



Sonic Spinball
Jungle Book
Silpheed
Asterix
Street Fighter 2
Sonic Chaos
Robocop Vs Terminator
Jurassic Park

the

SEGA

**WINTER
COLLECTION**

free with

**SEGA
POWER**

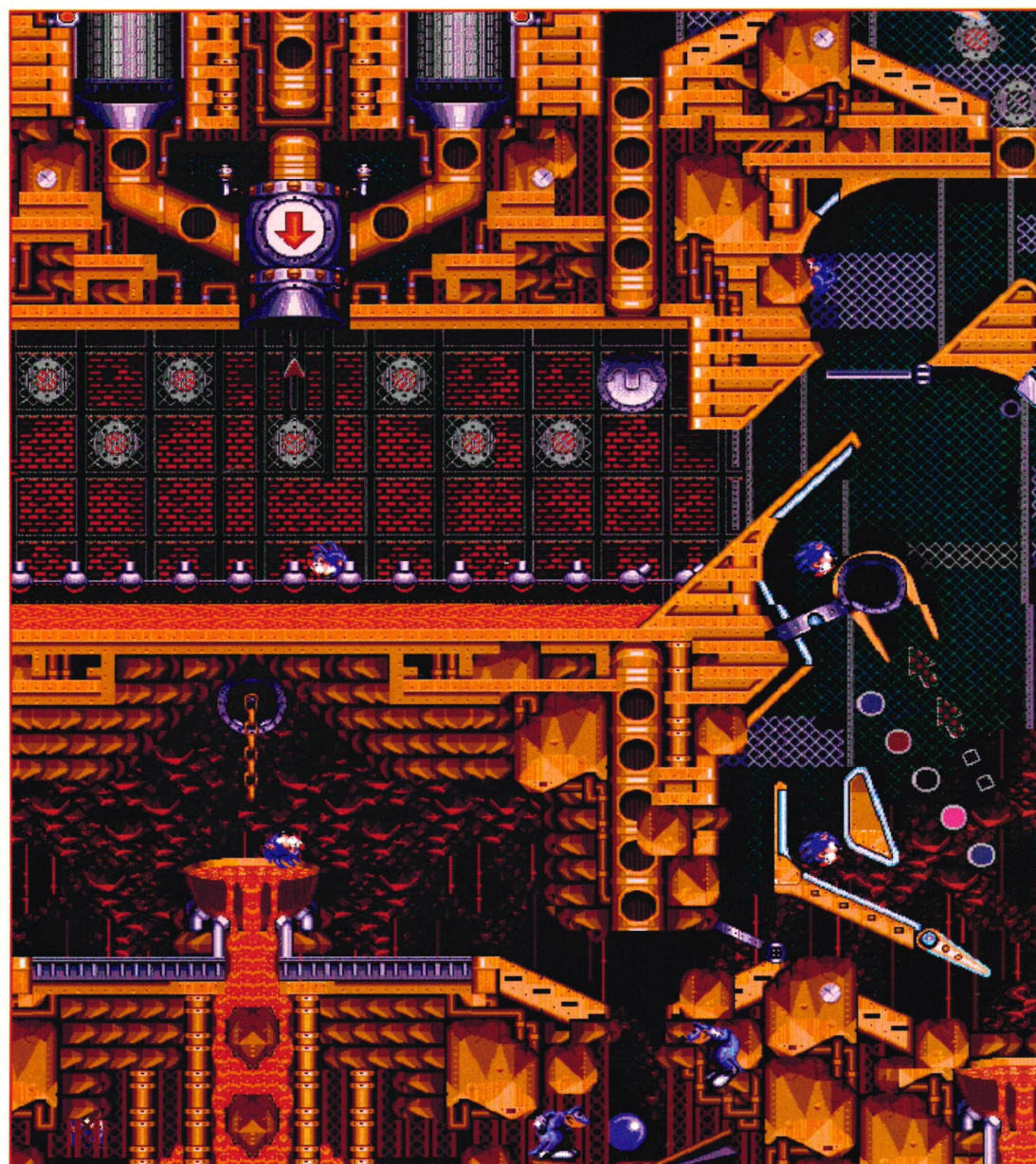
November 1993

SONIC SPINBALL





SONIC SPINBALL

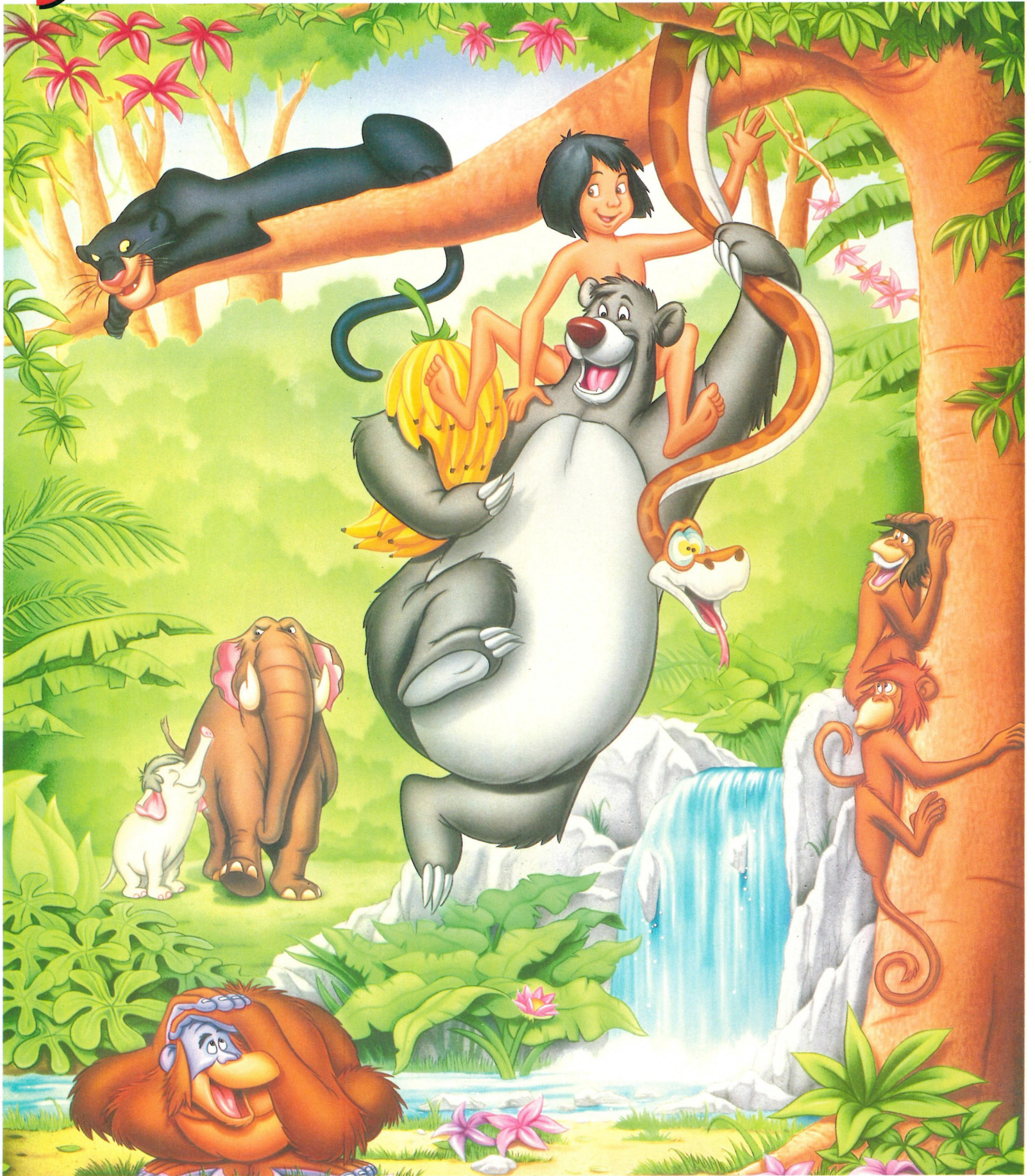


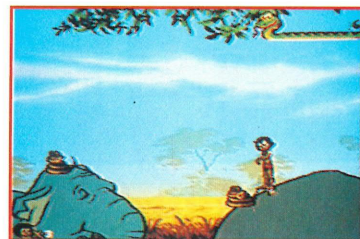
MORE SONIC-RELATED JAPERY FOR Christmas comes in the shape of this pinball newie, which uses Sonic for very little purpose other than cosmetic slap 'n' dash. As a pinball game it's looking to offer a great deal over fun (but ultimately very limited) titles such as *Dragon's Fury*, with multiple levels, different bosses and even platformy bits and Sonic control that a conventional pinball title couldn't offer in a hundred years (maybe).

As ever, the idea of this ricochet-orientated action is to demolish some evil ploy Robotnik's cooked up overnight, with the usual number of anti-hedgehog devices planted at convenient places to spice up the action. The good news for those of a less than forgiving disposition is that the scope for multiple Sonic deaths are enormous, especially as his friend Tails isn't anywhere in the vicinity to help him out.

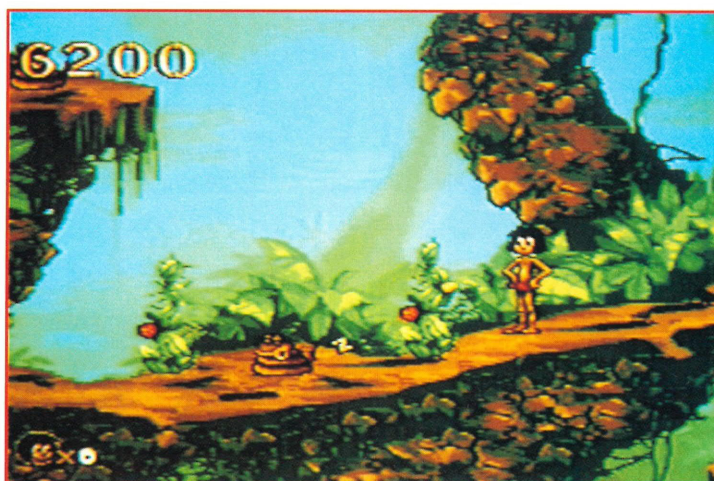
FORMAT: Mega Drive
RELEASE: November

JUNGLE BOOK





JUNGLE BOOK



F YOU'VE MANAGED TO SEE *Aladdin* running, then you'll have a fair idea of what to expect from *Jungle Book*. The main programming was done by Dave Perry – the guy responsible for *Aladdin* and *Cool Spot* (among others). In

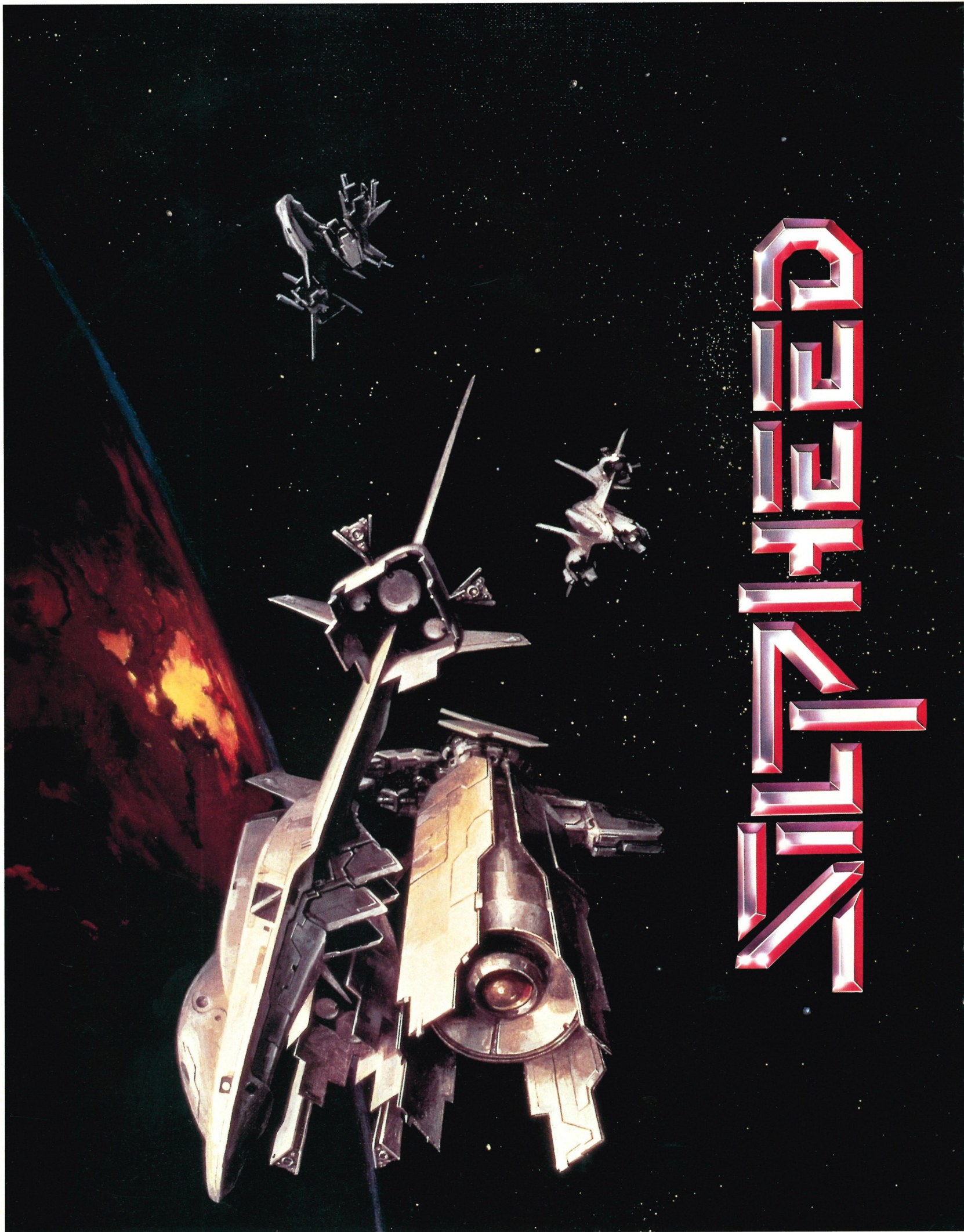
fact, the engine used in *Aladdin* has been implemented here, so you can expect pretty much the same level of graphical excellence.

All the characters from the famous book have been included here: Mowgli, Baloo, Colonel Hathi and Bagheera. You take on the role of the young boy, Mowgli, and must take him through 12 levels of, as they say, frantic action.

Dave even reckons that they've managed to squeeze in a bit of artificial intelligence for the baddies. This means there's no random element to their movement – they all act in response to your actions. Sounds interesting, huh?

FORMAT: Mega Drive, Game Gear, Master System,

RELEASE: December/January



SEGA IN 3D



SILPHEED



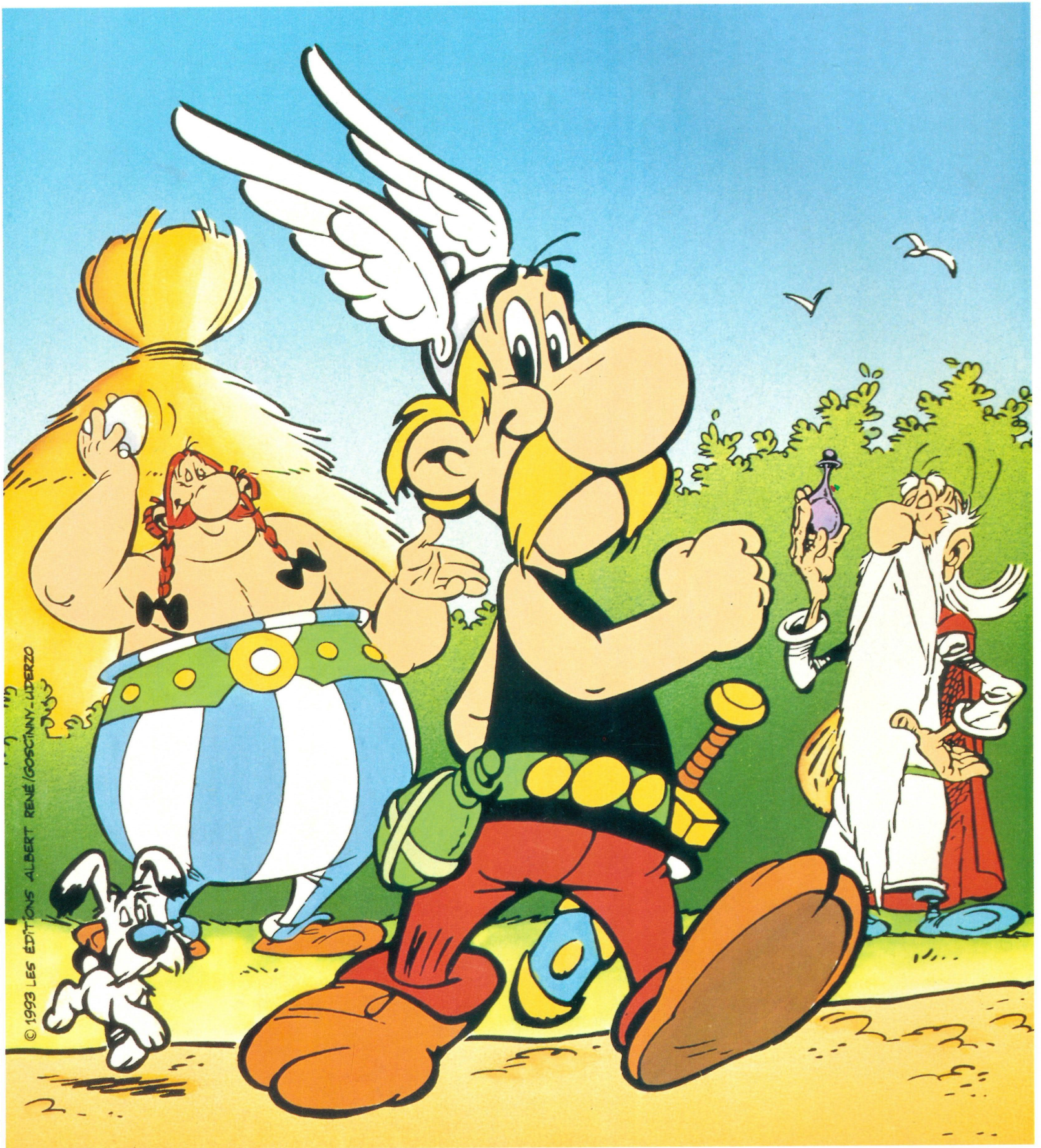
FINALLY GETTING AN OFFICIAL UK release, *Silpheed* has to rank as one of the most effective shoot-'em-ups ever to grace the Sega. With undeniably simple gameplay tied to some of the most mind-bending graphics this side of the arcade machine 'Starblade', *Silpheed* takes the use of pre-rendered backgrounds to a new level. During the course of the game, the player travels through space, over planet-scapes, and into huge 3D battleships, all the while dodging a rain of missiles, laser towers and several tons of nimble spacecraft.

Silpheed almost manages to live up to the hype. No mean feat.

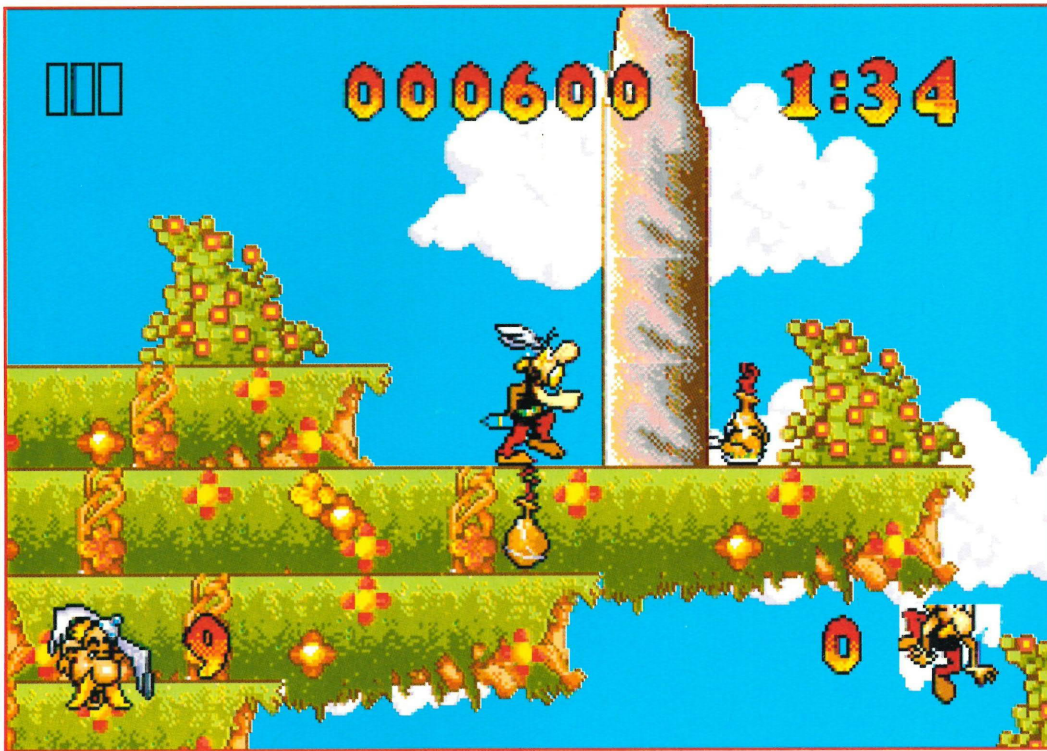
FORMAT: Mega CD
RELEASE: November



ASTERIX



© 1993 LES ÉDITIONS ALBERT RENÉ / GOSCINNY - JIDERZO

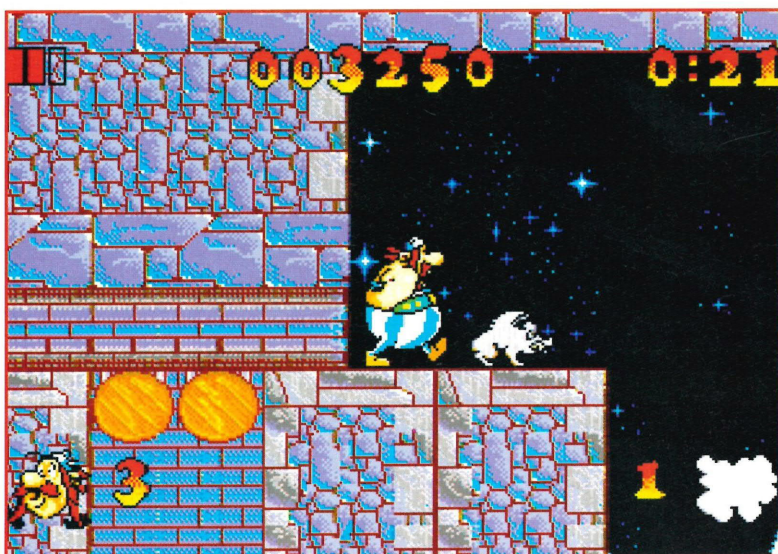
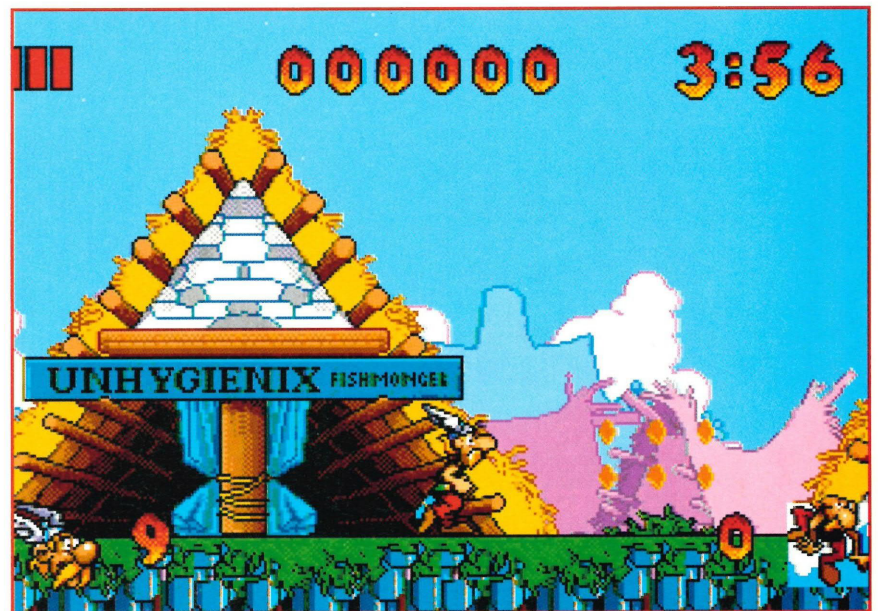
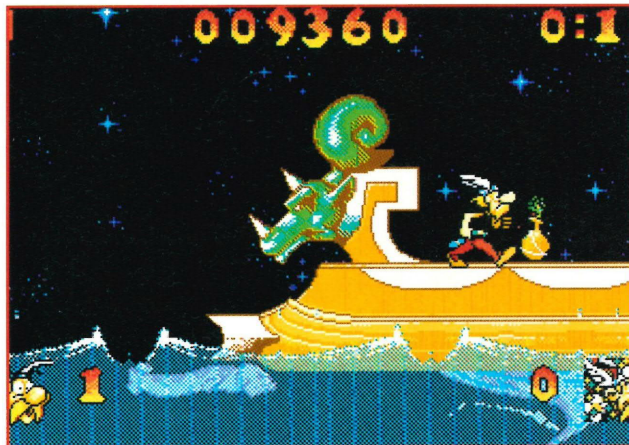


THE CHARACTERS CREATED BY Goscinny and Uderzo finally make it to the Mega Drive. It's your basic platform game, but with some fantastic graphics that capture the feel of the cartoon very well. You can choose to play either Asterix or Obelix as the central character, and you have to battle your way around Europe, collecting potions and smashing the Roman army.

The potions you collect all have their own uses, and by trial and error you must work out which ones are best for which situation. With tons of levels and a fair few sub-levels and hidden bits too, *Asterix* could well match the success of the acclaimed Master System version.

FORMAT: Mega Drive
RELEASE: Out now

ASTERIX



STREET FIGHTER II

CHAMPION EDITION





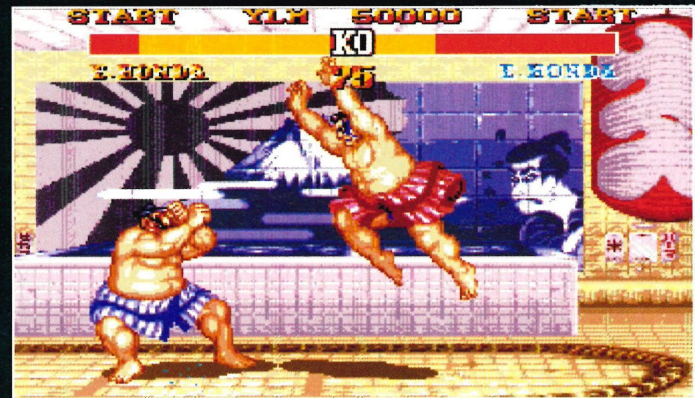
AFTER ALMOST A YEAR OF speculation, rumour and build-up, the Mega Drive version of *Street Fighter 2* is here. The world's first 24-Meg cart, *Street Fighter 2* is THE beat-'em-up for the Mega Drive. Everything from the Champion edition is here, and more. Chun-Li now has fireballs, Ken and Ryu can now do hurricane kicks in mid-air and Dhalsim has a new move in the form of invisibility.

There have been a few clones released over the past six months – you know their names – but when the gloves are off, there is only one *Street Fighter 2*. The original, and still easily the best.

FORMAT: Mega Drive
RELEASE: Out now

STREET FIGHTER II

CHAMPION EDITION



RYU	
DATE OF BIRTH:	7-21-1964
HEIGHT:	5' 10"
WEIGHT:	150 lbs.
3-SIZE:	B 44"
	W 31"
	H 33"
BLOOD TYPE:	O

SONIC THE HEDGEHOG CHAOS™



FREE WITH SEGA POWER NOVEMBER 93

LET'S BE HONEST, *SONIC CHAOS* IS *Sonic 3* on 8-bit and that's that. The reasoning for this is that *Sonic 3* won't be coming out on the 8-bit systems, so they get *Chaos* to shut them up. And the next interesting bit is that *Sonic*

Chaos is basically a conversion of Mega Drive *Sonic 2*. If you're still with me, look at the evidence:

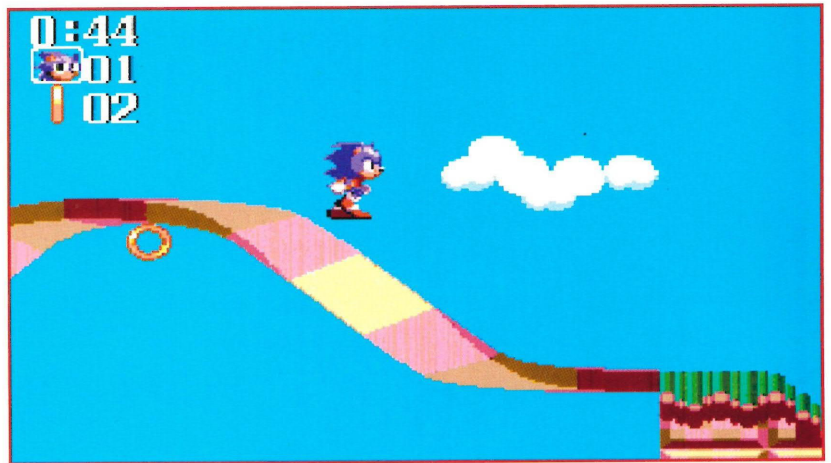
- a) New and improved sprites which look and move like 16-bit groovers.
- b) The option to play Sonic or Tails.
- c) Loads of game features from the Mega Drive game, including loops and those ribbon things.
- d) It also looks and moves like an absolute babe.

There's nothing new in the storyline or the gameplay, but as a piece of sheer 8-bit programming it stands alone. Bosses are impressive, too, with a real mix thrown in, and they're not easy either. The levels, as ever, are a myriad of colour and excitement as Sonic blasts through the scenery, demolishing Robotnik's wicked creations as he goes.

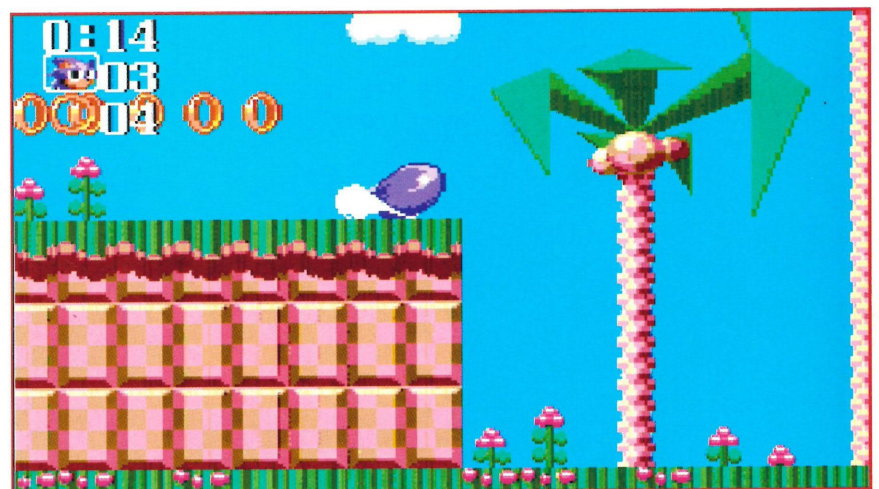
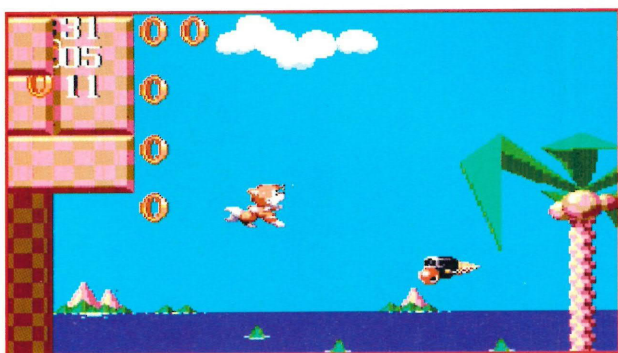
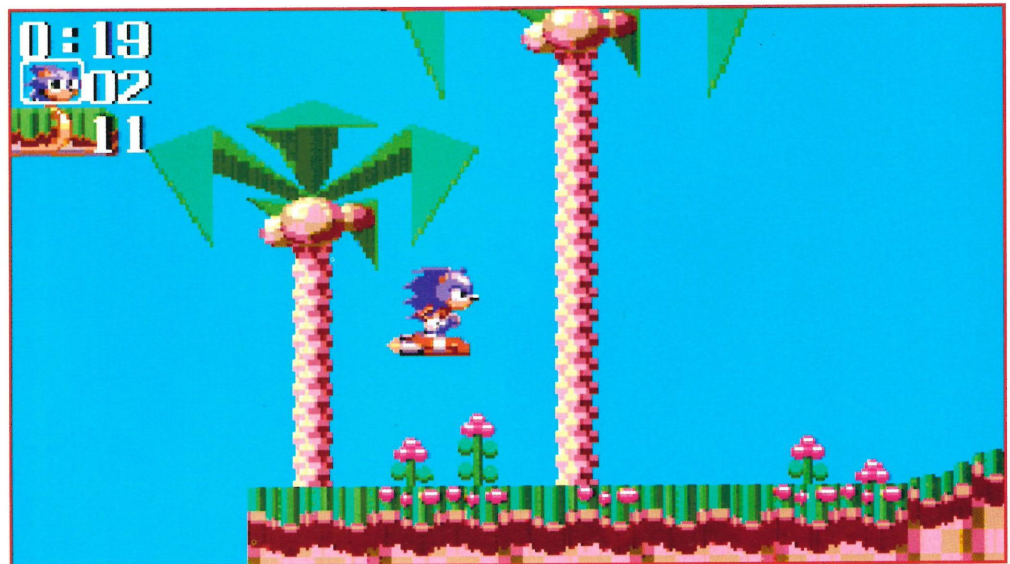
You can really feel the tension as the blue speed blur goes into a feeding frenzy, biting the heads of anything that comes near and sparing nothing and no-one in his insane belt for the finish. A contender for best 8-bit game ever? Reckon so.

FORMAT: Game Gear
Master System

RELEASE: December



SONIC THE HEDGEHOG CHAOS™



ROBOP

VERSUS

THE

TERMINATOR

ROBOCOP

THE

TERMINATOR

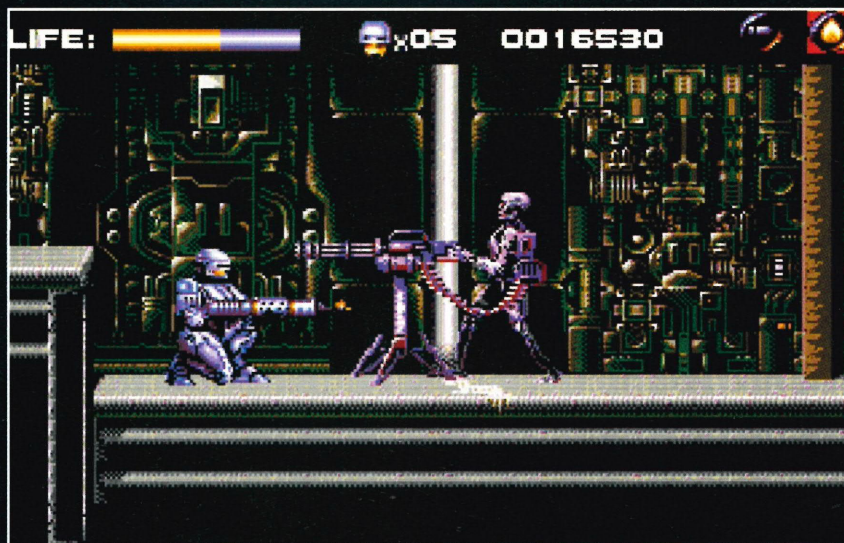


JUST WHAT WOULD YOU EXPECT from a game called *RoboCop Vs The Terminator*? A gentle romp through the platform world of Snuffleland? Nope. What you get here is just death and violence, pure and simple. You play the role of RoboCop (good guy) and you have to travel through 12 levels of mayhem, taking out the evil Terminators.

It's a huge 16-Meg cart, with sampled speech and explosive (literally) graphics. Imagine the action of RoboCop combined with the action of the Terminator movies and you'll have some idea of what it's like. Roughly translated, that means bags of violence. Cool.

FORMAT: Mega Drive, Game Gear, Master System

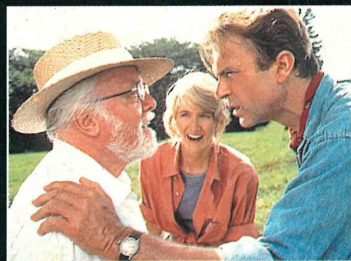
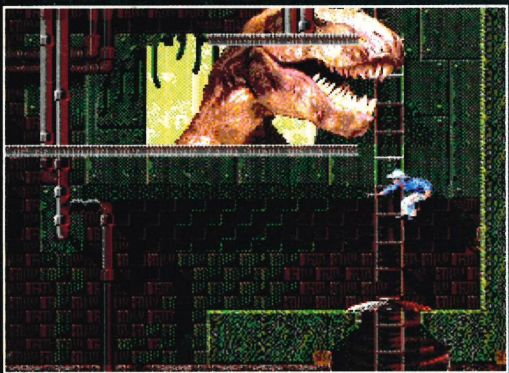
RELEASE: December





JURASSIC PARK

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THE HOOPLA SURROUNDING THE movie may have already peaked, but the ball is only just starting to roll for Sega owners. First out of the gate is the platform-based Mega Drive game, with a similarly-themed Game Gear version and the CD title to follow.

It's the Mega CD interpretation which looks set to best capture the tension of the movie, with a 3D viewpoint, and pre-rendered movement sequences. This is also likely to be one of the first titles to use Cinepak – so you can expect better quality CD footage than ever before. It has the potential to outdo any other movie licence. Ever.

FORMAT: Game Gear, Mega Drive, Mega CD

RELEASE: October-January

