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ISSUE
March 1990

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S

The **SEGA** Mag

TAKE A SWIPE AT

GOLDEN AXE!

HACK 'N' SLAY ACTION IN THE ARCADE SMASH HIT!



PLUS Wonderboy III Playing Guide ♦ Las Vegas CES Show



BEEEEEP!



Ohhh, Isn't life dull.



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SEGA
Master System

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You can get loads of Sega games like "Outrun,"
"Double Dragon," "Shinobi," "Ghostbusters"



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these... 3D. You look weird.



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Now let's resume normal service
shall we? I'll get back to sleep.



SEGA FROM *Virgin*

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Golden Axe hits the mark!

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Well, it's good news and bad news this month. After being spoilt rotten with 12 reviews over the last two issues, I'm afraid that you'll have to suffer with only two new carts under the spotlight, although we do check out a couple of classic oldies!

More bad tidings came with news that the official launch of the PAL Mega Drive has been put back until September, and that the grey imports currently on sale will be totally incompatible with 'official' European games. You have been warned!

However, it's not all gloom and doom, since we now have several European software houses writing games for the Master System, so you can expect to some class carts coming though by the end of the year!

Enjoy the issue

Steve J

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Future Publishing Ltd., Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP

PRINTERS Redwood Burn Ltd., Melksham, Wilts

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MANY THANKS

To Sandra and Sal, for drawing and laying out the *WBIII* map

This magazine is a fully independent publication. The views expressed in these pages are not necessarily those of Sega Enterprises Ltd., nor of Virgin Mastertronic, their UK distributors.

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Write to our new address:
SCRIBBLINGS, S, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP.

SCRIBBLINGS

QUALITY NOT QUANTITY...

Dear **S**
 I would like to congratulate you on a smart and informative magazine, but I do have a few complaints and suggestions...

- 1) The magazine is far too small. How can you justify £1.25 for 32 pages when computer magazines like ZZAP! and Crash contain at least double that amount for the same price.
 - 2) Why not do a presentation rating for each game, e.g. how informative the instructions are, how easy the game is to operate.
 - 3) Could you inform me of what each pin in the Audio/Video output at the back of the system is for as it took me a while before I figured out what pins were for my television.
 - 4) Are there any plans to release other Epyx classics like *Summer Games 1 and 2*, *Winter Games*, *Impossible Mission* etc?
- David Shearer, Glasgow**

1) I can understand your thinking, but there are specific reasons for the size and cost of S, not least of which is the lack of adverts, which are an important source of revenue for any magazine.

Taking ZZAP! as an example, a recent 84-page issue seems reasonable value, but this contains 24 pages of advertisements, bringing the total editorial (i.e. readable) pages down to 59 plus the cover. And in this, there were only 20 pages of reviews (including 4 pages for adventure and strategy games) plus a measly 6 pages of tips. The rest of the mag is made up of vaguely-relevant features and 'humourous' space-fillers.

In comparison, S currently contains only two pages of ads (count 'em) leaving 29 editorial pages plus the cover. In this, 7-8 pages go to reviews, with up to 7 pages of tips, plus news and specials. Doesn't seem such bad value now does it?

2) Sega's instruction manuals are all of a fairly high standard, so it seems pointless to comment on them in each review. As for the control method, if any games come along which are difficult or tricky to operate, then we'll mention it. So far,

none of 'em have.
 3) *Er... no. But if you use a composite video lead from a Commodore 64 plugged into the DIN socket at the back of the Sega, the yellow lead is the audio output, and the white lead the video - hope that helps!*
 4) *World Games is currently in the pipeline, and Impossible Mission is due from US Gold later this year!*
SJ

DREAM MACHINE

Dear **S**
 I hope I speak for a lot of people when I say that I'm sick of scouring computer magazines (that shall remain nameless) for titbits of info on the Sega, when the majority of console pages are devoted to the PC Engine and Nintendo. The latter, I think, being inferior to the Sega by a long way. **S** magazine is a Sega owner's dream come true: info, reviews - lots of both - letters from other Sega fans, plus tips and hints from the snake (Sly if you don't mind! - Sly).

Also, thanks for the mega review on *Wonderboy III*. I went and bought it and it really is money well spent. Carry on the good work!

D Saxton, Chesterfield

Hopefully, this bears out the remarks made above. You can buy C+VG or Zero or The Games Machine for only a few pence more than S, but the amount of information dedicated to Sega owners is considerably less (usually one or two pages). If you're not interested in the other machines covered, then this info has cost you a lot of dosh - around 75p per page! Is that money well spent?

As S grows in circulation you'll see more and more pages added - already, the next issue of S will be four pages longer than this one!
SJ

MISSING MAGS

Dear **S**
 When I sent off for a subscription to **S** it was too late for me to receive the first issue which I desperately want. Could you please help me with this.

I love the games for the Sega but in the area where I live it is very difficult to obtain 'new' Sega games. Could you please help me with this problem, and would it be possible to buy new released games through you? For example, you could have a section in **S** with new released games and hardware at regular

prices which the readers can use to buy these items which they may not be able to get from where they live.

I would be grateful if you could solve these problems.

Stephen Jones, Shrewsbury

I've had a number of letters from people complaining that they haven't received issues 1 or 2 and they have subscribed for 14 issues and so on. If you haven't received the earlier issues, it's because your subscription form didn't arrive in time for that issue's mail-out. Don't worry - you'll still receive all the issues that you've paid for.

However, if you want back issues of the mag, we will (hopefully) from next issue start including a back numbers form alongside the subscription offer. That way you need only pay for the old copies that you want. Simple.

As regards a mail order section, there is a distinct possibility that we could organise such a scheme - what do other readers think?
SJ

WONDERBOY

Dear **S**
 For Christmas I received *Wonderboy III* and completed it one week and one day later. Am I the first to complete it?

Darren Ramsay, Brinkworth

Dunno - anyone out there think different?

SJ

BIRDS OF A FEATHER

Dear **S**
 I am replying to Philip Smith from Huddersfield about his request for the *Out Run* music in **S3**, as I have a copy of the original soundtrack.

If he would like to contact me on 0452 720381, we can sort something out.

Robbie Eillmore, Gloucester

Well, there you go Mr Smith - there's someone out there as weird as you are. And there's a reward of a free Sega T-Shirt to Robbie for being ultra generous and friendly.
SJ

S READERS' TOP 10

Compiled from readers votes, this is the chart that counts (up to 10, anyway). *R-Type* is still clinging to the top spot, but *WBIII* is catching up fast. This month sees *Rastan* plummet through the ranks, and we wave a fond farewell to *California Games* and say 'Hi' to *Vigilante* - again.

If you disagree with the Readers' Top 10, then why not write in and change it? Send your vote to the usual address.

- 1 **R-TYPE**
- 2 **WONDERBOY III**
- 3 **WONDERBOY IN MONSTERLAND**
- 4 **AFTERBURNER**
- 5 **RASTAN**
- 6 **SHINOBI**
- 7 **RAMPAGE**
- 8 **WORLD SOCCER**
- 9 **DOUBLE DRAGON**
- 10 **VIGILANTE**

SMALL ADS

SPECIAL BULLETIN

Dear S

1) I don't suppose it would be possible to plug my bulletin board would it? Amongst many other things it has a Sega area. But it is fairly unused and needs Sega users to look round and leave messages. So if you have a modem, please call 058283 2653. Psyclone - the board - is 24 hours a day, will probably be running a hard drive by the time you read this, is Viewdata and Colour Terminal and runs at baud rates 1200/75, 75/1200 and 300/300.

2) Will there be any way of trading in the Master System for a Mega Drive?

I think the Master System is a wonderful console. can you recommend any good, varied, easy-to-get-into-but-very-addictive-and-will-keep-you-playing-for-hours games?

3) Which 3D games are good? Are *Out Run 3D* and *Space Harrier 3D* exactly the same as the 2D ones but in 3D?

John Carpenter, Wheathamstead

1) For anyone not technically minded, John is running his bulletin board via one of those horribly fiddly computer thingies and not with his Sega. So don't write in to us wanting to buy a modem!

2) I seriously doubt it.

3) Just whaddya think the reviews are for!

4) Well, Tony T reckons *Space Harrier 3D* is the best. There are slight differences graphically, but the gameplay is pretty similar.

SJ

FOR SALE

Thunderblade for sale, £15 o.n.o. Or will swap for *After Burner* or *Ghostbusters*. Phone Wayne on 061 6819432 after 6.00 pm.

For sale *Double Dragon*, £10. *After Burner*, £10. *Spy Vs Spy*, £5. *Super Tennis*, £5. Ring Paul on 0484 687233. Address: Dean Head Farm, Hepworth, Holmfirth, Huddersfield HD7 1TS.

Master System, gun, glasses, joysticks and over 50 games. All boxed and in mint condition. phone Alan on 0277 822793. SAE for full details: 65 Lime Grove, Doddinghurst, Essex CM15 0QX.

Radio control Thunder Dragon car RS Turbo Shell 540 motor acoms BEC R/C. Needs slight attention, plus *After Burner*, *Out Run*, quick sale £85 o.n.o. Write: 2, Isla Road, Plumstead, London SE18 3AA.

Bargain! Sega master System, control pad and four games. Excellent condition. Boxed with leads and more! Only £49 which includes postage. Write: Chris Jackman, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynn, Norfolk PE32 2QQ.

Rocky for Sega is for sale, £18.99. Original price £26.99. Excellent condition. If interested, contact Nathan on 01 960 1877 after 6pm, week days. Good luck.

Sega Master System, Light Phaser, rapid fire unit and five great games. Boxed as new. Mint condition. Worth £235, sell for £130 o.n.o. Phone Richard on 01 423 5851 after 6pm. Sega System for sale, 23 games

including *Phantasy Star*, *Spellcaster* and *Galaxy Force*. Worth over £750, sell £300 or swap for Amiga A500. call Robert Chan on 01 994 3499, 6pm - 8pm.

Golvellius, *Alex Kidd In Miracle World*, *My Hero* for sale or swap. Call Dunfermline (0383) 730179 ask for Gill or Sean.

Master System, Light Phaser, 3D Glasses, Joystick, quick fire unit, boxed. 13 games including *California Games*, *After Burner*, *Shinobi*, *Poseidon Wars 3D*, *Maze Hunter 3D*, *Miracle Warriors*, *Soccer*. Bargain at £250. Tel Watford (01 428) 0628

Sega Master System for sale with five games including *Rampage*, *Wonderboy III* and *California Games*. Would be £200, yours for £140 o.n.o. For details contact John at Newry (0693) 65361.

Sega Master System, Light Phaser for sale £20 o.n.o. plus *After Burner*, *Action Fighter* for £13 each. Phone Matthew 0272 642507.

GOODS WANTED

Wanted: *Phantasy Star*, *Miracle Warriors*, *Lord Of The Sword*, *Wonderboy In Monsterland*, *Kenseiden*, *Alex Kidd In Miracle World*. Will pay half retail price. Phone Graham on Wetherby (0937) 73237.

Any good games wanted fairly cheap. Possible new releases. Any type of game please contact Spencer on 01 597 5853.

Is anyone selling cheap Sega games? If so then send your list and

prices to Ian Oatley, 28 Upton Road, Atherton, Manchester M29 9LN.

Cheap Sega games wanted. Please send your lists with prices and your address and telephone number or ring Justin Taylor, 061 442 4697. 2 Ashburn Avenue, Burnage, Manchester M19 1DQ.

Sega games are wanted. Original games only with box and instructions. Cards or cartridges, I do not mind. Will pay £10 for a good game. Call Barry 051 278 1651.

I would like to hear from anyone who has Sega games or accessories for sale. Call Dale on 031 445 3475.

PEN PALS

Sega owner wants pen pal to swap hints, tips, news etc. Interests include music, computers and role playing, 10+. Peter Headen, 193 Windsor Road, Oldham, Lancs OL8 1AD. Write now!

HELP WANTED

Mega Drive - has anybody got English instructions for *Golden Axe* and *The Super Shinobi*? Please write to Chris Norris, 107 Old Road, Blackley, Manchester M9 3BT.

I would like some help on *Thunderblade* and *Space Harrier*. I always get beat at these games. Gordon Hadden 11E Elm Bank Terrace, Aberdeen, Scotland.

I want help on *My Hero*. It is absolutely rock hard. I can only get to the third round and I want to know how to complete it. Call 0495 555156.

MISCELLANEOUS

Will swap *Rocky*, *After Burner*, *Golf*, *F-16*, *World Soccer* for any Sega games on negotiation. Phone Mark on 0634 243578 or john on 0634 244515.

'Sega Mode', great new fanzine. Bi-monthly and dedicated for the Sega owner. Send an A4 SAE to 6 Albermarle Road, St. Ives, Cambs PE17 6UN for your FREE pilot issue. Send today!

I will swap my *Alex Kidd: The Lost Stars* for *Wonderboy In Monsterland*, or *Spy Vs Spy* for my *Ghost House*. Has to be in good condition with booklet! Phone Ray on 01 534 7864.

Will swap *Thunderblade*, *Shinobi*, *Spellcaster*, *Afterburner*, *Out Run*, *Light Phaser*, for *Rastan*, *Space Harrier*, *Cloud Master*, *R-Type*, *Golvellius* or *Rampage*. Phone 0272 613384.

Will swap *Double Dragon*, *Fantasy Zone II*, *Transbot*, *Alien Syndrome*, *Aztec Adventure*, *Time Soldiers* for any of these: *Y's*, *Miracle Warriors*, *Phantasy Star*, *Wonderboy*, *Great Golf*. Contact Mark 0282 864273.

Transbot (cartridge version). Will swap for *Bank Panic* or any I don't have. Write to Lee, 30 Turnfield Road, Cheadle, Cheshire SK8 1JQ, or call 061 428 7734.

Will swap *Rocky*, *After Burner*, *Golf*, *F-16*, *World Soccer* for any Sega games on negotiation. Phone Mark 0634 243578 or John 0634 244515.

READER AD ORDER FORM

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Address

Telephone

Please tick the category your ad should appear in:

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PLEASE NOTE:

- 1 Sorry, NO trade ads! All reader ads must be from private individuals.
- 2 We cannot vouch for the quality of goods and/or services advertised in this section. All ads are accepted in good faith.
- 3 We reserve the right to amend or refuse ads at our discretion.
- 4 No pirated software may be sold through these columns. Any readers being offered non-originals should contact us.
- 5 We cannot guarantee that adverts will appear in specific issues of S.
- 6 The following declaration must be signed:

My advertisement conforms to the terms above and is legal, decent, honest and true

Signed

B

Yours was a quiet and peaceful land, where nothing very exciting happened. That was until the dark lord Death-Adder (a long-lost relative of Blackadder, perhaps...) and his Titan clan came to town. Now this guy is a bit of a mean dude to say the least, and will kill someone just for looking at him in a funny way.

The peasant folk of the land didn't mind too much when he slaughtered half the population (they're only peasants after all), but when the demonic overlord broke into the castle, put the king and his princess in chains, and took the legendary Golden Axe for his own... well, that's just not on!

AX-KILLERS

So, enter barbarian Ax. Armed with nothing but a mighty sword and nifty line in loincloths, this muscle-bound (but not terribly bright) warrior decides to take it upon himself to trudge across country, do over the villainous despot Death-Adder, and liberate his tortured land.

This perilous journey takes the barbarian through four regions of Death-Adder's new-found kingdom, and he must battle every inch of the way. DA's chums are all over the place, lazing around, terrorising the peasants and so on, but immediately spring into weapon-wielding action when you appear. You're left with little option to fight to the death – and since they

GOLDEN AXE

Exercise your sword arm on a quest against Death-Adder and his Titan Clan!

outnumber you quite convincingly, things can get a little tricky.

Ax has to contend with vicious ogres of varying shapes and sizes up to the guardian 'Big Fatties', skeletons who rebuild themselves, giant knights in white armour and buxom, dragon-riding lady warriors – not to mention old Mister Adder himself.

As battle ensues, you simply guide Ax around and combat opponents by pressing button 1 to swing your sword. There are no set moves: just get close enough and Ax lays into them, with his set-piece manoeuvre. After two swipes of his blade to the belly, Ax finishes them off with a kick, body throw, pommel smash to the head or a clean blow



Coming to blows with Death-Adder!

of the sword, to send his assailant flying. It takes several such hearty attacks to fell the foe, who gang up on him something rotten.

Ax can always leap out of danger with a jab of button 2, sending him up into the air. Pressing button 1 on the way down sees him flailing his sword around his aggressors' heads.

DRAGONRIDERS

Should his attackers come mounted upon a purple lizard or fire-breathing dragon, then Ax can use another form of attack. If you unseat the enemy, Ax can be directed to the still beast where he will climb on-board. You then have control of the animal to increase your attack: the purple lizard swishes its tail to fell the opposition, while dragons blow a spurt of blue flame, or yellow fireballs (depending upon the particular breed of dragon). The creature can also jump and stays under your control until Ax is knocked off his steed, or the creature has had enough and decides to run away!



Mounted on a lizard.. er... thing, Ax takes a swipe at a passing thief.

PRICES **£29.95**

PLAYERS



SIZE



CONTROL



SELECT MAGIC

At the start of your quest, you have the option to select the type of magic potions you wish to collect, from Earth, Fire or Thunder.

Midway through each level, and during the night by the campfire, small 'thieves' appear, scurrying round with sacks over their shoulders. Each time you give them a kick up the bum or swipe with your blade, they leap in the air, and drop one of the magic potions that they carry.

Once collected, these potions can be then be used later as 'smart bomb' devices. Pressing both buttons at the same time sees the warrior hurl the potion bottles into the air, raining elemental forces down on his aggressors.

The three spells invoke varying degrees of damage on the enemy, and require different numbers of potions for maximum effect. Thus, Thunder needs only four potions for a full blow, but does less harm, than Earth or Fire. But then Fire takes much longer to build up to strength, and cannot be invoked until at least four potions have been collected.

As the magic takes effect the screen darkens, and mystic energies play across the screen. Earth magic throws small mushroom cloud explosions around; Fire sends two columns of flame across the screen; and Thunder throws down lightning bolts to surround the individual enemy. Once the storm has subsided, you'll find attackers either severely weakened or lying dead at your feet!



The Select Magic screen at the beginning of the game, showing the number of potions needed.



Ax sets off his Earth magic in the presence of a Big Fatty and a couple of dead-looking ogres!



Awakened from his sleep, Ax tries to wrest magic potions from the thieves by subtly belting them!

A KIND OF MAGIC

If the worst comes to the worst, Ax can always fall back on his magic potions which invoke the power of the elemental gods. These potions are collected (well, stolen) from small thieves who scurry around mid-way through each level, and late at night, and stored for later use against the enemy. Basically, a fierce explosion sweeps across the screen, killing or at least severely wounding anyone in its path (except you, of course).

Every time an enemy gets in a series of blows, Ax's life meter loses one of its three chunks. Once the last one has gone, Ax cannot withstand another attack, and loses one of his three lives instead.

Whenever the current scene is clear of enemies, a golden sword and the word 'GO!' flash at the top right of the screen, to signal that you can continue on your way. As Ax walks and jumps around the kingdom, the landscape scrolls past

– vertically and horizontally – to reveal new locations.

And so the quest continues, eventually leading (if Ax lives long enough) to the castle, and Death-Adder himself. Slay this foul beast, and your quest is at an end. The continuing story of Ax is then played out with some snazzy digitised graphics (of Arnold Schwarzenegger!) as Ax takes the Axe and goes on to become the ruler of his own kingdom. Aaaah...

VERDICT

After the flicker city and jerky graphics of *Altered Beast*, Sega's latest comes as something of a pleasant surprise. The clever bods at Sega have managed to get the large characters moving around without the slightest glimmer or flicker. And the movement and animation are superb. None of yer usual two frames rubbish, these guys really MOVE!

The scrolling is a *Dead Angle* rather than a *Dynamite Dux*, with jerky character square movement. However, this doesn't detract from the enjoyment too much – besides, you hardly have time to notice! The scenery visuals are slightly blocky, but are bright and nicely detailed – and would have to go some to match their arcade counterpart!



Crossing the bridge from the hawk's back to the castle.



Ax takes a well-earned rest while two Big Fatties pose for the camera.

GAME TEST

The soundtrack is adequate, with nice renditions of the up-tempo arcade music, backed up by coarse sound effects for sword swipes, throws and hits. The gorgeous sampled screams of the original have gone, though, which is a major disappointment. It would have been far better to keep in the screams and throw out the tunes!

Also, the character select option of the coin-op version has gone astray. You can only take the role of Ax with this cart, whereas in the arcade you could choose to control the barbarian, a female warrior or a dwarf (not entirely unlike the guy on our cover). The two player mode has also been omitted, but then that would probably have meant waving good-bye to the large, detailed but flickerless characters.

Since you have no individual joystick moves – just hack, slash and hit with button 1 – the action does tend toward the repetitive side after a while, and there's little chance to practice specific manoeuvres as with other beat 'em ups. The quest isn't overly long either, but it's just so much fun that you'll enjoy the action on offer, and won't mind returning for a quick bash now and then!

Hopefully, *Golden Axe* shows just a promise of things to come – but until then, get hacking!



A quick blast of bad dragon breath sends a white knight flying!



Sword swingin' action at the very start of Ax's quest.

THE JOURNEY

Your route to the captured castle takes you through four levels of Death-Adder's domain, starting from woodlands. Here ogres and women warriors mounted on purple lizards attempt to commit you to the grave. Defeating two of the 'Big Fatties' enables you to pass on through Turtle Village.

This place is aptly named, as it happens, for the village resides on the back of a huge turtle which takes you across the river to your next destination. Again, more ogres and female warriors bar the way, until you reach the far shore. Jumping off the turtle (careful not to fall down the gap and lose a life) you must then despatch two Big Fatties and a pair of statuesque white knights, replete with shields and a very long reach!

Ax must then tread the

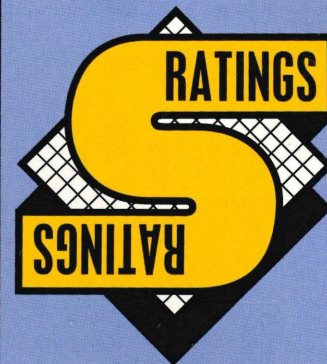


This gorgeous map screen appears at the end of every level. Ax's route is then drawn with a quill pen directed by an invisible hand. Trust thicko Ax to take the long way round...

'Fiend's Path', which takes him across the back of a giant hawk. Groups of ogres and skeleton soldiers surround you during your airborne trip – and the skellies are real tough guys to beat. Three blows sends them flying to fall in pieces – but they rebuild themselves and carry on the battle apace!

Eventually your giant transport takes you to the castle boundary, where you are met by two more knights, and a warriorress on a fire-breathing dragon.

Eventually entering the castle doesn't seem such a good idea, since you must face the massed might of Death-Adder's forces, before facing the huge Axewielder himself in a final conflict. Death-Adder cuts a mighty swathe with his huge axe, and can sling fireballs along the ground which must be dodged to avoid further injury.



GRAPHICS 95%

- ▲ No flicker – guaranteed!
- ▲ Beautiful animation on all the huge characters
- ▲ Amazingly detailed and well drawn characters
- ▲ Smart magic select and map screens
- ▲ Amazing digitised graphics on the end sequence
- ▼ Jerky character square background scrolling
- ▼ Scenery is slightly angular and blocky

SOUND 63%

- ▲ Backing tracks are inoffensive and reasonably well produced
- ▼ Spot effects are slightly lacking
- ▼ Where have the sampled screams gone?

DEPTH 35%

- ▼ A mere four levels
- ▼ No choice of combat manoeuvres
- ▼ Straightforward beat 'em up action

ADDICTION 89%

- ▲ The frenetic action keeps you glued until the end
- ▲ Smart end sequence is well worth waiting for
- ▼ The quest is annoyingly short
- ▼ A shame that the two-player option has been omitted

S-FACTOR 88%

A simple hack 'em up in fancy clothes – but so well done that it can't fail to become an instant classic! Not terribly difficult to finish, but worth playing, and it's a lot cheaper than buying the coin-op!

COMPETITION

S C O M P E T I T I O N

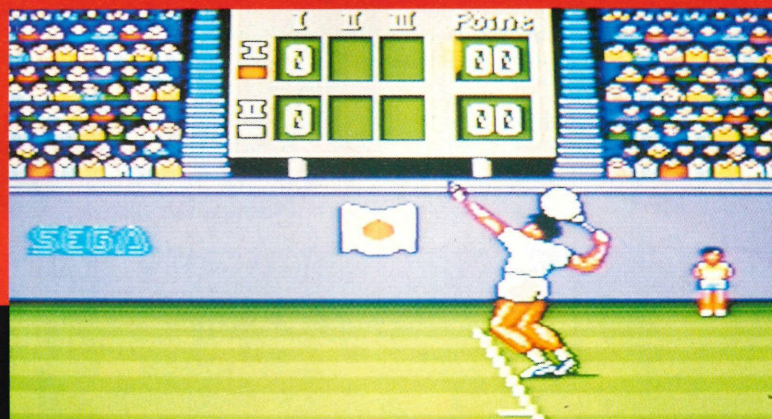
How d'you fancy making off with some meaty Sega carts – for free? Well, in a fit of unbridled generosity, S is giving away a copy of *Wonderboy III*, *Tennis Ace* and *Psycho Fox* to the first three correct entries of our competition. Each of the three first prize winners will receive the game of their choice, while three runners-up will be sent a smart new Sega sweat shirt for their troubles!

To enter, all you have to do is answer the five easy-peasy questions opposite, write the answers on the back of a postcard or sealed envelope with your name and address, and send them to: S Cart Compo, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP, to arrive no later than the 1st of April.

Watch out for the names of the winners and runners-up to be announced in S6.



- 1) How many Alex Kidd games have Sega released? a)2 b)3 c)4
- 2) The *R-Type* coin-op is produced by which company? a)Taito b)Aimo c)IREM
- 3) When did the Master System first appear in Britain a)1975 b)1981 c)1987
- 4) Complete the title: *Y's...* a)*The Disappearing Act* b)*The Vanished Omens* c)*The Varnished Armchair*
- 5) Which game would you like to win? a)*Wonderboy III* b)*Tennis Ace* c)*Psycho Fox*



No-one may enter twice. Anyone working at Future Publishing or Virgin Mastertronic may not enter. Anyone who is related to anyone working at Future Publishing or Virgin Mastertronic may not enter. None of Future Publishing's or Virgin Mastertronic's staffs' pets, or anyone who has ever thought about getting a job with Future Publishing or Virgin Mastertronic may enter, so there. The editor's decision is absolutely and completely final. Probably.

SCRAMBLE SPIRITS

Two player blasting action in Sega's sky-high conversion!

Poor old Earth is getting a good kicking from outer spacey types again. Following global nuclear war, the human race is in a real state and pretty much defenceless against invasion – so of course a band of vicious aliens decide to invade!

The human race is now doomed unless some brave soul goes on a suicide mission to save the world. Someone with guts, someone with the scramble spirit of old! Looks like it's up to you again, you old world-saver.

The mission starts from a friendly airbase, where you can attempt the mission alone, or find

a chum to take control of the second aircraft and enter the battle as a team. Taking control of your prop-driven hover fighter, the aim is simple – blast everything! The landscape scrolls down the screen as you fly deeper and deeper into the enemy territory, fending off attack from the enemy gun batteries and hundreds of alien aircraft.

To defend yourself, your fighter fires a stream of bullets and launches bombs against the ground-based units. To increase your ship's destructive capability support fighters can be collected by blasting the quad-rotor helicopters which drift into view.

As they explode, a small fighter is released, floating around the screen until it touches your ship. It then flies in formation with the bigger craft and fires in unison whenever you hit button 1.

Two support fighters may be used in formation, and these can be flipped between ground and air attack modes by pressing button 2. Here, the small craft either flies low dropping bombs, or loops

back up to join your fighter, firing bullets against the airborne defenses.

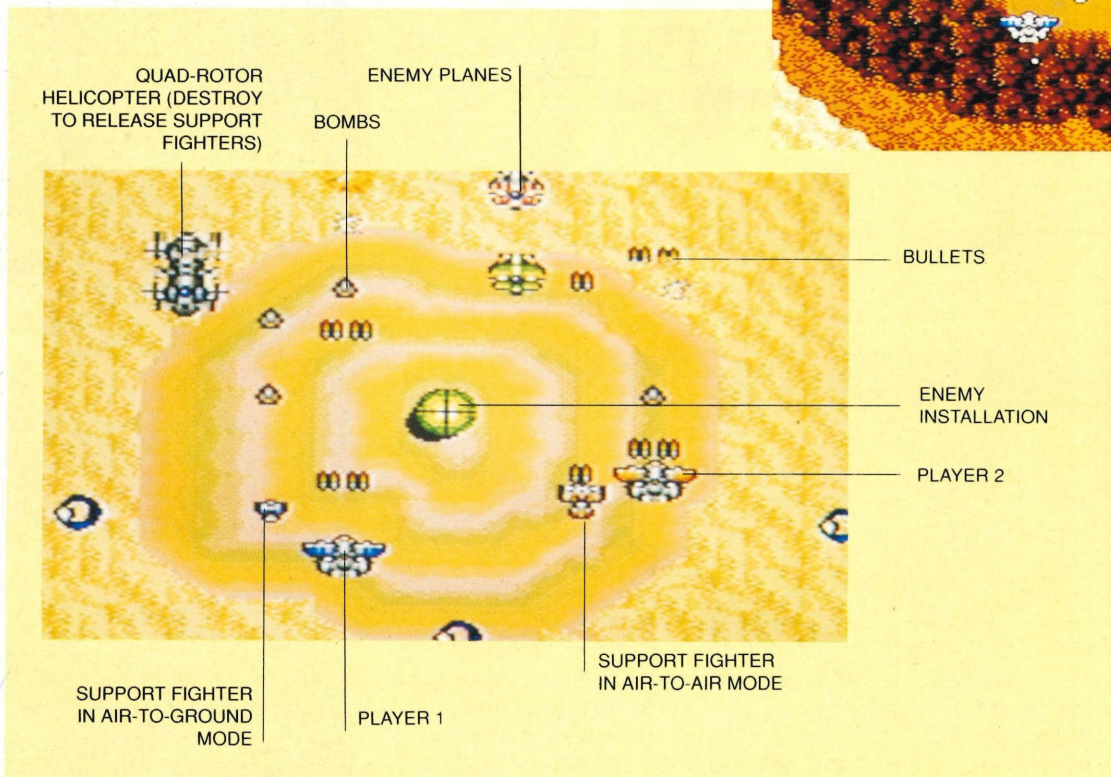
These small drones also have a special smart bomb-style attack mode for whenever you get into real trouble. Pressing both buttons sends one of the ships out in front, where it explodes in a blaze of light, damaging any enemy craft in the vicinity. You can then re-collect the fighter (which is now battered and trailing fire!) and carry on as before. Each support fighter can be detonated twice before finally getting blown up for good.

The action is split into six missions punctuated by bonus stages and defended by large bosses. After each mission is completed, you return to the airbase for a brief rest while your score is calculated.

Unlimited continue options are at your disposal up until the end of level four – after that you must complete the game with your remaining fighters. If you breach the final alien defences, the mission continues from the first level again, where the enemy attack with increased vigour.



Flying over a cliff face bristling with gun batteries, you spot a brace of alien mega tanks quietly trundling along below. Time to dive in and give 'em a taste of Terran bullet. Yo!



PRICES £24.95

PLAYERS 1 2

CONTROL



Both planes let rip with a deadly barrage during the bonus round.

BONUS STAGE

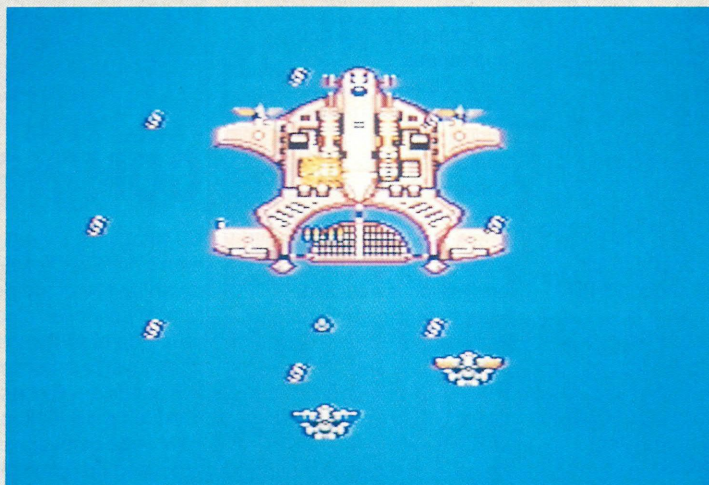
Special bonus stages appear midway through rounds 1, 3 and 5, where you fly low over enemy supplies, and must destroy as many of the gun emplacements, tanks and helicopters as possible. Every hit from enemy fire 'stuns' your fighter, temporarily stopping you from moving.

As the enemy hardware is destroyed, so your hit ratio and bonus increases. A perfect 100% hit ratio is rewarded with a 200,000 bonus.

BOSSES

It comes as no surprise to find some mega machines as end-of-level bosses, which have to be blasted on susceptible hot spots in order to destroy them.

These are Air Zipper: shoot the 'zip' to gradually open the craft and release three spinning planes. Death Coupler: four tanks joined together – bomb their central turret. Flying Pancake: this large plane spits out missiles and a green ball, which inflates when hit and explodes into deadly pieces. Water Spider: three missile spitting airships. Sky Revolver: a huge hovering helicopter platform



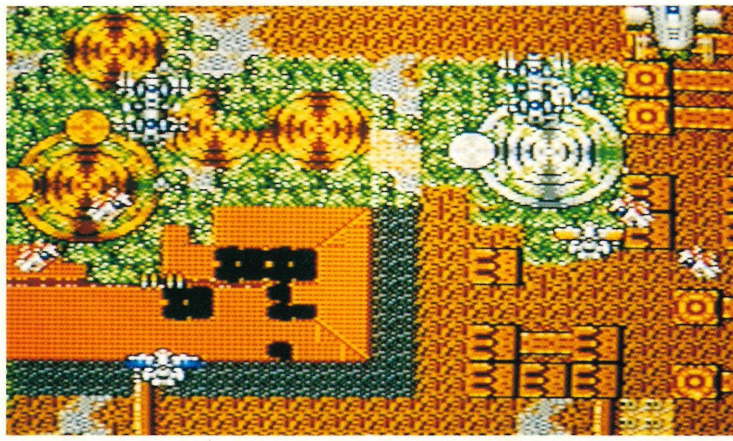
Battling the Flying Pancake at the end of level three. The big green ball has just exploded into an expanding cloud of shrapnel.

with six missile batteries. And Battle Stingray: a large manta-shaped jet. As this is shot, the damaged rear half peels away leaving the front section to be blitzed.

VERDICT

It's good to see a vertically scrolling shooter – especially one with a two-player option. However, compared to previous offerings, *Scramble Spirits* doesn't have that much extra to offer. The action is fairly predictable, with air- and ground-based enemies, power-ups and end-of-level guardians. But even these aren't anything special: the power-ups aren't a patch on *Power Strike*, and the guardians no more deadly than those in *Astro Warrior*.

The graphics are quite plain, and the boss and bonus sequences very dull, with no backdrops at all. The game is also too short, with only six titchy



Facing two quad-rotor choppers, a mighty gunship (top right), and assorted flying enemies. Blast the helicopters to collect additional support fighters.

levels. Even without the aid of the continue option it shouldn't take long to complete the mission. Still, if you're an avid high-score

fan, *SS* has more than enough action to keep you coming back, and fans of the coin-op shouldn't be too disappointed.



GRAPHICS 55%

- ▲ Backgrounds are colourful and generally well detailed
- ▲ Sprites are small, neat and move well
- ▲ Nice base graphic and landing sequence
- ▼ Boss craft are plain and lack backdrops
- ▼ Bonus round is pretty bland

DEPTH 33%

- ▼ Sound effects are limited to simple gunshot and explosion noises
- ▼ Tunes are nothing special

DEPTH 45%

- ▲ End-of-level bosses are quite varied and require different strategies for each one
- ▲ Tactics come into play in effective use of support fighters
- ▲ Bonus round breaks up the action
- ▼ Six rounds, but they're short and the shoot 'em up action doesn't really change

ADDICTION 53%

- ▲ The shoot 'em up gameplay is fast and entertaining – at first
- ▼ Too short a mission to be considered a lasting investment
- ▼ The continue option lets you finish in a couple of goes
- ▼ Returning to base after very level interrupts the flow of play

S-FACTOR 54%

Decent conversion of a tame coin-op. A much-needed fix for zapping junkies, but could have been much better.

WHAT'S HAPPENIN'

SEPTEMBER LAUNCH FOR

MEGA DRIVE GREY IMPORTS INCOMPATIBLE

It's groans all round as the official launch of the Mega Drive is put back yet again to September, probably to coincide with this year's PC Show.

Following this news, Sega have decided to produce a Europe-only version of the 16-bit console, which will not be compatible with Japanese and American versions of the machine.

Since Virgin Mastertronic will only distribute games designed to run on the European

Mega Drive, owners of grey imports will be left high-and-dry, dependent upon the same grey importers to bring in games that will run on their Japanese-based machines.

Virgin Mastertronic's Product Manager Philip Ley said "This is bound to kill sales of grey imported 16-bits stone dead. It is important for the trade and consumers to realise the importance of official products over grey imports with respect to the product's quality and the aspects of

after sales service and guarantees."

Sega have also been looking at the possibility of finding European companies to produce software for the machine. However, no third party licenses will be agreed until a European user base of one million is installed. Hopefully, this means that some of the fast-growing library of games already in production in Japan and the States will be immediately available when the PAL Mega Drive finally appears.

CAN YOU HANDLE IT?

At long last the Sega Handle Controller, first announced in S1, is now available in your local Sega stockist. Costing £39.95 the steering-wheel/aircraft yoke-style joystick can be used with all of the driving and flying games such as *Out Run*, *World Grand Prix*, *Thunderblade*, *Afterburner*, *F-16 Fighting Falcon* and *Hang-On*.

Get to grips with Sega's new handle controller.



COMING SOON

So what's coming up for S5 then? Well, we have an in-depth review of the new handle controller, plus a round-up of all the third party joysticks we can get our hands on. S goes to US Gold to take a look at the new Sega games being produced up Birmingham

way. Tony T gives us the low-down on the arcade mega-game *Line Of Fire*, and we continue our slaughter of carts with more complete players' guides, answers to your SOSs, tips and cheats, plus all the best in news and reviews from the world of Sega!

EXCLUSIVE

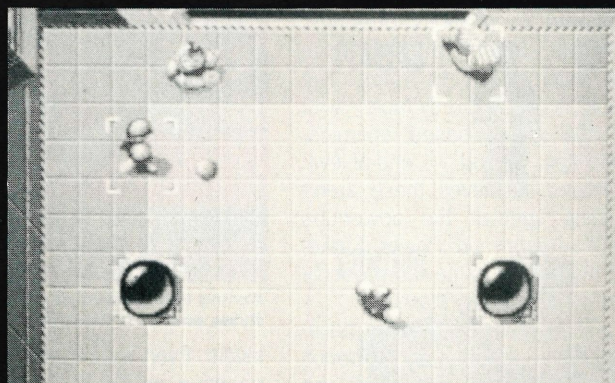
EUROPEAN LICENCEES SIGNED

After months of speculation and rumour, it was announced recently that Sega Japan have commissioned four European software houses to write games for the Master System. US Gold, Grandslam, Mirrorsoft and French company Titus have all been signed up to produce at least 10 games between them before the end of the year. The first batch of games are all conversions of their popular home computer programs, and feature such notables as *Gauntlet* and *Impossible Mission* from US Gold, *The Flintstones* and *Thunderbirds* from Grandslam, *Speedball* and *Xenon II* from Mirrorsoft on the Imageworks label, plus *Fire And Forget* from Titus.

Imageworks' line-up also boasts a film license based on the Spielberg smash-hit *Back To The Future Part II* – yet to be released on any format – with the possibility of a *Part III* later on.

Although some of these games are near to completion, they won't appear in the shops until around Autumn because they have to be slotted into Sega's tight release schedule.

Sega is also in negotiation with Virgin Mastertronic, UK distributors of the Master System and games, and a result is expected soon!



Imageworks' *Speedball* – coming soon to a Sega near you.

WALKING ON THE MOON

One of the less inconspicuous visitors to the Las Vegas CES show was Michael Jackson, a fervent games player, who soon got to grips with a Sega Genesis. He was there to announce a forthcoming game for the 16-bit machine based around his wacky film, Moonwalker, to coincide with the release of a Moonwalker coin-op. Neither game is connected with the recent US gold release of the same name.



BANK ON IT

As if wasn't enough that the Mega Drive is one of the best games machines in the world, Sega's fiendish engineers have put the console to another use - as a home cashpoint!

Users can't withdraw their Yen from the cartridge slot exactly, but customers of the Hyogo bank of Tokyo are able to use their machine as a home terminal. This new home banking service, dubbed the 'Mega Answer System', uses Sega's Tele-Modem and links customers to the 330 city banks which are all part of the same Bank Answer Network. This enables customers to check their balances, organise payments and call up information about bank transactions.

Sega themselves are busy developing a series of home banking, shopping and information software products to make the Mega Drive/Tele-Modem set-up more than just a long-distance games-playing gimmick.

Although there are no plans at the moment to bring the scheme into this country, perhaps in a few years' time you'll be able to order your new Mega Drive games using the console itself!

HANDHELD MASTER SYSTEM?

Industry newspaper Computer Trade Weekly, recently suggested that Sega is secretly developing a mini-console to compete for a slice of the booming handheld market.

It is believed that the machine has been designed to accept the standard eight-bit Master System cartridge, which would make the machine small enough to be hand held, but give it an instant library of some 90-odd games. It seem odd, though, that Sega have only just phased out their card-based software, which would have been an obvious choice for a hand-held yet still be compatible with the Power Base. And any machine that can take Sega carts isn't going to be as compact as its competitors. We'll just have to see.

CHALLENGE UPDATE

Things are starting to hot up in Sega's National Challenge, now that the results of all 26 first round heats are in (you should be kicking yourself if you can beat these scores!).

DATE	VENUE	WINNER	SCORE
Nov 1	Chelsea	Russell King, Chelsea	213,500
Nov 3	Oxford	Chris Turner, Witney	161,300
Nov 6	Snodland	Philip Tilman, Maidstone	159,200
Nov 7	Guisborough	David Myeah	128,000
Nov 10	Carlisle	Stephen Shield, Aspatria	144,700
Nov 13	Aylesbury	Steven Goodenough	123,300
Nov 17	Liverpool	Paul Talbot, Liverpool	281,600
Nov 20	Reading	Paul Fawson, Camberley	145,900
Nov 21	Swindon	Scott McGrath, Swindon	160,400
Nov 22	Plymouth	Dean Jones, Ilfracombe	188,400
Nov 23	Birmingham	David Hammond	254,400
Nov 24	Coventry	Nick Jones, Solihull	113,000
Nov 27	Lytham St. Annes	Mark Carter, St. Annes	250,700
Nov 29	Bolton	Ian Mallony, Bolton	145,500
Nov 30	Chester	Michael Oxton, Little Neston	253,600
Dec 1	Hereford	Alex gash, Offenham	137,500
Dec 4	Edinburgh	Derek Thompson, Edinburgh	127,500
Dec 5	Glasgow	Scott Russell, Glasgow	117,400
Dec 7	Bristol	Derek Stone, Little Stoke	183,100
Dec 8	Cardiff	Mark Whittaker, Cwmbran	269,000
Dec 11	Norwich	Richard Garrett, Norfolk	123,300
Dec 12	Ipswich	Carl Tunnicliffe, Ipswich	61,000
Dec 13	Newcastle	Morris Shield, Swalwell	214,000
Dec 14	Hull	Stephen Braithwaite, Goole	149,700
Jan 22	Guildford	Mike Warren, Woking	278,700
Jan 23	Portsmouth	Jarrard Moody, Havants	149,000



The Glasgow heat in full swing.

Congratulations to those winners, who now go forward to the semi finals at the following venues:

Sat 17 Feb: Cocks Woods leisure centre, Alcester Road South, Kings Heath, Birmingham.

Sun 18 Feb: Park centre, Oak Field school, Marlow Avenue, Swindon.

Sat 24 Feb: Dockray House, Sutherland Ave, Fenham, Newcastle-Upon-Tyne.

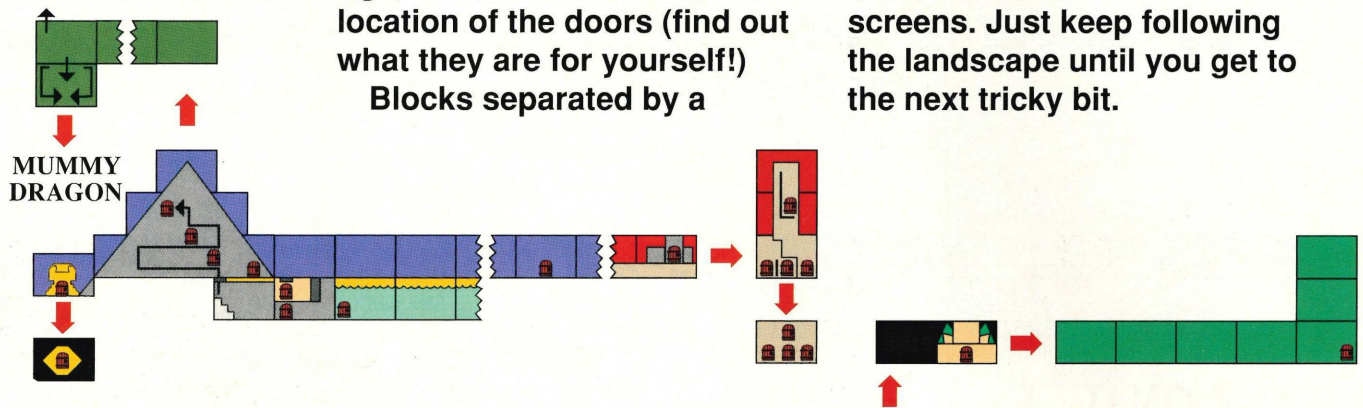
Sat 3 March: Compass Club, Bletchley leisure centre, Bletchley, Milton Keynes.

The fun starts from around mid-day, and there are all sorts of sporting activities planned for throughout the afternoon, including football, badminton and table tennis. Regional press and radio will be there, so if you've nothing better to do, get yourself down to your nearest centre and join in the activities!

A Little Bit of Sly Help

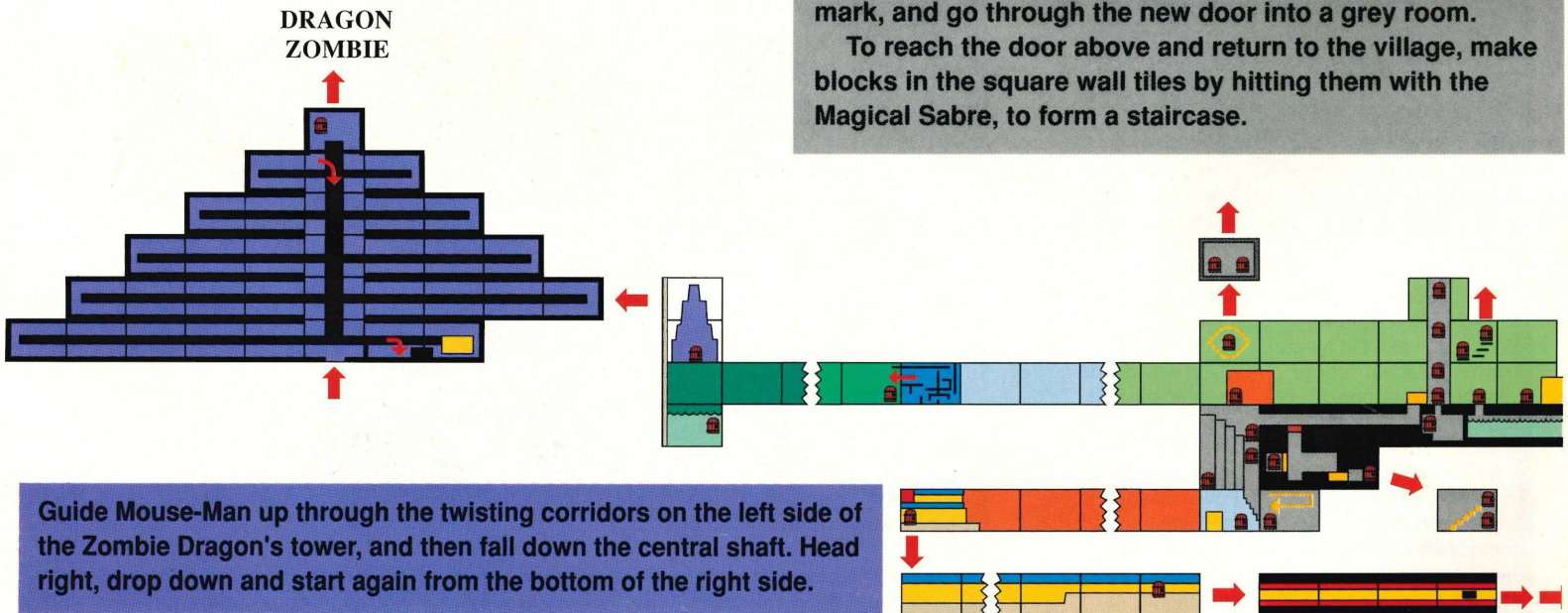
This map acts only as a general guide to put you on the right trail, and show the location of the doors (find out what they are for yourself!)
 Blocks separated by a

jagged edge, signifies that the route is straightforward, so we haven't included all the screens. Just keep following the landscape until you get to the next tricky bit.



Go through the doorway on the Sphinx into a room with a chest. Smash the blocks on either side and fall through to find eight more treasure chests. You can only open one at a time, so open the first one, push up to pass through a secret door back to the first room, and keep returning until all the chests have been emptied.

To reach another chest, turn into Mouse-Man and walk down the left hand side of the chequered block at the base of the tower in the village. Smash the golden block above the water and fall through into the tunnel below. Move left and jump down the first circular shaft. Bounce up onto the ceiling (push up to stick), and then move left over the last shaft and drop down. Pass through this door to fall from the door opposite into the room beneath. Follow the trail of golden bricks, smashing them as you go. Walk on the underside of the last chequered platform to reach the last block. Smash this to reveal a question mark, and go through the new door into a grey room. To reach the door above and return to the village, make blocks in the square wall tiles by hitting them with the Magical Sabre, to form a staircase.

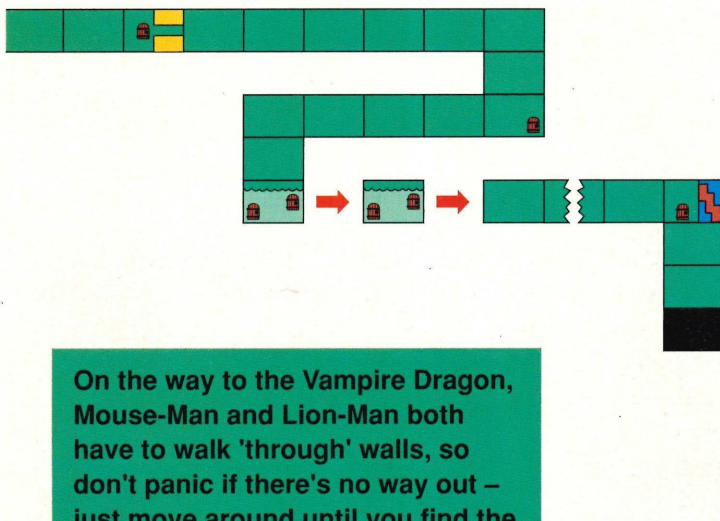


Guide Mouse-Man up through the twisting corridors on the left side of the Zombie Dragon's tower, and then fall down the central shaft. Head right, drop down and start again from the bottom of the right side.

WONDERBOY III

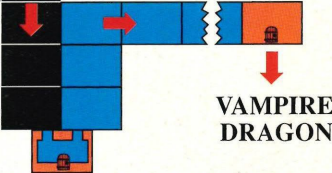
PLAYER'S GUIDE

In response to all your calls for help, here's a map of the Dragon's Trap, with some helpful hints and tips to make your adventurous undertakings a little less painful!



When you reach the darkened section of the Vampire Dragon's lair, watch where the enemies appear for clues as to the location of stairs. If you are unsure, use a lightning weapon to light up the screen for a moment.

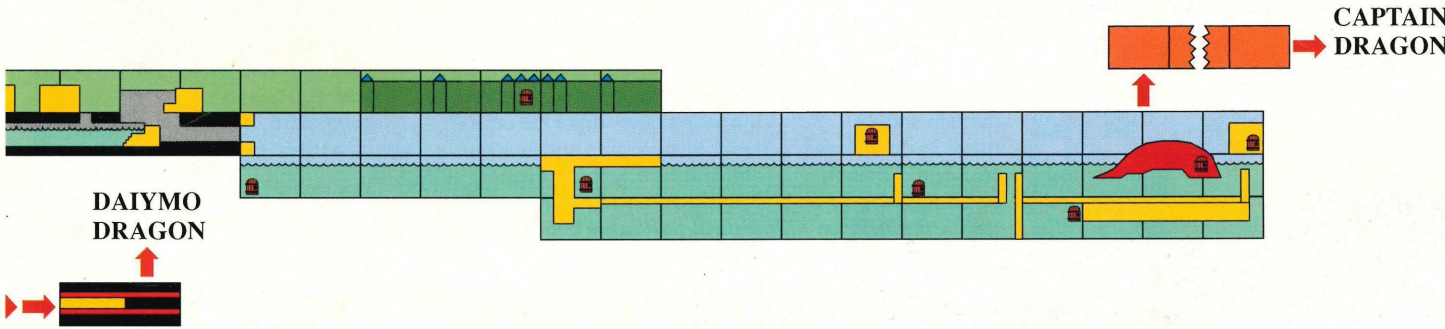
On the way to the Vampire Dragon, Mouse-Man and Lion-Man both have to walk 'through' walls, so don't panic if there's no way out – just move around until you find the secret passages.



VAMPIRE DRAGON

The village transformation room is hidden in the second house along. When you go through the doorway there will be a row of blocks along the top, and a single block on its own. Smash this to reveal a question mark. Touch this and a door appears leading to the transformation room.

The first thing to collect is the key to the central village tower. This lies in the building at the far end of the desert island landscape.



DAIYMO DRAGON

CAPTAIN DRAGON

Wonderboy III

THE SOLUTION

Lizard-Man heads off up the central tower, across the platforms hanging in mid-air and goes through the top doorway, coming out in a desert landscape. To the right there is a primordial landscape with lava pits leading to a shop, and finally to a tower containing a transformation room, treasure chests and an instant return to the village.

Guiding Lizard-Man left through the desert, you finally reach a pyramid. Go through the door at the top and through the corridors to where the Mummy Dragon lies.

Mouse-Man has to go left of the village, past a small maze and through the forest (watch out for the chequered blocks which Mouse-Man walks on – this can give a clue as to what to do). Eventually, the diminutive hero comes upon a solid wall – jump across the gap and onto this. Climb up the wall to the top and jump off. Direct him in to the centre of the screen and try to land on the platform in front of the castle's door.

Go through this and follow the winding route through the tower to reach the Dragon Zombie.

Piranha-Man has to go swimming beneath the village and under the sea. At the far right of the village, there is a capsized ship. Enter this, keep to the path and you will eventually meet Captain Dragon.

Lion-Man starts his quest by smashing the blocks to the left of the central tower and falling through. At the four shafts, jump up and through the third one and head left. This route has lots of dead-ends, so go up, down, down, across the lava pit, up and across another three lava pits, down and then up onto the final platform. At the very end, make a running jump onto the stone block



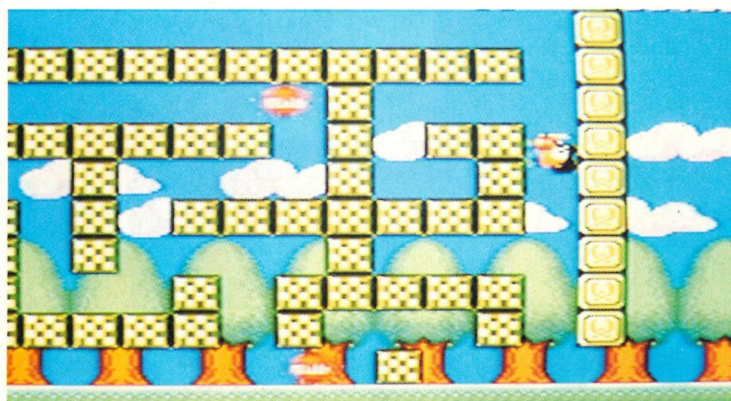
Turn into Hawk-Man for the final leg of your quest.

next to the Japanese castle (otherwise you have to go back and try again).

Enter the castle and follow the twisting corridors (black squares are doorways) until you meet the Daimyo Dragon.

Hawk-man has to follow the route from the doorway in the sky located to the left of the central tower. Smash the top row of blocks on the right for a heart refill, and then go through the door.

In the next room, use the Magical Sabre to create a block in the centre location. Re-arm with the Legendary Sword and then smash the block you have just made. Touch the question mark which appears, and go through the newly formed doorway (there are also other



Take the third exit up to get Mouse-Man through the maze.

objects to be had by making and smashing blocks in different places).

From here you have to follow the corridors through to the Vampire Dragon's lair. When you get to the first transformation room, turn into Mouse-man and walk through the wall. Continue until you reach another transformation room and turn into Lion-Man. Smash the block on the right and carry on.

Eventually, you'll find yourself in a room with no way out, where Lion-Man falls into a hole in the floor.

While in the centre, push up to reveal a hidden doorway. Go through and transform into Hawk-Man again, then fly up through the right-hand exit. Continue along until you reach the final doorway which leads to the Vampire Dragon's lair! To defeat this

final Dragon and complete the game, JT Bateman of Middlesex suggests that you select the Hades armour before entering the room. Your energy still goes down, but you'll have loads of Hawk-Men at your disposal (don't take too long about it, though, since the effect doesn't last forever!).

THE CHEAT!

And if all this sounds too much like hard work, you could always use the special cheat code WE5T ONE OOOO OOO, to give you control over Hu-Man (Wonderboy himself) with loads of dosh and a complete armoury. You can also change into all five alter egos, and go exploring

using secret doors located in and around the central village tower. The door to the Mummy Dragon's chamber is positioned inside the two-storey house next to the tower. Push up on the right of the doorway, underneath the question mark block.

To reach the Daimyo Dragon's room, enter the door at the bottom of the tower. Stand on the right of the doorway inside and push up.

The Captain Dragon can be reached by going through the door outside the tower, above the chequered block. Stand on the right of the door and push up.

And finally, the Dragon Zombie's chamber can be accessed by pushing up on the platform directly above the second doorway inside the tower.

NOTE: To use these shortcuts during the game, you must have all the Legendary equipment.

GENERAL TIPS

Try and find as many treasure chests as possible to obtain gold, charms and weapons.

Lizard-Man is impervious to lava, but to make the other characters lava-proof, wear the Dragonmail and carry the Dancing Shield.

If you collect the different weapons, you may as well use them up since they disappear when you die.

After each transformation, always check that you have the best armour suited to that character (check your Attacking Power and defense Points) and make a note if necessary.

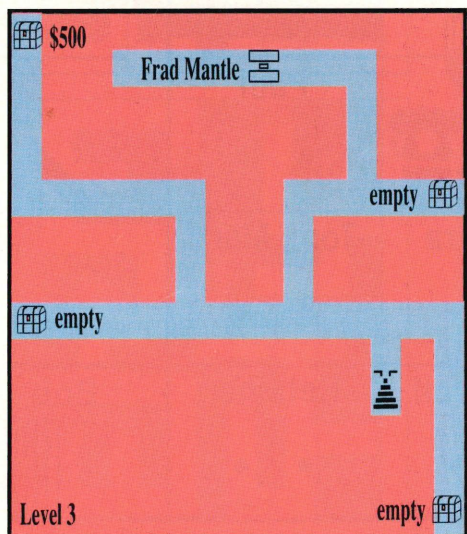
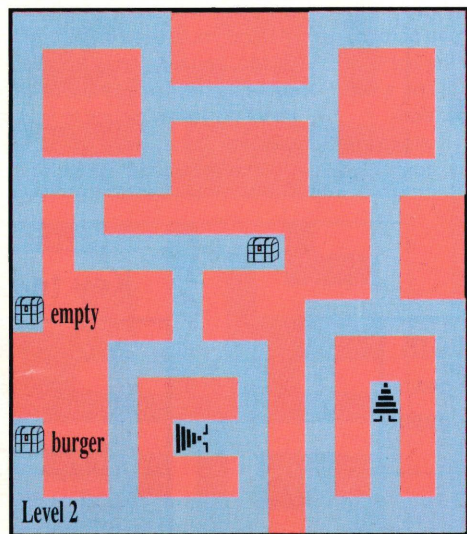
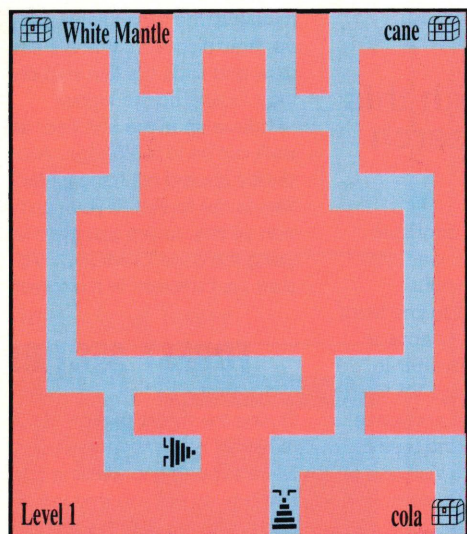
Before travelling to the last three dragons, change into Mouse-Man and travel through the forest on the left side of the village. At the very end there is a wall – walk down and into the screen filled with water. Head up to the door at the top right, enter and buy as many medicines as possible. This is vital for finishing the game.

The Legendary Shield is hidden up one of the shafts in the ruins of the Meka Dragon's castle.

Save the Hades Armour for the final battle with the Vampire Dragon since the effect does wear off.

Phantasy Star

Tajim's Cave

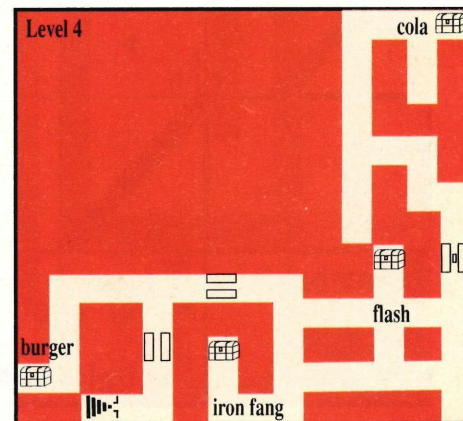
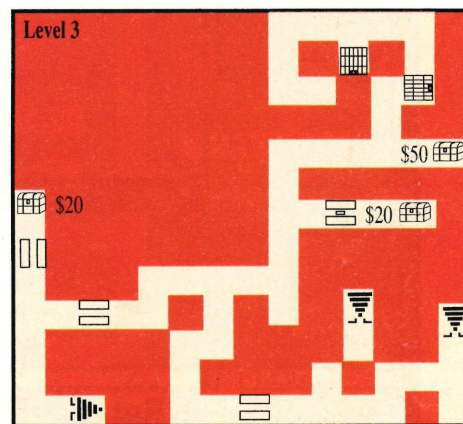
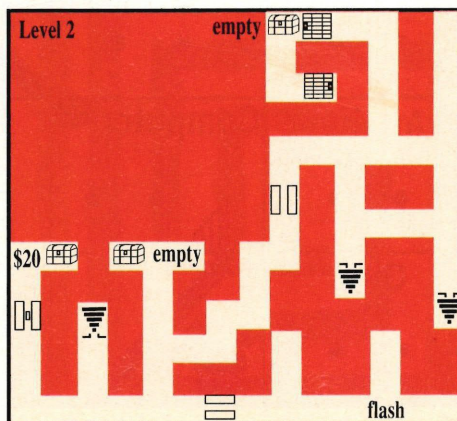
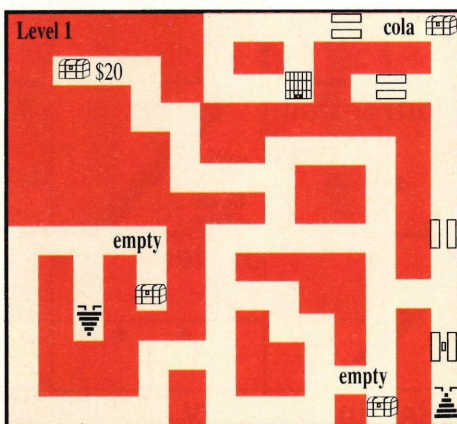


Here, finally, are the last few maps to go with the totally brilliant Phantasy Star solution (check out S issues 2 and 3).

The following checklist shows all the useful collectibles, and their locations:

	ARMOURIES	SECONDHAND STORES
PAROLIT	Iron Sword Titanium Sword Ceramic Sword	Flash Transter Magic Lamp Roadpass (secret)
SCION	Light Suit Zirconian Armour	
EPPI	Needlegun	
PASEO	Thick Fur Diamond Armour	Myau (for Laconian Pot)
CAMINEET	Lth. Shield Iron Shield Ceramic Shield	Flash Escaper Transter Magic Hat
ABION	Laser Shield	
LOAR	Heat Gun Silver Fang	
UZO	Light Sabre	
CASBA		Landrover Sphere
SKURE	Wand Laser Gun Gloves	
ZIS		Ice Digger

Iala



ALEX KIDD: High Tech World The Solution

If you're still having problems with this not-terribly-difficult shoot 'n' search game, then read on...

Visit Alex's parents, where his dad offers a piece of the map. Take it, and then press button 1 to check your inventory – lo and behold, it's a fake! Talk to the old guy again, and this time he presents you with the real thing.

Wander down to Mary's room and do her test. Of course the best way to pass is to cheat – and so the answers are as follows: 1) Tokyo 2) Vicel 3) 450 4) Athens 5) 5050 6) 206 7) 50 8) Lira 9) Mozart 10) 50.

Having finished the test, walk back up and see James on the fourth floor. The silly old fool has set light to his piece of paper, leaving a burnt-out sheet. Don't touch it or it turns to ashes! Head for the phone and call Rockwell on 123 4321. He offers to come round in 30 minutes, so make a note of the time and be sure to be in the empty room on the first floor when Rockwell is due to appear (otherwise he gets hacked off and goes home!).

In the mean time make your way to the kitchen and retrieve another map section from the garbage can. Go into the room next door where the six girls are seated. To collect the piece of map you

have to name them in order: 1) Linda 2) Betty 3) Janet 4) Cindy 5) Susie 6) Kate.

Now you can head for the empty room along the corridor. Keep entering and leaving until Rockwell and chum arrive. Accept the restorer and head back up to James' room where you can turn the burnt sheet back into a useful section of map.

After 10:00, visit John's room where he tells you that he saw Barbara using a piece of paper as a bookmark. Go back down to the second floor and look in on Barbara – she should say which book she was using.

While you're on this floor, pop into the end room. If you wait until it's exactly half-past the hour (10:30), you can walk in to find Mark and Tom (these guys only appear between half-past and quarter-to, which explains the strange '45 from 30' sign). Speak to them and leave. Re-enter, speak, leave and then re-enter again. On the third visit one of the guys owns up and provides another piece of the map.

Go back up to John's room and he will now retrieve Barbara's makeshift bookmark. Move across the bridge and go up to the right-hand attic, where you will find a key in a vase. Walk along the fourth

floor and up the staircase to the storage room on the far left. Take the miniature ladder from the vase and then climb up two floors to the right-hand attic. Here, Alex can open the safe with the key and collect the portable hanglider.

Go back to the digital clock in the middle of the fourth floor, and push up. Alex discovers that the clock is slow and finds the last section of map fouling up the works!

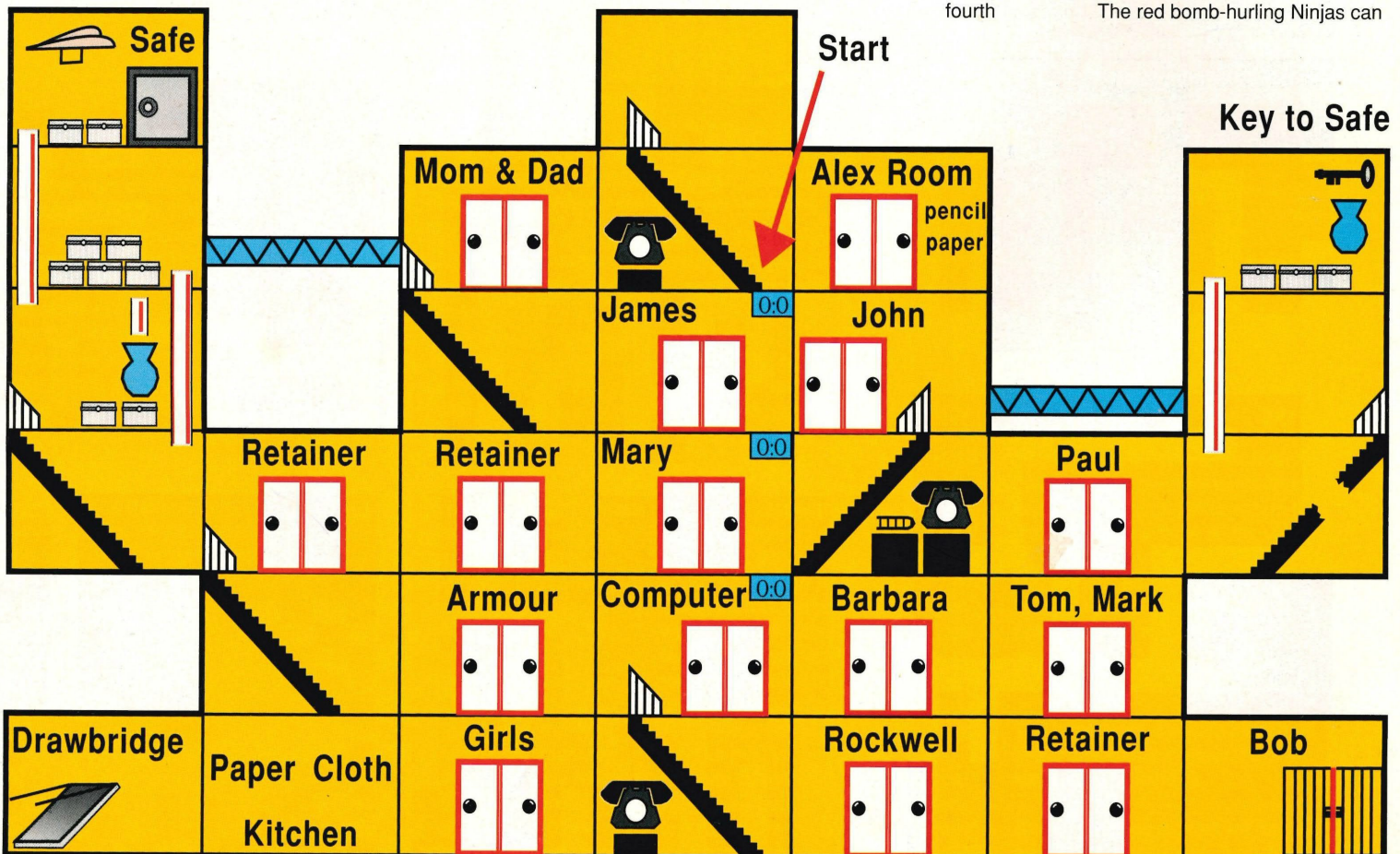
Move up to the fifth floor and walk out on to the bridge. Alex climbs aboard his hang glider and flies to the forest! (If you can't cope with all this, or are just plain lazy, try using the code OIAdGSCPvD to start your mission in the forest...)

FOREST SECTION

During the forest section, it's a matter of remembering where the Ninja appear, and working out a strategy to get you through. You can easily get past the first blue Ninjas without having to climb any of the trees but, depending upon which method you use to escape from the village, you may have to collect some money along the way (try shooting yellow clouds to reveal treasure chests).

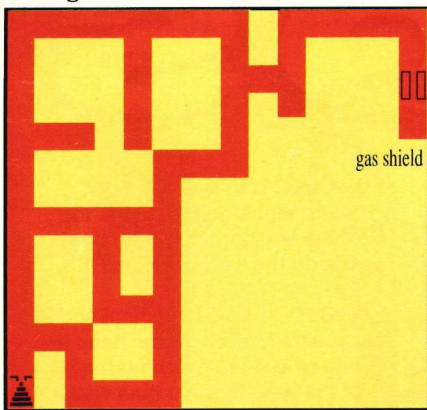
The red bomb-hurling Ninjas can

Portable Hanglider

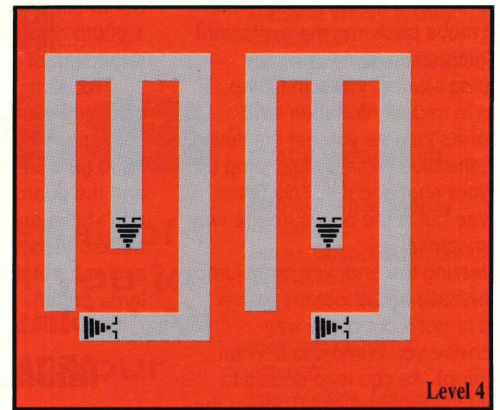
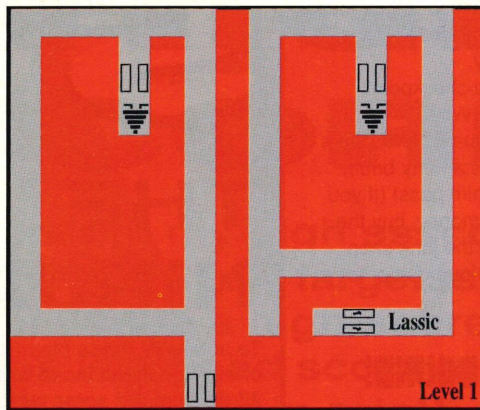


GAME PLAY

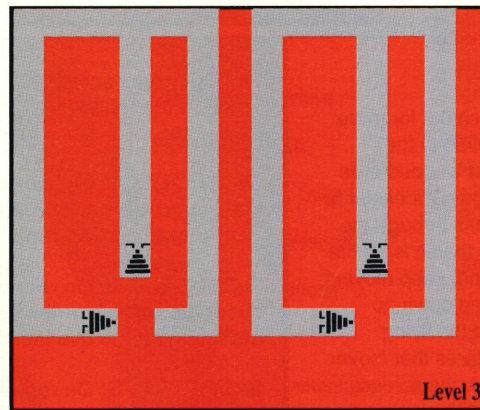
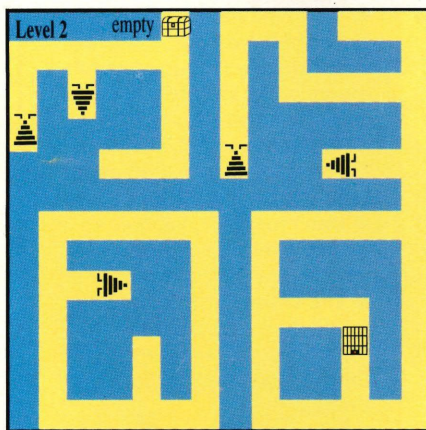
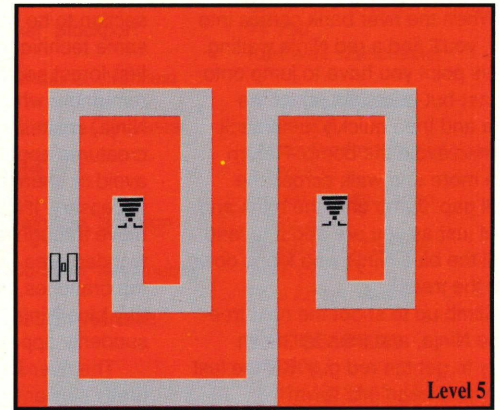
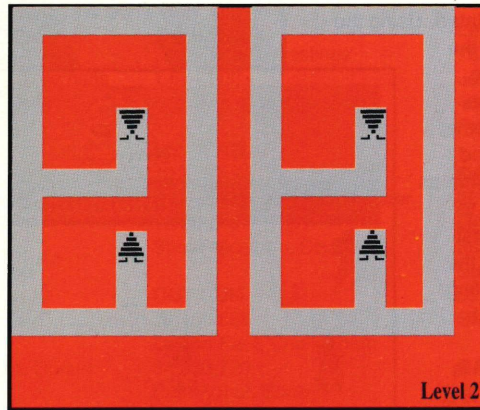
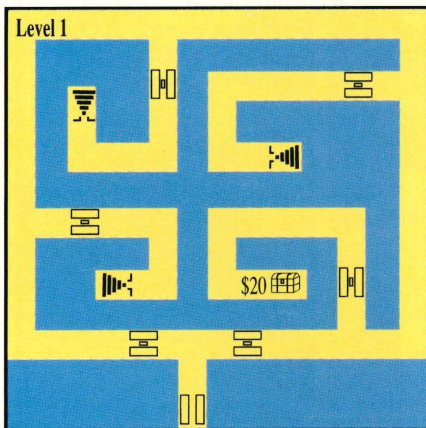
Dragow Cave



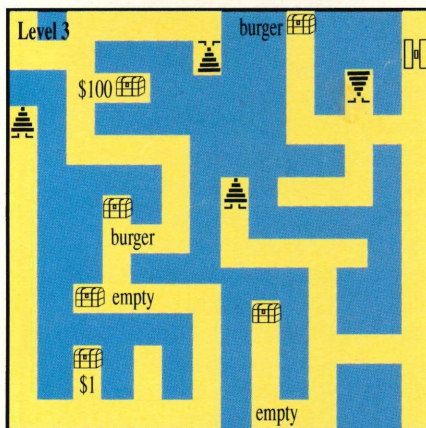
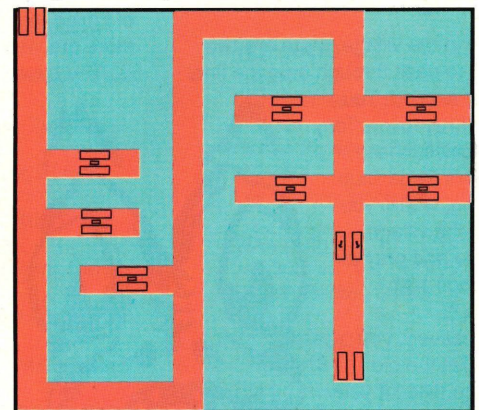
Lassic's Castle



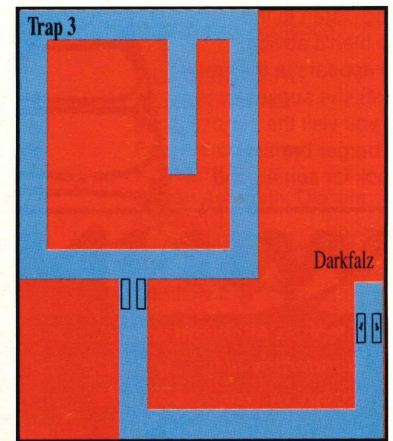
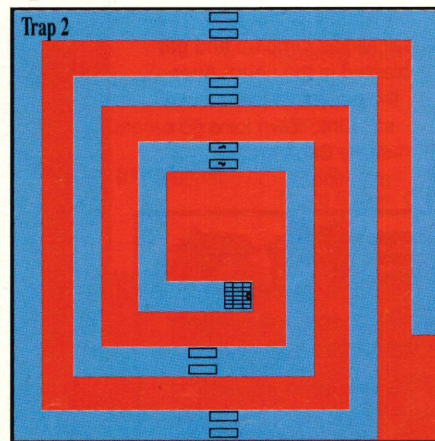
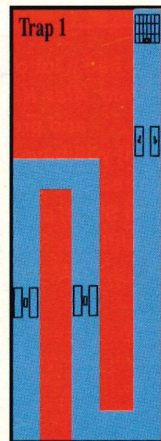
Palma Island Tower



Baya Malay Entrance



Governor's Trap



be defeated with one shot, but keep moving towards them or else their bomb will land on top of you – and don't move back into the explosion!

To cross the river using the stepping stones, you must jump, shoot in mid-air, and then land again. As long as you get the timing right, the blue Ninja should jump up into your shot and die. This takes practise but is the only sure-fire way to get across.

Nearing the end, you must jump up vertically and shoot the yellow cloud to get it out of the way (otherwise you bump into it when you jump). As you leap across to collect the treasure chest, shoot the next Ninja who leaps up.

When the river bank comes into view, you'll find a red Ninja waiting. At this point you have to jump onto the last-but-one slab, shoot the Ninja and then quickly jump back again to avoid the bomb. Return once more and walk across the small gap. Jump onto the bank and shoot just as you are about to land, to kill the blue Ninja who leaps down from the trees!

Climb up to shoot the next tree-borne Ninja, and then fall down ready to get the red guy. Kill the last bluey and head into town!

IN THE VILLAGE

Once in the village, there are two ways to pass through onto the final forest section. You can either follow Tony T's advice in last month's Sega Club section, where you enter the village temple and pray to the gods 100 times(!).

Alternatively, you can visit the old fortune teller. If you pay her 200 gold pieces for an 'Earth' telling (listen to the wise man's advice, who appears in the first forest) she suggests that you visit the very first burger bar at two o'clock for some good



luck (of course you don't need to do this now!). As long as you enter the bar at *exactly* 14:00, you will be their 1,000th customer and receive a large sum of money.

Trot along to the checkpoint, clutching your wad. When challenged by the guard, Alex offers 1500 gold pieces as a hefty bribe, and the guard lets him pass! (If you don't have enough money, buy the backscratcher from the junk shop and sell it to the antique dealer for a large profit!).

ARCADE BOUND!

This just leaves the final forest section to be negotiated. Using the same technique as the first forest sequence, remember where the Ninja, snakes and other creatures appear and avoid or shuriken them as necessary. It's best to move through the first wooded area using the top branches, shooting any blue Ninja which suddenly appear.

The river section is pretty similar to the first but trickier, with loads of leaping Ninjas and flying birds. Again, it's a matter of timing, practise and more practise.

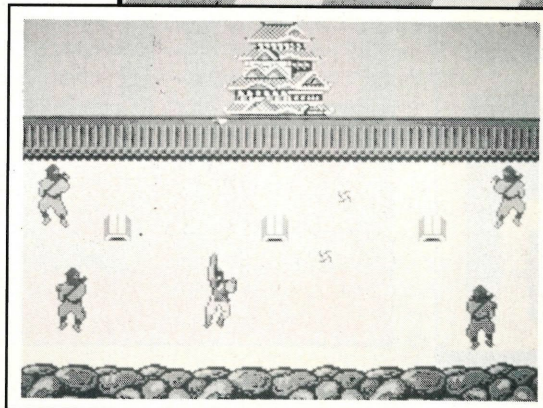
You have to watch out for more flying birds in the second wooded area and again it's easier to progress through the trees than it is on the ground: keep moving up and down, to avoid the flying creatures that move across the screen.

When you finally reach the bridge, just keep on edging forward shooting constantly all the time. The evil Ninjas jump up and get blasted in the head! After the bridge it's just a quiet stroll into town for a go on some Sega arcade machines!

SOS

THE NINJA

To stifle all those plaintive cries for assistance with *The Ninja*, here are some words of wisdom from Nick Symes of Tring, and Mike Watts of Cwmbran...



SCROLL 4: Found on round eight, go into to the top of the last garden on the right, and do the same as scroll 3.

SCROLL 5: The final scroll appears in round nine. Keep to one side when reaching the top of the wall. Ninniku then walks along the wall, but don't kill him immediately – wait for a while and the final green scroll will appear. Collect this and you are given instructions on how to enter the temple.

GENERAL TIPS

- Try to minimise the number of shots used by guiding Ninjas, dogs etc into a group. One shot should then wipe them all out. If you manage to get a hit ratio of 100%, you are awarded a bonus of 50,000 points.

The five green scrolls are to be found in the following locations:

SCROLL 1: Found on the first round, after killing the fourth transforming Ninja.

SCROLL 2: On round four, shoot the bottom of the left hand dog statue five times.

SCROLL 3: On round six, cross the last bridge on the left hand side. Walk straight to the tree above the first Samurai home next to the wall.

- On round nine, try shooting the right hand hole continuously (100 shots) until all the rocks stop falling out of all three holes.

- To get through the maze in the temple, go left, right and then left.

- Don't forget to use the invisible invincible mode whenever you're in trouble.

- The entrance to the maze is found on round 10. Go to the third lamp and shoot three times then disappear three times (!)

WINNERS

Stephen Aitchison wins a copy of *Casino Games* for his cool *Wonderboy III* tips, while Nick Symes and Mike Watts each get a copy of *Wonderboy III* for their generous scroll-finding help on *The Ninja*. Hope you enjoy the games, guys!

I've had a lot of calls for help with *Wonderboy in Monsterland*, *Alex Kidd in Miracle World*, *Lord Of The Sword*, and pretty much everything else!

Sso, if you have any cheats, tips and maps to help your beleaguered Sega chums, or want help on a particular game (labelled SOS), please send your missives to me, Sly the Splendiferous, S Magazine, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP.

Please do NOT include SAEs sssince I don't have time to write back personally to everyone. Sssorry!

Next month, you can look forward to a map of the Valley of Doom from *Golvellius*, plus another full players' guide on... well, you'll just have to buy the issue and find out!

HIGH SCORES

Welcome to my high ssscore hall of fame. Here's a few targetss for you to aim at, if you're a high-score junkie! All it takes is a good score to get your name in print!

ACTION FIGHTER

34,940
Karl Wall, Manchester

AFTERBURNER

27,062,800
Robbie Ellmore, Gloucester
19,876,500
Steven Painter, Clwyd
12,728,365
Matthew White, Warley

ALEX KIDD AND THE LOST STARS

88,000
Rachel Taylor, Stourbridge
77,600
Simon Bunford, Birmingham
71,200
Mark York, Northants

ALEX KIDD IN MIRACLE WORLD

98,000
Michelle Hines' Mum, Dorset
97,410
Lee Reynolds, Cheshire
73,200
Mark York, Northants

ALIEN SYNDROME

491,000
Waqar Shah, Derby

ASTRO WARRIOR

1,114,800
Darren Paul, Cheltenham
974,000
Tony Fry, London
370,200
Steven Rush, Tyne & Wear

AZTEC ADVENTURE

1,672,321
Matthew White, Warley

BANK PANIC

810,850
Paul Arthur, Surrey

BLADE EAGLE 3D

225,400
Robbie Ellmore, Gloucester

BOMBER RAID

2,440,500
Maxwell Jebson, W Yorkshire
1,416,020
Tony Fry, London

CASINO GAMES

\$1,121,230
Stewart Robinson, Bath

CHOPLIFTER

6,002,400
Matthew White, Warley
658,900
Waqar Shah, Derby
658,600
Tony Fry, London

DOUBLE DRAGON

285,100
Stewart Robinson, Bath
217,140
Paul Medina, London
215,660
Paul Arthur, Surrey

ENDURO RACER

2,916,300
Time 5:45:02
Lee Wadney, Hastings
Christopher Kitson, Inverness
1,674,800
Time 6:18:39
Lee Reynolds, Cheshire
T Bennett, Bedford
Time 7:06.67
Anthony Hoult, Walsall

FANTASY ZONE

1,237,300
Rhodri James, Dyfed

FANTASY ZONE II

7,294,000
Michelle Hines' Dad, Dorset
1,834,300
Paul Riley, Runcorn

GANGSTER TOWN

528,200
Russell Freeman, Essex
179,150
Paul Arthur, Surrey

GHOST HOUSE

954,400
Michelle Hines' Mum, Dorset

GLOBAL DEFENCE

541,160
Anthony Hoult, Walsall

HANG ON

3,042,540
J M Pitman, Bath
2,968,250
Pete Cramp, Clevedon
2,725,190
Paul Arthur, Surrey

KENSEIDEN

226,100
Martin Hudd, Stroud
60,400
Mark York, Northants

KUNG FU KID

37,570,100
Maxwell Jebson, W Yorkshire

2,916,300
Lee Walker, Stockport
76,350
John Cockbaine, Dronfield
49,050
Robbie Ellmore, Gloucester

MY HERO

10,778,160
Steven Conreen, Manchester
1,128,240
Stuart McLaren, Stroud

OUT RUN

70,150,890
Darren Paul, Cheltenham
64,330,720
Paul Arthur, Surrey
56,796,250
David Hughes, Co. Durham

OUT RUN 3D

7,510,260
Simon Gale, Carlisle

POWER STRIKE

4,500,140
Steven Watson, Selby
4,447,980
Anthony Hoult, Walsall
3,564,730
Kelvin Clark, Runcorn

QUARTET

1,990,240
Darren Paul, Cheltenham
1,166,500
Steven Watson, Selby
232,700
Mark York, Northants

R-TYPE

1,087,520
Pete Cramp, Clevedon
1,003,700
Jason Naidu, Burton-on-Trent
391,000
Simon Bunford, Birmingham

RAMBO III

89,700

Lee Walker, Stockport
76,350
John Cockbaine, Dronfield
49,050
Robbie Ellmore, Gloucester

RAMPAGE

869,605
Gehan Pathiraja, Brighton
852,600
Steven Conreen, Manchester
851,600
Steven Branch, Norwich

RASTAN

899,990
Anthony Malfatti, Cardiff
491,890
Tony Fry, London

RESCUE MISSION

575,500
Simon Assender, Gwent
574,300
Paul Riley, Runcorn
429,700
Paul Arthur, Surrey

SAFARI HUNT

1,182,900
Steven Painter, Clwyd
692,300
John Tse, Leeds
108,900
Karl Wall, Manchester

SECRET COMMAND

1,324,200
Gavin bacon, Cheshire
1,293,000
Anthony Hoult, Walsall

SHINOBI

957,840
Steven Branch, Norwich
798,500
David Button, Gwent
756,350
Stewart Robinson, Bath

SPACE HARRIER

45,144,160
Matthew White, Warley
29,238,130
Steven Conreen, Manchester
26,998,420
Paul Arthur, Surrey

SPACE HARRIER 3D

14,781,602
Matthew White, Warley
14,125,890
Jason Naidu, Burton-on-Trent
12,545,657
Al Johnson, Smethwick

THE NINJA

430,000
Paul Medina, London
263,350
Simon Bunford, Birmingham
77,700
Karl Wall, Manchester

THUNDERBLADE

5,832,900
Simon Bunford, Birmingham
4,569,000
Rhodri James, Dyfed
7,510,260
Simon Gale, Carlisle
3,697,500
Paul Arthur, Surrey

TIME SOLDIERS

248,900
Robert Vaughan, Middlesex
207,700
Steven Watson, Selby
174,600
Chris Watson, Warrington

VIGILANTE

199,800
Elian Matheson, Scotland
144,721
Gehan Pathiraja, Brighton
112,300
Lee Walker, Stockport

WANTED

145,300
Steven Painter, Clwyd

WONDERBOY

2,892,312
Robert Newson, Bristol
1,198,760
Darren Paul, Cheltenham
976,950
Peter Smith, Abingdon

WONDERBOY IN MONSTERLAND

8,925,670
Paul Arthur, Surrey
7,751,970
Steven Ashworth, Oldham
4,848,610
S Mawhinney, Ballymena

ZILLION 2

620,700
Graham Ashcroft, Tarleton
345,400
Alan Cormack, Scotland
191,000
Neil Smith, Preston

I'm sure you've all managed to get a high score on your favourite game (WITHOUT the aid of any cheats or special devices!) sso why don't you send it in to me? If it's good enough to make the top three, it'll end up in my high scores table, with your name in black and white to the envy of everyone else (until somebody beats your score, at least!).
Just write them down on a postcard or the back of a sealed envelope (get a grown-up to help if you're having problems) and on the other side sscribe: **Sly Scores, S, 4 Queen Street, Bath, Avon BA1 1EJ.** And why not include some tips to explain how come your score is so big?
Thiss is your chance to become famouss (well, nearly).

CES SHOW REPORT

The Winter Consumer Electronics Show took place in Las Vegas for four days in the middle of January. The CES is one of the biggest events of its kind, filled with high-tech entertainment – and lots of games! Ed Semrad paid a visit...



Slapshot - Master System



R.C. Grand Prix - Master System

Here in the States we have two major electronics shows. One is held during the winter, usually the first or second weekend in January, and is always held in sunny, warm Las Vegas in the state of Nevada. The other is the Summer Consumer Electronics Show (SCES) held in Chicago in the state of Illinois, and will take place from the 9th to the 12th of June later this year.

Both events are held in these two cities because they are the only ones with convention centres large enough to house all the exhibits. Well over 1,000 exhibitors show their products and even these convention centres aren't large enough to house everything under one roof. For instance, in Las Vegas the show spills over into a smaller hall adjacent to the large one, and still further into five additional hotels, each of which houses a specialized electronics category (high-end audio, small electronics, video software, etc). Since the hotels aren't immediately adjacent to the convention centre, shuttle buses run from the convention centre to each of these hotel exhibition areas.

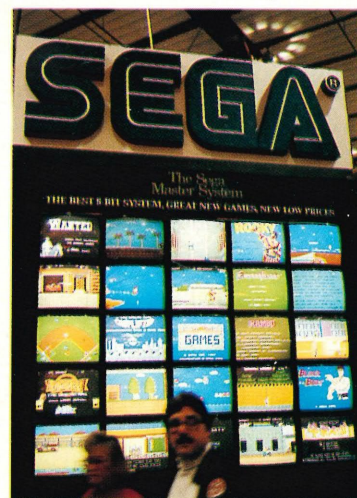
Free shuttle bus services are also provided to and from all of the major hotels in the city. Overall, the people running the CES really go out of their way to make it as easy as possible for people trying to get to and from the different areas linked with the convention.

Both CES shows are the major events of the industry, and while there are smaller, more specific, trade shows (COMDEX for computer business applications, VSDA for pre-recorded video software, AMOA for arcade coin-op machines, etc) everyone who is in the electronics business tries to attend at least one of the CES events – and they do! Each of the CES have attendances in excess of 60,000 people!

These shows are open only to people of the trade, and security is very tight. Identification is checked closely and people must prove they are retailers, manufacturers representatives, buyers, distributors, marketing or public relations consultants or members of the press. No-one under the age of 18 is allowed in and it is not open to the general public. Also there is a strictly enforced policy of no selling from the showroom floor. These last two points are the major differences I noticed between your Personal Computer show (last September at Earls Court) and our CES.

ELTRONICITY

If it's electronic it'll be at the CES. Everything from telephones, TVs, VCRs, games, audio, home, office, car audio, car and home security and home theatre is there. New prototype products are flown in from Japan and demonstrated here, such as High Definition TVs (HDTV); new VCRs with more digital special effects; Improved Definition TVs (IDTV); larger direct view (41" +) TVs; Digital Audio Tape (DAT) machines; small notebook personal computers; home office FAX machines; and, of course, games.



The Video wall on the Sega stand.

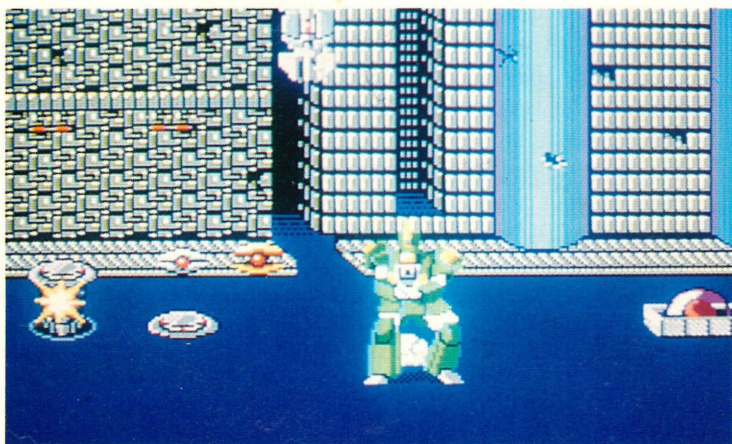
SPECIAL



Moonwalker - Genesis

Tons of new games. Here Nintendo dominates the market with about an 80% share of the market. The Sega Master System and the new Sega Genesis has about 10% and the Atari 2600 and 7800 about 7%. The remainder go to other miscellaneous console and computer systems.

But despite the huge 40,000 sq ft stand of Nintendo, the hit of the show was the Sega stand. The Genesis is THE hot system at the moment, with arcade-quality graphics and loads of new titles to prove it. Besides Sega itself there are many officially licensed third party software manufacturers, including: Activision (*Tongue Of The*



Assault City - Master System

Fatman, Hard Yardage); Tengen (*Hard Drivin', Skull and Crossbones, Xybots, RBI2 Baseball*); Dreamworks (*Shove It, To The Earth*); Technosoft (*Thunder Force 3*); Hot-B (*Inspector-X, Kegekki*); Seismic (*Super Hydlide*); Epyx (*Summer Games, Winter Games, California Games*); Electronic Arts (*688 Attack Sub, Abrams Battle Tank*); Microprose (*F-15 Strike Eagle II*); Sphere (*'Vette*); and Sega (*Super Real Basketball, Super Monaco Grand Prix, E-SWAT, Herzog Zwei, Michael Jackson's Moonwalker, Cyberball, Alex Kidd, Zoom, Golden Axe, Phantasy Star 2, Crackdown*).

Some of the most notable Genesis games include the coin-op conversions: *Golden Axe* is just like its arcade parent but with two new

levels added for the home version; *E-SWAT* looked very much like the coin-op but only had one static screen up for demo; *Cyberball* is a dead ringer for the fast-moving original, and can be played head-to-head via the Tele-Modem.

Super Monaco GP is the same as the arcade – truly amazing – but Sega's mega coin-op *Thunder Force 3* was, graphically, the best game of the entire show. Flames sway realistically from side to side and the intricate detail of the backgrounds even exceeds that of *Ghouls 'n' Ghosts*.

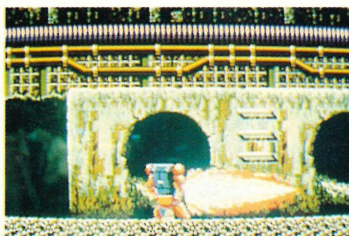
Original titles are out in force, too, and the kids here will really go for *Michael Jackson's Moonwalker* game this fall, which duplicates some of his moves like 'The Lean' and 'Moonwalking'. Utilizing the excellent audio qualities of the Genesis, it features hit songs Beat it, Bad and Dirty Diana, and there will be an arcade game of the same name released at the same time.

Phantasy Star 2, is a full 6

Megabit (750K) cart with battery back-up. The store price will be an inflated \$90 (£55) but it is fantastic: much more detailed, longer and harder than the 4 Mega Master System version, and probably the best cartridge RPG ever made.

Spiderman and *Dick Tracy* games are not only based on the comic book heroes, but this summer there will be major movies in the cinemas, and the carts are scheduled for simultaneous release. And there's also *Alex Kidd*, which features the same concept as the original Master System game but with great graphics and smart parallax scrolling.

Regarding peripherals, the Genesis Tele-Modem was shown with *Baseball* up and running. A new 'Arcade Power Stick' with auto fire



Ghostbusters - Genesis

was working as was the Power Base Converter which allows the Genesis to play the older Master System games, which leads us nicely to the part you are most interested in: the Master System. Although there were rumours before the show saying that the Master System is dead, Sega announced that they still intend supporting it throughout 1990. Toy manufacturers Tonka will no longer market the Master System, as they had done, but will hand this function over to Sega themselves.

PRICES DOWN

It was also announced here that the price of the base system will be reduced, to a suggested list price of under \$70 (£42)! Sega will also be reducing the price of the majority of the Master System cartridges to under \$30 (£18), taking effect from this Spring. However, the larger memory carts like *Ultima IV* (4 Mega) will probably stay in the \$40 – \$60 (£24 – £36) range.

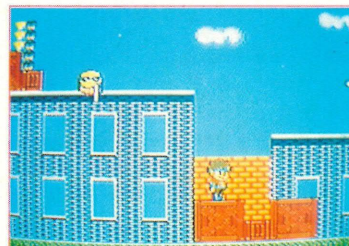
Along with the price reduction, Sega announced that there will continue to be new titles released for the Master System, and many were on display. As well as games already featured in **S** there were new up-and-coming titles such as *Ultima IV, Golfmania, Shinobi Kid, Assault City, Slapshot* plus *Super Monaco GP* and *Simple Fighter* (both announced but not shown) and *R.C. Grand Prix* from Absolute Entertainment, although none of the previous third party licencees (Activision, Parker Brothers, Epyx) plan to release new titles for the Master System.

Of these, *Shinobi Kid* was about the best. The tune is from *Shinobi*, but the Character is a small kid. He has some of the same moves and a new power: instead of walking through the screens, he can grab the occasional lamp pole or bar and start spinning faster and faster around it. Pushing the button releases him and he flies across several screens, knocking out any

bad guys along the way. The screen scrolls horizontally and sometimes vertically downward into a maze and then back up to ground level. At the end of each level, after he rescues all the tied-up hostages, he must fight the end-of-level boss. One is called Mari-Oh (as a sideswipe at Nintendo's Mario character). Defeat Mari-Oh and he shrinks down in size and disappears.

Slapshot is a new hockey game which has decent graphics with *Basketball Nightmare*-style close-up shots at goals. Fast action and smooth scrolling add to the enjoyment of this sport sim.

Ultima IV will be a big 4meg cart with battery back-up. The concept is

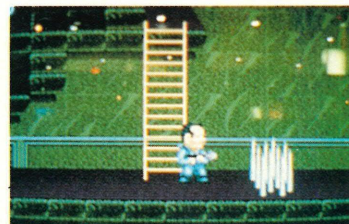


Shinobi Kid - Master System

the same as the computer version and the gameplay is typical of quality role playing. It's long and hard with lots of battles and very large mazes to get through.

Assault City is a joystick shooter in much the same mould as *Dead Angle*, but this time you get to shoot robots which appear from the sides or from hiding places in the screen. Bonus rounds give you a chance to improve your score, but there isn't a whole lot to this one.

R.C. Grand Prix is a decent



Ghostbusters - Genesis

racing game, featuring an overhead viewpoint in which only part of the course is visible at one time. You must stay in the top three in order to keep racing and as you progress to the higher levels, your opponents get faster and more aggressive. This one is tough as handling is difficult and joystick control has to be precise because the track is rather narrow, and objects appear and must be avoided. Here's looking forward to the Summer CES! ♦

THE OFFICIAL SEGA[®] CLUB

Welcome!

We are into 1990 and things are starting to really hum! On the games front there are plenty of titles to keep you busy with Tennis Ace, Spellcaster and Psycho Fox ensuring your hands continue to ache! The next three titles due for release are Dead Angle, Basketball Nightmare and Dynamite Dux. The current toughie is Spellcaster. The Sega Hotline has been buzzing with dozens of you caught up in the spaceship (to name just ONE place!).

The first person to ring in having completed Spellcaster was our old friend Martin Duggan (this hot Sega player also rang in last month being the first to complete Wonderboy 3). Come on you lot ring in and tell us when you have cracked your latest game; do not let Martin claim your glory!!

Do not forget if you find yourself stuck in a mean loop and you cannot find the way out CALL THE SEGA HOTLINE (please have your Sega Club membership details to hand when you ring in as this will allow us to deal with your query that bit faster).

There is a slight change in the days and time of the Sega Hotline. It will now run from Tuesday to Saturday from 10.30am to 6pm (Saturday the line closes at 4pm, the club is closed on Sunday and Mondays). This is for all of you who have Saturday sessions and do not want to skimp on your homework during the week!!

The latest user group visited was Lee Singleton in Rayleigh, Essex. Lee tells me his surname is popular with whisky manufacturers and people in Australia and the US (see club report)!

The new Sega handle controller should be with you by the time you read this. It really does add a whole new perspective to games (especially flying

and driving). It should cost around 40 pounds but I think you will find it is worth every penny.

There is some definite news on the new Sega Megadrive, it will not be launched until the last quarter of 1990 and will sell for under 200 pounds. This is due to the amazing success of the Mastersystem in the UK and Europe and also allows for a substantial software library (including most of your arcade favourites AFTERBURNER, OTRUN, GOLDEN AXE ET AL) to be in place when it is launched.

There are an increasing number of adverts for cheap imported Sega Megadrives and again we advise you to hold out for the official approved Megadrive from Virgin/Mastertronic. These machines may be cheaper BUT they have been hacked to fit UK power supplies and UK PAL television systems. If they are faulty you will have to try and sort it out with the shop you bought it from, WE CANNOT HELP YOU.

Keep ringing in to arrange a Sega Users Group visit. All you have to do is get four people together (they do not have to own a Sega) and have had at least one meeting and then ring in on the Sega Hotline number (0736 810875) to arrange a date and time for me to come and play, and give out some freebies. Your group will also feature in a future issue of S Magazine. The National Map showing positions of Sega User Groups will be printed within the next couple of issues so you can check out where your nearest Group is. There are not that many groups up North, so we need calls from Scotland down to the Midlands!!

KEEP THOSE LETTERS AND PHONE CALLS COMING!!

TONY TAKOUSHI

SEGA[®] CLUB

USER GROUP SECTION



I ventured down to deepest Rayleigh, in Essex, for this months User Group. It is run by Lee Singleton and his brother Graham.

Eleven people attended (the biggest group so far!); take a deep breath! Lee and Graham Singleton (12/9 years old), Daniel (12), Ross and Thomas Galbally (9/6 years old), Chris and Ben Church (14/12 years old), Steven Hope (12 years old), Matthew and Steven Daniels (both 12) and Craig Archer (12 years old).

They all go to Sweyne School in Rayleigh and Lee tells me his surname is rather famous. There is a Scottish brand of whisky with the same name and a couple of towns, one in Australia and the US called Singleton; well I never!!

Lee bought his Sega about six months ago and has 17 games for it. His current favourites are Spellcaster and Wonderboy 3. He subscribes to S Magazine and his only gripe is that he would like to see more reviews of old Sega games. The current games are good he tells me but the Sega range is so big that he feels a lot of the older titles tend to be overlooked; point taken Lee!

Quite a few of the group were keen to find out when the new handle controller will be on sale. They like the idea of a handle controller and particularly want to play Outrun on it.

The price of games arose in conversation and although Sega games are a bit pricey, many felt they mainly offered good play value and could justify the higher price tag. Many members also swapped games so this helped when pocket money was tight.

The recent announcement that Sega games could be rented from RCA/Columbia video outlets had the boys asking me where and when this would happen. Work has already started to get supplies into these stores and outlets all over the UK. Lee felt it would help him when it came to buying games as he could try them out for a couple of

days, and then fork out his hard earned pocket money if he felt it was good enough.

Curiosity was high about the new Megadrive, and the fact that it was not coming until the last quarter of 1990 did not seem to disappoint the boys. They are getting plenty of fun and enjoyment out of their Master Systems.

The three games taken up were Dynamite Dux, Basketball Nightmare and Dead Angle. Dynamite Dux and Basketball Nightmare proved very popular with howls of laughter at the dunking sequences in Basketball.

Lee challenged me to a head to head. We played it out on Galaxy Force with the winner scoring the most with a two minute time limit. Lee went first and was zapping well so I heckled him a little to help him along! He scored 12,000 and then I stepped in. In order to balance things Lee, his mum and brother all heckled me (in the best possible taste) and Graham knocked my knee to help me along. When the chips are down I do my duty! At the end of my two minutes I had scored 12,600 and Lee hung his head in shame!! TAKOUSHI WINS!

On a quieter note (or so I thought) Lee's group were keen on Wonderboy 3 and were having problems with it; being the kind generous soul that I am, I gave them a certain password which started them off with 8 hearts, 990,000 pieces of gold and fully armored, shielded and all the swords. The word being. . . !

They loved it and I think they will crack the game in the not too distant future.

Lee has a lightgun and Rescue Mission. He is not too keen on this game as he feels it is too slow. I suggested he try Gangster Town to stretch his reflexes.

If you would like a club visit then do ring in, first come first served!

COMPETITION TIME

This month we have 5 brand new S.G. Commanders up for grabs. This latest "add-on" conveniently combines a control pad with an adjustable rapid-fire unit.

To win one of these S.G. Commanders all you have to do is answer a simple question:

"Who did the evil mobster kidnap in the latest Sega release 'Dead Angle'?"

SIMPLE! Now put pen to paper and write in to: Virgin Mastertronic at the usual address, not forgetting your membership number and expiry date.

The winner will be announced in a future issue of S Magazine.

SEGA®



CONGRATULATIONS

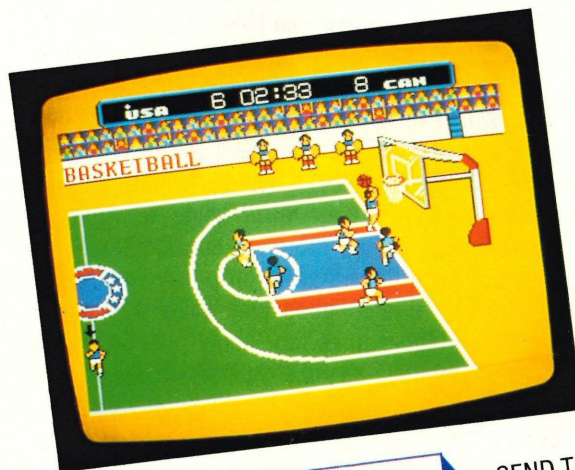
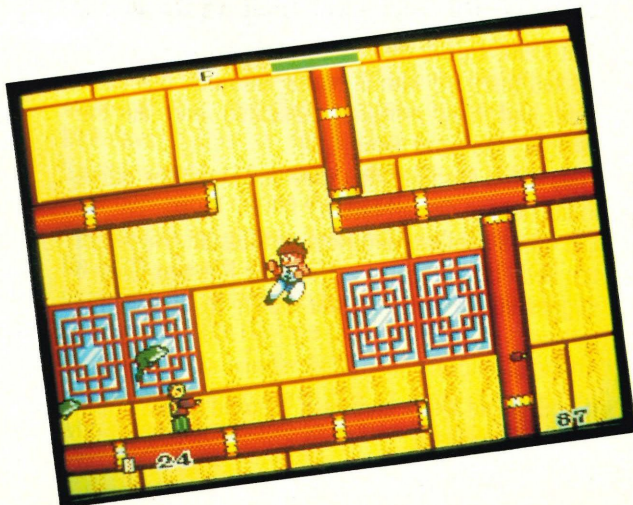
The winner of last month's competition and the now proud owner of a Sega Handle Controller is:

LINDA LI
OF HACKNEY ROAD, LONDON

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THIS MONTH'S OFFERS –

Two classic games for the Sega, Kung Fu Kid or for sports fans Great Basketball.



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SPECIAL OFFER

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Here is an offer you cannot refuse!

You can now buy a t-shirt or sweatshirt with the exclusive Sega logo on it from Virgin Mastertronic.

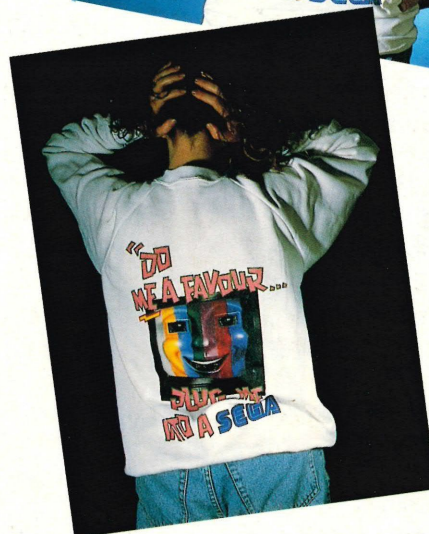
These have been designed specially with the character from the Sega TV commercials as the star. The front has the Sega motif and on the back there is a tasty piccy of the Sega TV character with the message, "Do me a favour... plug me into a Sega"!

The T-shirts and sweatshirts normally sell for £5 and £10 respectively. BUT to you, T-shirts are £2.50 and sweatshirts only £5 pounds!

To take advantage of this offer simply send a postal order or cheque, made payable to Virgin Mastertronic, to:

T-SHIRT OFFER
VIRGIN MASTERTRONIC
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LONDON W11 2DX

And don't forget to state your size (small, medium or large)!



S magazine features a special Sega Club section in every issue where members can get the latest gen on club events and special offers. The Club is a total backup service, and the benefits include: Sega Hotline: A telephone service where members can ring in and get tips on the latest games, info on hot new Sega products, leave high scores and try to reach that elusive MASTERBLASTER status.

User Groups: Sega owners are setting up User Groups all over the country. All you have to do is get five or more Sega users together and hold a meeting. Once the group is established simply call in to arrange a personal visit from THE CONSOLE MASTER, Tony Takoushi. He will bring along the VERY latest prototype games straight out of Japan for you to sample. And if you should fancy your chances you can take on TT in a head-to-head battle on one of the latest games (the winner is immortalised in S magazine, but TT hates to lose so beware...). There will also be an ample supply of freebie games and Sega merchandise to be handed out.

Sega Merchandise: Club members are entitled to special Sega merchandise available only through the club. Items include T-Shirts, posters, badges, stickers and caps.

Sega competitions: There will be exclusive competitions with VERY exclusive prizes. These will be held through the club and at special venues through the year.

Sega Promotions: These will be special events held throughout the country, with plenty of Sega goodies on display and a chance to meet the faces behind Sega in the UK.

JOIN THE CLUB!

Remember, All club facilities and special offers are only available to fully paid up members of the official SEGA club. To join, all you have to do is fill in the form below, including a Cheque or Postal Order for £19.95 made payable to the SEGA CLUB.

DO NOT SEND CASH, ONLY CHEQUES & POSTAL ORDERS

NAME

ADDRESS

TELEPHONE NO.

Your £19.95 entitles you to one year's subscription of the Sega Club with 12 monthly issues of S, plus 2 FREE issues of the mag.

Send to: VIRGIN MASTERTRONIC
TOWER COTTAGE
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SUBS

We hope you've enjoyed this third issue of **S**. As you can see, the world of Sega gaming is **humming** with activity; and frankly, there's **only one way** of keeping up with the excitement – by **subscribing to the magazine dedicated to your machine.**

S costs £1.25 an issue, and a 12-issue subscription costs just £14.95 with postage and packing thrown in free. But for a limited period we're offering a **special launch subscription** which will give you **14 issues** for the price of 12!

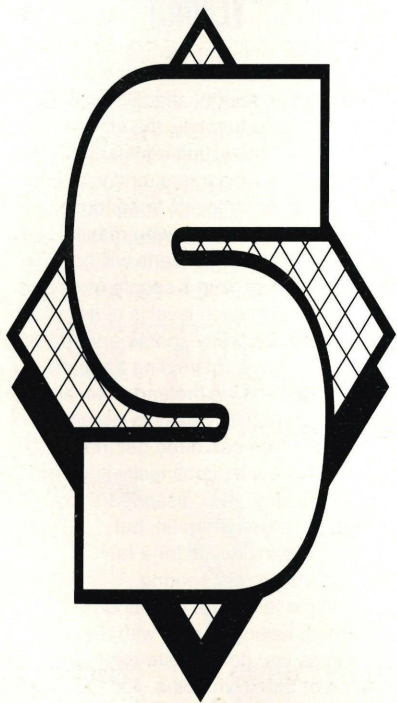
We're sure you'll agree that £14.95 is a small price to pay for 14 months of **exciting involvement** in the world of Sega entertainment. **Fill that form in now!**

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Satisfy you with all the latest news, features and snippets of Sega talk.

THE FORCE BEHIND S

S is the latest magazine from Future Publishing, the company behind Britain's most exciting computer titles, ST Format, Amiga Format and New Computer Express, and creator of the award-winning ACE magazine.

Editor of S, Steve Jarratt, was part of the ACE team and has worked on Crash, Zzap! and Commodore User. Contributing editor Tony Takoushi was a C+VG columnist for many years, and is Britain's leading authority on Sega entertainment.

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URGENT!

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ALEX KIDD: THE LOST STARS

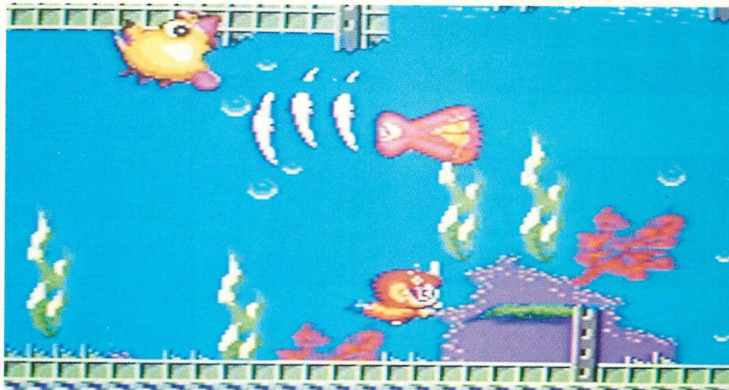
After saving his home planet from Janken the Great, the big-eared Kidd tromps off on his second adventure in search of the 12 lost stars of the Aries constellation.

The stars have been swiped by some nasty piece of work called Ziggurat, placed inside special 'Miracle Ball' containers, and secreted in six strange and dangerous worlds to protect them from meddling do-gooders.

To thwart Ziggy's evil (and slightly pointless) plan, Alex visits each of the worlds in turn, making his way through Toy World, Machine World, World of Makebelieve, Water World, Monster World and the Giant's Body World (huh?) to retrieve the first six Miracle Balls and the stars within. Once the sixth world has been conquered, Alex journeys into deep space in order to reach the Shrine of Ziggurat.

Complete this seventh level, and half the night sky of Aries is relit, leaving Alex to revisit the same worlds and collect the final six stars.

To rescue each star Alex simply has to reach the 'Exit' sign which lies at the far end of each world.



The interestingly-titled Water World lets Alex show off his sub-aquatic skills.

Now this would be easy – if it wasn't for the variety of creatures, traps and obstacles which lie in Alex's path! On his way to collecting each Miracle Ball, Kiddy has to jump onto moving platforms, leap across bottomless chasms and generally avoid getting bashed up by the various lethal creatures and mechanical meanies out to turn him into the late Alex Kidd!

Every time Alex falls down a hole or touches a monster, he lets out a blood-curdling sampled scream, and a few red segments are knocked off his precious life meter. If the meter turns completely white before the current Miracle Ball has been recovered, the game ends and Alex has to continue from the start of the level, or take up his quest once more from the beginning.



Alex is about to get a spear in the head – and his time's almost up!

Along the way, Alex gains help by jumping up to touch flashing star icons as they float past. Depending upon the letter carried, Alex can gain temporary extra jumping power, cloud shots (a sort of blaster) or extra seconds to boost his constantly dwindling life meter. There are also bonus point symbols which only appear when Alex is underneath or has gone past – so keep your eyes peeled!

On his journies, Alex gets to ride on balloons, slide down ropes and perform mega-leaps in the low gravity of outer space, while later worlds see Alex don snorkel and mask, as he swims past all manner of underwater hazards and subaquatic enemies!

VERDICT

Alex Kidd's second adventure is a very jolly, colourful affair, with play to match. Unfortunately, the simple jump 'n' shoot action may not appeal to the tougher gamers, and with only seven different levels to conquer (twice each) anyone who makes mincemeat of most carts will have this one sussed in a couple of days.

Although each level is quite long, the action is pretty sparse and there are only a few interesting traps on each one – even the end-of-level bosses are pretty easy to get past.

Also, you can often get through a problem just by continually jumping and blasting. Alex disappears in a puff of smoke when hit, but becomes invincible for a few seconds on reappearing. This gives you time to charge past enemies, without having to deal with them. As long as you don't waste too much time or fall down holes, you can fudge your way to the end without trying very hard.

And once the game has been completed, *AK:TLS* simply isn't fun enough, or challenging enough for you to want to go back and play it again and again.

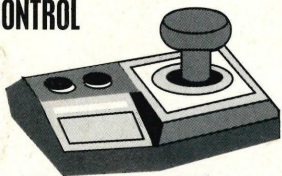
PRICES

£24.95

PLAYERS



CONTROL



GRAPHICS 62%

- ▲ Big, bright, bold and colourful backdrops provide loads of visual appeal
- ▼ Sprites are very cute, but lack interesting animation

SOUND 67%

- ▲ Clear (if a bit scratchy) sampled speech at the start of each level
- ▲ Some great sound effects (Alex's death scream, 'ka-chunk' sound of falling metal girders)

- ▼ Jaunty tunes are all quite average and a bit samey

DEPTH 51%

- ▲ 14 levels make for a lengthy task
- ▼ Straightforward jump 'n' shoot gameplay with no innovative twists
- ▼ Uncomplicated action requires no real tactics – just keep going!
- ▼ Single routes for each level, needing little planning or forethought plan of attack

ADDICTION 41%

- ▼ Unlimited continues mean you can finish the game in one sitting
- ▼ Not enough of a challenge involved in completing each level
- ▼ Action is too simple and too repetitive for repeat plays

S-FACTOR 47%

Colourful and jolly, Alex's second adventure makes great fun for younger players but has little to recommend it for real hard gamers.

R-TYPE

VERDICT

Judging by the Readers' Top Ten, *R-Type* already has many followers – and it's not difficult to see why! Anyone familiar with the coin-op will see that this is about as close to the real thing that you're likely to get on the Master System. All eight levels of the original (plus a secret Super Stage) have been squeezed into a four-meg cart which is just loaded with action and playability.

The graphics are superb, from the beautifully detailed backdrops and animated craft, to the slimy end-of-level creatures and vast mothership on the third level. There is quite a bit of sprite flicker which makes things a little confusing at times, but this is forgivable bearing in mind just how much hardware there is flying around!

Thankfully, your ears are in for a treat too, with some sharp sound effects and all the tunes of the arcade original, to boost the unearthly atmosphere.

R-Type is easier to play than the coin-op, but the last three levels are pretty tricky and should provide a good test of your wits and reactions! A real quality shoot 'em up which shows just what the Master System is capable of. Let's hope *R-Type II* gets the same treatment!

Just in case there's someone out there who hasn't heard of this classic IREM conversion (like you've been living in Peru, or haven't been born yet),

R-Type flings you into a fierce space battle between a lone Earth fighter and the massed might of the vile Bydo Empire.

The 'R-type' of the title refers to the R-9 ship which you guide you through eight levels of Bydonian territory. This is no normal space battle, though, for the Bydonians are a fearsome race of bug-eyed monsters and creepy, drippy nastiness too horrible to mention (well, apart from here, of course).

But then your R-9 craft isn't yer average, boring, everyday, run-of-the-mill, ho-hum space fighter either, boasting mega firepower and the ability to take on extra weaponry. A jab of button 1 fires forward single shot pulse beams, while holding the button down for a couple of seconds charges the energy banks. Releasing the button then launches a super-destructive laser blast which slices through any attacking craft in the way.



Facing the slimy, pulsating Gomanda creature at the end of level two.

There are many types of Bydo ships to watch out for (and destroy), but the important ones are the POW Armour Units, which release unit symbols when blasted. Steer into one of these and the R-9 is powered-up with additional equipment such as reflecting laser beams, missiles, extra speed and 'bit' units which float around the R-9 for protection and extra firepower. However, the most important unit is the Droid, which drifts on-screen once the unit symbol is collected. By guiding the R-9 into the Droid, it can be attached to front or rear of the ship, where it acts as a shield, impervious to most types of enemy shot. Pushing button 2 sends the Droid out on its own, where it destroys opposing ships on contact, and unleashes its own separate barrage of fire!

To complete each level, you must blast your way through the Bydo defences and then destroy the boss monster which resides at the

far end of each level. These take on various guises and require different methods of destruction – generally by concentrating firepower on some vital area. You get three R-9s to complete the mission and three continue options. After that, you're so much space dust, kiddo. (Unless, of course, you follow the amazing tips given in **S** issues 1 and 3 – Ed.)



Carefully steering your R-9 around the huge third-level Mega Battleship!

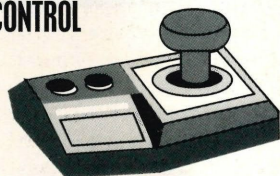
PRICES

£24.95

PLAYERS



CONTROL



GRAPHICS

95%

- ▲ Gorgeous backdrops are spot-on
- ▲ Smart diagonal laser effect
- ▲ Nice parallax starfield at the beginning
- ▲ Some neat animation on the armoured walkers and boss creatures

SOUND

91%

- ▲ Different soundtracks for each level add variety

- ▲ Atmospheric tunes suit the weird gameplay

- ▲ Array of decent coin-op spot effects

DEPTH

78%

- ▲ Nine varied levels provide plenty to get your teeth into
- ▼ Most levels require a fairly strict plan of attack

ADDICTION

87%

- ▲ Power-ups and innovative

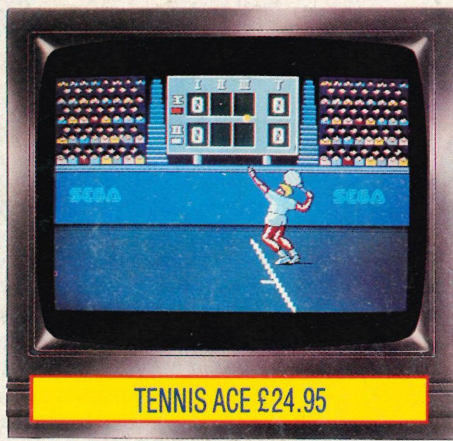
gamestyle are an instant lure

- ▲ Graphically different scenes provide a strong urge to continue
- ▲ Welcome continue option provides extended play
- ▼ Inflexible method for completing each level diminishes the lasting interest

S-FACTOR

91%

IREM's superb coin-op in all its writhing, squirming glory – a definite 'must buy' for any dedicated shoot 'em up fanatic!



TENNIS ACE £24.95



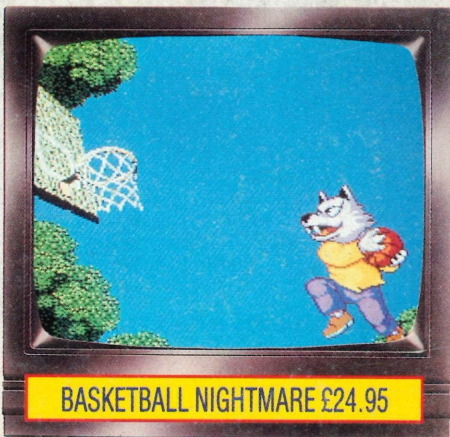
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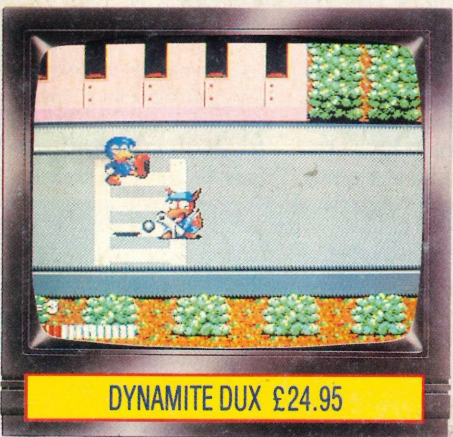
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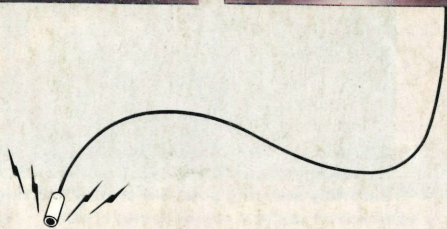
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