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JULY 1992
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171 MASTER SYSTEM GAMES REVIEWED & RATED!

32 GAME GEAR GAMES REVIEWED & RATED!

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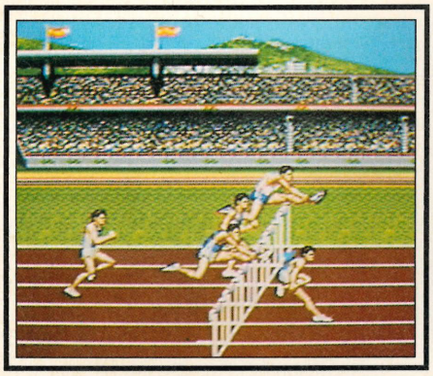
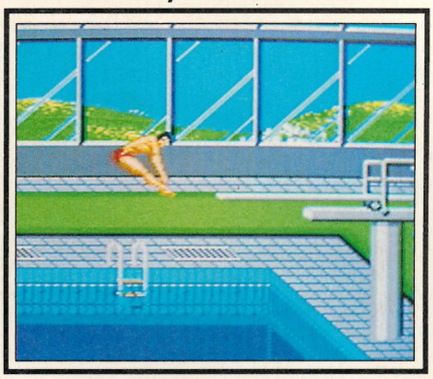
GREATEST EVER RTING CHALLENGE

Mega Drive



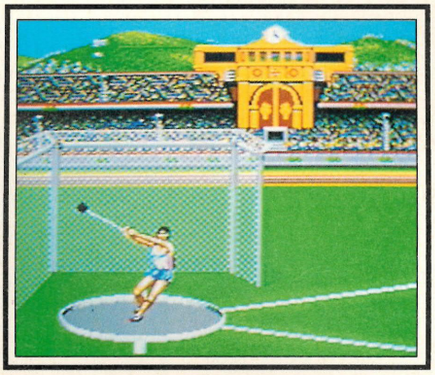
110m HURDLES

Master System/Game Gear



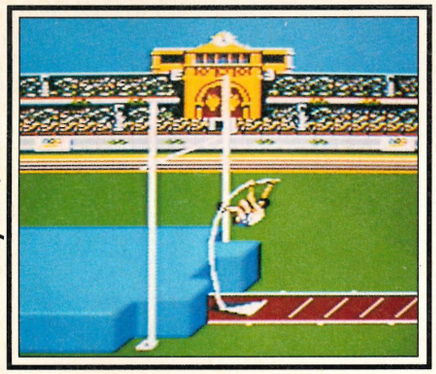
SPRINGBOARD DIVING

Mega Drive



HAMMER THROW

Master System/Game Gear



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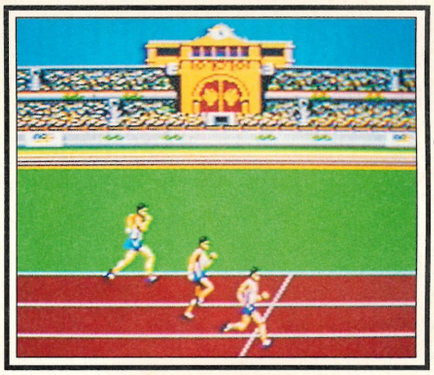
Experience the real event for yourself - with Olympic Gold on the Sega Master System.

Beat an Olympic record.... smash a World Record. Use your skills to inject some serious physical energy into your favourite console!

Olympic Gold on the Master System - the ultimate challenge on the ultimate video game system.

Master System/Game Gear



100m SPRINT

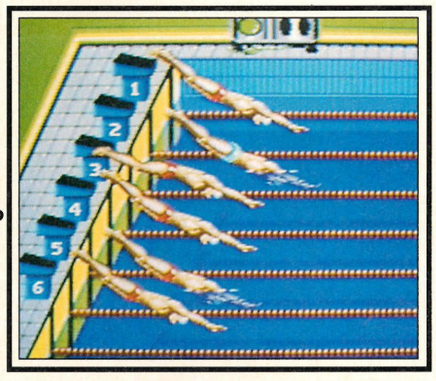
MEGA DRIVE

The 1992 Olympics, the World's premier sporting occasion can now be experienced on the World's premier games system the SEGA Mega Drive.

Olympic Gold captures the passion, excitement, heartache and adrenalin pumping action of the real event.

The competition's tough, but you've enough 16-bit power to test the best and spit out the rest. With your skill, determination and strength, coupled with quality graphics and superb stereo sound you'll soon be grinding the opposition into the ground.

Mega Drive



200m FREESTYLE SWIMMING

GAME GEAR

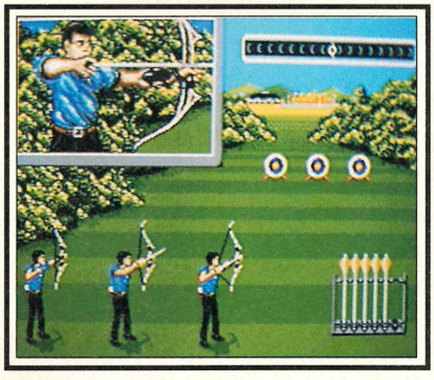
For game players on the move - Olympic Gold on the Game Gear. The ultimate sporting challenge on the ultimate full-colour portable games system.

With it's high resolution screen and razor sharp detail you get a picture so life like it puts you in the thick of the action.

Whether it be on the track, field or in the pool.

Only the strongest - the Elite - can survive this test of skill, determination and stamina.

Mega Drive



ARCHERY

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the console's specifications.

Experience the thrill, excitement and true spirit of one of the greatest sporting events in our history. Experience Olympic Gold, where there's no greater honour than to represent your country and compete against the cream of the World's sporting best for the most coveted titles known to man. A total of 7 true Olympic Events stand between you and the pinnacle of sporting fame. You'll need courage, strength, skill and determination to succeed. Olympic Gold - the Challenge!

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CO

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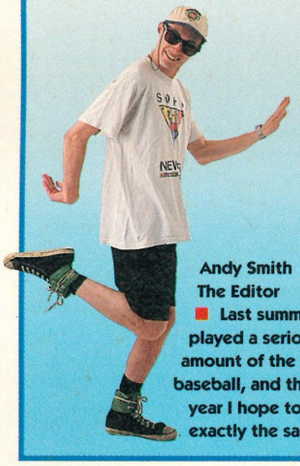
SEGA POWER – BETTER THAN THE REST!

SUMMER'S HERE AND THE TIME IS RIGHT FOR some serious Sega gameplaying. Take your Gear for a walk in the park, chill out with a few mates for a serious sesh or just take time out for a read through the country's best Sega mag. Remember – 24-7 (24 hours a day, seven days a week) – that's our motto.

This month, *Sega Power* bring you *all* the latest games, the biggest tips guide *ever* printed in any magazine and yet another free book. Check out any of the other Sega mags piling up at your newsagents, and you'll quickly see why thousands of the nation's most dedicated game-players prefer *Sega Power* – the original and still the best.

The Mega CD isn't going to hit the UK streets until Christmas, despite all our attempts to talk Sega into a summer release. Don't shell out for an imported Mega CD though. It won't handle UK software when it finally arrives. But we're not letting it get us down. Neil's already done his bit for Anglo-Italian relations (yes, the tourists have decended on Bath yet again) and John's getting his Suzuki RGV 250 re-sprayed in *Road Rash* colours – this is going to be one *serious* bike. Yep, we're having fun – we hope you are too.



Andy Smith
The Editor
■ **Last summer, I played a serious amount of the old baseball, and this year I hope to do exactly the same**

Neil West
Deputy Editor
■ **Summer is for chilling in the sun. And I'm working on getting a Mega Drive set up on the roof, so wish me luck!**

Andy Smith

John Cantlie **Staff Writer**
■ **I may be the new kid on the block, but I still thrashed Andy at *Euro Club Soccer*. I hope you guys agree with my reviews – drop me a line if you think I'm too harsh**

THE REGULARS

6 NEWS
The Mega CD is late – find out why. We've also got the dates and venues of the summer Sega Bus tour plus all the latest news and hot stories from around the world.

10 THE SHAPE OF THINGS TO COME
Masses of games are on their way for all three systems. Be the first to discover what they are.

21 POWER REVIEWS
Arnie, *Chuck Rock*, Michael Jordan and Ayrton Senna are here and looking to get on your machine. Check them out right now!

42 POSTER
Stick this poster up on your bedroom wall and you'll be the envy of your mates. Honest!

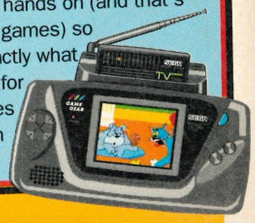
46 POWER PLAY
This is the place to come to if you're stuck in a game. With over 200 tips, it's the most comprehensive game-player's guide ever assembled in one magazine!

58 CURLY'S CHALLENGE
Have you got the skill to beat the Euro Sega Champ? Put your money where your mouth is and win £20!

60 SUBSCRIPTIONS AND BACK ISSUES
Get *Sega Power* delivered, get hold of those Back Issues and grab a cap!

64 CHARTS
See which games are riding high in the Number One slots on the Master, Mega and Gear Charts!

64 THE HARD LINE
We've reviewed and rated every single Sega cart we could get our hands on (and that's close to 400 games) so you know exactly what ones to fight for and what ones to flush down the bog...



72 SMALL ADS
Here's the place to pick up some bargain carts and kit.

77 SCRIBBLINGS
Listen to what other gamers from aound the world have to say about *Sega Power* – and Sega.

80 THE GALLERY
Your chance to show off (ahem) your works of art...

82 BACK PAGE
Fancy winning an E.A. cart? Plus! Find out what's coming in next month's excellent issue!

ITENTS

best-selling Sega mag (probably) – the one for *real* game-players

STATE OF THE ART!

14 WHEN YOU'RE HEADING for the arcades you want to know what machines to play and what ones to avoid. We went off to the Trocadero in the heart of London's West End to see what Sega's latest coin-ops were like.

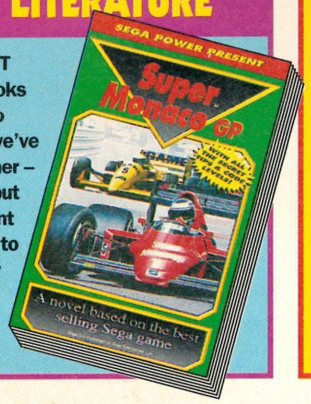
(We were on freeplay all the time too – it's a hard life...)

WIN ARNIE'S LEATHERS!

19 WIN A leather jacket, shades and some attitude – just like Arnie's! We've also got 20 copies of the games up for grabs, so flex those biceps and enter the compo

■ Sonic playing football? It's a funny old game. Find out the score on page 6...

SEGA "LITERATURE"



THE LAST two books were so mega popular we've given you another – for free. Neil's put a serious amount of pen to paper to bring you *Super Monaco G.P.* – the complete story. It's art...

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOP

16 OKAY, THEY MAY NOT BE THE most organised guys in the world, but they're seriously into Sega, so they can't be all bad. A guy can't live on games alone, so check out their latest strip for a break from reality.

■ Get through *The Lucky Dime Caper* with our expert's tips starting on page 50...

■ *Sega Power's* coolest poster yet. Get to page 42, rip it out and stick it up – *now!*

THE BIG REVIEWS

22 ***TERMINATOR***
Arnie's here and he's looking to get on your Master System and Mega Drive. Are you gonna argue with him?

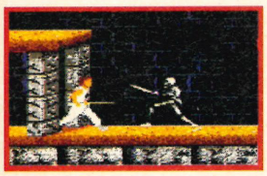
25 ***TOKI***
Go ape and monkey about with this great Mega Drive platform game. It's seriously going to send you ape-spit!

34 ***CHUCK ROCK***
Pre-historic antics on the Mega Drive and Master.

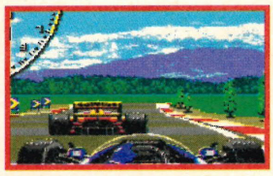
38 ***W.C.LEADERBOARD***
More playing a round (groan) on your Mega Drive.

39 ***HALLEY WARS***
Hot shoot-'em-up action for the Game Gear? Well...

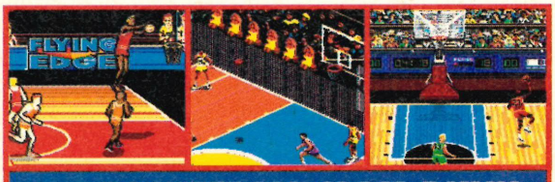
40 ***CHESSMASTER***
For seriously brainy Game Gear owners only.



26 ***PRINCE OF PERSIA***
Here's a Master System game that's full of Eastern promise. Go look...



28 ***SUPER MONACO G.P.2***
Take on Ayrton Senna on the Mega Drive and Master.



31 ***BASKETBALL SLAM DUNK***
Three new basketball titles for the Mega Drive compete for your money. We give you the low-down on which one's top. Almost as good as the NBA!

■ What's the Tasmanian Devil up to? Find out in our Previews section on page 10...

NEWS

The latest and most exclusive news from the Sega world

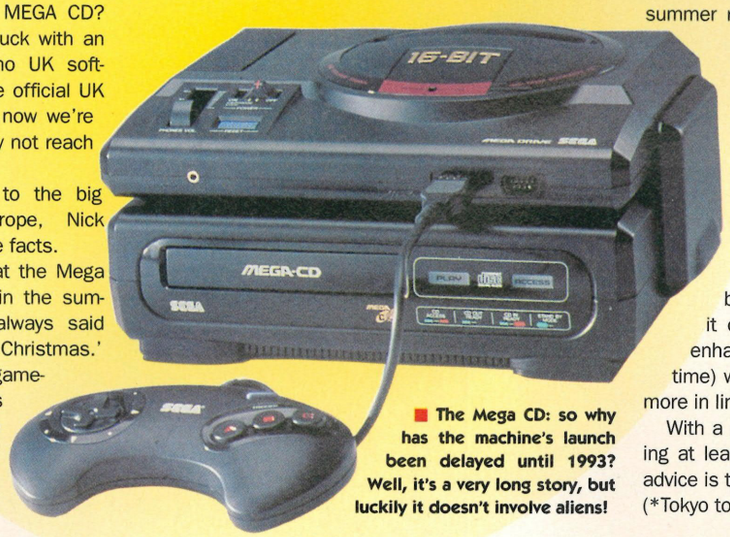
SEGA'S MEGA CD: STILL 6,220* MILES AWAY...

WHERE THE HELL IS THE MEGA CD? Unless you want to be stuck with an imported machine with no UK software back-up, you'll still be waiting for the official UK launch of this fantastic piece of kit. But now we're hearing that the Mega CD may not reach Britain before early 1993.

■ Nick Alexander, boss of Sega Europe

Sega Power talked to the big cheese at Sega Europe, Nick Alexander, to find out the facts.

"Sega never said that the Mega CD would be launched in the summer," he said. "We've always said that it would be here 'before Christmas.' It's just the hype that game-players and magazines have generated that give people the feeling that they've been holding on for so long." This is only partly true. Sega have never officially promised a summer release, but they've been hinting at it ever since news of the Mega CD first appeared way back in the summer of 1991.



■ The Mega CD: so why has the machine's launch been delayed until 1993? Well, it's a very long story, but luckily it doesn't involve aliens!

The machine has been available in Japan since December, for God's sake, so why hasn't the European game-player had a chance to have a go yet?

Well, the problem is one of software. At the moment, there simply aren't enough decent games out for the Mega CD. And when Sega launch, they want to make sure that there'll be enough titles out there to really show what it can do. Come Christmas, *Super Sonic* (an enhanced version of *Sonic 2* – due at the same time) will be here, as well as a load of other stuff more in line with what the European wants to play.

With a price of around £250, Sega reckon on shifting at least 150,000 Mega CDs in 1993 alone. Our advice is this – start saving...

(*Tokyo to London via Siberian railways.)

SEGA POWER

■ Footballers becoming celebrities is bad enough, but now game characters? Oh dear

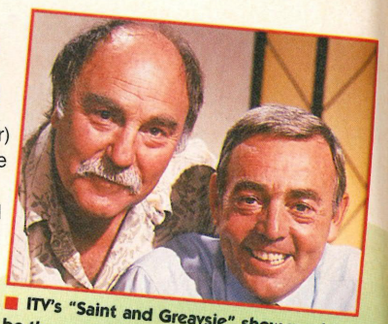
SEGA'S SOCCER SKILLS

SEGA WILL BE ALL OVER YOUR TV set this summer – but not in the way you're thinking. Football's a funny old game and Sega have got themselves in on the joke – by sponsoring this year's European Football Championships.

Sega are hoping that their name will become as well known as those stomach churning Sony adverts (remember, Sony sponsored the Rugby World Cup last year) where the camera does an impression of the Corkscrew at Alton Towers.

The Euro Champs campaign is rumoured to be worth in the order of £2 million, and will feature start, end and ad break credits as well as personal appearances by Sonic The Hedgehog as the mascot of the tournament.

SEGA POWER



■ ITV's "Saint and Greavsie" show wouldn't be the same without these two fellas...

COLOUR CASES!

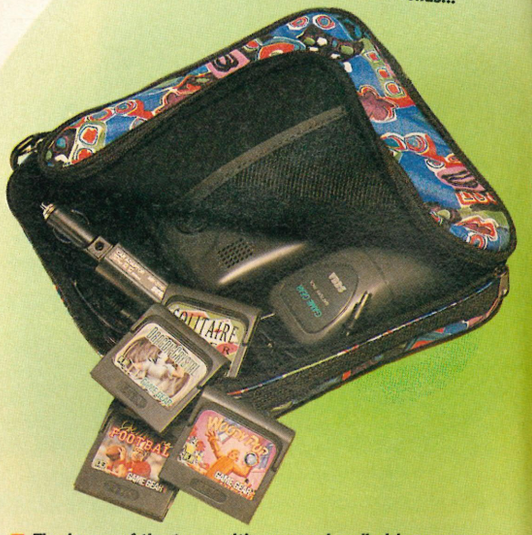
■ At only £9.95, the smaller of the two Game Gear carry cases is brilliant value for money. It obviously can't hold as much stuff, but we at *Sega Power* still reckon it's a right bargain

THEY'RE BREEDING! THEY'RE TOTALLY OUTTA control! Is there no stopping them? Well, by the looks of it, no. Here are yet two more Game Gear carry cases for carrying (wait for it) your Game Gear (and other sundry items) around in.

These two technicolour mutants from Praybourne are not only colourful (all the cases we've seen have been various subtle shades of black), but they're waterproof as well.

The smaller of the two costs a relatively measly **£9.95** (a bargain) and the larger (with room for a Battery Pack, more cartridges and, er, some square things) costs **£19.95.** These are definitely the best cases we've seen so far, so check out your local dealer or give **Console Concepts** a ring on ☎ **(0782) 712 759.**

SEGA POWER



■ The larger of the two multi-purpose handheld carry cases from Praybourne. At £19.95, this isn't bad either. It's bright, waterproof and has about as much colour sense as Andy

SMALL TALK

SEGA FILM TIE-INS THAT WE CAN all look forward to over the next 12 months...

JULY		
Batman	MD	Sega
BTTF 3	MD & MS	Flying Edge
Predator 2	MD & MS	Flying Edge
AUGUST		
Terminator	MD & MS	Virgin
SEPTEMBER		
Alien 3	MD	Flying Edge
Indy Jones 3	MD	US Gold
Home Alone	MD & MS	Sega
Die Hard 2	MS	Virgin
OCTOBER		
Batman Returns	MD & MS	Sega
Robin Hood	MS	Virgin
NOVEMBER		
James Bond	MD & MS	Domark
DECEMBER		
Godfather	MS	US Gold
JANUARY		
Terminator 2	MD & MS	Flying Edge
The Little Mermaid	MD	Sega

ROAD RUNNER IS A FUNNY OLD cartoon character. But wouldn't he make a fantastic game? Now this is a top-secret project, but *Sega Power's* money is on this game appearing from a UK-based Master System developer before the autumn...

SEQUELS, SEQUELS AND MORE sequels. *Streets Of Rage 2* (the, er, sequel to our fave thump-'em-up) is currently being developed in Japan. *After Burner 3* is also nearing completion.

An insider source from the Orient also tells us that *Toejam And Earl 2* is well on the way too. Lastly, Virgin Games have just signed a deal which will enable them to start work on *Populous 2*...

TWELVE GAMES ON ONE GAME Gear cart? Sounds fun, doesn't it? Sega themselves probably wouldn't like it – after all, it means you only have to fork out one lot of £24.99 – but it's true! Just nip down to your local dealer and you should be able to pick up one up for the equivalent of just £12.

Assuming you live in Hong Kong or Japan, that is. We'll be giving you the low-down next issue.

ELECTRONIC ARTS' CONSOLE (AS reported in *Sega Power* 31) will be a 32-bit CD based monster. It will not be compatible with Sega carts.

We can expect to see the machine sometime in 1993.

E.A. have also just got permission to produce a Mega Drive version of the Amiga hit *Lotus Turbo Challenge 2*.

BOTH SEGA AND NINTENDO dropped their prices in the USA last month. A Genesis will now cost you just $129 – that's £75 in real money, a drop of around £10.

ALL ABOARD THE DOUBLE DECKER!

FANCY BECOMING THE 1993 NATIONAL Sega Champion? Fancy grabbing yourself one of these awesome Sega jackets as modelled by the gorgeous (!) and pouting (!!) Neil along the way?

Well, these jackets (along with some ultra exclusive *Sonic* T-shirts) are prizes up for grabs at the Sega Bus tournaments which are to be held at various places around the country throughout the summer.

You may not actually be able to win one on the day, but if you're lucky enough to get through to the finals then there are some serious prizes on offer.

As usual, each date is tied in with a local radio station, so tune in for firm times and places nearer the day. SEGA POWER

Sega baseball jackets are the only clothes that are in at the moment. Not that we suggest wearing just a baseball jacket, of course – some trousers, a shirt and a pair of shoes wouldn't go amiss either...

DATE	LOCATION	RADIO STATION
6-7 June	Cardiff	Red Dragon FM
	Wakefield	Aire FM
	Birmingham	BRMB
13-14 June	Aiden Park	Rock FM
	Bristol	GWR
	Hull	Viking FM
20-21 June	Biggin Hill Show	TFM
	Nottingham	Trent FM
	Alton Park	Signal Radio
27-28 June	Southport Carnival	City FM
	Glasgow	Clyde 1 FM
	Brentwood	Essex Radio
4-5 July	Tatton Park	Piccadilly
		Key 103
	Bradford	The Pulse
	Southampton	Power FM
11-12 July	Durham	Metro FM
	Corby	Chiltern Group
	Battersea, London	Kiss FM

The Sega Bus is doing its thang this summer all over the country. For some strange reason, Sega have refused to lend us the double decker for an excellent, low-flying, surfs-up, cruising-at-an-altitude-of-20,000 feet holiday adventure. We just can't think why though...

MORE REMOTE POSSIBILITIES...

SEGA RELEASE THEIR VERY OWN REMOTE CONTROL joypads and what happens? Yep, you guessed it – someone else gets in on the act. **Microgenius** offer Mega Drive gamers their own remote control pads, complete with slow-mo and turbo Fire Buttons.

We don't rate the pads as highly as Sega's in terms of sensitivity and durability, but they do have some extra features. A receiver unit with one pad costs **£29.99,** but for an extra pad you need to splosh out a further **£14.99**. For more info, give **Datel Electronics** a bell on ☎ **(0782) 744707,** okay? SEGA POWER

For the ultimate in hi-tech gaming, remote control pads are a must. You could give Sega a ring on (071) 243 1980 if you're interested in their zappers though

FAMOUS SEGA ADDICTS PART TWO

Cor! Gosh! Phew! I mean to say Wow! It's Kim Wilde, a big fave in the *Sega Power* offices, and back in the charts with a new single. It's not very good, but hey – with lips and legs like hers, who cares if she can sing?

KIM WILDE IS BACK IN THE CHARTS after a fairly long break. But what's she been doing in the meantime? Well, In the summer of 1990 she was awarded a Master System for taking part in a charity event called the Sega Splash... Now work it out for yourselves... SEGA POWER

THE acne SWITCHBOARD

CALL YOUR FAVOURITE STARS!!

0891 424165

BILLY BUTT
HE'S A RIGHT HARD NUT!!

VICTORIA SNOTTY
SHE'S SO STUCK UP!

0891 424167

NICKY HUNT
THE LYING PERSON!

0891 424166

WIN ALL THIS

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THE SHAPE OF T

Be a Devil in Sega's spectacular *Taz Mania*, and go for gold in US

The future's so bright, we gotta wear shades (as a not-so-famous pop group once said), so join *Sega Power* for a quick trip to Madame Zaza's for a look into the future. It's all a bit spooky, granted, but someone's got to do it.

FIVE NEW TITLES FROM SEGA

SEGA ARE NOW TALKING OF postponing the launch of the Mega CD until 1993. Why? Because there's just not enough decent software out there to back up this incredible piece of kit, that's why (see our News story on page 6).

If you've been a regular *Sega Power* reader, however, this shouldn't come as much of a surprise. We told you about it long ago.

In issue 30, in fact, we advised you to wait until the situation improved before spending your cash.

But even if the CD stuff isn't forthcoming, Sega have been working overtime on titles for the Mega Drive and Master System. There's simply loads of cracking stuff in the pipeline.

TAZ MANIA

This game looks set to be a cracker, sneaking into Sega's prime time summer release spot (a slot originally reserved for a certain blue hedgehog's second appearance...). Superstars – you can never trust them to turn up on time. I dunno...

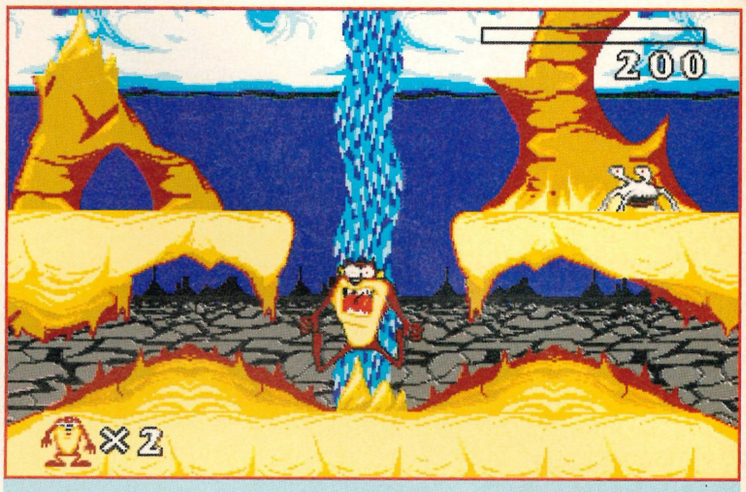
Sonic 2 may well be a bit behind schedule, but the Tazmanian Devil (of "Bugs Bunny" fame) is more than up to the job of starring in a cracking cartoon platform spin-'em-up that looks gorgeous and has the gameplay to match. If *Taz Mania* were a woman, she'd be Julia Roberts – heartbreakingly beautiful and with a great pair of legs. *(Perhaps a more conventional comparison would have done just as well? – Andy).*

Anyway, you play the part of the Devil as he walks, jumps, spins and gobbles his way around the world. The sprites are huge and animated to perfection as the Devil bounces or incinerates his enemies to death.

The game bears a striking resemblance to *Quackshot (Sega Power* 28: 92%) – a game that perhaps could be compared to Patsy Kensit, a nice pair of eyes and a great pair of... *(Yes, yes. I think we get the picture – Andy).*

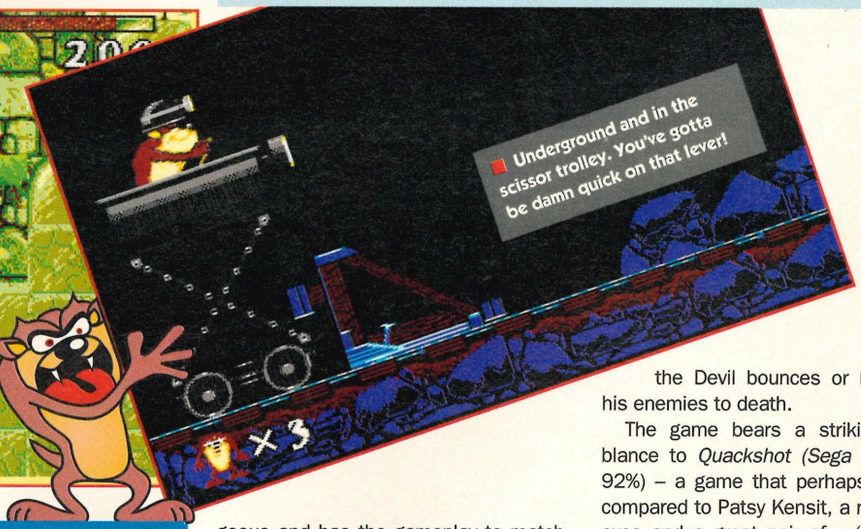
We're going to give *Taz Mania* the full review treatment next issue, but just take a look at the screenshots. Bags of laughs, dreamy animation, super-huge sprites, cartoon sound FX, solid gameplay and more layers of parallax than an Eskimo has layers of underwear.

■ **Out in July at £39.99**



■ **When you first start playing, you'll see this happening quite a lot. The geysers can give you a lift, but fall off and the Devil gets kebabed on the spikes below. These water jets take a while to get used to, but stay with it – you won't get anywhere without them**

■ **That is one *ugly* plant above you. Take the long way round if your energy's running low...**



■ **Underground and in the scissor trolley. You've gotta be damn quick on that lever!**

EATING BOMBS IS NOT WISE

■ **The Devil eats everything he can get his hands on – without considering the consequences. These bombs here, for instance, aren't really the ideal snack...**

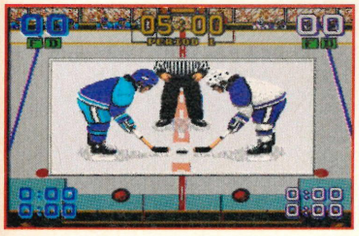
■ **Oh dear. You've got to keep on your toes if you're to stop him gobbling everything in sight. *Taz Mania* is simply chocka with comic touches such as this**

■ **Accumulate heaps of tasty snacks in the logging stage, but watch out for the Triffids!**

HINGS TO COME

Gold's gruelling *Olympic Gold*. Plus the latest news on new titles!

■ As good as *E.A. Hockey?* Not likely...



■ Stills like this break up the action

MARIO LEMIEUX HOCKEY

Are Sega and Electronic Arts deliberately treading on each other's toes? It certainly seems like it! E.A. release *John Madden*, Sega sign a deal with *Joe Montana;* E.A. release *E.A. Hockey,* Sega get their ice skates on with *Mario Lemieux Hockey.*

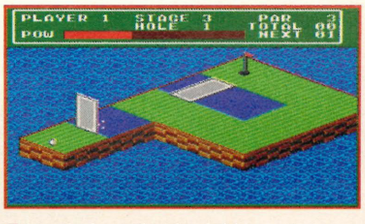
As with *Joe Montana*, this is a horizontal scroller (E.A. did it from top to bottom) with a fairly decent amount of extras bolted on to give the gameplay a well-needed shot in the arm.

On first impressions, there's nothing here to topple *E.A. Hockey* – but we'll have the two games in a head-to-head face off next month.

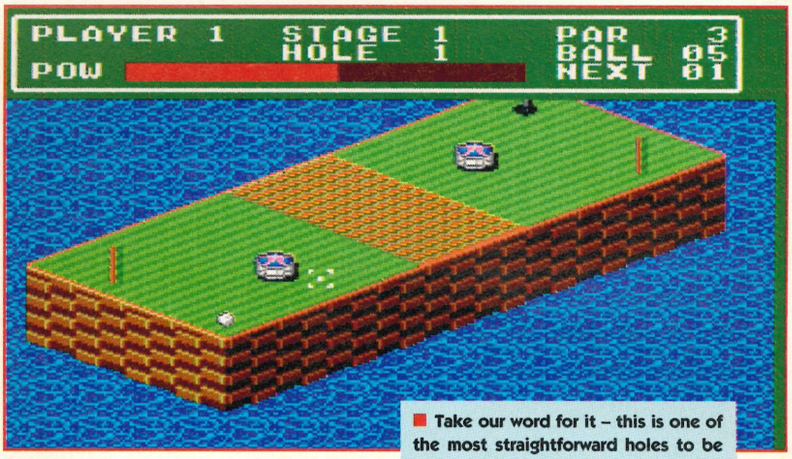
■ **Out now at £39.99**

■ 17 seconds into the match and already the action's Ben Johnson (fast and furious). Sega like their sport sims horizontal. E.A. stick to the vertical. But which one is the better game?

■ A kind of crazy golf sim, but this one is great fun to play and miles better than E.A.'s *Zany Golf* on the Mega Drive



■ Knock down the drawbridge, get across the moving bridge and then bounce the ball back off the wall into the hole. Easy!



■ Take our word for it – this is one of the most straightforward holes to be found on the entire course. With just two pinball-bumpers and a very simple turn-on-and-offable conveyor belt, it's hello to Mr Hole-In-One

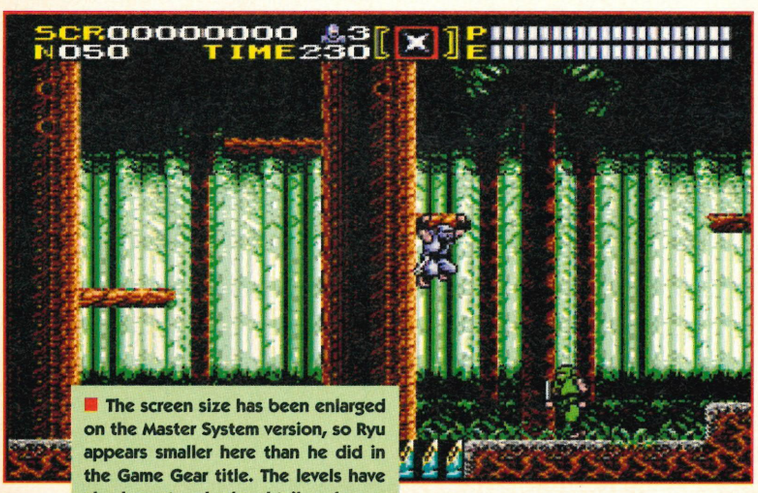
PUTT AND PUTTER

Another Game Gear title adapted for the Master (as opposed to the other way around). This game is very similar to E.A.'s *Zany Golf* for the Mega Drive (*Sega Power* 14: 56%) – but it's about twice as much fun to play and uses only a quarter of the memory space. Good stuff.

Two-player action is the name of the game here as both you and a friend negotiate three of the world's wackiest crazy golf courses.

Unfortunately, the most hasn't been made of the two-player interaction (if you knock your opponent into the water, for example, his ball is replaced without a penalty). Neil and John still spent an entire evening playing with our copy, however. One cart for the seriously barking.

■ **Out in June at £29.99**



■ The screen size has been enlarged on the Master System version, so Ryu appears smaller here than he did in the Game Gear title. The levels have also been tweaked and tailored

NINJA GAIDEN

This really cracking Game Gear ninja-'em-up (The Hard Line ★★★★★) – a six-level hack 'n' slash romp – is now coming out on the Master System. Slightly redesigned, *Ninja Gaiden* on the Master has all the usual ingredients: a whole garden centre full of totally chuckable metalwork, loads of masochistic bad guys with a death wish and several buckets of blood.

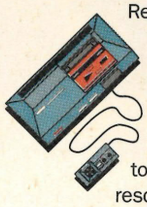
The action is fast and furious, but like *Spider-Man*, it looks like this is yet another game that's going to suit the Gear more than the Master.

■ **Out in June at £29.99**

■ Hack! Slosh! Swipe! Thwack! Bosh! Etc. etc. If Ryu can actually get his act together and hit that scroll there, then it's power-up time. This will give him either a new special weapon or some valuable extra energy

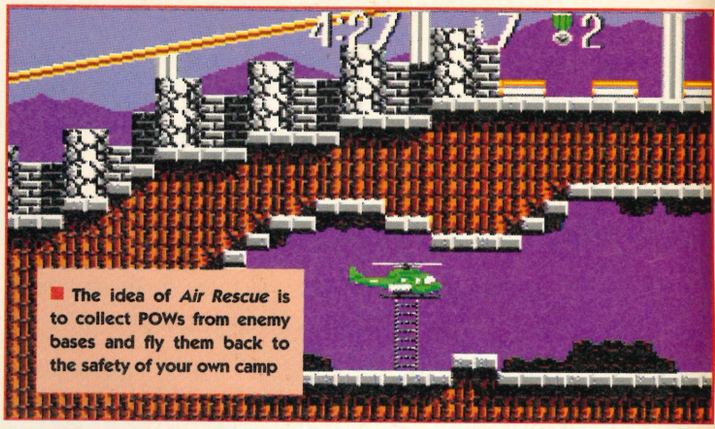
■ Your ubiquitous up-ing, down-ing and flying around-ing all goes horribly wrong and it's "Oh, my God, we're plummeting like a stone" time. Good job someone invented extra lives really. Tally-ho!

AIR RESCUE



Remember the classic *Defender*? Well, *Air Rescue* takes us along a similar gameplay trail. Each level offers a new horizontal scrolling shoot-'em-up scenario where you can flip your chopper to travel in either direction. You rescue POWs from underground and surface hold-outs which are under fire from the enemy troops. It all sounds like fun but this pre-production version from Sega doesn't look too promising. A shame, but there you go.

■ **Out in June at £29.99**



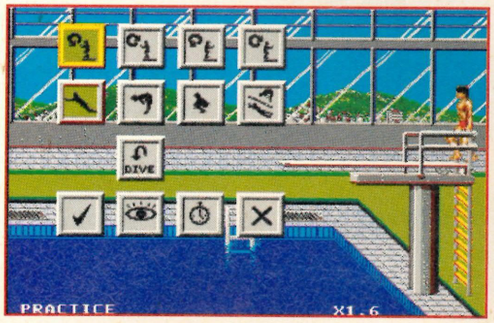
■ The idea of *Air Rescue* is to collect POWs from enemy bases and fly them back to the safety of your own camp

US GOLD GO FOR GOLD!

BIRMINGHAM BASED US GOLD ARE THE force behind what looks set to be one of *the* BIG games of the summer. Seeing as Birmingham city didn't manage to secure its place as the venue for the next Olympic Games, *Sega Power* reckon that it's only fair that Brumsville should get involved somehow. Aren't we considerate.

OLYMPIC GOLD

Seven different sports await to tax your physical prowess. Will you be man or woman enough for the job? Practise, compete in the septathalon or just limit the damage and make a complete fool of yourself on just a few (hand picked) events. Up to four players can compete, taking it in turns to test their athletic ability. Of course, it's not *really* athletic ability that's being tested – more a matter of how fast you can hit alternate Buttons and time jumps, leaps and throws.

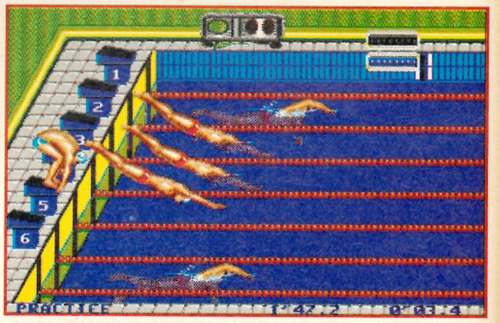


■ In the diving event, you must complete the four dives – one from each starting position. Select your twists and turns from the icon options and then attempt to do 'em

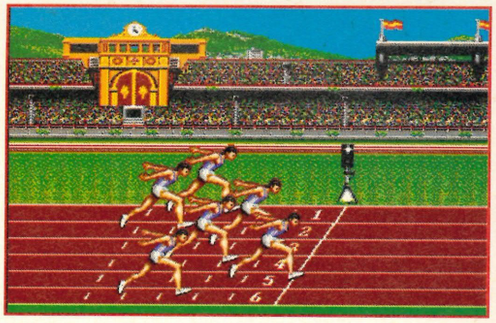
■ In archery, your hand wobbles under the strain of pulling back the bow and you've got to keep an eye on the wind gauge. The highest scorer at the end of the event wins

The Mega Drive visuals look superb, but it's the Master System that really excels itself – you can almost see smoke billowing from its air vents as the super-slick animation and scrolling routines hit overload. Just take a look at the sports on this page...

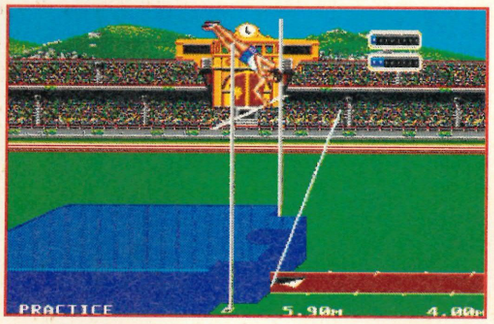
■ **£39.99 (Mega Drive) and £29.99 (Master System and Game Gear)**



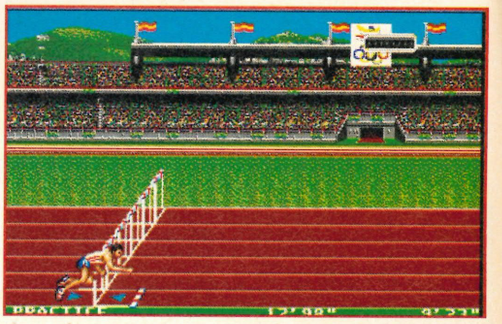
■ Competitive swimming – does anyone really enjoy this? It knackers you out, makes your eyes go red and your hair look like Lionel Blair for the next three weeks. Nightmare!



■ The 100 metre sprint. This could almost be an action shot from "Chariots Of Fire..." But where's the lycra, eh?

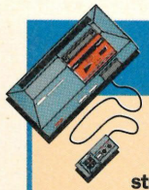


■ "Urgh! I feel sick! Everything's gone upside down! Hello, Mr Breakfast!" Pole vaulting is not for the faint-hearted...



■ Oh dear. About three and a half hours behind the rest of the field and still you're tripping over the hurdles. The man responsible for this pathetic showing was, of course, Andy

THE BEST YET FOR THE MASTER SYSTEM?



And here's the Master System strutting its hammer throwing-stuff. The graphics are almost as good as the Mega Drive version throughout and the gameplay remains solid.

You can participate in all the major events you'd find in the real thing and the animation of your athletes is just amazing. It's all so real, you might even pull a hamstring or break an ankle-playing it. Phew, hot stuff!

■ Hammer-throwing the Andy way (let go this time, okay?)

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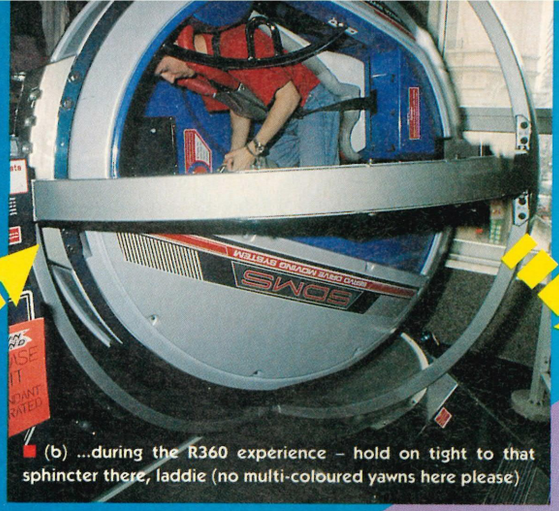
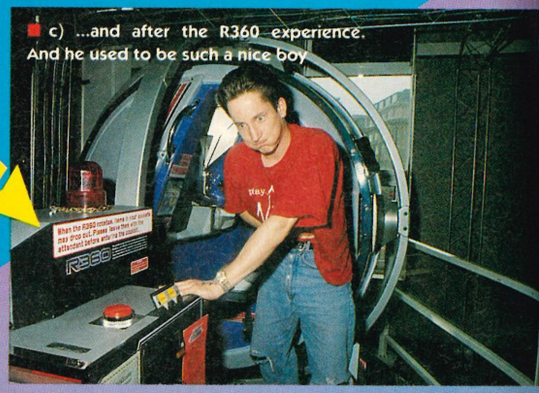
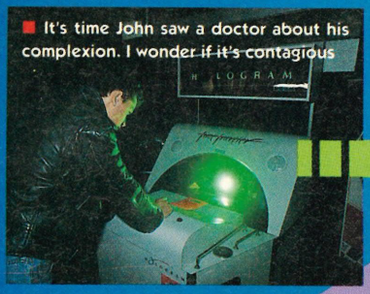
This is what your superlative Dep Ed looks like: (a) ...before the R360 experience



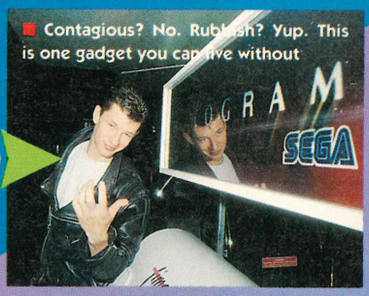
(b) ...during the R360 experience – hold on tight to that sphincter there, laddie (no multi-coloured yawns here please)



c) ...and after the R360 experience. And he used to be such a nice boy



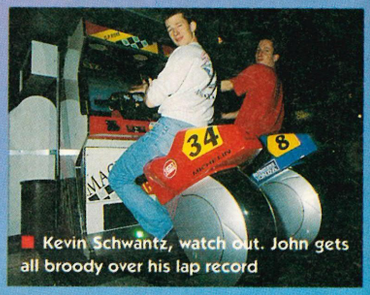
It's time John saw a doctor about his complexion. I wonder if it's contagious



Contagious? No. Rubbish? Yup. This is one gadget you can live without

THANK GOD FOR CONSOLES then. It's all free (ahem), you can play in the privacy and comfort of your own domain – *and* you can be as rubbish as you like.

With this in mind, Neil and John (who spend so much time being rubbish at home that they're actually quite good at it) went to the Trocadero in London to take a look at the arcade games we could be playing at home in the future.



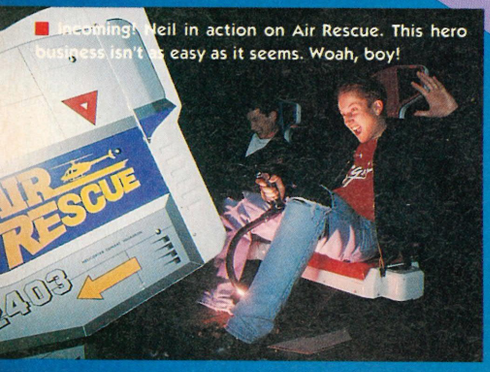
Kevin Schwantz, watch out. John gets all broody over his lap record

SEGA POWER JULY 1992

Neil West and John Cantlie expend Sega Power's

STATE OF

Coin-ops. Don'tcha just love 'em? You shovel all your money into an oversized drinks cabinet only to b



Incoming: Neil in action on Air Rescue. This hero business isn't as easy as it seems. Woah, boy!

You won't believe the kind of games that are out there – just take a look!

THE GAMES

First off, **G-LOC R360.** Basically, a fully enclosed, fully rotating version of the *G-LOC* you get on your Game Gear.

In other words, it's like playing your Game Gear in a washing machine, but more expensive and slightly less damp.

Neil volunteered for the test flight – and suddenly looked worried. It might have had something to do with how the attendant strapped him in with a crash bar and harness. Chocks away!

Never mind the game, feel the G-force as the hydraulic rams spin the player in every direction.

"I didn't know what was going on," complained our heroic Dep Ed. Is Neil just a wimp? Not at all.

G-LOC R360 induces severe sensory overload – the twisting, turning, breakfast-returning hydraulic gymnastics eclipse the action. For decent gameplay, stick to your console. But for effects, it's better than your Zanussi anyday.

Try it if you think you're 'ard enough. Or if breakfast was sooo good you fancy eating it all over... *(Snip! - Andy)*

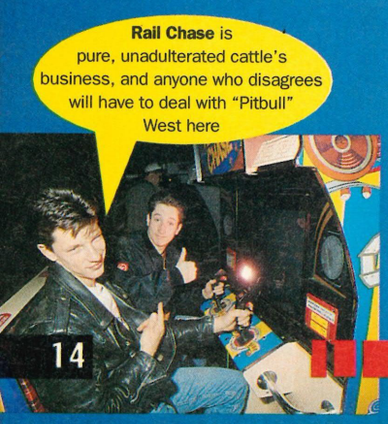
RACING MANIA

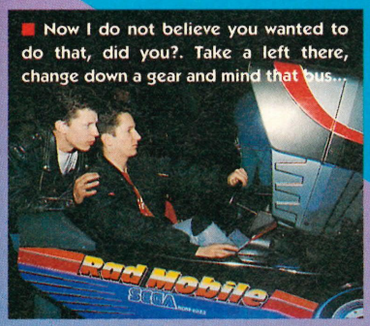
Fresh from the field, Neil then fancied a spin on his old fave, **Super Monaco G.P.** now released as a simultaneous 4-player head-to-head, rev-or-death coin-op. It thus came as a bit of a shock to receive a three-game kicking from John, the dark horse of the duo.

Next up was **Air Rescue**, a frantic rescue-'em-up with everything to guarantee bitching gameplay. You pilot your Huey into a heavily-guarded area to rescue the POWs (etc. etc.) and, while there's nothing new in the storyline, this game kicks. Check it out.

BAD HOLOGRAM

Hologram Time Traveller came under close scrutiny too – for about a minute. It's total garbage. The timing needed to





Now I do not believe you wanted to do that, did you?. Take a left there, change down a gear and mind that bus...

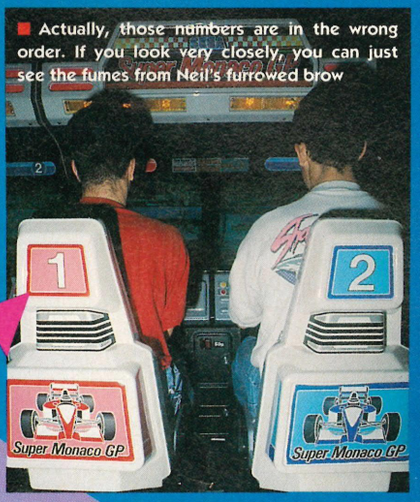
jump, turn and shoot under a set number of situations is made near impossible by the sluggish controls. It was a breath of fresh air to take to...

G.P. Rider, the two-wheeled version of **Super Monaco G.P.**. Take control of 170 brake-horsepower and race yer mates. The controls react like those of a real bike – drop into three, brake late, lean it in, round the apex and fire it out with the rear wheel snatching for grip. Get on it – and get on it fast. Then we found **Rail Chase,** which appears to be based on a scene from "Indiana Jones And The Temple of Doom" when they're shooting bad guys from a truck. It's dire, heathen trash.

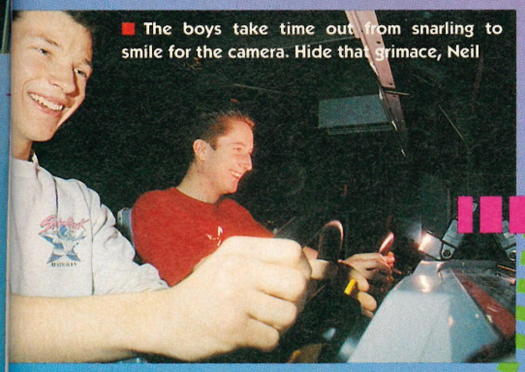
I WANT THAT!

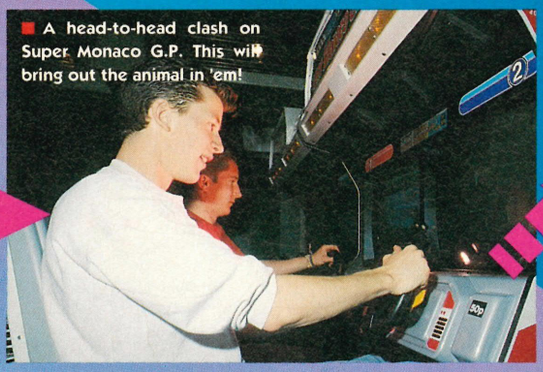
"Enough of this rubbish," roared Neil suddenly. "I want something that'll test my strength as a man, as a figurehead, as a male icon. I want – *that!*" In other words, the **Champion Arm Wrestler** machine. He strode manfully over and conquered the US Champion. How we swooned.

And then we went to **Super Hang On.** Neil was doing rubbish, until John pointed out the turbo button, whereupon he squealed with pleasure and



Actually, those numbers are in the wrong order. If you look very closely, you can just see the fumes from Neil's furrowed brow

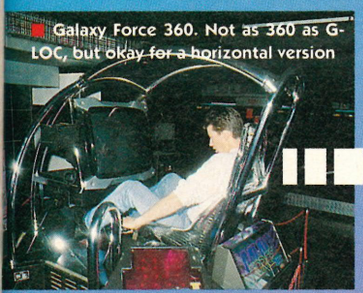

The boys take time out from snarling to smile for the camera. Hide that grimace, Neil

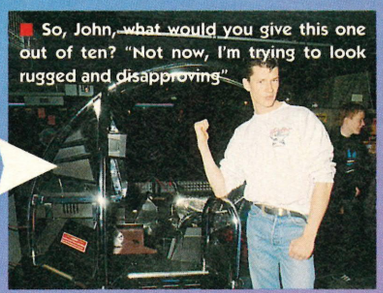

A head-to-head clash on Super Monaco G.P. This will bring out the animal in 'em!

annual budget in the name of coin-op research...

THE ART!

told you're useless, you're running out of fuel and would you mind stuffing in another couple of quid?


Galaxy Force 360. Not as 360 as G-LOC, but okay for a horizontal version


So, John, what would you give this one out of ten? "Not now, I'm trying to look rugged and disapproving"

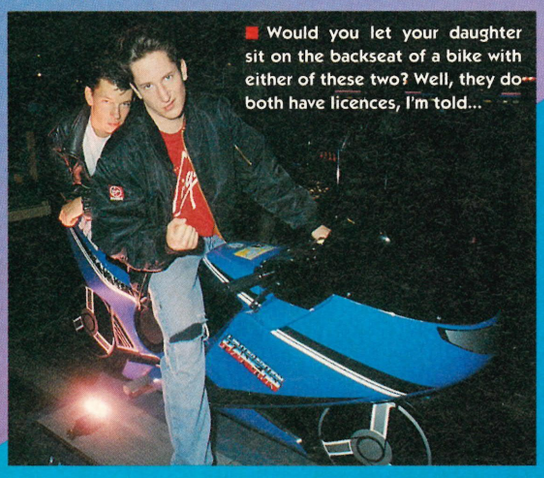
stuffed his bike up the posterior of the nearest competitor.

SWINGING SONIC

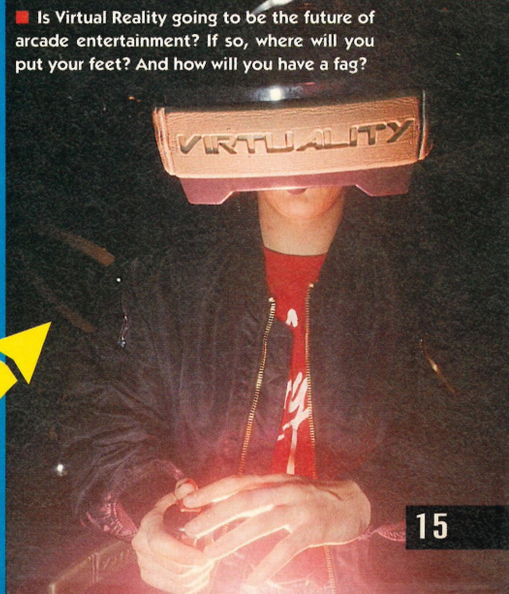
Rad Mobile was next, complete with Sonic swinging from the mirror. Not much in itself, but try the quick gameplay and undulating courses. Be sharp with the wipers and watch out for police.

Back in outer space, John got to grips with **Galaxy Force.** This one was out in Australia over two years ago, but it's still fresh and fast. To finish, Neil took to **Virtuality,** heralded as the future of video games. Neil strutted around a platform scenario blasting bad guys: "Nice idea, but the software's just not up to it."

If this is what we're going to be playing in a few years' time, they need to do a little work yet.


Would you let your daughter sit on the backseat of a bike with either of these two? Well, they do both have licences, I'm told...

The best thing about this helmet business is that you can take the mick and he's none the wiser. Splendid!



Is Virtual Reality going to be the future of arcade entertainment? If so, where will you put your feet? And how will you have a fag?

THE UNLIKELY ADVENTURES OF

CAPTAIN AGES

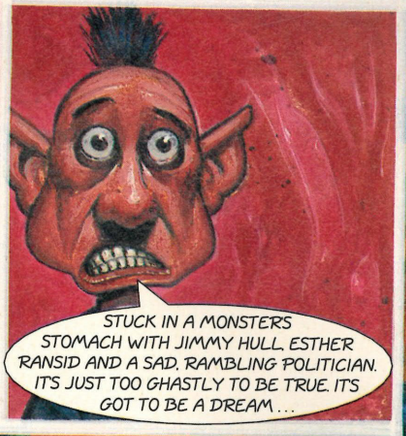
AND HIS PUNK PAL **REWOP**

IN "I SHOULD BE SO LUCKY!" PART TWO

ART PAUL KIDBY LETTERING MACH ONE SCRIPT ORANGE PEEL

THE STORY SO FAR...

CAPTAIN AGES AND REWOP ARE BEING HELD PRISONER BY THE EVIL DR DREAM - BUT THEY HAVENT THE FAINTEST IDEA WHATS GOING ON. HAVING RECENTLY ENCOUNTERED AN INFINITE NUMBER OF KYLIE MINOGUES, THEY PROBABLY WERENT SURPRISED WHEN THEY WERE SWALLOWED BY A HIDEOUS MONSTER THE SIZE OF A 60 STOREY TOWER BLOCK. SUCH IS LIFE...



WELL IF HE CAN IMAGINE PEOPLE INTO LIFE...
NO YOU CARTIN' WELL DONT! I WANT A WORD WITH YOU...
ERR BUT I AM YOU. ARENT I?
YES. ALTHOUGH IT TURNS MY STOMACH TO ADMIT IT. TO THINK THAT IN THIS DIMENSION I TURNED OUT LIKE YOU. YOU'RE PATHETIC!
REWOP! HELP! I NEVER KNEW I WAS A MASOCHIST!
BUT SEEING AS I'M HERE, I SUPPOSE I'D BETTER LOOK AFTER MYSELF. AND UNFORTUNATELY THAT INCLUDES YOU!...

THE BLAST RIPS THROUGH DR DREAM'S COMPUTER BANKS AND...
THE DREAM MACHINE IS DESTROYED. YOU TWO CAN WAKE UP. AND I SHALL RETURN TO MY OWN DIMENSION
WOW! WHAT AN INCREDIBLE DREAM!
WHAT ARE YOU STILL DOING HERE?
THE DREAM MACHINE CRASHED. I'M NOW PART OF YOUR REALITY!
BAD MOUTH
SO THE QUESTION IS, WHAT AM I GOING TO DO WITH YOU?
WHAT WILL HE DO WITH HIM? WILL KYLIE EVER RETURN? WHY IS NEIL ALWAYS FLAKING OUT?... ONLY NEXT MONTHS THRILLING INSTALMENT WILL GIVE YOU THE ANSWERS...

BE A BETTER BIKER WITH

OUT NOW in this month's issue...

HOW TO WIN RACES
When riding fast just isn't good enough – we show you what tactics to use in the peloton and breaks

POLARIS CHALLENGE
Dig the mix – orienteering and mountain biking join forces

FOOD FOR FITNESS
Essential diet for tip-top performance

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WIN!

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The magazine that shows you how

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WE'RE GONNA MAKE YOU A MAN!

Win Arnie's jacket*, some serious shades and 20 carts

Do you have trouble getting served at HMV? Do you always get pushed to the back of the queue at Boots? Well, not any more, matey – because *Sega Power* and Virgin Games are gonna make you a man!

THAT'S RIGHT – A MAN! AND what better way to look the part than with our *Terminator* compo where you can win yourself a leather jacket and a pair of the coolest shades.

But that's not all, me old muckas. No sir-ree. We said we're going to make you a man and we mean it.

The winner of this particular competition is going to get the full treatment.

As well as the customised leather jacket and the shades (together worth well over £400), we're also kitting you up with everything you need for that complete Arnie look:

1. First, **a bullworker.** Flex those muscles, flatten that stomach and develop the kind of pectoral muscles that Kathy Lloyd would probably kill for.

WIN... a bottle of baby oil. Essential for that genuine "fresh from the fight, I saved a planet before Breakfast this morning, what did you do, creep?" glow

WIN... some really cool shades. A lot like Nick's pair here – except infinitely more expensive (and a lot more stylish too)

2. Next, **a bottle of baby oil.** There's no point in rippling down the high street wearing next to nothing unless you've got that distinctive "fresh out the gym" shine.

3. Lastly (and perhaps most importantly), you'll need **a bad attitude.** Bit of a tricky one this, but now we have the technology – a bar of laxative chocolate.

There you go, everything you need: the gear, the muscles, the shine and the bad attitude. And for the runners-up? Well, we've got 20 copies of *Terminator* the game to give away – ten for the Mega Drive and ten for the Master System.

THE TRICKY BIT

To win one of these excellent prizes, you'll need to do a bit of work – and get a bit embarrassed. But hey! If there's no pain, there's no gain. Right?

We want pictures of you: a) dressed as The Terminator, b) in a supermarket and c) performing some truly stupendous feats of strength.

Dig out a black leather jacket, slap on those cool shades, swagger down to Sainsbury's and lift 40 cans of baked beans above your head if you want. It's up to you.

The person responsible for the funniest and most embarrassing photo will be the winner.

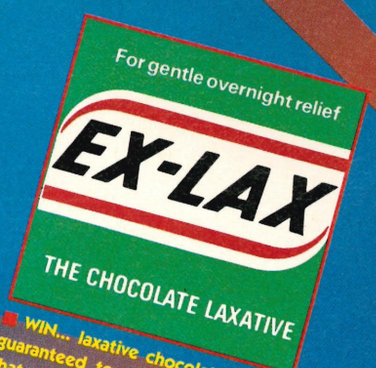
Send your entries to: **I'm as hard as nails, me, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW,** and make sure it gets to us by **Friday 10 July 1992.** And don't forget to tell us if you own a Master System or a Mega Drive. Oh yeah – hasta la vista, baby!

SEGA POWER

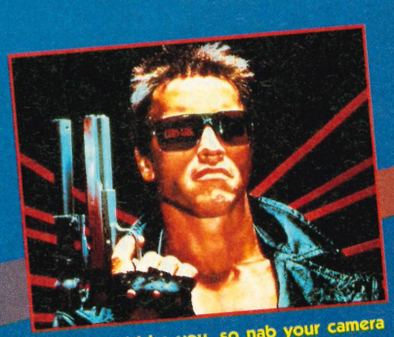
RULES TO FOLLOW

1. You must be dressed up as The Terminator (no exceptions!)...
2. ...in a supermarket...
3. ...performing feats of strength.
4. All entries must reach us by Friday 10 July 1992.
5. No budding body-builders from either Future Publishing or Virgin Games can enter. Andy's decision is *very* final.

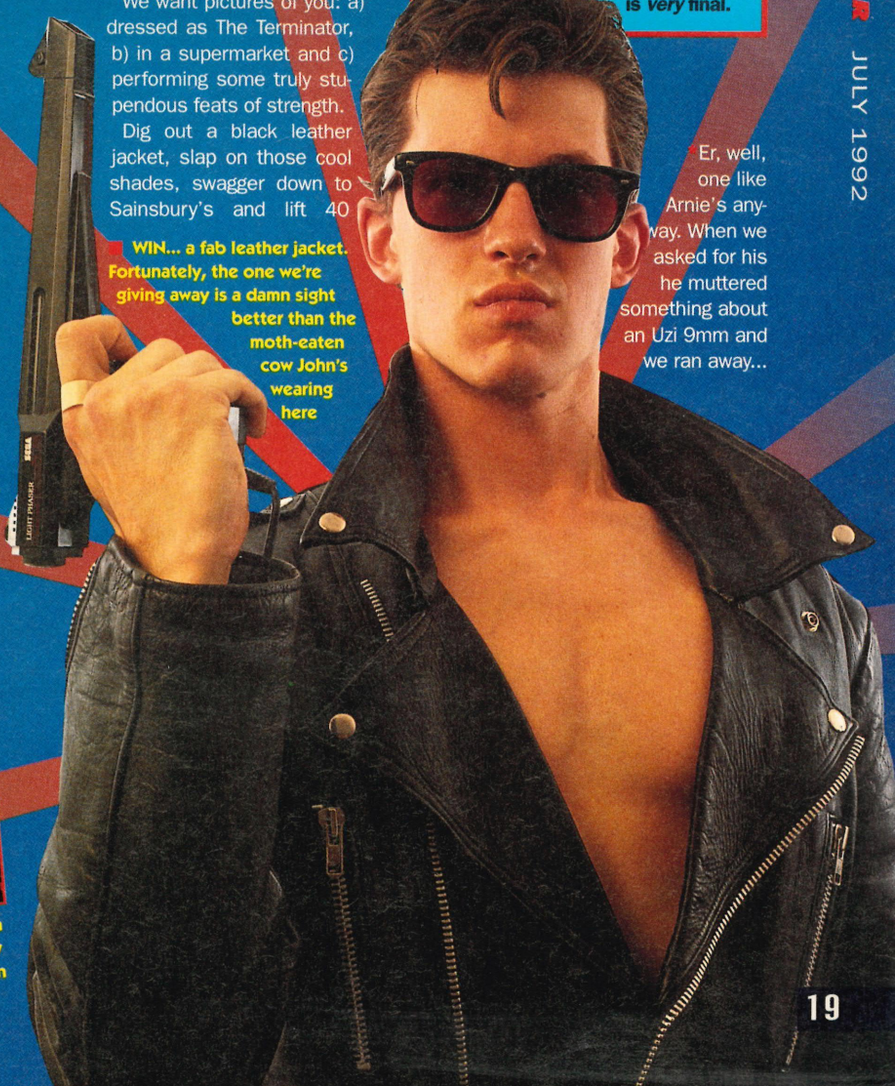
WIN... A bullworker. A few weeks with this instrument of DIY torture and you'll be huge (I mean, look at the pectorals on this guy...)



WIN... laxative chocolate. This is guaranteed to give you a grimace that will tell the world you've got a seriously bad attitude. You won't be able to run (or sit) anywhere for a few days, but you'll look well scary



This could be you, so nab your camera and go shopping. If you get arrested by the store detective, just don't mention *Sega Power*, okay? You're on your own...



WIN... a fab leather jacket. Fortunately, the one we're giving away is a damn sight better than the moth-eaten cow John's wearing here

Er, well, one like Arnie's anyway. When we asked for his he muttered something about an Uzi 9mm and we ran away...

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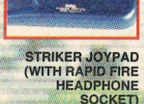

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POWER REVIEWS

Every game is thoroughly tested with our extensive system!

We put all the latest titles through some exacting tests to see whether they're up to scratch. We don't suffer fools gladly and we're certainly not afraid of calling a nob cart a nob cart. And you can be sure that when we give a game a *Power Gold* award, it's got to be the best there is – no question. Feel good when you're buying games with us!

THE *SEGA POWER* CREW KNOW their games all right. We even ask some of the country's best game-players to give us their opinion on the latest titles. We're tough on games, but we're pussy-cats compared to our new ratings system. This probes every corner of the software code to highlight the best (and the worst) in every new game.

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

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW | MEDIUM | HIGH

TIME TO COMPLETE

One to two months

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

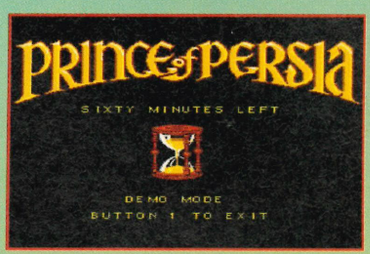
Oooh! These little blue squares show you all the bad points. All those things that make you want to scream n frustration or throw the cart across the room!

SEGA POWER SAYS

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

99%

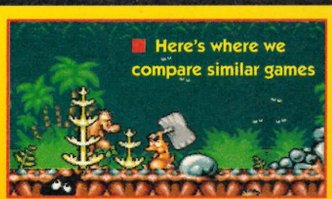
- **GRAPHICS:** Just how good are the game's moving and static graphics? We tell you!
- **SOUND:** Is sound used to the full and does it make the game more enjoyable?
- **FRUSTRATION:** Will you want to pull yer hair out when playing this or is it a cinch?
- **ADDICTION:** Once you've started a game, how long is it going to be before you stop?
- **BRAINPOWER:** How hard are you going to have to think when you're playing?
- **TIME TO COMPLETE:** How long will it take for your average gamer to finish?



TERMINATOR.....Page 22
Arnie comes to the Mega Drive and Master System in his very own game! Can you go, erm, back to the future or the past or somewhere and save Sarah?

PRINCE OF PERSIA.....Page 26
When you see this running you won't believe it's just a Master System game – the animation is the best we've ever seen. But what's the game like to play?

ALTERNATIVES



Like the name suggests, this box gives you a couple of alternative games to look out for. Whenever possible, we'll pick out a better game, a worse game and one that's about the same so you can tell right away how the new game rates against titles that already exist.

POWER POINTS

PLAYERS 1–2
How many can play? SImultaneously?

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

SAVE GAME YES
Password system? Battery-backed?

LIVES 6
How often are you going to die?

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

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

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

TOKI.....Page 25
Monkey around on the jungle vines in this amusing, but hardly original, Mega Drive platform game. Okay, so which one of you fancies a banana then?

SUPER MONACO G.P. 2 Page 28
The long awaited sequel to the great driving game finally arrives. What's more, this one's been made under the supervision of ace driver Ayrton Senna!

ARCH RIVALS.....Page 31
This Mega Drive basketball game kicks off our three page round-up of all the very latest games you can slum dunk with on your Mega Drive. Could you be the next Michael Jordan?

CHUCK ROCK.....Page 34
Back in prehistoric times cavemen had to use their bellies to escape from these platform games, you know!

W.C. LEADERBOARD.....Page 38
In which the W.C. stands for World Class. Yup, here's a new golf game for all you armchair addicts.

HALLEY WARS.....Page 39
Take to the cosmos and battle with lots of aliens in this Game Gear title. How fast is your trigger finger?

THE CHESSMASTER.....Page 40
The definitive chess game comes to the Game Gear. How brainy are you?

- **Jon Pillar:** dribblingly mad but knows his games backwards
- **Andy Smith:** Editor and brill game-player. Rather modest too...
- **Trenton Webb:** supremely intelligent and handsome
- **John Cantlie:** new to the crew and very, very street credible to-boot!
- **Tim Smith:** Mega Drive addict, vegetarian and very proud of the fact
- **Neil West:** heart throb and TV personality (ahem) in his spare time
- **Desirée Cousteau:** French – and ready to play on any machine

Your adversary: The Terminator...

SkyNet pursues its policy of mass extermination...

TERMINATOR

"I'll be back," he said... Well, it sure took him long enough!

Mega Drive • Virgin • £39.99 • UK Official Release

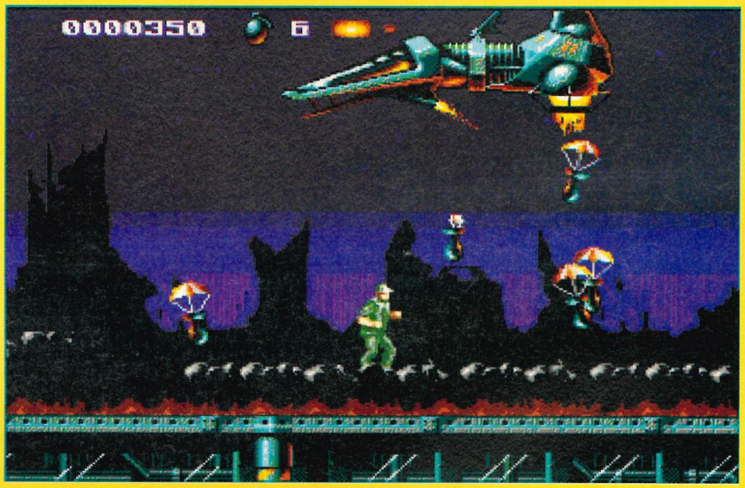
AND IN THE BEGINNING...

The action is set in both 2029 AD and the present day. SkyNet, a new line of computer, has been entrusted with the world's entire nuclear defence network, and it sees the human race as the ultimate threat to world peace. The answer? Extermination. But one man, John Connor, is having none of it. Leading a tiny resistance group, he manages to smash SkyNet's defence grid and pull humanity back from the brink of total destruction.

SkyNet retaliates. It creates a machine called The Terminator and sends it back in time in order to kill John's mum – Sarah Connor.

To protect her, Kyle Reese (alias you) is sent back... The future of the whole world is at stake. Good luck...

Reese travels back through time to 1985...



Watch out! In this pleasant little number, you get the full SkyNet treatment. Dodge dem bombs wiv da parachutes, my man, and keep running. And don't forget Sarah Connor!

In 1984, "The Terminator" became the classic film of a generation. John Cantlie spends a few days with his muscle-flexing friend and comes away impressed.

THIS MULTI-LEVEL PLATFORMER *kicks*. After a set of intro screens moodier than a Chris Isaak gig, you're ready to work your worst on SkyNet's evil empire.

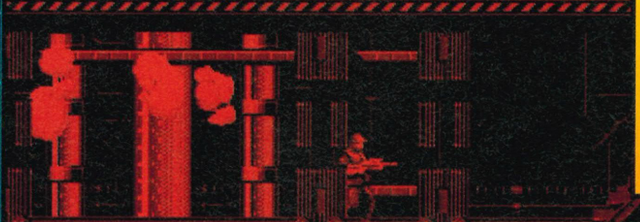
Right from the start, it's obvious that a lot of loving care and attention has gone into this cart, with stills of pre and post-apocalypse Los Angeles flaking away in the background. Chilling stuff.

The game follows the plot of the movie very closely, with each of the four levels literally bleeding with great atmosphere. Unfortunately, four levels isn't enough – *Terminator* really could have done with more. At least then, Virgin could have made the most of the raw material the film had to offer.

As it stands, each level is linked to the next by a "story so far" script and

You've planted the vital explosives and now you've got to leg it outta there

Reese lets rip with his Uzi 9mm on these bare-chested killer cyborgs...



ALTERNATIVES

E.S.W.A.T. (*Sega Power* 13: 51%), *Shadow Dancer* (*Sega Power* 18: 90%), *Revenge Of Shinobi* (*Sega Power* 14: 93%). Alternatives? Yes. But better? Hmm, depends on what you're after really. If you want non-stop action with all the trimmings, then *Terminator's* your man.

POWER POINTS

PLAYERS 1
Shame you can't be The Terminator in a two-player mode though.

LEVELS 4
Not enough – the fatal flaw. Shame...

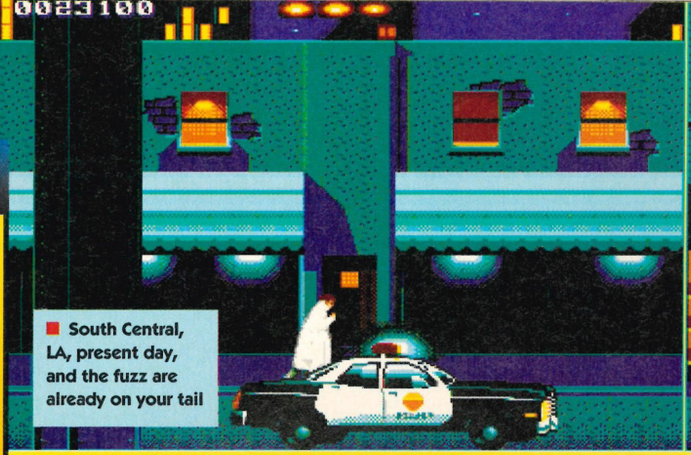
SAVE GAME NO
You don't need this.

LIVES 6
Only one life (your energy is sapped when you suck on a number).

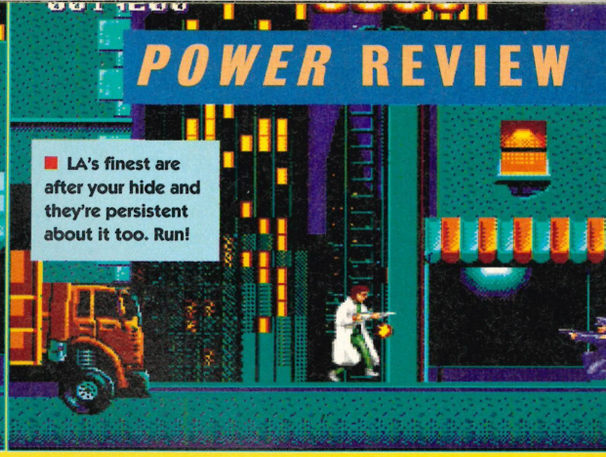
SKILL LEVELS 4
From "no sweat" to "pass me the roll-on, Pedro!"

OPTIONS
Just the usual stuff.

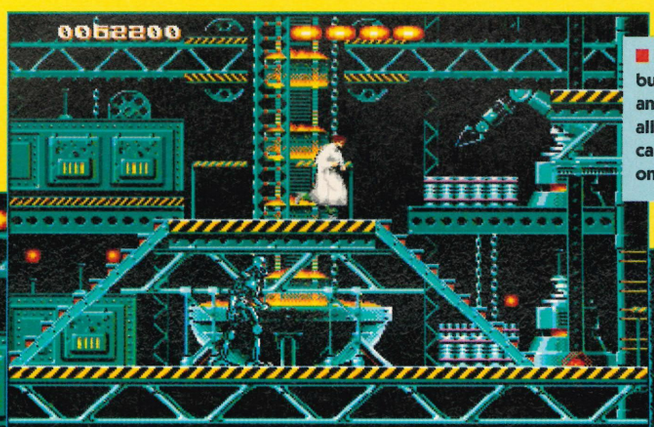
IDEAL GAME-PLAYER
One for the serious arcade fan who'll come back even after he's finished it.



South Central, LA, present day, and the fuzz are already on your tail

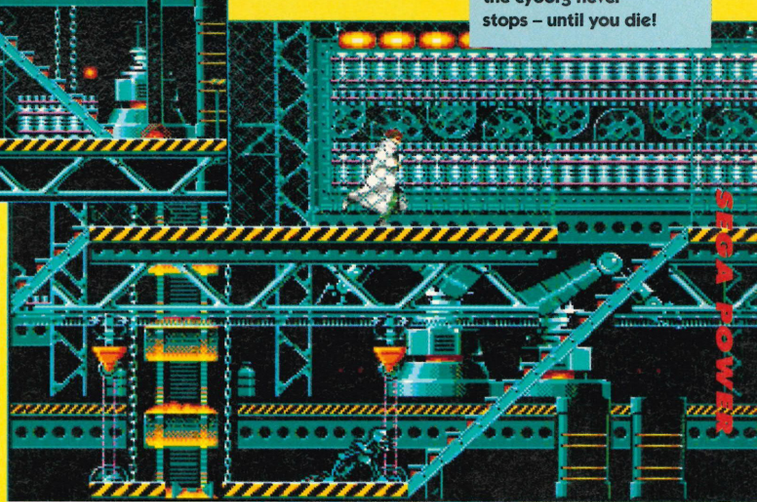


LA's finest are after your hide and they're persistent about it too. Run!



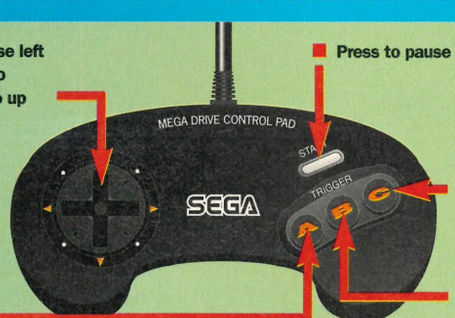
Yep, he's mean, but he's also slow and very stupid. Use all the platforms you can to keep dancing on his metallic skull

Now this is definitely a tad harsh. The Terminator in all his combat chassis glory. And phew! Does he take some beating...



Even when Arnie's down, he keeps on going. True to form, the cyborg never stops – until you die!

TAKE CONTROL OF *TERMINATOR!*



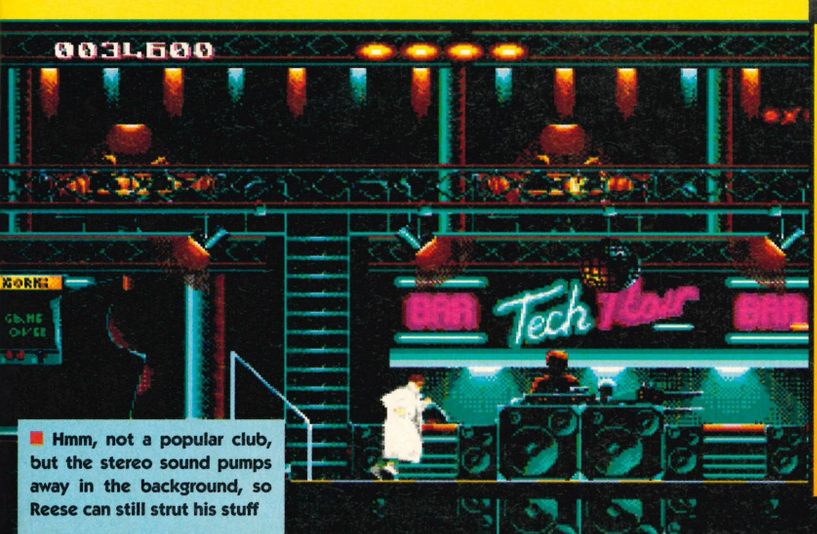
- Guide Reese left and right. Also makes him go up and down the ladders (and crouch too)
- Press to pause the game
- Press this to jump up
- Press to fire a weapon or to throw one of the grenades
- Press this to set the timebomb

movie stills. You can only get to watch the Arnie, Reese, Sarah, truck police bike-bomb chase sequence, for example – you don't get to play it (shame) which leaves holes in the continuity.

But what there is is done supremely well. The controls are dead simple and Reese moves as only a man can when pursued by a 50 foot Hunter Killer with a death wish.

Cut a swathe through hordes of cyborgs and LA's finest, plant explosives and just keep running. Get it right and you may eventually get to confront The Terminator in all his naked glory. Some incentive!

This is undoubtedly one of the hardest, hippest and most monstrous platform carts ever available on the Mega. If only there was more to it, we could have had a classic on our hands. But if you liked the film and can only afford one game every decade, then buy this *now.* SEGA POWER



Hmm, not a popular club, but the stereo sound pumps away in the background, so Reese can still strut his stuff

• TERMINATOR • MEGA DRIVE • VIRGIN • • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

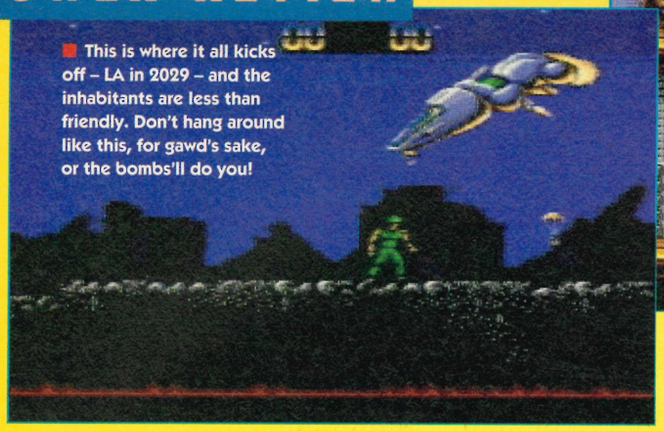
FRUSTRATION
MEDIUM

TIME TO COMPLETE
Months (Hard level); hours (Easy level)

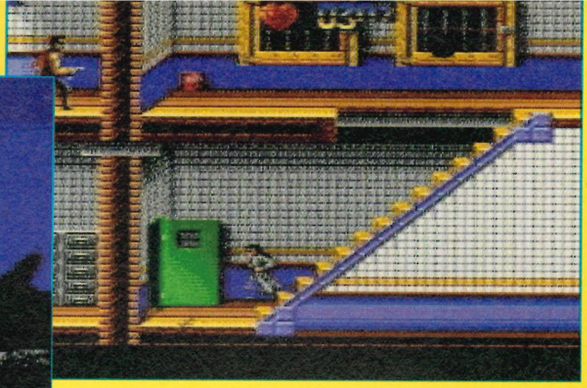
- Stunning graphics
- Sound straight out of the film
- Sexy animation
- Chilling doomsday-esque stills
- Loads of useful power-ups
- Awesome intro and outro screens
- Difficulty set just right
- Real easy to get into
- It's got Arnie in it
- Just not enough levels

SEGA POWER SAYS
"A cracking game. More levels would have been useful (especially when you consider what happened in the film), but it all pales beside the incredible non-stop action!"

87%



■ This is where it all kicks off – LA in 2029 – and the inhabitants are less than friendly. Don't hang around like this, for gawd's sake, or the bombs'll do you!



■ In the police station and you're still on the run from the fuzz. Be still your foolish heart though, 'cos your energy is down to 30% and the bad muthas are hot on your tail...

POWER POINTS

PLAYERS 1
All you've got and all you need.

LEVELS 4
The same as before – and so are we. It's simply not enough!

SAVE GAME NO
Not a problem. You'll finish it in a week.

LIVES 1
Just like real life – you only have one...

SKILL LEVELS NONE
Whose idea was this? Shoot him!

OPTIONS
Not one measly option! Take him out and shoot him (properly this time).

IDEAL GAME-PLAYER
The totally serious arcade freak.

TERMINATOR

• Master System • Virgin • £TBA • UK Official Release •

■ Ah yes, the perennial question. Some of the stills are straight from the movie – and highly impressive. But really, Sarah Connor's little problems aren't my concern, are they?

Virgin squeeze the 16-bit version onto the 8-bit, but our John Cantlie wonders whether Arnie can cope with that kind of compression.

AND THE ANSWER? NO, NOT entirely. The Mega Drive title is a superlative cart, but thrust aloft mainly by its graphics, action and sound. Take a percentage of those away and you're left with a platformer which is too short and too easy.

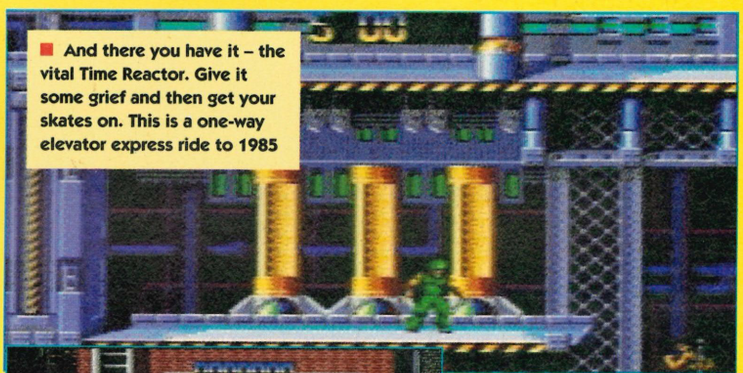
There isn't even a difficulty option – although to compensate, Reese is supremely easy to kill.

There's no energy-up icons to be had in the early levels, and the most frantic bomb-lobbing in the world won't save you – even if you're sharp enough.

Some of the high-quality movie stills and graphics from the Mega Drive version do make it over, however.

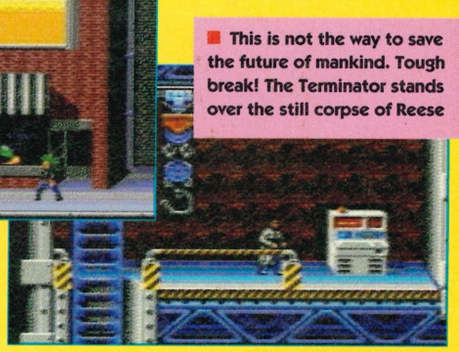
Reese is kitted out in a coal-scuttle helmet and flak jacket, for example (which is well animated), but why does his Uzi sound like the 4.15 from Epsom passing under Richmond bridge?

If you're looking for the graphics and animation of *The Lucky Dime Caper,* you'll be disappointed. But if you're after continuous action with a crass number of bodies and shrapnel, go for it (just don't expect the slickness of the Mega title). SEGA POWER



■ And there you have it – the vital Time Reactor. Give it some grief and then get your skates on. This is a one-way elevator express ride to 1985

■ Hmm, not much to get excited about, is it? The streets are crumbling – and look at that punk!



■ This is not the way to save the future of mankind. Tough break! The Terminator stands over the still corpse of Reese

ALTERNATIVES

E.S.W.A.T. ***(Sega Power*** **13: 51%) and** ***Strider (Sega Power*** **26: 74%). Okay, so** ***Terminator*** **may not be right up there at the top, but just you compare it with the "action" of** ***E.S.W.A.T.*** **or the (ahem) "animation" in** ***Strider.*** **That'll put things into perspective for you.**

• TERMINATOR • MASTER SYSTEM • VIRGIN • £TBA • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Three weeks

- Guns, bombs 'n' tons of explosions
- Thousands of things to kill
- Moody graphics
- Easy to get right into it
- Animation is quite satisfying
- It's still got Arnie in it
- Fast-scrolling action
- Curly didn't playtest it
- Er, that's about it
- It's just too easy

SEGA POWER SAYS

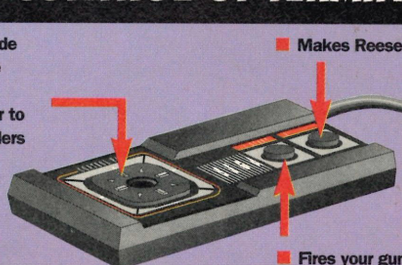
"Instead of just writing a game specifically for the Master, Virgin have attempted to cram a full 16-bits' worth onto the 8-bit. It's sharp but nothing ground-breaking."

81%

TAKE CONTROL OF *TERMINATOR!*

■ Use this to guide Reese around the landscape. Press down to crouch or to scuttle down ladders

■ Makes Reese jump



■ Fires your gun or throws grenades

TAKE CONTROL OF *TOKI!*

- Moves Toki left and right (and up and down the handy vines)
- Spit, man! Or should that be spit, ape? Hmm...
- Press either Button to make Toki leap up into the air with the grace of an ape

- Avoid the exploding spiders – they explode. Pick up an invincibility bonus and you'll be okay though...

TOKI

What's brown, hairy and swings from the trees? The ape-man hero of arcade convo Toki, that's what! *Sega Power* newcomer Desirée Cousteau proves that no-one can make a monkey out of her...

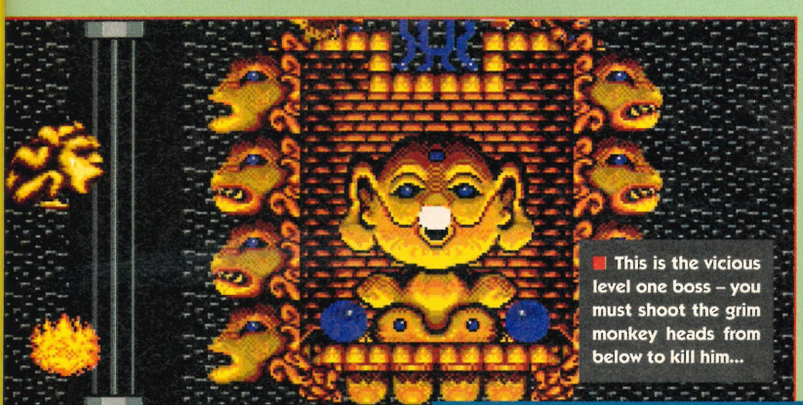
OH, THIS IS A BIT BORING, isn't it? Here we have yet another above average platform-based arcade game with loads of levels, loads of monsters and loads of bonuses to collect.

Sure, some of the monsters are very cute and funny, but the whole game is just down to timing, patience and memorising the hazards. It's pretty easy too – especially if you cheat (like me) and go for the "easy" game, maximum continues and maximum lives.

Okay, you can make it harder next time you play (via the selectable skill levels), but remember: once you finish it there won't be a next time.

Then again, maybe I'm not being very fair. *Toki* is quite addictive and you can make a lot of progress in a short time, so it is the kind of game you'll play for hours on end when you first get it. The graphics, however, aren't great and the music is boring. Good – but nothing special.

SEGA POWER



- This is the vicious level one boss – you must shoot the grim monkey heads from below to kill him...

ALTERNATIVES

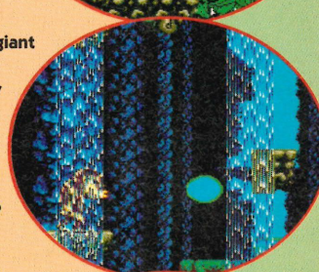
Toki is a long way behind recent classics like *Castle Of Illusion (Sega Power* 18: 94%) and the brilliantly funny *Decap Attack (Sega Power* 26: 93%). Compared with these, *Toki* is slow, tame and uninventive.

APE SPIT!

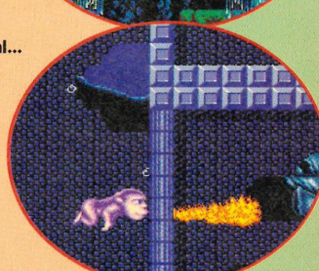
- Your normal spit destroys most enemies with one hit. Some (like the spikes) require more than one bash, however...

- You're in luck! You've collected a bonus which gives you a three-way spit. It won't last forever though, so make the most of it NOW!

- This bonus lets Toki fire off a big bouncing "beam." (It's a bit like the display Jean Michel Jarre used in his concert in Paris...)



- These mega giant spitballs will go through literally anything – even several nasties in a row! You can fire them off very fast too



- That's unusual... A flame thrower which will work underwater. It's very effective, but only has a limited range – unfortunately

- These spitballs loop into the air and bounce around the place, killing nasties. They are also good for getting rid of the spikes

• TOKI • MEGA DRIVE • SEGA • £34.99 • UK OFFICIAL RELEASE •

POWER POINTS

PLAYERS 1-2
Alternative play only...

LEVELS 9
Each level has three stages – plus the usual end-of-level boss.

SAVE GAME NO
No password system (very annoying!), but there are restart points.

LIVES 3
You can gain extra ones en route.

SKILL LEVELS 4
But why make life hard?

OPTIONS
Redefinable controls, continues, music and sound effects.

IDEAL GAME-PLAYER
Great if you're just out of the nappy, but not for your hardened platformer fan.

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
One month

- Some very funny monsters
- Lots of levels and stages
- Varied scenery
- Easy to understand
- Addictive
- Very few really frustrating bits
- Wide range of difficulty settings
- Not very original
- Can be made too easy
- Graphics and sound are a bit dull

SEGA POWER SAYS
"*Toki* is a competent platform title, but there's nothing new here and it's not very spectacular to look at or play. And why is there no password system?"

69%

PRINCE O

Fight for honour, a woman and personal gain in this stylish title

The evil Jaffar is wreaking 20 kinds of hell in the Middle East. Now you've got to dispatch him and claim the Sultan's rather pretty daughter for yourself. John Cantlie does the deed Persian-style, and there's not a magic gourd or curly slipper in sight.

THIS GAME IS ALL ABOUT SPEED. First, you've only got an hour to do the job and second, the game itself isn't going to hang around on the shelves for very long. At a time when the general quality of Master titles is on the rise, Domark are right up there with *Prince Of Persia*. It is, for want of better expletives, completely awesome.

The action is all set in Jaffar's dungeons (you were imprisoned here after becoming very intimate with the boss's daughter – and being careless). Jaffar wants her for himself and if you don't get out alive, they get hitched, you get killed and Persia just gets it.

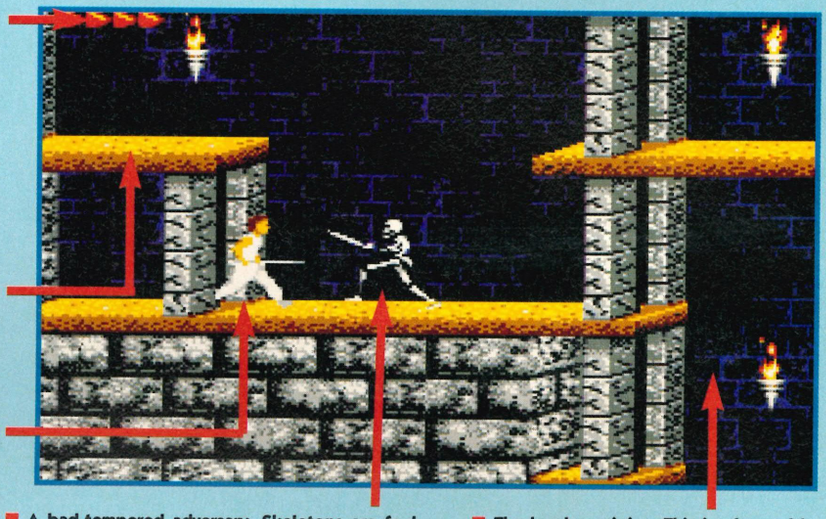
The animation as you guide your humble adventurer up and over platforms, guillotines and punji-traps is stunning and as good as anything we've yet seen on the Mega Drive.

Very believable stuff, and even though you've seen it a hundred times before, it still comes as quite a blow when you're skewered by a three-foot stake. Well, it would really, wouldn't it?

But it's not just sticks and stones that'll do you in. Lurking throughout the dungeon are Jaffar's *(cakes? Ha ha, just my little joke – Andy)* cronies – and the undead. The living ones are no problem. Just pick up your trusty blade which is hidden in the first level and slice your way through 'em.

The skeletons present more of a problem, however, because you can't kill 'em! The trick here is to keep thrusting

FULL OF EASTERN PROMISE (AND INVINCIBLE SKELETONS?)



■ This is your current energy level. Let it drop to zero and it's lights out time for your hero. Just keep healthy by swigging those blue potions

■ If things get too hairy, climb up onto a platform like this one. This is an excellent evasion tactic and it looks real sharp into the bargain

■ You with your sword drawn and lusting for some action. Normally, this wouldn't be a problem, but this particular enemy is pretty damn tough. Wiggle your sword and pray!

■ A bad-tempered adversary. Skeletons are foul and they just don't care. Keep thrusting, my man!

■ The local precipice. This is where old skelly meets his end (if you get it right)

■ Yet more swordplay, but this time with a run-of-the-mill guard. These guys are about as threatening as a soggy bog roll. Three good stabs is all it takes to kill 'em

WHAT A NICE CARPET YOU'VE GOT!

Nice carpet or not, your babe won't be too happy if she has to marry this guy...

■ And this is where it all begins. Jaffar confronts your beautiful princess and gives her the lowdown on the deal. One hour, one man and not very much hope at all. It looks like she's going to be his...

■ The princess obviously isn't happy at this prospect. Losing his temper, the evil Jaffar throws his hands up in the air (and throws the sands of time down), then retires, laughing madly as he goes

POWER POINTS

PLAYERS 1
Yourself, alone, on yer tod... Damn!

LEVELS 14
14 different ways to die with each one getting gradually harder and nastier.

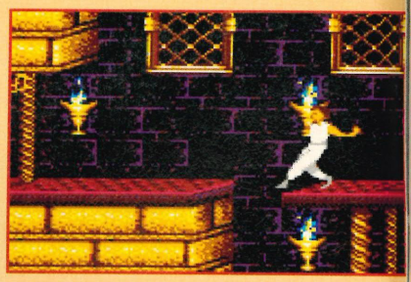
SAVE GAME YES
Excellent password system.

LIVES 1
You can top up your energy en route.

SKILL LEVELS NO
No choice, but it's about right.

OPTIONS
Time to run!

IDEAL GAME-PLAYER
Anyone who appreciates pure artwork plus high adventure will love this. And that's just about everyone really...

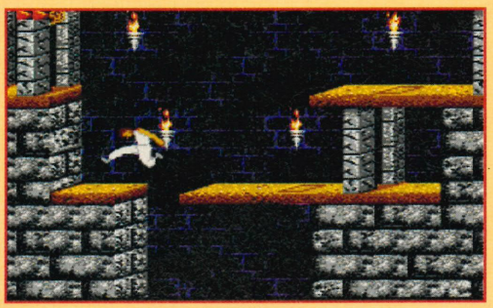


■ All the fancy moves in the world won't save you when the floor crumbles like this and you're on top. It's only a short drop though, so you should live to tell the tale

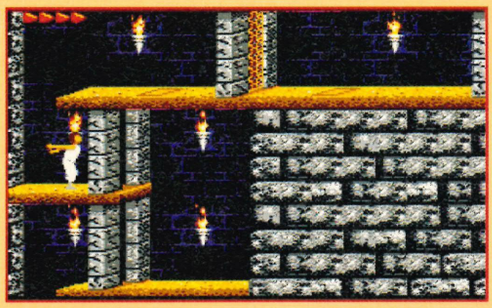
■ Getting through the mirror is easy – just jump!. Do this and another "you" appears, identically attired, but going in exactly the opposite direction! What does it all mean?

PRINCE OF PERSIA

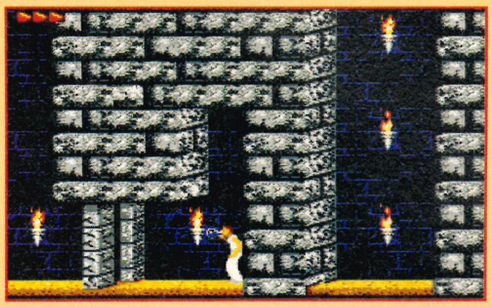
• Master System • Domark • £29.99 • UK Official Release •



■ Jump like you've got a purpose and you'll clear this bit. You need to activate a few floor switches first though...



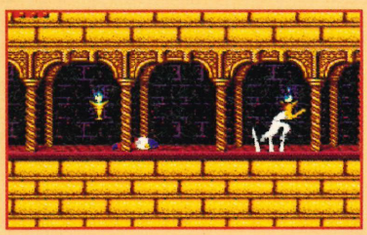
■ To get up here requires a certain amount of dexterity. The animation of your hero is beautiful to watch though



■ And here's our hero taking time out to swig a gourd of blue life-restoring potion. Potent stuff and very useful

■ Mirror, Mirror on the wall... The hero checks his face and wonders what the hell to do next. You can't walk or run through this huge vanity trip!

■ (With sword up in air) Hasaar, you cad! And that's him taken care of. I'll be off then. Okay, so he is a bit of a swanky prat at times, but it's all good training for the later levels. Oh, and just mind those spii...



■ ...iiikes! If you had your eyes open you would have seen their tell-tale three holes in the floor tiles earlier. As it is, you've just made it by jumping at the last second!

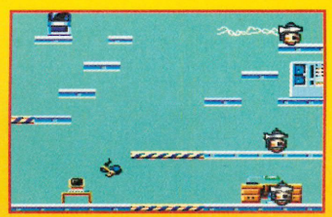
at your undead adversary until he tumbles over the edge of a handy precipice – but that ain't as easy as it sounds.

The sonic effects are pretty minimal though. And it would have been nice to have more variety within the game itself (then again, just how interesting is your average dungeon?).

Fortunately, there is a password system, so you can carry on from where you last died if you want. The time limit remains the same, however. If you've breathed your last halfway through a stage with 20 seconds to spare, for example, and you switch on your Mega Drive later on in an attempt to get further into the game, tough luck.

You'll still only have 20 seconds left to complete the level, but at least this will have you coming back for more – *Prince Of Persia* is full of Eastern promise, after all. SEGA POWER

ALTERNATIVES



The Lucky Dime Caper (Sega Power 29: 95%), *Impossible Mission (Sega Power* 12: 92%) and *Indiana Jones (Sega Power* 14: 65%).

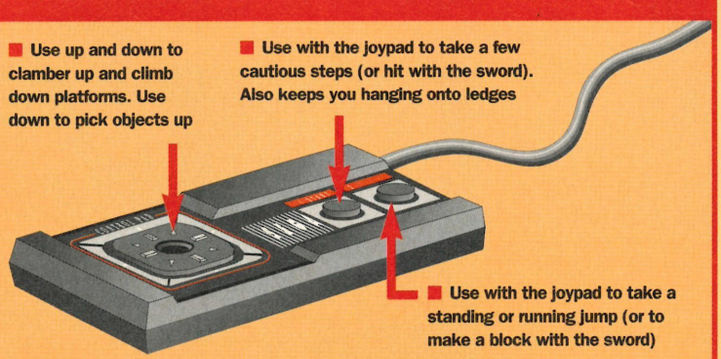
Prince Of Persia hasn't quite got the variety that made *The Lucky Dime Caper* such a stunner. Even so, it is infinitely better than the jerkily animated *Indiana Jones.*

The secret agent in *Impossible Mission (Sega Power* 12: 92%) comes near in the moving graphic stakes, but in the end, *Prince Of Persia* emerges as a clear winner in the groovy graphics department.

TAKE CONTROL OF *PRINCE OF PERSIA!*

■ Use up and down to clamber up and climb down platforms. Use down to pick objects up

■ Use with the joypad to take a few cautious steps (or hit with the sword). Also keeps you hanging onto ledges



■ Use with the joypad to take a standing or running jump (or to make a block with the sword)

• PRINCE OF PERSIA • MASTER SYSTEM • DOMARK • £29.99 • UK RELEASE •

POWER GOLD FACTOR

GRAPHICS	ADDICTION
SOUND	BRAINPOWER
FRUSTRATION: MEDIUM	TIME TO COMPLETE: A munf

- Voluptuous animation
- Graphics are supremo in every way
- Difficulty level is just right
- Huge area to explore
- Tons of goodies (swords, gourds...)
- Excellent password feature
- Sword-fighting is fast 'n' furious
- It's all against the clock
- You'll keep coming back for more
- You get to rescue a gorgeous girl

SEGA POWER SAYS

"This has got to be the best animated cart *ever* for the Master. Anyone who doubts the 8-bit's abilities should get on this *now.* A definite milestone. I'll take a dozen..."

92%

SUPER MONACO

• The definitive driving sim hits your Mega! • Mega Drive • Sega

The best just gets better. Ayrton Senna helps Sega to revamp the classic Mega Drive racing game – and Neil West finds himself forever smitten.

THE ORIGINAL *SUPER MONACO G.P.* was brilliant. The graphics were superb, the car handled smoothly and there was actually a real racing game underneath all the fast and exciting visual gymnastics.

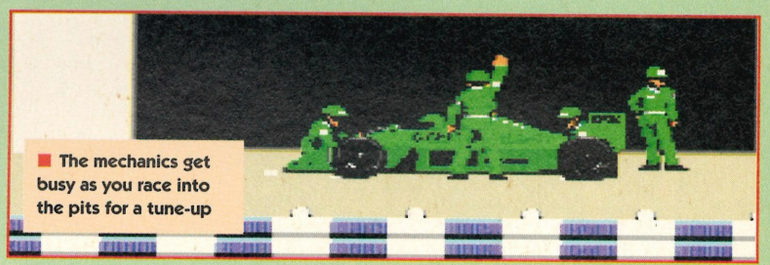
The World Championships option gave you the chance to start a season (of 16 races) in a Robinaro Relianto and then race your way to better teams with better cars. Gripping stuff. And what's more, the sequel is even better.

All the original game features have been included or improved upon – except that driving the car has actually been made easier (under the direct supervision of Ayrton Senna himself).

This time, skidding off the side of the tarmac and catching earth doesn't slow you down as it did in the original. But

■ These three tracks are Ayrton Senna's own private tracks, and he's letting you race around them (what a nice chap). They are also the equivalent of the Arcade feature in the original game...

■ And they're off! It's usually possible to sneak through the middle or along the side of the first few cars before you reach the first real bend, but then you've really got to give it some whack...



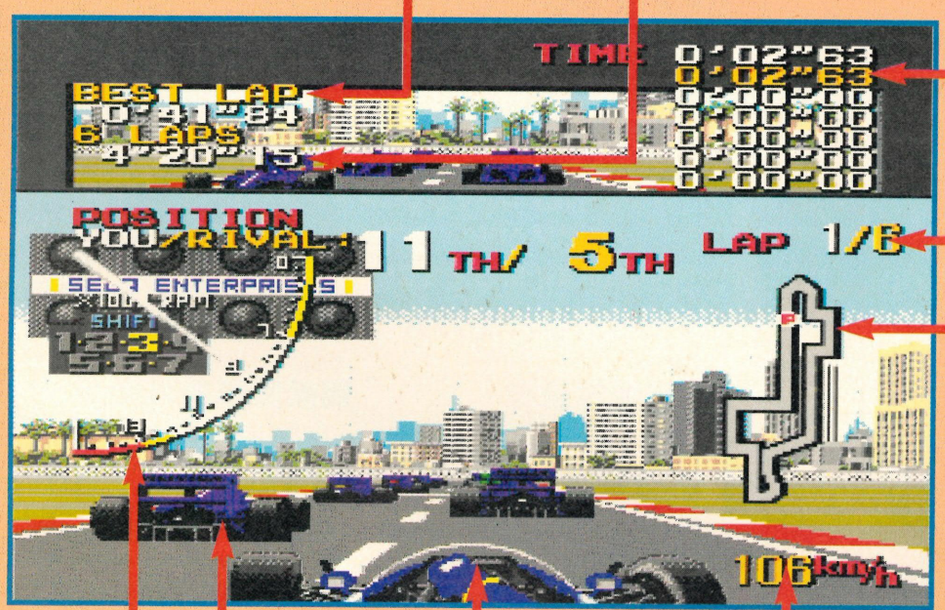
■ The mechanics get busy as you race into the pits for a tune-up

110 MILES TO CHICAGO (BUT WE'RE GOING IN CIRCLES!)

There's a lot of data and information displayed during a race. Here's a guide to what's what:

■ This tells you your best lap time for this race

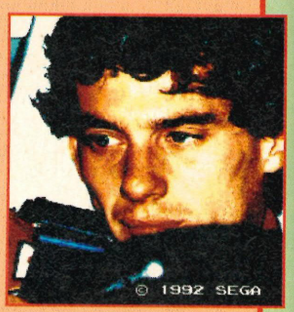
■ This shows you your time for six laps. Not bad really...



■ As each lap is timed you can compare your own various lap times by looking at this table

■ This tells you what lap you're currently on and how many of the things there are in the race

■ The plan view of the circuit with the large P representing your racing car...



■ The rev counter. Use this to judge when to shift gear properly

■ These guys don't know how to use their mirrors, so be careful when overtaking

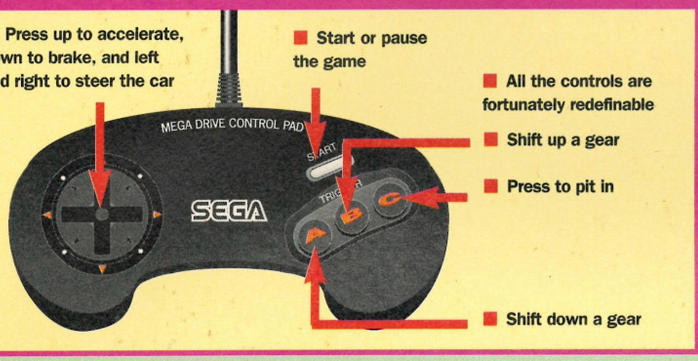
■ Here you're steering like a mad thing to avoid running into the back of that car...

■ Your speed in km/h. Top speed is dictated by the kind of car you're in

G.P. 2

• £49.99 • Official Release •

CONTROLLING *SUPER MONACO G.P. 2!*



■ You'll know when you have to pit in because a carting great sign saying "Pit in!" appears three feet in front of your nose. Just hit Button C and your car enters the pit automatically

■ Monaco is one of the trickiest circuits of the bunch, requiring a lot of gear changes and a lot of fancy steering. All the important features of the real thing have been included, so keep your eyes peeled for the dark tunnel and the hairpin bend on this one...

■ It's all gone dark as you thunder through the tunnel section of the Monaco circuit. After this comes a long straight stretch and then the infamous hairpin. Just don't forget to change down a gear or two before you get to it, okay?

■ Aaaaaand... theeeeeeeree... goooooooooesssss... Niiiiiiiiiigel Mansell! Surely nothing can stop him now! He's clear for victory... Er... Oh dear. It's all gone horribly wrong (ahem)

the (redesigned) courses are just as tough, your opponents' cars are just as fast and there are three new "special" tracks to get to grips with (these replace the original *Super Monaco G.P.* Arcade mode). The graphics have been tweaked and tailored too, so the game looks even better than ever.

True, there's more that could have been done. A tyre change option would have been nice, perhaps, or weather changing during races, mechanical failures and so on.

The feeling of actually being involved in a Grand Prix season could have been enhanced too.

But as it is, *Super Monaco G.P. 2* is still a great game. It's fast, furious, and by far and away the Mega Drive's best racing title. SEGA POWER

ALTERNATIVES

Super Monaco G.P. (*Sega Power* 16: 92%) would still be the best drive-'em-up around if the sequel hadn't come along. *Test Drive 2* (*Sega Power* 30: 89%) is a different kinda game altogether. We can say, however, that *Super Monaco G.P. 2* makes the *Out Run* series look like a Sunday drive out in the country.

POWER POINTS

PLAYERS 1
Just you versus the 15 other drivers.

LEVELS 19
A lot! 16 World Championship circuits and three special tracks.

SAVE GAME YES
Battery-backed.

LIVES N/A
If you don't finish a race, you score no points – simple really.

SKILL LEVELS 2
Master and Beginner (slow or bullet).

OPTIONS
Practice mode, a sound test, gear box configurations (4-speed, 7-speed or automatic) and control options.

IDEAL GAME-PLAYER
Someone who wanted the original, but never got round to it.

• SUPER MONACO G.P. 2 • MEGA DRIVE • SEGA •
• £49.99 • UK OFFICIAL RELEASE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
You'll never win *all* the races

- Gob-smacking graphics
- 19 individual courses to master
- World league to get stuck into
- Battery-backed memory
- Realistic feel (Ayrton says!)
- Ultra-realistic effects and sound
- Chance to upgrade cars
- Best Mega Drive driving action
- Redefinable controls
- Two skill levels

SEGA POWER SAYS
"Senna's influence has improved the car's handling in this sequel. All the old features have been enhanced too. A luxury if you've got the original, but still a great cart."

93%

SUPER MONACO G.P. 2

• Master System • Sega • £29.99 • UK Official Release •

■ Ayrton, Ayrton, give us a wave. Give us a wave! Handsome devil, ain't he, folks?

■ Road markers let you know when there's a corner coming up in the course. When you see them, get ready to turn that wheel...

■ If you don't like the car's set-up for a particular track you can alter it at will. This enables you to customise your car for each race

Formula One cars go fast, right? Well, not always apparently... Andy shoves Neil out of the driving seat for a while and takes over on Ayrton's 8-bit baby.

THE GRAPHICS AND STUFF *(I think he means sound – Neil)* are miles better than the first game *(Sega Power* 10: 74%) and the gameplay's been beefed up too. It now feels like you're actually driving some sort of solid car that's in contact with a physical road surface. In the original *Super Monaco G.P.*, the car was as light as a feather and you felt like you were driving on a cushion of air.

Unfortunately, the game's biggest problem now is that it's totally lost all its speed! The car moves at about five miles per hour and in a racing game that's just not good enough.

On the up side, there are loads of courses and there's also a simultaneous two-player mode which livens things up no end, so things aren't all that bad.

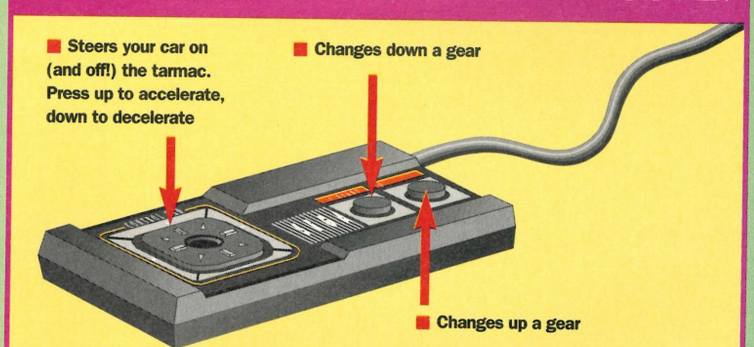
Even so, if Sega had somehow managed to retain the speed of the original game, then this would have been so much better.

Sorry, Ayrton. This one's more Formula 3,000 than Formula One driving action.

■ Blasting round the Super Monaco course (and going along at a leisurely – but steady – 307 km per hour!)

■ Use the gears to negotiate the corners properly and don't slide all over the place

CONTROLLING *SUPER MONACO G.P. 2!*



ALTERNATIVES

I don't think that this is as good as the original Master System version of *Super Monaco G.P. (Sega Power* 10: 74%), but Neil disagrees. Still, Ayrton's effort is miles better than its other closest rival *R.C. Grand Prix (Sega Power* 25: 48%).

POWER POINTS

PLAYERS 1
A two-player mode would've been nice.

COURSES 16
Loads – and they're all different.

SAVE GAME YES
Password system.

LIVES N/A
You keep going for as long as you like.

SKILL LEVELS 2
It's fairly easy to beat Ayrton in both.

OPTIONS
Practice, World Championships, music and skill levels selection.

IDEAL GAME-PLAYER
Solo racers who don't mind a lack of speed and who prefer to concentrate on a car's handling capabilities.

• SUPER MONACO G.P. 2 • MASTER SYSTEM • • SEGA • £29.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
One month

- Improved graphics
- Improved car handling
- You can define how it handles
- Sound is slightly better
- Two skill levels
- Loads of different courses
- One-player mode only
- Not much impression of speed
- No really significant changes
- Ayrton's not hard to beat

SEGA POWER SAYS
"Although most of the improvements are good, Sega have somehow managed to get rid of the most important thing: speed. And in a racing game, that's just suicide."

53%

SLAM DUNK!

Three brand new basketball games hit the *Sega Power* offices this month – *Arch Rivals* from Flying Edge, *Jordan Vs Bird* from E.A. and *David Robinson Supreme Court Basketball* from Sega – and all of them are looking to become the definitive Mega Drive sim of all time. Secret slamdunker Jon Pillar is our man on the court...

ARCH RIVALS

• Mega Drive • Flying Edge • £39.99 •

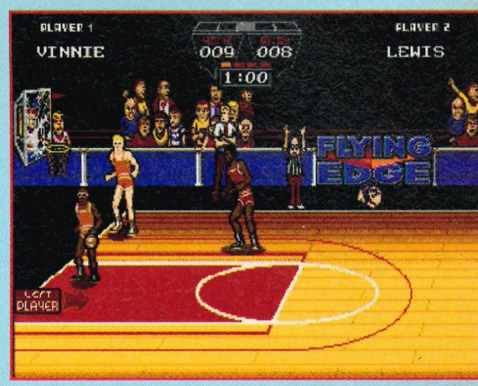
This valiant attempt to do something different with this American sport sim is great on the surface, but what exactly happened to the gameplay, guys?

THE IDEA'S BRILLIANT – SHAME the game itself is a bit kack though. First impressions are dead promising – it's a barrel of laughs (especially with two players) as you both bomb around the screen, thumping anyone who gets in your way.

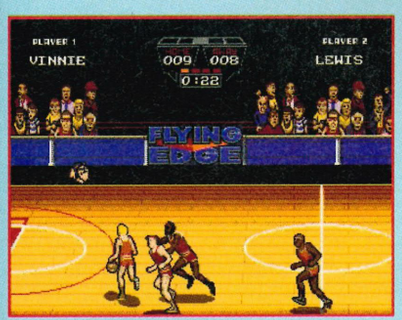
Funnily enough, *Arch Rivals* even gets the "feel" of basketball better than the other games. In two shakes of a beagle's tail, I was setting up some amazing passing plays, and even more amazingly, scoring!

The uncluttered action is easy on the eye and there are some nice graphical effects – such as the back board smashing when someone slam dunks the ball, for instance. Soundwise, however, and we're talking serious nobness here – get ready for some dull tunes, dull effects and bad samples.

The novelty value of the game is high and at first it's great fun. Tournament play is nicely balanced with some tough opponents, and the two-player option adds that competitive edge. (It's a great game for settling your old scores, for instance.) After about an hour's play, however, you suddenly realise just how shallow *Arch Rivals* really is. What a shame.



■ Oh no! The opposition have scored! And just where was Vinnie during all this? Actually, he's left the court altogether. Probably gone to heist a car or something



■ Beating up the opposition is great fun, but don't forget that they can fight back. Here, a friendly match has developed into a full-scale brawl. But where's the ball? Um, who cares? Let's just smack their faces in!

TAKE CONTROL OF *ARCH RIVALS!*

POWER POINTS

PLAYERS 1–2
Play solo or try and beat your pals.

LEVELS 1
This isn't a split-level court...

SAVE GAME NO
One chance, win or lose.

LIVES 1
Knock the opposition down and they get right back up again. Damn!

SKILL LEVELS 2
Exhibition or Tournament play.

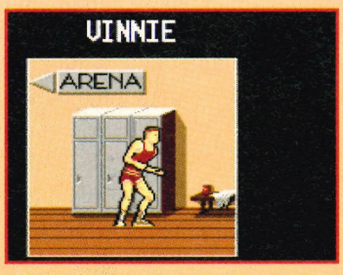
OPTIONS
Choose your player from the eight anti-social characters available.

IDEAL GAME-PLAYER
A violent but repressed basketball fan (thanks for that, Doctor Siegfried).

CHANGIN' THEM FACES

With eight different players, you can choose one who most closely matches your own personality. Unfortunately, there doesn't seem to be a player with the aptitude of a pigeon, so I'll have to plump for someone else.

■ Vinnie is a great player. He knows all the moves and slips round the court like a greasy fish on a greasy plate. He is also connected with the Sicilian Mafia and... *(That's quite enough of that – Andy)*



■ Vinnie steels himself for the match ahead (or perhaps he doesn't know the way to the arena?). Hmm, there may just be enough time to nip out and shake down a few shop owners too. Yeah!

• ARCH RIVALS • MEGA DRIVE • FLYING EDGE • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Ten days

- Best basketball feel of the three
- Smart and fast action
- Excellent graphics
- Very addictive in the short term
- High playability
- Choice of players, choice of tactics
- Just as good with one player
- Kack sound
- no variety in the gameplay
- A five-minute wonder

SEGA POWER SAYS
"A good idea, badly executed. True, it's really quite funny – you can beat up the other players after all – but before long you start to think 'Is that it?' Um, yes..."

60%

JORDAN VS BIRD

• Mega Drive • E.A. • £34.99 • UK Official Release •

Why did this three-in-one basketball sim reduce our man to dumb amazement? Perhaps that passing cyclist driving over the back of a parked Volkswagen and crashing through one of the *Sega Power* windows had something to do with it? Well, the cart's nob anyway.

AT SCHOOL, I WAS ALWAYS the one who got hit on the head by the ball in basketball. However, even *I* know that the real thing is a hell of a lot more enjoyable than the games on this cart.

The trouble starts with the fact that unlike *David Robinson* and *Arch Rivals*, you're not playing proper basketball. Instead, you've got three sub-games – all of which are shockingly bad.

Slam Dunk and **Three-Point Shooting** are both stunningly frustrating until you crack the secret – whereupon they become boring and useless. Most heinous of all, **One on One** drops fast basketball action in favour of a leisurely lope around the court with the eponymous Messrs Jordan and Bird.

As both are pretty hot at scoring, the gameplay collapses into continual and maddening scrambles for the ball. This really is an object lesson in how not to do a basketball cart. All three bitty sub-games are tremendously dull, and there's just no incentive to play them more than a couple of times. Save your fingers, save your sanity and save your money.

SEGA POWER

TAKE CONTROL OF *JORDAN VS BIRD!*

- This probably moves something around
- Starts the game. And pauses it. Er, it may do other things...
- This Button's not half as funny as Button A. It's still quite useful though
- Some rather interesting things can be done with this Button A personal fave
- The things this Button does! You'd wet yourself if I told you. No, really...

BING AND KC AREN'T WHAT THEY SEEM

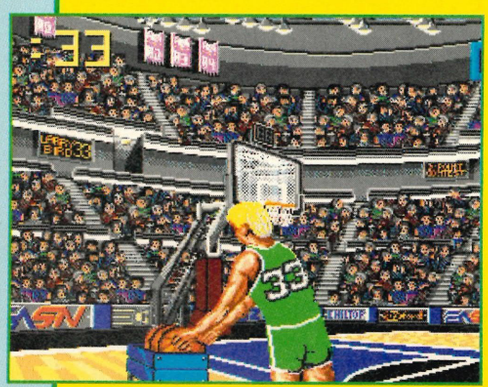
Bing Gordon and KC Darty may appear at first glance to be just your run-of-the-mill innocent basketball commentators, but you ain't seen nothing yet, as they say. Another hard-hitting *Sega Power* investigation exposes the truth!

Bing Gordon is actually a highly trained agent of the Ohio Liberation Front, an organisation dedicated to freeing the citizens of Ohio from the wicked regime of Mayor Barney Hobble and his strange mutton laws. Gordon is a fanatic and will stop at nothing, not even traffic lights. (He's that hard)

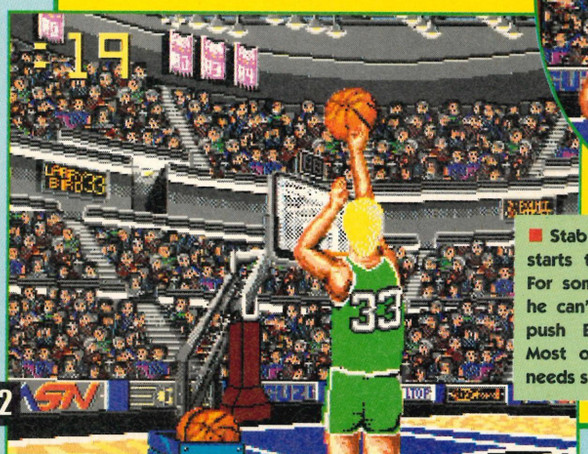
Kevin Clyde Darcy hails originally from Wilmslow, but emigrated accidentally at the age of 14. He enjoys surfing and skiing, and has a brother who thinks he's Scott from Thunderbirds (yes, quite). He plans to take over the world – once his house is painted and he's found a nice potted plant to put on the porch

I'VE GOT A COUPLE OF POINTS...

Okay, so how's your hand-eye co-ordination? For a quick test, play Three-Point Shooting and try scoring some baskets from about 30 yards away. (On the other hand, try lobbing the cart into the bin from 30 yards away. Much better...)



Bird has 60 seconds to score as many baskets as possible. Grab the ball by pressing Button A



Stab Button B and Bird starts to throw the ball. For some strange reason, he can't let go until you push Button C though. Most odd – perhaps he needs some "treatment?"

POWER POINTS

PLAYERS 1 (or 2)
You can be Jordan. Or Bird. Or both.

LEVELS 1
Basketball courts aren't renowned for their multi-storey capabilities.

SAVE GAME NO
You get one bounce at this one.

LIVES 1
Basketball is *not* a high-risk sport.

SKILL LEVELS 3
College, professional or superstar level.

OPTIONS
Match length, arcade or sim play and loads and loads of minor, fiddly ones.

IDEAL GAME-PLAYER
A Jordan (or Bird) groupie.

Jordan poses casually on court. When he's sure everyone's admiring his lean, supple body *(Steady on – Andy)* he pushes Button B and starts a lumbering run. Using the coloured rule at the bottom of the screen he judges when to start the move

• JORDAN VS BIRD • MEGA DRIVE • E.A. • £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE
A week (and that's too long...)

- Large and well-animated graphics
- Loads of options in all the games
- Multi-player hokum is enjoyable
- Makes an attractive hat...
- Very short-term playability
- No addictive qualities
- Only *One on One* at all playable
- Too tough – even on easy level
- Unimaginative sound effects
- Poor games, poor value

SEGA POWER SAYS

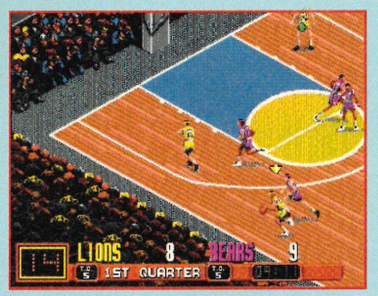
"*Jordan Vs Bird* is for trainspotters. Loads of options and realistic features don't help the crushingly boring gameplay. Definitely not squeaky-sneakered fun, this one."

33%

DAVID ROBINSON
SUPREME COURT BASKETBALL

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

After the stunningly nob *Jordan Vs Bird*, we'd nearly abandoned all hope of ever playing a decent basketball game again. Then along came the stunning *David Robinson*. I mean, wow...



■ For the first time in the game, the Lions (my team) have stolen the ball. The green arrow shows the player I'm controlling. A floating red arrow indicates which guy I'm about to pass to – he's off-screen at the mo

THIS IS MORE LIKE IT. DON'T bother with the weedy *Jordan Vs Bird* – this cart plays real basketball. The action is blisteringly fast and the pace of play is always kept red-hot. The control method is simple to grasp, and even if you manage to beat your Sega hollow, the number of teams and players to choose from means you'll be constantly finding fresh challenges. (Take note *Arch Rivals!)*

The presentation is excellent, with animation that goggles the eyes and sound that kisses the ears – namely, a thrumming music soundtrack, realistic sneaker squeak effects, and an incredibly rowdy crowd!

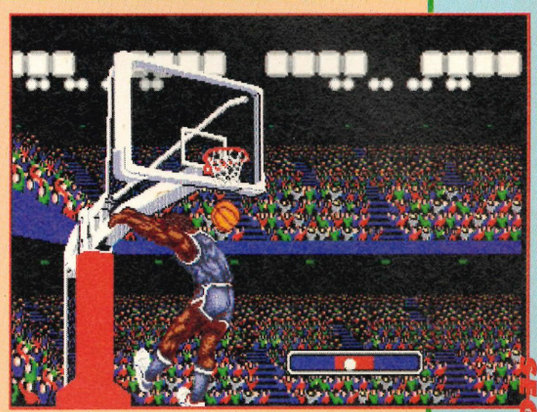
And complaints? Well, sometimes the flow of the game seems to be out of your hands, especially if you choose the Realistic Play option – then the team seem to get along fine without you doing a thing! The action can also get confusing with everybody leaping for the ball, but I reckon that that just adds to the excitement. With a tough tournament option that really scores over *Arch Rival's* more simplistic gameplay, *David Robinson* is simply a brill bitchin' hunk of plastic. SEGA POWER

■ Double damn and a pound of custard! The Bears have outwitted my supposedly agile defenders and scored. And note the change of angle – when you get as far as the centre line, the screen does an amazing trick and flips 180 degrees. Neat, huh?

BOUNCING BACK FROM THE DEAD

THE FIRST ATTEMPT at basketball, *Super Real Basketball (Sega Power* 17: 65%) still holds up quite well today. It's very much a *David Robinson-ish* game (all scrolling courts and players rushing around aimlessly), but while it doesn't have the same staying power, it's still more fun than *Arch Rivals*, because it features some quite amazing close-up shots of the action when you shoot for a basket.

Huge sprites leap about the screen in a variety of poses and angles as you try to hit the Buttons when the little red dot flashes. Brilliant! I got so caught up with this that I completely forgot to play *Jordan Vs Bird*, so it can't be all bad.



■ Blimey! Did Mega Drive games really look like this in the good old days? It's almost as bad as something you might see on a Ninetentoe (or whatever that plastic lunch box is called...)

POWER POINTS

PLAYERS 1–2
You can choose to have either three or five players in your team.

LEVELS 1
The court, stupid!

SAVE GAME NO
You get one chance only, mate.

LIVES 1
This is basketball...

SKILL LEVELS 2
Exhibition or Tournament play.

OPTIONS
Four match lengths, screen flip or fade, score display permanent or updated. Music and FX on or off.

IDEAL GAME–PLAYER
A lanky person who's nifty with the pad.

HOOPY LOOPY! WHICH IS THE BEST?

Okay, the final verdict. *Jordan Vs Bird* is complete nob. The games on this cart just do not work – it seems that in an (admittedly) good effort to get everything spot-on and true to life, E.A. forgot about the gameplay.

In second place, *Arch Rivals*. This is a fun little game that's good for a few plays. The comedy bits work well, and out of the three it best captures the feel of basketball. No lasting appeal though.

The winner, however, has to be *David Robinson*. It's playable, addictive and lasts for ages. There are some niggling faults (the action gets very messy at times), so we don't recommend you sell your grandmother to get it. Even so, you should definitely think about mortgaging your second cousin...

TAKE CONTROL OF *DAVID ROBINSON!*

■ Jink your player about the court

■ Pauses the action. Also enables you to substitute players when you see fit

■ Shoot for the basket

■ Press it to look silly (it doesn't do anything)

■ Pass or steal the ball

• DAVID ROBINSON... • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
A month

- Slammin' basketball action
- Action-packed graphics
- Excellent sound
- Choice of teams and players
- Blazing pace
- Two-player mode is even more fun
- Animated crowds spruce things up
- Not much of David Robinson in it
- It isn't *Jordan Vs Bird*...
- Manic action can get confusing

SEGA POWER SAYS

"*David Robinson* is fast, smooth and great fun. It looks good and plays even better. The only downer is the messy action when things get busy. Otherwise, get it!"

86%

CHUCK ROCK

• Prehysterical Chuck saves his wife and ungas a bit of bunga •
• Mega Drive • Virgin Games • £TBA • UK Official Release •

■ Place a versatile rock in the middle of these spiny brambles and you can then use it to jump over 'em. Just leap on the rock and then jump over the plants. Easy!

■ Keep an eye out for these tiny crocodiles – they've got enormous gobs! You can belly 'em if you want, but rocks are a far more effective way of killing the gits

Raquel Welch willingly took on the perils of life in "One Million Years BC" armed with only a champion cleavage. Chuck Rock comes with a champion beer-gut. Neil West sighs, stops day-dreaming and introduces himself to Mr Rock.

THIS IS ONE GROOVY PLATFORM game. Chuck's wife Ophelia has been captured by the evil Gary Gritter, and it's up to you to plough through five levels of insane and perilous cartoon caveman fun to get her back.

Chuck's world is a well drawn cartoon prehistoric landscape with bags of parallax scrolling, tons of seething colourful sprites and loads of lively animation.

There are hazards on the ground, in the air – even in the scenery – which you have to tackle head-on or just plain get around.

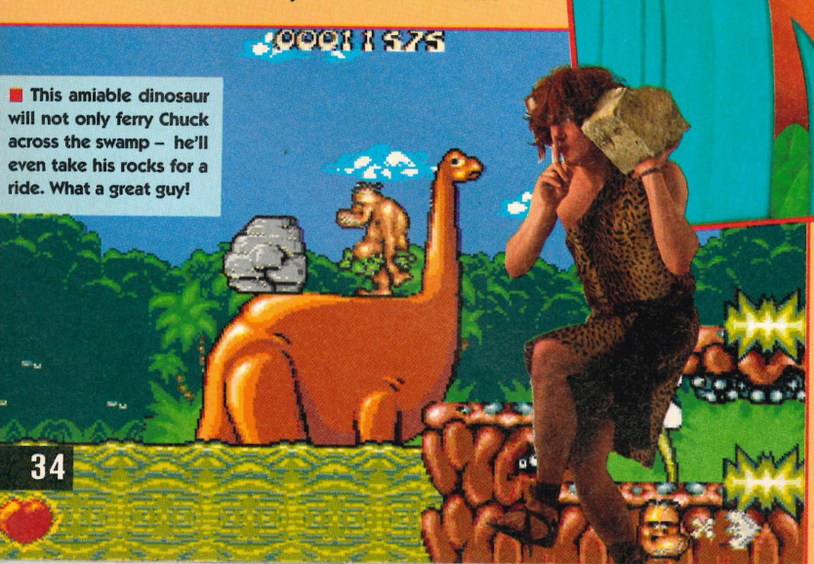
To do this you must successfully collect and utilise the many rocks which are scattered around the levels. You can pick them up easily, throw them around – even use them to help you get to higher levels.

Belly butting is the primary weapon, however, and it's the easiest thing to resort to at close range. In fact, you can let the numerous creatures get quite close to you before lashing out – and still nab 'em in time.

The only other weapon available to you is the flying kick which is good for dealing with aerial attack waves from pterodactyls and their chicks.

Chuck has only three lives to spare, so yes, it's tight all right, but this only adds to the fun.

Although lacking in real bite, *Chuck Rock* is very challenging



■ This amiable dinosaur will not only ferry Chuck across the swamp – he'll even take his rocks for a ride. What a great guy!

■ Most of the pterodactyls in *Chuck Rock* just peck you about, but this friendly little red chap will give you a lift – if you belly him, that is

ROCK HARD STUFF

Our Neanderthal chum makes his way through the swamplands of long ago. Here are some of the combat moves at his disposal.

■ At the start of the level, Chuck must employ all his weapons to get through in one piece – the belly butt, for example, or a devastating flying kick (like this one)

■ Timing your belly butts (or slapping creatures with your flabby gut if you prefer) is a crucial element to the gameplay in *Chuck Rock*. Slap away, blubber belly!

■ You can knock out some creatures by holding a rock up and waiting for them to bump into it. If they fly low, crouch. But if in doubt, chuck the rock at 'em

■ To protect yourself from monkey nuts thrown from the palm trees, hold a rock over your head and walk along. No worries. Chuck invents the crash helmet!

■ If you don't do anything for a while, Chuck gets annoyed and pokes his tongue out at you. Er, yes, well, quite...

■ Use these stepping stones to get across the swamps – but be quick! Seconds later, they sink into the mire...

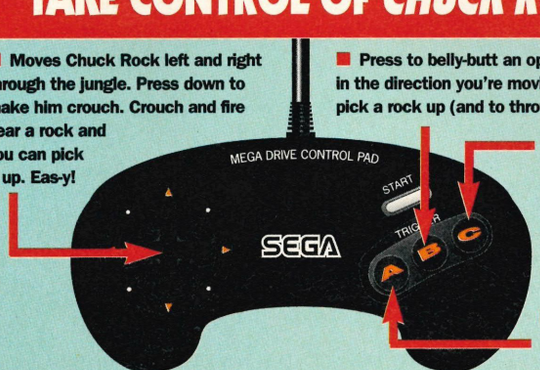
and graphically humorous. The best bits (which elevate the game above a mere platform jumper) are the animation and sound effects. Cartoon cries, grunts and groans accompany the action with fantastic results. *Chuck Rock* offers bags of fun and strategy to keep you grunting for more. Oh, and see that fantastic piece of artwork by Paul Kidby on the facing page? Well, you can win it, framed an' all. All you have to do is tell us Raquel Welch's vital statistics. Send your entries on a postcard to: **How Big Compo? *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** Make sure your entry reaches us by **10 June 1992.** The first correct entry outta da hat wins.

■ Some creatures don't want to die – instead they just whip out a mallet and bash your brains in... Hmm

TAKE CONTROL OF *CHUCK ROCK!*

■ Moves Chuck Rock left and right through the jungle. Press down to make him crouch. Crouch and fire near a rock and you can pick it up. Eas-y!

■ Press to belly-butt an opponent or to kick in the direction you're moving in. Press to pick a rock up (and to throw it)



■ Press on its own to jump straight up or with the joypad to jump in the direction you're moving in

■ Press this and it doesn't do a bean. Useless!

ALTERNATIVES

The fabulous *Decap Attack (Sega Power* 26: 93%) is probably *Chuck's* nearest rival with big sprites, multi-level platform antics and loads to discover. But even with the greater variation in the gameplay and the faster ride, there's not that much to choose between these two games.

POWER POINTS

PLAYERS 1
For solo gamers only, I'm afraid.

LEVELS 5
Every single level has its own end-of-level dinosaur guardian.

SAVE GAME NO
No battery-backed memory.

LIVES 3
You lose a life after taking six hits (one continue is available though).

SKILL LEVELS 1
It's about medium hard...

OPTIONS
Music and sound FX on or off.

IDEAL GAME-PLAYER
Not a game for expert game-players, but great for a laugh now and again.

• CHUCK ROCK • MEGA DRIVE • VIRGIN GAMES • £TBA • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Four days (up to about a week!)

- Cartoon graphics and backgrounds
- Good strategy elements
- Lots of mechanical puzzles to solve
- Lively and funny animation
- Good rock-breaking music score
- A wide variety of creatures to avoid
- Simple controls make life easier
- Strategy makes it harder to master
- Hilarious cartoon sound effects
- Limited range of moves

SEGA POWER SAYS

"Lots of prehistoric laffs with a range of hard puzzles – although the game follows a set pattern. Nothing to rival *Sonic* but the action's solid, fun and addictive."

87%

Yet more unga bunga from the man with the stubbly chin

CHUCK ROCK

After his debut on the Mega Drive, Chuck goes on the same quest in a different resolution – on the 8–bit. John Cantlie is the fur–clad caveman with a purpose...

YEP, A FURTHER ROMP WITH The Belly That Time Forgot, but this time on the Master System. So is it the best thing since Ichthyosaur and chips – or is this version simply another pile of steaming dinosaur doings? Well, it hasn't got the addictive bite of similar titles like, say, *The Lucky Dime Caper* (*Sega Power* 29: 95%) or *Asterix* (*Sega Power* 30: 92%), but that doesn't mean it's a pile of steamies.

If you like platformers with a slight strategic twist, no matter how bonkers the idea, this will definitely be your kind of game. And believe me, *Chuck Rock* is seriously barking.

The timing of your belly butting is critical. Yes, I *did* say belly-butting. Hit out too early and the greeblies will remain alive and kicking. Wait too long, on the other hand, and the things are on your face before you can get a hit in.

Chuck has a limited range of moves at his disposal and unless you get it right first time, he's at the mercy of every pterodactyl (or Pterri Wogan) that comes along. Okay, so walking around bellying creatures to death isn't one of your all-time classic attack manoeuvres, but just check out the rock chucking...

And now for a quick comedy interlude: how many cavemen does it take to change a lightbulb? Two. One to chip a primitive lightbulb out of stone, and another to invent the electricity. *(Oh dear... – Andy).*

Oh, the cart? Well, it's funny in places, but gameplay-wise it's not a patch on *Asterix*.

SEGA POWER

Put rocks down in certain places and you can then use 'em to help you reach those more inaccessible regions

POWER POINTS

PLAYERS 1
No options screens, so no choice.

LEVELS 5
Five levels of cartoon fun – and you get between 3 and 5 tries per level.

SAVE GAME NO
You kidding? No need for it here.

LIVES 3
You can take six hits, but then you lose a life. No replay features either.

SKILL LEVELS 1
None really... "normal" or, er, nothing.

OPTIONS
Look! There aren't any options, okay?

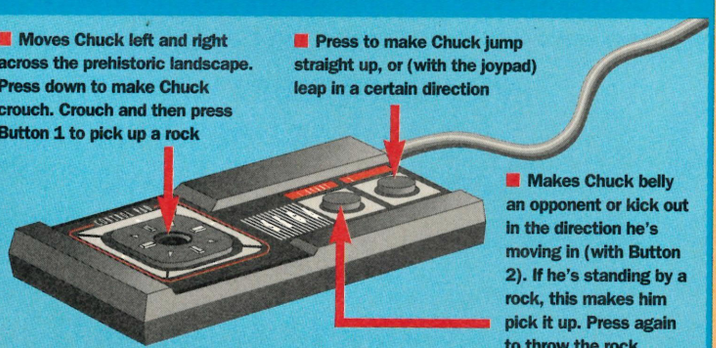
IDEAL GAME–PLAYER
Younger game-players will get the most out of Chuck's prehistoric antics.

Belly one of these red birds and they'll suddenly take flight and carry you to another platform...

ALTERNATIVES

Asterix (*Sega Power* 30: 92%) is similar in many ways to *Chuck Rock*, but the sprites are larger, it has better animation and there's far more for you to do. There's a much greater variation in screens too.

TAKE CONTROL OF *CHUCK ROCK!*



Moves Chuck left and right across the prehistoric landscape. Press down to make Chuck crouch. Crouch and then press Button 1 to pick up a rock

Press to make Chuck jump straight up, or (with the joypad) leap in a certain direction

Makes Chuck belly an opponent or kick out in the direction he's moving in (with Button 2). If he's standing by a rock, this makes him pick it up. Press again to throw the rock

• CHUCK ROCK • MASTER SYSTEM • VIRGIN • £29.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Three days (a week if you're nob at it)

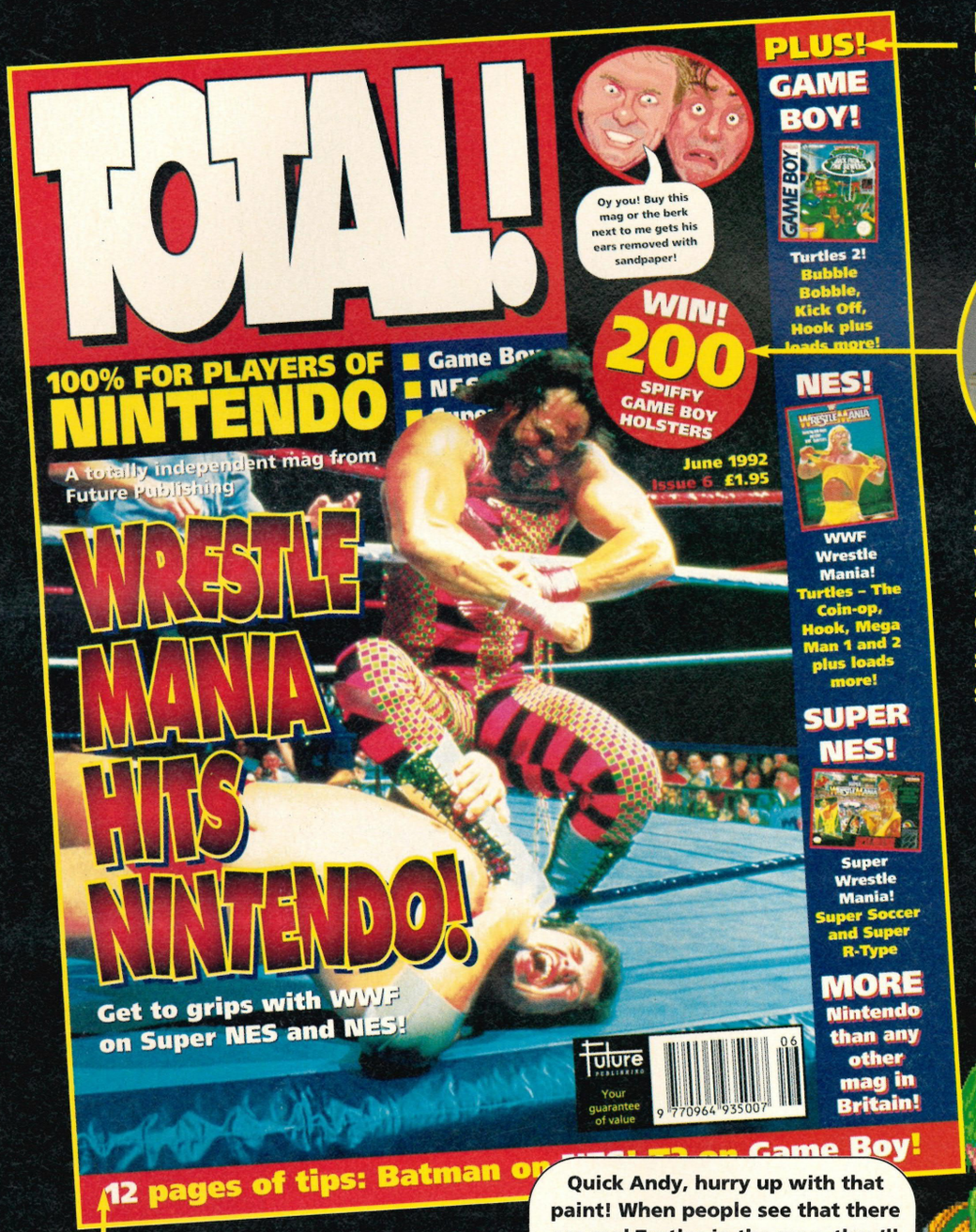
- Cartoon images and backgrounds
- Good strategy elements
- Lots of mechanical puzzles to solve
- Lively and funny animation
- Good rock-breaking music score
- A wide variety of creatures
- Simple controls make things easier
- Strategy makes it hard to master
- Samey screens
- Limited number of moves available

SEGA POWER SAYS

"Although funny in places, *Chuck* isn't as exciting as other platform games. Success comes mainly from learning from mistakes rather than forward planning."

70%

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!



FACT: More Nintendo products reviewed than any other mag in Britain! Game Boy, NES and now Super NES!

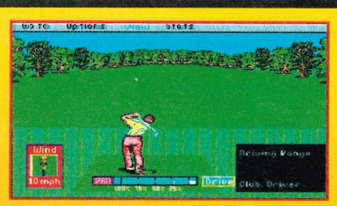
200 competition winners will walk away with their Game Boys tucked safely inside these smart holsters!

12 pages packed with tips for Batman, Terminator 2, Digger T. Rock and Star Wars. Plus all your game questions answered!

Got a Nintendo? Then get TOTAL! Issue Six is on sale right NOW!

All the courses are rather pretty, but this one will have you chatting with a couple of conifers (top-left) if you're not careful. Once on the green (bottom-right), you must use your putter to tap the ball home...

ALTERNATIVES



PGA Tour Golf (Sega Power 19: 90%) is the obvious winner. *World Class Leaderboard* doesn't have any degree of detail on the greens, and this makes putting a bit of a nightmare. Some neat graphics, but *PGA Tour Golf* does better.

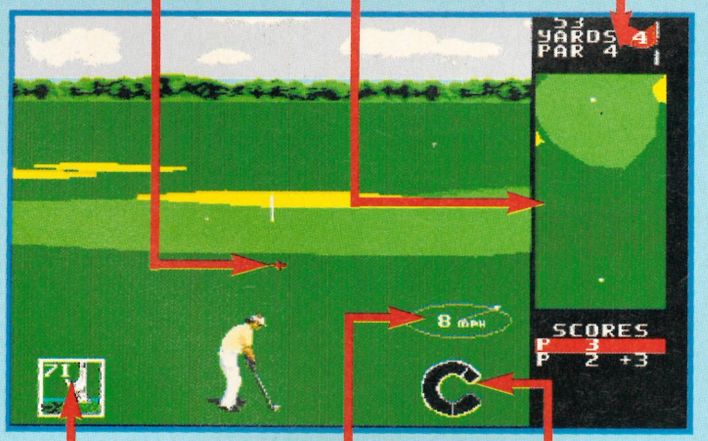
WORLD CLASS LEADERBOARD

Mega Drive • US Gold • £37.99 • UK Official Release •

WELL DONE, A HOLE IN, ER, UM, TEN...

Controlling your club in *World Class Leaderboard* is a cinch. Winning isn't...

- Use the cross to aim your shot. And don't forget the wind – it could blow your ball way off course
- Watch the ball in flight on this aerial view of the hole. You can also see most of the hazards from here
- You can instantly tell how far you have to go via this small box. This also tells you how many shots you *should* take to complete the hole



- Choose your club. Press up or down on the joypad to take you from a 1 Wood (really far) to a putter (a few inches)
- You'll have to modify your shot according to the speed and direction of the wind. The arrow and figure tells you all!
- Press and hold down Button A to determine the strength of your shot. Release to swing the club and hit the ball

TAKE CONTROL OF *LEADERBOARD!*

- Change club and direct your shot
- Quit game
- Er... Does nuffin' at all
- Punch shot (that's a shorter shot to you lot)
- Thwack the ball, mate

G & T's in the clubhouse, on with the plus fours and then time for a couple of quick rounds before the bar opens again. Andy Smith takes his Mega Drive to the fairway, swings it about (and gets some odd looks on the way).

GOLF IS MEANT TO BE A social game – and with *World Class Leaderboard* things are no different. Plug that cart in, make sure you have someone to play against and let the battle commence.

Be warned though: if you're going to play the console, prepare to pay for a new cart. This game is so frustrating in one-player mode you'll find it hard not to chuck the think in the bin.

Compared to *PGA Tour Golf (Sega Power* 19: 90%), this is a pretty neat game. The graphics would impress the likes of Rolf Harris and the gameplay's solid in the two to four-player mode. Sadly, your console opponents are just too erratic. One second, they're Nick Faldo, the next, Stevie Wonder. This aside, there's still plenty of golfing fun to be had.

POWER POINTS

PLAYERS 1–4
Playing against your mates is more fun.

COURSES 4
Some great courses: St Andrew's and Cypress Creek included.

SAVE GAME NO
What more can I say?

LIVES 1
It's only the likes of Fred Astaire who die on a golf course.

SKILL LEVELS 3
The erratic opponents on the Amateur level are hard enough, matey.

OPTIONS
Choose your course, skill, tee types and your opponents.

IDEAL GAME–PLAYER
A golf enthusiast who hates walking for hours in sub-zero conditions.

• WORLD CLASS LEADERBOARD • MEGA DRIVE • US GOLD • £37.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
18 holes – ten minutes per round

- Excellent four-player action
- Wind is an important factor
- Four stunning courses
- Very simple to get to grips with
- Wow! Look at those graphics!
- Sounds abound
- Wide range of clubs
- Three different game-types
- Curly playtested it
- Inconsistent opponents

SEGA POWER SAYS

"Enjoy the game with your mates, but if you're on your own, get out in the garden and learn the basics of the real thing – the console is just *too* unpredictable."

83%

HALLEY WARS

● Game Gear ● Sega ● £24.99 ● UK Official Release ●

Is mega-death everything it's cracked up to be? Space cadet Trenton Webb suits up to see if *Halley Wars* can live up to its promise of unlimited carnage.

As the famous boy scout motto says – if in doubt, shoot them in the face!

Now that's cheating. Luckily you've a drone missile to blast the coward with

BOASTING POWER-UPS, END-of-level baddies, drone ships, waves of non-intelligent aliens and less plot than "Baywatch," *Halley Wars* tries desperately to dazzle with its whizzy effects and unlimited violence.

Shoot-'em-ups can be frenzied fire-power feasts that kick the adrenalin straight into gear – no-holds-barred slaughter sessions that leave you feeling good about trashing entire galaxies for no apparent reason.

Sadly, shoot-'em-ups can also be the most predictable, tame and uninspired of titles. Enter *Halley Wars* – basically, a run-of-the-mill shooter...

You have two simple objectives. First, to waste the implausibly named Lord Halley, whose legions are set to descend on Earth in a feast of pillage and destruction. Second, to stop any errant comets and space debris from falling towards Earth and messing up the, er, beautiful High Wycombe.

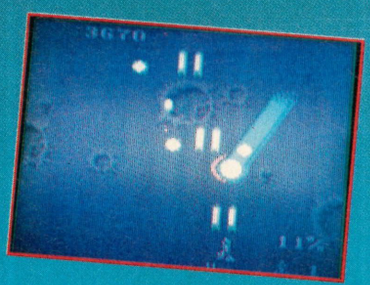
Predictably, the combined nations of Earth can only come up with one fighter and one pilot to take on this crazy suicide mission – you. If it sounds like an all-holds-barred, run-of-the-mill, ho-hum, kind of average blast so far – that's because it is. *Halley Wars* has all the right ingredients: increasingly snazzy power-ups, drone ships that attack independently, a split scoring system that tallies how much you miss as well as hit, tough end-of-level guardians, tricky aliens, indestructible backgrounds that funnel you into danger, neat sprites, smart scenery, spectacular weapons, a dire plot. So what's gone wrong then?

Well, you get too tough too fast, the aliens are thick and the graphics, while well drawn, lack personality.

Nothing surprising ever happens. You just scroll along doing what seems obvious. It's not easy, but the toughness is more frustrating than exciting, and even as a test of dexterity, *Halley Wars* lacks life. It's very easy to learn exactly where each wave starts and where you're safe. Consequently, progress is reasonably rapid and only hindered by mistakes or momentary memory loss.

Nothing in the mix is missing, but *Halley Wars* simply fails to deliver the goods. Given the choice of watching paint dry and playing this, I'd plump for the shoot-'em-up. (It'd be tough if a gloss with an avocado tint was in the offing though...) SEGA POWER

Fire these drones (they have a great range) to blow the baddies away...



Miss that meteor and Milton Keynes gets it – not much of a threat really!

POWER POINTS

PLAYERS 1
You're on your own with this one.

LEVELS 6
Levels improve in design as the game develops. But why?

SAVE GAME NO
No restart points within a level either.

LIVES 3
Oodles of lives. But who wants them?

SKILL LEVELS 2
Variable levels, but little real difference.

OPTIONS
Turbo shot gives you a pokey auto-fire.

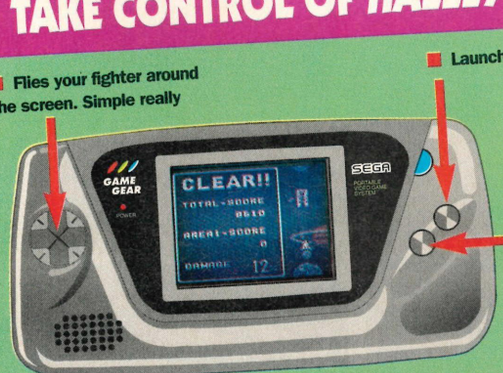
IDEAL GAME-PLAYER
A dedicated but dull psycho-killer with little (or no) imagination.

It's the end of level two and life's *finally* getting interesting...

ALTERNATIVES

It's like every other shoot-'em-up you've ever seen – only slightly more boring. For more high-speed handheld slaughter, try *Space Harrier* (*Sega Power* 30: 86%). Remember this uses a 3D perspective though...

TAKE CONTROL OF HALLEY WARS!



● HALLEY WARS ● GAME GEAR ● SEGA ● ● £24.99 ● UK OFFICIAL RELEASE ●

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
One week

- You can set the difficulty level
- Varied and interesting graphics
- Dual scoring system
- Precision steering of your ship
- Masses of firepower available
- Dull, dull, deadly dull
- No restart points
- No surprises at all
- Aliens are sadly predictable
- You get too tough too fast

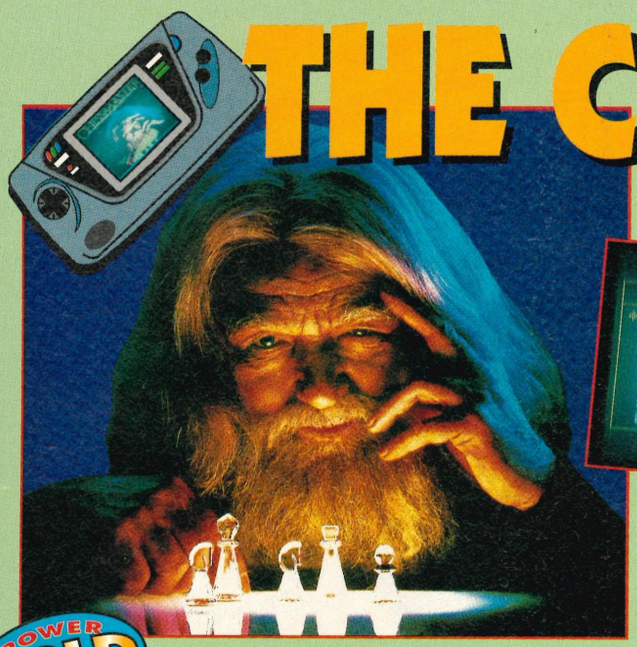
SEGA POWER SAYS

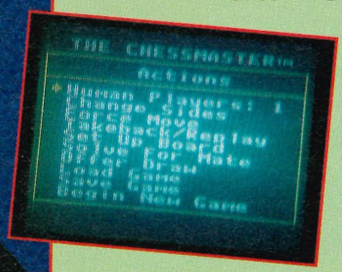
"Shoot-'em-ups are often seen as the quintessential video game – and yet few are worth the cash. *Halley Wars* is one such failure. Dull and tiring, I'm afraid."

45%

THE CHESSMASTER

• Game Gear • Sega • £24.99 • UK Official Release •





■ One of the option screens. These turn the game from a copy of the board game into a true Game Gear outing. You can choose everything from here – even a teaching mode!

Chess? Boring or what? Well, think again, smart alec. A young English lad called Nigel Short could be on-line to win millions in this "boring" game. Tim Smith dreams of fame and fortune...

POWER GOLD FACTOR

YOU COULD DO IT, you know – with *The Chessmaster* and a little practice... Honest. You *could* be more than a bubble-gum chewing space cadet. You could be a very rich bubble-gum chewing space cadet.

Rook to Queen five castle-check-stalemate. It's all code, innit? A game played by crusty old gits who can't get a high-score on *Operation Wolf*.

Think again, nonce-head. Chess is a bloodthirsty game that was once played by ancient emperors who used prisoners for pieces. It's been played for thousands of years – even Humphrey Bogart made a living at it before becoming an actor – so what better way to get into it than with the best handheld available. Based on the original computer version, *The Chessmaster* has everything you could ask for – even if you're just a naive beginner.

There are several easy modes to get you going, and to be honest, you'd have to be as thick as a quadruple milkshake

> ***"A game played by old gits with no imagination?"***

with added double cream not to have a fairly good chance of winning these early encounters

But if you are having a little trouble, there's a teaching mode that helps you along just a tad. *The Chessmaster* even tells you what the pieces do and even what the next best move might be. After a few plays though, you'll probably want to turn this option off. Chess really isn't that difficult to get into.

Now you can move up a gear and start to play trickier Game Gear opponents. These range from "rather more difficult than I first thought" to "Erm surely I can't be that dog rough?"

A quick tip here is not to bother with the Infinite Time mode. Even if the programmers of chess games like to think that they've created a living creature, no commercially available chess game I know of can do more thinking in 30 minutes than it can do in ten.

The rest of the options, however, are right on the mark. From the little hand that moves the pieces (easy to see and easy to move) to the set-up-board that enables you to play through some of the problems you see in the papers, all the options are easy to understand and even easier to use. Lovely, lovely. lovely stuff.

SEGA POWER

POWER POINTS

PLAYERS 1–2
Obviously better to play on your own – you could use a board otherwise.

SAVE GAME YES
Battery-backed, fortunately.

LIVES What?
Oh, come along now – surely you're not thick enough to think that you actually get lives. (All right, so you do get eight pawns, one king, one queen, two rooks, two bishops and two knights, but that's not the same, is it?)

SKILL LEVELS Loads
Far too many to mention. The game enables you to use simple beginners' stuff all the way up to infinite time.

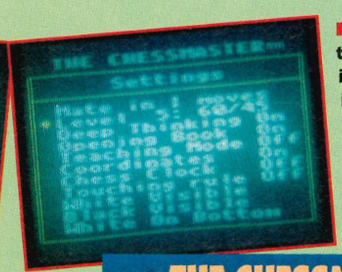
OPTIONS
Everything from hints given to hardcore chess tournament play.

IDEAL GAME–PLAYER
Anyone with an intense lust for victory (and a little bit of native intelligence).

■ The hint box at the top of the screen shows a possible next move. You can use this advice in two ways: either just move your piece to the hinted place – or try and do better. Either way, you benefit

■ It makes a nice change to have such a clear view of the board. Most versions have pieces that look like salt shakers. White is about to make the first move...

■ Castling: a vital defensive move in the game of chess. You can also use it as a device to introduce the rooks (castles to you, mate) into the attacking front line...



■ Setting up the board. This is rather useful if you want to try to solve some of the problems that crop up in the newspapers

TAKE CONTROL OF *THE CHESSMASTER!*

■ Moves pieces about the board and also flicks through the options on the option screens

■ Press this Button to access the option screens and to select the various options

■ Press either one of these two Buttons to confirm your moves

• THE CHESSMASTER • GAME GEAR • SEGA • £24.99 • UK OFFICIAL RELEASE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
This one lasts forever...

- Great graphics
- Teaching mode
- Difficult modes
- Set-up board option
- Solve for mate option
- You can see everything clearly
- Hints are given
- Moves also shown as grid moves
- Suggests possible moves
- Great for beginners and old timers

SEGA POWER SAYS

"Aside from the yanky voice, the rest of the game is great. Both the novice and the experienced player are catered for. It also proves that chess isn't just for dorks..."

95%

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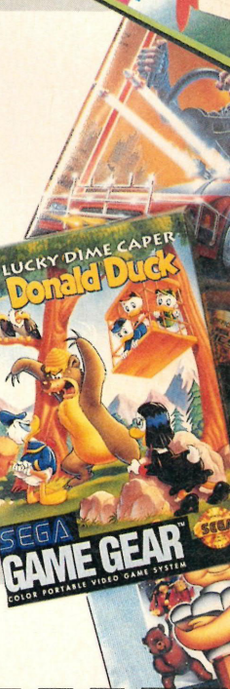

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POWER PLAY

Bigger and better, *Sega Power* present: 201 A Tips Odyssey

The Prof has retired. As we speak, he is lying on some sun-kissed beach in the Bahamas. A man can only crack so many games, hack so many passwords or beat so many bosses before he reaches his limit. One day he just packed his bags and caught the first plane to Paradise...

IT WAS OUR STAFF WRITER JOHN Cantlie who discovered that the Tip Lab was strangely quiet this month. Cautiously opening the doors, he ventured inside to discover The Prof's farewell note – pinned to a dartboard.

It decreed that whoever discovered the message should carry on from where The Prof left off. He should dedicate his life to 24-7 Sega gameplaying and spread the word around the world.

"Don't mind if I do, matey" exclaimed John, and wandered off to start compiling the biggest, most comprehensive, phantasmagorical collection of tips the Sega gameplaying world has ever seen.

It took a long time, but now it's done, and it's here. Prepare yourselves for the best tips this side of Cricklewood!

MEGA DRIVE

AFTER BURNER 2 **£34.99**
On the intro screen hold down Buttons A, B, C and Start at the same time. You can now select your start level with left and right on the joypad when the carrier appears. You want a maximum of 100 missiles? Press these Buttons at the specified stage:

Stage 3: Left and B
Stage 5: Right and B
Stage 9: Button B
Stage 11: Right and B
Stage 13: Left and B
Stage 16: Right and B
Stage 19: Button B
Stage 21: Right and B

AIR DIVER **(Import) £30**
When choosing your mission, first move the cursor to an un-named area on the map. Then hold down Start and press A, B, C, B, A, A, B, C, B, A, and then B. Now move the icon to where you want to attack and use the Start Button for invincibility, A to meet the fighter ace, B to go to the super carrier or C to try it on with the last alien ship.

ALESTE **£30 (Import)**
Pause the game and then press up, up, up, down, down, left, left, left, right, right, C, C, B, A and then hit Start to get back into the game, 20 continues better off.

ALIEN STORM **£35**
If you're playing with Scooter, blow yourself up when your lives reach the big nought. You can now continue, although you have no energy.

ALISIA DRAGOON **£39.99**
Experiment using your smart bomb weapon to discover bonuses hidden off-screen.

ALTERED BEAST **£39.99**
Press Start and Button B on the intro screen to access an extra options menu, including power, lives and so on.

Press A, B, C, Start and down and left on the joypad simultaneously. You can now change into any animal on any level.

Hold down A and Start for infinite continues when you've finished a game.

ARCUS ODYSSEY **(Import) £35**
Fancy warping to the final level? Then simply enter the code: KYMEMUUO5F.

To start on level five with six reverse dolls (always useful for a fun night out on the town) enter the following code: EEEEEEEEEE.

An alternative tip is to start a two-player game, kill off one of the players straight away and then grab double the usual number of items.

Stand close together when you use a life restorer for maximum benefit.

ARNOLD PALMER TOURNAMENT GOLF **£34.99**
Weird one this, but that never stopped us before... Take over 100 shots on a hole and it's Game Over time. Now press A, B, C and the joypad up at the same time to access a version of *Fantasy Zone!*

This code takes you to the last round with loads of money: 0MHE2VfC4gVUra0Ujd qKUD6vgcUAAur-bgv

...and this one will take you to a secret tournament: fffffffffffffffff 999999999999999999. (Note: there are 18 instances of each character.)

ASSAULT SUIT LEYNOS **£20 (Import)**
Get all the weapons by shooting just the end-of-level guardian on level one. This also gives you 2,800 points and massive destructive power.

Press Start on joypad 2 at the intro for invincibility.

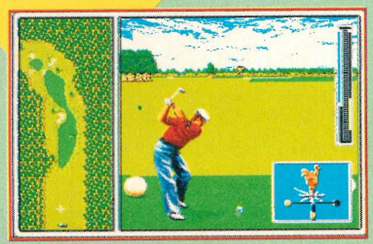
Nine extra continues will be yours when you die. Simply go to the options screen when you have only two continues left and press Start.

AXIS FZ **(Import) £30**
On the options screen, change the control configurations so that Button A is for option, Button B is for select and Button C is for hand.

Now exit the options screen and hit the Reset Button. Let the demo run through to level five and you'll be able to take over control from the robot.

Alien Storm on the Mega Drive

After Burner on the Mega Drive

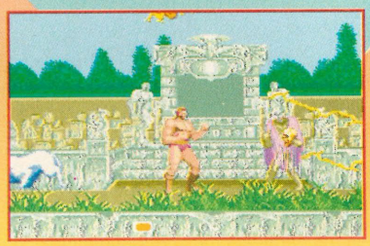


Arnold's *Tournament Golf* on the Mega

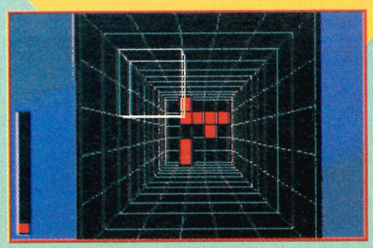
POWER PLAY NEEDS ALL YOUR TIPS!

We can crack most games on our own – but we still need *your* help. If you're hot at a game, then tell us about it. Send in your cheats, tactics, maps, tips or whatever to *Power* Play, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. Who knows? If you're helpful enough you could win yourself a free cart.

And if you're having problems with one of your games, we can help you out! Obviously we can't answer all your gaming queries – it would take an issue the size of the Yellow Pages to do that – but we can still be a damn sight more helpful than your grandmother. Send your probs and pleas to: Console-tation, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.



Altered Beast on the Mega Drive



Block Out on the Mega Drive

BACK TO THE FUTURE 3 **£34.99**
At any point in the game, hit Pause and press the following pairs of Buttons: up and A, then down and A, then left and A, then right and A. You'll find yourself automatically warped to the start of the next level.

BATMAN **(Import) £35**
On level three, get the extra life from the the first chimney. Now continue upwards and return to the same spot. The extra life icon will reappear up to nine times.

BATTLE GOLFER **(Import) £30**
Hit B and Start on the title screen to access a music select option.

BATTLE SQUADRON **£39.99**
The red weapon is the most effective weapon if powered up to maximum strength. Don't bother with collecting anything other than these if there's any danger. Don't bother going underground until you're fully tooled up.

BLOCK OUT **£34.99**
A brain transplant. It's the only answer.

BUCK ROGERS **£49.99**
Buck will help you out when you get into trouble later on in the game. While being held prisoner on the pirate ship, for example, he'll race to your rescue. What a hunk!

BUDOKAN **£39.99**
The jumping strike is the most powerful move in Kendo. Kicks are the most crippling blows in Karate. The triple strike is the way to go in Nunchaku.

Finally, use the overhead and spinning jump strikes in the art of Bo.

BURNING FORCE **£35**
Get to the options screen. Press B, A, B, A, A, C, A, A and then start the game. You'll now have ten lives.

CASTLE OF ILLUSION **£39.99**
Kill the tree trunk boss by waiting at the lefthand side of the screen, firing apples at him when he turns into a tree trunk.

CENTURION **£39.99**
On the password option screen, enter this code BN4Q AUIIV W6IQ ZCA5 555S 73U. This leaves you in control of a fleet of ships and a whole empire of ancient countries.

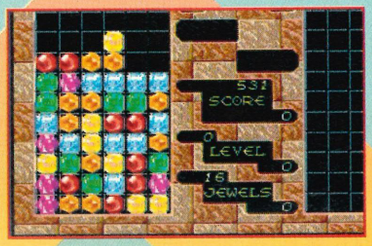
COLUMNS **£29.99**
Build a column of blocks on one side of the screen. When a magic block appears, position it so that only two of the three blocks fit on the screen.The third block will now fall separately. Easy, innit?

CURSE **£30 (Import)**
Press Reset, hold down A and then press Start to choose which level to start on.

CYBERBALL **£34.99**
This password enables you to play the final game where you control the Minnesota Maulers and also gives you loads of cash to spend on your team: P5BB B5PS IHEX.

Alternatively, punch in L5BB LDCI BFAV to play the LA Assassins in the final with $6,948,000 in the bank. Or try CGBB B8FB BB2V to see the end.

DANGEROUS SEED **£30 (Import)**
Reckon yer good enough for the expert mode? Well, press up, down, left, left, right, right, up, down. A sound will tell you when you've got it. Now play!

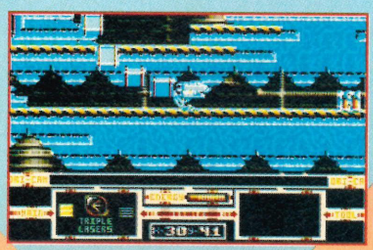


Columns on the Mega Drive

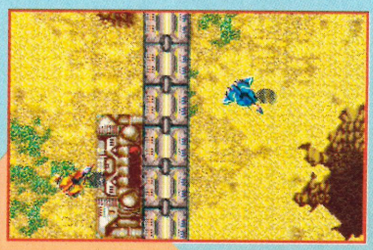
Buster Douglas on the Mega Drive

Centurion on the Mega Drive

■ *Desert Strike* on the Mega Drive



■ *Fatal Rewind* on the Mega Drive



■ *Herzog Zwei* on the Mega Drive

■ *Klax* on the Mega Drive

■ *E.A. Hockey* on the Mega Drive

DARIUS 2 **(Import) £30**
To shrug off hits, use this on the intro screen: A, B, A, C, B, C, C, B, C, A, B, A. You should now see "No Hit" message appear. The rest is up to you!

To select a start zone, press C, A, C, B, C, A, B, A, B, C, A, and C.

DARWIN 4081 **(Import) £30**
Play track 32 on the sound test. You can now decide which level to start on by hitting Button A for each level you want to skip.

DECAP ATTACK **£34.99**
For extra energy, find yourself a bendy pole and climb up until it's possible to jump up on top of it. Now float youself down. Land on top of the pole and just swing until it bends in half. You can replenish half a lifeheart for each of the red segments you turn white.

DESERT STRIKE **£39.99**
Level 2: BQJRAEF
Level 3: TLJKOAP
Level 4: WTEOVJP

DEVIL CRASH **£30 (Import)**
Here's a code for all you pinball wizards: ALCLAE8ECK. To get to the last level, try: 5VENAXUEMN.

DJ BOY **(Import) £30**
Hit the third falling barrel on level three to reveal loads of secret goodies.

DYNAMITE DUKE **£34.99**
Press Button C ten times on the title screen before pressing the Start Button. An options screen now appears.

E.A. HOCKEY **£39.99**
For a 4-2 lead in the finals as the USSR against the USA, enter the following code: HKT82Y93JDB7G435.

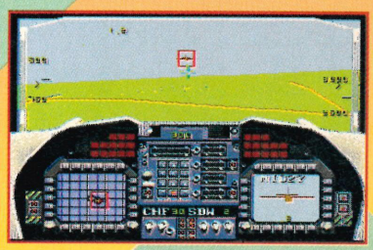
E.S.W.A.T. CITY UNDER SIEGE **£34.99**
Level five – Go down the ladder-like thing by pressing left and right a few times. You can now go down and become invincible. Sadly, you have to kill yourself to get out of there. Not much use really, but there you go.

FAERY TALE ADVENTURE (THE) **£39.99**
To see the end of the game enter this (long) code: 7R2KUL6RSZXSK6NHGSDCB72Ø663RI2HO785P.

FANTASIA **£29.99**
On level 1-2, grab the extra life (they come disguised as musical notes) then continue right until you come across a treasure chest. If you guide Mickey into the treasure chest, he'll be warped back to the start of the level.

Collect the note again, jump back into the chest and repeat the whole process until you've got enough lives.

FATAL REWIND **£39.99**
Just make the most of the rewind feature – and learn from your mistakes. *(Great tip, John, great tip... – Andy)*



■ *F-22 Interceptor* on the Mega Drive

■ *Faery Tale Adventure* on the Mega Drive

FATMAN **(Import) £30**
Start the game controlling Sheba by pressing B and C, and then hit Button B twice on the title screen.

FINAL BLOW **£34.99**
When you get knocked out, press up and Start when "Game Over" appears. You can now continue with an extra credit.

FIRE FIGHT **£34.99**
To get to the options screen, press the joypad left and press Start on the intro screen.

FIRE SHARK **£34.99**
Get your weapons up to full power, then grab three power-ups. When you next destroy either General Porter or Yonemaru you'll get two extra lives.

FORGOTTEN WORLDS **£34.99**
Fancy playing this game forever? Well, for infinite continues, play in two-player mode, and when one of the players bites the dust, press Start three times.

F-1 GRAND PRIX **£35 (Import)**
Start the British Grand Prix in a McClaren car:
NABCTPHSNGKTIXBDDE
GMHUJOKLMTFJ HOILKL
LONVOROX LQMW.

F-22 INTERCEPTOR **£39.99**
Teleport to the final HQ message in the final two levels and then enter these codes:
Russian Challenge: KSQGIV
Aces Challenge: MH01K1
How's that for a bit of cheating then, eh?

■ *Fire Shark* on the Mega Drive

GAIN GROUND **£34.99**
For a level select option, go to the option screen. Now press A, C, B, and then Button C. A "Round select" message will then appear below "sound test"

GHOSTBUSTERS **£34.99**
Choose Raymond as your buster – he can take the most hits when taking on Janna (the final boss). She'll start by firing two alternate attacks. First, duck under the bomb and then crawl towards Janna to avoid the flying blade. Now hit Janna in the face between her attacks. For the second phase of attack, you're on your own...

GHOULS 'N' GHOSTS **£44.99**
For a range of cheats on the title screen, press Button A four times then try these combinations.
B and Start: Invincibility.
Up, A and Start: starts you halfway through level two.
Down-right, A, and Start: takes you all the way to Loki.
Right, A, and Start: takes you to level five.
Down, A, and Start: takes you to the start of level three.
Left, A, and Start: takes you halfway through level four.
P.S. At the end of the game, you go right back to the start – and there's nothing you can do about it.

GOLDEN AXE **£34.99**
Select the one-player arcade mode, then hold down the down-left diagonal and Buttons A and C. Let 'em go and nine continues are yours. Now hold down B, Start and press left. You now have a level select.

GOLDEN AXE 2 **£34.99**
Fight through to the first boss. When fighting him, hold down Button A and keep it held until you grind him into the dirt. Now enter the campfire stage.

Release the Button but don't move an inch or hit any of the thieves. After a while you'll enter the next stage of action with 200 magic units!

GRANADA **(Import) £35**
In the options screen, press C ten times on the rank section. You can now choose the easy rank.

■ *Gain Ground* on the Mega Drive

GYNOUG **(Import) £35**
On the options screen, select the control icon and hold down A, B and C for ten seconds. With a bit of luck, a stage select screen will appear.

HARD DRIVIN' **£39.99**
Hit the cow!

HEAVY UNIT **(Import) £30**
Hit A, B, C and Start on the title screen. Have fun!

HELLFIRE **£34.99**
Choose a Hard difficulty setting (what do you mean, you woulda done anyway?) and listen to any track on the sound test for over a minute. The game will start itself with 99 continues at your disposal.

HERZOG ZWEI **£34.99**
A fine selection of codes to help you get into those hard to reach places:

GGGKHAGOKLO
BPHOHACAGML
NPLOFOCAGKP
IMLPFEGEMLC
JAJJBPDNCMC
LILOPBDPIKJ
JLJOMGJAOKL
JLJOIGJBOKO
LHJKINAFAMA

IMMORTAL (THE) **£39.99**
Here are some handy codes for the more tricky levels:
Level five: D4BFD41000EB
Level six: BCFEF51010A4
Level seven: 6B10F61010AC

■ *Hard Drivin'* on the Mega Drive

INSECTOR X **(Import) £25**
Want infinite credits? When the screen shows "Press start to continue," hold the joypad up and left and press C lots of times (and very quickly). This can get you several credits. You can also repeat it every time you get a continue.

JAMES "BUSTER" DOUGLAS BOXING **£34.99**
Win four matches to receive the heavyweight belt and then defend your title four times. You'll be challenged by a secret opponent called Iron Head. He's as hard as Andy's socks. *(And that's hard! – Andy)*

JAMES POND **£39.99**
On mission one there are hidden entrances to level 11 (on the far left, out of the water) and on level six (on the far left of the sea bed, just before the cliff).

Collect all the letters in the baddy rooms to spell James Pond and earn a massive ten million point bonus.

JAMES POND 2 – ROBOCOD **£39.99**
One of the all-time classic cheats. At the start of the game on the roof of the building you'll see an Earth, a Tap, a Cake, a Hammer and an Apple. Collect them so that the first letters of each object spell the word CHEAT and you'll earn yourself ten minutes of invincibility.

On the sports level, cross two sets of spikes and find a large tennis ball. Now collect items in this order: Lips, Ice-cream, Violin, Earth, Snowman. Take the first letter of each word and what've you got? Infinite lives, of course.

JEWEL MASTER **£34.99**
The final, final boss is Jardine The Mad. Use fire and pray.

JOE MONTANA FOOTBALL **£34.99**
Use a shotgun formation and throw the deep pass – it's got the best percentage hit rate going.

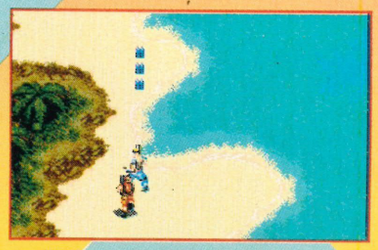
JOE MONTANA 2 **£39.99**
Your mission, should you choose to accept it, is to play the final as San Francisco: Z00TXXXXAX.

JOHN MADDEN AMERICAN FOOTBALL **£39.99**
Codes to get you into the thick of it are:
Quarter Finals: 0465100; Semi-Finals: 0075121, 0076310, 1111111, 3333333; and the Super Bowl: 0475121, 0476314, 0633253, 0673125, 0631573.

JOHN MADDEN FOOTBALL '92 **£39.99**
To go directly to playoff 3 as Philadelphia versus San Francisco, enter the code: DY6070P9. Or for playoff 4 as Philadelphia versus Miami, enter DY6313ZD.

KING'S BOUNTY **£39.99**
When going into battle, use your long-range troops (Archers, Orks or Elves) to take out most of the enemies without ever having to risk your legions.

■ *Klax* on the Mega Drive



■ *MERCS* on the Mega Drive

KLAX **£34.99**
To make things harder for yourself, press the joypad up and left, Buttons A, B, C and then the Start Button on the title screen.

On levels six or 11, try to make an X with the tiles to teleport you straight to level 49.

LAKERS VERSUS CELTICS **£30 (Import)**
What have we got for you? Well, it's a password 3L2 GJS. Better now?

LAST BATTLE **£34.99**
Complete the game. Now press A, B, C and Start. You can now choose your start level.

MARBLE MADNESS **£39.99**
Don't bother looking for the infamous secret level – it doesn't exist.

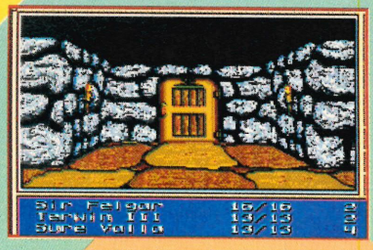
MARVEL LAND **(Import) £40**
Enter TRIDENT to get right to the end of the game.

MERCS **£39.99**
Once you've got the gold first aid box, wait until your energy reaches max. Now hit pause and select another player. Wait a bit and then select another player– until all your team are at full strength.

On level eight, once you've annihilated all the bad guys coming out of the door, enter the shop and buy some kit with just one medal. Remember though, this only works in the original mode.

MIDNIGHT RESISTANCE **(Import) £38**
On the title screen, hold down Button C and hit Start. Once the game has started, pause and then hit Button A to skip to the next level.

MIGHT AND MAGIC **£49.99**
1. One member of the party must complete the Black ticket Crown.



■ *Might And Magic* on the Mega Drive

■ Mike's *Power Football* on the Mega

■ *Moonwalker* on the Mega Drive

■ *Pit-Fighter* on the Mega Drive

2. Visit Lord Peabody and fetch him Sherman.
3. Get the four disks from Castle Xabran (C2 14, 8) in the ninth century using the time machine.
4. Use the disks to free Talon in each elemental plane.
5. Get the four vital computer parts from the tenth century castles.
6. Go to Dawn's mist with computer parts and one hireling to get the orb. If stuck, try dismissing the hireling.
7. Give the four talons and elemental orb to King Kalhon in the ninth century.
8. Talk to king Kalhon at Luxus Royal to find the way to Square Lake and get the password WAFE.
9. Fight through Geometrics' cavern.
10. Solve the puzzle!

MIKE DITKA POWER FOOTBALL **£39.95**
Select the resume playoffs option on the title screen then enter QzH5EG to go straight to the finals.

MOONWALKER **£34.99**
Pick up a certain kiddie first and a star will flash across the screen. Pick this up and you become a robot for a short while. Watch the demo for clues.

If you can get this one to work (it's a bit temperamental) try holding up, left and Button A using joypad two. Now press Start on joypad one and select a one-player game. Press Start and you'll see "Round 1" appear. Use left or right to change this number.

NEW ZEALAND STORY **(Import) £35**
During the demo, rotate either joypad in either direction. Nine credits are there for the grabbing.

ONSLAUGHT **£34.99**
If you enter just zeros on the title screen, nearly all of the map will be completed, leaving you free to defeat the remaining guardians in the temples.

OUT RUN **£34.99**
Plug in your cartridge, press Start and point the cursor to option. Before pressing Start, press Button C ten times. Look through the difficulty settings and you'll find a Hyper level has appeared. Good luck. You'll need it.

PGA TOUR GOLF **£39.99**
Save your game after every decent shot, then simply restart your game. (Good if you're golfing prowess is about as effective as Andy's body building attempts.)

PHANTASY STAR 2 **£59.99**
If you're getting beaten up while roaming around the dungeons, try this little tip – courtesy of *Sega Power*. Continually turn the status screen on and off and for some strange reason you won't be attacked.

PHANTASY STAR 3 **£49.99**
Check out pages 54 to 56 in this issue of *Sega Power!*

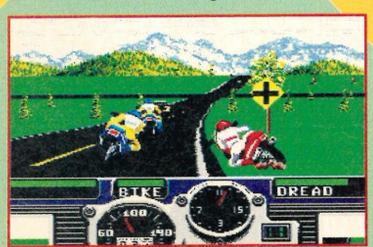
PHELIOS **£34.99**
For some extra credits, press Buttons C, A, B, A, C, A, B, and A when the Chapter One message appears. The credits will now increase to nine.

PIT-FIGHTER **£39.99**
Fight your way to level nine in one-player mode. Now pause the game and stuff in the second joypad. You will get an extra three lives – signed, sealed and delivered.

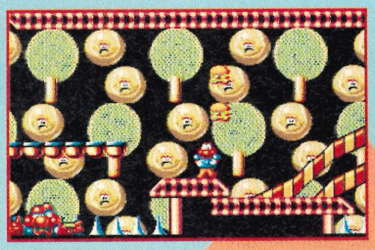
POPULOUS **£39.99**
Splendid! Codes for the masses. It's all quite self-explanatory really:

Level	Code	Level	Code
025	QAZITORY	275	BUGINOND
050	HOBOZJOB	300	BILQAZOUT
075	NIMLOPILL	325	SCODEING
100	CALEOLD	350	SUZDIEHOLE

■ *Quackshot* on the Mega Drive



■ *Road Rash* on the Mega Drive



■ *Robocod* on the Mega Drive

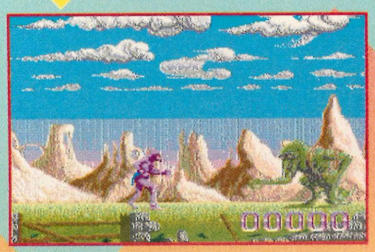
125	FUTDIMAR	375	SADOUTER
150	BINQUEME	400	BADMEILL
175	ALPAPAL	425	BURIKEPIL
200	EOAMPMET	450	JOSYMAR
225	HURTOGODOR	475	MINCEME
250	VERYOXT	494	WEAVUSPERT

POWERBALL **(Import) £35**
Fancy a sound test? Then go to the league continue mode and choose China. Enter KWGEN as your password and hit the Start Button.

QUACKSHOT **£39.99**
Maxing out your lives – it takes time, but it can be done. On the Transylvanian level, collect the one-up, then go to the end of the level. Call the plane, go back to the start of Transylvania and repeat the process until you have as many lives as you need.

RAINBOW ISLANDS **(Import) £38**
Level one – collect all the diamonds in sequence from red to purple and then dispatch the boss.

The entrance to a bonus screen will now appear!



■ *Shadow Of The Beast* on the Mega Drive

RAMBO 3 **£29.99**
On the second level of stage two, there are two crates for you to blow up with your arrows. Now walk to the remains of the crate on the right, and then walk away from it (eh?) to the right, so that it's only half on-screen. Fire a full-grunt arrow at it and run towards the wall. Climb it and ta da! You're invincible.

THE REVENGE OF SHINOBI **£34.99**
On the options screen, select 00 shurikens. Don't touch any controls, but wait a few seconds and the two zeros will merge and beep into an infinity symbol. You now have infinite shurikens when you start.

RINGSIDE ANGEL **(Import) £30**
During a tournament, skip the computer bouts by holding down Start and pressing any of the Buttons.

ROLLING THUNDER 2 **(Import) £30**
If you're feeling up to the challenge, chance your arm on the final level. Enter the code: A PRIVATE THUNDER CREATED THE POWDER.

ROAD RASH **£39.99**
A great game and a great book (or so Neil says anyway). To compete in the final set of races with the toughest rashers, enter the following code:

21111 05VT0
102HF 47132

SAINT SWORD **(Import) £35**
To get you near the end of the game, enter the following code: XXKSIS.

SHADOW DANCER **£34.99**
Complete the whole of the first level using only magic to receive 100,000 bonus points. On the title screen, press A, B, C and Start at the same time to choose your start level. This is only a practice mode.

On the first bonus level, falling from the top of the sky scraper dodging the ninjas, don't shoot. Instead, just dodge the bad guys and at the bottom you'll be rewarded with an extra life.

SHADOW BLASTERS **£39.99**
Choose a two-player game, then select which characters you want in your team.

On the first level, let player one's energy drop to his last block. Hit Start on joypad two repeatedly and let player one take another hit. He should now appear in the centre of the screen and start flashing. Guess what? Yep, he's now invincible.

SHADOW OF THE BEAST **£39.99**
Drop a coin down the well to receive an extra life.

SHINING IN THE DARKNESS **£44.99**
Go to a repair shop with a magic item that will lose power once you've used it. If you have less money than the repair job costs, then drop off the object, go to sleep and pick it up the next day – you'll get a huge cash bonus.

The vial of tears: Get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears when she cries. Take the Vial of tears from Theos.

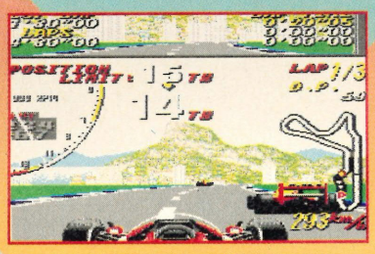
SONIC THE HEDGEHOG **£34.99**
To access a level select screen, turn on the power and wait for Sonic to start waving his finger on the intro screen. Now press up, down, left, right and then hit A and Start at the same time.

Want to know how Danny Curley won the 1992 National Sega Championships? He finished both of the first two Acts of the Green Hill Zone in under 30 seconds, receiving 50,000 bonus points for each.

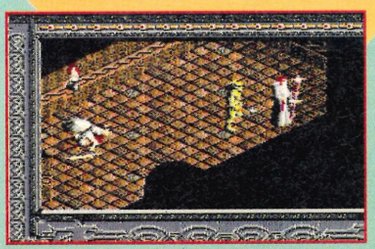
SPACE HARRIER 2 **£34.99**
For a level select, press Buttons A, B, C and the joypad left or right during the start sequence.

SPACE INVADERS '90 **(Import) £30**
On the intro screen, press and hold down Buttons A and C. Now press Start, then B, A and C for the level select screen. A piece of cake.

■ *Super League Baseball* on the Mega



■ *Super Monaco G.P.* on the Mega Drive



■ *The Immortal* on the Mega Drive

SPEEDBALL 2 **£39.99**
Save your cash for the first few games. Better players will soon be available on the transfer market.

SPIDER-MAN **£39.99**
Select Nightmare mode (may the luck be with you) and get to the warehouse stage. Climb on the first pile of crates, swing onto the next pile (Tarzan cries are optional) beat up the bad guy, swing over the guard dog and then land on the next pile of blocks.

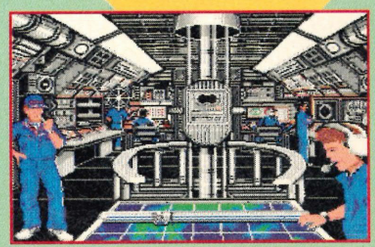
Now crawl your way through the rest of the level.

STORMLORD **(Import) £35**
Pause the game, then press A, A, A, A, C, C, B, B, B, C, and A. Now unpause the game and you'll have gained yourself five extra lives.

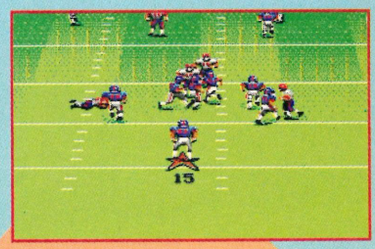
At any point in the action, pause your game and press C, B, B, B, A, A, A, A, C, C, A, A, A, and A. You should skip to the end of the level.

STREETS OF RAGE **£34.99**
Tired, nervous headache? All out of continues? To solve one of these problems, press left, left, B, B, B, C, C, C and then Start when the Game Over message appears.

■ *Storm Lord* on the Mega Drive



■ *688 Attack Sub* on the Mega Drive



■ *Joe Montana* on the Mega Drive

■ *Golden Axe 2* on the Mega Drive

STRIDER **£44.99**
Hold down on the joypad and press Buttons A, C, B, C, A and Start in sequence to continue from where you died. Do this while your mates are laughing at you.

In round three (on the airship) fall to the bottom of the ship (past the huge cannon) and make your way to the left. Slash away all the bombs on the ledges and a panda appears on the top platform! As much use as a luminous lettuce, but fun to find.

SUPER HANG ON **£34.99**
If you've finished all the levels and still crave for more, try this for a secret difficulty select. During the title sequence, press all three Buttons and Start together and an option screen appears enabling you to set the difficulty level for a new challenge.

Try this password if you're feeling skint:
5FF3F540F33504
FFHWKJOMBJOFDU

SUPER LEAGUE BASEBALL **£34.99**
Use this code to start with a four game lead:
JORQWVVRROOQSHPQGUDEAM

SUPER MONACO G.P. **£34.99**
To kick off in the madonna team with a World Championship title under your belt, enter:

4000	0000	0000	0000
0000	GGD5	3627	B14C
FA89	E000	0000	000I
0000	0000	G300	FA0F

SWORD OF SODAN **£34.99**
Collect four Etherium potions and drink them all at once to warp to the next level.

SWORD OF VERMILLION **£49.99**
You got a cursed sword? Then cleanse it at a church.

TECHNOCOP **(Import) £30**
In any building area, pause the game and press C ten times, A five times, B two times and A ten times. You'll now hear "Techno Cop" and get all your lives back.

TEST DRIVE 2: THE DUEL **£34.99**
Pick the Ferrari. It may lack top-end, but on the twisty circuits (they never change – so learn 'em) it's acceleration that counts.

TETRIS **(Import) £30**
For a really fast game, press Start and down at the same time at the start of the game.

THUNDERFORCE 2 **£34.99**
Hold down Buttons A, B and C and switch on the cart. Still holding the Buttons, press Start on the title screen. You can now access a secret menu screen.

THUNDERFORCE 3 **£34.99**
At the start of the game, a few seconds into the action pause the game and then simultaneously press up and Button B ten times, then Button B and down ten times. Repeat the process until you are in possession of all available weapons.

TIGER HELI **(Import) £35**
On the "Game Over" screen, keep pressing C, B, and A in that sequence for loads of extra lives.

TOEJAM AND EARL **£39.99**
To enter the secret level, go to level three and grab yourself a pair of wings. Jump into space and fall down to level two, then down again to level one.

Use the wings and fly to an island in the bottom left-hand corner of the map. Fall down the hole in the middle of the island and paradise awaits you.

Bathe with the hula girls (!) and grab yourself a lemonade for an extra life. Wicked!

■ *Forgotten Worlds* on the Mega Drive

■ *Phelios* on the Mega Drive

■ *Gynoug* on the Mega Drive

TRUXTON **£34.99**
Here's a neat little cheat to help you with the bosses. As soon as the boss appears, drop a smart bomb then hit pause. After about ten seconds, release Pause and the boss should be dead.

TURRICAN **£39.99**
Fancy choosing your own number of lives and grenades? Well, select options on the menu and skip down to the exit icon. Hold down, and then quickly press the following Buttons: A, B, B, A, B, A, A, B, A, A, B, A, and A.

TWIN COBRA **(Import) £30**
Hit Start to get to the green title screen, then press up, down, right, left, A, B, C and Start to see the end credits.

For maximum weaponry, pause the game and press up, down, left, right and while holding A, press Start to resume the game.

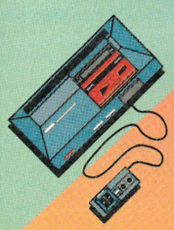
VALIS 3 **(Import) £30**
Get to the title screen, then press up, A and C at the same time. Now hold down Start until the screen goes black. Release Start and a hidden options screen will appear. Play to your heart's content!

XENON 2 **£34.99**
Kill the bosses by sweeping in horseshoe shapes from left to right, firing when you pass the bosses' weak spots in the middle. Spend your money on increasing your ships fire spread.

ZANY GOLF **£39.99**
Hit the fairies to get special bonuses *(and if you believe that one, you'll b elieve anything – Andy).*

ZOOM **£29.99**
Complete the mazes in sections. And don't mess around – unless you want to die horribly, that is.

688 ATTACK SUB **£35**
If you can't get an exact placement on a target, you can guess how far away it is using your instruments. If its bearing changes quickly, it's quite near. If it's changing slowly, it's further away. Crude, but effective.



MASTER SYSTEM

ACTION FIGHTER **£29.99**
When prompted at the name entry section, type in the code of your choice:

DOKI_PEN for every available weapon or SPECIAL for a rather handy bit of invincibility.

When a helicopter appears, try transforming yourself back into a motorcycle. Biff, baff, boff – the helicopter will disappear and you're safe.

AFTER BURNER **£29.99**
For infinite continues until the end of level 17, press the Pause Button precisely 100 times before the demo game at the start. Or to get into the continue options when you die, press 1,2 and up on the joypad simultaneously.

■ Alex's *High-Tech World* on the Master

■ *Basketball Nightmare* on the Master

ALEX KIDD IN HIGH TECH WORLD **£24.99**
To start your mission from the forest, use the code OIAdGSCPVd. After that, pray 100 times to the gods in the village temple to continue into the final forest section.

ALEX KIDD IN MIRACLE WORLD **£24.99**
Rack up over 4,000 points before you die and you can continue by pressing Button 2 and then up on the joypad eight times.

Kill the octopus in the lake and sit on its bowl. Then press down repeatedly to enter a bonus spread.

Having trouble with the box codes at the end of Cragg Lake? Well, just run over them in the following order: sun, waves, moon, star, sun, moon, waves, fish, star and fish.

ALEX KIDD AND THE LOST STARS **£29.99**
Fall through one of the trapdoors in section two of Machine World. Collect the clown's face and repeat the process again. And again. Repeat until you can't bother anymore, finish the level and wow! Look at the score.

ALTERED BEAST **£29.99**
On the password screen, press the Pause Button, then press Button 1, left, down, up, Button 1, up, Button 1 and then up again to be rewarded with loads of goodies.

AMERICAN BASEBALL **£29.99**
For the best pitchers and batters, choose Chicago from the N league.

Oakland are the team to go for in the home run contest.

AMERICAN PRO FOOTBALL **£29.99**
Choose the post, corner or bomb pass plays and then run instead (crafty, eh?).

AZTEC ADVENTURE **£12.99**
Before the scroll unrolls on the intro, press the joypad up five times. Press right three times when the character

■ *Altered Beast* on the Master System

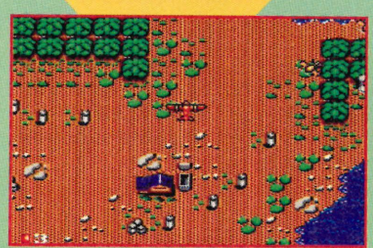
■ *American Baseball* on the Master System

throws the cash. and then press left and down when everything moves to the right. You can now choose which stage you start from.

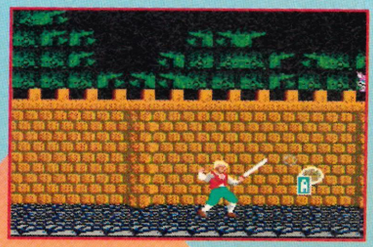
BATTLE OUT RUN **£29.99**
Hold down Buttons 1 and 2 and turn the power on. When the title screen appears, release all of the Buttons but re-press Button 1. You can now select which level to start on by pressing up and down.

BLACK BELT **£19.99**
For infinite lives, push and hold Button 1 to start the game. When the black screen appears, release the Button and hold down Reset. Now walk across the top of the screen and fall over.

BOMBER RAID **£29.99**
Use squadron two on levels one and two. Use squadron one on levels three and four. Pick either squadron for level



■ *Bomber Raid* on the Master System



■ *Captain Silver* on the Master System

five. That should make things easier...

BUBBLE BOBBLE **£29.99**
To start halfway through the game (with three crystals), enter this code: RY7CQK65.

At the start of the game, go to the password option and hit Pause. Now press 1, left, down, up, 1, up, 1, and up. You'll have all sorts of goodies and lives to help you out. Hit Pause again and start a game.

CAPTAIN SILVER **£29.99**
After the game has finished, press up on the joypad and both Buttons together and you can continue from where you died.

CASTLE OF ILLUSION **£29.99**
On levels four and five, complete the levels without collecting the gems and then re-enter the levels to collect them. This way you get two whacking points bonuses.

CASINO GAMES **£29.99**
Call yourself "Mr Sega" and enter 8314853112 to make some filthy lucre.

COLUMNS **£24.99**
Er, have a brain transplant.

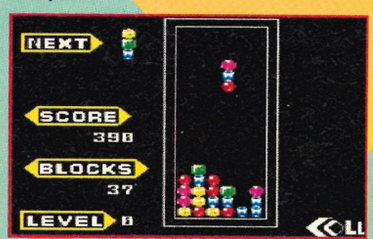
CYBORG HUNTER **£24.99**
Restore your health and vitality by grabbing the objects, then enter a lift. Exit the lift on the same level and all the objects reappear. Repeat the process until you feel like carrying on properly.

DEAD ANGLE **£29.99**
Stick both joypads into their ports and alternatively press left and right on each one during the intro screen. You'll get a noise to tell you that you have 999 bullets and an optional 24 lives.

DOUBLE DRAGON **£29.99**
At the start, jump up and down about 30 times. This should make you invincible.

DYNAMITE DUX **£29.99**
When you pick up the bombs at the start of level two, use them all up and a bazooka will appear.

ENDURO RACER **£9.99**
Hit the Reset Button on the intro screen. Then press the joypad up, down, left and right. A one will appear in the top-right corner of the screen. Now use up and down to select your start level.



FANTASY ZONE **£24.99**
Buy all the engine parts for never-ending weapons supplies. Or wriggle the joypad up and down over 50 times during the intro story. Now start play, collect as much money as you possibly can and then enter a shop.

Here, lives will only cost you $1,000, but only on level one, so go on a buying spree!

FANTASY ZONE 2 **£24.99**
When you are faced with the end-of-level guardian on level eight, make sure you are armed with the Big Bombs and the Big Shot. Stay above him and drop the bombs on his head. Excellent stuff!

GAIN GROUND **£29.99**
Before you power up your machine, hold down Buttons 1, 2 and press up on the joypad. Turn on the power and wait to access a secret options screen.

GANGSTER TOWN **£24.99**
You're shot, you're hat has been blown off your head and you're dead. Simply shoot the coiffure yourself and you can continue from where you left off.

GAUNTLET **£29.99**
There is a helpline set up by US Gold for all their games, including this one. If you need help then ring ☎ (0839) 654274. This line is for US Gold games only though. They're pretty feeble tips, and they cost a lot of money – so use 'em as a last resort only.

GHOSTBUSTERS **£29.99**
Ensure your initials are AA and tap in this code for a healthy bank balance: 1173468723. Also keep on the ladders – you're invincible there.

GHOST HOUSE **£17.99**
Try jumping on the arrows fired at you. You'll find that you turn golden and turn invincible – although it doesn't last for long, it can help you out later on in the game.

GOLDEN AXE **£29.99**
Once you've used up all of your continues, press up-left and Button 1 simultaneously to get one further set of three lives. Very helpful.

GOLFAMANIA **£32.99**

■ *Golvellius* on the Master System

■ *Secret Command* on the Master System

■ *Poseidon Wars 3D* on the Master System

Picture the scene: you've just hit the most godawful shot known to man. Your ball is presently scuffing its way through about three miles of rough in completely the wrong direction...

Hit Reset (while the ball is still moving) then continue the game from before you took the shot.

GOLVELLIUS **£29.99**

One Crystal			
MB2Y	UASB	M4HO	AG4B
EY37	AFKZ	KO22	W46Z
Three Crystals			
WVO4	DQAD	CAKW	DLLG
6RQK	XKAG	TBOX	TCUJ
Four Crystals			
4AU6	KFCF	BAFR	TPP5
WZKM	2DLE	JTGF	FJMX
Five Crystals			
VBSS	EHMA	3EKX	HMPH
EBM8	3QSW	52AR	6HMW
Six Crystals			
S4SQ	FVZX	N8KX	CS6H
QFM7	3OYW	FSYE	S7QW
Seven Crystals			
J7VZ	HEQV	AWPJ	42S8
36AL	PQLH	MRLY	O258

GREAT VOLLEYBALL **£24.99**
Pick the USSR team – they're the best.

IMPOSSIBLE MISSION **£29.99**
There is a helpline for US Gold for all their games, including this one. If you need help then ring ☎ (0839) 654274. This line is for U.S Gold games only.

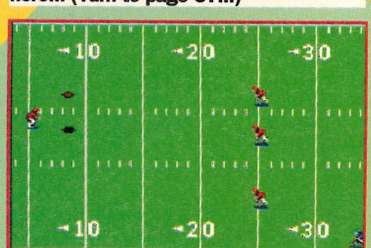
INDIANA JONES AND THE LAST CRUSADE **£29.99**
There is a helpline for US Gold for all their games, including this one. If you need help then ring ☎ (0839) 654274. This line is for US Gold games only.

JOE MONTANA FOOTBALL **£29.99**
Use the "Pray For Rain" play against Minnesota – they always fall for it.

KENSEIDEN **£29.99**
Climb the Big Buddha, then press up to find a secret room! Now don't say we never do anything for you.

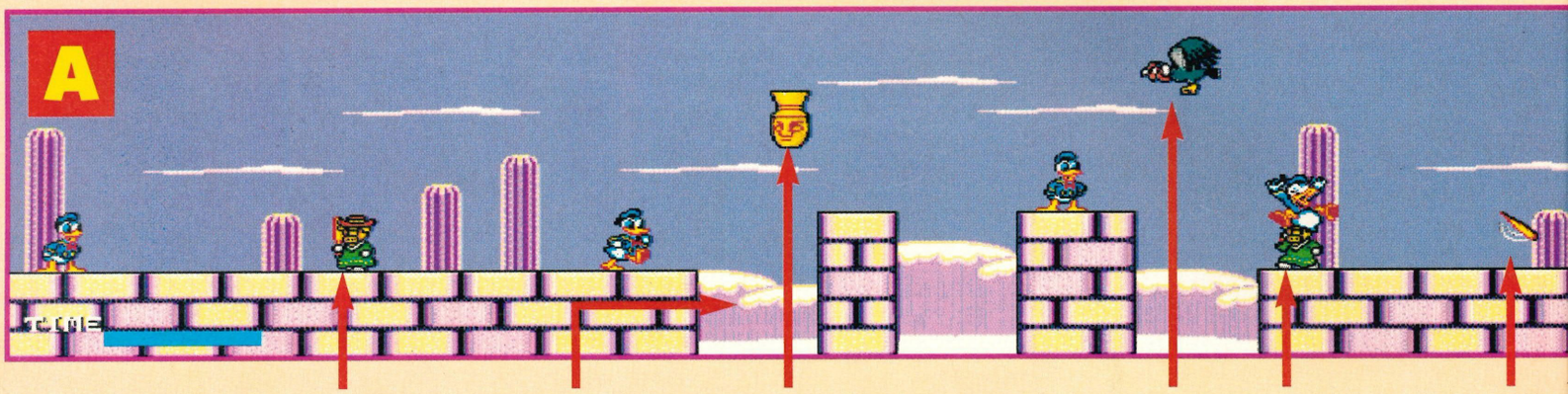
KLAX **£24.99**
Er, another brain transplant?

Don't worry – it doesn't finish here... (Turn to page 57...)



■ *Joe Montana Football* on the Master

THE LUCKY DIME C



■ Look out for these porky little shamans – their clubs aren't just for show!

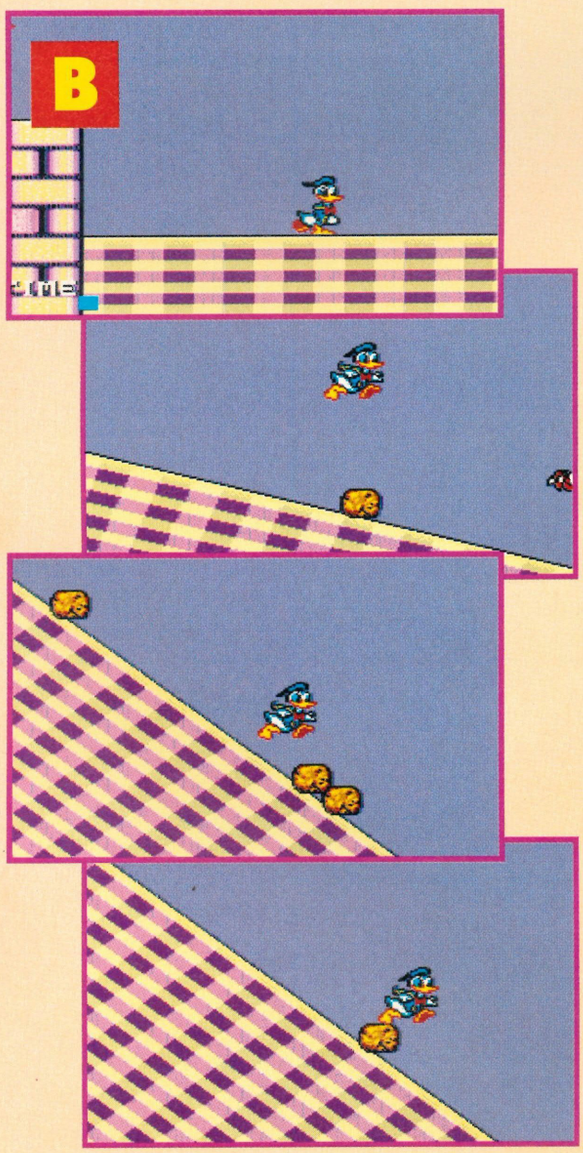
■ Don't get too cocky, me old Donald. These chasms are bottomless (gulp)

■ This urn will do you in if it bounces on you. Hit it to reveal a bonus though

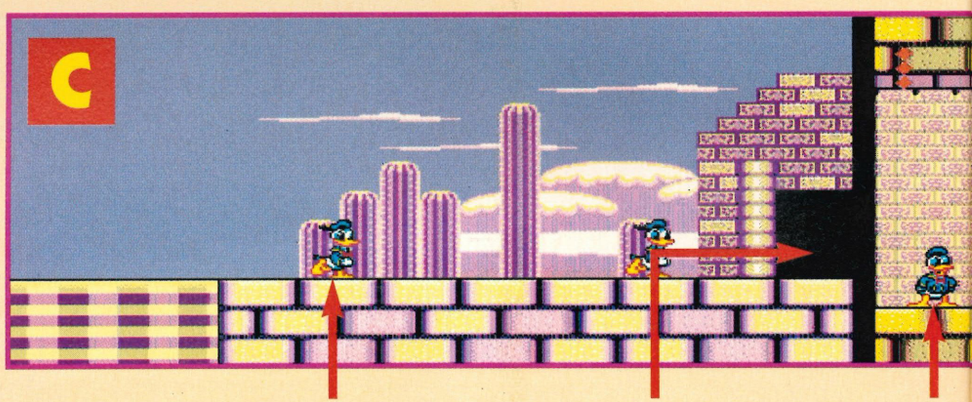
■ We think it's either a condor or a turkey. Either way, it drops rocks. Wait until it goes before you move on

■ We've already told you these guys are bad news. If they don't get you...

■ ...their clubs'll do the job!



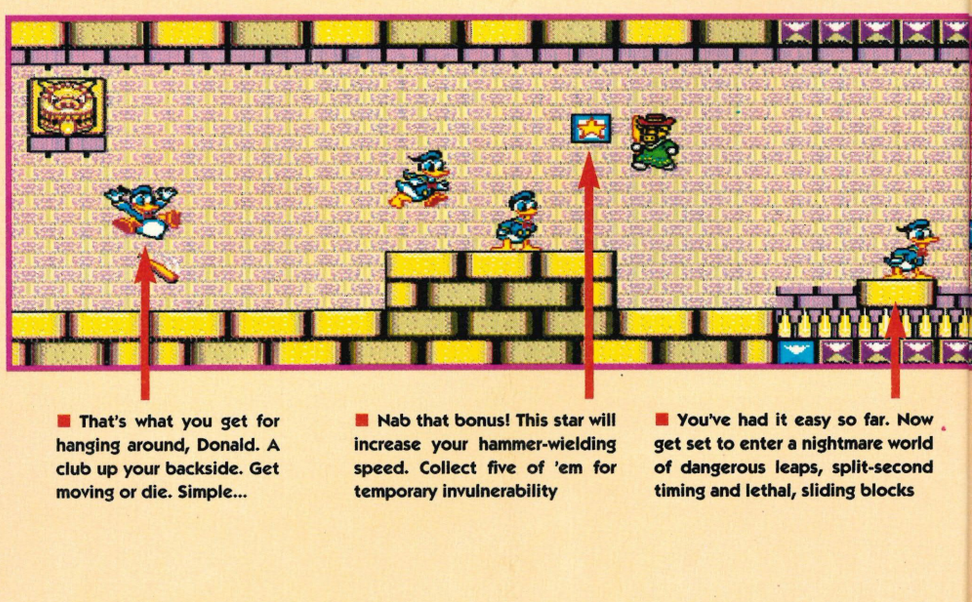
■ This downhill tablecloth, er, I mean section, starts off easy, but then gets a bit fast! Split-second timing is the only thing that will get you through alive



■ You've made it past the downhill bit and now you're heading indoors...

■ ...through this less than inviting black doorway. Go through here pronto

■ Donald always look so carting smug – damn him! Still, greater danger awaits

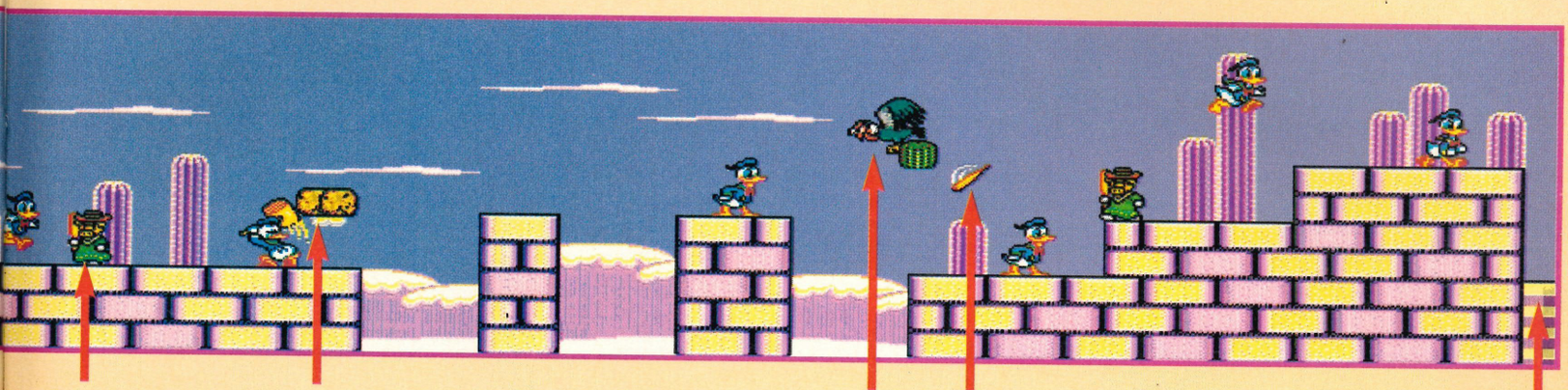


■ That's what you get for hanging around, Donald. A club up your backside. Get moving or die. Simple...

■ Nab that bonus! This star will increase your hammer-wielding speed. Collect five of 'em for temporary invulnerability

■ You've had it easy so far. Now get set to enter a nightmare world of dangerous leaps, split-second timing and lethal, sliding blocks

APER A COMPLETE GUIDE TO LEVEL THREE



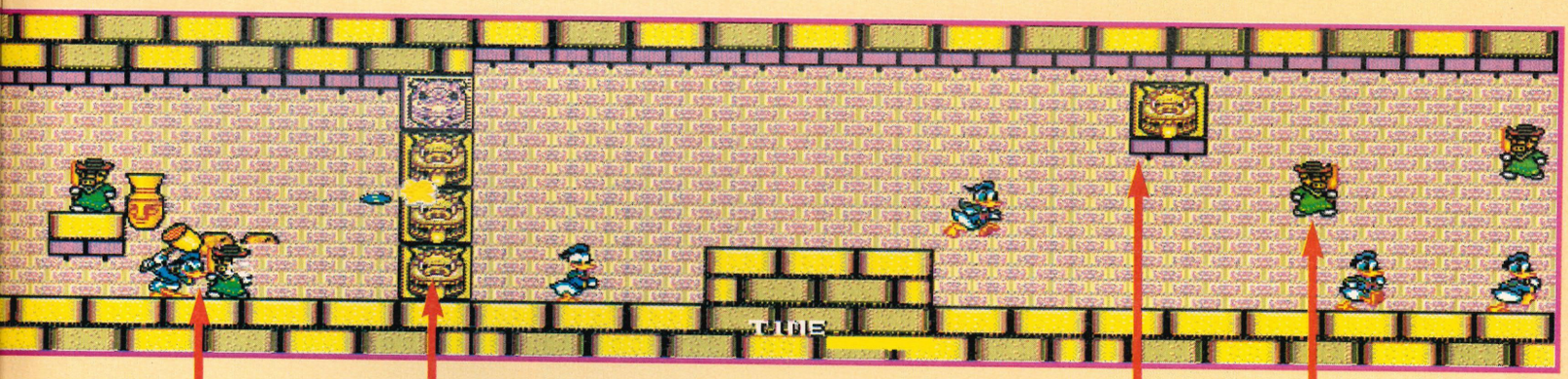
■ Don't forget! You can bounce on the baddies to destroy them if you want

■ Smack! An urn gets reduced to rubble. (It must have been "stoneware" Ha, ha, ha!)

■ Eek, it's one of those turk, er, condors again. Wait for that rock to fall before jumping

■ Look out for those clubs! This bit can be tricky because you have to jump up into their path

■ Hello, this looks like a tablecloth. Er, it's actually the start of a steep slope... (See the sequence of B pics on the left)

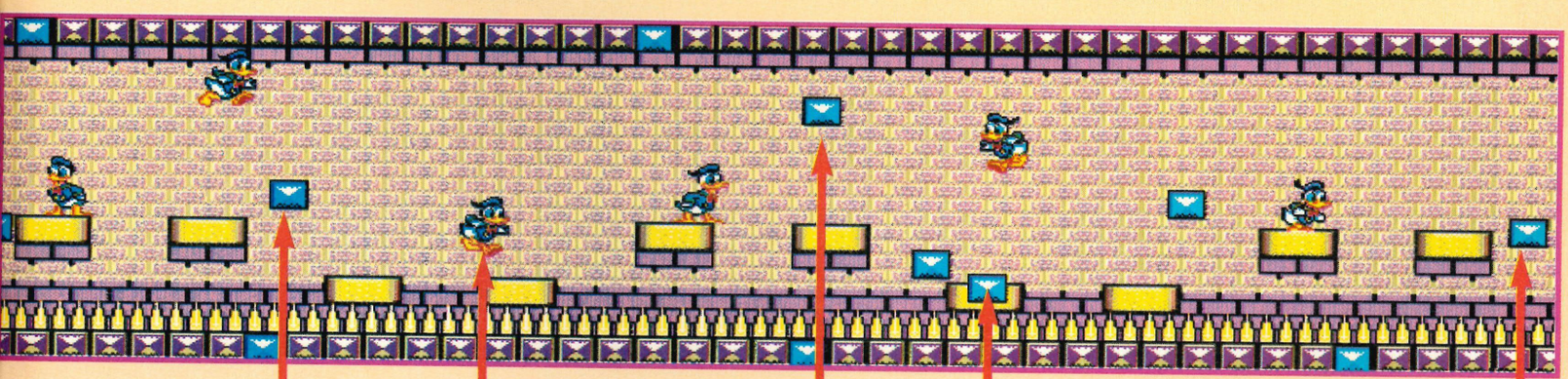


■ Squawk! Where are they all coming from? Answer: that wall over to the right

■ This wall stops you from getting any further into the game – until you destroy it with either your hammer or your frisbee

■ Baddies drop down from platforms near the ceiling like this one. Be careful when you're under 'em!

■ Keep on going and you should be okay. You could stand and fight the shamans, but it just wastes precious time



■ You have to learn the way the blue blocks move. They're triggered when you land on a platform. When they move, jump to clear them

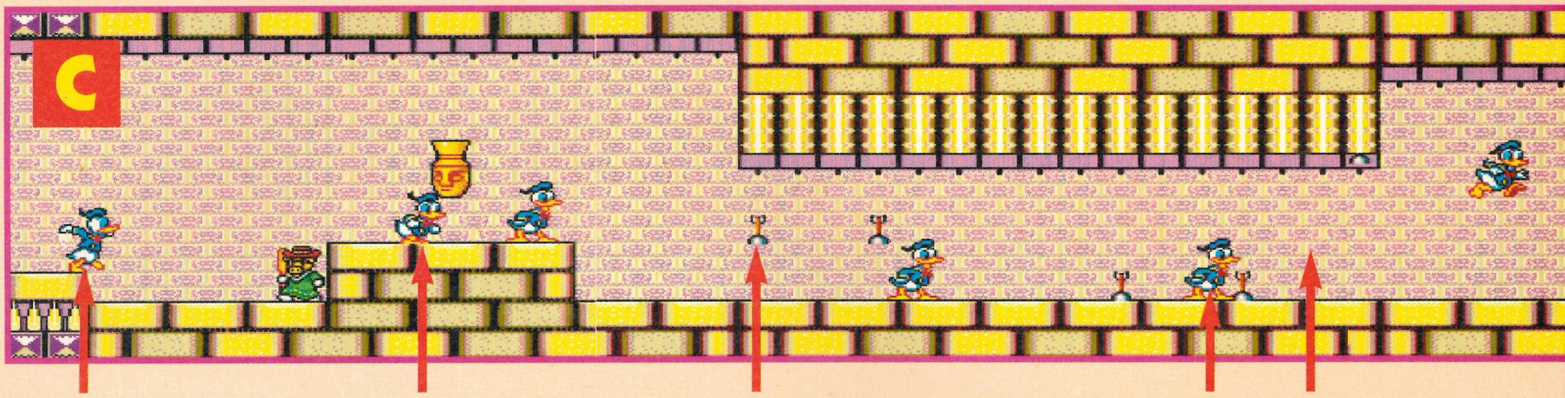
■ While you're dodging those blue blocks, don't miss any jumps (the yellow spikes will kill you)

■ Some of these blocks move horizontally, some vertically and some diagonally. To get by, you have to memorise all of them!

■ Take this bit slow and the blocks come at you one at a time. Rush it and you risk being scissored to death. Not very pleasant

■ You only have to worry about horizontally-moving blocks here. Once you've been through this section a few times you'll find it quite easy though – honest!

Continued overleaf...



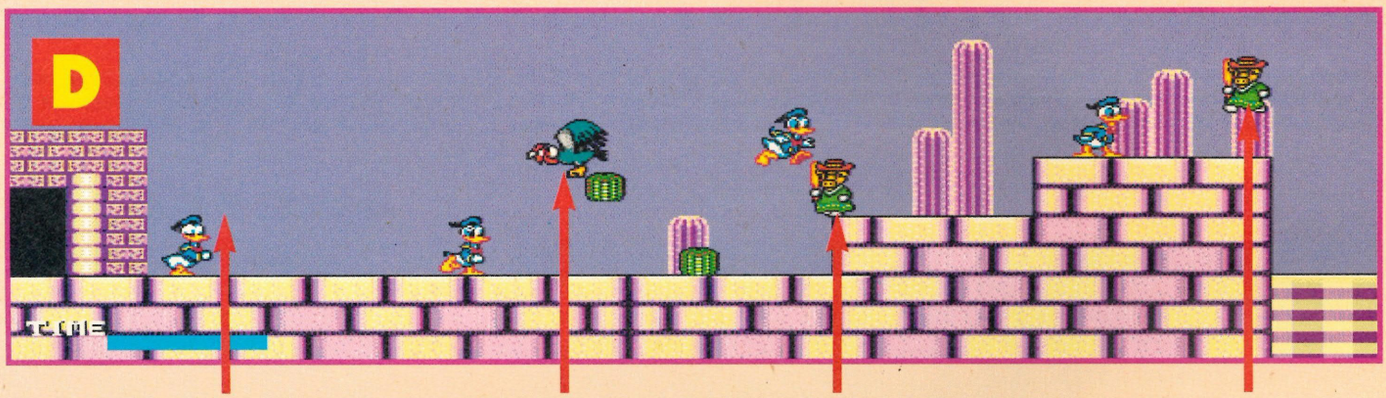
■ You've done it! Okay, so you've survived the sliding blocks – now don't rush straight into that shaman

■ This is what a duck looks like 0.001 seconds before an urn lands on his head. (They don't always stay bouncing in one place, y'see)

■ Ouch, this is nasty! You only get a few secs before these arrows drop from the ceiling onto your bonce

■ The safest way to get through here is to stand where an arrow has just dropped – it'll be several seconds before another falls in the same place – now move on!

■ You can skate through this section pretty sharpish if you keep your head

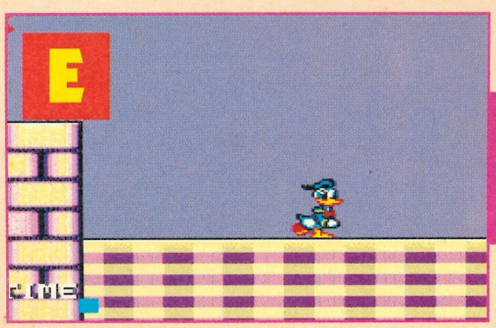


■ This section is just like the opening few screens of the level... but a bit trickier

■ These birds are your first problem. There are no chasms for the rocks to drop down now, so you have to leap over them at just the right moment

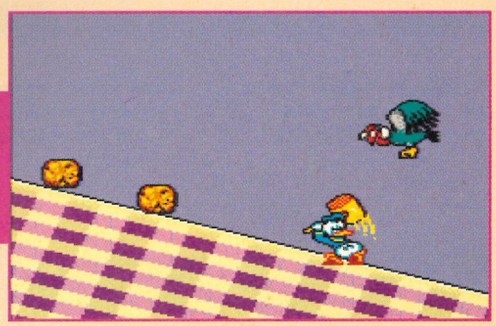
■ Don't try to fight the shamans head-to-head here. It's vital that you keep your frisbee/mallet for the end-of-level boss later on

■ Get past this geezer here and there's only a downhill section between you and the boss...

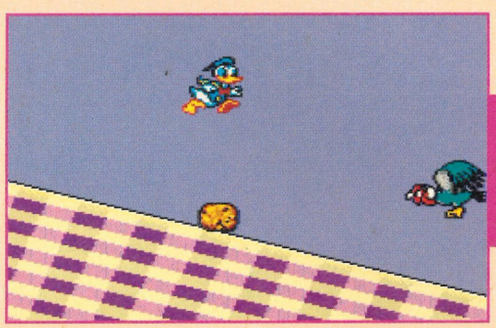


■ This downhill section just happens to be completely and utterly identical to the first downhill section (you know, the one we showed you on the previous page)

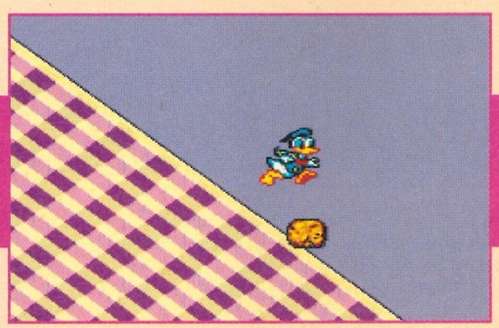
■ The slope starts off pretty gentle. All you've got to do is jump over those boulders. Time your jumps right though, because the boulders tend to roll down quite slowly



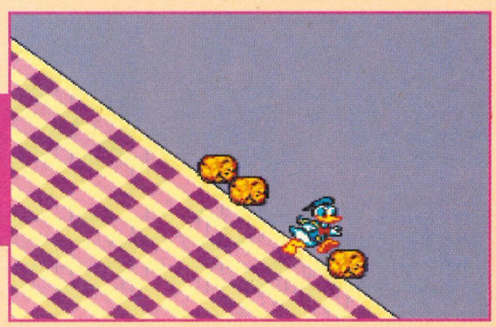
■ Oh dear, and we forgot to mention the condors. A good smack around the head with your sledgehammer (or heavy duty killer frisbee) should see them off though



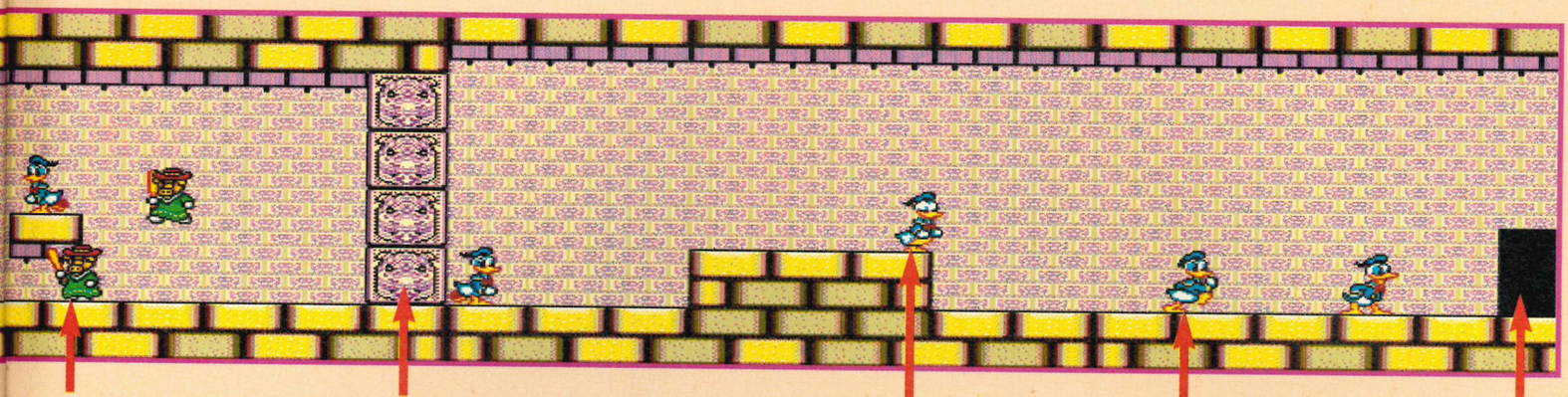
■ Dodging both boulders and birds can be tricky. And remember, if you lose your weapon you might just as well pack it in. Without 'em, you cannot defeat the boss!



■ ...Eeek! It's suddenly got steeper! The boulders move faster but they are easier to jump over. And there are no more condors to deal with – thankfully



■ Er, you really ought to think about jumping *NOW!* On the steep bit, you get boulders coming at you from *both* directions. Survive this though and you're laughing



■ You'd be wise to stay on this safe platform and then demolish the wall in your own good time...

■ ...and this is what the demolished wall looks like! Until it's been destroyed, it'll still keep churning out shamans and urns

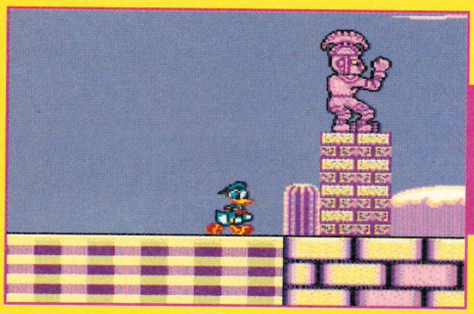
■ The worst of this section is behind you. From now it's just a short march to the exit, with just a few shamans barring your way

■ Don't get too cocky and lose your mallet/frisbee at this point – you'll need a decent weapon outside

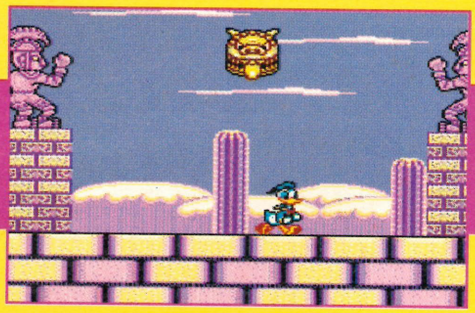
■ Once through this door, you're well on your way to a final confrontation with the end-of-level boss

PROBABLY THE WORST END-OF-LEVEL BOSS IN THE WORLD

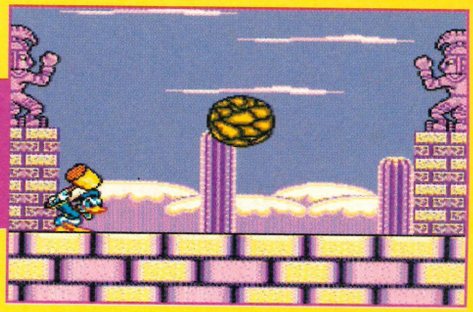
This boss is an absolute STINKER. A pair of stone statues on plinths take it in turns to lob (indestructible) flaming rocks at you. What do you do? (Apart from die about 600 times trying to work it out...). Well, it ain't a walkover, for sure, but our guide takes away most of your problems. The rest is up to you, people.



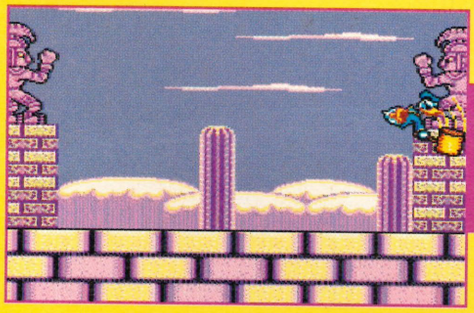
■ Well, if you've got through the downhill section unscathed and you've made it this far with either the frisbee or the sledgehammer, it's showtime!



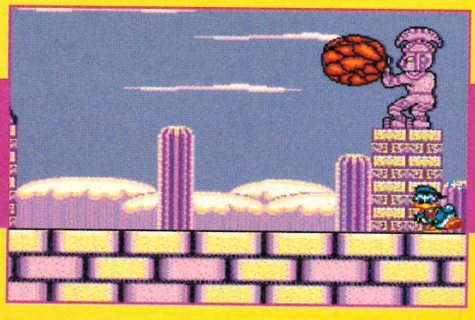
■ But what's this? Yep, old gargoyle-face hovers above you for a moment – and then splits in two! Each bit then inhabits the stone statues on either side of the screen



■ These statues then start chucking flaming great rocks at you (literally!). Donald, being the fearless fool he is, now tries to destroy them with his sledgehammer

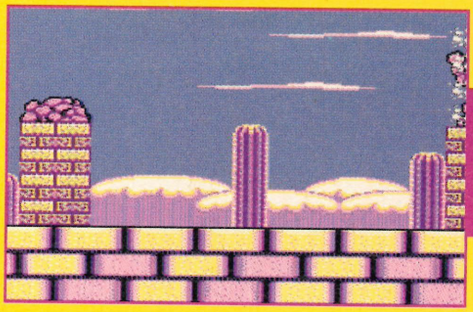


■ It can't be done. Those rocks are decoys. You should really concentrate on hitting the statue itself. Don't worry, nothing seems to happen at first, but...



■ ...After a few hits, the statue crumbles to bits. One down, one to go. Be patient and bide your time. The remaining statue is still chucking those rocks, remember

■ You couldn't wait, could you? You just couldn't wait. Now you'll have to go right back to the start of the last section again ('cos you can't go on without a weapon)



■ Got it! The second statue bites the dust (well, it turns *into* dust actually). But have you defeated the end-of-level three boss? Hmm, nearly, but not quite

■ The boss shows his ugly mug again. Any second now he's going to come at you. Keep that hammer ready – one hit will finish him off and release your nephew

■ With all three nephews now released, you can start thinking about level four. We'll be doing an in-depth guide to this level next month, so see ya then!

PHANTASY

Sega's epic role-playing game (*Sega Power* 25: 93% £49.99) gets the in-depth *Power* Play treatment in the first of our series of maps and tips telling you how to complete the whole game – from scratch. Wicked!

THE BEST (AND ONLY) WAY TO start the game is to go and see Maia in the castle at the top-left of the map. Now when the slightly annoyed Rhys is thrown in the dungeon get the monitor, knife and mesates and go to the dungeon door.

Lene (who'll be in your party later in the game) will quite generously help you to escape. You'll now emerge from your 30 second stint in prison inside the technique distribution shop.

Sell your knife and buy a sword (remember to equip it). Also buy a claw because soon Meiu will join you. Now walk out of the town for the first time.

Walk south to the port town of YAATA. Here you'll meet the guy who owns the boat which is docked just outside. Talk to everyone. Leave the town, walk east, cross the bridge and go into the town called LLAN. Again, talk to everyone.

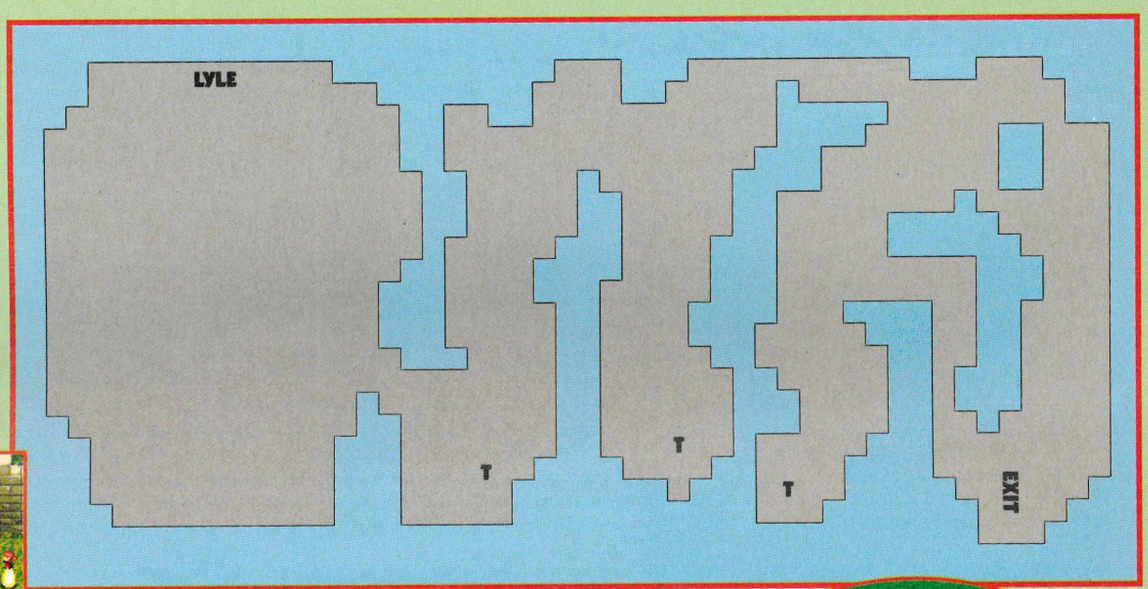
Someone will drop a valuable clue concerning the whereabouts of Meiu. Buy a few monomates and take a walk to the forests directly west from Landen. Here you'll find your first companion – MEIU a female cyborg. Give her the claw and equip her with it (she already has one, but she can't equip it).

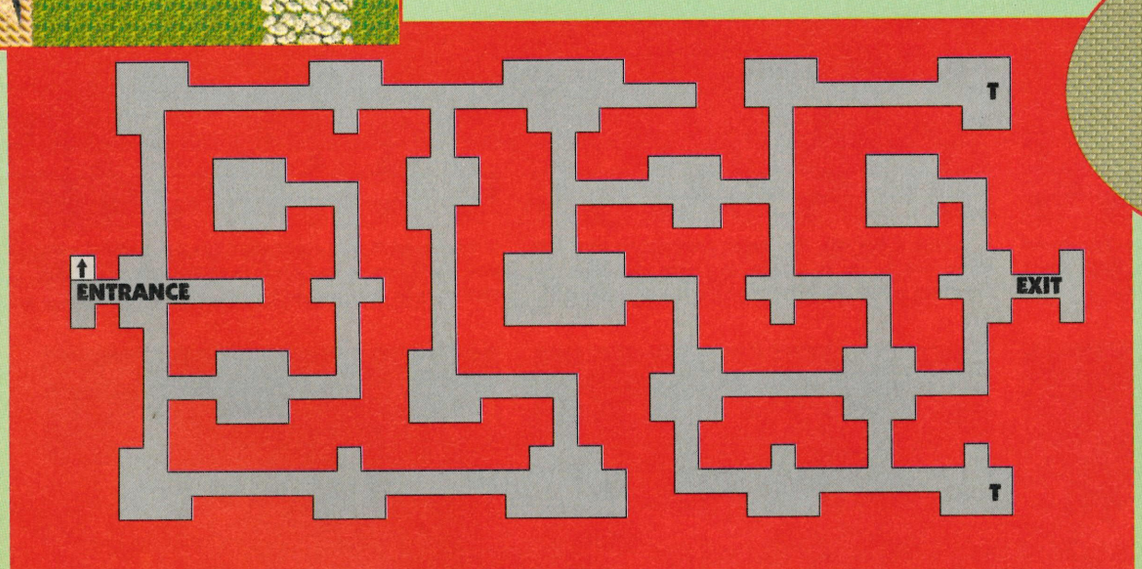
SOUTH ISLAND CAVE

Now go back to Yaate, heal up, buy loads of monomate, go and see the boat's owner near the fountain and save up. Leave the town and you will discover that the boat is at your disposal and will take you to the SOUTH ISLAND. Here you'll discover a cave.

Get the sapphire, have a quick chat with Lyle and leave the island in the same way that you arrived. (For the curious, you – or your grandson – will be visiting the underwater palace!)

When you arrive back on dry land walk back to Yaate and buy as much monomate as possible (your party could come to a grizzly end without it).





KEY

⬆	= STAIRS UP
⬇	= STAIRS DOWN
T	= TREASURE
SAT	= SATELLITE

LANDEN TO AQUATICA

Leave the town and then head east. When you reach the end of the land head north and you should soon see a cave entrance.

Exit this dungeon on the other side and you will leave Landen and enter AQUATICA (this is the second world and currently having severe weather problems – sounds a bit like England to me but there you go...). As soon as you arrive there, go south to the town of RYSAL and you'll learn about Aquatica's various problems. Now leave the town, head further south, cross the bridge and go east. You should come across two ruined buildings.

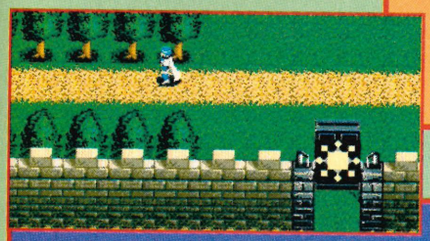
STAR 3

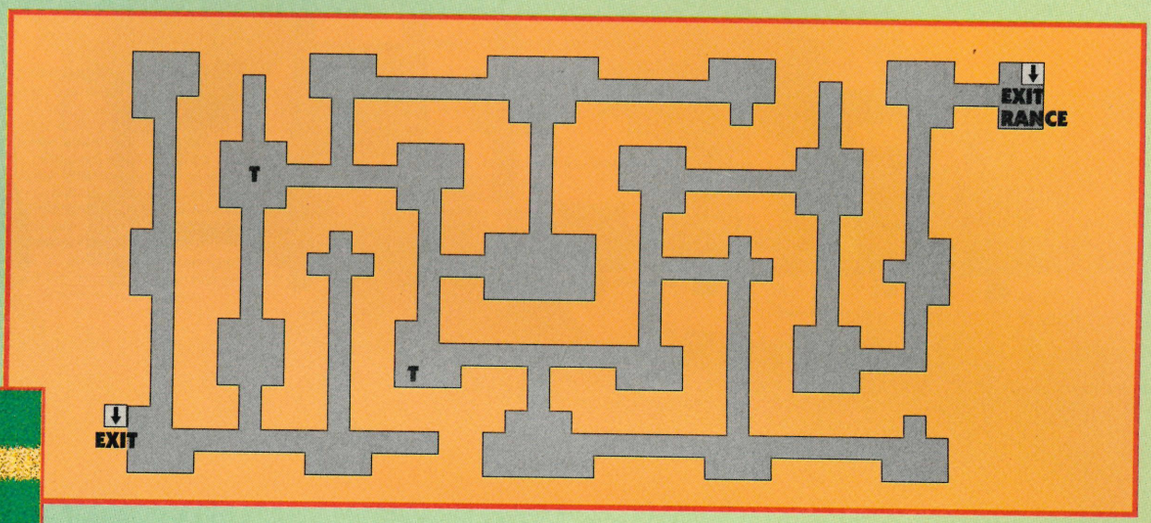
A GUIDE TO THE FIRST GENERATION...

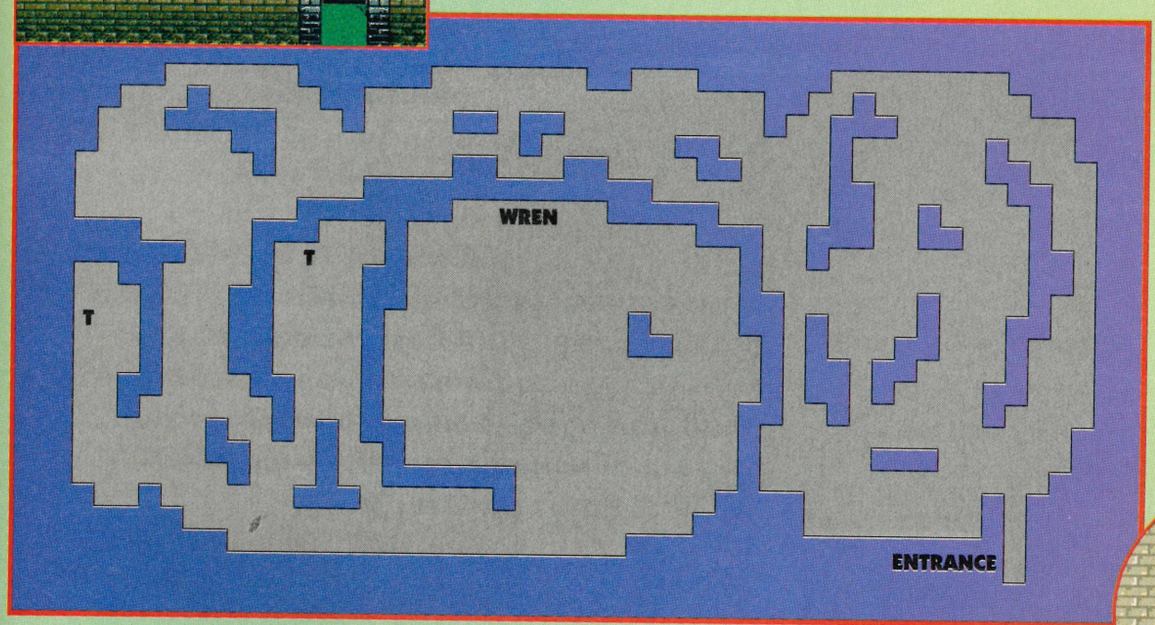
AQUATICA TO ARIDIA

Check the first ruin and you should find an invisible entrance to the maze that leads to the third world of ARIDIA.

When you exit the cave, look on your monitor and head to the top of the streak of water where there is a village with a cyborg called HAZATAK. Buy a hunting shot, an escape pipe and as many monomates as possible.

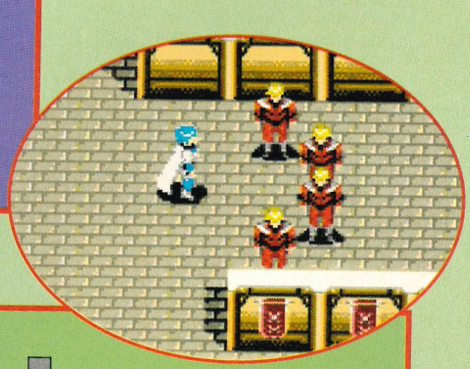






CAVE (WHERE WREN IS)

Leave the village and walk directly west. When you come to a large rock go up and through the gap and enter the first cave above you. When you find WREN equip him with the hunting shot. Now head back to Hazatak's village.

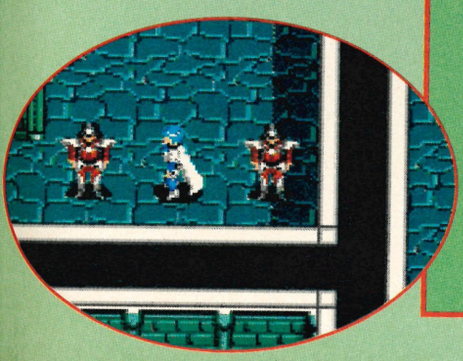


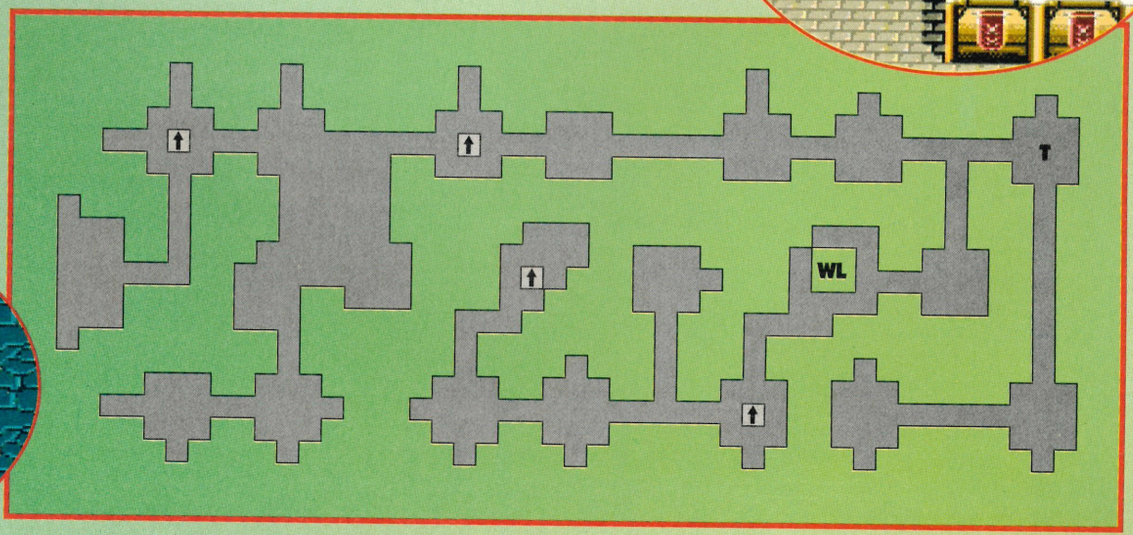
LEVEL ONE: WEATHER TOWER

Your next mission is to journey to the WEATHER CONTROL TOWER in the southeast of Aridia, meet Lyle again and then find the weather control system.

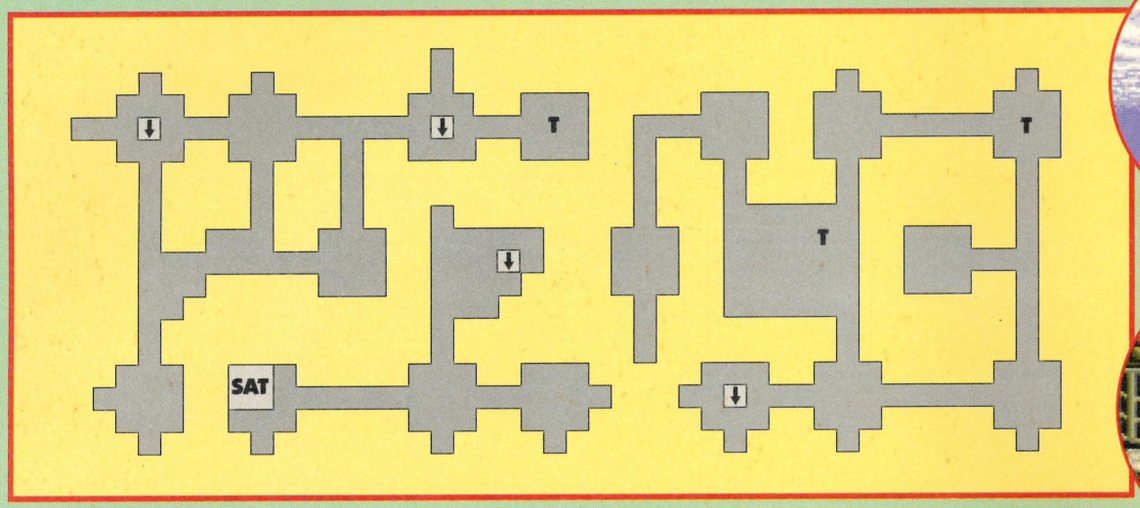
When you find it, just walk up to it and press Button A.

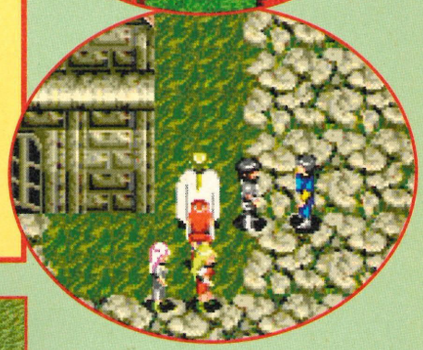
(CONTINUED OVER THE PAGE...)

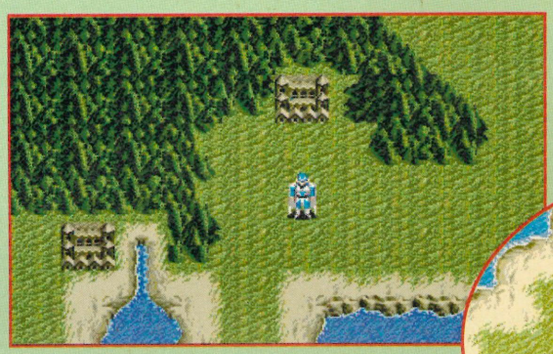


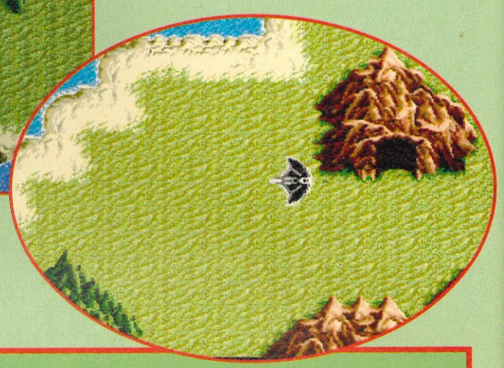


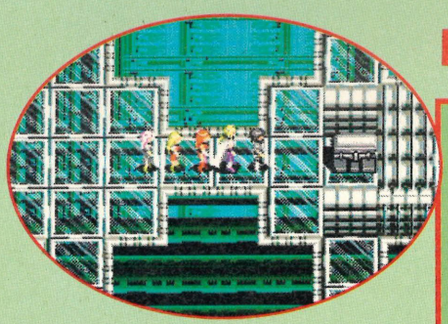
LEVEL TWO: WEATHER TOWER



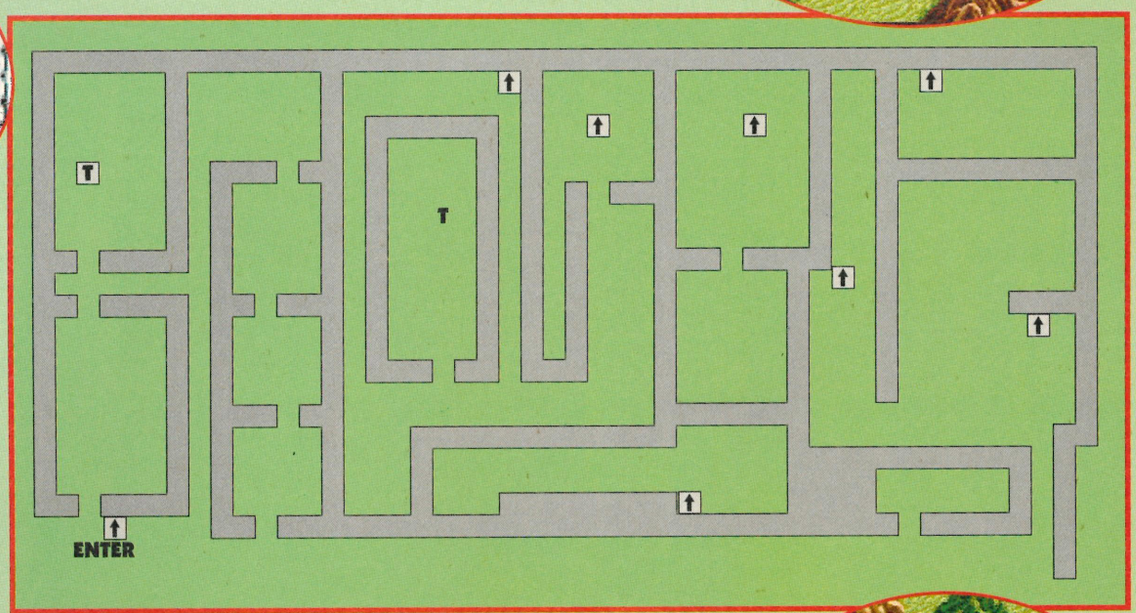








DUNGEON OF SHUSHORAN



(CONTINUED FROM PREVIOUS PAGE...)
Now go to RYSAL in Aquatica where you'll find (after having a chat with a few of the town folk) another boat. You can use this to take you across the sea to an island with two towns.

Talk to everybody in the first town and then go up to the second. This is called SHUSHORAN. Here, it seems, everyone has got a bit of an attitude against you. This is because you are now in a Layan town. Go to the the fountain in the top-left corner of the town and walk into it from below. You should now find yourself in a dungeon (see map on the right). Remember, some rooms can only be entered via stairs from above.

The ground level of this labyrinth is straightforward. When you reach the end you will be rather upset to discover that Lyle turns on you.

You then have to defeat him to continue your quest. When you do he'll rejoin your party (as will Lene).

Now head back to the weather control tower in Aridia. Walk up to the satellite system and press Button A to place the two moonstones in it.

Now go back to Shushoran again and exit the castle from the top. Walk up to the bit of land sticking upwards and cross the sandbank that appears.

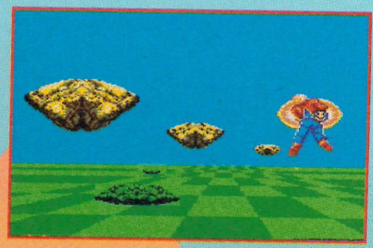
Enter the town of CILLE and buy as many dimates as possible. This is the last town in the first generation because Maia is here! The eight fountains at the top of the town are entrances to the dungeon that leads to the castle. The monsters here are very powerful. Enter the fountain that's third from the left. When you reach the KING OF CILLE make sure you are fully healed up. Take out all the small creatures in front of him first and then do him!

After defeating him you are now faced with the hardest part of the generation. (Here's a hint: if you want next month's guide to be of any use, marry Maia and become a Layan. See ya then!)

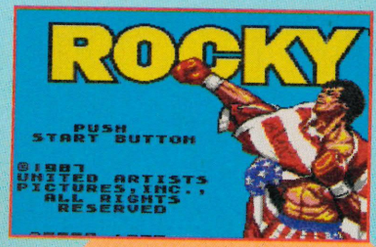
SEGA POWER

Gauntlet on the Master System

Rambo 3 on the Master System



Space Harrier on the Master System



Rocky on the Master System

Gain Ground on the Master System

Yes, it's true – even more tips! (Continued from page 49...)

FTER BURNER 2 **£34.99**
On the intro screen hold down Buttons A, B, C and Start at the same time. You can now select your start level with left and right on the joypad when the carrier appears. You want a maximum of 100 missiles? Press these Buttons at the specified stage:

Stage 3: Left and B	Stage 13: Left and B
Stage 5: Right and B	Stage 16: Right and B
Stage 9: Button B	Stage 19: Button B
Stage 11: Right and B	Stage 21: Right and B

AIR DIVER **(Import) £30**
When choosing your mission, first move the cursor to an un-named area on the map. Then hold down Start and press A, B, C, B, A, A, B, C, B, A, and then B. Now move the icon to where you want to attack and use the Start Button for invincibility, A to meet the fighter ace, B to go to the super carrier or C to try it on with the last alien ship.

ALESTE **£30 (Import)**
Pause the game and then press up, up, up, down, down, left, left, left, right, right, C, C, B, A and then hit Start to get back into the game, 20 continues better off.

ALIEN STORM **£35**
If you're playing with Scooter, blow yourself up when your lives reach the big nought. You can now continue, although you have no energy.

ALISIA DRAGOON **£39.99**
Experiment using your smart bomb weapon to discover bonuses hidden off-screen.

ALTERED BEAST **£39.99**
Press Start and Button B on the intro screen to access an extra options menu, including power, lives and so on.

Press A, B, C, Start and down and left on the joypad simultaneously. You can now change into any animal on any level.

Hold down A and Start for infinite continues when you've finished a game.

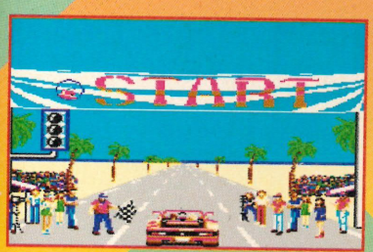
ARCUS ODYSSEY **(Import) £35**
Fancy warping to the final level? Then simply enter the code: KYMEMUU05F.

To start on level five with six reverse dolls (always useful for a fun night out on the town) enter the following code: EEEEEEEEE.

An alternative tip is to start a two-player game, kill off one of the players straight away and then grab double the usual number of items.

Stand close together when you use a life restorer for maximum benefit.

ARNOLD PALMER



Out Run on the Master System

TOURNAMENT GOLF **£34.99**
Weird one this, but that never stopped us before... Take over 100 shots on a hole and it's Game Over time. Now press A, B, C and the joypad up at the same time to access a version of *Fantasy Zone!*

This code takes you to the last round with loads of money: 0MHE2VfC4gVUra0Ujd qKUD6vygcUAAur-bgv

...and this one will take you to a secret tournament: ffffffffffffffff 999999999999999999. (Note: there are 18 instances of each character.)

ASSAULT SUIT LEYNOS **£20 (Import)**
Get all the weapons by shooting just the end-of-level guardian on level one. This also gives you 2,800 points and massive destructive power.

Press Start on joypad 2 at the intro for invincibility.

Nine extra continues will be yours when you die. Simply go to the options screen when you have only two continues left and press Start.

AXIS FZ **(Import) £30**
On the options screen, change the control configurations so that Button A is for option, Button B is for select and Button C is for hand.

Now exit the options screen and hit the Reset Button. Let the demo run through to level five and you'll be able to take over control from the robot.

ACK TO THE FUTURE 3 **£34.99**
At any point in the game, hit Pause and press the following pairs of Buttons: up and A, then down and A, then left and A, then right and A. You'll find yourself automatically warped to the start of the next level.

Rampage on the Master System

BATMAN **(Import) £35**
On level three, get the extra life from the the first chimney. Now continue upwards and return to the same spot. The extra life icon will reappear up to nine times.

BATTLE GOLFER **(Import) £30**
Hit B and Start on the title screen to access a music select option.

BATTLE SQUADRON **£39.99**
The red weapon is the most effective weapon if powered up to maximum strength. Don't bother with collecting anything other than these if there's any danger. Don't bother going underground until you're fully tooled up.

BLOCK OUT **£34.99**
A brain transplant. It's the only answer.

BUCK ROGERS **£49.99**
Buck will help you out when you get into trouble later on in the game. While being held prisoner on the pirate ship, for example, he'll race to your rescue. What a hunk!

BUDOKAN **£39.99**
The jumping strike is the most powerful move in Kendo. Kicks are the most crippling blows in Karate. The triple strike is the way to go in Nunchaku.

Finally, use the overhead and spinning jump strikes in the art of Bo.

BURNING FORCE **£35**
Get to the options screen. Press B, A, B, A, A, C, A, A and then start the game. You'll now have ten lives.

ASTLE OF ILLUSION **£39.99**
Kill the tree trunk boss by waiting at the lefthand side of the screen, firing apples at him when he turns into a tree trunk.

CENTURION **£39.99**
On the password option screen, enter this code BN4Q AUIIV W6IQ ZCA5 555S 73U. This leaves you in control of a fleet of ships and a whole empire of ancient countries.

COLUMNS **£29.99**
Build a column of blocks on one side of the screen. When a magic block appears, position it so that only two of the three blocks fit on the screen.The third block will now fall separately. Easy, innit?

CURSE **£30 (Import)**
Press Reset, hold down A and then press Start to choose which level to start on.

CYBERBALL **£34.99**
This password enables you to play the final game where you control the Minnesota Maulers and also gives you loads of cash to spend on your team: P5BB B5PS IHEX.

Alternatively, punch in L5BB LDCI BFAV to play the LA Assassins in the final with $6,948,000 in the bank. Or try CGBB B8FB BB2V to see the end.

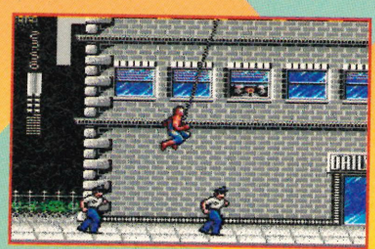
ANGEROUS SEED **£30 (Import)**
Reckon yer good enough for the expert mode? Well, press up, down, left, left, right, right, up, down. A sound will tell you when you've got it. Now play!

DARIUS 2 **(Import) £30**
To shrug off hits, use this on the intro screen: A, B, A, C, B, C, C, B, C, A, B, A. You should now see "No Hit" message appear. The rest is up to you!

To select a start zone, press C, A, C, B, C, A, B, A, B, C, A, and C.

DARWIN 4081 **(Import) £30**
Play track 32 on the sound test. You can now decide which level to start on by hitting Button A for each level you want to skip.

DECAP ATTACK **£34.99**
For extra energy, find yourself a bendy pole and climb up until it's possible to jump up on top of it. Now float youself down. Land on top of the pole and just swing until it bends in half. You can replenish half a lifeheart for each of the red segments you turn white.



Spider-Man on the Master System

DESERT STRIKE **£39.99**
Level 2: BQJRAEF
Level 3: TLJKOAP
Level 4: WTEOVJP

DEVIL CRASH **£30 (Import)**
Here's a code for all you pinball wizards: ALCLAE8ECK. To get to the last level, try: 5VENAXUEMN.

DJ BOY **(Import) £30**
Hit the third falling barrel on level three to reveal loads of secret goodies.

DYNAMITE DUKE **£34.99**
Press Button C ten times on the title screen before pressing the Start Button. An options screen now appears.

.A. HOCKEY **£39.99**
For a 4-2 lead in the finals as the USSR against the USA, enter the following code: HKT82Y93JDB7G435.

E.S.W.A.T. CITY UNDER SIEGE **£34.99**
Level five – Go down the ladder-like thing by pressing left and right a few times. You can now go down and become invincible. Sadly, you have to kill yourself to get out of there. Not much use really, but there you go.

AERY TALE ADVENTURE (THE) **£39.99**
To see the end of the game enter this (long) code: 7R2KUL6RSZXSK6NHGSDCB72Ø663RI2HO785P.

FANTASIA **£29.99**
On level 1-2, grab the extra life (they come disguised as musical notes) then continue right until you come across a treasure chest. If you guide Mickey into the treasure chest, he'll be warped back to the start of the level.

SEGA POWER

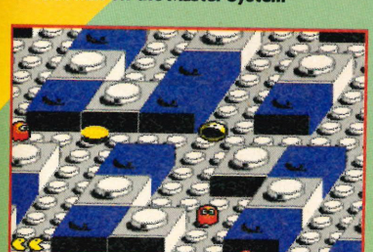
Quartet on the Master System

Thunder Blade on the Master System

Cyber Shinobi on the Master System

Fantasy Zone on the Master System

Ultima 4 on the Master System

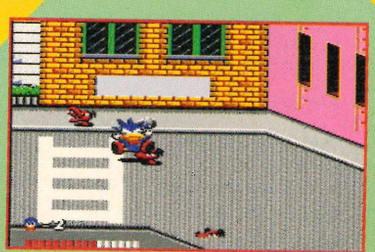


Pac-Mania on the Master System

R-Type on the Master System

TIPS WANTED!

Send your hints, tips, maps 'n' other stuff to: *Power* Play, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. If you're lucky, you could win yourself a free cart! Howzat?



Dynamite Dux on the Master System

CURLY'S CHALLENGE

If you can't do it in the flesh, maybe you can do it by post?

Once again, *Sega Power* give you the chance to beat me on all three Sega machines. Only ace game-players need apply and if you think you've got what it takes, you could win yourself £20 – if you stick to the rules, of course!

THIS MONTH'S CHALLENGE IS quite special because it's going to be the last of its kind. No, don't worry... Curly's here to stay. It's just that things are gonna be bigger, better and a hell of a lot more challenging in the next issue. With this in mind, I've got some especially tough nuts to crack in these special Challenges. These ones really will test you to your limits – and don't forget the whopping £20 I'm offering to the winner.

If you're not faster on the joypad than Andy on the toilet after he's had a Chicken Vindaloo then you don't stand a chance. This leads me, quite nicely, onto the next point.

The kind of cash we're offering each month usually attracts cheating little toe-rags who don't know fair play. Don't push your luck! I'll know if you've cheated or not and if you try and pull a fast one you'll never *ever* get the opportunity to enter any more Challenges.

Fair enough, I reckon, but if you're confused as to what you can and can't do, then have a read through these rules – and then get stuck in.

RULEY BITS

1. You must provide a photo of your high-score if you want to enter Curly's Challenge. Use a normal camera if you haven't got a Polaroid.
2. For each of the three Challenges, there are some game specific rules which you *have to* stick to. If you're under 18 you'll also have to get someone over 18 to witness the Challenge and sign the special form below.
3. The versions of the games I set in these Challenges are the ones that you must challenge me with. I can't be there to monitor you, which is why I need a signature from a (fairly) responsible adult (but a mad one will do) – to ensure you have no unfair advantage over me. And don't forget, you don't have to enter all of the Challenges if you don't want to. You can just have a bash at the one if you want.

Whatever you do, please make sure your entries for this month's various Challenges get to the *Sega Power* offices by **Wednesday 10 June 1992.**

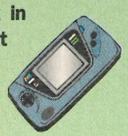
When you think you've done it, send the bumpf (piccy of yourself, the high-score and the filled-in form below) to: **Curly's Challenge, *Sega Power*, 30 Monmouth Street Bath, Avon BA1 2BW.**

FANKS AN' ALL

We would like to thank Micro Bytes Computer and Console Game Centre for loaning Danny Curley the carts he uses for Curly's Challenge.

THAT £20 IS JUST RIPE FOR THE TAKING SO DO THE CHALLENGE AND WIN!

GAME GEAR CHALLENGE: COLUMNS



Although I've done this before (back in *Sega Power* 24, in fact), I reckon it was probably the hardest Challenge I ever set – and as nobody's beaten me on it yet I'm going to set it again. Better luck this time.

1. Plug in the cart and switch on.
2. Choose "Flash," Five High, Normal mode (and any symbols you want).
3. Play the game and as soon as you hit the flash block, note down your time.

If you've beaten 17 seconds then you really are a totally awesome player (or a very lucky git). Either way, send all the stuff (including photos of you and the screen) off to the *Sega Power* offices and make sure it arrives before Wednesday 10 June 1992. You now stand a very good chance of winning that £20.

MEGA DRIVE CHALLENGE: MARBLE MADNESS

Witnesses, I know it's £20 in the kitty but if you want the challenger to be able to enter next month's Challenges don't let him or her cheat.

1. Plug the cartridge in and switch the machine on.
2. Don't mess about with the options, just go for the Normal difficulty level and select the one-player mode. Now start the game.
3. Complete all six races as quickly as you can.

If you've got more than 14 seconds left on the clock then piggin' brilliant! Now all you've got to do is get the photo of the screen (showing how much time you've got left), the photo of yourself and the filled-in form below to the *Sega Power* offices before the closing date. In other words, ensure your valuable bundle arrives before Wednesday 10 June 1992.

MASTER SYSTEM CHALLENGE: AERIAL ASSAULT

Witnesses, remember the Challenger only gets one shot at the Challenge. If he or she screws it up that's just too bad. They'll simply have to wait until next month before they can enter again (and don't forget it's going to be totally different next munf too).

1. Slam the cart in and turn the machine on.
2. Select normal difficulty.
3. Complete the first level and note down your score after destroying the last battle ship.

If you rack up more than 78,850 points then good for you, you've beaten me and that slightly oily £20 note could be soon yours. Fill in the form below and get everything else off to the totally fruity *Sega Power* offices by Wednesday 10 June 1992. Any late entries will be destroyed. You have been warned...

I CHALLENGE YOU, CURLY!

Name.....

Address.....

.....

.....

Game Gear Challenge Time:.....

Mega Drive Challenge Time:.....

Master System Challenge Score:.....

Witness' signature.....

■ Remember the photo of yourself, the high-score, and note down any tips that helped you. Send to: Curly's Challenge, *Sega Power*, 30 Monmouth St., Bath, Avon BA1 2BW by Wednesday 10 June 1992

YAHOO! I'M TOO HOT FOR YOU LOT!

Not many of you are very good at beating me, are you?

I mean, you already know I set these Challenges each and every month, but I'm not exactly swamped with winners, am I?

One gamer who is pretty hot though is Hoi Wei Ng from sunny Tooting. He managed to thrash my *Hellfire* Challenge on the Mega Drive with an impressive score of 546,940 points. I know some others beat this score, but these entries all came in after the closing date, so tough.

Remember: get those entries in on time, people, or you won't win!

■ Here's this month's winner: Hoi Wei Ng from Tooting in London. Well done!

NEXT MONTH

You've had books, you've had earphones... What's next, eh?

"Right, here's the concept, okay, guys?"
"sssssssssssssssssssssssssssssss"
"Oi, Neil!"

"sssssssssssssssssssssssssssssss"
"NEIL! TAKE THEM CARTIN' EARPHONES OUT!"

"sssssssssssssss – click"
"What?"

"Did you get those earphones off the cover of last month's *Sega Power*?"
"Yeah. Good, aren't they?"

"Brill-a-roony."
"There's another freebie on the cover of next month's issue too..."

"Excellent! What is it?"
"Dunno. Just have to wait and see I suppose..."

Seeing as the boys are being about as much use as a luminous lettuce, let's just say that next month's brilliant issue of *Sega Power* goes on sale on Thursday 2 July.

It'll come primed and ready for action with *all* the latest reviews, more tips than any other mag and a fabulous freebie on the cover.

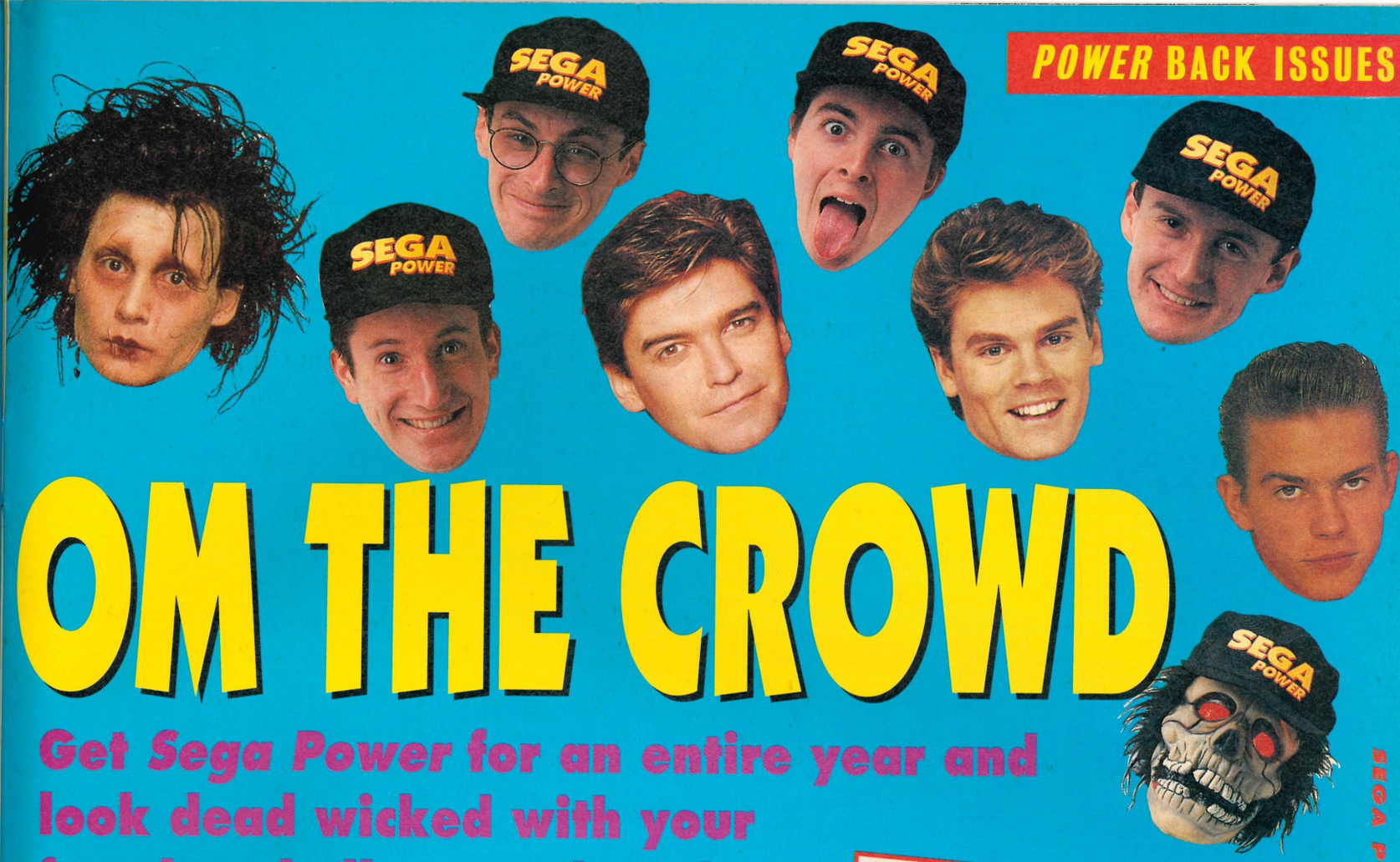
What will it be? Well, let's just say it's got something to do with a certain blue and white spiky speed-merchant...

STAND OUT FR

Be in with the in-crowd and get hold of those Back Issues (Better hurry though - Issues 1 to 30 have gone already...)

31 The best yet! Just look at all this: a brilliant feature on why *Sonic* knocks *Mario* into a cocked hat, how our Curly got on in the Sega UK Championships, and tons of reviews: *Euro Club Soccer* and *Super Off-Road Racer* on the Mega; *Pengo*, *Joe Montana* and *Spider-Man* on the Gear – plus loads more. 40 titles tipped in the Tip Lab... AND stereo earphones on the cover. Wicked, eh?

HEY, JUNE! YOU'RE THE ONLY ONE LEFT...



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Even if you don't subscribe to *Sega Power* (why the hell not?), you can still get your hands on these excellent goodies.

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Issue 9 of *PC Format* is at a newsagent near you from May 28 and will open up the world of PC entertainment. Not only is there a full musical accompaniment program, *Band-in-a-Box*, worth £35, inside there's a review of *Ultima Underworld*, the best game ever on the PC.

The magazine is packed with everything you need to know about enjoying your PC. We compare all the latest games bundles to find the best, bring you the truth behind multimedia hype, go behind the scenes at Spectrum HoloByte (creator of *Falcon*) and review the latest games, including *Ultima VII*, *Jack Nicklaus Golf*, *Heimdall*, *Dune* and *Pacific Islands*. All this plus regular columns on CD-ROM, music, shareware and playing tips.

For all this and more, make sure you get issue 9 of *PC Format* on May 28 – it's the indispensable guide to PC entertainment

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THE HARD LINE

Over 370 titles rated and slated inside, our choice of top ten peripherals for the Mega Drive and Master System *and* Game Gear reviews all inside. The duck's guts and no mistake

It has been said in the past that far too much space is allocated to The Hard Line. Pah! Our in-depth monthly upgradings are unique and vital for thousands of new Sega users, so anyone who disagrees can just get off.

THIS TIME AROUND WE'RE giving you the Top Ten line on those great and not-so-great extras for your Mega Drive and Master System. There's a lot of junk in with the good stuff, but we'll make it real obvious what's what.

Plus all the listings for nearly every cart that's in existence. Kick it!

Please note that Import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

AERO BLASTERS (Import) £30
Very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. Fierce and frantic action, but it's still one of the best shooters ever. ★★★★★

AFTER BURNER 2 £34.99
The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Rapid 3D and meaty explosions. ★★★★

AIR DIVER (Import) £30
First person perspective shoot-'em-up. Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability though. ★★★

ALEX KIDD IN THE ENCHANTED CASTLE £29.99
Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished, but still one for the kids... ★★★

ALIEN STORM £35
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ★★★

ALISIA DRAGOON £39.99
A slick and professional platform dragon-'em-up with you as the lusty Alisia. You must rely on five different dragons to help you get through the hectic gameplay. ★★★★

ALTERED BEAST £34.99
Once free with the Mega Drive, and even then they couldn't get rid of it. However much you enjoyed the coin-op, give this conversion a miss. Buy it and you can expect poor scrolling, jerky animation and pretty limited gameplay. ★★

AMBITION OF CAESAR (Import) £35
Typical wargame – plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for beginner and seasoned campaigner alike. ★★★

ARNOLD PALMER TOURNAMENT GOLF £34.99
Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ★★★

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ★★★

ASSAULT SUIT LEYNOS £20
Known as *Target Earth* in the US. Eight-stage scrolly shooter involving different locations which restrict your movement accordingly. Tricky control and very hard. ★★★

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards) and an unreliable control method. ★★★

AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. Add some rather stale gameplay and, well, it's not something you'd be proud of. ★★★

688 ATTACK SUB £35
Detailed submarine simulation with enough arcade action for blasters, lots of missions, smart visuals and even some decent sampled speech. ★★★★

BACK TO THE FUTURE 3 £34.99
Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. Too few stages (only four) and totally unsatisfying. Dull, dull, dull! ★★

BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ★★★

BATTLE GOLFER (Import) £30
Weird title, eh? It's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know a bit of Japanese to follow what's going on. ★★★

BATTLE SQUADRON £39.99
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ★★★★

BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some whizzy craft. Jolly. ★★★

BLOCK OUT £34.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voila! Easily as addictive as *Tetris*, especially in head-to-head mode, but suffers from a high price. ★★★★★

BONANZA BROTHERS £34.99
Cult coin-op caper on your MD. The graphics are faithfully reproduced, the split-screen two-player mode is included and the gameplay, if a bit repetitive, is all there. ★★★

BUCK ROGERS £49.99
Subtitled "Countdown To Doomsday," this RPG is yet another classy title from E.A. Stop the RAM organization from corrupting the Earth with your specialised team of adventurers. Investigate, explore and enjoy. ★★★★

BUDOKAN £39.99

SEGA POWER'S STAR RATING

★★★★★	**Get it *now!***
★★★★	***Almost* excellent**
★★★	**Okay, but merely average**
★★	**Not worth spending money on**
★	**Urgh! Don't touch it! It's contagious!**

EUROVISION SPECIAL CHART EDITION!

We're all firm followers of Terry's annual Nordic bash *(we are? – Andy)*, but so it would seem are the nations' cart buying public. I mean, is this a march of the pre-nuptial, *nil pwaa,* Triassic era games or what? *Wonderboy* and *R-Type* at numbers five and six on the Master?

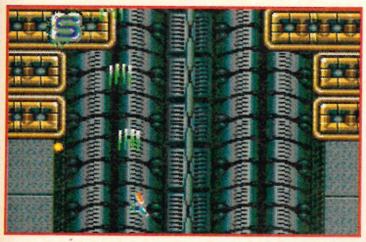
Of course, there's nothing wrong with being old and crusty. Neil and Andy have been getting steadily worse for months now and haven't burnt out yet. Indeed, these games are classic titles which continue to sell well years after their launch. Mega Drive tips for next month are: *The Immortal* is (in at number ten – quite popular really) and *Desert Strike* (in at the number one spot). This means it's much more popular than all the others. Or something like that...

GAME GEAR TOP TEN CHART

1	SONIC THE HEDGEHOG	SJ 29:	94%
2	Ax Battler	Just Released	
3	The Lucky Dime Caper	SJ 30:	92%
4	Castle Of Illusion	SJ 22:	78%
5	Shinobi	SJ 22:	73%
6	Out Run	SJ 27:	79%
7	Fantasy Zone	SJ 31:	56%
8	Super Monaco G.P.	**	
9	Halley Wars	SJ 32:	45%
10	Leaderboard Golf	SJ 26:	79%

MEGA DRIVE TOP 20 CHART

1	DESERT STRIKE	SJ 29:	91%
2	PGA Tour Golf	SJ 19:	90%
3	E.A. Hockey	SJ 22:	92%
4	Castle Of Illusion	SJ 18:	94%
5	Quackshot	SJ 29:	92%
6	Hellfire	SJ 31:	84%
7	Super Monaco G.P.	SJ 16:	92%
8	Road Rash	SJ 23:	93%
9	Ghouls 'n' Ghosts	SJ 15:	92%
10	The Immortal	SJ 27:	75%
11	688 Attack Sub	SJ 26:	75%
12	Decap Attack	SJ 26:	93%
13	Toki	SJ 32:	69%
14	Battle Squadron	SJ 14:	90%
15	Jordan Vs Bird	SJ 32:	33%
16	Streets Of Rage	SJ 26:	91%
17	Truxton	SJ 12:	88%
18	Buck Rogers	SJ 29:	86%
19	Columns	SJ 20:	82%
20	Spider-Man	SJ 24:	78%



■ *Dangerous Seed* on the Mega Drive. Not one of the best Mega Drive shoot-'em-ups

Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament *(then lose! – Ed)*. Lovely animation and a right tactical beat-'em-up. ★★★★

BURNING FORCE £34.95
Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. Some variety, but still dull. ★★

CALIFORNIA GAMES £39.95
The ancient multi-event sports game proves itself a competent title – time has taken away a lot of the original thrill though. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ★★★

CENTURION £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle and determine your own tactics. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

COLUMNS £29.99
A *Tetris* clone (a dropping tiles into a pit kinda thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game – but it still manages to push up the adrenalin when it counts. Simple and addictive, but expensive for what it is really. ★★★★

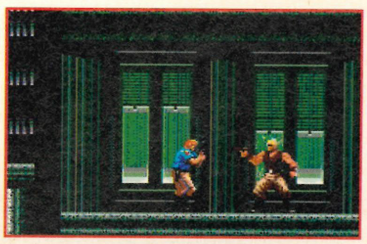
CRACK DOWN £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ★★★★

DANGEROUS SEED (Import) £30
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. More like dangerous weed really. ★★

DARIUS 2 (Import) £30
Also known as *Sagaia*, this huge horizontally-scrolling blaster has 26 levels. Ordinary gameplay, but it's still challenging and has seven different endings. ★★★★

DARK CASTLE £34.99
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down. ★★★

DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help this stand out from the crowd. ★★★★



■ *E.S.W.A.T.* on the Mega Drive. Good fun – with bags of weapons at your disposal

DESERT STRIKE £39.99
This may be of dubious taste, but it's still immensely good fun to play. Pilot your Apache Gunship through five complex scenarios and repel the evil dictator General Kilbaba. Most excellent. ★★★★★

DICK TRACY £39.99
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. ★★★★

DJ BOY (Import) £30
A beat-'em-up on roller skates (yes, we did say roller skates). Baddies whisk away our beloved, so you set off in pursuit of Mr Big and his cronies. Disastrous sound and routine action. ★★★

DOUBLE DRAGON £29.99
God help us all. A tacky conversion of an ancient game is not a recipe for success. One of the lowest scoring Mega Drive carts of all time and well deserved too. Absolutely dire.★

CURSE (Import) £25
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the Mega Drive and with such a great choice who needs this horrific tripe? ★★

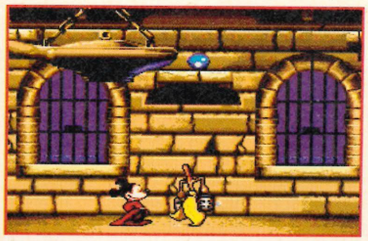
DYNAMITE DUKE £34.99
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited. ★★★

E.A. HOCKEY £39.99
Detailed ice hockey sim with smooth visuals and plenty of riproaring ice action. The two-player option is good and there's even a punch-up sequence if you're feeling violent! Fast and playable. ★★★★★

ELEMENTAL MASTER (Import) £25
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks at you. Beautiful visuals, but little depth and too easy. ★★★

E.S.W.A.T. CITY UNDER SIEGE £34.99
At first, this armoured *Shinobi*-style shooter isn't too hot. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ★★★★

EUROPEAN CLUB SOCCER £34.99
Nice intro and options let down by poorish gameplay and



■ *Fantasia* on the Mega Drive. Hm, Mickey's second game isn't as hot as his first...

easy to beat in one player mode. But the password facility is a God send and the two-player mode is sharp. Miles better than *World Cup Italia '90* 0★★★

FAERY TALE ADVENTURE (THE) £39.99
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ★★★

FANTASIA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★

FATAL LABYRINTH £34.99
Addictive roam around the labyrinth and collect the goodies RPG. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★

FATAL REWIND £39.99
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us (ahem). ★★★★

FATMAN (Import) £30
Enter the arena to fight for riches – and your life! There are several nicely animated but unpalatable adversaries for you to combat. A unusual beat-'em-up. ★★★

FIRE MUSTANG (Import) £30
A cross between *P-47* and a bucket of cold sick, this nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taito of all people... ★

FLICKY £20
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ★★★

FORGOTTEN WORLDS £34.99
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ★★★★

F-22 INTERCEPTOR £39.99
The first ever flight simulation for the Mega Drive, but sadly lacking in the gameplay department, Mrs Jones. Great graphics and sound effects, and easy to play, but a tad samey after a while. ★★★

GAIN GROUND £34.99
Choose the right soldiers in this intriguing flick-screen combat game. Heavy on the strategy, its slower pace might make a change from mindless alien slaughter. Unusual two-player mode enables you and a mate to help each other out. ★★★

GAMES (THE) WINTER CHALLENGE £39.99
Eight event sports game that really comes into its own when you play with a group of friends. Get ready to eat snow in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). Not half as much fun when you play on your own though. ★★★★

GHOSTBUSTERS £34.99
Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. Better than the cartoon anyway... ★★★

GOLDEN AXE £34.99
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish. Still, hugely playable and addictive monster-dismembering mayhem. ★★★★

GOLDEN AXE 2 £34.99
Okay if you haven't seen the original, but don't expect anything radically different. It's fun to play, but you can easily finish it in only a few hours. Get it if you haven't got the original, but don't bother otherwise. ★★★★

GRANADA (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ★★★★

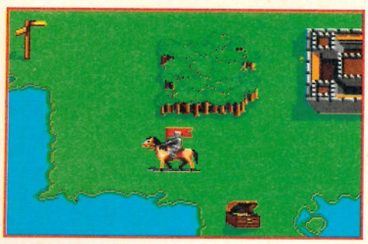
GYNOUG (Import) £35
Gorgeously detailed horizontal scroller with a range of weapons and mysterious enemies to conquer. It's difficult. but still great for all you blasting fans. ★★★★★

HARD BALL £39.99
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ★★★★

HARD DRIVIN' £25
Remove the steering wheel, sit-in cockpit and FM stereo sound, and you've got a competent 3D driving simulation with a good few hours play inside it. Sorry, fans, the cash is better put in the slot. ★★

HEAVY UNIT (Import) £30
Multi-directional scrolling blaster with power-ups, guardians and bland scenery (yawn). It's also incredibly tough. There are a million other far better Mega Drive shoot-'em-ups to go for. ★★★

HELLFIRE £34.99



■ *King's Bounty* on the Mega Drive. Fun to play, but far too easy to complete really

Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. A great one-player blaster! ★★★★

HERZOG ZWEI £34.99
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ★★★★

IMMORTAL, THE £39.99
A highly polished arcade adventure with some gory graphics – see your wizard crack goblins' heads in two and turn others to stone. Shame they're just a tad too fuzzy though. Nice blend of arcade and adventuring action, but £40 is a lot of dosh to fork out – even for this. ★★★★

INSECTOR X (Import) £25
Giant insects are your target in this horizontally-scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ★★★★

ISHIDO: THE WAY OF THE STONES (Import) £25
Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, if you haven't a clue what Shanghai is all about you're stuffed.). For fans only. ★★★★

JAMES "BUSTER" DOUGLAS BOXING £34.99
Almost the same as *Final Blow*, this awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas did. ★★

JAMES POND £39.99
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off finny fiends. Simple, but lacks variety. ★★★

JEWEL MASTER £34.99
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. This still doesn't save the game though – it's as dull as ditchwater (and too easy). ★★★

JOE MONTANA FOOTBALL £34.99
With *John Madden* about, *Joe Montana* has to offer something really special – but doesn't. The visuals are less polished, the gameplay less tactical and it's a pushover for one player. ★★★

JOE MONTANA 2 £34.99
Much better than the original and provides a nice change to the *John Madden* series. The big plus feature is the high-quality speech that commentates throughout the game. It really is unbelievable. ★★★★

JOHN MADDEN AMERICAN FOOTBALL £39.99
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '92* instead.) ★★★★★

JOHN MADDEN FOOTBALL '92 £39.99
A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not *radically* different.) ★★★★

JUNCTION (Import) £30
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ★★★★

KA-GE-KI (Import) £35
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ★★★★

KID CHAMELEON £39.99
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ★★★★

KING'S BOUNTY £39.99
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear. RPGers only need apply. ★★★★

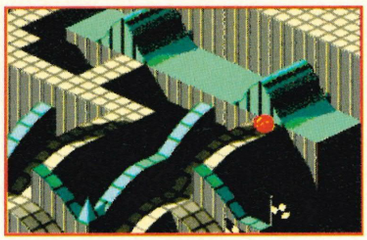
KLAX £34.99
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. ★★

LAKERS VS CELTIC (Import) £35
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. ★★★★

LAST BATTLE £34.99

MASTER SYSTEM TOP 20 CHART

1	SONIC THE HEDGEHOG	⇧ 27 :	96%
2	Asterix	⇧ 30 :	92%
3	Castle Of Illusion	⇧ 17 :	96%
4	The Lucky Dime Caper	⇧ 29 :	95%
5	Wonderboy	★★★	
6	R-Type	⇧ 4 :	91%
7	Ghouls 'n' Ghosts	⇧ 19 :	90%
8	Fantasy Zone	⇧ 8 :	91%
9	Alex Kidd in Shinobi World	⇧ 10 :	88%
10	Wonderboy 3	⇧ 1 :	92%
11	Slap Shot	⇧ 5 :	80%
12	Shinobi	★★★★★	
13	World Cup Italia '90	⇧ 14 :	44%
14	The Ninja	⇧ 8 :	71%
15	Choplifter	⇧ 9 :	80%
16	Heavyweight Champ	⇧ 19 :	67%
17	Super Kick Off	⇧ 26 :	92%
18	California Games	★★★★★	
19	Spider-Man	⇧ 23 :	57%
20	Indiana Jones	⇧ 14 :	65%



■ *Marble Madness* on the Mega Drive. Super-tricky gameplay that's lots of fun

Violent martial arts beat-'em-up with unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent... Dull. ✱

MARVEL LAND (Import) £40
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ✱✱✱✱

M1 – ABRAMS BATTLE TANK £38
3D filled vector graphic tank sim. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ✱✱✱✱

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, loadsa bonuses, plenty of tactical play and cute "I lurve you" graphics. ✱✱✱✱✱

MARBLE MADNESS £39.99
Guide your vulnerable marble through the 3D courses and avoid all manner of traps, machinery and bizarre marble-gobbling monsters. Better in two-player mode, but still a damn fine conversion. ✱✱✱✱

MEGAPANEL (Import) £30
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ✱✱✱✱

MERCS £40
Tedious and repetitive shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... ✱✱

MIDNIGHT RESISTANCE (Import) £38
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ✱✱✱

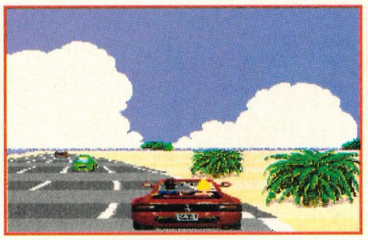
MIGHT AND MAGIC: GATES TO ANOTHER WORLD £49.99
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. The high price is also off-putting. Not for beginners either. ✱✱✱✱

MIKE DITKA POWER FOOTBALL £39.95
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound.✱✱✱✱

MONDU'S FIGHT PALACE (Import) £25
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. ✱✱

MOONWALKER £34.99
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ✱✱✱✱

MUSHA ALESTE (Import) £30
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete.



■ *Outrun* on the Mega Drive. Sadly not quite as much fun as the Master Sys' version

Okay graphics but nothing great. ✱✱✱

MYSTIC DEFENDER £34.99
Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game. The visuals are atmospheric and the gameplay is moderately appealing. ✱✱✱

NEW ZEALAND STORY (Import) £35
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. ✱✱✱✱✱

ONSLAUGHT £39.99
Join Balthusar – wasn't he one of the three wise men? *(Er, no I don't think so – Ed)* – and his cronies in this thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics are poor and the battles almost identical! ✱✱

OUT RUN £35
Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails to deliver half the fun of the Master System version, so get that instead and use the Converter. ✱✱✱

PAC-MANIA £34.99
A slick 3D interpretation of the classic oldie, complete with munching lemon and angry ghosts. Effective, but there isn't really anything *that* new here... ✱✱✱

PAPERBOY £34.99
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. The original was okay, but come on, guys! Things have moved on since then. ✱✱✱

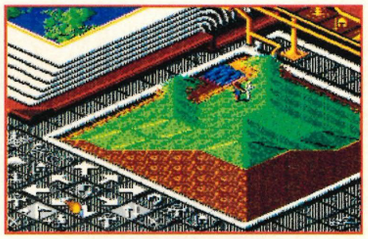
PGA TOUR GOLF £39.99
Possibly the best golf game to appear on the Mega Drive. Good 3D views, loads of options and a multi-player mode too. Classic golfing play and a must for all golfers. Just don't wear the trousers... ✱✱✱✱✱

PHANTASY SOLDIER 3 (Import) £35
Strider but without the knobs on. The action is just as enthralling and the smooth visuals are very atmospheric – with even more detail. And with its fabulous cartoon sequences, this is another undoubted winner, so what are you reading this for? Play it! ✱✱✱✱✱

PHANTASY STAR 2 £59.99
Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! ✱✱✱✱✱

PHANTASY STAR 3 £49.99
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, this has got to be the most engrossing RPG game ever! Well, until *PS 4* anyway... ✱✱✱✱✱

PHELIOS £34.99
Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat



■ *Populous* on the Mega Drive. Highly original and with great gameplay too!

gameplay, but the level select option means no surprises after the first day. ✱✱✱

PIT-FIGHTER £39.99
Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate... ✱✱✱

POPULOUS £39.99
Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods and so on) and take control of the land. Incredible 3D visuals and curiously addictive gameplay. ✱✱✱✱✱

POWERBALL (Import) £35
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred *Speedball 2*. ✱✱✱✱

RAIDEN TRAD (Import) £40
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ✱✱✱✱

RAINBOW ISLANDS (Import) £38
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing rainbows instead of bubbles. This boasts all the coin-op features plus a second, harder game. Gorgeous. ✱✱✱✱✱

RAMBO 3 £29.99
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ✱✱✱✱

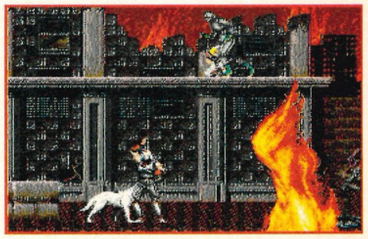
RASTAN SAGA 2 £30
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ✱✱✱

THE REVENGE OF SHINOBI £34.99
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with some rad thumpin' soundtracks. ✱✱✱✱✱

RINGSIDE ANGEL (Import) £30
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. ✱✱

RINGS OF POWER £49.99
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ✱✱

ROAD RASH £39.99
Terrific two-wheeler with brilliant 3D graphics and great animation (remount your bike and see!). Win races, earn cash and update your wheels. You can even knock



■ *Shadow Dancer* on the Mega Drive. One man and his dog dis' the baddies

your opponents of their bikes. A stunner. ✱✱✱✱✱

SAINT SWORD (Import) £35
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Okay. ✱✱✱

SHADOW BLASTERS (Import) £30
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ✱✱

SHADOW DANCER £34.99
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ✱✱✱✱

SHADOW OF THE BEAST £39.99
A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the gameplay – there's just too much tedious wandering about involved. The action bits are good when you can find 'em. ✱✱✱

SHINING IN THE DARKNESS £44.99
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, super-smooth animation and complex labyrinths to explore. A true corker. ✱✱✱✱✱

SHOVE IT! THE WAREHOUSE GAME (Import) £30
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ✱✱✱✱

SKY SHARK (Import) £30
Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and huge end-of-level guardians. Too easy in "easy" mode though. ✱✱✱

SPACE HARRIER 2 £34.99
Suffers from coin-op-tis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ✱✱✱

SPACE INVADERS '90 (Import) £30
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ✱✱✱✱

SPEEDBALL 2 £39.99
A future sports simulation with all the violence of the original – and loads more features! Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had too. ✱✱✱✱✱

STAR CONTROL £34.99
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos though. ✱✱✱✱

STAR CRUISER (Import) £35

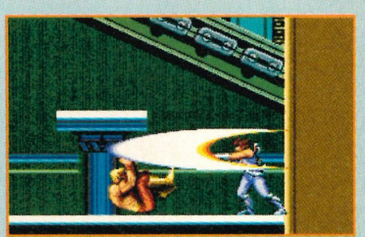
PLATFORMERS: TEN OF 'EM, AND ALL FOR THE MEGA DRIVE...

■ *Decap Attack.* A superbly funny game that's got excellent gameplay to boot

NOW THESE REALLY ARE THE BREAD AND butler of any console. Platform carts have the best backing and the sexiest packaging of any of the games available. You don't see *Golvellius* fronting Sega's PR now, do you?

SONIC THE HEDGEHOG £34.99
Totally rubbish old scroller. Dead slow, dead boring and about as addictive as having sex with Nora Battey on a wet Wednesday afternoon. ✱✱✱✱✱

DECAP ATTACK £34.99
A hilariously funny platform game with great visuals. As Chuck D. Head, you must bash in the enemies, reach the evil Max D. Cap and save the world. Brill fun. ✱✱✱✱✱



■ *Strider.* One of the best coin-op conversions and a game that's great to play

CHUCK ROCK £TBA
Ah yes, well, we're cheating a bit on this one. It hasn't been released yet, y'see, but believe us when we say it's well worth saving up for. (See our review on page 34 and see what we mean.) ✱✱✱✱✱

STRIDER £44.99
A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant gameplay too! ✱✱✱✱✱

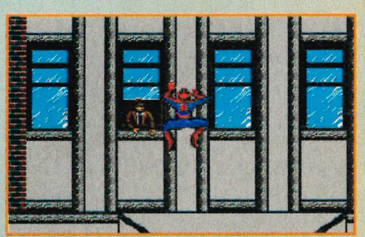
QUACKSHOT £39.99
A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. Old Mickey better watch his back! ✱✱✱✱✱

■ *Robocod.* One of the best platform adventure games for a long time. Good!

JAMES POND 2 £39.99
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing on the Mega Drive. Fun, even if Dr Maybe does take over the Factory... ✱✱✱✱✱

CASTLE OF ILLUSION £39.99
Mickey Mouse stars in this classic platformer. Everything is delightfully portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ✱✱✱✱✱

GHOULS 'N' GHOSTS £44.99
Tricky rendition of the coin-op. However, with unlimited lives you won't let it go. Amazing visuals and superb stereo sound. Unmissable! ✱✱✱✱✱



■ *Spiderman.* Good ol' Webby swings all over the shop in a neat game on the Mega

TAZ MANIA £TBA
Another *Sega Power* cheat, this time for Bugs Bunny's nemesis. Due out this summer, the graphics, sound, gameplay and sheer personality of the Tazmanian Devil come across brilliantly. (Find out just how good he is in The Shape Of Things To Come on page 10.) ✱✱✱✱✱

SPIDER-MAN £29.99
Very addictive and tricky version of ol' Spidey. The animation is great and very cartoon-like, and is helped along by the tremendously moody soundtrack. Web-slingin'-tabulous, mate.✱✱✱✱

✱ You may have noticed that only one of these carts got less than five stars. Pretty good, eh?

■ *Streets of Rage* on the Mega Drive. Magnificent one or two player beat-'em-up

An unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence. Great if you like the first level (and can speak Japanese) but not too hot otherwise ✱

STARFLIGHT £39.99
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ✱✱✱

STORMLORD (Import) £35
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sound effects and piccies add that extra something. ✱✱✱✱

STREET SMART (Import) £30
Limp version of the *Fighting Street* coin-op. Standard slug-it-out fare with poor animation, an awful control method, repetitive action and win-in-one-go difficulty. *(That good, eh? – Ed).* ✱✱

STREETS OF RAGE £34.99
Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrilla warfare. ✱✱✱✱✱

SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ✱✱✱✱

SUPER HANG ON £34.99
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages. ✱✱✱✱✱

SUPER HYDLIDE £30
Phantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. ✱✱✱

SUPER LEAGUE BASEBALL £34.99
As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. Go for *Hard Ball* instead. ✱✱✱

SUPER MONACO G.P. £34.99
Conversion of the coin-op which only sacrifices visuals. There are options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is fast and gripping. ✱✱✱✱✱

SUPER OFF ROAD £29.99
Decent enough coin-op conversion let down by tiny graphics and lack of control options. Gameplay and graphics are good though, as is the two-player version, so it's quite fun to play with a mate ✱✱✱

SUPER REAL BASKETBALL £34.99
Boasting detailed close-ups of the actio
n, realistic court views and decent sound, this is an okay

■ *Technocop* on the Mega Drive. Very gory graphics but not too much gameplay

sport sim. Much better in the two-player mode though which saves it a bit at least ✱✱✱

SUPER REAL VOLLEYBALL (Import) £37
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). ✱✱

SUPER THUNDERBLADE £34.99
A spruced-up version, but not very super. The 3D is too ambitious and the scrolling scenes too average to make you want to pant with excitement. ✱

SWORD OF SODAN £39.99
This is a direct and not very good Amiga port-over. Technically ambitious hack 'em up with amazing stills but dead ropey animation. Weak gameplay grows all too rapidly too. Spend your 40 squid on something less boring instead. ✱✱

SWORD OF VERMILLION £49.99
Role-players take heed because this is one of the better RPGs you can get for the Mega. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! ✱✱✱✱

TECHNOCOP (Import) £30
Interesting mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent but lacking the gameplay extra which made *Impossible Mission* such a classic. ✱✱✱

TEST DRIVE 2: THE DUEL £34.99
Live out your fantasies (no, not *those* fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini in this thrilling 3D driving game. No two-player option, but the graphics are okay and the game is challenging. ✱✱✱✱

TETRIS (Import) £30
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. ✱✱✱✱✱

THUNDERFORCE 2 £34.99
Alternate eight-way and horizontally-scrolling blaster with loads of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ✱✱✱✱

THUNDERFORCE 3 £30
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ✱✱✱✱

TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. Try it out. ✱✱✱✱

TOEJAM AND EARL £39.99
The best two-player game to date. Help the two zany aliens rebuild their spaceship so that they can escape from the most funked out planet in the galaxy – Earth! It's the crazy two-player action that lifts this game up

■ *Twin Hawk* on the Mega Drive. Excellent shoot-'em-up action for fans of the genre

into the stratosphere. Truly awesome! ✱✱✱✱✱

TORA! TORA! (Import) £35
Flying Shark play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. ✱✱✱

TURBO OUT RUN £34.99
A truly nob 3D driving game with boring gameplay, little challenge and no two-player option. Driving games can be fun. This one isn't. ✱

TRAMPOLINE TERROR! (Import) £30
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. It's a good idea to try before you buy though. ✱✱✱

TROUBLE SHOOTER £29.99
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible "Ha, ha" monster is in there too. Great graphic and sonic effects. ✱✱✱✱

TRUXTON £34.99
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ✱✱✱✱

TWIN COBRA (Import) £30
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ✱✱✱

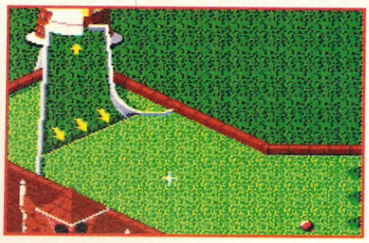
TWIN HAWK £34.99
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you'll have seen loads of times before. ✱✱✱

ULTIMATE TIGER (Import) £37
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ✱✱✱

VALIS 3 (Import) £30
Swords and sorcery scroller with excellent visuals, some smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This is one hell of a quality slash-'em-up. ✱✱✱✱

VERYTEX (Import) £35
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ✱✱✱✱

VOLFIED (Import) £25
Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone – especially if you prefer a totally insane blast-'em-up to this kind of cerebral action. One for true connoiseurs of the shoot and think-'em-up. ✱✱✱✱



■ *Zany Golf* on the Mega Drive. One for zany golf fantatics really, no-one else

WARDNER (Import) £35
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. ✱✱✱

WARDNER SPECIAL (Import) £35
Mega platform shoot-'em-up conversion, with plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but beware of the numerous continues working against longevity. ✱✱✱✱

WARRIOR OF ROME (Import) £40
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome (whenever is Rome not ancient?). Sadly, there are only four scenarios, the graphics are naff and the control system is poor, so don't expect a fantastic ride. ✱✱✱

WHERE IN TIME IS CARMEN SANDIEGO? £49.99
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first of E.A.'s "Edutainment" series. Chase after the head honcho of the title by gathering clues and nabbing elements of her V.I.L.E. henchmen. Learn as you play – maybe... ✱✱✱

WHIPRUSH (Import) £15
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level too. Collectable weaponry, some tough adversaries and really long levels. Nice, but not the best... ✱✱✱✱

WONDERBOY 3 MONSTER LAIR £34.99
Wonderboy, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with the MS version of *Wonderboy 3* and the Converter. ✱✱

WORLD CUP ITALIA '90 £29.99
Coming from Virgin, who have plenty of coding experience, this soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. Go for *Super Kick Off* instead if you're looking for a quality sim. ✱✱

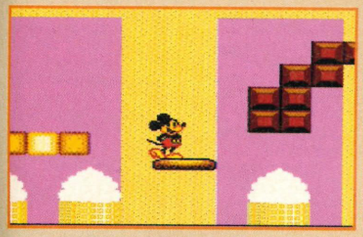
WRESTLE WAR £34.99
With loads of moves, some nicely detailed on-screen characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to diehard fans of the, er, sport. ✱✱✱

XENON 2 £34.99
Sequel to the very successful *Xenon,* a vertically-scrolling shoot-'em-up in the classic tradition with loads of power-ups. Not as good as the Master System version and the gameplay has some serious flaws... ✱✱✱

XDR (Import) £35
X-Dazedly-Ray believe it or not (yes, naff name, isn't it?). Horizontal scroller with gaudy backdrops and insipid blasting. Very simple gamestyle with dodgy collision detection and nothing new. ✱✱

ZANY GOLF £39.99
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money.You're better off sticking to the real thing at the seaside. ✱✱

...AND THE SAME THING BUT DIFFERENT FOR THE MASTER...

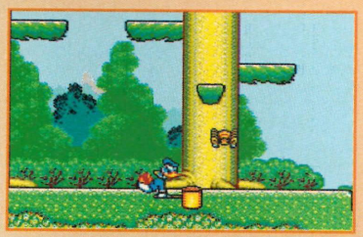


■ *Castle Of Illusion.* The game that set new standards on the Master System

THEY MAKE THEM FOR THE MASTER TOO, YOU know. And here they are, the mostest platform titles for the 8-bit. I dunno, some of these carts look like they belong on a system twice the power...

SONIC THE HEDGEHOG £29.99
The quickly prickly out on the Master System. Supersmooth graphics and totally dreamy gameplay – all on the 8-bit machine. You really have to see it to believe it – it's incredible. ✱✱✱✱✱

CASTLE OF ILLUSION £29.99
Mickey is beautifully animated, the backdrops are stunning and the gameplay brilliant. There's a mammoth task ahead, so get on it – now! ✱✱✱✱✱

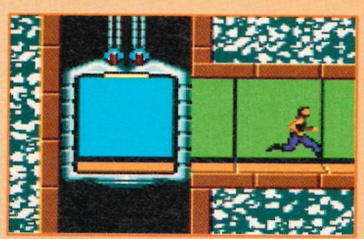


■ *Lucky Dime Caper.* Donald also gets to star in an excellent platform adventure

LUCKY DIME CAPER (THE) £29.99
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven huge levels to explore you really have your work cut out for you too. Piggin'! ✱✱✱✱✱

ASTERIX £29.99
What a game! As Asterix and Obelix, you must negotiate Romans and other perils to rescue druid Getafix from the enemy. A platform adventure with truly awesome graphics and great Gallic gameplay. ✱✱✱✱✱

SHINOBI £29.99
This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, some smart bonus



■ *Impossible Mission.* Excellent animation and a great puzzle and platform game too

rounds, good graphics and some captivating moments that'll have you grippin your stick. ✱✱✱✱✱

IMPOSSIBLE MISSION £29.99
This classic platform-leaper is brilliant on the Master System. Jump the robots and shut down the Mad Scientist's plans for global nuclear destruction (there's always one, eh? They never seem to learn, these megalomaniacal types...). ✱✱✱✱✱

WONDERBOY 3 £29.99
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. ✱✱✱✱✱

■ *Rastan.* One of the best coin-op conversions yet to appear on the Master System

RASTAN £29.99
The Barbaric conversion from the Taito coin-op. Moody, atmospheric, action-packed and very playable, this is without doubt the best sounding game on the Master System. ✱✱✱✱✱

SHADOW OF THE BEAST £29.99
Beneath the supersmooth graphics and animation in this horizontal scroller lies very little in the gameplay department. Such a shame – good to look at though. ✱✱✱✱

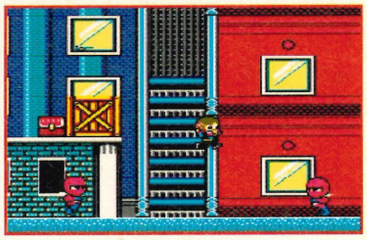
GHOULS 'N' GHOSTS £29.99
Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ✱✱✱✱

■ *Zoom* on the Mega Drive. Ancient gameplay that doesn't stack up too well today

ZERO WING (Import) £35
Toaplan provide their most polished horizontal blaster to date with *Zero Wing*. Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a *Hellfire* beater, but close! ★★★★★✪✣

ZOOM £29.99
Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. ★★

1943 (Import) £20
Known as *Dai Senpu*, this is the latest in the *1940* line of vertical, side-sliding shoot-'em-ups. Nicely detailed graphics with plenty of planes and ships to destroy, but still nothing special. ★★★



■ *Alex Kidd in Shinobi World* on the Master System. Alex's best adventure yet

either. Colourful arcade adventuring with tough puzzles and loads of variety. ★★★★

ALF £30
I actually quite like the character on telly, but this? This is pure, undiluted swill. And 30 quid?? Do me a favour...✱

ALIEN STORM £29.99
Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ★★★

ALIEN SYNDROME £29.99
Even without the graphic frills and the two-player mode, this title is still a classic coin-op conversion – and it's on the Master System too. Tough, but easily throws down the gauntlet to die-hard blasting fans. ★★★★

ALEX KIDD IN SHINOBI WORLD £29.99
Novel twist to the *Alex Kidd* line-up – it's really a cute, but very slick, *Shinobi* meets *Super Mario Bros.* Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. ★★★★

ALTERED BEAST £29.99
Sega's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. ★★

AMERICAN BASEBALL £29.99
Competent translation of America's favourite sport with standard behind-the-player and overhead views – plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. ★★★

AMERICAN PRO FOOTBALL £29.99
Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ★★★★

ASSAULT CITY £29.99
Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ★★★

ASTRO WARRIOR/PIT POT COMBO CARTRIDGE £24.99
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ★★★

AZTEC ADVENTURE £12.99
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ★★★

■ *Bubble Bobble* on the Master System. A simple but highly playable game. Good!

easy for solo players though. ★★★

BATTLE OUT RUN £29.99
Goes up against Taito's *Chase H.Q.* and wins by a bumper. (Very) fast road racing with some demolition derbying thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ★★★★

BACK TO THE FUTURE 2 £29.99
Oh please, this really isn't worth wasting space and time on. Suffice to say it's even worse than the sequel, which is...✱

BACK TO THE FUTURE 3 £29.99
...Pretty junk itself. Infact, I would sooner watch *Lawnmower Man* twenty times on the toilet instead of playing these. And that's about as damning as you can be, I think. ✱

BLADE EAGLE 3D £19.99
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target baddies. This is the only innovative feature in the whole game. ★★★

BOMBER RAID £29.99
Another vertically-scrolling Fire Button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ★★★

BUBBLE BOBBLE £29.99
Blow bubbles, trap monsters, burst 'em and then gather up all those bonuses as you try to rescue your girlies, Betty and Patty, from an evil witch. A very hectic but enjoyable conversion of the arcade hit with a fun simultaneous two-player mode. ★★★★

CALIFORNIA GAMES £29.99
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! ★★★★★

CAPTAIN SILVER £29.99
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap – have a look in the Small Ads (see page 72). ★★

CHOPLIFTER £24.99
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ★★★★

CLOUD MASTER £24.99
Known as *Chuka Taisen* in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ★★★

COLUMNS £24.99
Nintendo practically own *Tetris*, so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ★★★★

CYBER SHINOBI £29.99
Shinobi 2, more or less, but not a patch on the first game.

■ *Fantasy Zone 2* on the Master System. Just look at all those colours! Astounding!

Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues mar the challenge. You'd be better off with the original! ★★

CYBORG HUNTER £24.99
Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ★★★

DANAN THE JUNGLE FIGHTER £29.99
Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ★★★

DEAD ANGLE £29.99
Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ★★★

DOUBLE DRAGON £29.99
The Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ★★★

DYNAMITE DUKE £29.99
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ★★★

DYNAMITE DUX £29.99
As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! ★★★

ENDURO RACER £9.99
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track, there are five different courses (played twice), and you can finish it in a week. ★★

FANTASY ZONE £12.99
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ★★★★★

FANTASY ZONE 2 £24.99
Similar to the original *Fantasy Zone* but beefed up with loads of zippier aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. ★★★★★

FANTASY ZONE 3 THE MAZE £24.99
Pac Man meets *Fantasy Zone* in this labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer clear though. ★★★

FIRE AND FORGET 2 £29.99
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty

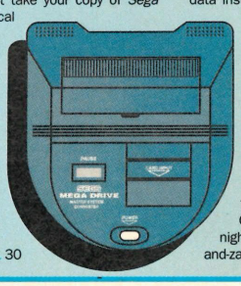
TOP TEN EXTRAS FOR THE MEGA DRIVE. IN ORDER AS WELL...

OKAY, SO YOU'VE GOT YOUR MEGA DRIVE and a huge selection of top titles, you can finish *Sonic The Hedgehog* in 20 minutes, but you just can't crack *Turrican* and your girlfriend's not impressed. You need an add-on.

No, you fool, not *that* sort of add-on (although I'm bound to say that...). No, the sort of additional equipment we're talking about slots into your Drive and enables you to go the whole way. Weak innuendos aside, this means you'll get more fun per square inch from your console than ever before. That's the plan, anyway.

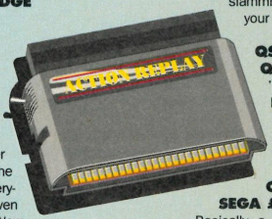
Trouble is, there's as much rubbish on the market as there is hot stuff, and in the heat of the moment, with your wad stuffed full of wonga, it's all too easy to fall for the consumer hype and lash out on something so hideously dire you couldn't fob it off to a lawnmower salesman – even on a good day.

But no longer, people! Just take your copy of *Sega Power* with you to your local dealer, and when he starts makin' it with the standard sales spiel on some heinous piece of Gothic trash, just stuff it up where the sun don' shine. As if by magic, all your problems will disappear, and you'll end up with the best bits for your Mega Drive. Simple, eh?



POWERBASE CONVERTER SEGA £29.99
Well, what can I say? For only 30 quid, you can redesign your Mega Drive and use all those classic (or not so classic) Master System carts. Two consoles for the price of one-and-a-bit can't be too bad, really. If you haven't got one of these already then you have a problem (or perhaps you're broke?). ★★★★★

ACTION REPLAY CARTRIDGE DATEL ELECTRONICS £49.99
Plug this straight into your Mega Drive, insert your favourite cartridge into the slot and yes! Infinite lives, energy and what have you with this handy device that lets you "poke" (in other words, change) some of the data inside a game. Beat everyone and they won't even know what hit them. Now that's useful folks! ★★★★



INFRARED JOYPADS SEGA £34.99
Plug this nifty infrared receiver into your Mega Drive and you're away. You can use the joypads at a distance of up to four metres from the receiver, but unless you've got a massive television set, you might as well play your games on a screen the size of a stamp. Each joypad requires four HP 16 batteries.

Of course, it helps get rid of those spaghetti lead nightmares and if you fancy a bit of lying-on-the-bed-and-zapping luxury, there's nothing better. There's no loss in responsiveness either. ★★★★

ZY-FI SPEAKERS EVESHAM MICROS £39.99
Output your Mega Drive's stereo sound straight into these speakers and enjoy! Infinitely better than 99% of telly speakers, the output is crisp and the basslines slamming (for a console...) You can use 'em with your walkman too. ★★★★

QS 135 PYTHON STICK QUICKSHOT £12.99
'Ere, this is a bit of all right. Sturdy, good-looking stick with a brilliant turbo option. The absolute business for *Desert Strike* and carts of that ilk. And cheap at the price. Get one. ★★★★

CARTRIDGE CADDY SEGA £4.99
Basically a plastic tray designed to hold up to eight of your precious Mega Drive carts (including the boxes). Er, and it holds them sort of upright, ahem. That's it really. Neatness freaks will love it, but you couldn't call it spunky. ★★★★★

MEGA STAND (AROUND £60)
The Mega Stand is KMA's answer to the hi-fi, video and TV stand. Your Mega Drive sits on top and there's room for sticks, pads and up to 11 games

(But what about the speakers? I suppose you sellotape them to the sides, do you?) There are even cable tidies. Nice, but expensive for what it is. ★★★★

CARRY BAGS PRAYBOURNE (AROUND £30)
Are you always popping off down your mates' place with your Drive under one arm and a *Sainsbury's* shopper in the other? Want more cred? Want to be def (eh?) Want to be dayglo-colour-bomb man himself? Get yourself one of these handy li'l numbers. Pretty good really. ★★★★

ARCADE POWER STICK SEGA £34.99
Blimey, this is a well hard piece of kit. It's built to last and all those Buttons are pretty damn fine, actually. The Mega Fire switches on all three. Buttons work well too, which is a nice change. Shame the stick itself is a tad too spongy. ★★★★

QS AVIATOR QUICKSHOT £29.99
There are those in the office who think this hairy great yoke-plane-joystick-flight thing is a bit OTT, which it is. But it's also excellent for certain games – *F-22 Interceptor* and *Super Monaco G.P.*, for example. It's just like a steering wheel, y'see. In fact, Neil used it to research the literary masterpiece which is on the cover of this very issue of *Sega Power*. He swore by it, and absolutely refused to use anything else – so there you go! ★★★

■ *Golden Axe* on the Master System. A stunning conversion of the great coin-op

of vehicles to blast and icons to collect. Flash – and plays well too. ★★★★

FORGOTTEN WORLDS £34.99
Stunning shoot-'em-up conversion totally ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, perhaps, but otherwise steer well clear... ★★★

GAIN GROUND £29.99
Innovative combat game set over a series of static screens. Choose a team member and clear each area (from the bottom to the top). Interesting strategy element but average visuals. ★★★

GALAXY FORCE £29.99
Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ★★★★

GANGSTER TOWN £24.99
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ★★★

GAUNTLET £29.99
Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! ★★★★

GHOSTBUSTERS £29.99
Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! ★★★★

GHOST HOUSE £17.99
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! Previously available on card as well. ★★★

G-LOC £29.99
This is a poor man's *After Burner*, but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ★★★

GLOBAL DEFENCE £12.99
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics thrown into the odd mixture. Different, so worth a look. ★★★★

GOLDEN AXE £29.99
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ★★★★

GOLDEN AXE WARRIOR £32.99
An arcade adventure based on the *Golden Axe* characters. Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. ★★

GOLFAMANIA £32.99
Tidy golf sim which features overhead rather than 3D views of the course. Fast and unfussy too. The soundtrack is appalling though so get yer Walkman out. ★★★★

■ *Heavyweight Championship Boxing* on the Master System. A boxing game really

GOLVELLIUS £29.99
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure (if you don't know your way around RPG's yet) which tests your powers of reason and reaction. ★★★★

GREAT BASEBALL £24.99
This baseball simulation has been superseded by *American Baseball*, but there's little to choose between the two. This one lacks the graphical frills of its rival, but it's a fiver cheaper. ★★★

GREAT BASKETBALL £24.99
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head battle, but don't depend on it for any big-time thrills. ★★

GREAT FOOTBALL £24.99
No, this isn't soccer from old Blighty – this is American Football. Tough competition from *American Pro Football*, and this is left wanting: few tactical plays, heavy sprite glitch and a poor one-player mode. ★★★

GREAT GOLF £24.99
Leaderboard-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ★★★

GREAT ICE HOCKEY Deleted
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ★★★★

GREAT VOLLEYBALL £24.99
A simulation which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short shelf life. ★★

HANG ON £9.99
Coin-op two-wheeler affair, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed. Very entertaining and pretty much timeless. Previously available on card ★★★★

HANG ON/ASTRO WARRIOR COMBO CARTRIDGE Not applicable
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ★★★★

HANG ON/SAFARI HUNT COMBO CARTRIDGE Not applicable
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shotters. If you're a new owner, you could do worse than try your luck with this bargain cart. ★★★★

HEAVYWEIGHT CHAMPIONSHIP BOXING £24.99
Fisticuffs á la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players – but it's far too easy if you're playing on your own. What good is a game when it can't even offer you a decent solo challenge? ★★★

■ *Kensiden* on the Master System. A big game but not one of the easiest to play

INDIANA JONES AND THE LAST CRUSADE £29.99
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. One of the neatest looking Master System games available, but marred, unfortunately, by the overly finicky gameplay. ★★★

JOE MONTANA FOOTBALL £29.99
A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ★★★

KENSEIDEN £29.99
Scrolling oriental slice-'em-up with very pretty backdrops. Main character is slow and unresponsive but if you can master that, there's a lot of game here. ★★★★

KLAX £24.99
Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along a belt and you must arrange them correctly in order to earn megapoints. Braintaxing fun, but nothing spectacular. ★★★

KUNG FU KID £24.99
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ★★★★

LINE OF FIRE £29.99
Don't expect the 3D visuals of the coin-op – this is just another vertically-scrolling shoot-'em-up with loads of baddies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. ★★★

LORD OF THE SWORD £29.99
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ★★★

MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART Deleted
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksman Shooting, Trap Shooting, Safari Hunt* cart below? ★★

MARKSMAN SHOOTING/TRAP SHOOTING/SAFARI HUNT COMBO CART Not applicable
Free with the Light Phaser, this packs three shooting games – the best thing being *Safari Hunt*. Loadsa nicely animated targets too. ★★★

MASTER CHESS £29.99
Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess lovers will love this version. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ★★★★★

MAZE HUNTER 3D £19.99
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables. ★★

■ *The Ninja.* on the Mater System. Long in the tooth now but a fun game nevertheless

MIRACLE WARRIORS £32.99
Control four brave heroes in this Japanese fantasy role-playing game. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. ★★★★

MISSILE DEFENCE 3D £19.99
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... ★★

MONOPOLY £29.99
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ★★★★

MOONWALKER £29.99
Old Wacko Jacko gets pixelised for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ★★★

MS PAC-MAN £29.99
Stone Age gameplay, but this is still a faithful conversion of the coin-op. What's more, you can get Pac-Man to join in with the excellent two-player mode. Lots of fun and the girlie side provides an interesting slant. ★★★★

MY HERO £17.99
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the ninja action's pretty decent. Bit pricey in its current cart format. Previously available on card. ★★★

NINJA £9.99
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ★★★★

OPERATION WOLF £29.99
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ★★★★★

OUT RUN £29.99
Take away the steering wheel and snazzy graphics you get with the coin-op and what are you left with? This competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's a good bit of fun anyway. ★★★

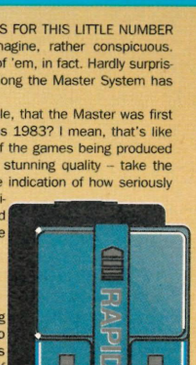
OUT RUN EUROPA £29.99
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date Nice graphics and a good challenge to-boot. ★★★★

OUT RUN 3D £29.99
Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy than it ought to be. If you can put up with that, it's okay. ★★★

...AND THESE ARE THE BESTEST BITS FOR YOUR MASTER

EXTRA BITS AND BOBS FOR THIS LITTLE NUMBER are, as you can imagine, rather conspicuous. There are hundreds of 'em, in fact. Hardly surprising when you consider how long the Master System has been around in this country.

Did you know, for example, that the Master was first available in Japan as early as 1983? I mean, that's like *nine* years ago. That many of the games being produced for the system today are of stunning quality – take the *Lucky Dime Caper* – is some indication of how seriously the Japanese take its abilities. Expect to see it around for at least another nine years.



RAPID FIRE UNIT
SEGA £5.99
A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the kind of firepower that would put even an Uzi 9mm machine-gun to shame. Of course, if you've already got a turbo option on your stick then it's not necessary, but a great apiece of kit and dead cheap too. . ★★★★

SG COMMANDER
SEGA £9.95
Much much better than the Control Pad. It's good to see the Rapid Fire switches, but how long they'll last is another matter. Brilliant value for money and quite cool with it. ★★★★

QUICKSHOT GAME CONTROLLER QUICKSHOT £8.99
Weird-looking gadget that looks like the handlebars on a bike. It's a useful shape though and can withstand a pretty intense bout of gameplaying. The novel design also means you can snap it in two if you get really hot under the collar – a very thoughtful design feature. Thanks, Quickshot! ★★★★★

FREEDOM CONNECTION SPECTRAVIDEO £19.99
Not a joystick as such but a device that transforms your joystick into a totally wicked infrared "remote" controller. Now you needn't be tied down by the length of your leads ever again. Think about it. ★★★★

THE BUG
CHEETAH £14.99
Shaped like an oversized beetle with two Fire Buttons for "eyes," this novel micro-switched joystick for the Master System is suitable for both left and right-handers. It may look strange but it works well enough. ★★★★

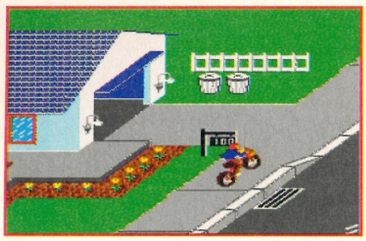
CONTROL STICK
SEGA £14.95
There's nowt much wrong with this little beauty apart from its grim business-like looks. Still, in a world of over-funked designs and gawdy colour schemes this could be construed as a breath of fresh air (phew). This is a strong and responsive stick. Go for it! ★★★★

QUICKSHOT
DELUXE DIGITAL QUICKSHOT £9.99
A tough, good-looking (phwooar!) stick, but a few Buttons on the base would have been a real boon – especially when you get tired. But if you get tired playing console games, I'd hate to think what your girlfriend or boyfriend might say *(what's he on about – Andy)*. ★★★★

SPEEDKING
KONIX £12.99
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. Hang on, this all sounds very familiar. Maybe all you lot have an insatiable appetite for weird things. I mean, *The Bug, The Intruder, Nick Aspell* – where does it all end? ★★★

LIGHT PHASER
SEGA £29.99
A plug-in pistol which you can use with games like *Laser Ghost* and *Operation Wolf* (among others). It's actually pretty crap with the longevity of a teabag under high pressure, but it's not a "weirdly designed" joystick, so it gets in at Number Nine on that alone. Useful enough if it came with your Master System but that's about it really. ★★

3D GOGGLES
SEGA £49.99
Snazzy looking plug-in goggles to give you that extra poise at parties. The effect isn't brilliant but they're quite a novel add-on. Hmm, "novel." Better than "weird," I suppose. But really, that's about it. Number Ten out of ten, pop pickers. And that's all you need for your system I reckon people! ★★★



■ *Paperboy* on the Master System. It's an old game but well converted and still fun

PAC-MANIA £29.99
Blimey, this one's ancient – remember the original *Pac Man*? This a four-way scrolling isometric version, except that now you can get Paccy to jump *over* ghosts! Smooth, slick and *very* playable. ★★★★

PAPERBOY £29.99
Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, but you're going back abit... ★★★★

PARLOUR GAMES £17.99
What an odd program! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. ★★★

PENGUIN LAND £29.99
Vertical platform puzzler and a cross between *Pengo* and *Boulderdash*. Guide penguin and egg through each level, avoiding monsters and keeping the egg intact. Brilliantly designed and very addictive. ★★★★

PHANTASY STAR £39.99
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months and months. Huge. Astounding. Get it. ★★★★★

POPULOUS £34.99
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ★★★★★

POSEIDON WARS 3D £19.99
Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. ★★

POWER STRIKE £24.99
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy to rival the best of 'em. A real test for even the most battle-hardened of blasting fans. ★★★★★

PRO WRESTLING £24.99
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ★★★

PSYCHIC WORLD £29.99
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look if you're feeling frisky. ★★★

PSYCHO FOX £29.99
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Shame they made it too easy though... ★★★★

QUARTET £24.99
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Playable, but lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... ★★★

RAMBO 3 £29.99
This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing when you think what a good game that is. Shoot the Ruskies as they scroll into view. Tough, gritty and very challenging. Certainly a rare Phaser game – one of quality. ★★★★

RAMPAGE £29.99
Want to star in a Japanese monster movie? Well, now's your chance. You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun – and a laff it is too! ★★★★

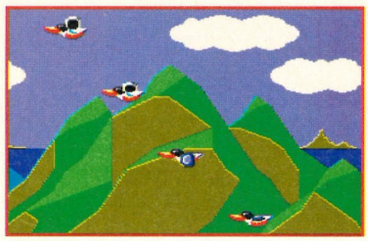
RAMPART £29.99
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. ★★★

R.C. GRAND PRIX £29.99
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. ★★

RESCUE MISSION £9.99
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety if you're going to stick with it. ★★

ROCKY £29.99
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. ★★★

R-TYPE £29.99
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blastier (er?) than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master System anywhere. BUY IT! ★★★★★



■ *Shooting Gallery* on the Master System. One of the really good Light Phaser games

SCRAMBLE SPIRITS £29.99
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling too. ★★

SECRET COMMAND £12.99
Two-player vertical scroller in the true tradition of *Ikari Warriors*. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US, and *Secret Commando* on the title screen! ★★★★

SHANGHAI £24.99
Curious Chinese puzzle game: pair up tiles to remove them from the pile on the screen, and then clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! You should play it just to see it! ★★★★★

SHOOTING GALLERY £24.99
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals and victims – and a few nice effects (like the backdrops falling apart!). ★★★★

SLAP SHOT ↗£29.99
Ice hockey with slippery players and a hands-on punch-up option just to liven things up a'bit! A good two-player sim but lacking in long term interest. ★★★★

SPACE HARRIER £29.99
Old coin-op conversion (with a ridiculous plot) which still looks good, despite its age. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. ★★★★

SPACE HARRIER 3D £19.99
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles, of course). ★★★★

SPEEDBALL £29.99
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. ★★★★

SPELLCASTER £29.99
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too – thank heavens for the save game feature though. You'd be in the soup without it. ★★★★★

SPIDER-MAN VS THE KINGPIN £29.99
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans – are there any of you left out there, that's what I want to know? ★★

SPORTS PAD FOOTBALL Deleted
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal joypad, it would be great – if only you could get hold of the thing! ★★★★

SPY VS SPY £17.99
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode – not so hot alone. Previously available on card ★★★

STRIDER £29.99
As acrobatic hero, Hiryu, you must save the world (again) in this scrolling platform-cum-beat-'em-up game. It looks good but fails to offer any long-term challenge. ★★★★

SUBMARINE ATTACK £29.99
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit *too* nigh... ★★★

SUMMER GAMES £29.99
Multi-player sequel to *World Games*. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. ★★

SUPER KICK OFF £34.99
At last! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. ★★★★★

SUPER MONACO G.P. £29.99
With dual viewscreens, two players can race head-to-head in this quality conversion. It's fun, but the cars handle badly and you won't see much in the way of scenery as you're pegging it around the course. ★★★

SUPER REAL BASKETBALL £24.99
Marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. We think it's more the fault of the sport than the game itself though. ★★★

SUPER SPACE INVADERS £29.99
The game that started it all off is now available on your Master System – and it's even better than the original too. Plan your route to the big end-of-level boss and

■ *Wanted* on the Master System. Another Light Phaser game. This one's harder as well

enjoy all the Invader novelties (splitting Invaders, for instance) and handy power-ups. ★★★★★

TEDDY BOY £9.99
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. Previously available on card. ★★★

TENNIS ACE £29.99
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ★★★★

THUNDER BLADE £29.99
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action, pleasant graphics and a very long and challenging mission. ★★★

TIME SOLDIERS £29.99
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. A below-average coin-op conversion. ★★★

ULTIMA 4 £39.99
First of the *Ultima* series of role-playing game adventures available for the Master System. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. ★★★★★

VIGILANTE £29.99
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with an oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ★★★

WANTED £24.99
One of the better Light Phaser games which has you battling against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows, and you've got to blast 'em and earn yourself loads of points! Bonus screens and scrolling stages provide variety but it still needs more levels. ★★★

WIMBLEDON £29.99
Not the best sport in the world (Andy prefers American Football), but this is a brilliant sim nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). Good fun too. ★★★★

WONDERBOY £24.99
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ★★★

WONDERBOY IN MONSTERLAND £29.99
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find. Captivating and very entertaining gameplay. ★★★★

WOODY POP Deleted
Ancient *Arkanoid* clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. Available on card only ★★★★

WORLD CLASS LEADERBOARD £29.99
This old 3D golf game looks dated but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to look out for. It lacks options, but in multi-player mode it's heaps of fun thrashing your opponent to bits! ★★★★

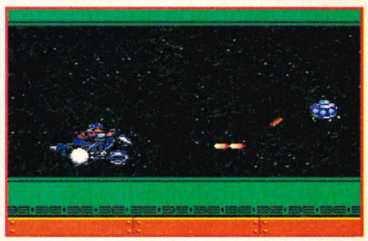
WORLD CUP ITALIA '90 £24.99
This soccer simulation viewed from above just missed the whole competition when released. And it was a good job! This is best viewed from a very long way away. It isn't dire, but it's on its way there. ★★

WORLD GRAND PRIX £12.99
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent racing competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding when the chips are down! ★★★★

WORLD SOCCER £24.99
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives the newer *Italia '90* a good tackling for your money. (Of course, *Super Kick Off* is the best of the lot, don't forget.) ★★★

XENON 2 £24.99
Tricky and tough aliens make for a real challenge in this fab vertically-scrolling shoot-'em-up. It's not quite a "classic" game, but it still manages to offer plenty of engaging action. ★★★★

Y'S THE VANISHED OMENS £32.99
This role-playing game boasts large scrolling maps and a variety of puzzles and plots. If you've finished



■ *Zillions 2* on the Master System. Simply unremarkable shoot-'em-up action

Phantasy Star, check it out. ★★★★

ZILLION £24.99
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do and nice looking, but the main character is awful to control. ★★★★

ZILLION 2 TRI FORMATION £24.99
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding. ★★

BATTER UP (Import) £20
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the gameplay though and the strange display doesn't help much. ★★★

CASTLE OF ILLUSION £24.99
Mickey in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld! ★★★★

COLUMNS £19.99
Tetris gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. ★★★★

DRAGON CRYSTAL £24.99
Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows very tiresome after a while. Poor "statistical" combat puts the final nail in the coffin. ★★

FACTORY PANIC £24.99
A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts to guide various goodies to your customers. Sadly, the security guards get in your way and mar the otherwise enjoyable gameplay. ★★

FANTASY ZONE £24.99
The brilliant presentation is let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good as the Master System version. Untapped potential is frustrating. ★★

G-LOC £24.99
Superb introduction sequence followed by some not-very-superb gameplay. Fast, *After Burner*-like, but with all the bad aspects of that game: repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money. ★★

HALLEY WARS £24.99
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. ★★★★

HASTLE GOLBY (Import) £25
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcadey fun, and has great sound, but unfortunately the gameplay is repetitive. ★★★

JOE MONTANA FOOTBALL £24.99
Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and a lack of options. Choose tails every time on the toss to win, throw the ball and you can't go far wrong. One plus point though: easy to get into. ★★★

LUCKY DIME CAPER (THE) STARRING DONALD DUCK £24.99
Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive gameplay. Walt would've been proud... ★★★★★

NINJA GAIDEN £24.99
A fun walk, jump and hack-'em-up with fiddly graphics but six levels of frantic ninja action. If you liked *GG Shinobi* (see below) then you'll love this one (even though it is a tad too easy). ★★★★

OUT RUN £24.99
Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ★★★★

PAC-MAN (Import) £20
The famous lemon chomps his way through the blue

maze while avoiding the colourful ghosts (yet again). Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. ★★★★★

PENGO **£19.99**

Remember this one? Ancient gameplay but it's still wonderful. Slide the ice blocks to squash your enemies! Wonderful mix of speedy reactions and strategic thinking. Simple, cute and very playable. ★★★★★

POPILS **(Import) £20**

Rescue your gorgeous chick from Popils the sorceror (ho hum). A puzzler head and shoulders above the rest with 100 levels and a fun Gear-to-Gear option. There's also an edit facility and memory back-up. ★★★★★

PSYCHIC WORLD **£19.99**

Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure – just to spice things up. Not meaty enough for discerning game-players, but neat and certainly very playable. ★★★

PUTT AND PUTTER **£25.99**

Crazy golf – but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it very boring in the long run. ★★★

GG SHINOBI **£24.99**

First dedicated Game Gear title, and what a right stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superluvverly sonics – but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. ★★★★★

SLIDER **£24.99**

99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Plenty of neat little extras (bonuses and so on), but there's no two-player mode and far too many continue/password options. ★★★★

SOLITAIRE POKER **£25.99**

This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Pluck cards from "shoes" (not that kind of shoe...) on the left and slide 'em into the card grid on the right. Good fun, but not really something shoot-'em-up buffs have been waiting for. ★★★

SONIC THE HEDGEHOG **£29.99**

Just as juicy as the Master System version, this classic game has all the features of the original. The action's even been enlarged to cope with the Game Gear's smaller display. 'Kin superb. ★★★★★

SPACE HARRIER **£24.99**

Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jetbike into enemy territory, destroying all manner of huge and segmented nasties. Fun but too tough on the thumbs! ★★★★

SPIDERMAN **£24.99**

Brilliant conversion for the handheld. Slick animation, stunning graphics and great soundtrack combine to make this a classic cart. The next best thing after *Sonic* and very hard to crack. Perfect.★★★★

SUPER KICK OFF **£27.99**

This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. Great graphics too. A must buy! ★★★★★

SUPER MONACO GRAND PRIX **£19.99**

Compromised graphics and unrealistic handling make this a game for racing freaks only – so that's Andy out then. He can't even drive. Okay, so it's saved to a great extent by the head-to-head option, but don't expect a mini coin-op crammed onto your handheld... ★★

WONDERBOY **£19.99**

Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long time to get into the action, and even when you get that far, it's undercooked. Okay, but there are plenty of better handheld titles around – just look at 'em. ★★

WOODY POP **£19.99**

Remember those early video games of the '70s which had in-built versions of *Breakout* – the game where you had to destroy a wall of bricks by bouncing a ball against them? Well, this is more of the same, but updated. A cute clone with its own very unique style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type so far. Very difficult but worth it. ★★★★

WORLD CLASS LEADERBOARD **£24.99**

Wonderfully playable golf simulation boasting four courses and 72 holes. Realistic 3D graphics, good ball movement and some great animation of your player. Pick your clubs, check the wind and away you go. Your stats are displayed en route as you attempt to get around in as few strokes as possible. Fun for golfers and non-golfers alike, but a Save Game feature would have been nice. ★★★★

EXTRAS FOR THE MEGA DRIVE

ACTION CHAIR **SEGA £109.99**

Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Smeggin awful. ★

CARRY CASE **I.S.M. £49.99**

A sturdy custom-designed plastic carry case for your Mega Drive and kit. This can hold your Mega Drive, Powerbase Converter, two joypads, up to five games and an AC Adapter. But look at the price-tag! At £20, fair enough, but at just under 50 quid – I.S.M. must be bonkers.

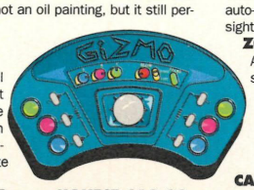
CONTROL PAD **SEGA £14.99**

An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ★★★★

EXPLORER **A DAN LTD. £29.99**

Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, It's not an oil painting, but it still performs well. ★★★★

GIZMO **BEESHU £64.95**



This is what you might call a trendy designer's worst nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, it's naff. ★★

MEGA DRIVE JOYPAD **HONEST £19.99**

Looks like the joypad, but comes with three extra Buttons. Feels cheaper but the Buttons are okay. ★★★★

POWARCADE ACTIVE CONSOLE **£299.99**

An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own "coin-op." ★★★

QUICK GUN TURBO **JONG RICH £16.95**

Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. ★★★★

SG FIGHTER **QUICKJOY £14.95**

Posey beyond belief, this is a responsive but weak stick. Fire Button and Start are small and too close together. Over the top. ★★★

STARCURSOR **MICROLEISURE** **(AROUND £25)**

A sturdy Scottish joystick (hoots mon), but you can't redefine the Fire Buttons. ★★★★

STING-RAY **LOGIC 3 £13.99**

This is a vile, vaguely gun–shaped joystick with very awkward Buttons, a poor trigger and an unbelievably inaccurate stick. ★

STRIKER **BEESHU £29.95**

Barf! Buttons are garish, with no feedback and the joypad is vile – it's too easy to accidentally select the diagonals. It also has a useless headphone extension socket. ★

THUNDERSTICK **KRAFT £39.99**

Aargh! The stick travels about three inches in every direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. ★

EXTRAS FOR THE MASTER SYSTEM

CAMERICA

FREEDOM STICK **CAMERICA £39.99**

A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy playing session. ★★

CHEETAH 125+ **CHEETAH £9.99**

Nice Fire Buttons plus auto-fire switch but the whole thing just feels cheap, tacky and built to bust. ★

INTRUDER (QUICKSHOT) **£24.99**

Hairy-arsed great thing straight out of a *Huey* chopper, with turbo controls and flip-up trigger guards. Some use with *After Burner* and carts of that ilk, but just too big for games needing any ism of fine control. Real nice idea, though. ★★★

POWERPLAY CRYSTAL POWERPLAY **£12.99**

Awkward Fire Buttons make good gaming really impossible and its strength could be a problem too. ★

SEGA CONTROL PAD **SEGA £6.95**

A durable but piggin' ugly stick with a wobbly joypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street cred whatsoever. ★★★

SEGA HANDLE CONTROLLER **SEGA £39.99**

Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels weak. ★★★

ULTIMATE SUPERSTICK **BEESHU £37.95**

Caters for left and right-handers, has dial-a-speed and auto-fire facilities. It feels horribly weak though and looks a sight. Not responsive either. ★★

ZOOMER **BEESHU £41.95**

Another "yoke" stick. Sorry, this one's an unresponsive pile of plastic poo. ★

FOR BOTH MACHINES...

CARTRIDGE SOFT PAK **SEGA £7.99**

For the discerning gameplayer about town comes this acme of fashion accessories. The Cartridge Soft Pak is made of a tasteful blue and black material, complete with sturdy velcro strip to hold your cartridges in place. It can hold up to eight Mega Drive or Master System games. ★★★

FOR THE GAME GEAR

AC ADAPTER **SEGA £9.99**

These don't come with the Game Gear, and since batteries last about as long as a British summer, you'd be well advised to get one.

BATTERY PACK **SEGA £29.99**

Say goodbye to battery blues with this very nifty rechargeable Battery Pack. You need the AC or Car Adapter to charge it up, but once powered, it can provide you with a full day's worth of solid gameplaying. ★

CAR ADAPTER **SEGA £17.99**

One end of this 1.5m long lead plugs into the Game Gear, the other into a car's lighter socket. It's great if you're on a long journey in the old motor – and saves on batteries too (always a big problem). ★★★★

GEAR-TO-GEAR CABLE **SEGA £4.99**

Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when *both* players have a version of the same game. ★★★★★

MAGNIGEAR **EUROMAX £12.99**

Not as good as the Wide Gear (see below), but it does enlarge the Gear's tiny display reasonably well. ★★★

MASTER SYSTEM ADAPTER **£34.99**

Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ★★★★★

TV TUNER **SEGA £74.99**

Small oblong doobrie that plugs into the cart slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV. Red Dwarf? Home And Away? Those nasty early morning Open University lecture courses with the strange hippy people telling you all about mega mathematics? Well, you'll never have to miss your favourite programmes ever again with one of these little add-ons...

Our advice though is to wait, 'cos it's very likely there'll be a price cut sometime in the summer. ★★★

WIDE GEAR **SEGA £14.99**

This fixes directly onto your Game Gear and attempts to improve the quality of the screen by magnifying the display. Now you can say good-bye to that painful old eye-strain (a common complaint made by Game Gear owners) and play your handheld 'til you drop! ★★★★

THE NEVER NEVER...

GAME GENIE **CODE MASTERS £49.99**

Planned for release sometime in the summer, this plug-in gadget is Code Masters' answer to Datel's Action Replay Cart (see Mega Drive Extras). It's a similar cheating device which aims to help you get the most out of your current stock of games by providing infinite lives, energy and what have you.

GRAVIS **SPECTRAVIDEO, AROUND £40**

This tabletop stick looks well impressive. It boasts adjustable stick tension, three independent Fire Buttons, a foam–covered stick and comes in either a black or a transparent casing. We can't wait to see it – it looks stunning and has been consistently voted Number One in the US. Who knows? It could well become the definitive joystick over here too. We'll be giving you the low-down as soon as we can.

JET RANGE **PRODUCT 2000 LTD**

There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair.

MEGAPLAY **TO BE ANNOUNCED**

An adapter that enables you to plug in twelve Mega Drive games at once then instantly access any one of them at the flick of a switch. Could be good, but there's no release date as yet. We'll keep you posted!

SEGA POWER

...YER KNOW I HEARD IT ON THE GRAPEVINE...

WELL, THIS IS A TURN UP FOR THE BOOKS. We have it from an anonymous source at Sega Europe that the reason the Wondermega launch is being delayed until after Christmas is not because of software back-up and its lack thereof, but that the official Mega CD will be a 32 -bit machine!

Whether this is completely true or not could not be confirmed over the phone, but the source went on to say that this revolutionary machine would be "grey," "powerful" and "round."

As if that wasn't enough, the same, er, "person" then dropped the beans on the Gigadrive. It's due to be a fully strapped, very scary 64-bit, tea-leaves 'n' all Satan in a kaftan! Do you realise what this means? Carts (or should I say laser discs) that will make *Sonic* on the Mega Drive look about as impressive as the inside of a Nintendo owner's store cupboard.

If all the above is true, the indicators point to an early 1993 launch for the Mega CD, which will be released before the Wondermega to whip up interest and get software CDs firmly on the shelves.

Sega are hinting at around 30 introductory titles, with thousands "being worked on right now." The CD drives will feature a 6-second RAM buffer, which means you could open the top, whip out the CD, make a very quick cup of Irish coffee and replace the CD, all without the merest hint of a glitch. Handy, eh?

But the best bit is that the CD compatible machines will come fully equipped with the latest in microwave applications – and there's even talk of a Hyper-Giga Mega-Drive. This, it is hoped, will be a 128-bit mutha, capable of intelligent thought and Utterly Virtual Reality. UVR enables the player to actually hold and use real weapons and real cars – while wearing a plastic helmet.

We've even had reports that people have been arrested while playing it. Crikey! Other information is so thin on the ground as to be non-existent at this stage. We'll tell you more when we have the latest inside information.

(Er, some of the above may not necessarily be true.)

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Now no-one my son can say fairer than that!

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Master System games for sale: Action Fighter, My Hero, F-16 Fighter. £10 each, all in excellent condition. Cambridgeshire area.
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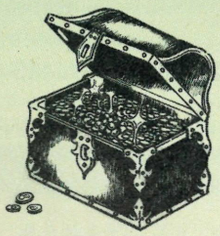

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SWAPS

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Tel: (0443) 493261

I will swap my Master System Populous for your Castle Of Illusion, Bubble Bobble, American Pro Football, Speedball or Fantasy Zone 2.

Tel: (0245) 256516 after 6pm

I will swap my Kung Fu Kid for either Slap Shot, Speedball or Super Kick Off (they must all have instructions though please).

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I will swap Vigilante, Altered Beast and After Burner for Psycho Fox, Power Strike and Wonderboy, or other equally good games. Could also sell.

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I'll swap Mickey Mouse, Psycho Fox or Ghouls 'n' Ghosts for the MS for either Super Kick Off, Sonic, Speedball or Xenon 2. Write to: **Omair Ghafur, 34 Mansfield Street, Glasgow G11 5QW.**

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Tel: (081) 751 0514
I will swap my Master System and 5 games plus Light Phaser with 4 games for your Mega Drive. The 5 games must include Sonic and California Games.
Tel: (0952) 462 256

Rambo, Populous, World Cup Italia '90 as new in boxes. All 3 for 2 of these – Golden Axe, Ghouls 'n' Ghosts, Budokan, Shinobi, Strider and John Madden 1 or 2 – or swap all for Game Gear. Phone after 6pm.
Tel: (061) 437 5663

I will swap Nintendo Mega Man for Phantasy Star, Fantasy Zone 1 or 2, Wonderboy 3, Psycho Fox or others . Will also sell for £15.
Tel: (0473) 272 682
I will swap Moonwalker, Parlour Games, Super Tennis, World Soccer, Knockout Boxing, Joe Montana Football and Montezuma's Revenge, on Master System for any good MS games. Or will sell.
Write to: 24 Kings Rd, Orpington, Kent. BR6 9LH.
Swap Golden Axe, Might And Magic, World Cup Italia '90, Centurion and After Burner 2 for Populous, Ghouls 'n' Ghosts or any other good games. 5 games for your 2.
Tel: (0367) 53194
I will swap my Mega Drive Castle Of Illusion for your Quackshot or Robocod.
Tel: (0527) 502622
Master System Games. Swap Teddy Boy for Laser Ghost, Rescue Mission for Mickey Mouse, and Action Fighter for Donald Duck or Asterix.
Tel: (0923) 264108
I will swap Robocod for Speedball 2, Quackshot for Decap Attack and Mickey Mouse for Gynoug. English and American only please.
Tel: (0279) 443290
I will swap Golden Axe for Alien Storm and Gaires for Aero Blasters. Also a new Arcade Power Stick, boxed, £30.
Tel: (0279) 443290
Master System games to swap: Moonwalker, Rastan, Wonderboy 3, Shinobi and Golvellius, for Asterix, The Lucky Dime Caper, Super Kick Off, Golfamania, Sonic, Speedball, Ghouls 'n' Ghosts, and Bubble Bobble. Other games considered.
Tel: (0245) 257994
I will swap my Golden Axe or Shinobi for your Wonderboy 3 or Populous for the Master System.
Tel: (0687) 2483
I have Mickey Mouse, Sonic, Golden Axe, Super Monaco G.P., Shinobi and Wonderboy for Game Gear. Will swap for Donald Duck, Super Kick Off, Columns, Out Run, Leaderboard or Populous. **Write to: J. Kenna, 2 Truro Walk, Denton, Manchester. M34 1JW.**
Will swap Operation Wolf and Light Phaser (as new) boxed with instructions for Impossible Mission or Castle Of Illusion boxed and with instructions. **Please write to: 187 West Field, Plympton, Plymouth, Devon PL7 3EL.**
Will swap Pac-Mania, Populous and The Immortal for Quackshot, Budokan and Fatal Rewind, but will consider others.
Tel: (0272) 628336
I will swap Gynoug for your Aero Blasters, also Streets Of Rage for your Kabuki warriors or Phantasy Soldier 3 or will sell either for £20.
Tel: (0625) 434113
I have John Madden, After Burner 2, Battle Squadron, Shadow Of The Beast, Art Alive! and other titles. I'd like Desert Strike, or any other good games.
Tel: (0428) 607769
Will swap Master System with 12 games for a Game Gear with 2 games.
Tel: (Norwich) 744679
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Tel: (0302) 726943

GOODS WANTED

Wanted: any Master System games for beginner. Transaction by registered mail only. I will pay up to £10 for more or less recent games. Please hurry!
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Will pay between £10 and £18 for Mega Drive games, boxed with full instructions. Send details to: 2a Cherry Tree Avenue, Dover, Kent CT16 2NL

Will pay top prices for all Mega Drive games up to £20 for good titles. Will consider any game.
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Tel: (0767) 318796 after 4pm
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Tel: (0700) 505179

I will pay between £10 and £15 for either English/American Mega Drive or Master System games, boxed with instructions. No rubbish please!
Tel: (0428) 607769

Wanted: copy of January 1992 No. 26 *Sega Power* or photocopy of maps and tips for Phantasy Star (second guide). I will cover all costs.
Tel: (0926) 881507
Mega Drive games urgently needed. Will pay top prices. **Write to: 16 Herbert Street, Denton, Manchester M34 3DD.**

Wanted: Sega Master System and Mega Drive games. Large or small collections wanted with or without consoles. Or single Mega Drive games wanted by two private buyers please.
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PC Engine GT (Turbo Grafx) wanted. Will pay up to £150. Also wanted: Parisol Stars. Will pay up to £15. **Send any info to: Severn Park, Knighton Road, Wembury, Devon PL9 0JD**
Wanted Mega Drive games in good condition, especially PGA Tour Golf and Super Monaco G.P.
Tel: (0743) 356 527

HELP WANTED

Master System owners! I need your opinions of games now! 1+ words on your games or anything else for new MS Fanzine. **Write to: 30 Tenterfields, Gt Dunmow, Essex CM6 1HJ.**
I'm going insane! Help me finish Alex Kidd in Miracle World from after the third henchman. Please reply to: **16 Basset Road, Maybury Estate, Woking, Surrey GU22 8ET.**
Anyone know how to complete Alex Kidd in Miracle World? (The room with the pink boxes on the floor.)
Tel: (0795) 511080

PEN PALS

Female 15 into Sega, heavy metal and Stephen King books seeks male or female pals to write and maybe meet. **Write to: 5 Rokewood Mews, Ware, Herts SG12 9DS.**
Pen Pal wanted, aged between 12 and 14, into the Mega Drive. Maybe we can swap games – who knows? **Write to: The Swan, Lower Street, Islip, Kidlington, Oxon OX5 2SB.**

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.....

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50 great ideas to soup up your ST!

On the menu in next month's feature on improving your ST: accelerators – hardware and software ● blitter chips ● external control devices ● PC emulators ● graphics cards ● hard drives ● mice and trackballs ● internal disk drive upgrade to 1.44MBytes ● keyboard enhancements ● memory upgrades ● modems ● monitors – colour, mono and multi-sync ● monitors – large screen ● TOS 1.4 upgrade ● TOS 2.06 upgrade ● tower cases ● internal single-sided disk upgrade ● external double-sided drives ● replacement Desktops ● replacement file-selectors ● replacement key tops ● key clicks ● ***and much more!***

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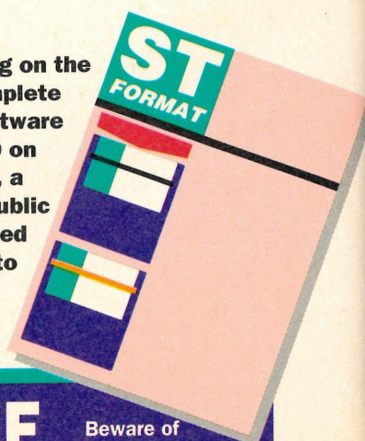
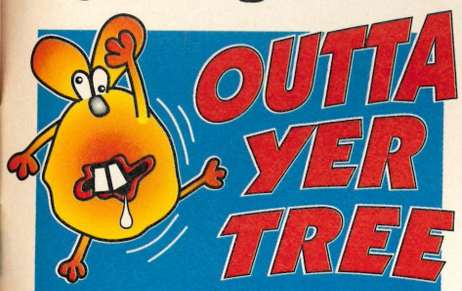


NEXT ISSUE ON SALE THURSDAY 11 JUNE

Beware of imitations

SCRIBBLINGS

Time to address those important issues in the Sega world. If you've got something on your chest *(no, we won't do the "then you must be a girlie" gag – Andy)* get it down on paper. You could win a groovy *Sega Power* T-Shirt if your letter brings up a good point.



WE GET AN AWFUL LOT OF letters in the office each month, most of which we can understand. Some, however, are simply bizarre... Here's a selection of some of the more outrageously odd letters we received this month.

■ **...please could you tell me a bit about the Sega Mega Drive and send the info back to me with maybe a picture of it, a drawing or a little review...**

***What planet has this guy been on? Look, this is Sega Power, right? A mag dedicated to Sega games and Sega machines. How many pictures of the Mega Drive are in this very issue? Carting hundreds!* Andy**

■ **...I agree with the letter in *Sega Power* 29. Blaze Fielding is a very attractive lady, but not as nice as Chun Li from *Street Fighter 2*...**

***One man's meat is another man's poison and beauty is in the eye of the beholder and all that, but are we seriously talking about people falling in love with computer sprites here?* Andy**

■ **...please would you send me details of *Sonic 2* – like the price, whether it's good or stupid and when it comes out...**

***All right, here's a detail like the price: £3.95. It's only like the price, but that's all you wanted and how on earth is it going to be stupid? These things aren't sentient beings you know, they're only carts!* Andy**

■ **...don't you dream of turning off those comic strips there fabulous...**

***Erm, there's no answer to that really. No, we won't dream of turning them off.* Andy**

■ **...this is my picture of Bubbles. Please show it in your magazine because I also own a Nintendo machine...**

***Not a chance.* Andy**

NO MATTER WHAT'S BUGGING YOU, IF there's something on your mind then share it with the rest of us. You never know, we might even be able to help. And if we can't, then maybe we know a man who can! Send all your missives to: Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Now let's dip into this month's postbag.

PEDANTIC DRIVER!

Dear *Sega Power*,

I think Sega should update their *R.C. Grand Prix*. I race radio-controlled cars myself and it's quite a bit different from the game I can tell you.

A race always finishes in six minutes. The person with the most laps wins. It is illegal to use fast (modified) motors against stock motors. You should put jumps and whoop-de-doos in the track. Tyres shouldn't cost $120 – more like $16 for a set of two... *(that's enough wibbling on about radio control cars – Andy).*

Jeff Parkes, West Australia

Whoops. Fancy Sega getting it all wrong and upsetting poor ol' Jeff here. C'mon, Jeff. It's just a game based on radio-controlled cars!

They're hardly going to re-write the game just to take into account a few piddling rules and a couple of price changes. And as for the whoop-de-doos... I don't think I want to see any of them in a game. **Andy**

■ ***R.C. Grand Prix* is nothing like the real thing. Or is it? What do you really expect from this kind of simulation? Take a look at Pedantic Driver...**

SONIC AMIGA?

Dear *Sega Power*,

One day, my mum and I were in Toys 'R' Us looking at some new games when this lady (who was looking at some games for her son) said: "Have you got *Mickey Mouse?*"

"Yes" I replied, "and I've also got *Sonic...*"

Then the lady said: "Oh, we used to have that on our Amiga." Was *Sonic The Hedgehog* ever out on the Amiga?

Mark Osborn, Hatfield

■ **Is it true that *Sonic The Hedgehog* was once out on the (gulp...) Amiga? Don't believe a word of it, people. See Sonic Amiga? and find out the truth!**

Naw. The lady was obviously confused about her machine formats. There is talk about Sonic *appearing on other machines but they're still only talking about it. Even if anything does get resolved, it's going to be a long time before this classic game ever makes its way onto the Amiga.* **Andy**

SPECSTICKS

Dear *Sega Power*,

Do you know if Spectrum joysticks will work on the Master System?

Luke Prestling, Vigo Village

Sorry, Luke, but no. The pins (that's those nine pin things in the joystick port on your Master

System) are all arranged differently, so you'll have to buy a joystick marked with "for the Sega Master System" or something similar if you want an appropriate stick. **Andy**

MASTER ACTION

Dear *Sega Power*,
I see the Action Replay cartridge from Datel only works on the Mega Drive.

Is there any chance of a version of it coming out for the Master System?
Jonathan Williams, Gloucester

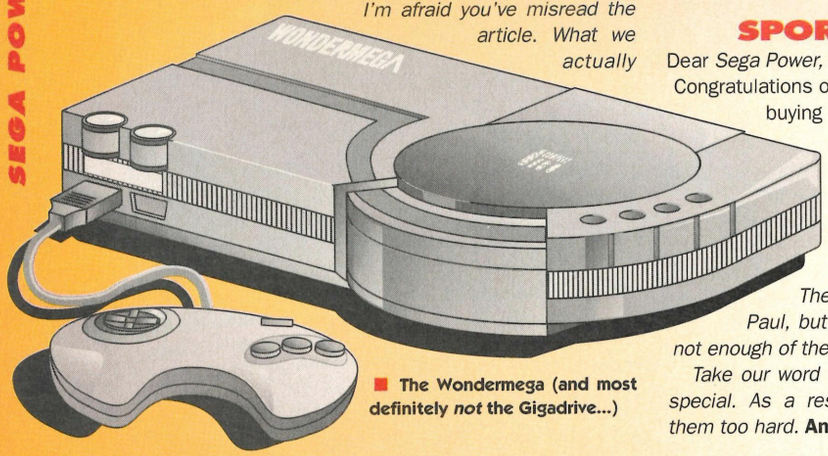
Our source at Datel, he say "No." Sorry about that all you Master System owners, but it doesn't look like Datel are bothering with your machine. **Andy**

■ **Datel's Action Replay Cart is out on the Mega Drive – but is there any chance of a Master System version? See Master Action...**

MEGA CONFUSED

Dear *Sega Power*,
I am confused. In *Sega Power* 30 you asked (in the Questionnaire) what machine we'd buy in the future: a Mega CD, a Wondermega or a Gigadrive? But in issue 29 you said that the Wondermega was codenamed the Gigadrive. Are there two consoles or just the one?
James Day, Huntingdon

I'm afraid you've misread the article. What we actually said was: "Sega are currently working on a machine that will come after the Mega CD and the Wondermega. Codenamed the Gigadrive..." The full stop means that now we're talking about the new machine... **Andy**



■ **The Wondermega (and most definitely *not* the Gigadrive...)**

HURT FEELINGS

Dear *Sega Power*,
Are you all inhuman or is just that plonker Dan* who dreamt up Dan's Crap Corner? I mean, talk about fascism! Come on, do you expect five year olds to draw pixel perfect comic strips with beautiful handwriting and so on?

If I was a five year old who sent a picture in to *Sega Power*, and went to buy the next issue feeling all excited because my pic might be printed in The Gallery, I'd be really heartbroken if I suddenly saw it in Dan's Crap Corner.

If you think people's art is crap then don't print it. You're making a public spectacle of the artists!
Toby Benedetto, London
*By the way, my name for Dan is Wrinkle Head.

Woah, Toby! Don't upset yourself luvvie. We're just having a laff. All right, so it's at someone else's expense, but like we say, there's no offence intended – it's just that we find the pictures extremely funny. We reckon a lot of you would find them funny too. This is why we print them. We want to make you laugh!

I take your point that a five year old might get a tad upset that we've put the picture in the Crap Corner, but then again, they should be pleased really.

After all, not everyone can draw the sort of pictures that make people laugh. They should be proud of the fact!

Yeah, that's our line on the subject.. Not only is it not upsetting to be in Dan's Crap Corner, it's positively a remarkable achievement that all of the artists should be very proud of! **Andy**

■ **Oh my God! It's horrible. No, I'm not talking about Dan's face – it's that Crap Corner. How mean, how cruel (how funny!)**

SPORTS PAD GAMES

Dear *Sega Power*,
Congratulations on producing an excellent magazine. After buying the brill May issue, I noticed that there was a game called *Sports Pad Football* in The Hard Line. I was wondering if any other games were ever made for the Sports Pad and were they any good?
Paul Coatz, Dagenham

There may have been a couple more titles, Paul, but they never surfaced in the UK because not enough of the Sports Pads were sold.

Take our word for it, they were okay, but nothing really special. As a result, Sega didn't really bother pushing them too hard. **Andy**

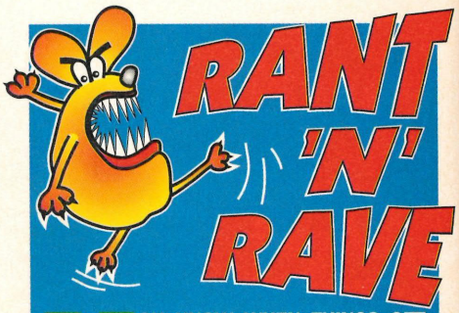
PROBLEM PAGE

Dear *Sega Power*,
On the cover of issue 29 you said: "Win £1,700 of military hardware, turn to page 13." So I turned to page 13 and what did I see? A full page of why people are bored of blasting aliens. I bet you feel a right load of plonkers now, don't you?
Michael Brown, Huddersfield

Jeeeez! Is this guy dim or what? Page 13 was the start of our completely brilliant feature on wargames of which the competition page was just a part.

As we want you to read the whole feature, where do you think we're going to tell you to start? Right in the middle? Right at the end maybe?

Why are some people so damn thick? Pay attention, kids, it



YOU KNOW WHEN THINGS GET up your nose and you find you've got no-one to shout at? Well, now you can vent your spleen at what's really bugging you in the world of Sega. Don't bottle it up, let it out...

■ **...I am annoyed because the Master System 2 doesn't have a Reset Button, whereas the Mega Drive and Master System do. If I want to try a poke a game I have to turn the machine off if it doesn't work. The other machine owners can just press the Reset Button.**
Jonny, Poole

■ **...I want to complain about subscribing to *Sega Power*. All us *Sega Power* readers want to subscribe but how can we when you only accept two kinds of credit card, eh? *(What's wrong with a cheque or Postal Order? – Andy.)***
Mark Wiseman, Cottingham

■ **...I agree with John Flanagan. Some cart boxes are really naff. I reckon they should be much better drawn because then more people would be inclined to buy the games that are inside.**
Richard Bleaney, West Glamorgan

■ **...I'm really annoyed that there are shortages of some of the top Sega games. Why on Earth don't Sega get their act together and ensure us gamers are well supplied with what we want? They must be losing loads of sales.**
Tan Parsons, Brackley

■ **...I know I lose my temper a lot, but this really isn't fair. I own a Master System and it's brill. My dad brought *Sega Power* home for me and it's fab, but when I was reading through Those Important Extras I noticed that while there was a Master System Adapter for the Game Gear and a Powerbase Converter for the Mega Drive, there was no converter for the Master System. This makes me mad!**
David Gilchrist, Sydenham

■ **...it really cheeses me off when Sega launch a new machine and tell the world that it's the most advanced piece of kit on the market when, two months later, they go and launch another machine that's even bigger, better and more expensive!**

Do they think we're all made of money? We can't all afford to buy their new stuff and yet we don't want to be left with a console that's lagging behind either.
Paul Davies, Swindon

can stop you making a right smeghead of yourself later on in life! **Andy**

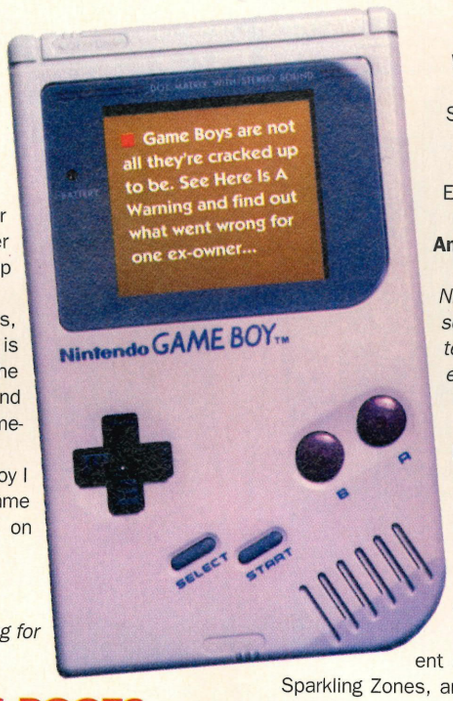
HERE IS A WARNING

Dear *Sega Power*,
I had a Game Boy for Christmas and sold it after three months. I was fed up with it after a week.

Don't be fooled, readers, the Game Boy's display is only black and white, the screen's too small and every game has got something to do with Mario.

After I sold my Game Boy I went out and bought a Game Gear because I'd played on my friend's. It's brilliant.
Kieran Evans, Cardiff

It's what we've been saying for years now. **Andy**

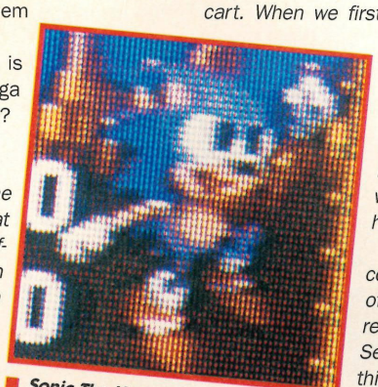


SEGA'S ROOTS

Dear *Sega Power*,
I read in *Sega Power* 29 that Sega started out in fruit machines and jukeboxes. I then wondered if they ever made weighing scales because about two years ago I saw a set with Sega written on them in a lager ad.

I want to know whether this is Sega's real roots or whether Sega means weight in a foreign language?
Peter Johnson, Weaverham

Erm, we're not at all sure about the scales, Peter, but we do know that Sega means different things to different people. Just find an Italian and ask him (or her) about Sega (then run away very quickly). **Andy**



■ **Sonic The Hedgehog underwent some final tweaking between our preview and our review. See All Change for more info**

POETRY EMOTION

Dear *Sega Power*,
I have just bought a Game Gear and I am so thrilled with it that I decided to write a poem and send it in to you:

The Game Gear is the greatest thing,
For handheld gaming it's the thing,
With spanky graphics and super sound,
Surely it's the best around.
With lots of add-ons as you see;
The TV Tuner, that's for me!
Shrunk down *Sonic, Donald Duck, Super Kick Off,*
I'm in luck!
Enough to play throughout the year,
On the brilliant Sega Game Gear!
Andrew Wilson, Mirfield

Nice try, Andrew, but it doesn't really scan that well, does it? Still, it's better than our efforts – we couldn't even think of a rhyme back. **Andy**

ALL CHANGE!

Dear *Sega Power*,
I was looking through some of my old issues of *Sega Power* when I came to your Virgin interview in *Sega Power* 20. I looked through the *Sonic* bit and saw that things were different to my version.

The Zones were in a totally different order, there were Clockwork and Sparkling Zones, and at the end of a stage Sonic is jumping up with his fist in the air. Why are they different to my game? Have I got a dodgy cart?
Nathan Booth, Derby

Don't worry, Nathan, there's nothing wrong with your cart. When we first saw Sonic *it wasn't yet finished (which is why we previewed it because we knew some things might be tweaked later on). When it was finally released the game had undergone a few changes – including the removal of the bit where* Sonic *jumps into the air with his fist clenched.*

Sega also decided to re-name a couple of the stages. The pictures of the stages in issue 20 are correct and in the final version, but Sega decided to call them something else, that's all. These things tend to happen in the last few weeks of a game's evolution just before it's about to hit the streets. **Andy**

CARD TRICK

Dear *Sega Power*,
I own a Master System which can take game cards. One problem though is that I haven't seen any cards around. What games are available on card?
Antony Stainsby, Peterborough

Cards were around years ago and have since been deleted (probably because the newer, more complex games needed more memory than you could fit in just one credit-card sized game card).

The games on them were pretty nob anyway, Antony, so you're not missing out. If you're still interested though, check out the Small Ads (starting on page 70). You might find something there. **Andy**

■ **Sega's old titles used to come on cards like this. See Card Trick...**

THAT'S A GREAT HARD LINE, CHAPS!

Dear *Sega Power*,
I have been a regular reader *(lucky you, I'm always pooing myself – Andy)* of your magazine *(sorry for interrupting you there. I know you're trying to make a serious point here – Andy)* for some time now, and although I find it very interesting *(I'll try not to interupt you again – Andy)* I must say well done on one section – The Hard Line. It gives you an honest opinion on the games, it saves me time hunting *(after all, it's your letter and you don't really want to be interrupted, do you? – Andy)* around the shops looking for a game which could end up as a disappointing expense *(I'd understand if you were to get upset, I mean, you've got every right to be – Andy).*

All the letters you print saying that The Hard Line is a waste of space are wrong – it most certainly isn't *(after all, some people would get very upset. You're obviously a very patient sort of chap, and that's good. Now I'll definitely let you have the stand, okay? No more interrupting, it's all yours. Over to you... – Andy).* Keep up the good work.
Kieth Taffs, Romford

I'm sorry, what were you saying? **Andy**

PLAY YOUR GAMES!

Dear *Sega Power*,
I have just bought *Buck Rogers* on the strength of the review in *Sega Power*. What a complete turkey! Poor graphics, god-awful sounds, and gameplay that's boring beyond belief! Where do Electronic Arts get the nerve to charge £49.99 for it?

STAR LETTER

More importantly, do you think your mag is doing itself any favours by reviewing games without even playing them? Let me be blunt – the person who reviewed the game for you could not have played the thing. If he did then he's either: 1. A liar, or 2. Employed by Electronic Arts!

I really find it difficult to understand your blind faith in E.A.'s games. Okay, so your heads aren't as far up E.A.'s backsides as the other mags but you're still giving them too much credit.
R Nichols, Bridgend

■ **Buck Rogers (Sega Power 29: 86% E.A. £49.99): a load of old tosh or a fine example of the RPG genre?**

For a start, I reviewed Buck Rogers and I stand by every word of the review. Not only did I play the game from start to finish (which took me about a week of fairly solid play), but I enjoyed it so much I went back and played it right through again, just to experiment with the bits I'd skipped the first time round.

The only reason I didn't Power Factor Gold *the game was because I thought that it was over too quickly (enjoyable though it was). I am certainly not in cahoots with E.A. If they produce a nob game then they're going to get a poor review – and they know that.*

The gameplay is certainly not boring. True, it can be improved, but then, so can Sonic. *And on the whole, I reckon the game's a great example of the RPG genre. If you don't agree then fine – tastes differ, and try as we might we can't please all of the people all of the time.*

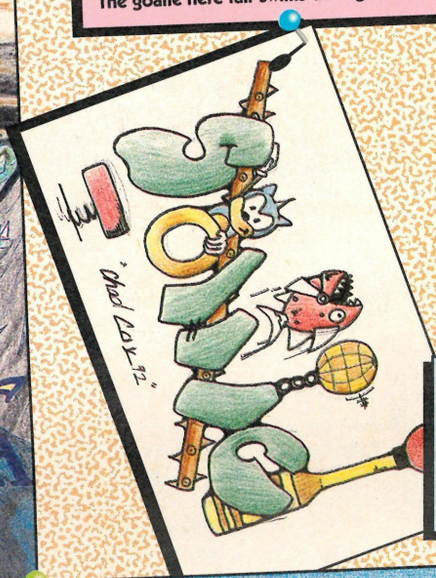
I won't, however, be accused of not playing the games or being in E.A.'s pocket. **Andy**

THE SEGA POWER GALLERY

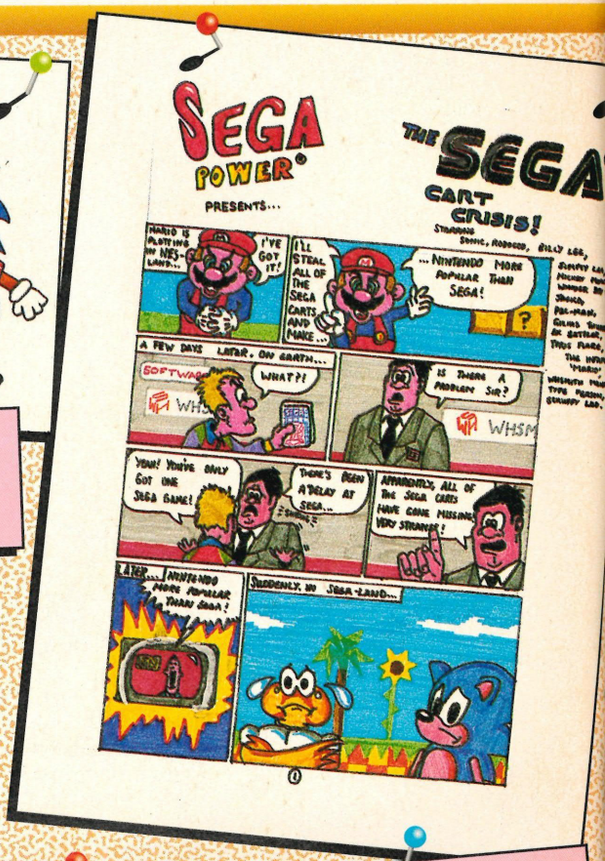
If you reckon you're a bit of a Leonardo with the old crayons then here's the place where you can show off your masterpieces. We don't give any prizes, but the pride of knowing your picture has been displayed on these hallowed pages should be ample reward. Once the paint's dry, get the thing in an envelope and get it off to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

■ Lenny Koot from the Netherlands drew this ace piccy of Alisia Dragoon and he'd like to say "Hi!" to Sonia. Sorry, Lenny, no time for that now...

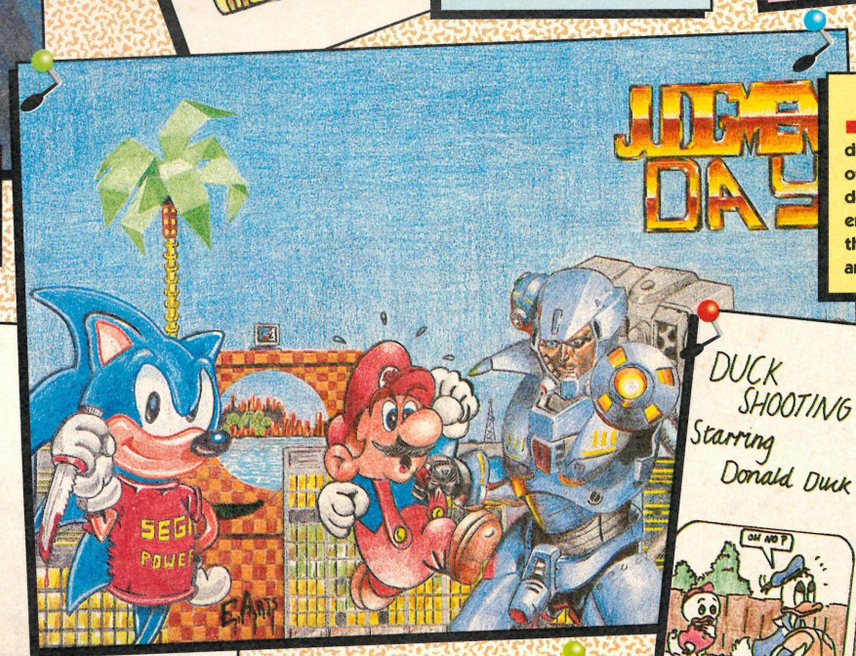
■ Sean Harte from Middlesbrough captures the *Sega Power* footy team as they're about to take to the field (and mow down the opposition...). The goalie here fair swims through the air!



■ 17 year old Chad Cox from Dartford really gives the blue hedgehog a street feel here. Nice one, Chad. Now do a Toejam and Earl one for us...

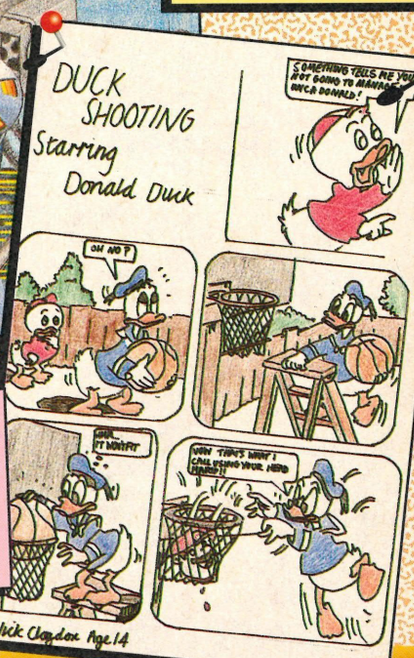


■ This great comic strip comes from the pen of David Anslow from Widnes. Well drawn, Dave, but it's not very funny, is it? Try and make your next one a bit funnier, okay?

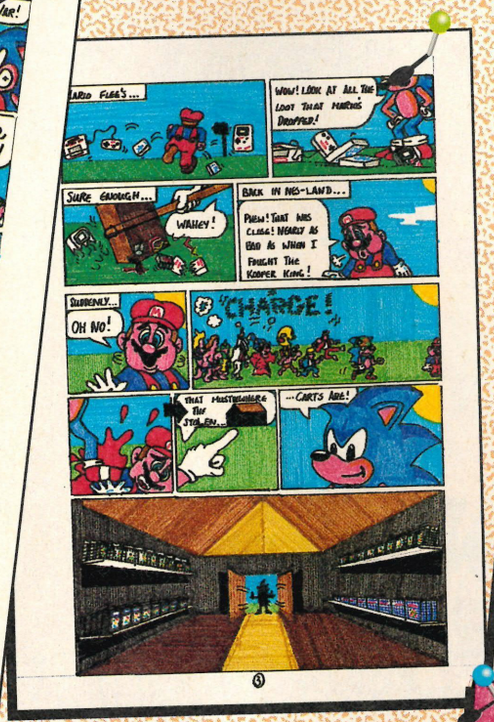


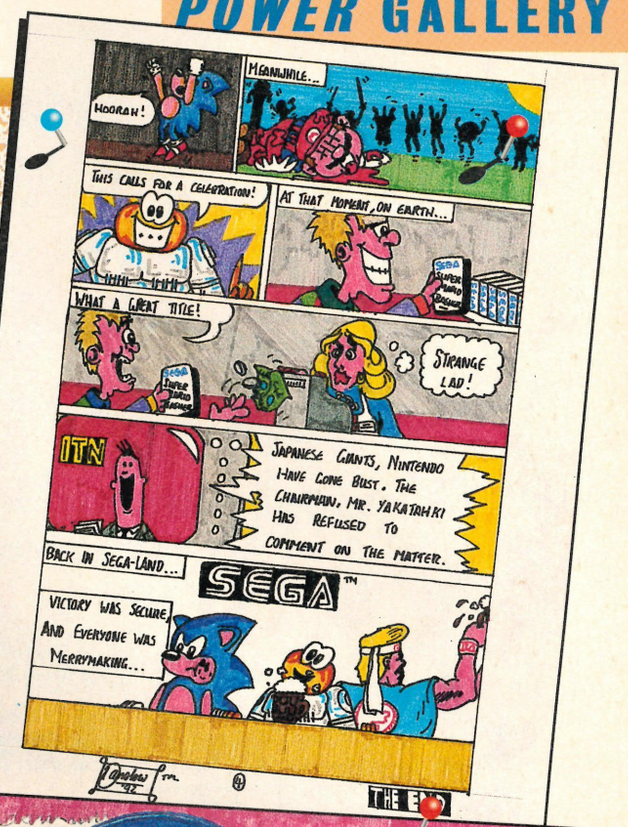
■ C Donald from Manchester drew this excellent picture of Mario getting his just desserts. The robot seems, erm, well, a bit "well hung" though (sorry, I mean armed), doesn't he? Hmm...

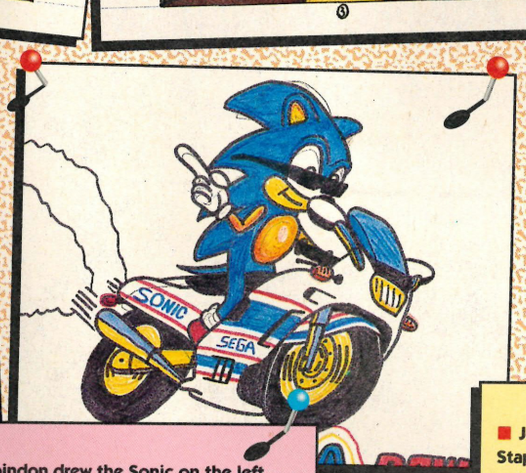
■ 12 year old Ricky Philip from London has captured Sonic here having a break from the Green Hill Zone to read his fave mag. What an intelligent hedgehog!



■ 14 year old Nick Claydon knows a highly intelligent duck when he sees one. But I didn't know Donald was into this basketball lark...





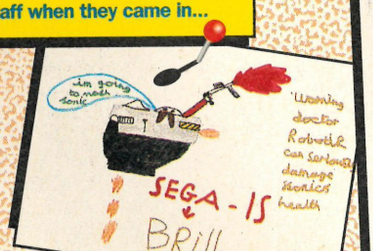


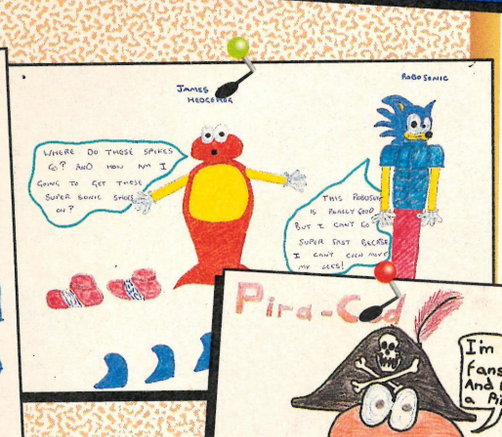
■ Andy Toon from Abindon drew the Sonic on the left
■ Ben Roper from Gainsborough drew the one on the right

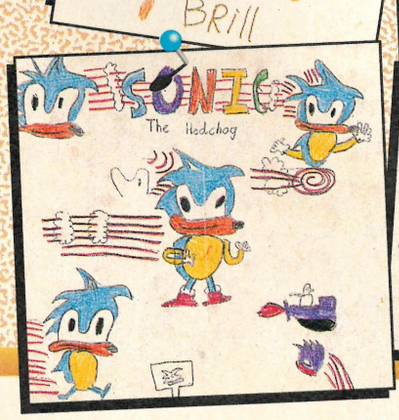
■ John Banfield from Staplehurst created this rather nifty agile Sonic

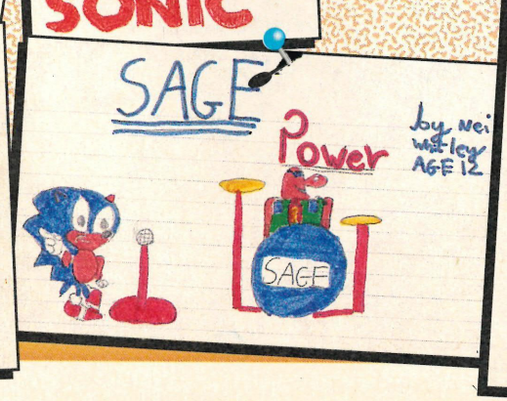
DAN'S CRAP CORNER

Of course, not everything is quite up to the high standards we set in the normal Gallery. Take a look at these seriously "odd" drawings. No offence, but they didn't half give us a laff when they came in...









THE BACK PAGE

● Questionnaire results, what's in store for next month – and more! ●

■ *DJ Boy* on the Mega Drive in next month's issue >

■ *Olympic Gold* on the Master: hot or what?

WITH THE EXPANDING WORLD of Sega software exploding at the moment (and *Sega Power* at the forefront, of course) it's not really surprising that next month's issue is going to be absolutely chocka with quality games!

For a start, we'll be doing definitive reviews of *Zero Wing* and *DJ Boy* on the Mega Drive, then there's *Olympic Gold* on the Master (and Megalier Drive too, me babbers, as we say in Bath) – but that's not all...

We've also got some well groovy Game Gear games to play around with too. Should you buy *Crystal Warriors* for your Game Gear, for example? And if that hasn't got you all gooey already, then think about how many tips we're managing to squeeze into the mag every month. There's going to be even more in the next instalment of *Power* Play too, so keep your eyes peeled.

Then, of course, there's the usual Shape Of Things To Come, a revamped Curly's Challenge, compos galore, and the latest in Sega news from around the world.

Pick up the August issue of *Sega Power* on **Thursday 2 July** – it's Britain's best-selling Sega mag – and that's a fact. Miss it and you miss us. Miss us and you miss out – know what I mean?

SEGA POWER

FISHTASTIC JUNE QUESTION

GRAB YOUR CALENDAR, SETTLE DOWN AND GET READY for this month's spondicious Fishtastic Question. If you haven't got one, don't fret, you can still enter the compo and maybe win yourself an E.A. Mega Drive cart.

But if you've got a Calendar, don't forget to cut out the piccy of the fish on this page and stick it onto the relevant picture.

Send us your completed Calendars at the end of the year (with all 12 fish stuck on, of course) and the first 20 entrants will win themselves an E.A. Mega Drive cart of their choice.

The Stickleback. Now we all know that Sticklebacks have spines on them instead of the first dorsal fin, but why? Are they there to:

A. Help them swim between weeds?
B. Make them harder to eat?
C. Show potential mates how 'ard they are?

Stick the answer (and the name of the E.A. Mega Drive game you'd like if you win) on a postcard or on the back of an envelope and send it in to: The Fishtastic June Question, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW and ensure it arrives at chez *Sega Power* by Friday 10 July 1992.

The first five correct entries pulled from Andy's hat (or Desirée's bloomers, which are slightly bigger) will win the senders a glorious E.A. Mega Drive cart of their choice.

RULES: Don't enter the tremendous Fishtastic Compo if you're an employee of E.A. or an employee of Future Publishing Ltd (that's half the country out, right?). So there. Yah boo!

■ **Yes it's a fab Stickleback – the office record is six in the same jam jar at any one time. Can you beat that? Bet you can't!**

QUESTIONNAIRE RESULTS: WHAT YOU'RE LIKE!

BACK IN ISSUE 30 OF *SEGA POWER,* we asked you loads of really prying questions about you and your Sega habits. Well, after, oooh, hours and hours of careful study we've come up with some pretty spectacular results. And here they are:

1. Over 95% of *Sega Power* readers are male (not really surprising, is it? Boys are better at games than girls – just joking, ladies, we all know it's really because girls are far too intelligent to be spending most of their valuable time solely on video games).
2. The average age of a *Sega Power* reader is 16, with a quarter of you over 18.
3. When it comes to machines, most of you (46%) own a Mega Drive, a lot (40%) own a Master System, while a fair few (14%) of you own a Game Gear. That makes for a lot of Sega enthusiasts (er, 100%, in fact!).
4. More than half of you want more tips (57% was the actual figure), which is why we have already almost doubled the amount of tips we carry each month in our *Power* Play!
5. Amazingly, some 3% of you thought *Sega Power* was dull! DULL? I ought to come round and bop all 3% of you on the nose!
6. A reassuringly high 87% of you reckon *Sega Power* looks brilliant.

And so, on that glorious note, I'd just like to thank everyone for taking the time to reply to our Questionnaire.

You'll find *Sega Power* constantly being refined to keep it in line with what you lot demand. Toodle-oo!

IT'S SUMMERTIME, MAMA!

And those games just won't stop coming in! Despite intense sunshine, the next issue of ***Sega Power,*** out on **Thursday 2 July 1992,** will literally have you gasping for more: more quality reviews, more previews, more news and yet more hints and tips – it'll even have another great gift on the cover.

Name _____

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● Newsagent: ***Sega Power,*** published by Future Publishing Ltd., is available from your local wholesaler

YET MORE COMPETITION WINNERS!

THE FISHTASTIC APRIL QUESTION

The Fishtastic April Question asked what family Swordfish belonged to. The answer was, obviously, the Xiphiidae and the five lucky winners are: **Richard Gilson** from **Norwich, Matthew Priestley** from **Chesterfield, Michael Reeves** from **Barry, Richard Pimbley** from **Penarth** and **Gary Hewitt** from **Derby.**

I'M TOO ARTY FOR THIS PLANET

Yikes! Last month we forgot to award our brilliant *Desert Strike* original cover artwork to the winner of the I'm Too Arty For This Planet Compo! *(Sega Power* 29). The best *Sega Power* song was sent in by **Jamie Buchanan** from **Orford** in **Cheshire.** Congrats, Jamie, it's in the post now.

THE MANIC COMPO!

In *Sega Power* 30, we asked you where you thought The Manic Street Preachers originally came from? The answer was South Wales. The winners of the Tour Shirts and the CDs are: **Peter Mayhew** from **Norwich, Sarah Webster** from **Inverness** and **Joshua Woodley** from **Aldershot.** Well done, peeps.

COR! GOSH, WHAT A BIG ONE!

We asked you how many Formula One races did James Hunt win during his career? The answer was ten. We asked how many Formula One races has Nigel won (not including 1992)? The answer was 21. We also asked what happens when Nige is three laps ahead of the rest of the field and there's only a half a lap to go?

Obviously, his wheels fall off, he runs out of petrol, the gearbox explodes and he gets hit by a 25 ton meteorite.

The lucky winners who are off to see the British Grand Prix are: **Angela Munro** from **Rayleigh** and **R M Rogers** from **Royston.**

The ten *Test Drive 2* cart winners are: **Alan Cox** from **Letchworth, Mark Beasley** from **Rickmansworth, Susan Richardson** from **Dewsbury, Tina Partis** from **Huntingdon, Andy Steele** from **London, Steven Cooper** from **London, L Wasik** from **Royston, David Williams** from **St Ives, M Maguire** from **Heckmondwike** and **Sandeep Sagoo** from **Heston.**

And the 25 Ballistic rave-top winners are: **A Thompson** from **Aldershot, Alex Cavalier** from **Yeovil, Neil Holt** from **Silverstone, David Summers** from **Ipswich, Ian Arblaster** from **Wambourne, Christian Butt** from **Woking, Sam Hignett** from **Crowborough, Gary Telfer** from **Gillingham, B Telfer** from **Gillingham** (Gary's dad!), **Gareth Partridge** from **Newton Abbot, Samuel Haggan** from **Larne, David Spencer** from **Maidstone, Robert French** from **London, Andy Feek** from **Norwich, Alex Kells** from **Northampton, Matthew Lewis** from **Bristol, Tracy Martin** from **London, Simon Giles** from **Bolton, Paul Tooley** from **St Austell, Duncan Spencer** from **Maidstone** (David's brother!), **Sarah Wells** from **Trowbridge, Peter Jones** from **Scunthorpe. Amy Jacobs** from Coventry and **Peter Grimes** from **Inverness.**

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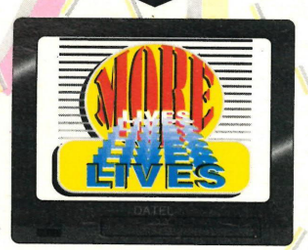

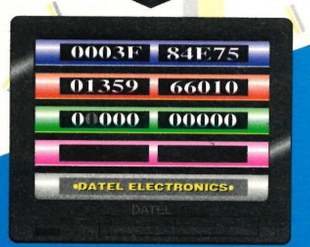

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