheat menu code and some Kombat Kodes that you didn't print – hope you can use them." At either the Title Screen or the Copyright info screen, before the title screen appears, press on the control pad very quickly: C, Right shift, A, Z, Y, C, Y, Right shift, A and X. You should then hear Kahn Laugh which means the cheat mode is activated! Now at the cube with the *MK3* logo spinning over it, press Up to reveal a side with a grey question mark on it. Access this menu to do the following options:

Free play	Off/On
Ermac	Off/On
Mileena	Off/On
Subzero	Off/On
Fatality time	Off/On
1 Round match	Off/On

This code is NOT saved to the Saturn's internal memory bank.

Kombat Kodes

004 400	Whatcha gun do?
987 666	Theatre of magic
282 282	No fear
122 221	Skunky
123 926	No knowledge
550 550	MK live tour
227 227	2-on-2 explosive
022 220	2-on-2 explosive + TD

Magic Carpet

Assorted cheats

Go to the options screen and test the following sound effects in this order 11, 31, 15, 5, 26, and 22. The cheat options should appear along with a level select option. While playing the game after you enter the code, press START to pause the game and hit X to access all spells. Press Y to finish the level and Z to get a mana bonus.

Fighting Vipers

New Intro

Win the game on Normal in Hypermode with Kumachan's second outfit (The Panda with the Beach Ball).

Now watch the game's intro again and Kumachan should make an appearance right the at the end.

Q&A

Once again we've been bombarded with questions from you button bashing buffoons. We'd really better answer some this month I suppose.

Saturn

Impact Racing

I've recently purchased an import version of *Impact Racing* and I was wondering if there were any codes available for it. The game has a password screen, which usually means that if there are any codes they are inputted here. I've tried many different words but none have worked.

B. Kennedy, Salford

Yeah B, there are a few cheats. To be invincible enter the password: IAMIMORTAL. Try entering the password as LOADSOFSTUFF for unlimited ammo for any weapon you acquire.

Sega Rally

I have just bought a Sega Saturn and Issue 85 of *Sega Power*. Unfortunately there were no cheats for *Sega Rally*, due to the fact that it has now been out for quite a while. I would be most grateful if you could supply some.

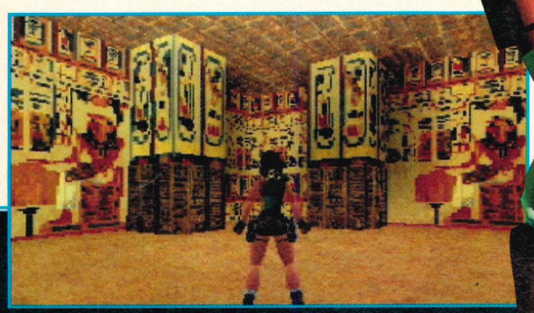
M. R. Travis, Sheffield

Can you help?

Saturn

Tomb Raider

I've just bought *Tomb Raider* for



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

Cheat of the month

444 444 . . . . . Random morphing kombat
300 300 . . . . . Silent kombat
987 123 . . . . . No meters
100 100 . . . . . No throws
020 020 . . . . . No blocks
788 322 . . . . . Quick uppercut recovery
010 010 . . . . . Throwing encouraged

World Series Baseball 2

Switch Camera Angles

After starting a Home-Run Derby, once you've hit the ball and it's in flight, press Right shift to switch to various Camera-Angles. Each time you press Right shift, you'll get a different camera angle. There are a couple to choose from.

Easy strike-out

If you're a right handed pitcher going against a left handed hitter, there's a technique which you can use to get a strike-out almost 99% of the time. First of all, the 1st pitch can be anything you want, but make sure its a strike. Afterwards, use the Right shift and move as far as possible to the right side, hit the C button and as soon as your throw starts, move your D-pad slowly to the left, outside his batting range. Do this twice and you're guaranteed a strike-out at any level.

Blam Machinehead

Passwords

Oil Wells Level 1.2
Q58NM LDZCQ 4HWGE
Quake City Level 1.3
TDM75 UH8OT X6BE
Disused Hangars Level 1.4
VO1PP JCP6V H4ULJ
Termite Swamps Level 2.1 F2F
0HX8Y OE95W
Termite Warren Level 2.2
42W3T JGK-P
5K5H7

We have been getting quite a few letters asking for Sega Rally cheats, so I suppose it is high time we reprinted them.

Access the Lake Side Course
To race the Lake Side Course you must come in first place at the end of the mountain track. You don't need to place first in each track. Or alternatively, at the main menu simply press X and Y.

Mirror Mode
Hold Y and press C on the select game screen.

Hyper Car Mode Code
Hold X and press C to choose a car on the selection screen.

New Car Code
Place 1st in normal mode on the Lakeside track in championship mode (one lap). A new car called Lancia Stratos will appear. To choose the Stratos in the lead, reverse over the finishing line. A 'funny' noise will be heard by all within range. Ha! Ha!

my Saturn and I think it's brilliant. Do you know how to get past the dinosaur level? I've killed all the dinosaurs and picked up four cogs but I don't know what to do with them or where to go.
Tony Sanders, Cardiff

Pinnochio

I know that it has only been out for a few weeks but do you have any cheats for *Pinnochio* on the Mega Drive? It is a good game but it does get a bit hard in the later levels and I just wondered if you could give me any help to complete it.
Kevin Gondall, Glasgow

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, B.
Dream keeper: . . . . .A, A, A, A, A, B, 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, B.
Super keeper: . . . . . .A, A, A, A, A, B, 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

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.

Game Gear: *SP* 57
Extra speed: On qualifying race in bathtub, whilst in

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 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.

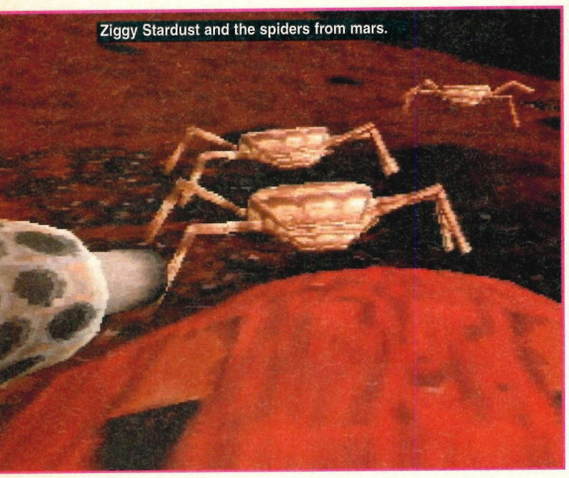
Mortal Kombat 2
Mega Drive: *SP* 65
Cheat Mode: Select done on the options screen and then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.
Also: *SP* 59, 60, 62, 63, 65, 73, 76, 77.

Mortal Kombat 3
Mega Drive: *SP* 74
Cheat Menu: On the menu screen, press: A, C, Up, B, Up, B, A, Down.
Also: All the moves and the works in *SP* 74 – check it out for a complete players' guide.

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 really do want to play as famous people. Enter these initials and select them with the buttons stated. Here are five, there are 33 more outlined in loving detail in *SP*15, if you're that interested.
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.



Termite Swamps II Level 2.3
VR4T2 6EZD5 SHCMM
Infested Catacombs Level 2.4
1NBCX CXVI6 PA3K1
Termite Hive Level 2.5
ZFXD Y5KXJ Q2NGZ
Mountain Pass Level 3.1
2XVSD AHO3J S2MF-
Icebound Highway Level 3.2
WJ8H 3Y8-D -7FRU
Above the Clouds Level 3.3
THYDH MZDU 3CZFK
Orbital Headquarters Level 3.4
1SOJ3 13BP V2MW8
Meadows of Deception Level 4.1
YCTS6 PUUKS 28SD1
Citadel of Illusions Level 4.2
Q29LH UDUY4 21FSD
Core Level 4.3
WS7Y6 HQPIW BOFGK
Unreality Level 4.4
2RHK4 RB9RU Z1IT2

Cheats

Remove all cheats
ABCDE FGHIJ KLMNO
Infinite energy
HMEHM HSD9D MDQFX
Infinite weapons
HMEHM HSDVD -ONMR
Level select
KDUDK 9RDKD BSHNM
Ghost mode
- -GHO STMOD EON- -

Rise of the Robots 2: Resurrection

Access Vitriol

If you really want another character in this rather anonymous mechanical beat-'em-up, at the character selection screen, press: Right, Right, Right, Up, Up, Down, Left, Left, Down and Down to access the hidden robot-come-vacuum cleaner, Vitriol.

World Heroes Perfect

Minimisation of your Character

When choosing your character, press X, Y and Z at the same time and the fighter will be minimised.

Star Fighter

Crystal combos

2 Crystal Combos
Red, Red . . . . . Increases Laser
Blue, Blue . . . . . ATG Missiles
Magenta, Magenta
. . . . . Award ATA Missiles
Blue, Green . . . . . ECM's
Yellow, Yellow . . . . Increase shields
Blue, Yellow . . . .Increase Engines
Red, Yellow . . . . .Increase Controls
Cyan, Yellow . . . . . .Multi-Missiles
Light Blue, Yellow
. . . . . .Multi Missiles X 3

3 Crystals Combos
Green, Yellow, Green . . . . . .
. . . . . Adds Wingpods
Magenta, Yellow, Blue
. . . . . Shield Damage
Magenta, Red, Blue
. . . . . Engine Damage
Magenta, Green, Blue
. . . . . Control Damage

Mega Drive

Pocohantas

Level Passwords

Level	Password
Deer	OK4OP
Wolf	BCB4V
Otter	Z84TM

SP

Sorted!

Some *Sega Power* gifts are bestowed on to the following D-Pad Demons for sending in the answers to previously published problems in our 'Can you help?' section:

Mega Drive

Alien 3

Issue 85

David Hemmings of Essex has sent in this nifty cheat for *Alien 3* to solve Kenny Lawson's problem:

"Go to the options screen then with controller 2, enter the following: C, Up, Right, Down, Left, A, Right and Down. You should hear a power up sound if you've done it correctly.

"Now start the game. If you pause the game and hit C, A and B you should see some vertical green lines. Unpause the game and you'll be transported to the next level."

Mega-lo-Mania

Issue 85

Here are some Mega-lo-Mania codes for Jonathan Hawkins sent in by Steve Ratchett of York

"Epoch Codes
2 . . . . . .SZADBYFIWMY
3 . . . . . .RXYCPUCXCBC
4 . . . . . .UXFDUYCXHTS
5 . . . . . .ORNDHTXKQTE
6 . . . . . .HJOBHBNYRHO
7 . . . . . .XANBRUAFLII
8 . . . . . .BTBAHOSHLIL
9 . . . . . .BLOAZFBGHBI

Enter 'JOOLS' for a hidden bonus game thing."

Arcade Mode, choose Celica MT, then instead of pressing C, press Down and the Celica will change to Stratos AT. Press C to select it.

Zoom in during replays

Hold Down and Z then use the Left and Right shifts to zoom in and out.

Choose Lancia Stratos the easy way

At the title screen (or Main Menu), enter: X, Y, Z, Y and X. At the car select screen move all the way to the right for the automatic, all the way to the left for the Manual. This code does not save, and must be re-entered.

Free Cart!!

From now on, we'll be giving away a free cart 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!

Guardian Heroes

I've seen a debugging code for the Japanese version of *Guardian Heroes* – is there a similar cheat for its European counterpart? I've had the game for quite sometime now and have found some devastating combos for it. I think it's one of the most interesting and original games released so far for the Saturn. Thanks for producing a great magazine, and please print my letter if you have the answer.

Johnny Dangerouslylongsecondname, Hamilton

Thanks for the compliments, but why didn't you send in those devastating combinations? There is a debugging code and it cracks the game wide open! Here it is and all the benefits:

Lemmings 3D

Level codes

Level	Code
Level 1	.FUNSTART
Level 2	.STARTING
Level 3	.DIFFRENT
Level 4	.PLECTRUM
Level 5	.ROBINSON
Level 6	.GREGATIM
Level 7	.FUNCTION
Level 8	.BLANDISH
Level 9	.LAMPWICK
Level 10	.MURLITON
Level 11	.SURPRISE
Level 12	.TRAPDOOR
Level 13	.FIGUERAS
Level 14	.SANDWICH
Level 15	.BATEMANS
Level 16	.PANGOLIN
Level 17	.GARGANEY
Level 18	.PECULIAR
Level 19	.ESPANOLA
Level 20	.WOBEGONE
Level 21	.TRISTART
Level 22	.SHOBNALL
Level 23	.CURLICUE
Level 24	.BILLYCAN
Level 25	.GOLDPEAK
Level 26	.GRIPPING
Level 27	.FUGITIVE
Level 28	.FEARLESS
Level 29	.SPITULUM
Level 30	.BESLAVER
Level 31	.ANABLEPS
Level 32	.QUINCUNX
Level 33	.TARLATAN
Level 34	.YANGSING
Level 35	.GUMMOSIS
Level 36	.PRODNOSE
Level 37	.NGULTRIM
Level 38	.COTTABUS
Level 39	.THANKSTO
Level 40	.BIERHAUS
Level 41	.TAXSTART
Level 42	.AFBAMIXS
Level 43	.BRADFORD
Level 44	.SHEEPAND
Level 45	.SMARMITE
Level 46	.CHEAPGAG
Level 47	.THINKYOU
Level 48	.PROBABLY
Level 49	.CANTREAD
Level 50	.NEXTONES
Level 51	.TSTDFWTO
Level 52	.HOHOOHHF
Level 53	.EMAWROAT
Level 54	.SETNTETH
Level 55	.ECRWHNSA
Level 56	.AOEAOJON
Level 57	.RDARSORG
Level 58	.EEDDEYTX
Level 59	.XSXSXXXX
Level 60	.FOOTBALL
Level 61	.MAYSTART
Level 62	.TASHKENT
Level 63	.ZULUDAWN
Level 64	.QUATRAIN
Level 65	.GRANDCRU
Level 66	.WITTMANN
Level 67	.WHATNEXT
Level 68	.UNCTIOUS
Level 69	.EVERARDS
Level 70	.ENTREATY
Level 71	.GLACKIAN
Level 72	.WHEEEEEE
Level 73	.IKEIMMEL
Level 74	.MORROCCO
Level 75	.TWOPOINT
Level 76	.FOLLICLE
Level 77	.SPROCKET
Level 78	.METARULE
Level 79	.FALLBACK
Level 80	.BEANCURD

Super codes for animation sequences

SPACEXXX
EGYPTXXX
ARMYXXXX
MAZEXXX

Dean had hair like this during his Toyah Wilcox period.

To active the debugging code, choose the Option Mode then highlight Exit and hold buttons X, B and Z. While holding these buttons, press and hold Down on the D-pad. This will make the cursor scroll through the options very quickly. Tap button A to try and stop the cursor on the Dip Switch. If you miss the first time just keep trying until you stop the scrolling cursor in the right place. When you do, it will place three new options in the Dip Switch menu.

"Enemy Level Disp" gives HP and MP of all enemies encountered. "Next Exp. Disp" shows in the corner of the screen during the game, the amount you need to advance to the next level. Turn the "Debug Option" on for the following new effects. "Test mode" allows you to see the 7 endings.

In Story Mode, you'll have 200HP and 200Pts to maximise your character! During Story mode press: X, Y, Z and Up to refill your health. X, Y, Z and Down kills you instantly.

In Story Mode, a stage select appears after you pick your character. Also in Story Mode you can: a), hold Right shift then Start to skip ahead one scene b), hold Right shift then A and Start to skip two scenes c), hold Right shift then B and Start to skip three scenes d), hold Left shift then the Right collar button and Start to skip back one scene e), hold Left shift then Right shift+A+Start to skip back two stages f), hold Left shift then Right shift+B to skip three stages g), hold left shift then Right shift+C to skip back four stages. Phew!

In VS Mode you have all 45 characters and you can pause and tap Left Shift to activate a collision detection.

Tips Hardline

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.
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 buttons 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.

Streets of Rage 3

Mega Drive: *SP* 57
Level Select: When the selection menu comes up, hold B, press Up and, with option highlighted, press Start. Chimes are heard for cheats.
Also: ***SP* 56, 58, 59. 60, 61, 68.**

Urban Strike

Mega Drive (Yes, yes, they work now, honest.)

Level 1	.Hawaii YT4SKBR67R6
Level 2	.Baja Oil Rigs CT4SKBR67R6
Level 3	.Main Rig ZT4SKBR67R6
Level 4	.Mexico 934SKBR67R6
Level 5	.San Francisco NT4SKBR67R6
Level 6	.Alcatraz HT4SKBR67R6
Level 7	.New York City L67ZBR6SVV
Level 8A:	. . . .Las Vegas GPV4FHBWVM6
Level 8B	. . . .Casino B34SKBRS7R6
Level 9	.Underground W7FYWVSXL9M

Action Replay codes

Saturn

Alien Trilogy

Master code F6000914 C305
. . . . . .B6002800 0000
Invincibility 606CF94 00C8
Infinite armour 1606CF96 0064

Mega Drive

The Incredible Hulk

Infinite Lives FF08890003
Transformed all the time . . . . . .
. . . . . .FF00130001

Sonic 3

Infinite Lives FFFE120005
Unlimited Rings FFFE210063
Change Sonic into any graphic and place new parts to each level. . .FFFFFA0001

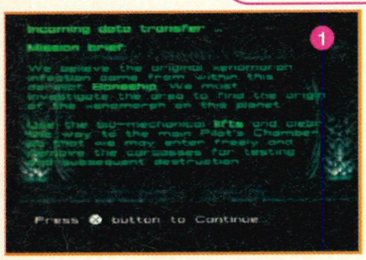
Alien Trilogy

If... you missed the first parts of this guide in Issues 86 and 87, turn to page 79 to see how to order them.

Welcome to the third and final part of *Sega Power's* exclusive guide to *Alien Trilogy*. This month it's levels 23 to the end.

Level 23

Things get noticeably tougher in this the first level of the third part of the trilogy.



1 The first section on the final level is a taste of things to come: Loads of aliens, confusing level design and very little spare ammo. Fun.

2 There's a choice of three corridors on arrival. The far left option can be ignored if you want – it's all pain and no gain.

3 The corridor to the right has a sequence of false walls, each hiding one or two red warrior aliens.

4 False walls also connect the corridor to the main rooms. In here you'll find armoured colonists and more red aliens.

5 The idea on this level is to throw the three switches. The one here is hidden behind a false door. There's some body armour nearby.

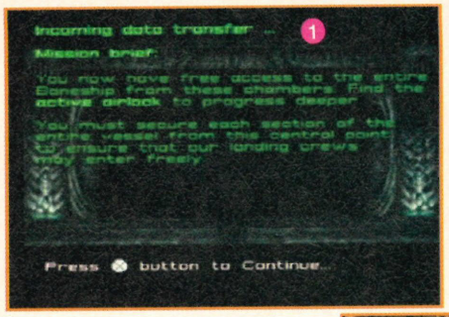
6 Getting the lift down into the second section of the level allows you access to the two other switches.

7 Down another lift in the third section, there's a flame thrower up for grabs. Not that it's much use, mind.

8 Stand still at the level above and, provided all three switches are thrown, a lift will take you down to the end of the level.

Level 24

Level 24 is the first of the boneship levels. There's no pint hanging about just get out as quickly as possible.



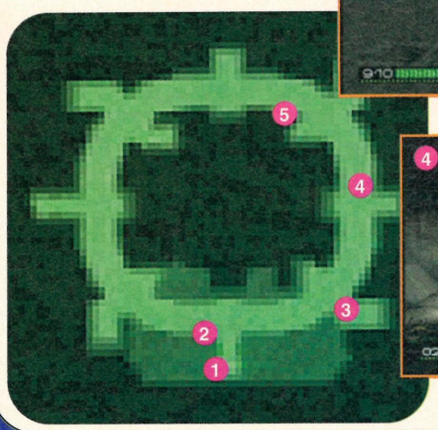
3 Huggers will jump out at you from the door recesses to the left and right of the corridor.

4 This door opens to reveal some anti-acid boots. Useful and surprisingly fashionable.

5 The door that reveals this lit room is the exit. Out of the frying pan and into level 25.

1 The first of the boneship levels. There's no point in hanging around here. Find the exit and get out immediately.

2 There's very little ammo available on level 24 but luckily nothing more threatening than huggers will attack you.



Level 25

Look for a secret entrance hidden in one of the acid-filled trenches – it's vital to complete level 25.

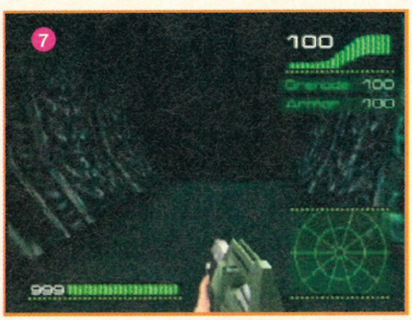
1 Level 25 is the one of the hardest in the game purely because you have to find the well-hidden secret areas. Expect to do this level more than once to achieve the required 51% of your mission objective.

2 The armoured colonists need taking out first. Watch out as some like to throw grenades at you.

3 The blue pools are acid and the slipways leading to them are exceptionally slippy. Stay to long in there and it's game over.

4 You'll need to throw both switches to progress very far. There are secret rooms hidden below some of the colonists' vantage points near here.

5 There's a secret corridor near the start of the level. In it, you'll find plenty of red aliens (behind a false wall) and a switch behind the grenadable wall at the end.



6 Some acid wells contain body armour. If you're sure you can get out quickly these are worth going for.

7 At the end of this level is this corridor. Once you've gone into it you can't get back, so make sure you've already done as much as you possibly can.

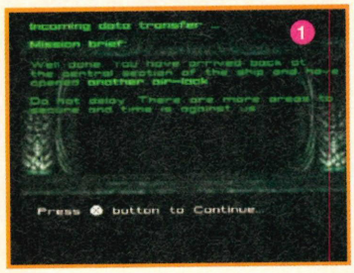
8 The ceiling huggers here are more of a pain than a threat. A well-timed grenade will sort them out.

9 The room off the main corridor contains five aliens with another one joining. Back out and keep the guns blazing.

10 If you've done enough this room will let you on to the calmer waters of level 26.

Level 26

Back to the bone ship for level 26. The aliens are a bit tougher this time, though.

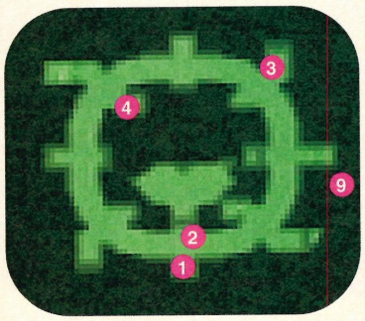


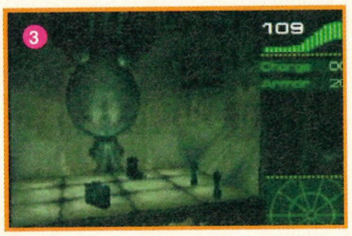
1 Another mission on the bone ship except this time the attackers are dog bursters.

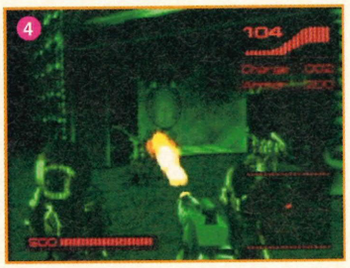
2 The faster you move, the more of these things you'll attract. Most hide, like the huggers before them, in the door niches.

3 This room contains some ammo and another pair of fetching acid boots.

4 The room ahead is the exit. Get to it as quickly as possible to avoid losing too much ammo and health.







Level 27

Lots of smart gun action on level 27. The secret sections are a nightmare, so watch out.

1 One of the toughest missions in the last section of *Alien Trilogy*. Once again you need to collect the ID tags from the impregnated colonists.

2 And the stress starts as soon as you arrive. The black warrior aliens present the biggest problem.

3 Take the lift to the right. The section here contains the most tags.

4 This section consists mainly of false doors which allow aliens to jump out on you as if from nowhere. Move slowly to avoid attracting attention and try not to run away.

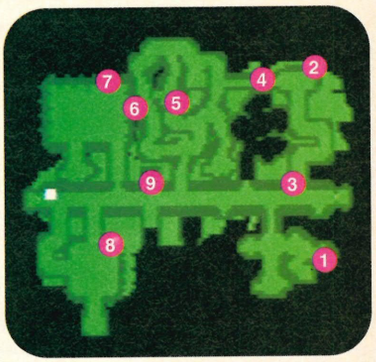
5 There is some much-needed armour along the way, but you'll have to kill everything to find it.

6 Activating the switch in this room lowers nine pillars, each in turn releasing an alien. Probably not a good move.

7 The room to the far South-West contains armour and a very unhappy-looking alien welcoming committee. Be ready.

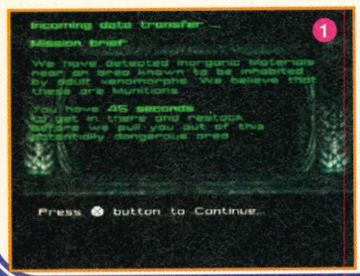
8 Don't fall into the acid pits in this area as they're extremely difficult to get out of.

9 Go to this lift last. It hides a couple of aliens as well as some goodies.



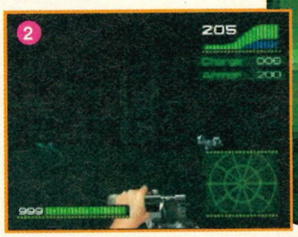
Level 28

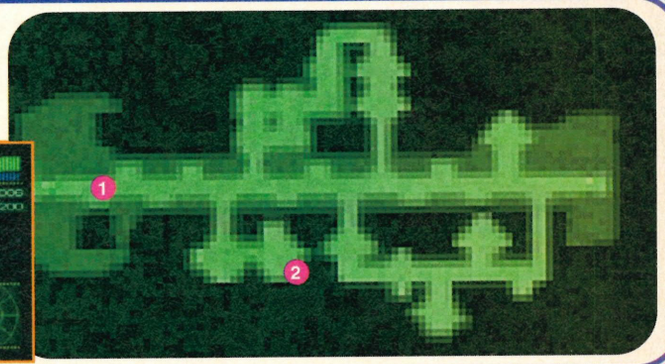
Another armour reloader. It's best to do this level a number of times to find where the best pick-ups are located.



1 You have 45 seconds to collect as many goodies as possible. Bear in mind that most of the walls along the main corridor are false.

2 This is probably the best room to aim for in the first instance: there's plenty of ammo of armour. You'll certainly need it later on.





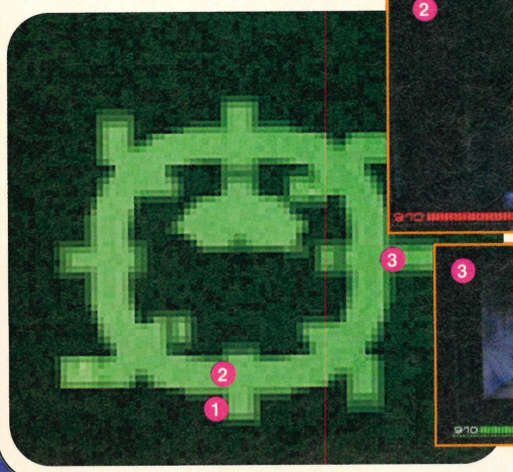
Level 29

It's red aliens this time for your third visit to the bone ship. You know the drill by now.

1 Once more into the bone ship. Your enemy this time are red aliens, so you want won't to hang around longer than is strictly necessary.

2 If you don't know how to deal with these fellas by now, you've been cheating. The trouble is they do keep coming.

3 The open room that isn't the exit hides a 200% adrenaline burst. You'll need it!



Level 30

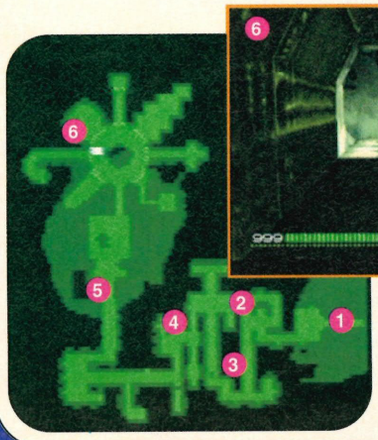
Another top level. The last section is particularly intense so be ready for it.

1 Another maze level but you don't have to collect tags this time.

2 Smart gunners form the first part of the reception committee. A nice easy start, then.

3 Most of the level are connected via slippery ramps. Once you've gone down one of these, it's very difficult to get back.

4 This lift will take you into the final part of the level. Use it.



5 Unfortunately, this lift doesn't allow you to get back. This is a problem later on when the alien action gets particularly intense.

6 Once you've thrown all the switches, the exit becomes available for a quick escape. You'll only progress from the level though, if you've killed enough aliens, though so no sneaking off early now.

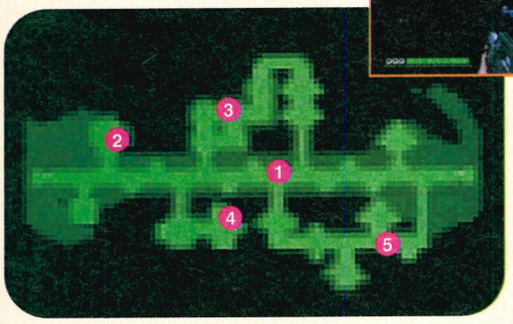
Level 31

Another chance to recharge your ammo supplies. The layout's the same as before but the location of some items has changed.

1 Another forty-five seconds in the bonus level – this time reversed just to keep you on your toes.

2 One of the best rooms is actually very close. Pick up armour and ammo here.

3 The false walls make life difficult but if you use the map, the process of navigation should become more simple.



4 Having plenty of smart gun ammunition is vital, especially if you are to survive level 32.

5 Unfortunately your armour level can't rise past 200. Pity that.

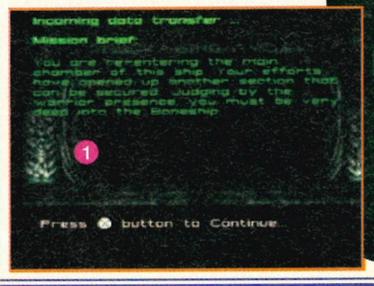
Level 32

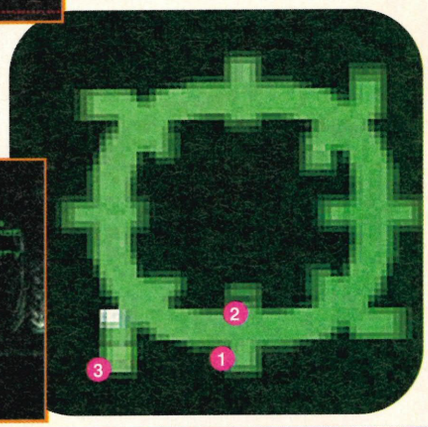
The penultimate trip to the bone ship and things are getting trickier. Black warrior aliens are the order of the day.

2 There's only one word for this – trouble. If you run away, you'll just attract more attackers.

3 At last! A way out. Dive in.

1 Yet another trip into the bone ship and you know the drill by now. Find the exit before you get annihilated by the black warrior aliens.





Level 33

The last proper level before the queen. It's surprisingly easy as well.

1 We're nearing the queen now. Blast all the eggs on this level to progress.

2 A nice stress-free opening to the level. Blast these eggs in relative safety.

3 There are a couple of eggs down here and a black alien may also attack so be careful.

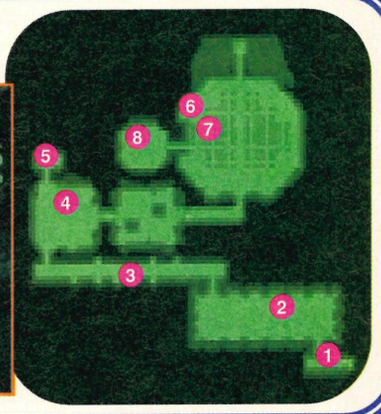
4 Another room full of eggs, this time guarded by an angry warrior. Don't leave this room until you've been to the little room to the North.

5 In this room you'll find some more armour as well as a few odds and sods of ammunition and other pick-ups.

6 After killing the guarding aliens and the nearby eggs, throw the two switches in the room. This releases the exit door and two more warrior aliens.

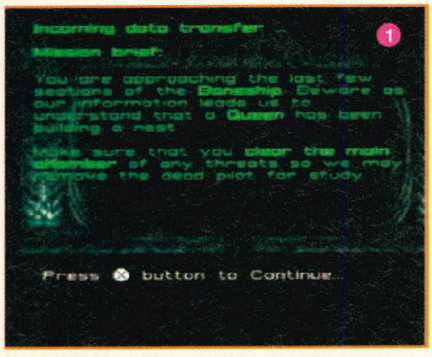
7 If you stand in this sector of the acid pit, you'll be able to take a lift down to a secret set of rooms.

8 Downstairs you'll find a smart gun (stocked with ammo) and a switch to get back upstairs.



Level 34

The last trip to the boneship. The alien action is frantic so just try and get out as quickly as possible.



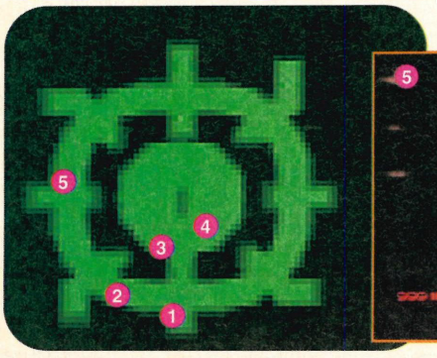
1 The last time in the bone ship finally sees the central room open up. It also sees an intense alien assault.

2 Told you.

3 Apart from the beautiful graphics, there's some rather useful ammunition in here.

4 And here's the source of the entire problem. Stupid bugger.

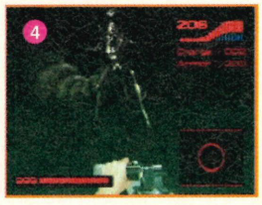
5 Even though the main room is open, the exit's not there. You'll still need to wander the circle looking for the open exit door.



Level 35

The final level and the final killer queen. Use the side runs to hide and pick up extra ammo.

1 Congratulations, you've made it to the final level of the game. The queen's as hard as nails and you won't beat her first time round.



2 Take these eggs out as quickly as possible. The last thing you want are face huggers running around while you try to take on the queen.

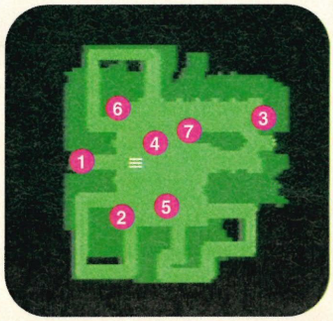
3 Behind the queen against the wall is a Hypo (invulnerability) pack. Use this for 30 seconds of pain free attack using your most powerfull weapons.

4 Once you approach the queen, she will start spitting acid and break free form her enormous egg-laying abdomen.

5 The queen will follow you around as you attack. Try to keep backing away from her, staying out of range of her attacks.

6 You'll need an awful lot of ammo to kill the queen – it's best to save up your grenades for this final level.

7 Once the queen is dead, an exit door will open up behind her discarded abdomen. Leave and enjoy the closing sequence.



For a full listing of Alien Trilogy tips including invincibility and weapon select, turn to Power Tips on page 64.

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' and the games advertised in small ads are flagged. All games reviewed since Issue 69 (nearly every Saturn game, ever) are included and most have a little picture included as well. Ahhhh.

77 Back Issues

Perhaps you were on holiday. Perhaps the newsagent caught you sneaking out of the shop with that craft copy of *Mayfair*. FOR WHATEVER REASON, if you missed an issue of *Sega Power* you can get it here.

How it works

There are summaries of the last year-or-so's issues down the side of the page and a coupon you can use to order them.

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 advice for buying goods via mail order.

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 follow the instructions below and phone it in to us direct at Sega Power. Easy, direct, simple: that's how we like to think of ourselves. Er...

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.

Small Ads

Under £25

MD and MCD games for sale Including *World Cup '94*. ☎ Phil on (01245) 231389 after 4-30pm.

MD games, *Power Rangers* £6, *Gunship* £8, *Kotm* £8, *MK1* £8, *SR3* £10, £35 the lot. Consider swapping some for *MK2*. ☎ Alex on (01761) 471702

MD Games for sale. *Urban Strike, Winter Challenge* £15 each. *Alien 3*, Four-way play £10 each. all mint condition. May swap. ☎ Steven on (01928) 733586 after 4pm.

I am selling 14 Mega Drive games between £5-25 each, including *FIFA '96*, *Mortal Kombat 2* and *Premier Manager*. ☎ (01924) 257776

For Sale, *Corporation* on the Mega Drive for £20 ono. ☎ Paul after 6pm on (0181) 5510393

George Foreman's KO Boxing for Mega Drive 2. Comes with case and instructions £15-20 or swap for *Street Fighter 2* or *Road Rash 2*. ☎ Jonathan Foule on (0131) 5529195

Dozens of top Mega Drive games for sale. Prices from £10-£15. Phone for availability; you won't be sorry. ☎ Justin on (0181) 3252005.

MD and MCD games for sale Including *World Cup '94*. ☎ Phil on 01245 231 389 after 4-30pm.

MD games, *Power Rangers* £6, *Gunship* £8, *KOTM* £8, *MK1* £8, *SR3* £10 or £35 the lot. Consider swapping some for *MK2*. ☎ Alex on (01761) 471702

Over £25

☛**Mega Drive 2,** four pads, (2 infra red six-button) 17 games including *FIFA '96, MM '96, Cannon Fodder, Sensible Soccer*. All for £230 negotiable. ☎ (0114) 2665141

Optimistic ad of the month **Wanted: PlayStation** for my MD2, MCD2 and 32X with about 15 games or sell for £350 ono. ☎ (01530) 264341 and ask for Alan.

Saturn, 2 pads, 3D controller, gun RF lead, 18 Top games, demo discs. £750 ono, ☎ (01304) 621149 anytime. Ask for Chris.

Game Gear for sale, good condition carry case, four games, 10-in-1 game, TV tuner. No instructions. £100. Ask for Grimshaw. ☎ (0182) 3662910

☛**Sega Mega Drive,** five games, *Theme Park, Toy Story, Boogerman, Ristar, Earthworm Jim*, Six-button joypad, two other joypads, £130 ☎ (01642) 816437

☛**Mega Drive & Mega CD2**, 35 games, three joypads, multi Pro joy stick, 11 magazines. Games include *FIFA '96, Lion King* etc. Good price £150 ono. ☎ Rob on (01708) 500244

For Sale: Atari Jaguar. two games, all boxed as new £90. ☎ Lee Stanbrook on (01268) 743325

Sega Mega Drive 2 for sale. 14 games, two controllers and a bag. A bargain at only £100. ☎ Gary, evenings, on (01732) 884445

Mega Drive with two controls, 22 games (including *Brian Lara '96, FIFA '96)*. Worth over £850, sell for £250 ono or swap for Saturn. ☎ Martyn Addison on (01274) 870017

Mega Drive games for sale at low prices. Wide selection. Games such as *Micro Machines 2* for £35. ☎ Chris Fenton on (01502) 717656

Mega Drive for Sale, two Joypads, 19 games and an Amstrad CPC, 50 games, 4 joysticks, Monitor £240 ono. Will sell separately ☎ (01229) 587618

Mega Drive 2 for Sale, eight games very good condition £125 ono. ☎ Matthew on (01244) 378796

Wanted: any *Sega Power* Issues 1-76, also *Trivial Pursuit* for master system and *Chocwalk 2* or *Flashback* for Mega CD. ☎ (01904) 412809

MD2 and MCD2, seven MD games (including *MM2* and *Zook)*, 3MCD games, two control pads, £120 ono.☎ (01691) 718845

Sega Mega Drive and Mega CD1, two controllers, nine games, all leads, boxed as new, ideal present £120 ono. ☎ (01785) 850629

Mega CD for Sale with 11 games for just £150. ☎ Alex (0181) 5043198

Mega Drive 2, games including *Theme Park, Cannon Fodder, FIFA NM2*, three pads good condition leather case. Bargain price at £300. ☎ (0121) 4452279

Amiga 1200, printer, monitor, keyboard, two Drives, Joystick, 87 games. Worth £700, will sell for £320. ☎ (01689) 811177 and ask for James.

Mega Drive and 10 games, including *Lethal Enforcers* with gun, Menacer infra red pads, variety of other pads, Master System Converter and *Simpsons* game. £250 ono. ☎ (01384) 565196

☛**Mega Drive, 21 games** (including *Mortal Kombat 3, FIFA '96, Super Street Fighter 2)*, six joypads all boxed and in good condition. A bargain at £250-350. ☎ Mark on (01548) 830130

Game Gear, eight recent games, boxed Master System converter, Car Adaptor, Case, good condition £80 ono. ☎ (01709) 570863

For Sale, Master System 2 with 30 games, two control pads, two joysticks £50 ono. ☎ Paul after 6pm on (0181) 551 0393

☛**Mega Drive 2** for sale, nine games including *Toy Story, Micro Machines 96, Theme Park, Urban Strike* for £100 ono. ☎ (01900) 813568

For Sale, *Mortal Kombat 2* or *Street Fighter 2 Special Champion Edition*, £15 each. Might accept lower. Phone Oliver on (01256) 893097 after 4pm.

☛**Mega Drive 2**, four pads (two infra red six-button), 17 games including *FIFA '96, MM '96, Cannon Fodder, Sensible Soccer*. All for £230. Price negotiable. ☎ (0114) 2665141

Wanted

Wanted: *Sunset Riders 1* on the Mega Drive. Will buy for £15 – £25. ☎ Robert on 01821 3977 (Ireland) after 3pm.

Wanted: Issues 3&4 of *Mean Machines Sega* and 59&60 of *Sega Power*, in any condition. Will pay a few pounds each. ☎ Richard (01224) 323 856

Wanted: PlayStation for my MD2, MCD2 and 32X with about 15 games or sell for £350 ono. ☎ (01530) 264341 and ask for Alan.

Wanted: Game Gear Chess Game. Willing to pay. Call Ray on (01296) 82406

Wanted: Cheap four-player MD adaptor and *Jurassic Park* for the Mega CD. Call (01789) 842673 and ask for Matthew Shaw.

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Wanted: Cheap four-player MD adaptor and *Jurassic Park* for the Mega CD. ☎ (01789) 842673 and ask for Matthew Shaw (Warwickshire area).

Swaps

Will Swap *Last Battle* and *After Burner 2* for *Desert Strike* and *Pitfall* with full instruction manual. ☎ Dean on (0181) 5561080

I will swap *Pitfall* on the Mega Drive for *Super Skidmarks* or *Worms*. Need to be boxed with instructions. Call Grant on (01722) 716812

Please swap *Sonic Hedgehog 2* for *Mega Bomberman*. ☎ Peter Wong on (01621) 892407

Swap a Super Nintendo, 13 games, one Pad, Gameboy adaptor for Amiga 1200 with games. SNES games include *MKII, World Cup, Striker, Sensible Soccer, Flashback, NBA Jam, Mario World, Allstars* and more. ☎ Robert May on (01472) 82473

Swap *Shinobi,* *Streets of Rage* and *Golden Axe* for *Mortal Kombat 2* or *3*. ☎ me on (01291) 650371 and ask for Richard.

I will swap *Altered Beast* and *Alien Storm* for any possible games. ☎ Andrew Jones, 39 King Edward Street, Shotton, Deeside CH5 1DN.

I'll swap *Theme Park* for *Cannon Fodder* on the Mega Drive. ☎ Daniel on (0117) 9650 824

I'll swap any one of these games for a Sega Four-Way play: *Aladdin, Sonic 2, Street Fighter 2 Champion Edition*. ☎ (01630) 658205

I'll swap all these games for a 32X game: *Aladdin, Street Fighter 2 Champion Edition, Green Dogs, Super Thunderblade, Mega Games 1 & Mega Games 2*. ☎ (01630) 658205

Swap! *Jungle Strike* and *Zero Tolerance* wanted. *Alien 3* (no book or case) and *BA Hockey* (no case) offered. ☎ Josh on (01483) 429651

Will swap *Ren & Stimpy*, mint condition for *Dune* or *Worms*. ☎ Evan between 4pm and 9pm on (01926) 640029

Will swap *Last Battle* and *After Burner 2* for *Dersert Strike* and *Pitfall* with instructions.☎ Dean on (0181) 5561080

Penpals

I'm 13 looking for a 12-15 year old girl who likes music and sport. Must include recent photo. ✎ to Robert, 184 Rising Grove, Laindon, Essex SS15 5NR.

Males 15+ wanted by 14-year-old female, who are good-looking and have a great sense of humour. I like Oasis and Blur and enjoy going out with my mates. Send photo to: Laura, 39 Borough Park Road, Paignton, S Devon TQ3 3TZ.

It's all changed!

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 simple instructions:

1. **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.
2. **Call** (0891) 789274 and read out what you wrote down!
3. **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 45p per minute cheap rate and 50p 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!

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 to get hold of 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.**

Other bits and pieces

There's more to it than that though...

If the review is in red, the game is one of Sega Power's recommended titles.

New entries have their titles in yellow.

If the envelope symbol (✉) appears in the game info, you'll find it on sale in this month's *Small Ads* page.

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.

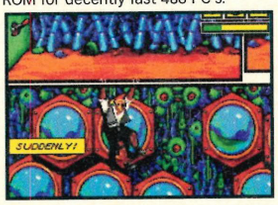
AUSTRALIAN RUGBY LEAGUE
EA £45.00
***SP* 75 70%**
Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck.

BUGS BUNNY IN DOUBLE TROUBLE
Sega £39.99
***SP* 84 87%**
More platform adventures from Sega and a licensed cartoon character. Much along the lines of *Maui Mallard* and *Garfield* there's nothing basically wrong with *BBIDT*, it's just that there's nothing new or challenging either.

BRIAN LARA '96
Codemasters £44.99
✉ ***SP* 79 85%**
An improvement on the original 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 sim. 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.

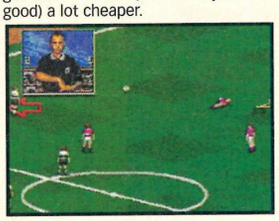


CUTTHROAT ISLAND
Acclaim £40
***SP* 78 5%**
Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development 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.

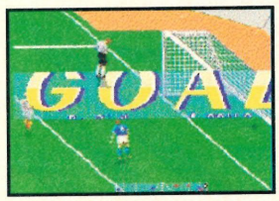
DEMOLITION MAN
Acclaim £34.99
***SP* 72 72%**
The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberals. That bit's fine but all the rest of the film nonsense is also present without the fringe benefits of Sandra Bullock. *DM* doesn't offer much over the standard platform 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.

FIFA '97
EA £39.99
SP86 78%
FIFA Gold is the subtitle and from that we should take our warning. If you've not got any of the previous *FIFA's*, there's nothing really here to warrant 40 more of you pounds and you can get older versions (which are just as good) a lot cheaper.



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.



INTERNATIONAL SUPERSTAR SOCCER DELUXE
Konami £39.99
SP 87 93%
It's taken ages, but *ISSD* has finally arrived, and it was well worth the wait. There's an excellent learning curve, a beautiful control system and excellent graphics. Quite simply, this is the best MD footy game ever so if you own a Mega Drive, and you want a footy game,get this.

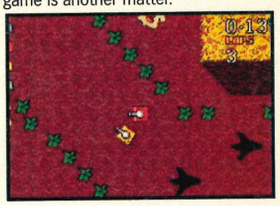
MADDEN '96
EA £44.99
***SP* 75 49%**
Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised play. If it's 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..

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.

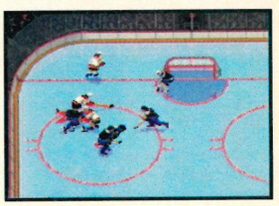
MICRO MACHINES MILITARY
Codemasters £44.99
SP 87 83%
The final *Micro Machines* title for the Mega Drive, and this time it's war! Yes, it's the old favourite is back with the chance to blow your opponents into tiny little bits. Of course, the old J cart is back with an eight player option, and with two new modes there's plenty to keep you going. Mind you, whether it's worth shelling out again if you've already got a MM game is another matter.



MORTAL KOMBAT 3
Acclaim £59.99
✉ ***SP* 73 95%**
The last great blast on the Mega Drive (although it now looks like *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. 2D fighting games have their master.

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 '97
EA £44.99
***SP* 84 81%**
We siad that *NHL '96* would probably be the last instalment of EA's great ice hockey dynasty but we were wrong. *NHL '97* offers more options than ever before and some gameplay tweakage. It's pretty good but not enough to warrant replacing your *'96* or *95* copy



OLYMPIC GAMES
THQ £39.99
***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 button-bashing gameplay is also sadly somewaht lacking.

The Hardline

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.

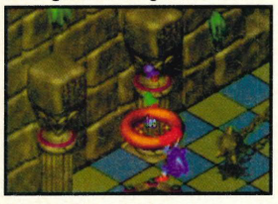
PGA TOUR '96
EA £45.00
***SP* 75 60%**
One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with it. If you haven't, get one of those second-hand instead.

POWER PIGS
Titus £34.99
***SP* 84 52%**
They are pigs, they have power. We aren't quite talking *Cutthroat Island* here but some of the animation runs it pretty close. Although there's enough gameplay to hold the attention for a certain time, this is a title for the less-discerning, fairy tale-orientated, Mega Drive gamer.

PHANTASY STAR 4
Sega £39.99
***SP* 73 87%**
A RPG that gets top marks for size and content. There are 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.

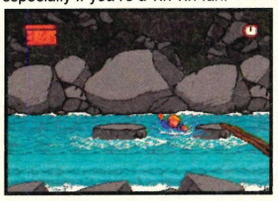
PRINCE OF PERSIA 2
Titus £39.99
***SP* 84 27%**
Never have so many people come to the *Sega Power* offices just to laugh at one game. 27% is generous score.



SONIC 3D: FLICKIES ISLAND
Sega £44.99
***SP* 86 92%**
A stunning pre-rendered isometric Sonic adventure – his first on the Mega Drive for two years. All the usual Sonic things are here – special stages, Knuckles, Tails, spin attacks, etc – in Sonic's bid to free the magical Flickie birds from the evil Robotnik. Not as fast as Sonic's straight 2D outings but still highly recommended.

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, *SS* is best played with a full complement of mates (up to four at once) joining in via the wonders of the 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.



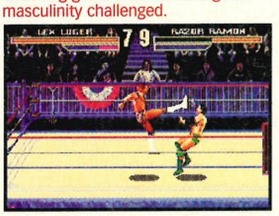
TOY STORY
Sega £44.99
✉ ***SP* 77 93%**
Quite simply, a 'must have' title for the Mega Drive, this platformer is streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive. 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.

WHIZZ
Titus £39.99
***SP* 84 85%**
Along the lines of the *Cool Spot* series and the up-coming *Sonic 3D*, *Whizz* is an isometric platformer with enough good little gameplay effects and challenge to interest all but the most jaded Mega Drive gamer. The graphics are pretty cool, the level design neat and overall, there's a pretty fine game lurking here. It's just a shame about the penguin theme.

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.

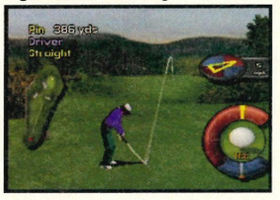
WWF WRESTLEMANIA
Acclaim £40.00
***SP* 74 90%**
Finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now 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. This time it's the Saturn and the third dimension makes a welcome appearance. The game has 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.



ACTUA GOLF
Gremlin £44.99
***SP* 85 84%**
Lots of golf fun with the probably the best looking Saturn golf game available. A full two courses are available along with more camera views than are feasibly possible and a control set that's simplicity itself to use. Overall the game might be a little too easy for some but it's now a choice between this and *Virtual Golf*.

ALIEN TRILOGY
Acclaim £44.99
***SP* 84 83%**
A graphical feast and the first decent Doom-style shooter to get a Saturn release. The game uses its licence well and really captures the feel of the movie sefries. Unfortunately the same effort's not been made with the level design and the challenge level is woefully low in places. Get it and sell it on when you've finished it.

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. It's a 3D adventure game where you guide your polygonised character around a series of 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.

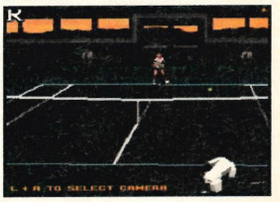
BAKU BAKU ANIMAL
Sega £45.99
***SP* 76 85%**
Easily as addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick, *Risk* for Dean) and like *Tetris* in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside of eyes. "Relax, relate and vegetate", said Mr. Joe.

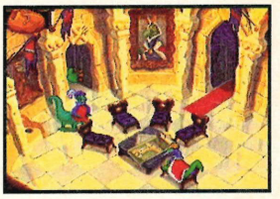
BATTLE ARENA TOSHINDEN
Takara £49.99
***SP* 75 84%**
A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation 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 and it all gets too dull too quickly. Not terrible, just not very good.

BLAM! MACHINEHEAD
Core £44.99
***SP* 84 83%**
Core Design have produced some excellent games in their time and whilst *Blam* may not live up to the excellence of *Thunderhawk 2* it's certainly no slouch. It's a 3D flying game with an impossible storyline, lots of excellent monsters to shoot and challenging level design. There's nothing startlingl originally here but it's still definitely worth a look.

BOMBERMAN SS
Core £39.99
***SP* 84 59/87%**
An enormous hit on the Mega Drive (and practically every other console) *Bomberman* gets its Saturn outing and is still as disappointing in one-player mode as it is brilliant in multiplayer. If you've got two multitaps and plenty of friends up to ten players can play at once.



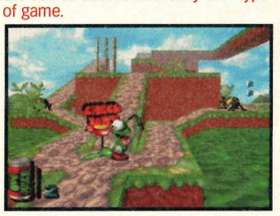


BLAZING DRAGONS
BMG £39.99
SP 87 85%
If you liked *Discworld*, you'll love this, 'cos it's better. Starring Terry Jones, the Monty Python man, this point 'n click adventure, has plenty of puzzles and teasers to keep you going. Also, the control method is extremely user friendly. If you want this kind of adventure for your Saturn, buy this one kids.

.BREAK POINT
Ocean £39.99
***SP* 86 78%**
A fine tennis game which beats hands-down its only other competitor on the Saturn – *Virtual Open Tennis*. The players' movement is all beautifully motion-captured and there are tournaments and options galore. Like all sports games, *Break Point* is best played with up to three friends and its only disadvantage is that, for some, it might be a little slow.

BUBBLE BOBBLE
Acclaim £39.99
***SP* 85 56%**
Actually three games in one – *Bubble Bobble*, *Rainbow Islands* and *Rainbow Islands Enhanced*. An old fashioned feast of gameplay it might well be but did you really get your Saturn to recreate those Arcade experiences of the early eighties?

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.



BUST-A-MOVE 2
Acclaim £39.99
***SP* 84 87%**
Another classic game gets a Saturn release. Apart from some flashy new backgrounds and some rendered intro stuff, it's pretty much the same as any other version you might have seen and just as addictive. It's a kind of reverse *Tetris* affair where you can play competitively against another player. A rival to *Baku Baku* and pretty damn good with it.

CASPER
Interplay £44.99
***SP* 78 81%**
A diverting puzzle game based on

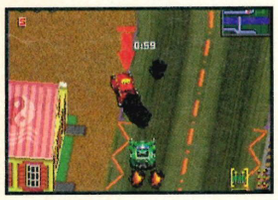
Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the inexperienced gamer.

CHAOS CONTROL
Infogrammes £39.99
SP86 55%
The first third-party game to use the Sega Virtua Gun is a pre-rendered shoot-'em-up with loads of aliens bent on invading earth. Terribly repetitive even with the occasional route choice to be made. Wait for *Virtua Cop 2*.

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. Dull.

COMMAND & CONQUER
Virgin £44.99
SP 87 91%
Probably the best game on the PC makes it's way onto the Saturn, and it's certainly no disappointment. Choose whether to take control of the good guys or the baddies and then build your army and make some money whilst completing each given mission. With all the best bits taken from *Cannon Fodder, Populous* and *Dune 2, C&C* is an unmissable game.

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 down.



CRIME WAVE
Eidos £39.99
SP 87 76%
There's a wave of crime, and it's you job to drive around, hunting down the perpetrators. Unfortunately, you don't get much help from the developers, because the graphics are crap, and so are the controls. But, the game is strangely enjoyable, so it deserves 76% on the merit of fun alone

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 on 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 2
Sega £29.99
***SP* 86 28%**
More ancient shoot-'em-up nonsense. It's cheap but that's all it's got going for it. Avoid.

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?

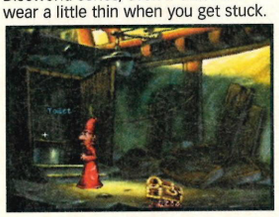
DAYTONA USA CCE
Sega £44.99
***SP* 87 91%**
An updated version of the arcade classic, and it's a vast improvement on the original. There's now a two player mode, better graphics and better sounds, which make for an excellent game. Unfortunately though, it's still second best to *Sega Rally*, although it's still a title that really should be included in your collection.

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.

DESTRUCTION DERBY
Sega £39.99
***SP* 85 80%**
Another Psygnosis PlayStation conversion that looks a little the worse the wear for its translation. The game itself is a good twist on the familiar racing theme, with a league system, evolving tracks and the infamous last-car-running. Bowl. Worth a look.

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.

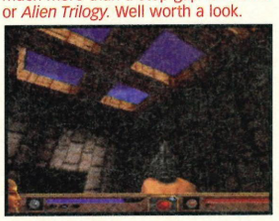
DISCWORLD
Sega £44.99
***SP* 81 81%**
Terry Pratchett's sprawling computer spawn stumbles across the Saturn in its never-ending journey around the silicon world. It's a text/speech-based graphical adventure which keeps the atmosphere and humour of the Discworld series, even if that does wear a little thin when you get stuck.



EARTHWORM JIM2
Virgin £39.99
***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%).

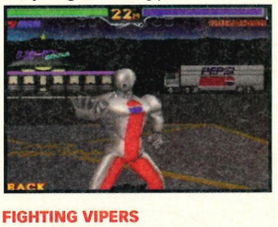
EURO '96
Sega £50.00
***SP* 80 90%**
Better than *Actua* and certainly better than *FIFA*, *Euro* is an immense game. Polygon characters, 3D modelling of all of the *Euro '96* stadia and the playability of a vintage classic. *Euro '96* looks set to long out-last the championships and sets a new standard for console footy games. Recently out-shone by *SWWS*.

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, graphics out of the top drawer and a vast arsenal of weapons help make *Exhumed* much more than a stop-gap for *Doom* or *Alien Trilogy*. Well worth a look.



F1 LIVE INFORMATION
Sega £39.99
***SP* 76 79%**
The cars are the replicas of the Formula 1 models from the 1995 season as are the drivers. There are six tracks (three real – including Monaco – and three imaginary). Ultimately the game is let down by dodgy car handling. It's a bit too easy as well.

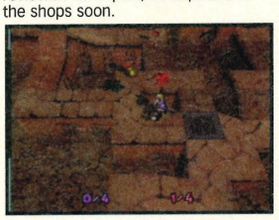
FIFA INTERNATIONAL SOCCER '96
EA £44.99
***SP* 76 85%**
Until *Euro '96* came along this was the best available footy game for the Saturn. There's some great new angles and team tactics, John Motson does the commentary and there's a neat Virtual Stadium idea.Those used to the Mega Drive version will find everything reassuringly familiar.



FIGHTING VIPERS
Sega £44.99
***SP* 85 84%**
Another 3D fighting game which uses much the same engine as *VF2* albeit at a slightly lower resolution. There are some nice touches – the use of weapons and armour for instance – and there are more than enough options and fiddly bits to keep the beat-'em-up fan happy. Criminally easy in one-player mode, mind.

GEX
BMG £39.99
***SP* 80 62%**
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.

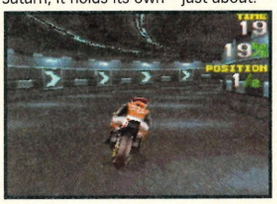
GHEN WAR
Sega £45.99
***SP* 76 80%**
A decent import, this shoot-'em-up tootles through the galaxy with smooth sophistication. Each sub- level has a defined mission which focuses the attention very clearly. One small gripe is the single view. Virgin have finally picked up the option to release this over here in Britain (originally reviewed on import) so expect it in the shops soon.



GRID RUNNER
Virgin £39.99
***SP* 86 89%**
A brilliant game out of the blue. It's a space age version of tag where the 'it' player must chase the other who's busy collecting flags. When he tags him, the roles reverse and the winner is the one who manages to collect the requisite number of flags first. Loads of power-ups and different levels. Excellent fun for one or two players.

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.



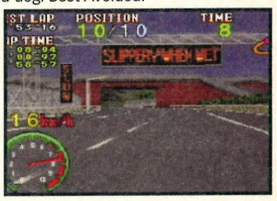
GUARDIAN HEROES
Sega £44.99
***SP* 78 80%**
A new three-level parallax beat-em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive 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.

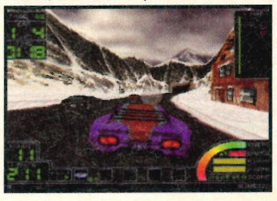
GUN GRIFFON
Sega £45
***SP* 80 66%**
An import-only tank game from Sega. The eight huge levels are spoilt by murky graphics and a time limit that annoys rather than challenges. Your other alternative, *Shellshock*, doesn't take itself so seriously and is certainly much better fun than this is.

HARDCORE 4X4
Gremlin £39.99
***SP* 87 73%**
Another driving game navigates it's way on to the Saturn. This one's a bit different from the rest though, because it's a 4x4, off road monster truck type thing. Unfortunately, it suffers from a distinct lack of polish. It could be, and is in parts, really good fun, but it becomes just to frustrating after a while.

HIGHWAY 2000
JVC £39.99
***SP* 85 56%**
Dreadful racer with the occasional flash of Dolly Bird included. Plays like a dog. Best Avoided.



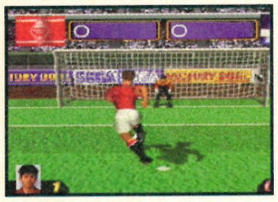
HI-OCTANE
Bullfrog £44.99
***SP* 74 85%**
A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but overall, it's not too quick.



IMPACT RACING
JVC £44.99
***SP* 87 81%**
Not really the biggest name in driving games, but that could be because it is more of a shoot-'em-up really. Much like the C64 classic *Road Blasters*, shooting your opponent's cars is the order of the day with *Impact Racing*, and jolly good fun it is too. Pick up

power-ups, and do really well on each level to enter the bonus level, which can give you extra weapons. Good simple fun.

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*.



IN THE HUNT
THQ £39.99
SP86 31%
Substandard shoot-'em-up on a submarine theme. Slows down inexcusably when things get hectic. Best avoided.

JEWELS OF THE ORACLE
Sunsoft £39.99
***SP* 87 79%**
A clever puzzle game which mixes several seemingly impossible puzzles together into one game. Although original, *Jewels of the Oracle* is very hard, and you need to have a lot of brain power to think it through. If you like puzzle games though, this is recommended.

JOHNNY BAZOOKATONE
US Gold £44.99
***SP* 77 60%**
Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor.

KEIO FLYING SQUADRON 2
JVC £44.99
***SP* 83 80%**
The Japanese have a strange sense of humour and *Keio* is proof enough of that. It's a 2D platformer – you play a bunny girl with a hammer running around beating up 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.

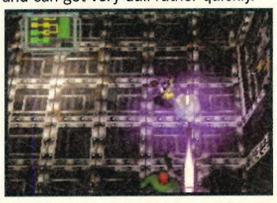
THE KING OF FIGHTERS '95
Sega £70
***SP* 80 79%**
The first game to come on cart and CD, a system that eliminates access times. But the game is nothing to write home about – certainly at the low end of the Saturn 2D beat-'em-up league and not worth spending £70.

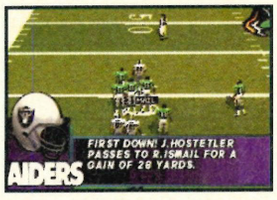
KING OF SPIRITS
Atlus £44.99
***SP* 76 19%**
Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. There's only ever one other car to race against, the two player mode doesn't work and the cars handle like turds on a skidpan. 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.





MADDEN '97
EA £44.99
***SP* 87 90%**
After millions of *Madden* releases on the Mega Drive, the big man finally comes over to the 32 bit machine and he proves that he's not lost any of the style that he had in the early years. OK, the graphics aren't amazing, but gameplay is where *Madden* excels and this version is no disappointment.

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.

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.

MIGHTY HITS
Sega £39.99
SP 87 47%
Unbelievable, 20 games on one disc, which are all compatible with the Sega gun (you know, the one you got with *Virtua Cop*) and, well, they're all pretty poor really. They all involve shooting things which jump out at you, but they're mostly crap, so avoid this compilation please.

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 overtaken by newer and better titles.

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. Designed for older gamers, it lacks the shine of *D* but makes up for that with sheer size. Now bettered by *Alone in the Dark* as the best Saturn adventure game.

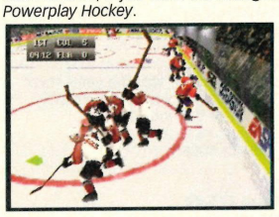
MYSTARIA
Sega £44.99
***SP* 77 82%**
An RPG in 3D and large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in-between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn.

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.

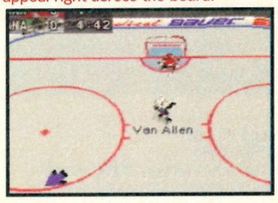
THE NEED FOR SPEED
BMG £44.99
***SP* 82 80%**
It might look poor in comparison with the *Sega Rally's* and *Daytona's* of this world but *TNFS* is definitely good fun in spite of it all. Six courses, some ovals, some straights make it good value as does the innocent civillian traffic. Good for a laugh.

NHL '97
EA £39.99
***SP* 87 79%**
The annual EA hockey game is here and it doesn't disappoint. With the predicable good graphics and sounds, and wheelbarrow loads of statistics. There's loads to do with leagues and cups etc, and it's well worth checking out. However, if you want the best get *Powerplay Hockey*.



NHL ALL STAR HOCKEY
Sega Sports £44.99
***SP* 75 64%**
The graphics are OK and there are lots of options but sticky disk access, useless camera angles, a hard-to-spot puck and zero atmosphere let it down Not nearly as cool as the MD version.

NHL POWERPLAY HOCKEY
Virgin £44.99
***SP* 84 88%**
A surprise entry by Virgin into the ice hockey market sees probably the best sim to appear for any Sega system. The graphics are superb, the animation smooth and their are options enough to satisfy the most worrying anorak. Ice hockey's not much of a game compared to footy but *Powerplay* is good enough to appeal right across the board.



NiGHTS
Sega £44.99 £59.99 with pad
***SP* 84 92%**
Easily the most imaginative game to appear for the Saturn. It's a flying platformer where the basic objective is to replay the seven available levels achieving higher and higher scores. The speed is there and the graphics are simply superb. A must-have game for most Saturn owners.

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 liked 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. This beat-'em-up looks like a liquidised version of everything you've seen before. Dull.

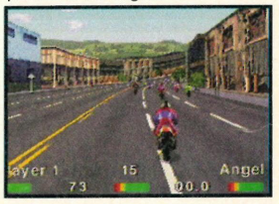
PANZER DRAGOON 2
Sega £44.99
***SP* 80 80%**
The dragon's back and he's brought some of the best console graphics ever. Despite offering alternative routes, the game is still very much an on-the-rails effort and too easy to merit its £50 price mark. It's a lot better than the first, but you'd have to be fairly inept not to be able 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.

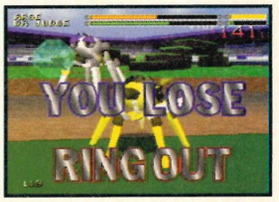
RAYMAN
Ubi Soft £44.99
***SP* 73 81%**
Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.

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 much to recommend it. The graphics are uninspired, the characters look the same and there's nothing much to recommend it.

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.



ROBOPIT
THQ £39.99
***SP* 86 80%**
A beat-'em-up with a difference – you get to build your robotic fighter. You also get to steal the weapons of your defeated sparring partner although

they can steal yours if you lose. The fighting arena is novel – you can pick up objects and lob them at your enemy as well as fight on a variety of levels. Heresy to beat-'em-up fans but fun for the rest of us.

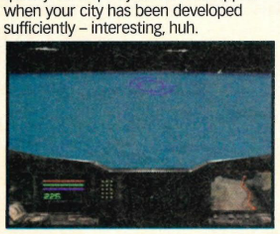
SEA BASS FISHING
JVC £39.99
***SP* 84 77%**
Fishing? On a console? No it's not a joke and in actual fact it's a pretty good game. There are several different fishing styles and techniques on offer and it all survives the computer treatment pretty well. If you're interested in fishing this comes highly recommended, if not you could still find it strangely addictive.

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 is simply the best.

SEGA WORLDWIDE SOCCER '97
Sega £44.99
***SP* 86 91%**
The best football game bar none. The range of moves is unsurpassed as is the fluid player animation and accuracy of animation. There's a range of game views and the replay system is the best we've ever seen in any game ever. Football games rely on the accuracy and attractiveness of their gameplay and here *SWS '96* leads the field. Superb.

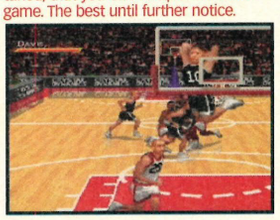
SHELLSHOCK
Core £44.99
***SP* 79 79%**
This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look and definitely better than Sega's *Gun Griffon*.

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.



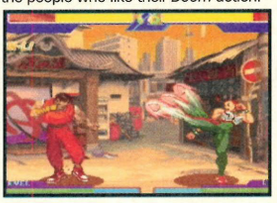
SHOCKWAVE ASSAULT
Electronic Arts £39.99
***SP* 82 42%**
The 3DO sends another little reminder of just how crap it really was. Shockwave is an interactive movie with a truly substandard 3D shoot-'em-up tucked in there somewhere. The acting's cheesy, the flying slow, the landscapes dull and the aliens 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. Each stage has a none-too-straight-forward objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by.

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 *Doom* 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*.

STREET FIGHTER ALPHA 2
Virgin £44.99
SP86 88%
More, more of the same from Capcom who really know how to milk a good name dry. *SFA2* offers seven more characters (well the reappearance of some old favourites) and original custom combos (which is nice). While undeniably polished and of enormous interest to die-hard *SF* fans, the less fanatical might wish to wait for *Street Fighter 3* or stick with their *Night Warriors* or *X-Men*.

STREET RACER
Ubi Soft £44.99
SP 87 84%
Based on the old Mega Drive game, *Street Racer* is a cartoon style racer, which is much more like *Mario Kart* than *Sega Rally* or any other racing game for that matter. Eight, yes eight, players can play at once, with an eight way split screen, and there's plenty of power ups strewn across the road for you to collect. Best as a multi player game, *SR* is well worth a look.

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 '97* and *SWS*.

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 but definitely recommended 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.

TOMB RAIDER
Core £44.99
***SP* 86 95%**
The best third-party game yet to appear on the Saturn and a real must-have for every Saturn owner. It's platform game/*Doom* clone with a similar game view to *Mario 64*. The puzzles are excellent, the 16 levels huge and the monsters on offer truly amazing. Game of the year material.

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.

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.

VIRTUA FIGHTER 2
Sega £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.

VIRTUA FIGHTER KIDS
Sega £29.99
***SP* 84 68%**
The same game as *Virtua Fighter 2* except with baby versions of all the characters. No real gameplay changes make for a pointless release.

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%**
Best forgotten.

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. It's not much cop though, with limited tournament options and a bug that lets you win every point against the CPU.

VIRTUAL VOLLEYBALL
Imagineer £39.99
***SP* 72 31%**
Virtual rubbish.

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%**
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.

WORLD SERIES BASEBALL '97
Sega £39.99
***SP* 86 81%**
It's baseball which is a major downer but the game itself is pretty good. Graphics and extra commentary are the main improvements over the original (which we didn't review) and make a slick little package. Still helps if you understand the rules of course.

WORMS
Team 17 £40.00
***SP* 76 60%**
Play this in 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.

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.

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.

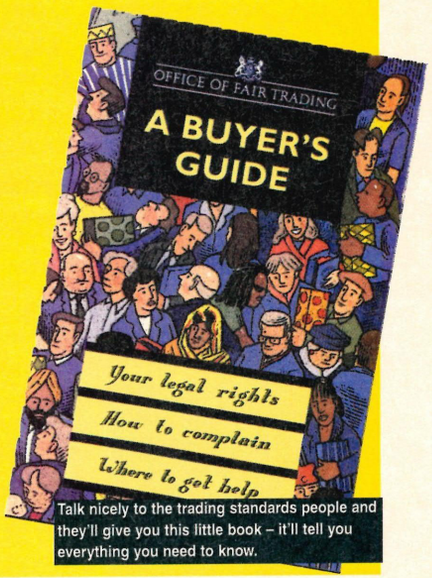
• Computer shop sales
Pretty self-explanatory this one. Most big computer stores have sales, some at the oddest times of the year. Look out for some severe reductions on older (especially Mega Drive) titles.

• 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 need 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 telephone book.

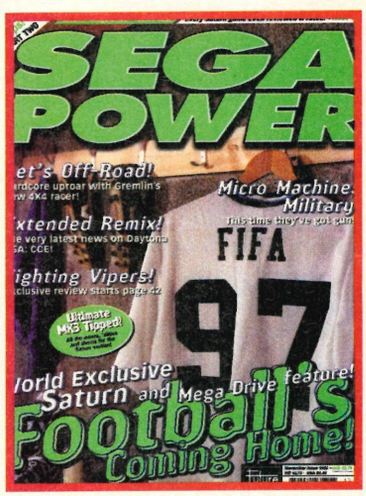
Competition result...

England shirt winner, Issue 85

Way back in Issue 85 (the rather marvellous *FIFA* cover, you'll remember), we offered you the chance to win our cover star – a very specially personalised England Shirt.

The questions in the compo were:
1. *Which English football club have both the new England Manager and the new England Assistant Manager once been in charge of?*
2. *Who was the top scorer in Euro '96?*
3. *Which French footballer was asked to help make FIFA '96?*

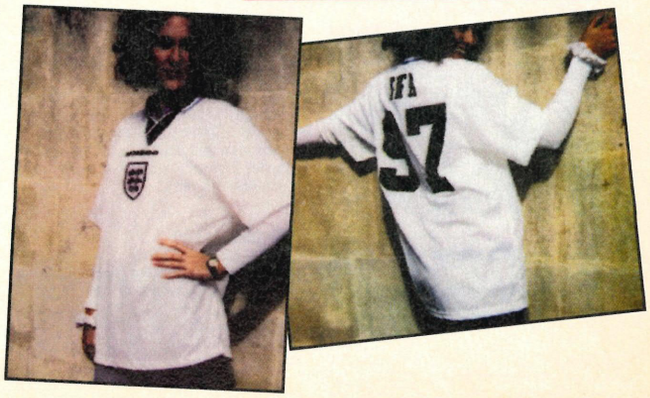
The answers we were looking for were:
1. *Swindon Town*
2. *Alan Shearer*
3. *David Ginola*



The first name out of *Sega Power's* moth-eaten hat was...

Ebony A. Pinnock (honestly) of London.

Well done, Ebony – your shirt is in the post.



ISSUE 87 – Christmas 1996
Tunnel B1 review and development feature. *Daytona* and *Command & Conquer* reviews. *Fighting Vipers* moves and secrets. Second part of our exclusive *Alien Trilogy* guide.

ISSUE 86 – December 1996
Huge *Tomb Raider* review. *Worldwide Soccer '97* and *Street Fighter Alpha 2* reviews. Enormous *Command and Conquer* preview. First part of our *Alien Trilogy* guide.

ISSUE 85 – November 1996
Exclusive and really rather total *FIFA '97* preview. Second part of our *NiGHTS* guide. All the moves and codes for *UMK3*. Reviews of *Actua Golf* and *Destruction Derby* as well.

ISSUE 84 – OCtober 1996
Over 70 of the Saturn's up-coming releases plus an exclusive preview of Saturn *Street Racer*. Enormous *Alien Trilogy* review and the first installment of our *NiGHTS* guide.

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.

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
Super *Toy Story* review. *Fighting Sonic* feature. Sega's plans for '96 unveiled. *Return of the Jedi* on Game Gear. Second part of our rather good *Vectorman* players' guide.

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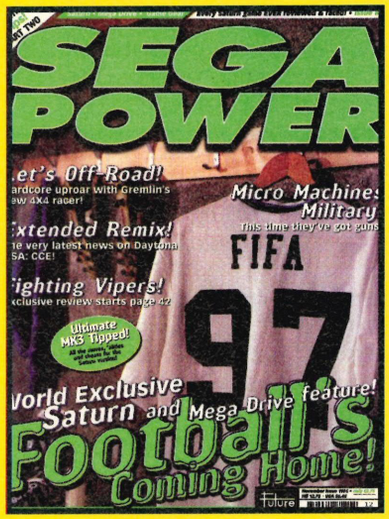

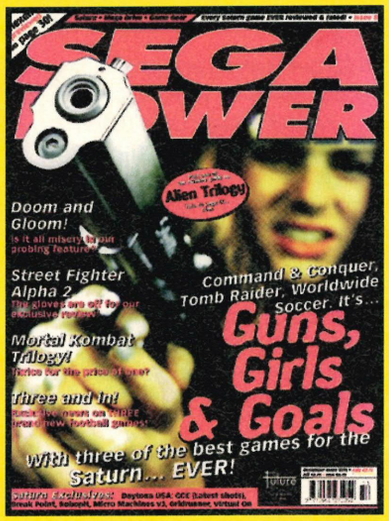

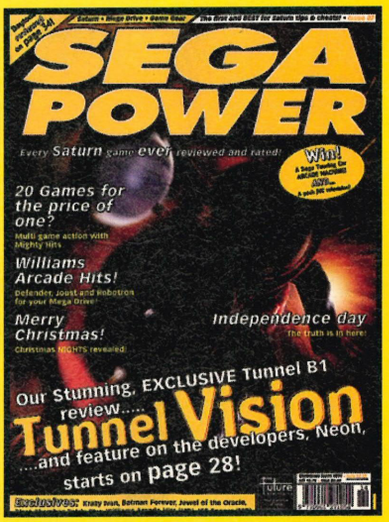

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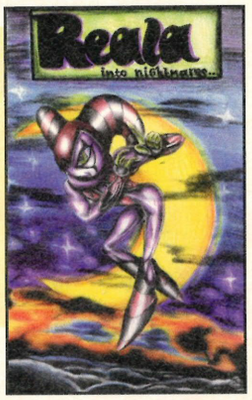
Mail Bonding

From review scores to the smeggy PlayStation and the alleged sexiness of Mark Ramshaw, it's all go on the letters page this month...

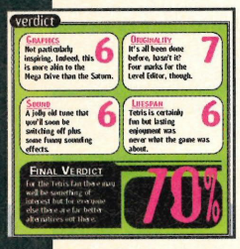
Picture of the month!



As a very happy Saturn owner, I wanted to tell you that it was your mag that persuaded me to buy my machine. Month after month, your mag bombarded me with bright, beautiful Saturn pics. I knew when I saw your NiGHTS feature that the Mega Drive had to go – I had to have that game! And now I do. To celebrate how deeply chuffed I am with your mag I've sent you a piccy. I'm sure you could find a use for it. Perhaps you could print it and make a happy lady world-consumingly chuffed?
Ashley Trigg, Harlow

The scores on the doors

I know the issue of review scores may be a bit tedious to some but it is good to see that *Sega Power* at least has a sensible approach. Most other 'magazines' use the naff '4 out of 5' or '9/10' approaches instead of a far more accurate percentage method. Why? 'Cos to be quite frank it's crap!



How can you be expected to give a game an accurate review if you are limited to marking them out of 5? All that gives you is a VERY rough guide. I do think that *Sega Power's* scoring method could be improved though. Why not have boxes for addiction and gameplay like you used to? I think these are vital. A box for overall presentation would be nice too but that is a minor concern. Gameplay is what really makes a game work – just look at *Sensible Soccer*.

I think the 'originality' box should be used subjectively too... why mark a game like *Virtua Fighter 2* or *Sega Rally* for originality? Driving a car around a track is NOT original and in this case a low originality score is no bad thing. I think the games that need this box would be games like *NiGHTS* – which is so refreshingly new that it is great to play. *Bug!* would be an other example where originality was vital...and sadly in this game it got a big 0 from me for it. OK it was in 3D but walking and jumping hardly makes for gripping gameplay!

Overall though *Sega Power* is streets ahead of every other Mag. I converted to *Sega Power* from *Sega Pro*... which after reading it once I was TRULY sick of – it really was shit! Apart from a year or so when *Sega Power* went down hill it is good to see that over the last 12 months it has really picked up and is again the UK's best Sega Mag by a long stretch.

PS I thought Laura was leaving? How come she's still there!!??
Mark Candey, mcandey@genre.com

When we re-designed the mag last year, we thought long and hard about what to change and what to keep the same in the verdict box. One of the resounding successes was the new Originality verdict, as sometimes you can't tell interesting game features just from reading the review and very often that's the perfect place to slip them in.

I'm also chuffed to hear that you like the magazine now, and Laura? Yeah, she's gone, but somebody had superglued her to the floor and it took us ages to get rid of her with that chisel.

I have piles... BAD!

I am very unhappy. Not with my Saturn but with the game producers. So the PlayStation is easier to program, but the Saturn is just as good if not better than the PlayStation. Games on the Saturn take less time to load and suffer less from slow-down.

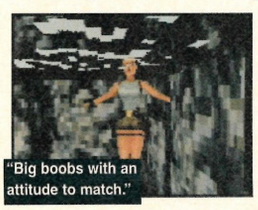
The PlayStation gets the games first, and then months later, we get them. By that time they're yesterday's news. So far the only good games on the Saturn are by Sega themselves, as they spend more time making the game perfect and not throwing rubbish conversions at us that only took a couple of days to complete.

In Issue 83 you said that Sega were exercising a six week exclusivity order on the release of *Tunnel B1* over the PlayStation version. You lied. In all the PlayStation mags they have already reviewed it and said it was out in early October.

Another thing that is annoying me is that the PlayStation is dropping its price to £99.99. Also, you said that they might not get *Resident Evil 2*, they are, and they are getting *Die Hard Trilogy, X-Files, Tomb Raider, Micro Machines 3*, the list goes on. All are coming out before the Saturn versions.
Chris 'Angry', Cheshire

Firstly, we didn't lie about the Saturn exclusivity of Tunnel B1. *It was a rumour that, at the time, was a valid one. We pride ourselves on bringing you the latest and most current news. We sniff around much deeper than most and give you the snippets and gossip that others fail to even notice. Obviously occasionally, things get cancelled and changed; that's the nature of this industry. Sorry, but hey, that's computer games.*

Also, the PlayStation isn't dropping its price to £99, so I wouldn't worry about that. Aanndd yes, some of those games are coming out first on the PlayStation, but some aren't. Tomb Raider *was launched on the Saturn a month before the PlayStation and the Saturn version of* MMv3 *should be out about the same time as the PlayStation version. Listen,*


"Big boobs with an attitude to match."

don't worry. Think about Daytona, Fighting Vipers, Manx TT, Virtua Cop 2, Virtual On, Bug! Too, *ALL the* Sonic *games and remember that the PlayStation will NEVER have those.*

I've converted to Scientology

Heed my warning!

I'd like to warn all potential Saturn owners of the dangers of purchasing from shops that don't stock much Saturn software.

When I went to buy my Saturn with all my hard-earned cash, I went to such a shop. I asked for a Saturn and guess what? They didn't even have any in stock! And then, to add insult to injury, they asked me if I had considered buying a PlayStation!! Luckily for me I held out and they ordered a Saturn for me. Beware of these shops, do not be fooled!

Also, at the same shop, when I went to buy *NiGHTS* just before it was released, I asked if they could order it for me and they hadn't even heard of it. The bloke behind the counter even spelt it *KNIGHTS*! What a great shop, eh?

If you sense your shop is of this breed go somewhere else, or you'll be caught out. Thank you.
Don Pacey, Nottinghamshire

And those, dear readers, are the wisest words of all. For Pete's sake, PLEASE be careful if you're buying a Saturn this Christmas. Well-meaning they may be, but unfortunately there are some real chimps working in game shops.

Mark Ramshaw is sexy... discuss

Congratulations on becoming Editor (sorry if it happened a while ago – I haven't read *Sega Power* for ages). Many a time have I sat, wondering how some idiots (namely Andy Lowe) could be put in charge and you left neglected.

Sexy boy.

I am ashamed to admit that a while after Andy Lowe took the reins of the metaphorical *Sega Power* horse, I rapidly began to lose interest in the world of videogaming magazines. I did not return until this fateful day and I reckon you've done an excellent job.

Yes, I saw what I thought only to be nostalgic visions – the *Hard Line, Mail Bonding* and, most importantly, Mark Ramshaw. Phwooooooaaaarr!! (Sorry, I believe I may have said that before.) It seems that the surfing ex-Editor has wandered ▶

Snippets

It was he (God) who directed me to write you and I did according to him after fasting and praying.
Unknown, Nigeria

Mess with me and you're messing with my arse.
Amedeo De Marco, Lancs.

I was shocked by the liberal use of the 5-letter 'P' word on the opening page, when even a simpler 'willy' or 'codger' would have sufficed.
Roy Chambers, Warwickshire

Tell people not to buy a Sony GayStation!
Sai-an Chan, Derbyshire

back into the glossy pages of your hallowed magazine, looking even sexier than before (if that's possible).
Jo, East Sussex

Ah, Andy didn't mean anything by it... it was all of our faults... WE all had a choice, you know. We could've spent hours researching and writing the wonderful prose but we chose to write bollocks.

*Sigh... yyeeesss Mark's back and yyeeesss, he may well still be a good-looking fellow, but you haven't seen him in the mornings. (*Or his stewed hair – *James.)*

SNAP!

Have you noticed a few similarities between PlayStation and Saturn magazines? The PlayStation has taken the magazines, taken out 'Sega' and added 'PlayStation'.
Mean Machines Sega became...
Mean Machines PlayStation.
Sega Pro became...
PSX Pro
The Official Sega Saturn Magazine became...
The Official PlayStation Magazine
and, cheekiest of all...
Sega Power became...
PlayStation Power.
Graham Heyes, Merseyside

It's no coincidence, you know. Publishers like to keep hold of a name once they've got their teeth into it.

We all make mistakes

I was looking through *Issue 86* when I spotted a very odd thing. When you were previewing *Doom*, the pictures you used in the '*It's a bit like...*' section were supposedly from *Exhumed* and *Duke Nukem*. On closer examination though, I realised the Duke Nukem picture was a close-up of the map on the *Exhumed* picture – which featured a pot plant. This (in my opinion) did not look like it was from *Exhumed*. Imagine my surprise when I turned the page to the *Hexen* preview and saw the same picture, this time claiming to be from *Defcon 5*. This picture also turned up in the *Micro Machines v3* preview. Please shed some light on this matter.
Thomas Corrie, Tyne and Wear

Yes, Thomas, the error boot was kicked cleanly up the layout arse and we 'goofed' a few times with the wandering Defcon 5 grab. Hell, we're not perfect but we do try.

Answer Me...

I love me electronic mail, Daddy

I don't collect videogames magazines as a rule, but I remembered how good my friend's copy of *Sega Power* was (Issue 50). Something came over me and I'm now the happy owner of *Sega Power* Issue 83. And boy am I glad that I bought that copy. It had a wicked review (*Exclusive preview, I think you'll find* – James.) of *Soviet Strike, Exhumed* and *NiGHTS*. But I was disappointed to see the lack of Mega Drive games. Could you pleas e-mail me back? Oh, I forgot, I've got a heap of questions.
❶ Are the rumours true (well at my school anyway) that Sega is going to stop making Saturn games next year?
❷ Will *Soviet Strike* make it to the Mega Drive?
❸ Could there be a convertor to let you play your old Mega Drive games on the Saturn?
❹ Will there ever be any *Doom* games on the Mega Drive?

P.S Will there be a price drop for the Saturn? (I'm in Australia.)
David Goyder,
ogoyder@cygnus.uwa.edu.au
(Perth, Australia)

❶ *Of course not.*
❷ *Veerrryyy doubtful.*
❸ *No chance.*
❹ *There's a couple of good clones,* Zero Tolerance *(if you can still get hold of it) is the best. There's also* Bloodshot *from Domark and* Doom *on the 32X.*
P.S I don't know, how much is it out there at the moment?

I love the glens

Just a few questions, please print them or I will tell everyone that you own a Spectrum.
❶ Is it worth selling my Mega Drive with 32 games and getting a Saturn?
❷ Will Mega Drive *FIFA '97* be any good?
❸ If so, is it worth getting if I've got the first three?
❹ Will there be any more rugby games for the Mega Drive?
❺ Do you think that Glasgow Celtic are any good?
Terence Tochel, Glasgow

❶ *Yesyesyesyesyesyes.*
❷ *On the Mega Drive? Nothing special. There's a couple of smallish inclusions, but nothing worthy of spending MORE money... get* International Superstar Soccer Deluxe *instead.*
❸ *See above.*
❹ *Not a great possibility.*
❺ *Sorry? Is that a football team?*

Do we really miss Nick?

I recently rented some games for a week from my local retailer. I got *Sonic 1* (absolutely brilliant!), *Sonic 2*? Crap! Because there are only two acts, the levels are easy and I think the game was rushed. What do you think?
❶ Is the SNES better than the Mega Drive, as I am having problems deciding which one to sell so I can get a Saturn for Christmas?
❷ Are you thinking of putting anymore free gifts in *Sega Power*?
❸ How come Nick left? Do you miss him?
❹ What game(s) should I get for my Saturn for Christmas?
❺ I sent some reviews to Nick before he left *Sega Power*, I am wondering if you've seen them?
Matthew Bullman, West Yorkshire

❶ *Sell both. Problem then over.*
❷ *Um... yes.*
❸ *He's moved over to the Internet side of things and of course we miss him... no one else can vomit in quite the same way.*
❹ *Any of these...* Sega Rally, Daytona USA: CCE, Virtua Cop 2, Virtua Fighter 2, Exhumed, Tomb Raider, NiGHTS, Worldwide Soccer '97.
❺ *I ain't seen nothin'.*

I'm only 12

Thanks for making what is DEFINITELY the best Sega mag anywhere ever (*Mean Machines* is rubbish). I am only 12, but I think it's great! I've bought *Sega Power* since issue 50 and it's never been better than it is now. Anyway, I'll now get straight to my lovely questions.
❶ When are the following being released (Mega Drive): *Virtua Fighter 2, Sonic 3D, Vectorman 2, FIFA '97, Micro Machines Military, Ultimate Mortal Kombat 3, Disney Collection*?
❷ What IS *Disney Collection*?
❸ Which is better, *Virtua Fighter 2* or *Ultimate MK3*?
❹ Which is the best MD game?
❺ Are MD game prices going to come down?
❻ Is the Saturn's price coming down, because being 12 I REALLY CAN'T AFFORD ONE?
Tom Bangay, Lancs.

❶ *All apart from* Vectorman 2 *should be out by the time you read this.*
❷ *A compilation of some of Sega's finest cartoony Disney platform games.*
❸ *Hmmm, I'd buy* Ultimate Mortal Kombat 3, *myself.*
❹ *Sonic 3D isn't shabby.*
❺ *Almost certainly. Companies are releasing budget software left, right and centre... EA have been the first.*
❻ *You can trade-in your Mega Drive and 12 games to get a saturn for £99. It won't get much lower than that.*

Christmas is coming

As you know, it's coming up to Christmas and I am going to buy a magazine to see which Mega Drive games are coming out. But when I try to buy one all it has in it is Saturn this and Saturn bloody that. So, will you be bringing out a new magazine just about the Mega Drive?

I have two other questions I would like answering please.
❶ When will *Ultimate Mortal Kombat 3* be coming out?
❷ Why is it so difficult to buy Mega CD games?
Paul Sanderson, Plymouth

❶ *December.*
❷ *Because most of them are crap. It's just about all over for the Mega CD, I'm afraid. It's getting that way for the Mega Drive as well.*

I buy your mag for £125

Over the past four years I've spent £125 on *Sega Power*, so you'd better print this letter and answer these five questions.
❶ Can the two discs in *Command & Conquer* be played separately?
❷ After all the hype, will there be a track editor in *Daytona USA: CCE*?
❸ Is *Daytona* better than *Sega Rally*?
❹ Are there any plans for a Saturn managerial game?
❺ A friend from the PC world advised me that Sega has signed a contract with IBM. Is this true? If so, will the Saturn become more like a PC.?
Graham Heyes, Merseyside

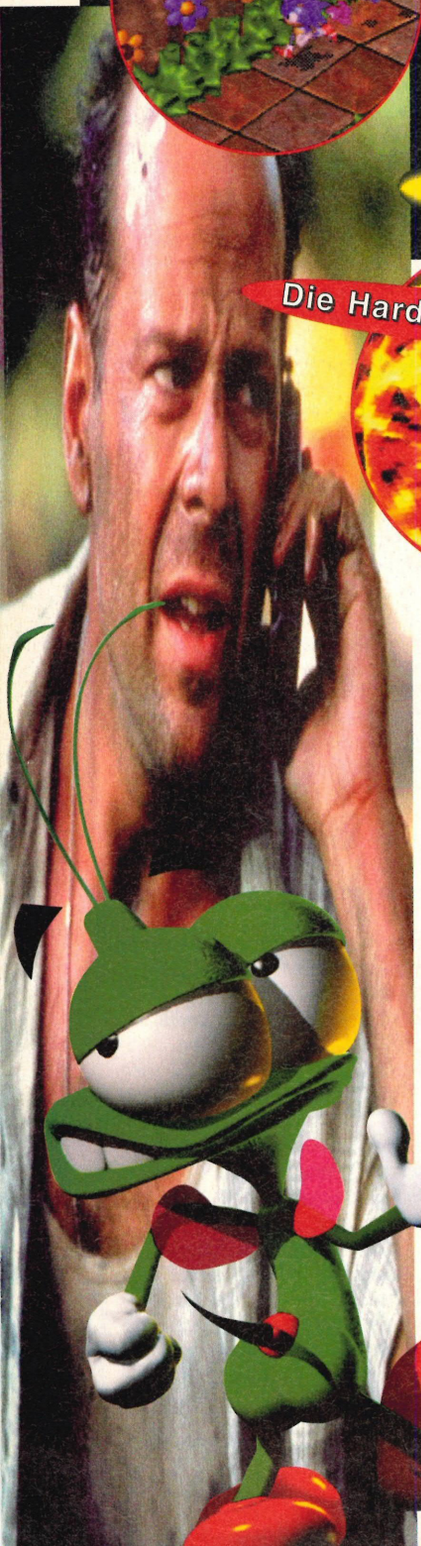
❶ *Yes, you can take control of whatever army you fancy without interfering with the other side.*
❷ *Sadly not.*
❸ *Not a chance.*
❹ *Electronic Arts are rumoured to be doing a conversion of their PC FIFA simulation, and I've heard mutterings in other parts, but nothing confirmed.*
❺ *No it isn't. Sega have been converting some games for high spec PC's, but there's no contract.*

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!

It's Overt!

We reckon you've got about six days to get this issue from the time it went on sale until Christmas. If this is the case, then we'd like to wish you the very best Christmas possible. No, really. We can be capable of humanity on occasions. Join us sometime in the end of January, when we'll be turkey-fattened with sweets, chocolate, nuts and this lot...

Last Orders



The blossoming **89th issue** of ***Sega Power*** will burn through the iced-up window of doubt and melt on the windowsill of truth in the mighty house of videogame goodness. Complete with the largest tips dose ever seen by human eyes, you WILL believe, because IT will be released on **the 15th of January.**

Smelling like a minor giblets accident on a drunken Christmas morning, the next issue of *Sega Power* plans its 'next month' commitments thus...

Boxing Day reviews of:
***Die Hard Trilogy, Sonic 3D - Flickies' Island (Saturn), Dark Saviour, Soviet Strike, Syndicate Wars, Pinball Graffiti, Mr Bones, Bug Too!, Scorcher* and, well, possibly others.**

A New Year's Eve gaggle of previews, including:
***Die Hard ARCADE, Mysteria 2* and all the other games that we mentioned last month and didn't get – except *Bug Too!*, of course.**

Who is who Who...

EDITOR Dean Mortlock
ART EDITOR Lisa Kellett
PRODUCTION EDITOR James Ashton
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PUBLISHER Chris Power
MANAGING DIRECTOR Greg Ingham
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CONTRIBUTORS Tim Weaver, Les Ellis, Will Groves, Marcus Hawkins, Rachel Ryan, Quay Contract Publishing, Laura MacGregor.
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LINO AND SCANNING Simon Windsor, Chris Stocker, Jon Moore, Mark Gover, Brian Thingy and that big bloke.

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THE *SEGA POWER* CHARTER

1. We will never tire of laughing at our feeble opposition.
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3. We will NEVER review the PlayStation version of games and pretend they're on the Saturn (like *Mean Machines* and *Sega Saturn Mag*).
4. We will always do our very best to give you the finest Sega magazine possible. Because we love you.
5. We will always believe that we have a sense of humour.

• *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

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 try to do something to relieve your weighty plight.

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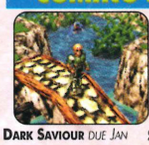
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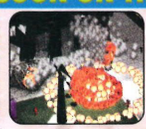
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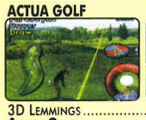
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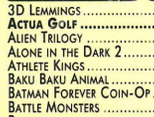
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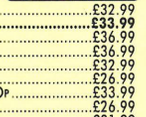
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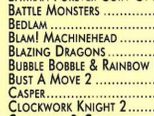
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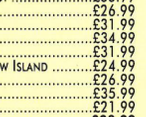
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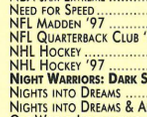
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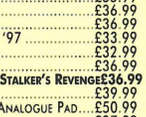
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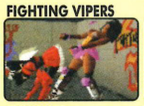
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