

SEGA POWER

NOT AN OFFICIAL SEGA PUBLICATION

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ISSUE 25 DECEMBER 1991

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Free yummy
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Quick - swim to
page 18!

SLAY 'EM!

Is *Phantasy Star 3* the
greatest adventure
of all time, or what?



We slice-'n'-dice
our way through 12
role-playing epics
Fight your way to
page 44!

JUST LOOK WHAT ELSE WE'VE GOT IN THIS SUPER ISSUE:

- 6 pages of vital tips!
- ALL the latest official and import games!
- A new Curly's Challenge!

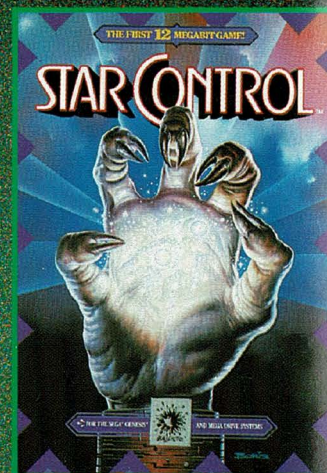
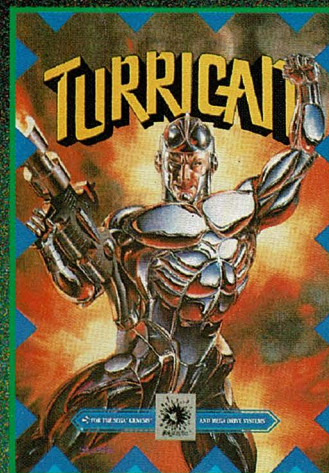
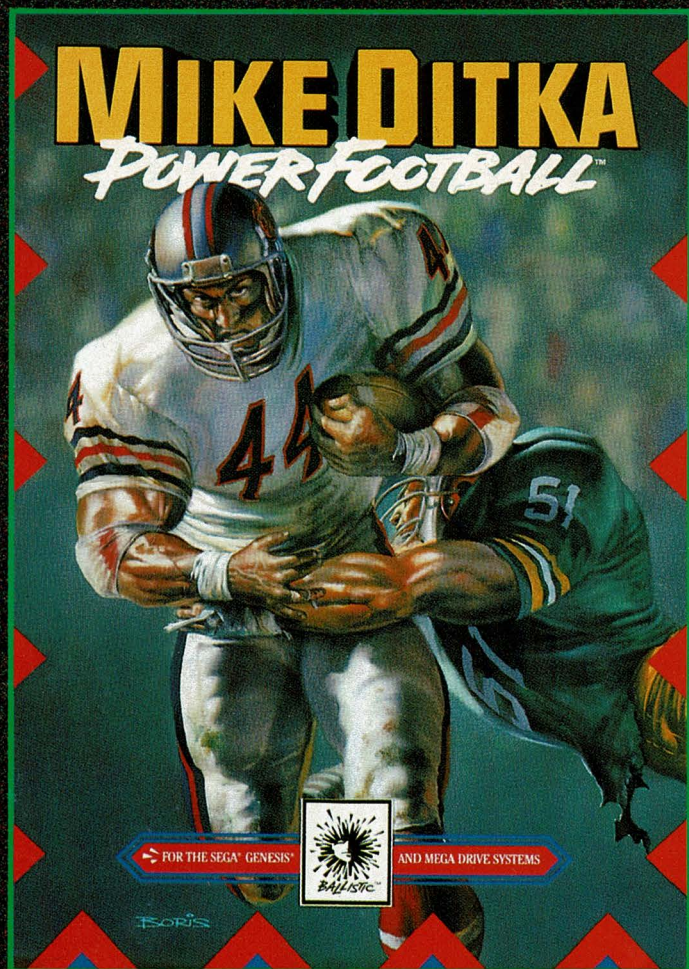
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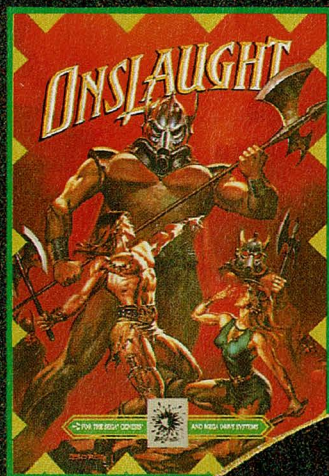
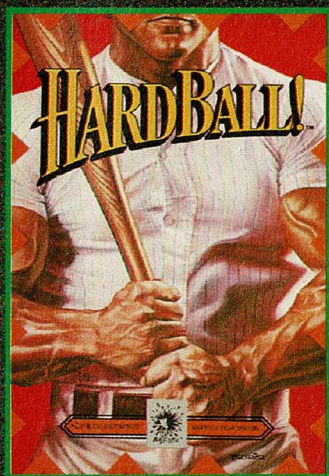
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AND
YOU
CAN'T
PUT

DOWN



INTRODUCING THE SEGA POWER CREW!

HELLO! AND WELCOME TO THE FULL-COLOUR DECEMBER ISSUE of *Sega Power*! You know, it's getting so much harder to categorise games these days. I remember the time when it was easy to say "I'm a shoot-'em-up fan," or "I only like driving games." But now, the

distinction between different types of games is really blurred - you can even get driving shoot-'em-ups, for instance!

Perhaps it's time you thought about what sorts of games you really enjoy playing? Do you ignore a game simply because it's a certain type that you're not keen on? Perhaps you've never even tried that style of game before, so how do you know if you like it or not until you give it a go?

With this in mind, we've dedicated this issue of *Sega Power* to one of the most entertaining game genres: the role-playing game. Why? Because just the name tends to put people off, and as you'll discover when you read through the mag, it really shouldn't. Role-playing games (or RPGs as they're commonly called) are superb fun so if you've never checked one out, now's your chance.

Have a good read, learn something new and I'll see you next month on Thursday 5 December, okay?

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TURN TO PAGE 65 NOW!

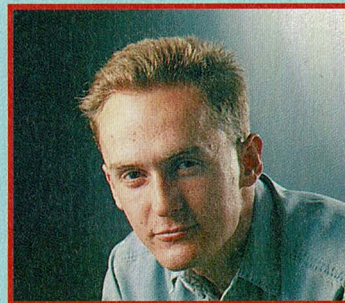


Andy Smith Editor
■ Andy makes all the decisions, holds the purse-strings and tells all the others what to do - while managing to get away with doing very (very!) little himself. His arch enemy is Steve The Grim Publisher

Andy Smith



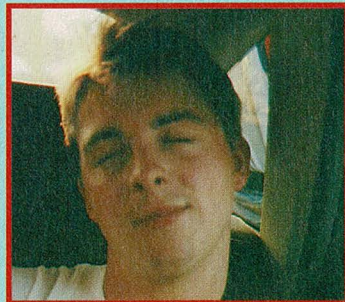
Neil West Deputy Editor
■ Neil's the one on whom everything gets lumped. At the end of the day, he'd rather be down the pub than working. That or playing a game into the small hours. Neil's arch enemy is Andy the Ed



Daniel Goodleff Production Editor
■ Dan's as mad as a very small village. He takes the words from the writers and puts them into English. He also seems to think he's Karen Carpenter. His arch enemy is Dolly Parton (he's only jealous!)



Mark Nottley (?) Art Editor
■ Mark gets the difficult task of taking our scribbles and trying to make them look important and entertaining - all at the same time! Mark's arch enemy is anyone who can't wield a crayon properly



Nick Aspell Art Assistant
■ Nick is the one who's got the job of drawing everything (Mark keeps on going over the edges when he colours in). He (like Neil) would much rather be down the local pub. Nick's arch enemy is Mark

CON

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REGULARS

6 NEWS
The cart rental debate continues, we try to get on telly, a look at a new range of joysticks, Sega's plans for the end of 1991 - and loads more!

10 THE SHAPE OF THINGS TO COME
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14 SCRIBBLINGS
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17 CHARTS
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34 POSTER
And here's something that's going to look great on your wall! And guess what? It's FREE as well.

50 THE PROF'S INCREDIBLE TIP LAB
Find out why that dragon singses your bum! The Prof and the Tip Lab Boys get into the RPG spirit with tips and maps for *Phantasy Star*! Loads more games cracked too.



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The buyers' guide to what you can plug into your Mega, Master or Game Gear.



64 CURLY'S CHALLENGE
Take on the European Sega champ and see if you can win yourself £20! We don't just give the money away though, so prepare yourself for a very tough challenge!



66 BACK PAGE
Cor! We really tease you with this sneaky glimpse of what's going to be in the next issue of *Sega Power*. We even say when it's out too.

THE OFFICIAL SEGA POWER COLLECTION!

THE HARD LINE
Pocket-edition of the ultimate guide to over 300 Sega games for the Mega Drive, Master System and Game Gear.

SEGA POWER BADGE
Just make sure you wear it with pride!
SEGA POWER STICKERS
And stick 'em absolutely everywhere!

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GOOD GRIEF! WE JUST DON'T KNOW WHEN TO CALL IT A DAY!

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18 Here's your chance to not only have some fun, but learn some facts about fish too! Chuckle at some famous quotes and maybe you'll be the one who feeds your family for the whole of next year! Just think how popular you'll be if you scoop this one! Yum, yum, hurry up and turn to page 18.

POWER ADVENTURES



44 Just what is an RPG anyway? We gather together the best and the worst role-playing games for your Master System and Mega Drive. Find out more about the RPG and how it fares on your system. Go on!

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NEWS

• The latest and most exclusive news from the Sega world •

ONE MILLION OWNERS BY CHRISTMAS

COME 25 DECEMBER, THERE will be well over one million Sega users in the UK. By the end of 1991 alone, Sega are hoping to have sold 100,000 Game Gears, over 350,000 Master System 2 units and around 180,000 Mega Drives. Now that's a lot of consoles. In fact, if you laid that lot up end-to-end, the whole line would stretch for about 112 miles.

And that's enough to join together the *Sega Power* offices in Bath to Sega Europe's offices in Central London, via Membury service station for a quick doughnut and coffee, of course!

Cor! That's the target Sega have set themselves, ambitiously bringing forward that million-owner milestone to 1991. Part of this optimism is down to Sega's buy-out of Virgin. Before then, Virgin had been acting as Sega's representatives in the UK and Europe.

We reported the takeover in issue 22 of *Sega Power*, but now we can reveal the reasons behind the move, and how it will effect you, the Sega game-players in the long run.

It seems that Sega first saw the UK and Europe as an unknown (and possi-

bly risky) market and as a result they didn't want to get directly involved. Now the console-boom is in full force though, Sega Japan have decided that it's time

to get really serious. At the time of the buy-out, Virgin felt that they couldn't justify the amount they were spending on Sega advertising – especially when it was possible that their agreement with Sega could end in three years' time.

Sega wanted to think in the long term, but Virgin were obviously more interested in making a short term profit. The difference in philosophy between the two sides led to Sega buying out

Virgin. To find out more about the reasons behind the decision, we spoke to Nick Alexander, The Chief Executive Officer for Sega Europe, and asked him to explain. "When Sega started, they really didn't know anything about

consumer market-

ing," he said, "so it

was never really a viable option for them to initially set up their own business inside of Europe.

"And although they have clearly been learning a lot over the last few years, they liked the job that Virgin were doing. So instead of taking the cheaper option of setting up their own company, they decided that the contacts and expertise of Virgin was worth the £40 million that they paid."

This is good news for Sega gamers in the UK, because from now on it will be so much easier to obtain games from Japan and the US.

There will also be larger supplies of the *big* games – so you can say goodbye to those shortages of *Sonic The Hedgehog*, *Super Monaco G.P.* and *Castle Of Illusion*.

With the obvious benefits outlined above, the buy-out still sounds like it's good news. Sega can now afford to spend even more money on advertising to spread the Sega message further afield.



■ Sega buy out Virgin, and decide that it's time they got serious with the UK market

■ By 1992, 100,000 of you will have a Game Gear

■ 350,000 Master Systems will be sold by 1992

■ There will be 180,000 owners of Mega Drives by the end of 1991

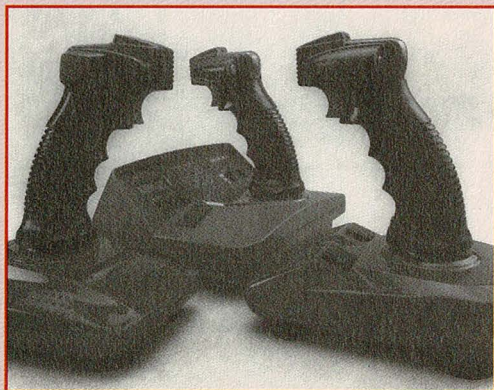
"JET" MORE NEW JOYSTICKS!

JUST WHEN YOU THINK THERE are more joysticks to choose from than there are stars in the sky, flowers in a meadow, young lovers skipping gaily down an autumnal woodland path, or bonfires crackling merrily next to the compost heap, Product 2000 announce the immi-

nent launch of two more joysticks for the Mega Drive. Hmm. It's no good you know. There's no way to write romantically about joysticks. But at least we gave it a go.

The **Megajet** at **£19.95** boasts a timer and controllable auto-fire, while the **Superjet** at **£13.95** is a bog-standard auto-fire joystick. Both sticks use micro-switches to ensure a long life and are available from your local computer dealer, so if you're stickless, give them a go.

We haven't seen one in the, er – plastic – yet, so we can neither recommend nor slate them, but you could call **Product 2000** (☎ **081 644 0033**) for more details if you're in two minds about getting one.



■ The Jet range. They're sleek, red and out now! The only Mega Drive compatible ones are the two on the right: the Megajet is in the centre and the Superjet is on the right

AND THERE'S MORE MONKEY BUSINESS

THOSE OF YOU WHO WERE unlucky enough to witness the chilling and tense abduction of the Ed in the last issue of *Sega Power*, are now probably wondering what happened to him.

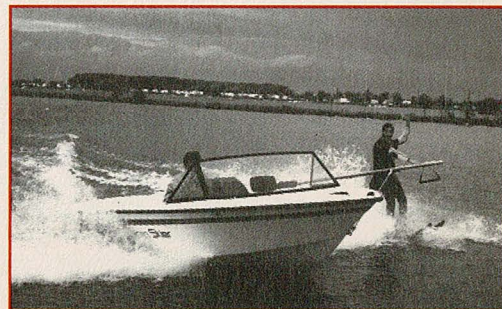
Well, Longleat report that the heartbroken gorilla's doing fine. But there's no sign of our dashing leader apart from a crumpled *Sega Power* T-Shirt which the gorilla uses to wipe away the odd tear. Ah! So how exactly did he get away then?

Perhaps he won his escape by introducing a ripe banana into the proceedings? Well, er, frankly no. In fact, he had to get some help from US Gold!

To celebrate the imminent launch of *Out Run Europa*, US Gold laid on a water-sports day with the

apparent intention of battering and bruising (if not actually drowning) the participants into a fuller understanding of the game's "inner meaning." Well, it seems that this was just what the lovesick Ed needed. He hailed a lift and was whisked away to safety.

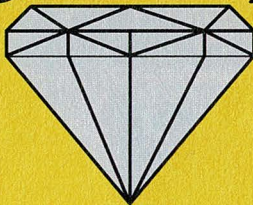
Thanks, Longleat – and US Gold! Until it actually happens, you can't imagine what it's really like to lose your "ed!" Oh dear...



■ (Cue music.) He'll be wearing a red wet-suit when he comes. The glorious, triumphant and water-walking return of *Sega Power's* Ed. A victory for animal lovers everywhere

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SEGA POWER'S SUPERSTARS

RARELY DO YOU SEE THE dynamic duo, our Ed and Deputy Ed, move so fast as when there's a chance to get on TV. Yes, the sprint for the door when Nick starts singing is something to be seen, but when the boys heard that Channel 4 were looking for presenters for Gamesmaster, a brand new computer games show, Carl Lewis would have been left spitting dust.

Gamesmaster will be Britain's first ever TV show totally dedicated to consoles, computer games and arcade machines. Each show will feature reviews, charts news and challenges which are similar to *Sega Power's* very own Curly's Challenge.

Gamesmaster invites members of the audience to take to the stage and they must then attempt to beat a series of challenges set by a larger than life video-screen image of the Gamesmaster himself.

Sounds pretty exciting? Yep, we thought so too, so off Neil and Andy went – hair combed and teeth flashing – for a screen test. The Director



■ "Just a little more emotion, dahling. A bit to the left – ah yes, super, lovely!" Andy and Neil applied for the job of presenter on the show, but found the whole business a bit too scary. Yikes!



■ Channel 4's Gamesmaster will be the first ever British TV show totally dedicated to the world of computer and video gaming. And it's about time too!

and the Producer of the show interviewed the two budding hopefuls (no problem, our Ed and Deputy Ed could natter the nunchukas off a ninja) and then it was straight down to the serious business of presenting.

First they put them in front of a camera – and then everything went horribly wrong. There's something about looking into a TV camera that's scary enough to stop a charging rhino at under forty paces.

The Director called "action" and the boys froze. Two nauseating fixed grins beamed inanely at the camera, while desperate panic flashed in their eyes. After about twenty seconds ("It seemed like three weeks!" confessed Neil) the Director called "Cut!"

"Our minds just went blank" they apologised afterwards. Well, it wouldn't be the first time.

The first show will probably be screened on New Year's Eve, but will Neil or Andy be the presenters? Well, er, probably not...

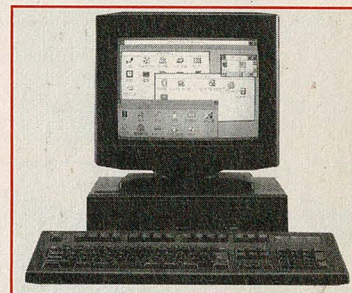
TERADRIVE SHELVED

THE TERADRIVE IS A VERY, VERY peculiar piece of kit – especially when you compare it to the rest of Sega's games-orientated goodies. But, as reported in *Sega Power* 23, it most definitely exists and combines Mega Drive brilliance with more powerful business-like PC capabilities.

Sega Power can't really think of anyone who'd be interested in it though. Just how many Mega Drive owners are going to want to spend £1,000 on a serious computer and keep their favourite games, for instance? You might as well hold on to your Mega Drive for the time being.

So do Sega intend pushing it in the UK? Well, the answer at the moment is definitely no. We asked Nick Alexander, Sega Europe's Chief Executive Officer, to explain why.

"We aren't sure if there is a market for the Teradrive in Europe" he said. "It boils down to a question of price and



■ A beautiful machine, but who would go out and buy it? Sega shelve their plans for bringing the Teradrive to the UK

we don't see how we can compete with other PC compatibles. I also have my doubts about who would actually want a Teradrive. I think it would blur Sega's image. That and the price – makes it a complete non-starter."

So it would seem that the Teradrive's been well and truly terminated – for the time being at least.

HELPING HANDS!

NOW HERE'S A BIT OF A LARK. THE LATEST SEGA ACCESSORY TO COME from the good 'ol US of A has got to be the wackiest yet. "Safecare Hot Gloves" are mittens especially designed to prevent your poor little pinkies from over-stretching themselves. "The special padding on this glove will enable you to play for hours and hours without getting sore hands." Hmmm.

Are they serious? Sore hands are nature's way of telling you that madness, bad eyesight and an imminent dose of rickets through lack of sunlight are just around the corner. Still, they do come in a choice of neon-puce or raspberry, so you could always wear them down the disco.

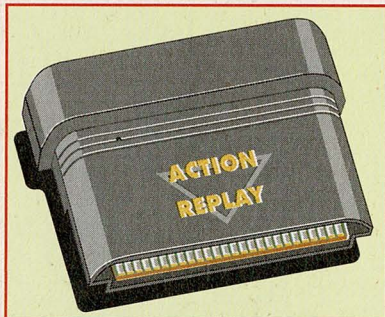
Our advice is go a bit easier on your joystick. Either that or take the occasional hour off for a quick cup of cocoa. If you find your fingers starting to ache, then do yourself a favour – and give yourself a rest. A lot more sensible, we're sure you'll agree. You could even write a letter to *Sega Power* instead!

POWER UP YOUR MEGA DRIVE

FANCY UNLIMITED LIVES ON ALL your games? Unlimited continues, ammunition, power-ups or energy? Well, it's now just a typed-in bit of code away.

Wait a minute! The Mega Drive doesn't have a keyboard, so how the hell are you meant to type in all those very important codes? Well, plug in the **Action Replay** cart from **Datel Electronics** and you can see for yourself. Just connect it to your Mega Drive and then plug your carts straight into the Action Replay.

You'll find that, with a bit of inside information (handily supplied in the instruction manual), you'll now be able



■ Infinite lives? Unlimited continues? Extra energy? Automatic power-ups? They're all just a code away with the new Action Replay

to "reprogram" your carts and tweak them to your heart's content. "Poking" your Drive's memory in this fashion enables you to change the game parameters: number of lives, energy and so on.

Datel promise to send anyone who buys the Action Replay cart 12 monthly editions of a monthly magazine which keeps you up-to-date with all the important codes and pokes, so you can cheat on all the latest (and most difficult!) games. The cartridge costs **£49.99** and will be available towards the end of November. For more info, contact **Datel Electronics** direct on (☎ 0782 744324).

THE GREATEST SHOW ON EARTH?

FANCY GOING TO A SHOW where you can meet all the software houses, check out all the new games and have a sneak preview of some of the hottest coin-ops around? Then come along to the **World Of Commodore Show at Earls Court 2** which runs from **Friday 15 to Sunday 17 November**.

Future Publishing, the company that brings you the best magazine in the world (hint – you're holding it), also publishes a number of other "not quite as good but okay" mags.

The biggest of these, *Amiga Format*, and three others, are clubbing together to host the show that promises to be the biggest in the computer games industry this year.

Okay, so it's not a Sega show, but we're all going 'cos it's the next best thing if you're at all interested in games. Especially when you remember that some of the hot Sega titles are often enhanced Amiga games.

Tickets cost £4 if you're under 14 and £6 if you're an old crusty poop

AMIGA presents

15 - 17 November 1991

Commodore

■ The biggest, most exciting and totally phantasmagorical Game Show of the year. And *Sega Power* will be there too!

(only joking!). If you want to know more about the Show, just phone the following number (☎ 051 356 5085).

Go on! Pop on down and have a look around, you may even spot the *Sega Power* team (er, then again, maybe that's not a good idea!).

SEGA CARTRIDGE RENTAL - THE SOLUTION?

SEGA ARE NOT GOING BACK on their decision to ban cartridge rental. As a result, it is still illegal to rent out Sega cartridges in any form whatsoever. In the last issue of *Sega Power*, Nick Alexander, the Chief Executive Officer of Sega Europe, told us about the kinds of problems that retailers were facing. He made it clear that retailers felt their business suffered as a result of this illegal practice.

However, we at *Sega Power* still believe that, if organised properly, the rental industry could prove to be a healthy addition to the world of Sega gaming - enabling Sega users to try before they buy. Very few shops enable customers to try out games of their choice - one exception being the excellent TV Games in Ewell, Surrey.

Surely the more informed the public are, the better games are going to be in the long run? Tried out titles that are known to be poor just won't sell.

We also believe that a large rental business will encourage the growth of Sega owners in the same way that video shops have encouraged people to buy video recorders.

Okay, so there are clearly some solid reasons for legalising rental. But

is there still a case for banning? Admittedly, before Sega enforced the ban, the situation was totally crazy. Rental outlets were operating illegally, and not paying the software houses or Sega any share of the profits.

Okay, they paid for the cart in the first place, but after covering the purchase cost on the fifth or sixth rental, they were then just raking in the cash. Obviously something had to change. But wasn't Sega's response to the situation a little too severe?

THE PROBLEMS

The retailers that we spoke to didn't seem to think so. They supported Nick Alexander's point of view - that the rental outlets were parasites, cashing in on the work that the shopkeepers and Sega had put in over the years. There seem to be two main problems:

1. The shopkeepers argue that sales fall because no-one wants to buy a game when they can hire one for a night, play it solidly for 24 hours and then complete it. We agree completely! Any game that you can complete in 24 hours isn't worth the hefty price tag in the first place.

Renting helps you decide what gives you value for money. In the long term,



■ "Try before you buy' would favour Tecmagik, but not other companies" - Tim Chaney, Managing Director for Tecmagik

the effect is a positive one: games that you can't finish in a day.

2. All the retailers we spoke to complained of stock availability. As a result, all the hype generates a huge interest that just cannot be satisfied. The result? People turn to the rental shops only after they've tried to buy the game they're looking for.

A SOLUTION?

We reckon that the rental chains should be able to hire out Sega cartridges under the following conditions:

● Carts should also be for sale whenever they are available for hire.

● Rental chains should also rent out Sega consoles, as well as the games. This would give more people the chance to discover how much fun owning a console can be, and ultimately create even more Sega game-players.


● If a hirer then decides to buy a cart or a console, the rental charge should be taken off the purchase price.

● Software houses publishing each game should be paid a flat fee for every copy that is rented.

If this were an active policy, bad games just would not sell because you (the customers) would be making informed choices.


Managing Director for Tecmagik, Tim Chaney, has his doubts about the likelihood of a feasible solution, but points out that he would love "Every Master System owner in the UK to try *Pacmania* or *Populous* for a night!"

"There is no doubt that our sales would increase by a factor of five," he said. "'Try before you buy' would certainly favour Tecmagik, but maybe not other companies."

Sega Power agree. And if more games the standard of *Populous* were the result, who'd be complaining? So, come on, Sega! What are you going to do about it? 

HAVE YOU SEEN THE LATEST SEGA AD?

UNLESS YOU'VE BEEN HIDING UNDER YOUR BED FOR THE PAST COUPLE of weeks, you must have glimpsed Sega's brand new series of ads. The campaign (which began at the end of September) is costing well over £5 million - and you thought putting a boxed ad in *Sega Power* was a bit pricey! They have been directed by John Lloyd, who's won many awards for his work on Not The Nine O'Clock News and Black Adder. He's also the guy who's responsible for the recent Red Rock adverts.

The ads star a character who we've never seen before. He drives a truck and he's friendly with an incredibly acrobatic sidekick. But what does it all mean? And what happened to the talking telly character we're all used to? More importantly, will the ads be enough to withstand the recent flood of Nintendo advertising? With a bit of luck (ahem) we'll answer all these questions and more next month when we take a look behind the scenes and meet the people involved... 

SNAP, CRACKLE AND SEGA

CALLING ALL YOU EARLY morning munchers! You may have noticed over the last couple of weeks that Sega are not only taking up all your spare-time, but are hell-bent on getting your attention at breakfast as well.

Well, from now on, 15 million packets of Rice Krispies are going to give snap, crackle and pop fans the chance to win one of 2,000 Master System 2 consoles. That's 20 consoles every day for over three months. (Cripes, if you laid all those consoles end to end, er, you'd probably feel a bit silly.)


But anyway, by collecting eight of the Sega tokens featured on the special packets of the cereal, you can send off for a free "Super Hero Sega Zapper" - a pocket-sized doobie that makes eight different electronic sound effects. Great for scaring the cat, alerting the authorities in the event of natural disasters and interfering with granny's hearing aid.

But why should Sega give so much kit away for free? We asked Philip Ley, Sega's Director of Marketing, to explain. "Rice Krispies is a leading youth brand which we have targeted to help accelerate Sega brand awareness," he said.

"The joint TV campaign supporting the promotion will surely put Sega at the forefront of the youth market."



■ Snap, Crackle and Sega - your chance to win a spanking new Sega Master System without even leaving the safety of your own breakfast table. Just remember to buy a million packets next time


Ahem. Yes, quite. We hadn't the foggiest idea what he was on about either. So we asked the clever publisher what he thought it meant, and apparently Sega intend to get a lot of young people talking about Sega. But who knows for sure? Either way, our advice is simply this - start eating! 

ALL THOSE COMPETITION WINNERS!

WAY BACK IN ISSUE 22 of *Sega Power*, Euromax offered you the chance of winning some joysticks from their fabby new range.

To win, entrants had to name Euromax's six Sega compatible joysticks. The magnificent six (ahem) were as follows: Flash Fire, Zoomer Yoke, Striker, Ultimate, Gizmo and last but not least, Viper.

And the winners? Well, joysticks will be zooming to these lucky people just as fast as their postmans' legs can carry 'em: David Fieldsen from Chesterfield, a certain Ram Corbin

from London, Alex Trusler from Chelmsford, Dawn Stock from Chelmsford and John Lynch from Bromham. Well done, guys! 



■ Just look at this! What a snazzy piece of kit, eh? It's none other than the Gizmo joystick. But have you won one?

THE SHAPE OF T

• This month's previews stars: a flight simulator, something fishy,

Yet more work in progress from both Electronic Arts and Image Works, game-testing with *Sega Power* readers helping to design *Robocod* – the sequel to *James Pond*, plus a look at Mirrorsoft's up-'n'-coming film tie-in. All this and a fab Game Diary of future releases.

ELECTRONIC ARTS

ELECTRONIC ARTS HAVE THREE Mega Drive releases in the pipeline. Two, *F-22 Interceptor* and *The Immortal*, are almost complete and previewed below, but *Robocod* (the sequel to *James Pond*) gets the game-testing treatment in our regular section on page 12.

F-22 INTERCEPTOR

Can this really be the first combat flight simulator for the Mega Drive? Electronic Arts seem to think so. And while it does seem rather incredible that it's taken so long for such an incredibly popular genre to be developed for the machine,

it looks like E.A. are going to be the perfect people to take on the challenge.

Once again, *F-22 Interceptor* is a Mega Drive game that's been developed on the strength of a highly successful home computer title – *F-18 Interceptor*.

This was released for the ST and Amiga in 1988 and met with huge commercial and critical success, so for a long time it's been an obvious choice for Mega Drive development. Well, now the waiting is over, and (as usual) you



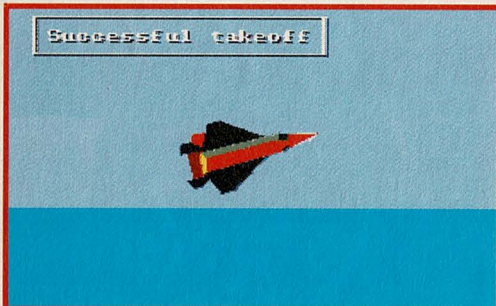
■ The first proper combat flight sim for the Mega Drive: *F-22 Interceptor*. And there's work to be done. You're locked on target and ready to blast this dude out of the sky. Your radar identifies the target as a MiG-27 so don't expect him to go down without a hell of a fight

can expect the Mega Drive version to be even better than the original.

The game enables you to get into the cockpit of the Lockheed F-22 Advanced Tactical Fighter, the plane recently

selected by the US Air Force to replace the infamous F-15.

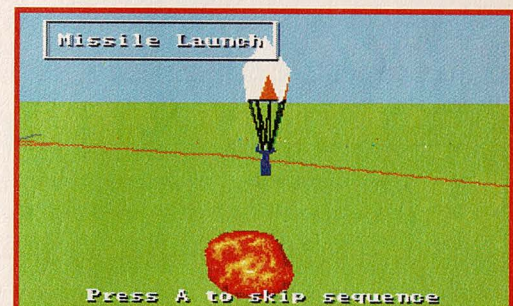
After training in Washington, the player can choose to fly against land, air and sea targets in either Iraq, the



■ Yo! You're airborne. Practise flying around, looping the loop, defying the ground and so on – but do this *before* you go into real combat. The other aircraft don't make any allowances for beginners, you see, so be prepared



■ Whoosh! Your missile goes after the MiG faster than the Ed after a pretty tourist in an extremely short skirt. You can now choose to either watch the missile on its flightpath or return to the main action window and see death from afar!



■ Chicken! He's bailed out. Don't stick around gloating for too long though. His mates are probably hanging around here somewhere as well. And having a pot-shot at one of their comrades is fighting talk where they come from

MORE FROM IMAGE WORKS

EVEN MORE TIME-TRAVELLING antics from Image Works, the people who brought you *Back To The Future 2*. (Geddit? As in, "brought you *Back To The Future*?" Ahem.) If you've seen the films, you'll know the scenario, but for those of you who've been in cryogenic suspension for the last few years, here's the low-down.

BACK TO THE FUTURE 3

Life for Marty McFly is never easy. His best friend is an eccentric time-travelling professor called The Doc, who's always getting him into trouble. A chance discovery in an old graveyard convinces Marty that he must travel

back in time to the Wild West of the 1880's. For only then will he

be able to stop the professor from becoming involved in a gun fight that will ultimately lead to his premature death.

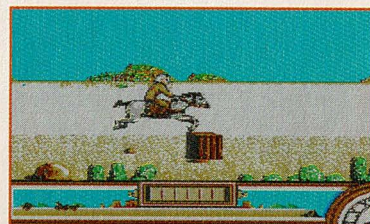
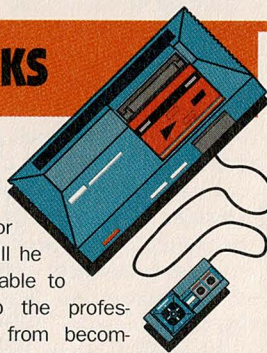
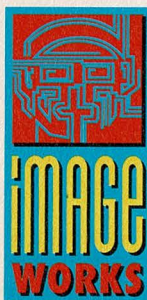
Once back in time, however, Marty is caught in a web of intrigue as he discovers that The Doc is in love. What's more, The Doc refuses to abandon his beloved despite Marty's pleas. The only way Marty manages to persuade The Doc to leave is by agreeing that his lady love can travel

back with them to the future. Okay, problem solved. No, not quite. The time machine has run out of petrol and in the year 1885, filling stations aren't around every corner.

So what are you to do? Well, it involves a train – but we're not going to give the game away. Marty must first negotiate two other levels – a horse-back chase across the scrubland and a

plate-throwing shoot-'em-up sequence – before he can work it out. So can you do it? And are you trying to get them back to the future or should you be trying to get them back to the present?

When exactly is the present? Most importantly, will the game be any good? There is no release date as yet, but as always, we'll be reviewing it as soon as we get hold of a copy



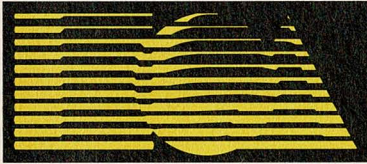
■ Grip those knees tightly and cling to those reins. This horse riding level is the first of three facing our hero in *Back To The Future 3*. But what is he doing, exactly?



■ Now this is fun! Smash those plates and show those dudes just who's boss. Practise your banana shots, learn to shoot straight and don't hold back. 1985, here we come!

THINGS TO COME

time-travelling DeLorean and a wizard with a splitting personality

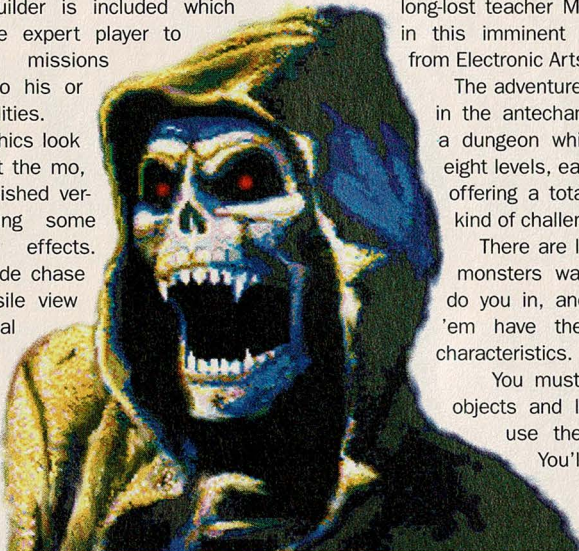


U.S.S.R. or North Korea. Nine different weapon systems are at your disposal, and there are 20 varied targets for you to destroy. These range from Soviet MiGs and SCUD missile launchers to chemical weapon plants.

Despite its obvious attraction as a shoot-'em-up, E.A. are hoping that *F-22 Interceptor* will also hold a lot of long-term appeal. There are over 100 missions to take on and master, and each one will exercise take-off, landing and refuelling skills, as well as air-to-air and air-to-ground combat skills in a variety of different environments.

For the advanced players, a unique scenario builder is included which enables the expert player to customise missions according to his or her own abilities.

The graphics look gorgeous at the moment, with the finished version offering some spectacular effects. These include chase plane, missile view and special cuts which will enable you to view your F-22 aircraft as it performs



Now that was just careless. Didn't your mother tell you that if you hang around in old, dank castles after dark you're likely to be picked up and chomped by a giant worm? This is the standard 3D view of the game in *The Immortal*. Try and avoid the worms in future

a whole variety of specific tasks.

Out in November at £39.99

THE IMMORTAL

Leave your jet-fighter at home and take on the role of a wizard searching for his long-lost teacher Mordimir in this imminent release from Electronic Arts.

The adventure begins in the antechamber of a dungeon which has eight levels, each level offering a totally new kind of challenge.

There are loads of monsters waiting to do you in, and all of 'em have their own characteristics.

You must collect objects and learn to use them too.

You'll soon come across

keys, weapons, notes and magic scrolls, for instance, and they all have their own specific uses.

What's more, there are characters in the dungeon who can sometimes provide useful information to help you on your quest. E.A. claim that *The Immortal* will prove to be one of the most realistic fantasy adventures ever seen on the Mega Drive. Combat sequences take place in real time, so



Oh dear. That guy on the left didn't find so much fame and glory in these dungeons. Just make sure you don't meet the same grisly end, okay? Still, there are some potentially useful goodies lying about on the floor, so pick 'em up! They may come in handy...

you must duck and parry to counter the monsters' attempts at slicing you in two. Lunge and chop when you have the chance to attack, but prepare to see yourself getting beheaded, electrocuted, petrified and even sliced in two when you come off second best.

So polish up your staff and magical skills, and wait for the full *Sega Power* review coming soon.

Out in November at £34.99



FIGHTING THE IMMORTAL WAY!



Yikes! Take that, you slimy fiend. Sadly, it takes more than a few gentle prods in the stomach before this goblin will start to go and change his evil ways



But that should do the trick. Oh yes, there's nothing like severing offenders in half to make them think twice about erring on the side of naughtiness - again

GAME DIARY

Your complete checklist of all the games that are going to be released over the next three months.

OUT NOW! (MEGA DRIVE)

- The Immortal
- Monster World 3
- Mercs
- Shining In The Darkness
- Star Flight
- Rings Of Power
- Flicky
- 688 Attack Sub
- Streets Of Rage
- Bonanza Brothers
- Speedball 2

OUT NOW! (MASTER SYSTEM)

- Flintstones
- Bubble Bobble

- Running Battle
- Bonanza Brothers
- Alien Storm
- Laser Ghost
- Dragon Crystal
- Summer Games
- Strider

OUT NOW! (GAME GEAR)

- Super Monaco G.P.
- Wonderboy
- Shinobi
- Columns
- Dragon Crystal
- Psychic World
- Put & Putter Golf
- Out Run
- Joe Montana Football
- Factory Panic

NOVEMBER (MEGA DRIVE)

- Shadow Of The Beast
- F-22 Interceptor

- Out Run
- Ninja Burai
- Back To The Future 2
- Killing Game Show
- Decap Attack
- ToeJam And Earl
- Jewel Master

NOVEMBER (MASTER SYSTEM)

- G-Loc
- Shadow Dancer
- Prince Of Persia
- Duck Tales
- Klax
- Ms Pacman
- Shadow Of The Beast
- Line Of Fire

NOVEMBER (GAME GEAR)

- Frogger
- Leaderboard
- Woody Pop
- Pengo

Ninja Gaiden

DECEMBER (MEGA DRIVE)

- Robocod
- Turbo Out Run
- Golden Axe 2
- California Games
- Toki
- Donald Duck

DECEMBER (MASTER SYSTEM)

- Tom And Jerry
- Asterix
- Mercs
- Die Hard 2
- Rampart
- Super Kick Off
- Out Run Europa

DECEMBER (GAME GEAR)

- Donald Duck
- Spider-Man vs The Kingpin
- Space Harrier

GAME-TESTING JAMES POND 2 - CODENAME ROBOCOD



■ The fab fish with the crispy coating goes into action. The expression on the superhero's face (at bottom-left) shows you his current state of health. Phew! Okay, so far



■ Up, up and away! The Robosuit enables James to rise above tricky situations. But is it a useful addition to the gameplay? Or a daft gimmick thrown in for a bit of variety?



■ James' legs spin around Sonic-style as he dashes across the screen. The sprite of James is bigger than in the original game, but have E.A. sacrificed animation for size?



■ The bosses are huge in James Pond 2! This giant teddy bear will do his best to make sure your fishy adventure is no picnic. But is he too tough or too easy to beat?

THIS IS THE SECOND IN OUR series of features which give you, *Sega Power* readers, the chance to help design some of the hottest future releases.

Electronic Arts, Domark, Virgin Games, US Gold and Tecmagik all value your opinion on what makes a good game great and a bad game bad. And remember - it's you who buy the games, so you should know what you want to see. This is your chance to make sure it gets done.

Only last month, *Sega Power* readers took a long look at Tecmagik's *Shadow Of The Beast* for the Master System. Although it was unanimously agreed that the finished version would be fantastic, there were a couple of improvements suggested. These changes are at this moment being implemented.

This month, a hand-picked number of eager *Sega Power* readers visited Electronic Arts' offices in Slough to cast their critical eye over *James Pond 2*, the sequel to (you've guessed it) *James Pond* (*Sega Power* 18: 83%).

The first *James Pond* was a good game, but E.A. are keen to make its

successor even more of a stonker. With this in mind, our four game-testers were asked for their expert opinion on what could make E.A.'s development version even better.

THE GAME SO FAR

Nobody, so they say, does it better. So with this in mind, there's only one "chap" to call when Dr Maybe invades Santa's toy factory - the scaly spy himself, James



■ Yep, it's Bertie Bassett, Britain's greatest asset. James Pond would disagree - there's only room for one hero in this world. Hmm, I wonder how much they paid for Bertie...

Pond. James, Britain's top underwater agent, must foil the evil Doctor's plot to ruin Christmas Day. The madman



■ Julian Joseph (15). Owns: a Master System. His fave games: *Psycho Fox* and the ace *R-Type*



■ Leon McNally (15). Owns: a Mega Drive. Fave games: *PGA Tour Golf* and *Super Shinobi*



■ Andrew Duggan (15). Owns: a Mega Drive. His fave games: *Gynoug*, *Sonic* and *Strider*



■ Alex Hunte (15). Owns: a Mega Drive. Fave games: *Sonic*, *Super Shinobi* and *Wrestle War*

THE BITS OF THE GAME THAT WE THOUGHT DIDN'T WORK

SO WHAT DID THE GAME-testing team think of E.A.'s new development so far? Well, everyone agreed that the finished game would be fantastic. A possible *Sega Power* rating of 94% was felt appropriate, but only if a couple of changes were made...

1 James' Robosuit really improves the gameplay, but the game would be better if the hero could collect some assorted weapons.

He could then use these to battle with the baddies. The ammo should also be finite, otherwise the game is just too easy. Collecting weapons and ammo as James progresses would improve things too. At the mo, James only has to avoid the baddies.

2 Obviously, to compensate for James getting "armed-up" (time for a fish finger gag?), there should be more baddies. The variety is fine, but there aren't enough of them. If James had a gun as the game stands at the

moment, they wouldn't really stand a chance against him.

3 As well as creating more baddies, the nasties should also be a lot harder to defeat. They should require at least a couple of hits before dying. They need to be a lot quicker, more intelligent and have the ability to fire back as well.

4 Pep up the difficulty tuning. All the game-testers agreed that the game was just a little too easy. Okay, toughening up the baddies would help, but perhaps James should have less energy to start with, or maybe suffer more from each hit.

5 The jelly should wobble! In the Sweet Factory level, James can bounce on the jelly to carry him upwards to platforms, but the jelly doesn't wobble. And jelly, as everyone knows, wobbles. Okay, so it may not appear that important on paper, but the team agreed that it was "finishing

touches" such as these that could make or break a game.

6 As it stands, there is no use for Button C on the Mega Drive joy-pad. No real problem, but it would be nice if all three were used. The inclusion of weapons could remedy this, but if E.A. could dream up something else, that would be even better.

7 James' movement was felt to be just a tad sluggish. The momentum of his character added realism, but made quick coming just a tad on the tricky side.

On the whole, *James Pond 2* gets the big thumbs up. When compared to the original, everyone appreciated the enhancements already made. But if E.A. can improve the game even further, then the team reckon it could turn out to be better than *Sonic The Hedgehog*. Praise indeed! Wait for the full *Sega Power* review coming soon to find out for yourselves.

WANTED: MORE GAME-TESTERS

ELECTRONIC ARTS, VIRGIN Games, US Gold, Domark and Tecmagik want you, real *Sega Power* readers, to help design their latest games for them. You may have bragged to your mates how you'd do it better. Well, now's your chance to show 'em. Write and tell us why you think you're suitable for game-testing and then send your application to: Now If Only I Could Design A Game..., *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

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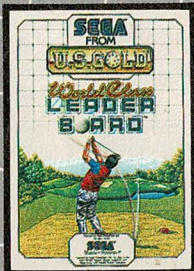
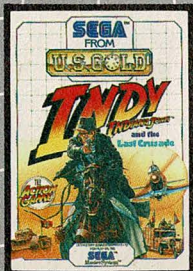
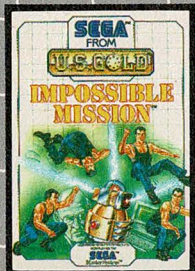
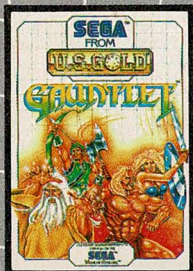
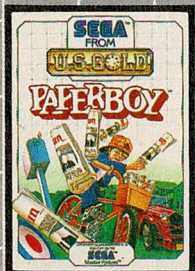
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SCRIBBLINGS

Welcome to Britain's brightest letters pages where you can find out what other gamers are talking about. We want to know what you think, so drop us a line at Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. We also give away a fab *Sega Power* T-Shirt to the author of the month's Star Letter!

VERSIONS JUST AREN'T THE SAME

Dear *Sega Power*,

I own a Sega Master System and have a game called *Golden Axe*. The version I have though is very different from the version of *Golden Axe* that I've played in the arcades.

For example, on the Master System version you can't choose what character you want to be, but you can, however, play around with magic. In the arcade version on the other hand, you can choose who you want to be, but you can't play with the magic. Can you please tell me why the versions are so very different?

Trung On, South Ockendon



■ Why is there such a big difference between the the coin-op version of *Golden Axe* and the Master System game? See *Versions Just Aren't The Same* to find out

Easy, Trung. The arcade machine is a lot more powerful than your lowly Master System, so when the game was transferred to the less powerful machine, it had to be tweaked a bit.

It's tough, but that's life, I'm afraid. The ideal thing to do is spend a couple

of grand and buy yourself an arcade machine. Easy, eh? **Andy**

MORE GAMES...

Dear *Sega Power*,

Are there going to be some more good platform games released on the Sega Master System?

Simon Bailey, Wisbech

Do you mean more good as in "better," or do you mean more good as in "more of the same" platform games? Either way, the answer is yes, of course! **Andy**

WHICH ONE?

Dear *Sega Power*,

What do you think is the best machine – the Game Gear or the Master System?

Paul Padwagga, Glasgow

Well, I've found the Master System pretty useless when it comes to playing games on the train. It's such hard work lugging a blinking huge TV and car battery around to power the thing!

And as for playing the Game Gear, well, Sellotape it to the front of the telly at home, sit back on the sofa and see if you can play the thing! **Andy**

BATTERY WORRIES

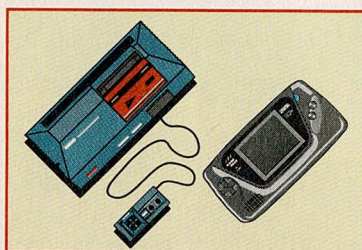
Dear *Sega Power*,

Do you know if it's okay to put rechargeable batteries in the Game Gear? I have heard that doing so can damage the screen. Is this true? One other thing, I bought my Game Gear in America so

can I still send it to Sega Europe if I need to have it repaired in the future?

Eoin Galligan, Teddington

To the best of our knowledge, Eoin, using rechargeable batteries in the



■ Which one's the best: the Master System or the Game Gear? And are these kinds of questions really relevant? See *Which One?*

Game Gear is fine. Make sure you follow the manufacturer's instructions when recharging the batteries and you shouldn't have any problems. It certainly won't damage the screen.

I'm not sure on the second point. Your best bet is to phone up Sega (☎ 071 727 8070) and ask them what you should do if a problem arises. **Andy**

WHO ARE SEGA?

Dear *Sega Power*,

Now that Sega have bought out Virgin Mastertronic, does this mean there's going to be a Sega Europe?

Declan Dixon, Coventry

There has always been a Sega Europe, Declan! But now the old Sega Europe

have become Sega Amusements and the newly acquired Virgin Mastertronic have taken on the name of Sega Europe instead. **Andy**

WORK WITH THE MASTER

Dear *Sega Power*,

Will ordinary Master System carts work on the new Master System 2? And what's the card insert thing for?

Liam Holland, Boston

Yes. Ordinary carts will work on the new Master System 2. As to your other query, a long time ago Sega used to release games on cards (in fact, they were like cashpoint cards).

You then had to slot these into the card slot on the Master System. The cards have now been deleted but you can still get your hands on a couple of second-hand card games if you hunt around for 'em. **Andy**

MORE INFO

Dear *Sega Power*,

Congratulations on such a well edited magazine – now for the grumble. Between issues of your wonderful mag, I peeped at a review in another magazine (shock, horror!). I noticed that, as well as sound, graphics and so on, they also gave marks for stuff like difficulty, value for money, age ranges and more besides. Your bits of info are all very well but how about putting some consumer info on the reviews as well?

John Bevan, Widnes

GETTING PAST PASSWORD PROBLEMS WITH KING'S BOUNTY

Dear *Sega Power*,

I have *King's Bounty* and the other day I tried to play the game after a break of a couple of weeks. I then found that I couldn't re-start from my saved position – the game kept telling me that the password was invalid.

Does this happen a lot with games that use passwords? And does it even happen with games that have battery-backed memories?

Raymond Devitt, Eire

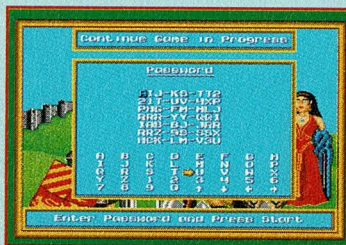
Oh, the times I've done this. No, what's happened, Raymond, is that you've incorrectly copied the code

when you wanted to save the game. Believe me, it's terribly easy to do, especially when the I's and 1's look the same and the 5's and the S's are so similar.

Never scribble a code down in a hurry. Always double-check and make sure you've got the right letters and numbers. If you're really smart, you can save a game and then immediately check the password system before you get too far into the game – just to make sure you know what you're doing when it counts.

It's well worth spending five minutes doing this, because you can save

yourself a hell of a lot of time later on. Battery-backed carts, on the other hand, commonly save the game without using tricky passwords. **Andy**



■ *King's Bounty* is just one of a number of games that use a password system, but it seems a lot of you are having problems

On the surface they're good ideas, John. But if you look a little closer you'll realise that they don't actually work. Let's take them in order and you'll soon see what I mean.

First, difficulty. Yes, but difficult for who? For the expert gamers? Or for the beginner? At best we can tell you we think a game's too easy or difficult for the average gamer, but even this can only be a guide because people's level of competence varies so much.

Second, value for money. Who's to say a game is too expensive? What may be chicken feed to some could be a huge capital outlay to others.

Sometimes we'll mention that we think a game's too expensive, but that's comparing it to the price of carts as a whole. The same goes for age



ranges – I love Sonic, but is it a kid's or an adult's game? Who's to say? **Andy**

NEW REVIEWER!

Dear *Sega Power*,
Here's a review of *Alf* that I've written: *Alf* is rubbish. There, what do you think?
Daniel Portsmouth, Tenbury Wells

Well, it's about as good as anything our Art Editor has written! **Andy**

MEGA GEAR

Dear *Sega Power*,
I have a Mega Drive (which is brill) and my friend has a Game Gear. Is there any way we can connect the two machines – in the same way that you can link up two Game Gears?
Neil Smith, Clevedon

How can I put this? Er, no. **Andy**

SONIC DICE

Dear *Sega Power*,
I was playing this brilliant arcade game the other day called *Rad Mobile* and I

noticed that instead of furry dice hanging from the rear-view mirror, there was a small Sonic. Why did Sega put him there? Oh yeah, by the way, your mag is by far the best, never mind the imitations and the fakes.
Richard Sykes, Leigh

Well, why not? Sonic The Hedgehog is miles better than a cluster of furry dice, so Sega have every right to hang him from wherever they like. And yeah, we know it's the best too – the original and still the best. **Andy**

OOER! I'VE BEEN PINCHED!

Dear *Sega Power*,
While you were on your way to work last Thursday I kidnapped you (just in case you didn't know) and if you ever want to see yourself again then send me a G.I. Joe with Kung Fu grip.
Joe with Kung Fu grip.

Matt Mead, Hertford

Ah ha! So that's where I've been all this time. I'm surprised I haven't bumped



■ Ha! And you call that a threat? Everyone knows the NES is only 8-bit, so it won't take you very long to send in now, will it?

into myself on the way to the Sega Power offices yet – then again, perhaps I have. Ahem. Anyway, there's no way you can blackmail us, Matt. You'll just

have to keep me and damn well put up with it, so there! **Andy**

CATALOGUE OF DISASTERS

Dear *Sega Power*,
I have just sent off for an English Mega Drive from a catalogue and I've also bought the Genesis version of *Sonic The Hedgehog*. Will I be able to use it on my new Mega Drive?
Neil Edwards, Canvey Island

Yup, you'll have no problems. **Andy**

HORRIBLY WRONG

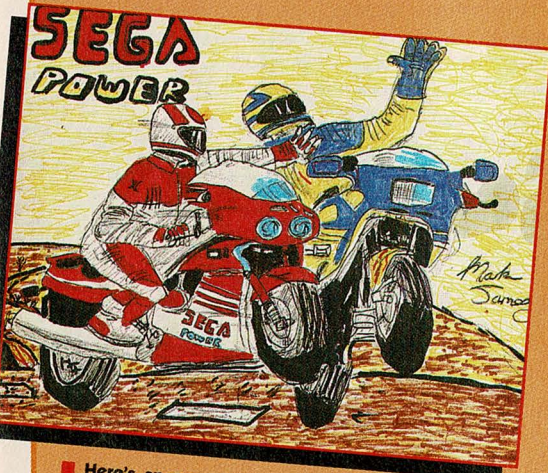
Dear *Sega Power*,
It was a normal day and I switched on my Master System to play my built-in version of *Alex Kidd in Miracle World*.

However, when I got to level ten (with the bit where the spray comes down from the ceiling), Alex suddenly disappeared and the screen started moving up and down.

I switched the machine off and put *Alex Kidd in Shinobi World* on, but ➤

AND HERE'S A JOLLY GOOD LOOK AT SOME OF YOUR STUNNING (!) PICTURES

By popular demand, here are some good, bad and just plain ugly drawings that you budding crayon wielders have sent in! We couldn't show you all of the piccies we received, so here are just a selection of the best. *Sega Power* take no responsibility for the, erm, quality of the works on this page. So, on with the gallery!



■ Here's an ace piccy of the cover of issue 23 of *Sega Power*, which showed our *Road Rash* illustration. This version was drawn by Mark Jameson from London



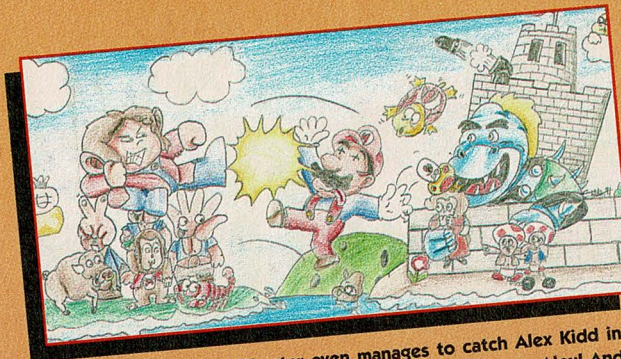
■ Carla Staff from London is the artist responsible for this quite lovely and detailed piccy of Sonic The Hedgehog



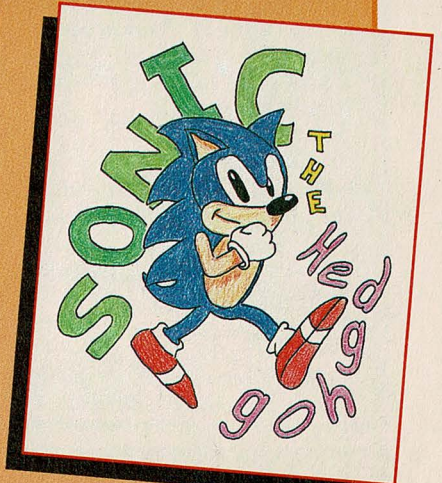
■ Jamie Buchanan from Warrington gets spookily close with these caricatures of the *Sega Power* team – Nobber is especially realistic. And just look at our beloved Ed!



■ Alex Beardshaw from Sheffield places Mario smack in the middle of Sonic and Mickey Mouse. Surely he should be behind them, way off in the distance somewhere?



■ Christian Weber from Chester even manages to catch Alex Kidd in the act of drop-kicking Mario right in the mush. Way to go, Alex! And look at all the detail in the background – our Art Ed better watch out!



■ Here's a running Sonic from Graham Puttock in Camberley

HURDY, GURDY, BURDY (AND SO ON) FROM SWEDEN



■ Will games from Sweden work on UK consoles? Find out here...

Dear *Sega Power*,
I'm a boy from Sweden and have got a Mega Drive. I got a problem too. Maybe you can help me with it?

Okay, here's the problem. In January 1992 my family will travel to UK and there I will buy a Game Gear. Now I just want to know if the Swedish games works on the Game Gear from UK?

I also wonders if games bought in UK works at the Swedish Mega Drive and Master System?
Danny "The Viking" Lund, Sweden

Ahem, 'cos you got all show-off like and put together some pretty good English, here's the answer in Swedish (okay, it's Norwegian, but that's close enough!): Ja, antakelig, helt til kjenne. Ha a bra ferie. Got that? Good.
Andy

➤ a corrupted screen of *Alex Kidd in Miracle World* appeared instead! Then a screen came up with pictures of suns, moons and stars. What happened?
Pete Ealey, Durham

Well, it sounds as if your poor ol' Master System got a bit confused for a while. I doubt there's anything seriously wrong with it or the cartridge. All it probably needed was a few seconds with the power off to recover itself.

Don't worry about it unless the problem keeps recurring, in which case there's something wrong with your machine and you should take it back to where you bought it from. Andy

READERS' GAMES

Dear *Sega Power*,
We have thought of an idea for a wicked game. It's called *Mega Drive in Mega Land*. You are this little Mega Drive which runs around in Mega Land, and you have to kill Nintendos, Game Boys and Super Famicoms.

You can also pick up power-ups that are shaped like joypads, Light Phasers,

3D glasses and so on. We want to know what you think about our idea.

Mark and Usman Naeemn, England (!)

Sounds good to me. Any software houses out there want to get in touch with these lads? Andy

NO JOY PAD

Dear *Sega Power*,
After upgrading from a Master System to a Mega Drive, I bought a Powerbase Converter so I could play my old games. I now find out, to my horror, that I have to play a lot of my games using the Master System joypad.

Fraser Jackson, Dunfermline

We've had no problems, Fraser. We find that the Mega Drive Pad and Buttons B and C work just fine on converted Master System games. What experiences have other readers had? Andy

YOU'RE RUBBISH!

Dear *Sega Power*,
I just had to drop a line to say a big "Thankyou!" for giving me back my con-



■ Have you had problems using your Mega Drive joypad with Master System games on the Converter? Yes? Then see No Joy Pad

fidence in *Sega Power*. What a difference a couple of months can make!

Can I be perfectly honest? Of course I can. Issue 22 was rubbish. Sorry, but it had to be said. I thought about buying *E.A. Hockey*, but after seeing the screenshots I must have been mad. Compare them to your screenshots of the utterly brilliant *Sonic The Hedgehog*. Why are they so much better? I consulted another magazine and I found the shots of *E.A. Hockey* so much better than yours. Why was that?

And why did you give such a chunk of the mag to the *Mickey Mouse* guide?

Okay, there are probably many people thankful for this, but why don't you just go and play the game for them!

But anyway, I went out to get the October issue of *Sega Power* (still essential reading despite the rubbishy bits), and all I can say is: "Get stuffed the other mag's!"

This was a truly magic moment in Future Publishing's history. Okay, so a lot of the stuff did not affect me, being a Mega Drive owner and all, but I still found it all very interesting. The Master System still has a special place in my heart and without it there would never have been a Mega Drive!

There are so many aspects of the new mag that I like, but the best? It has to be how you show the control method on each of the reviews. Such a simple idea, and yet so effective and useful - I think it's great.

There are a couple of things I prefer about the old style mag though, mostly the power ratings (Kev's Graphics and Sound, Neil's Addiction and so on), but then I guess that's just me.

Anyway, keep up the fantastic work. I know where my money's going on the first Thursday of each month!
James Prince, London

High praise indeed! Anyway, the reason the screenshots were particularly poor on the *E.A. Hockey* review was because at the time we were testing out a new system of getting screenshots. In the end, we dumped that in favour of a far superior system - as you can see!

But the poor quality paper was the real reason the shots were bad compared to other magazines. Still, now we've convinced the publisher that our readers are far too important to put up with anything but the best, we're on this groovy 'n' expensive stuff instead. Hurrah for publishers! Andy

WANTED

WE WANT YOUR HONEST OPINION OF *SEGA POWER* - SO WE CAN MAKE IT EVEN BETTER!

This questionnaire helps us monitor what you, our readers, think of *SEGA POWER* and so keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views!

1. Which machine do you own?

- Master System
- Mega Drive
- Game Gear

2. How do you rate *SEGA POWER* in terms of value for money?

- Excellent value
- Good value
- Reasonable value
- Poor value
- Ripoff

3. How much does the cover of this issue appeal to you?...../10

4. How much does this issue appeal to you overall?...../10

5. How does this issue of *Sega Power* compare with previous issues you've seen?

- Much better
- Slightly better
- The same standard
- Slightly worse

6. Please rate out of ten this and any other computer magazines you read:

SEGA POWER...../10
...../10
...../10
...../10

7. What is it you like most; and then least about this issue of *Sega Power*?

I most like.....
.....
.....
And I least like.....
.....
.....

■ You don't need a stamp. Simply return to:- Reader Survey, *SEGA POWER*, Future Publishing Ltd Freepost, Avon, Bath BA1 2XF

THE CHARTS

• Charts for the Master System, Mega Drive and Game Gear •

Yo, it's the Charts! What goes up must come down, and with that in mind the Ed attempted to master the (previously regarded as impossible) art of bicycle polevaulting this month. But enough of such trivialities, and on with the job in hand.

EVERY ONE OF LAST MONTH'S number one games hold on to their positions (hardly surprising considering the quality of the titles), but there are loads of new entries battling for position lower down the ranks of The Official Sega Charts.

Hot favourites for next month's Mega Drive number one position have to be *Road Rash* or *ToeJam and Earl*, while *Sonic's* arrival on the Master System has got to be a dead cert for the top.

There are now a full ten titles in the Game Gear Chart, but with Sega aiming

BUT WHAT WERE THEY LIKE LAST YEAR?

THIS TIME LAST YEAR, THE Readers' very own Master System Charts looked something like this. Haven't things changed, eh? We haven't printed a Mega Drive chart, 'cos at the time, the Mega Drive wasn't even around!

Just take a look at these old games that you lot were playing a year ago. Okay, some of them are still popular, but the overall standard has improved loads since then.

Just take a look at *Mickey Mouse*, *Populous* or *Pacmania!* And we're sure that the standard will get even better. Who knows what could be in store for us this time next year?

- 1 **R-Type**
- 2 **Golden Axe**
- 3 **Psycho Fox**
- 4 **Wonderboy 3**
- 5 **California Games**
- 6 **Wonderboy 2**
- 7 **Shinobi**
- 8 **Rastan**
- 9 **Alex Kidd In M.W.**
- 10 **Chase H.Q.**



■ The highest new entry into the Mega Drive Chart, *Fantasia* is selling like the proverbial hot cakes despite its lukewarm review. But how long will its success last?



■ *Spider-Man* goes into the Master System Charts at the number two position and looks like threatening Mickey for the top spot. But how will they react to *Sonic*?

to sell 100,000 of the porky little hand-holds by Christmas, there were bound to be loads of games on the way – just wait until *Pac-Man* hits the Charts! Will he prove to be popular enough to knock

Mickey Mouse from the number one spot? Well, you'll just have to wait for the next issue of *Sega Power* to find out, won't you? (Psst! It's going to be out on **Thursday 5 December!**)

OFFICIAL MASTER SYSTEM TOP TEN

1	↔↔	CASTLE OF ILLUSION	📊17: 96%
2	NE	Spider-Man	📊22: 57%
3	RE	World Cup Italia '90	📊15: 44%
4	NE	Strider	To Be Reviewed
5	NE	Speedball	📊17: 80%
6	RE	Pro Wrestling	See Hard Line
7	↓	Golden Axe	📊4: 88%
8	↓	Ninja	📊8: 71%
9	RE	Paperboy	📊14: 84%
10	↔↔	Golfmania	📊8: 87%



■ He's in the Master System Charts too! It's like watching wallpaper fade... Is there no getting rid of this number one game? Well, *Spider-Man* reckons he could have a go



■ The spiky speed merchant hangs on to his number one spot in the Mega Drive Charts for yet another month. *Sonic* must be one of the best Sega games around...

OFFICIAL MEGA DRIVE TOP TEN

1	↔↔	SONIC THE HEDGEHOG	📊22: 97%
2	↔↔	Castle Of Illusion	📊18: 94%
3	NE	Fantasia	📊24: 69%
4	NE	E.A. Hockey	📊22: 92%
5	NE	Streets Of Rage	See Hard Line
6	↓	Golden Axe	📊13: 82%
7	↑	Revenge Of Shinobi	📊14: 93%
8	NE	Wrestle War	📊22: 55%
9	NE	ToeJam and Earl	To Be Reviewed
10	NE	Spider-Man	📊24: 78%

OFFICIAL GAME GEAR TOP TEN

1	↔↔	CASTLE OF ILLUSION	📊23: 78%
2	↔↔	Super Monaco G.P.	See Hard Line
3	↑	Columns	📊24: 91%
4	↓	Wonderboy	See Hard Line
5	↑	Dragon Crystal	See Hard Line
6	↓	Psychic World	📊24: 74%
7	↓	G-LOC	📊23: 51%
8	NE	Out Run	To Be Reviewed
9	NE	Putter Golf	To Be Reviewed
10	NE	Jo Montana Football	To Be Reviewed

CHART KEY	↓	Going Down	RE	Re-Entry	
↑	Going Up	NE	New Entry	↔↔	Non-Mover

WIN COD AND CHIPS FOR YOUR FAMILY FOR A WHOLE YEAR!

● **Win this fishtastic competition and never go hungry again!** ●

Yeah, what could be better, eh? A quick megablast of *Robocod* on the Mega Drive and then you can eat the whole cast in the comfort of your own home. Superb!

WOW! ELECTRONIC ARTS and *Sega Power* have teamed up to bring you the compo of the year. You and your family now have the chance to tuck into some scrummy cod and chips, once a week for a whole year. And while Friday is the traditional day, now you can scoff your prize any time during the week. How's that for a competition? Yummy!

So what are you going to have to do to win this groovy (gravy?) prize then? Well, it couldn't be simpler. Enjoy the interesting facts below and then answer the questions at the end, okay?

THINGS YOU SHOULD KNOW ABOUT COD

Odd fish, cod. Very odd indeed. Most of us know a bit about them, like they're found in the North Atlantic and the Baltic Sea, but I bet you didn't know their Latin name? Well, it's *Gadus Morhua*. So, now you know. What? You didn't know *that*?

I also bet you didn't know that they can grow up to five feet in length. What's more, cod (coloured brown to grey, and with spots or white on the underside) have been a part of our national diet for hundreds of years, and

things look set to remain that way for a good long while yet.

WHAT FAMOUS PEOPLE SAY ABOUT FOOD

- "Food is an important part of a balanced diet." Fran Lebowitz
- "How to eat like a child. **Spinach:** divide into little piles. Rearrange again into new piles. After five or six manoeuvres, sit back and say you are full.

"Chocolate-chip cookies: half-sit, half-lie on the bed, propped up by a pillow. Read a book. Place cookies next to you on the sheet so that crumbs get in the bed. As you eat the cookies, remove each chocolate chip and place it on your stomach. When all the cookies are consumed,

just eat the chips one by one, allowing two per page." Delia Ephron

- **"Tomato Ketchup:** if you do not shake the bottle, none'll come and then a lot'll." Anon
- "To eat is human, to digest, divine." Mark Twain
- "I went on a diet, swore off drinking and eating heavy, and in 14 days I'd

lost two weeks." Joe E Lewis

- "Parsley is gharsley" Ogden Nash
- "Oh, no doubt the cod is a splendid swimmer – admirable for swimming purposes but not for eating." (Attributed to) Oscar Wilde

SEGA POWER GUIDE TO EATING CHIPS IN PUBLIC

1. First thing to do is make sure you order correctly. Be bold, loud, proud and insist on "Four portions of your finest cod and chips, please." Never order mushy peas or gravy in the same breath. Wait and add these to your order as an afterthought.

2. When asked if you want salt and vinegar,

always say "No."

If you carry very hot food that's soaking through newspaper, you could end up with a nasty stain.

3. Even in polite society it is considered churlish to eat cod and chips

with a knife and fork – fingers must be used at all times.

4. It is considered bad taste to wipe your fingers on your trousers. And even

worse to wipe them on the trousers of someone sat next to you.

5. When you come across a bone, throw it away immediately. The temptation to save it and use it as a toothpick afterwards will be too great to resist and there's nothing worse than being caught in public!

6. Take special care when dipping the chips in the gravy or peas. Floaters are not aesthetically pleasing.


7. And finally, why is it that your mum can't make the kind of chips you can get in the chip shop?

THE QUESTIONS

All right, let's ask you some tough things about cod then. Here we go...

1. What do you call a baby cod?
 - a. Codling
 - b. Codlettes
 - c. Baby cod
2. What are the basic ingredients which make up batter?
 - a. Flour, salt and milk
 - b. Flour, butter and eggs
 - c. Flour, water and eggs
3. How many "fishy" games have E.A. made for the Mega Drive?
 - a. Two
 - b. Six
 - c. Seven

Got all that? Easy stuff, really, isn't it? Now then, just jot down the answers on the form, cut it out (or photocopy it if you prefer) and send it to: **"Cod And Chips Four Times Please, Miss!", Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.**

And make sure it gets to us before **Friday 20 December 1991.** The first correct entry pulled from the hat will win free cod and chips for the next year for their family (up to a maximum of four members), so go cod crazy! 

THOSE RULES

Just a couple of these:

- We can't have any members of Future Publishing, Electronic Arts, Millennium, or their subsidiaries entering the competition
- We can only accept one entry per household. Fair enough, isn't it?



WIN COD AND CHIPS FOR A YEAR!

I think the answers are:

- | | | | |
|----|-----------------------------|-----------------------------|-----------------------------|
| 1. | a. <input type="checkbox"/> | b. <input type="checkbox"/> | c. <input type="checkbox"/> |
| 2. | a. <input type="checkbox"/> | b. <input type="checkbox"/> | c. <input type="checkbox"/> |
| 3. | a. <input type="checkbox"/> | b. <input type="checkbox"/> | c. <input type="checkbox"/> |

Your local chip shop's name:

Your local chip shop's address:

Your name:

Your address:

Their phone number:

■ Send your entries to "Cod And Chips Four Times Please, Miss!", *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW before Friday 20 December 1991.

POWER REVIEWS

● All the latest Official and Import games reviewed and rated ●

Get your dinner jackets on (or your best frock) 'cos it's time for this month's helping of super *Sega Power* reviews! Every month we get all the top games and put them through their paces, testing every aspect of every game before we give you the low-down.

THOSE OF YOU WHO ARE switched on will know that this is the place to turn to when you want to find out about the latest releases – whatever machine you own. You'll find our reviews the most colourful and informative anywhere.

But if you're brand new to Sega life, then check out The Official *Sega Power* Collection on the cover of this issue. Inside you'll find the handy pocket-edition of the *Hard Line* (which normally appears at the end of the mag every month) – absolutely free!

It's invaluable because it reviews and rates well over 300 games for your Master System, Mega Drive and Game Gear – from the classic oldies right up to the sparkling new releases.

When we review games though, we know they aren't cheap. We also know that when you buy a game, you want to be sure you know what it's about and whether you're going to enjoy it. That's where *Sega Power* come in.

Just turn the page, tuck into this month's *Power Reviews* and see for yourself. You get all this information and more right at your finger tips... ↩



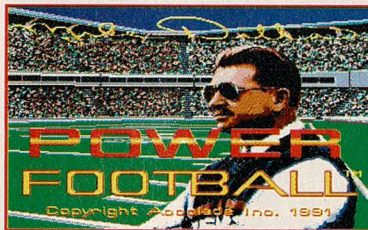
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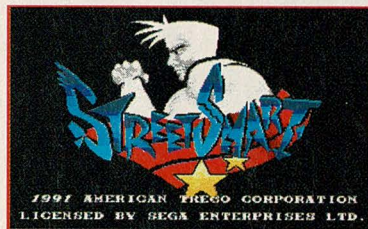
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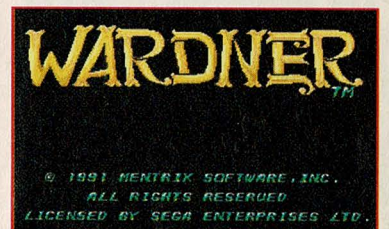
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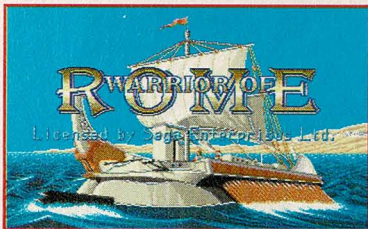
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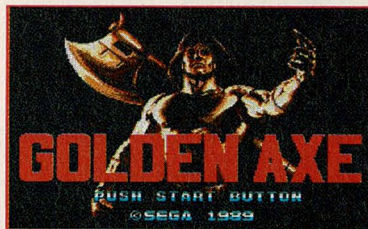
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GAMES OF THE MONTH

THE *SEGA POWER CREW* tend to have their own fave games. You wouldn't believe the arguments we've had over who's going next on the office Mega Drive! Anyway, this is what's been lighting our particular candles this month...

● **Andy:** Easy. *Phantasy Star 3!* It's just so damn addictive! I'm just upset because I know I'll never have time to play the whole thing. I suppose I could borrow the cart though...

● **Neil:** *Pac-Man* on the Game Gear is my fave this month. It just works so well on the handheld and it's one of my all-time fave games anyway. It's just pure time-wasting fun!

● **Mark:** I'm too busy trying to get the mag out to be playing games!

● **Dan:** *Street Smart* gets my vote this month – I know it's not one of the best games around, but it's easy

to play and I like easy games. *Pac-Man* is fun to play as well.

● **Nick:** I'm a baseball fan so I've been into *Batter Up* mainly. I'm not very good but with some practice I'm sure I can stop the other team from hitting all those home runs!

● **Phil:** Of all the games I've been playing, it's got to be *M-1 Abrams Battle Tank*. It's just so involving I haven't been able to get away (which can be awkward when it's two in the morning and I'm dying for a wee!).

● **Tim:** As well as *Marvel Land*, I enjoyed *Street Smart*. There's no real reason for it, but I liked it, so there!

● **Jason:** Yeah, I liked *Pac-Man* on the Game Gear as well – I've also played *Flicky* quite a lot.

● **Richard:** *Phantasy Star 3* is ace – I couldn't wait to finish *The Faery Tale Adventure* so I could have a go.

PAC-MAN

The Game Gear really needs addictive games like this one. The coin-op may be over ten years old, but the gameplay's as good today as it ever was. Perfect for your handheld!

PAGE 42

BATTER UP

One of the best ways to enjoy your new handheld is to link 'em up with a friend and double your fun. This game gives you just that very ability and what a real difference it makes!

PAGE 43

THE NEW RATINGS!

● GAME NAME? ● MASTER, MEGA OR GAME GEAR? ● WHO MAKES IT? ● PRICE? ● OFFICIAL OR IMPORT?

These little red squares tell you about all of the game's good points. All those things that make it stand out from the crowd. The two arrows on the left are split so you can see if the good points outweigh the bad at a glance! If the blue arrow is bigger, then watch out!

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

SEGA POWER SAYS

*This box gives you an overall comment. If you want to get to the meat of a review – read this bit first! Below you'll find a percentage. This reflects what we thought of the game overall. Anything over 90% gets our special *Power Factor Gold* award. And that means it's something really special!

99%



PHANTASY



The *Phantasy Star* saga continues with yet another excellent ad

Sometimes sagas can be a pain because they just seem to go on and on – especially when you want them to stop. Thank God this saga goes on though because it's still brilliant! Get to the end of this and you'll be dying to start the sequel. Andy Smith enters this fab fantasy...



Here you are at the start of the game and you've just left your home town of Landen. Just how are you going to get across the water and reach that other town then, eh?

THE EPIC AND COMPLEX STORY behind *Phantasy Star 3* goes back thousands of years when two nations were at war. Layan hordes battled the cyborg armies of Orakio, you see, and they nearly destroyed mankind in the process. Eventually, the Dark Forces that were behind the war were contained and peace returned – even though the bodies of Orakio and Laya themselves were never found. The links

between the Orakian and Layan nations were then severed and in time each side forgot about the other.

When the game starts, however, it's the present day and you're Prince Rhys,

son of the King of Landen. What's more, you're getting married to Maia – a mysterious woman who you found washed up on the shores of your father's kingdom a couple of months

BATTLING YOUR WAY THROUGH THIS EPIC ADVENTURE!

Your party fight often, so it's important you don't attempt too much too soon. Although you should be able to win any one battle, you'll soon find that the sheer number of enemies can wear your party down very quickly – especially if you're weak.



At the start of the game your enemies are weak and don't do much damage – but beware of fighting too many of them on the trot. You'll soon be running back to town to recover your energy



Before too long, you'll find the enemies a lot tougher to deal with. You'll then have to control each party member in battle. Wren's weapon can kill all the foreground monsters, for example

HOW DO YOU CONTROL YOUR CHARACTERS IN COMBAT?



Continuous Battle. Select this if you just want the battle to run its course until it's over. This is a very handy way of getting through a battle quickly if you're absolutely sure you're going to win. If you want more hands-on action though, try the other icons



One Round Of Battle. If you've asked an individual to do something, you may want to change it later on (perhaps his or her actions aren't doing much damage?). This icon steps the battle forward one round at a time and enables you to change your strategies

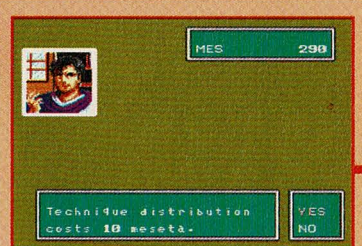


Alternative Strategies. For a complete hands-on approach, select this icon and you can get individual members of your party to perform different actions: use a technique or an object they're carrying, defend another party member – even attack a specific baddie



Run Away! Simple, but you can't always escape just like that. Often you'll need to fight for at least one round. Hit this icon again at the start of the next round and you might get away in time. It shouldn't take you more than three attempts to escape a battle

A MAP OF LANDEN:



Here you can tune your party's magic abilities using the four different spells. (See the technique box on page 22 to find out more about this magic business)



Although your funds are very limited to start with, getting some protection in the armoury is a good idea. What do you fancy then? A shield or a hunting helm?



If you see something you can afford, get it! Generally, the more you pay, the better the weapon. There are also rules about what your characters can carry

ago. But just as you walk down the aisle, a huge winged dragon swoops from the skies and carries her off.

Guess what your starting point for this epic one-player role-playing game is? Yep, that's right. You must find your beloved Maia and bring her back.

So what do you do first? Well, you can simply wander around blindly if you want, but that's not the best way. The main quest is broken up into lots of smaller adventures, you see, so in order to get anywhere it's best to talk to the villagers of Landen. They then give you clues as to what to do next.

Once you've left the village of Landen behind you, it won't be long before you run into trouble – the whole land is overrun by monsters and nasties. Ever since the wars, the two nations have used

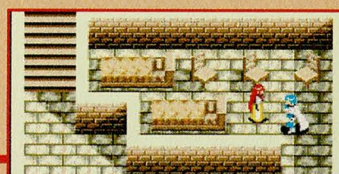
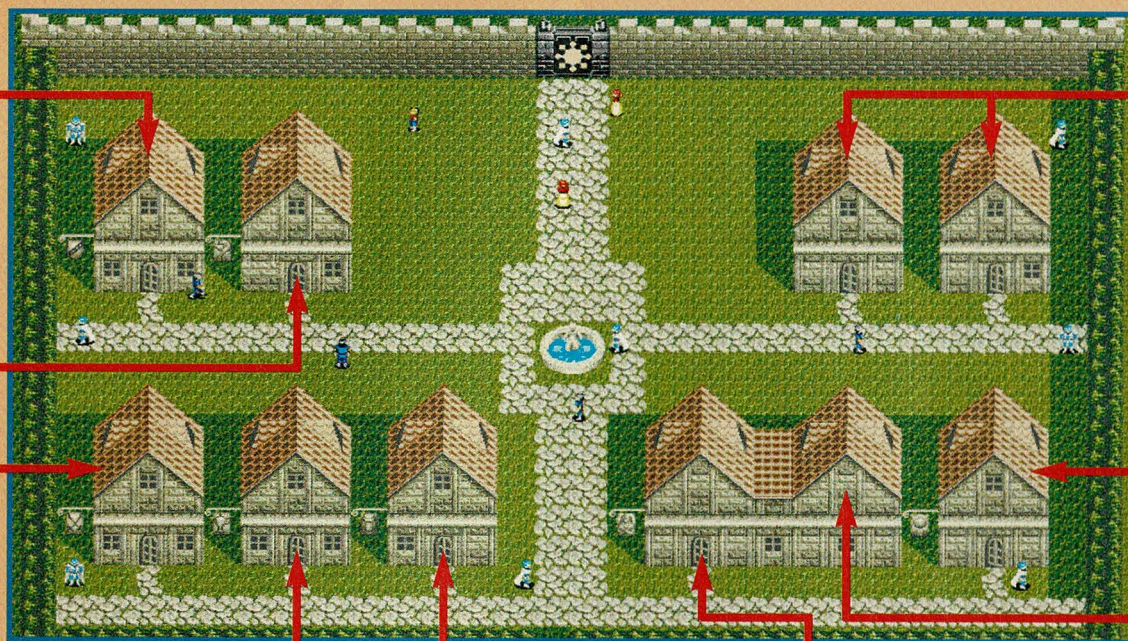
STAR 3 GENERATIONS OF DOOM



venture • Mega Drive • Sega • £49.99 • UK Official Release

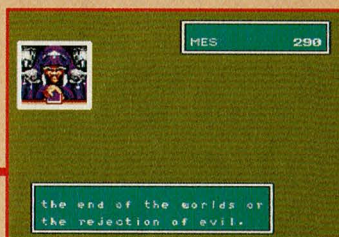
GET YOURSELF ALL STOCKED UP WITH PROVISIONS AND SHOW 'EM WHO'S BOSS!

In the town of Landen at the start of the game you're going to have to get yourself prepared for the adventure ahead. This involves getting weapons, provisions and so on. Here's a detailed map to what you can get and what you should avoid.



Have you found the Princess yet, Prince?

■ Here is an average family house. Chat to the members of the household. They may just be able to give you some useful advice. Go on! It can't do you any harm



■ Here you'll find the fortune teller. Don't bother going to her unless you've got some money to burn. It's all mumbo-jumbo this fortune telling lark anyway



■ Your party can regain all their strength by spending the night in an inn. It's also the place to come to when you want to save your current position in the game



■ The goodies on sale here prove to be invaluable when you're out in the wild countryside. Get as much stuff as you can carry (if you can afford it, of course!)



■ If a member of your party gets killed, it's not the end of the world! You can resurrect them here - but only if there is at least one member who is still alive



■ Above the healer lives the nurse. She can cure anyone in the party who has been poisoned (you need to visit her before regaining energy in the local inn)

these creatures to fight their battles for them. This is because the two races agree with a basic law: that you should never kill another person.

Encounter creatures on your journey and a battle ensues. If you win, you earn yourself money (Mesetas) and also experience points. If you lose, well, it may not be a disaster - but it could be Game Over time.

When you're in a town you view your character from a sort of forced 3D perspective. In each one there are several buildings, including an armoury, inn, weapons shop, technique distribution shop, healing shop and supply shop.

The towns are populated not only by shop owners but also characters who seem to spend their days just wandering aimlessly around.

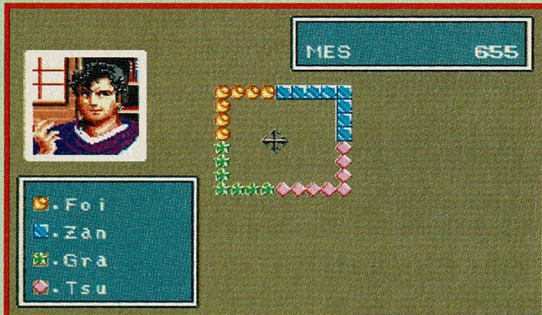
These are the people you must talk to in order to gain clues and information about your quest. Here's an example of what you can expect. You've just finished a subquest and you return to a village. You're then informed that, "the cave to the south has always been blocked because the man in the tower to the west has stolen the key. We can't survive until the cave is reopened." Now you're off on another quest to get the cave reopened. ➤

"The game is really enjoyable to play, the game world is believable and the quests are fun"



■ Call up each character's equip sheet to get them to wear things, ready weapons and generally get themselves prepared. It may seem like an obvious point but it's easily overlooked and you don't half look a fool fighting with your weapons still in your backpack!

IMPROVE YOUR SPELLS IN THE TIME IT TAKES TO READ THIS!



■ Move the crosshairs towards one of the corners and you can increase the strength of the spell that's in the opposite corner

Some members of your party have technique points as well as hit points. You can use these points to fire magic at enemies, heal wounded party members, distort time and do all

kinds of other magicky things. Using techniques is simple. If you're in battle you can get a member to use a technique instead of using their weapon. When you're not in battle, you can use techniques any time you want.

The first thing to do is fine tune your techniques. This is done in any town that has a technique distribution shop. Simply decide what type of technique you want to alter (you've got a fighting one here, for example) and then move the cursor away from the spell you want to increase.

If you move the cursor to the bottom-left of the box, for instance, the blue Zan spell then increases down both walls. This shows you that the Zan spell is now strongest. As your experience increases, your technique box gets bigger. This enables you to improve your technique skills.

You can alter the technique distribution for any character at any time as long as you're in a technique distribution shop. This means that if you don't like a particular set-up for a character in your party, you can always change it.



■ After you've married one of the girls in *Phantasy Star 3*, your son then has to embark on a quest of his own. Fortunately, the Cyborgs (Wren and Mieu) stay in your party down through the various generations

soon realise what you have to do and how to go about it. The game is immensely enjoyable – the game world is believable and the quests are fun.

Phantasy Star 3 also has a massive compulsion factor – you just can't stop trying to find out what happens when you finish a particular adventure. And when you do, a bit more of the overall picture is revealed.

And when you think you've finished the game you can go back and do it all again 'cos at the end of each major quest you have to make a choice – should you marry Maia or Lena? – and this determines what the next quest is going to be. This always gets you thinking: "I wonder what would happen if I chose to do this, instead of that, next time?"

Phantasy Star 3 is a fantastic game that's a definite must for RPG fans. It's also an ideal game for newcomers. The pacing is so good that it suits novices and old hands alike.



➤ Get the picture? Once you're outside a town, the scale of the map changes and you can see a much wider area of land. Moving around is easy: simply press left, right, up and down on the joypad and you're off.

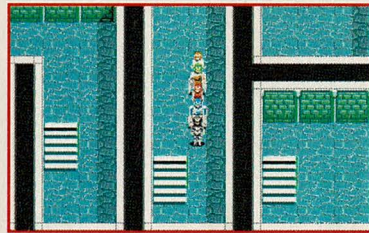
There aren't just towns either. On your travels you'll also come across other interesting places – buildings, caves, even towers – which are made up of corridors and rooms. The idea is to work your way around them (and maybe through the different floors) until you find who or what you're looking for.

Battles tend to occur only when you're outside a town, although they can happen in caves too. All caves, towers and buildings are mazes.

Battles happen in turns – your party has a pop, the monsters fight back, and

then it's your turn. If the monsters surprise you, however, they get the first attack initiative. Conversely, if you surprise 'em, you can get in the first blows.

There are seven game worlds in all, and getting from one to the next is a



■ A lot of the time you'll be wandering through mazes such as this one here. Keep a pencil and paper handy because some of the mazes are huge, and if you get lost you could find yourself in really big trouble!

puzzle in itself. Follow the quest correctly though and you'll soon find all the jigsaw pieces falling into place after a while. But now comes the real shocker.

Once you've finished the quest (which could almost be a game on its own) the game then moves on to the next generation of adventurers – your son, in fact – and he's only just beginning his life's adventure! There are three generations of adventurers in all, so *Phantasy Star 3* is going to keep you busy for a long time.

Unlike *Phantasy Star 2*, there's no huge tips book to guide you through the gameplay. But if you've played that game already (or one similar) you'll

“Phantasy Star 3 is a fantastic game that's a must for role-playing fans”

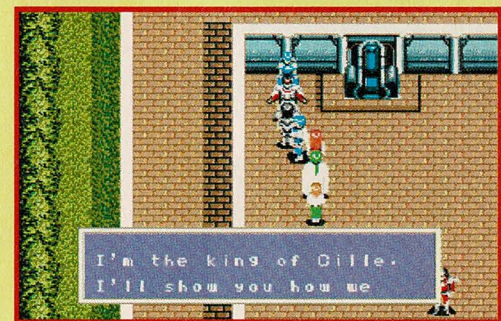
THE PARTY OF BRAVE ADVENTURERS HAVE COME A LONG WAY, BUT THE END OF



■ Your party of adventurers has travelled far to get here: the castle where Prince Rhys' love, Maia, is held captive



■ After a bit of a romp through the castle grounds the party can see Maia. But who's the guy she's standing with?



■ Well, at least we know who the guy is now, but why is he adopting such an unpleasant confrontational attitude?



■ The plot thickens! Now we know who Lyle was, but why can't we just run off with Maia and live happily ever after?



■ It seems you've fallen in love with Lena too! Now you must make the hardest choices of your life. Breath deeply

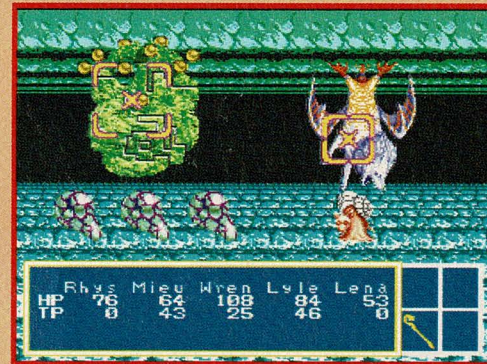
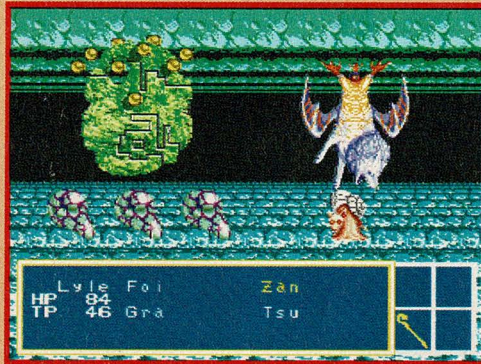


■ Well, you did come all this way to find Maia after all. But now you've found her, what about your homeland?

MASTER YOUR TECHNIQUES IN DEADLY COMBAT: A GUIDE TO ORGANISED DEATH!

If a character is good at using a technique it can prove to be a most effective weapon. Let's get into a fight and use Lyle's Zan technique. We increased it ear-

lier on in a technique distribution shop. Fortunately, you can set characters up to use techniques in battle before the fighting gets going. Ready, Lyle? Let's go!



■ The first thing to do is select the type of technique you want to use. Here you want to use a melee technique because you're in the middle of a battle. You've got lots to choose from, but select 'em wisely: some are far more effective against certain kinds of baddies than others

■ Then you can select the group of baddies at whom you want the spell directed. We'll go for the huge and rather evil looking nasties at the back because they tend to be the hardest monsters to kill (and hopefully the other members can take out the baddies in the foreground)

■ Then the first round of battle takes place and when it comes to Lyle's turn to have a pop at the enemy, he let's loose with the deadly Zan technique. As a result, all the other baddies have bitten the dust and this creature is just about to pop his clogs too. Us, one; Them, nil!

TAKE CONTROL OF PHANTASY STAR 3!

■ Use this to move your party around the land of *Phantasy Star 3*, make selections and select individual characters

■ Press this to pause the game

■ Press this to talk to the people you meet



■ Use this to cycle through conversations, confirm choices and to initiate battles

• PHANTASY STAR 3 • MEGA DRIVE • SEGA • £49.99 • UK OFFICIAL RELEASE



- A massive game
- Hundreds of monsters to fight
- Good accompanying music
- Loads of subquests
- Using techniques adds a twist
- Save Game feature
- A brilliant follow-up to the growing *Phantasy Star* series
- Excellent graphics
- You can decide between two different choices that affect the gameplay
- Tactics come into play when you're battling with the monsters

SEGA POWER SAYS

"The game world in *Phantasy Star 3* is so believable and hangs together so well that you'll find it hard to stop yourself getting sucked in. It's an epic game - we just wish there was even more of it. Still, there's enough here to justify you running out and buying the game tomorrow!"

93%

SEGA POWER DECEMBER 1991

THE FIRST QUEST IS NEARLY UPON YOU. BUT WHAT HAPPENS WHEN YOU FINISH?



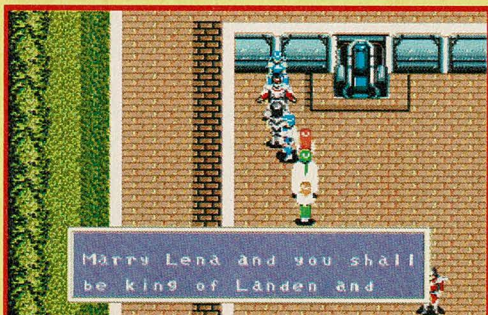
■ Oh right! He seems to think we're a bunch of Orakian spies. He doesn't seem to want to listen to reason either!



■ We didn't come this far to give up Maia now. If he wants a scrap then he'll have one. Take up thy sword, evil king!



■ That's taught him we mean business. But wait! It's not going to be just a simple case of running off with Maia...



■ Marry Lena and you can go back to Landen, your very own home town! But do you love her as much as Maia?



■ Your choice here affects what direction the game takes in the next adventure. But who are you going to pick?



■ So, you chose *her*, did you? Well, now your son is going to have to set out on his very own adventure. Here we go!



M-1 ABRAMS

● Get on the right tracks with this excellent tank simulation

Fancy driving one of the army's most advanced tanks in a simulated World War 3 environment? Well, now's your chance with this latest tank sim from Sega. Great graphics and stonking gameplay mark this one out, but don't expect classic status. Phil South takes you on a dangerous mission.

THE UNTHINKABLE HAS AT LAST happened. The first rumblings of World War 3 are starting to be heard. At this very moment, tanks are crossing into Europe. You're at the front of the action and on the cutting edge of technology in a tank built to stop 'em, and stop 'em for good!

Well, okay, so this is 1991, right? And this kind of thing seems less "unthinkable" – more "unlikely" as the days wear on. But I guess you've got to base a game on some kind of scenario, and, unfortunately, this is the role of

HOW TO DRIVE THAT TANK IN ONE VERY EASY LESSON

- The gun sight at the gunner's station tells you what the gun is currently pointing at
- Gun status shows you if you're loading a shell or if you have a locked-on target
- Watch your speed on the speedometer, unless you have a real gunner on the engine
- This is only one of the four available views. Just look at that nice 3D landscape!
- Watch the engine temp for overheat. If it gets too hot, you can damage your engine
- The weapon gauges show you how many shots you have left
- The attitude indicator tells you which way you're pointing
- Always keep an eye on your bearing. Your crew will tell you which bearing incoming shots are coming from, so heed their warnings!

the tank. Stop the Reds from invading by land, or let them toast your ass. The choice is yours, soldier.

There are many missions to fight through, and you can choose to attempt the missions separately, or take on the entire campaign. Each mission is tough

and requires a very cool strategic head if you're going to survive.

Mission briefings are all in the instruction booklet which accompanies the game, and you have to keep track of the map and mission objectives while at the same time trying to keep yourself and your crew alive in the rather violent battleground of Theatre Europe. And it's not an easy task, believe me.

M-1 Abrams Battle Tank starts with a short rolling demo taster which contains a little menu-operated catalogue of the

choice of weapons you have at your disposal. This also illustrates the weapons' strengths, weaknesses and appropriate shell types. Although in the demo you get a nice outside view of the tank itself, that's the only outside view of your vehicle you get throughout the game. The rest of the time you're situated inside the tank and at battle stations, viewing the surrounding 3D landscape.

So how does it look? Well, the game has great graphics. You really feel as if you're driving your tank through a solid

“The sound effects are great – just listen to the noise of the cannon fire”



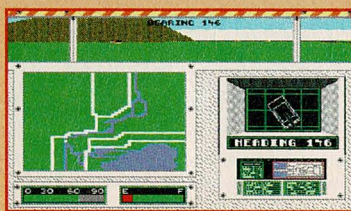
■ That was dam close, boy. You nearly got hit! Now pick your way through the rubble



■ How did you miss that shot! Well, fire again, soldier, and make it count this time

“THE OMINOUS CLOUDS OF WAR ARE MOVING ACROSS A THREATENED EUROPE..”

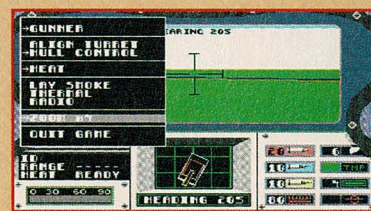
All right, so the Berlin Wall's down, and the U.S.S.R. isn't quite what it used to be, but – well, we can pretend, can't we? Whatever's going on, this simulated World War



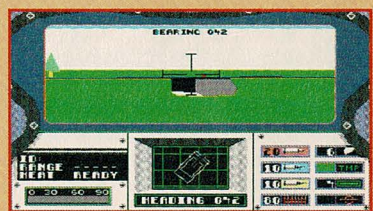
■ Ah, this is what they call the thrill of battle! One minute you're minding your own business driving along in your tank...



■ When all of a sudden you're hit by an enemy shell. Hey, where the hell did that come from? Quick. Scan the battlefield



■ The view's far too remote, so we'd better tweak up the magnification a tad, using the gunner's high-tech telescopic sight. Cool!



■ With the gunner's telescopic sight now on full magnification, you can scan the field for targets that are at a distance from you



■ There he is! And here's another foe with more armour, so switch your weapons for maximum penetration and blast him to bits



■ Hmm! While you're sorting that out, discharge one of those smoke bombs to draw away the enemy's fire. Now you can just...



■ Kick in the Thermal Image camera to see through the smoke, and target new foes. The nice thing is: they now can't see you!



■ WHAAAAT? You're out of ammunition? There's nothing you can do but run for it! Don't forget: there's still an enemy tank left

BATTLE TANK



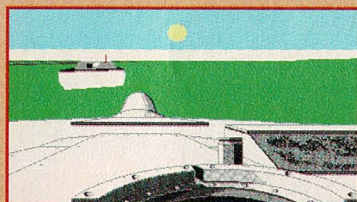
• Mega Drive • Sega • £39.99 • UK Official Release •

YOU'RE GOING TO NEED MORE THAN EYES IN THE BACK OF YOUR HEAD, SIR!

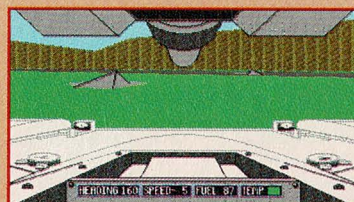
Your view of the battlefield is through the eyes and the stations of your crew on the battle tank. Check out these views and then hop in and try them for yourself...



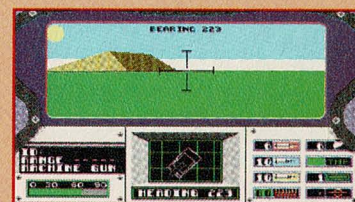
■ The commander's view enables you to look all around the tank in any of the four available directions. Take your pick, sir!



■ The commander also gets a view from the cupola (the hatch in the top of the tank). This gives a better view of the tank.



■ The driver doesn't get much of a view of the battle, except out at the front. But he can always rotate the tank if he wants to!



■ The gunner has the best eyes. He has a Thermal Image camera, so at night and even inside smoke he can see everything

TAKE CONTROL OF BATTLE TANK!

■ Up increases speed, down decreases it



■ Press this to either start or pause the game

■ Activates and selects menus from the various stations in the tank

■ Fires the cannon with whatever shell you've got loaded

■ Activates the ballistic computer at the gunner's station

three-dimensional world. So is this the Mega Drive's first taste of Virtual Reality? You betcha.

But that's not everything. As well as the realistic and fast graphics, the

game has excellent sonics too. There are some great digitised sounds of battle – the sound of the cannon firing off a round, for instance, or the clank of a shell hitting your armour. Okay, so we

know it's a good simulation, but is it a good game to boot?

Yep, it's a hoot, and although a tiny bit hard at first, you're soon blasting away and giving the enemy as good as

you get. *M-1 Abrams Battle Tank* is a fine interpretation of the original computer versions and will definitely set new standards for any future Mega Drive combat simulation.

• M-1 ABRAMS BATTLE TANK • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

- Corking good action
- Stinking graphics
- Shattering sonics – just listen to the sound of the cannon fire!
- Hot strategy
- Plenty of detailed documents
- Intelligent foes
- Easy to operate your tank
- Lasting gameplay
- Real-time action

SEGA POWER SAYS

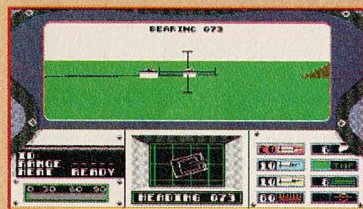
“With *M-1 Abrams Battle Tank*, you can take over the controls of a powerful state-of-the-art tank and blow all manner of pretend nasties to kingdom come. It's a very strong simulation with plenty of detail for the purist, but plenty of action for shoot-'em-up freaks as well. It's also very hard!”

84%

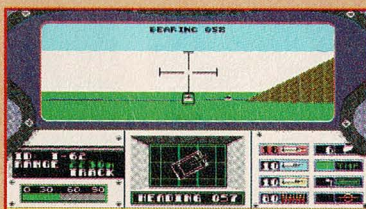
■ While the game is mostly fast, at times it can slow down quite badly

...RIGHT, YOU 'ORRIBLE OIK! GET IN THAT TANK AND START KILLING THEM REDS

3 campaign is no picnic for a would-be tank commander. Who's ready for a day's work on the front line then? Come on now! Shortest on the left, tallest on the right...



■ Wow! Look at that! All you have to do is target the enemy with your extremely high-tech ballistic computer. Hee, hee...



■ And then when you've got a lock on the tank, you can shoot the blighter out of existence. That's what I call an easy target



■ Right! Get that target right on-screen, make sure you've loaded your shells and shoot! Gotcha, you big 'orrible nasty you!



■ Yowch! What was that? Oh no, you're still getting hit. You'd better start scanning for the enemy who's got you in his sights



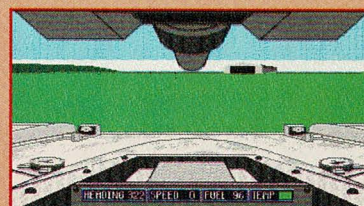
■ If it's a soldier with a SAGGER launcher you're in luck (eh? – Ed), you can simply run the blighter down with your tank! Eek!



■ Here are some of the smaller tanks that you can run into on the battlefield. These are easy to destroy with your machine gun



■ You're still on the run, remember! Keep moving, and take out the bridge behind you so that none of the enemy can follow



■ Yay! We are the champions! Head for home and those all-important repairs. Now you're ready for more dangerous battles!



MARVEL LAND

- Get into more bottoming with this latest cutey import ●
- Mega Drive ● Namcot ● £37.99 ● Japanese Import ●

It seems *Mickey Mouse* is not the only game that enables you to bottom foes to death. This latest rip roaring beat-'em-up from the land of the rising sun sees Tim Smith fighting yet more cute nasties.

DID YOU WATCH ANY OF THE programmes on telly recently about Japan? If you did then you may well have picked up enough of the lingo to understand the manual for *Marvel Land*. Then again, you probably haven't and more than likely can't! No matter. The idea behind this horizontally-scrolling tiff-'n'-biff is to damage

“Marvel Land isn't quite on a par with Castle Of Illusion, but it's still great fun”

as many of the baddies as you possibly can. If you've seen *Castle Of Illusion* you'll be familiar with the basic method of defence (or attack, depending on just how angry you're feeling). It's quite

ENTER THE FAIRGROUND AND HAVE A MARVELLOUS TIME

- The funfair in the background becomes all too real in later stages as you go extremely fast along a roller coaster, hanging on for dear life!
- Behind you is some lovely refreshing water. Only you can't swim, so the only way up is forward!
- Watch the red balls with the yellow spikes, they're not there for show, you know! They move up and down and are extremely deadly!
- That little chap with the spear might be trotting away at the mo. But don't be fooled. He's soon going to be back!
- Score? Not too good at the moment. But the chances are that if you biff the little fellow, it will start to look better
- The clocks at the bottom of the screen aren't just a freak collection of Rolexes, they show how much time you have left

straightforward: you simply jump into the air, push down on the joypad, and well, bottom your foe to death.

But that's not all you can do. Oh no. You can also pick up various power-ups which enable you to mete out even more mayhem – if you survive long enough, that is.

And survival is not as easy as it seems. At first glance, your immediate

reaction to *Marvel Land* is quite likely to be, “Who on earth has an imagination strange enough to come up with a game like *this*?”

Looking at it from the bright side, it seems to be a mixture of Pee Wee Herman's bedroom, a Wonderstuff video and sweetshop (you know the kind – the ones that sell all those weird 'n' coloured boiled sweets which get

stuck in the furry lining of your coat). Whatever it is, it's as cute as hell.

Unfortunately, it's that lethal kind of cute which lulls you into a totally false sense of security. You are sitting there, joypad in hand, exclaiming “Hai!” ('cos you've picked up some Japanese from the Samurai Pizza Cats), and not taking any notice of the small but highly mobile tortoises, pirate voles, or tiny croc



■ Now for the fun part. This level is all about travelling at high speeds through a funfair, picking up millions of points and jumping a great deal. Er, beware of the nasties though



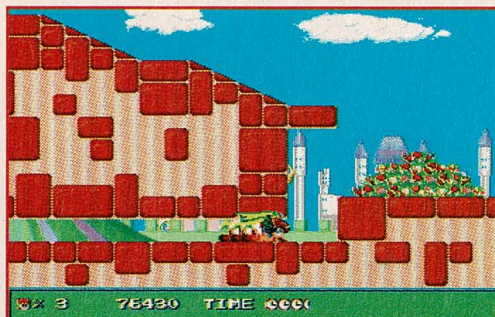
■ Move it. Groove it. You've now cleared area four. Well done! If you can't pick up at least a few thousand points here, well, you aren't very good at this game, are you?



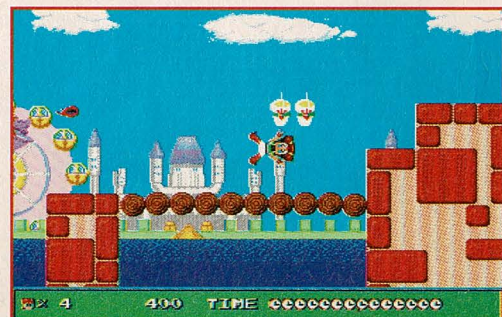
■ What's that busy little bee doing up there in the sky then? Hold on, he's no bee! He's a flippin' huge wasp and he's coming straight for you. Arg! Run away! Run away!



■ Now some of those boxes contain goodies such as extra weapons, mega points and other marvels. Then again, some of them don't. Guess what? That one didn't. I'm gonna cry



■ You know, that saying is true! A little bit of crawling does help every so often. This time you've picked up some valuable extra wings. Upward and onward, as they say!

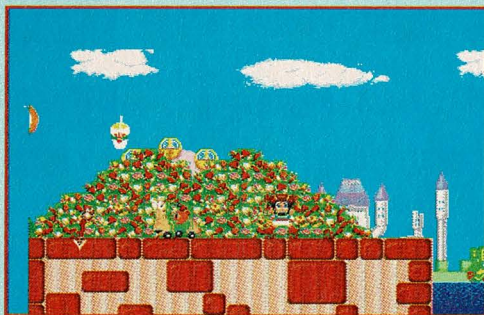


■ You may look as though you're enjoying a happy and jolly gymnastics session. But, in fact, you're just another lethal (but cute) killing machine. The ice creams can wait...



DUFFING UP THOSE PESKY BAD GUYS WITH DAT GREAT FRIEND OF YOURS

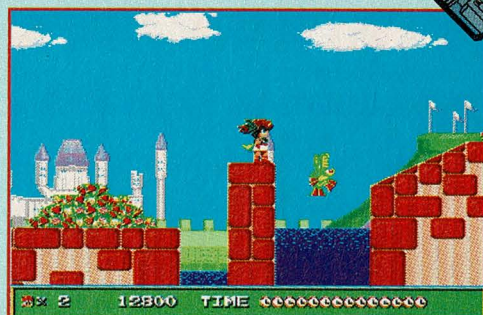
Marvel Land is aptly named. It's got more cute nasties than you'd find in a zillion children's cartoons! Take a look at some of these fellas and see for yourself.



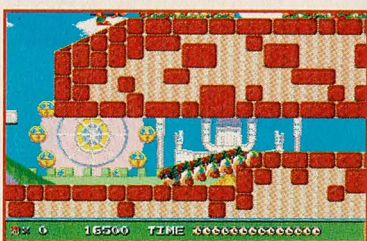
■ Hello, Mr Tortoise! I'm over here and in agony too. That tortoise just did some incredibly nasty deeds to our hero. Next time, eh, chums? He isn't getting away with that!



■ Who to sit on first? That's the problem. Hmm. This little guy here so you can go for the treasure? Or the chap upstairs so you can munch the ices? Choices, choices...



■ It's that blimmin' chap again – the unfriendly crocodile. He really does want to make friends (if you ignore his large teeth, of course). You'll just have to jump over him



■ By the power of green bottom! Nothing can stand in your way now, except maybe crocs, pirates, swings – you get the idea...



■ The treasure chest is what you're after, but first you have to get past the green baseball player at the top of the screen

when whammo! You're history. And the nasty that did you in is just as cute as ever – and just as nasty too!

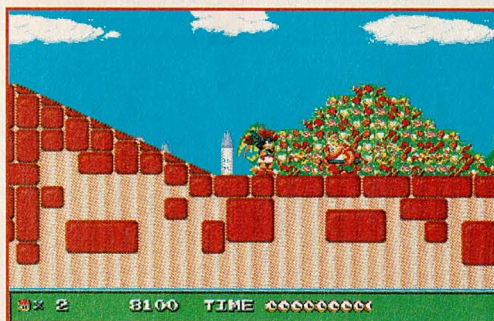
Let's join Dat (the hero) as he makes his way through the levels on his quest for destruction. There's just never a quiet moment, believe you me. Not for one nanosecond (that's a very, very

“Marvel Land has some nice effects. Shame about the music though!”

short second!) do you get to sit back on your deadly posterior and think “My word, I just did a fine job of splatting that blue crow.” Nope, it's action all the way. And very nicely put together action it is too. The scrolling, as you'd expect from your 16-bit Mega Drive, is as smooth as a double-glazing salesman's pitch. And although the



■ And you thought being down here was a bad move, eh? Well, it's not that bad – in fact, it's quite useful. Loads of power-ups to collect, and now you have wings! Time to fly



■ Oh heck! Not you again. Would you please put that spear down? Otherwise I shall be forced to leap on your head and thoroughly bottom you to death. Understand?



■ It's all swings and roundabouts in this game. Now how do you cross this fatal river? The answer's simple: jump on the swinging chain of logs and travel in classic Tarzan-style!

• MARVEL LAND • MEGA DRIVE • NAMCOT •
• £37.99 • JAPANESE IMPORT •

- Plenty of action
- Never a moment's peace
- Loadsa power-ups and other stuff
- Background sound effects don't end up making you feel ill
- Cute but has a vicious side
- For a cutesy game, this is hard!
- Addictive as hell
- Intelligent gameplay

SEGA POWER SAYS

“Marvel Land grows on you the more you play it – the large number of power-ups providing most of the fun. Of course, you can just zap through all the levels without bothering to fight if you want, but it isn't so much of a challenge this way. Whichever you play, it's still an enjoyable romp.”

70%

- The game's in Japanese, so don't expect to know what's going on
- No decent end-of-level bosses

range of weapons is a tad limited – bum and body-whip for the most part – the assortment of enemies, power-ups, and other surprise goodies which you pick up along the way, certainly make up for it. Unfortunately, the laid-back sound is a trifle repetitive and the music does

tend to get on your nerves. Thank goodness you can turn down the sound on your telly or turn up the stereo when it gets really annoying!

Marvel Land is a worthwhile game to own, even if it isn't quite as sumptuous as Castle Of Illusion.

TAKE CONTROL OF MARVEL LAND!

■ Use left, right, up and down to move in any of those directions. Also use this when you want to crawl, or duck and avoid any of the missiles



■ Also pauses the action during play

■ Press this Button to fire a weapon (if you ever get one, that is!)

■ Press this to make Dat jump in the air

SPOT THE PLOT IN MARVEL LAND

BECAUSE MARVEL LAND IS a Japanese import, and, as such, utterly incomprehensible to anyone but your clever big sister who's at University, there's an added extra to this game. You get to make up your own plot!

Basically, there are two cute stars: a bloke called Dat and a girlie called Sun. You have to send Dat into the

hyperstrange Marvel Land in order to rescue Sun from the clutches of the evil Sumo who has captured her.

Along the horizontal way you get to meet (and bash) hundreds of the evil Sumo's minions who are attempting to foil you in your rescue attempt.

Of course, this doesn't have to be the plot at all if you don't want it to be. It's all up to you really.



MIKE DITKA PO

It's out to sack *John Madden*, but does it have the power to do

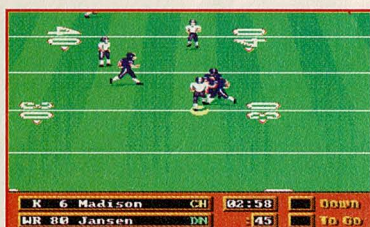
Can the great *John Madden* be usurped from the top sport simulation slot? It doesn't look like it. Andy Smith leads his musclebound team onto the pitch and gives the boys his all.

WHO IS THIS MIKE DITKA chap then, eh? Well, he's actually the head coach of The Chicago Bears, although a few years ago he was also a damn fine player. Who could forget that touchdown pass he caught for the Dallas Cowboys back in Superbowl VI, for instance?

He's obviously lent his name to Ballistic's latest attempt to take the American Football crown from E.A.'s *John Madden*, so without further ado let's see what's on offer. *Mike Ditka*

NATIONAL		AMERICAN	
San Francisco	L.A. American	San Francisco	L.A. American
L.A. National	Kansas City	L.A. National	Kansas City
Atlanta	Atlanta	Atlanta	Atlanta
New Orleans	San Diego	New Orleans	San Diego
N.V. National	Seattle	N.V. National	Seattle
Washington	Buffalo	Washington	Buffalo
Philadelphia	Miami	Philadelphia	Miami
Dallas	N.Y. American	Dallas	N.Y. American
Phoenix	Indianapolis	Phoenix	Indianapolis
Chicago	New England	Chicago	New England
Minnesota	Cincinnati	Minnesota	Cincinnati
Green Bay	Houston	Green Bay	Houston
Detroit	Pittsburgh	Detroit	Pittsburgh
Tampa Bay	Cleveland	Tampa Bay	Cleveland

Before play begins you've got to decide who you want to be and who you want to play against. As it's Mike Ditka's, we'll have to go for Chicago and play against Denver



Chicago hoof the ball up the pitch and Denver catch it. Their chap has made it back out to the 30 yard line before your defence landed on him like a ton of bricks



It's Denver's first down and they've gone for a passing play. Their chap on the right (with the yellow circle) is the intended receiver, so you must switch your control to the player who's shadowing him

Power Football is a one or two-player American Football sim which lets you take on the role of your favourite team.

What's more, each team roughly reflects the real teams' strengths and weaknesses. Chicago have a powerhouse defence, for instance, while San Francisco have a great passing game.

Once you've picked your team, the kickoff occurs - the toss of a coin determining who kicks at the start of the game. Let's assume you're receiving. The ball comes floating down the screen and one of your guys catches it. Now you're in control of this player.

You know which one he is 'cos of the handy yellow circle that's right underneath him. All you have to do now is run up the field as far as possible before being tackled. The tackle eventually comes and you're then into a first down situation.

Deciding the plays and the formation is simple. Before you play, the offence and defence are presented with a screen which shows some standard formations. These correspond to the Mega Drive Buttons. First pick the formation



Denver are on their fourth down and forced to punt. A meter now appears which enables you to determine the strength and the direction of your kick. Just time the Button presses correctly...

SUBSTITUTIONS									
Chicago									
Pos.	#	Name	P	Sp	Hd	St	St	St	St
WR	29	Morris	85	84	53	50			
WR	84	Tyler	84	67	46	44			
TE	16	Harris	74	79	70	54			
WR	25	Sweet	85	77	70	54			
TE	75	Jackson	77	63	70	54			
WR	18	Beace	77	63	70	54			
Offense Lineman			58			86			

Before each play you can mix up your team with substitutions. And not because someone's just been injured either. You can even put out specialist runners or catchers in set positions for your next intended play

from the back field. Now press Button A to switch control to the defender nearest the ball and you've now got to try and tackle whoever's got the thing and stop the play.

The verdict then. It's not as good as *John Madden American Football* (Sega Power 14: 92%), but it's better than *Joe Montana Football* (Sega Power 19: 72%). But why exactly?

Well, while we can live with the graphics and animation (which aren't as classy as *John Madden's*), we can't live with the confusing gameplay.

Throwing the ball is a prime example. You can't see the quarterback you're controlling or the receiver at whom you want to throw the ball at the same time.

The graphics are okay, but the gameplay isn't as good as that in John Madden's"



When you're on defence you can choose the make-up of your line of scrimmage from several boxes available. This then determines the kind of responses your players will make in a given defence situation. Press up on the joystick and you can access even more formation options from here



Still in the first half, Denver have just scored a touchdown and this good extra point conversion has put them seven-nil in the lead. You'd better buck up if you're gonna beat 'em! Notice the kick meter on the bottom right. You use this to control the direction and strength of the kick



When you go for a running play, the quarterback drops back into the pocket and you have to hit Button B to get him to hand it off to another one of your players. Once that occurs you're in control of the chap running with the ball. Quickly! Get the ball as far up the pitch as you can

POWER FOOTBALL



it? • Mega Drive • Ballistic • £39.95 • UK Official Release •



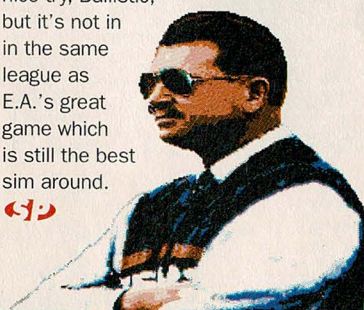
■ The two arrows on the kick meter indicate the degree of slice and hook that you can give to the ball. Decide the strength of the kick and then press Button A when the needle is dropping from the top. When it reaches the top arrow the kick will go way to the left, let it go right down to the bottom arrow and the shot will go way off to the right. Steady now!

STATS	Chicago	Denver
1st Downs	8	8
3rd/4th Conv.	2	2
Total Plays	13	13
Rushing Yards	9	9
Passing Yards	3	3
Return Yards	1	1
Turnovers	0	0
Sacks	2	2
Time of Poss.	1:27	1:33
PASS C/R/T	1/3/0	1/3/0



■ TOUCHDOWN! Hurrah! A beautiful pass into the end zone gives The Chicago Bears the chance to get back into the game and beat Denver. Now comes the extra point (which isn't too hard to get right, honest)

means you don't know which defender you're controlling at any one time. A nice try, Ballistic, but it's not in the same league as E.A.'s great game which is still the best sim around.



TAKE CONTROL OF MIKE DITKA!

■ Use this to move your player around the field. You can also use it on the play selection screen to bring up the other options



■ Calls up substitution/time out screens during play

■ Makes your quarterback throw a bullet pass. It also cycles you through the players before the snap

■ Cycles through available receivers, calls the snap or switches your control to the defender who's nearest the ball

■ Makes your player dive, hand the ball off to a runner, or makes the quarterback throw the ball

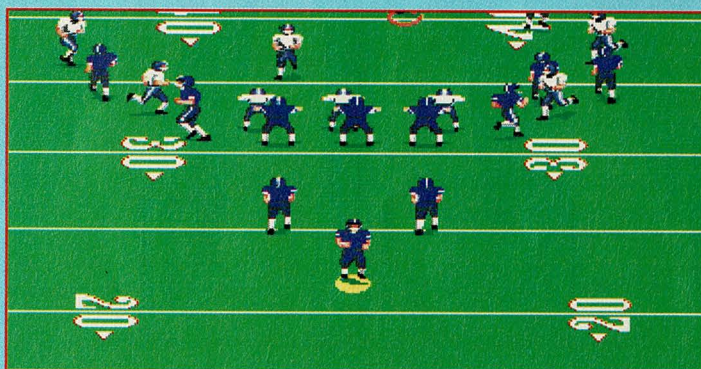
RAH! RAH! RAH! WE WANNA WIN

"And here are some of the highlights from the game played earlier today..."



■ The Chicago Bears are really on the offensive now. After a disastrous first down (in which the quarterback was sacked for a loss of 12 yards), it's time to start thinking about throwing the ball. Let's go straight out of the shotgun

■ We'll go for the Fly pattern and choose to throw up the left side of the field. There will be a guy there to receive the ball and he'll then charge straight up the pitch. There's no way of knowing if Denver have guessed your plan though!



■ The snap's been made, your quarterback drops back into the pocket for a bit of protection and picks out a few receivers. Meanwhile, you cycle through the ones available using the joystick and Button A. Could this really be The Bears' big chance?



■ The tension mounts in the stadium. A quick glance upfield tells you that your intended receiver is open, so wouldn't it be wise to chuck the ball his way?



■ Good choice! Here comes the ball. The red circle indicates where your receiver needs to be if he's going to catch it (and he's looking good so far)

• MIKE DITKA POWER FOOTBALL • MEGA DRIVE • BALLISTIC • £39.95 • UK OFFICIAL RELEASE •

- Good two-player mode
- Nice tunes and sound effects
- Wide variety of plays
- Whole bunch of options
- You can easily change the game's many parameters to suit your skills
- Stacks of teams to choose from
- Rewards skilful play
- Loads of realistic options: injuries, substitutions and so on

SEGA POWER SAYS

"Mike Ditka Power Football doesn't do the player any favours whatsoever. With its poor design, it requires less skill to play than John Madden. Okay, it's not a bad attempt and it's a lot more fun in two-player mode, but if you've already got E.A.'s fab sim, why bother with this one?"

74%

- Clumsy gameplay
- Too easy in one-player mode



STAR CONTROL

- Play at interstellar warfare and destroy an alien empire •
- Mega Drive • Ballistic • £39.99 • UK Official Release •

Andy Smith puts on his dusty general's uniform and propels himself forward in time to fight for truth, justice and the Sega way in this simulation of tactical dogfighting in zero gravity.

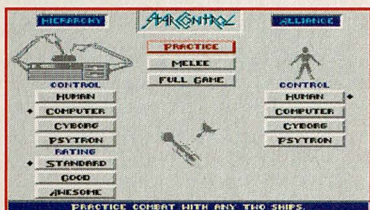
BEING A KEY MEMBER OF THE Alliance of Free Stars isn't all parties on Alpha Centauri, you know, 'cos now the Ur-Quan Hierarchy and their marauding space fleets have put a stop to all your fun.

Star Control gives you the chance to shoot off into some far-flung corner of the galaxy and battle your way out of a tough situation. It's a one or two-player strategic spacey shoot-'em-up with 15 scenarios. You can choose to play them in any order you wish, but all of them take place in a small star cluster.

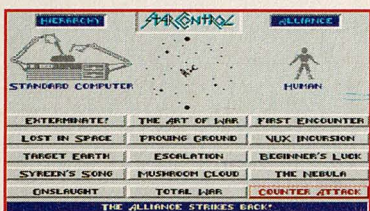
Zoom off to the cluster (which spins around constantly, giving you a great

"A shoot-'em-up or a strategy? Star Control isn't good at either genre..."

impression of 3D) and it's then simply a case of defeating the enemy. That's the overall plan anyway. Of course, going



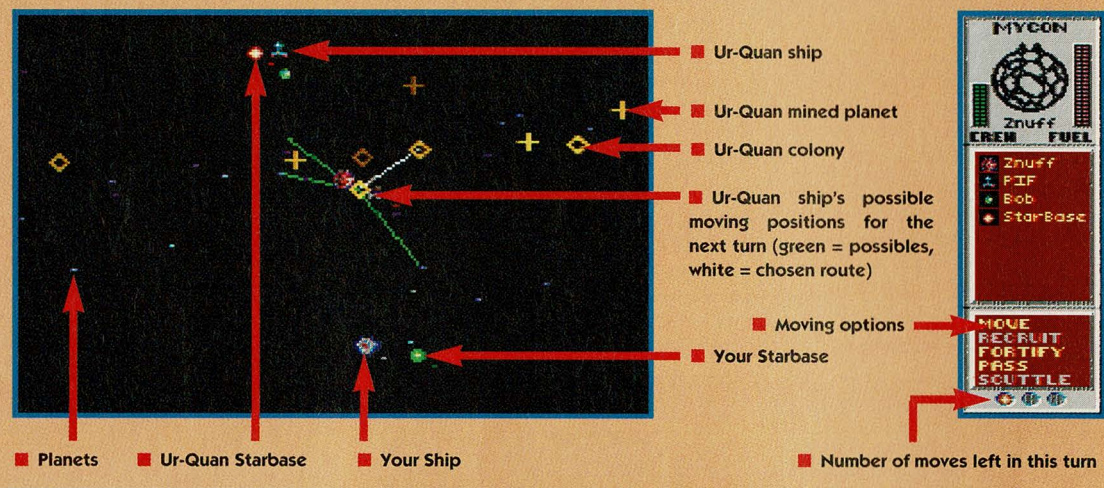
■ Before starting any skirmish, you have to select the type of opponent you want to face and whether you want a full, practice or melee game. You can also choose to have the Mega Drive handle all the strategy and dogfighting elements of the game



■ Once you've decided all those options, you then have to decide which scenario to play. Some scenarios are weighted in favour of the other side, some to your side and the rest are just about even. This one is definitely weighted towards the other side!

IN SPACE NO-ONE CAN TELL WHAT ON EARTH IS GOING ON!

All right so it's not much to look at, but there are no wasted graphics! The whole thing is continually revolving, so in fact you get a much better picture of what's what than we can represent in flat 2D here. Oh well, we can't work miracles...



about it is a little trickier because there are several things to take into account.

For a start, both sides own a Starbase. These Starbases are usually positioned at either ends of the star cluster and they're really like the other team's "home." The key to winning the scenarios involves you protecting your own while taking out the enemy's.

Starbases are the single most important installation in the cluster because they're where you build your fighting spaceships. It's these spaceships which you then send out to take on the enemy in various one-to-one dogfights.

Each team can build a variety of ships, from cheap cannon-fodder craft to state-of-the-art warships. What's more, because each type of ship is supposed to represent a different species of alien, the craft have some very peculiar characteristics.

Deciding what ships to put in a fight is the real key to winning the dogfights. For example, the Mmmmmhrrm ships



■ This isn't a powerful ship, so you can use the Mmmmmhrrm craft in its other mode. Okay, so it's not as fast, but that powerful twin laser fire is extremely useful in battle

(great name, eh?) can transform them-

selves from slow devices with powerful lasers to really fast craft that fire very deadly homing missiles. Obviously, you should put these ones up against enemy ships that

aren't quite as fast and which don't have homing missiles.

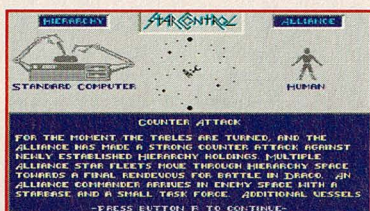
That way you can keep darting out of range of their guns while plugging 'em with a constant stream of missiles that they can't avoid. As a result, it's no good putting this kind of ship up against a faster enemy because then you would be at risk from their homing missiles!

This dogfighting lark occurs every time two opposing ships end their turn at the same star or planet within the cluster. Each team has three moves per turn, during which you can move from planet to planet.

To help you, there are pathways

which indicate your position relative to all of the nearby stars and planets that you can reach in just one move. Simply pick the path you want and you are instantly moved to the new location in the star

"Star Control looks dated, but it's great fun in the two-player mode"



■ But before you get into the interstellar combat part of the game, you're treated to a brief description of events leading up to the confrontation. This sets the mood for the following encounter and prepares you for the inevitable spilling of Ur-Quan blood



■ The start of the battle. Not much to look at, is it? Try to imagine the whole cluster slowly rotating and providing you with a 3D view of the area. The green blob right at the bottom is your Starbase and the red blob at the top is the Hierarchy Starbase



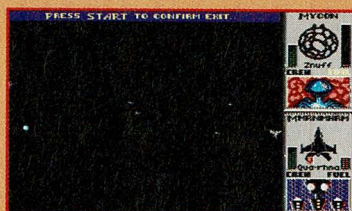
■ Right, first thing to do then is spend some Starbucks and build yourself a spanking new Mmmmmhrrm ship. In the right hands (just hope you've got 'em!) these ships can take out any of the Hierarchy vessels without too much trouble. So get building!

THERE'S AN UR-QUAN OFF THE STARBOARD BOW, STARBOARD BOW...

So this is what dogfighting in space is like, eh? Well, I'd never have guessed it myself, but then again why not – just as long as the combat system works!



■ In battle, and you're the ship at the bottom of the screen, accelerating towards the Mycon ship at the top. You're apart at the moment – but not for long!



■ Now the view zooms in and shows you a smaller area of space. The white blips in front of you are homing missiles. Hit the enemy and he'll start losing his crew



■ Real close, now! The Mycon ship fires slow moving homing clouds that surround your ship and hurt a lot, so it's a good job you've got a ship that can outrun them



■ A careless move by the Mycon has him bouncing off that planet. His crew list was so small that he just couldn't survive the impact. Alliance, one; Hierarchy, nil...



■ On to the core of the Ur-Quan Hierarchy for the final showdown. With nothing left to defend its base, the vulnerable Hierarchy Starbase is an easy target and no longer a part of this battle. All you have to do now is mop up the remaining enemy ships



■ Let's use our biggest warship for the last remaining Hierarchy ship. Your Chenjesu fires cluster bombs. Just press and hold down Button B to fire, then release when the bomb is near the enemy. Now loads of mini-bombs are sent flying straight into him



■ And it's all over. The Alliance proves, yet again, that in battle, even the Hierarchy are no match for them. Now I wonder what would happen if we played the Hierarchy next time?

cluster. From here you can move again later on if you wish.

If you don't want to move any of your fleet, you can do other important functions: build new ships at your Starbase, colonise a planet, set up a fortification – or destroy any of these things that

fighting, you'll also need to spend a fair bit of your time building colonies and the like, because the more mines, fortifications and colonies you own, the more Starbucks you earn.

The more of these you have, the better the ships you can build. As a result, it's always a good idea to reduce the number of enemy installations.

Star Control looks dated and plays dated. The strategy is too simplistic for

a strategy game and the dogfighting takes too long and is too easy for a quality shoot-'em-up.

In two-player mode, it can be great fun pitting your wits against those of a friend, but on your own the game's too

repetitive – despite the fact that you can play either side and there are various difficulty levels.

Overall, *Star Control* is lacking in variety and crudely put together, but quite fun to play.

“To destroy an enemy ship you must kill the crew one by one”

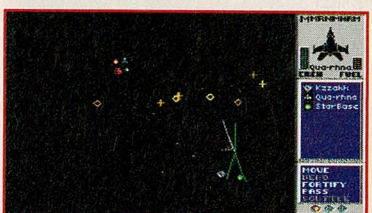
belong to the enemy and have been left totally unguarded.

Although the cluster is represented in 3D the actual battles are all in 2D. Both sides view their ships from above and the idea is to simply fly around a wraparound bit of space taking a pot-shot at each other. Flying is complicated by the ships' inertia too.

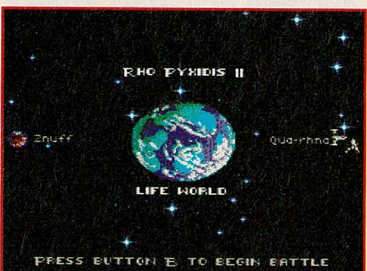
The length of time it takes to kill an enemy ship depends on how many of the ship's crew you can kill. Basically, hit the enemy and he loses a crew member. Once he's lost them all, he's dead. But here's where the tactics outside battle come in. As well as just dog-



■ With the Mycon out of the way, you can move easily towards the Hierarchy Starbase. But don't think it's going to be a straight run to the end of the game. Now you must blow up the ship defending the Starbase before you can reach the installation itself



■ Select the Mmrmhmr ship to MOVE and all the available positions are shown. The white line shows the route you're thinking about taking. The green lines, on the other hand, tell you of other possible routes that your ship can take from its present position



■ The various forces square up for a hefty fight, and they've chosen a bad place too! Just look at that planet in the middle. This is annoying, but not a major problem. Just try to fight around it, that's all. If you bounce into it, you can damage your ship!

TAKE CONTROL OF STAR CONTROL!

■ Move this to highlight your options. Also controls your ship when you're involved in a dogfight



■ You must press this to exit your current skirmish

■ Changes your ship's shape during combat (if your ship has this ability)

■ Cancels choices

■ Press this to make selections or fire weapons

• STAR CONTROL • MEGA DRIVE • BALLISTIC •
• £39.99 • UK OFFICIAL RELEASE •

- Two-player mode is exciting
- Loads of different scenarios
- Good music
- Dogfighting is especially fun
- Several difficulty levels
- Variety of ships to control
- Strategy and tactics add an edge
- You can choose to play either side

SEGA POWER SAYS

“The dogfighting in *Star Control* is great fun (especially against a mate) and there's enough strategy to get you involved, but the game still lacks depth and ultimately it's just a 'battling space' sim. Once you've sussed things out, you won't be back for more because the gameplay's too simple.”

- Repetitive gameplay. It's just far too simple once you get used to it
- There aren't any major differences between the various scenarios

70%

FLICKY

• Mega Drive • Sega • £34.99 • UK Official Release •

Take one flighty bluebird, several tigers, a couple of lizards and then add chicks to taste, and what do you get? A Liz Taylor coat? No, you get nothing other than *Flicky*, the new cutesy game from Sega. Jason Saunders is the guy with the bird.

WHEN YOU FIRST SET eyes on *Flicky* you may not think it's all that hot – just another low quality run-around-the-joint scrolling platform game. But persevere and you could be surprised.

It's simple enough. You've simply got to dash about rescuing chicks while avoiding the tigers, lizards and other animals. Every time *Flicky* grabs a chick, it follows him around. Now all you have to do is lead the little blighters to the exit. The more chicks you take with

GETTING AROUND WITH THAT FLICKY

Phew! It's a hard life being a bird, let me tell you – especially when you've got all manner of nasties after you (tigers and cats, for instance!). Remember to gather up your brood and watch your own tail feathers too! And be quick...



Express lift to the battery farm

- Yep! It's a cat-flap, and watch out because there's a flippin' nasty tiger about
- Just what you need: a flowerpot to smack around the other animals' heads
- This tiger may look cute, but he's got a hungry gleam in his eye. Eek! Run away
- The hero of every chick in town. The one, the only, the totally fab, er – Flicky?

you through the door, the greater your score at the end of the day.

So what do the tigers and lizards do? Basically, they try to kill *Flicky* and knock the chicks off the end of his parade. You can fight back though. Grab one of the objects scattered around and you can duff the baddies in!

And at every second level you get bonus screens too. In the first, for example, *Flicky* must catch chicks that are catapulted into the air by the tigers.

At first, the strange controls and the sluggish scrolling appear to foul up the gameplay. Avoiding baddies is certainly a trifle tricky. But before long you'll find it gets a lot easier!

You'll also notice that the action takes place on a small play area. Dash in one direction to avoid a baddie, for instance, and before you know it, you've almost run into the critter again.

This isn't really a fault, because the screen scrolls left and right (just like the



Job done. Somehow this little bird lived long enough to rescue all the chicks on this level. Now he'll have to do it all over again!



Eventually, *Flicky* meets his maker. But somehow one of the deadly tigers has gone and disappeared. Perhaps *Flicky* ate him up

coin-op *Defender*), enabling the full screen to wrap around.

Flicky is simple and the graphics and sound effects are abysmal, but there's still an incredibly addictive hook to the game. It's reminiscent of a classic old home-computer game called *Chuckie Egg* – and equally enjoyable.

Perhaps *The New Zealand Story* is a tad cuter and a little more playable, but *Flicky* is still great fun – just imagine what it would have been like if a little more time had been spent on it?



(Enter stage right, *Flicky* and his amazing performing chicks) This is definitely one of the easiest bonus screens to finish off

TIGERS, CATS AND BEARS, OH MY!

Getting rid of the loony animals on your tail takes a bit of effort as you can see.



You have to be careful if you're going to get past these nasty animals. Why not fling a flowerpot, phone or cup at 'em?



If you do finally hit one of the tigers though, you're in for a real treat. Just watch this one doing his acrobatic stuff!

TAKE CONTROL OF FLICKY!

Press in the direction you want to go and your bird happily trots along. Use this to run up to the wee little chicks and grab them, or dash up to the objects lying around. You can then use these as ammo!



All Buttons make *Flicky* jump up (or "fly"). But they also make him throw an object with the kind of power that would make his mum proud

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

- Murderously addictive
- Simply the cutest characters
- Easy-to-use controls so it's easy to get into the game right away
- Loads and loads of levels
- Smooth animation and scrolling
- Definite tactical elements
- Fun for all ages and abilities
- It's got birds in it

SEGA POWER SAYS

"If you're looking for a good but simple platform game with murderously addictive gameplay, then *Flicky* could find a home in your heart and on your shelf. On the other hand, if you're looking for a glossy all-action thrill with graphics you could frame, you'd better steer clear of this one."

- Abysmal graphics and sound. Plug your stereo in instead!
- Expensive for what it is

75%

THE FAERY TALE ADVENTURE



● Mega Drive ● E.A. ● £39.99 ● UK Official Release ●

There is huge land to explore in this absorbing title. The gameplay won't excite everyone, but there is enough enthralling action for adventure freaks. Richard Longhurst dons his backpack and guides you around the Land of Holm.

JUST IMAGINE WHAT IT'S LIKE. You wake up one morning, only to find your village wrecked by an army of corpses and skeletons. Worse still, the magical Talisman which protects the village from evil, has been stolen by a wicked and powerful Necromancer. And unless the whole of your land pays tribute to him, he'll destroy everything.

It is up to you to find the Talisman and save the Land of Holm. You do this by controlling three brothers. One by one, you must take them on the lengthy quest to recover the Talisman. Julian, the eldest and bravest brother, is the first to try his luck.

You move Julian around the landscape, poking his nose in wherever it doesn't belong, in an attempt to find anything that might be useful.

Weapons (swords and bows, for example) are easy to find – if you're not

YOUR GUIDE TO HOLM SWEET HOME IN FAERYLAND

Inventory. This icon enables you to see what you're carrying

Look. Useful if you want to find things

Take. Picks up stuff and searches bodies

Give Money. Lets you buy supplies

Compass. Shows which way you're travelling

Gold. You start with 20 pieces of gold, so you're not badly off!

Pause. This gives you a break

Music

Sound Effects icon

Restore. Use a unique password to reload your last position

Speak. Essential for communicating with some of the characters in the game. They also give you lots of advice if you ask for it

Save Game. This enables you to save your game using the simple but familiar password system

Narration Scroll. read this area for in-game information:

- 1 Bravery.** With 63 points, you're obviously a bit of a hero
- 2 Luck.** You lose five points every time you die, so don't!
- 3 Kindness.** Give money to the poor and this figure goes up
- 4 Vitality.** This shows you the amount of life you've got left

too squeamish to search the bodies of dead opponents, that is. But then, you do have to kill the nasties first.

The fighting requires very little skill, and you'll often find Julian biting the dust as soon as someone waves a sword vaguely in his direction.

Magical items are harder to come by, but are much more useful. Glass vials can restore Julian's vitality, green jewels can provide a magical light in the dark-

ness, and jade skulls can instantly kill any enemies which attack you.

The Land of Holm is huge. There are loads of places to visit and tasks to accomplish. It takes a while to work out what to do, but the manual gives some vital clues. If Julian does run out of luck, don't despair! One of his brothers can pick up from where he left off.

The graphics and sound effects in *The Faery Tale Adventure* are unexciting

and the game itself is generally very slow moving and dreary. It takes a long time to get anywhere, and when you're finally there, you wonder why you bothered in the first place!



After his brother's death, Philip begins his quest to find the Talisman. The brothers all start their adventures in the same village



Julian's bones are in the graveyard. If Philip can find them, he'll soon be able to have all his brother's very useful equipment

THE CASE OF THE THREE SERPENTS AND THE DEADLY SKULL

If you want to find the golden Talisman, you're going to have to make friends with some very weird creatures indeed.



Go to Turtle Point and you encounter three serpents. They're hard to slay with a sword, but a jade skull can wipe 'em out!



You have just saved the turtle's eggs. The grateful turtle gives Philip a shell and then makes him an offer he can't refuse



You can ride the turtle to wherever you want. You can also use the shell to call the turtle if you need her help again

TAKE CONTROL OF THE FAERY TALE!

Moves your lone character through Holm

Press this to start a game

Only works with Button B when you want to execute one of the actions

Press to use your character's current weapon

Press this to get to the action menu, use the joystick to highlight an action and then press Button C to do it. Press button B twice to show magic weapons/items

● THE FAERY TALE ADVENTURE ● MEGA DRIVE ● E.A. ● £39.99 ● UK OFFICIAL RELEASE ●

- Excellent storyline
- Loads of places to visit
- Weird and wonderful creatures, but you can't kill all of 'em!
- Original magical items make your quest easier, but finding them is hard
- Variety of weapons
- Easy to play
- A few mindbending puzzles

SEGA POWER SAYS

"Keen adventurers are going to get a lot more out of *The Faery Tale Adventure* than anyone else. There just isn't enough action in the long run to keep you interested – it takes far too long to travel around, for instance. The graphics and sound effects are poor too. One for RPG addicts only."

- Slow gameplay may get boring
- Awful music gets very irritating
- Poor graphics

60%

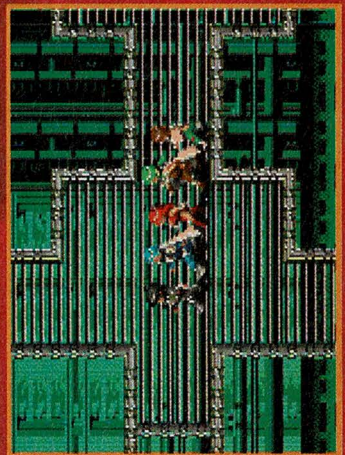
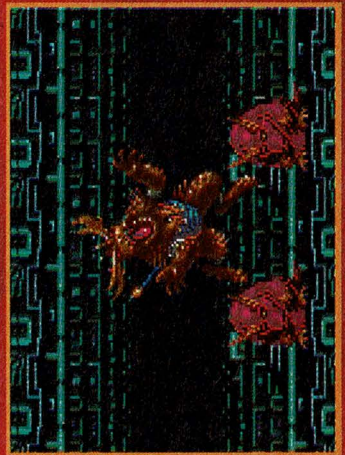
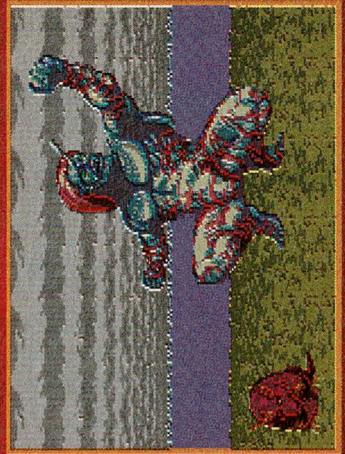
SEGA POWER

PHANTASY STAR 3



“Phantasy Star 3 is an epic adventure. The game world is so believable that you’ll find it hard not to get sucked in. Buy it now!”







STREET SMART

• Mega Drive • Treco • £34.99 • American Import •

More beat-'em-up mayhem with this latest title from Treco. Join Phil South as he shows off his muscles and does a bit of pummeling to rid the streets of scum.

THE STREETS ARE PAVED WITH cold steel, so they say. And it's true in *Street Smart*. Watch the crowds leer and cheer as you step into the lights for the start of the greatest fist fighting contest in the world. You're ready, willing and able to take on all comers, but sadly, the opposition have a few ideas of their own.

They must be the ugliest street scum ever assembled in one place. Get ready to fight all kinds of weirdoes here, ranging from skinny karate experts with a few good moves, all the way to genetically pumped up meatballs who can crush a human skull with their bare hands. Just make sure it's not your skull they crush.

Based on the original SNK hit arcade machine (*did you say hit? Crack! Ouch! - Ed*), *Street Smart* is a futuristic romp through the mean streets of a strange city. You are one of a number of contestants and you must beat the stuffing out of your opponent if you're to survive, because the games are fought for high stakes. You can bet on yourself or the opposition to win big bucks, for

BE SMART ON THE STREETS, OR ELSE!

- Your power is shown here. When it gets right down to the bottom, you're dead!
- Blimey! You only have four lives at the mo. Good luck!
- Hang on to as many credits as you can, or you'll not get very far. If you use a continue though, you'll have to forfeit all your dosh
- The timer counts down from 60 to zero seconds, so take the guy out real fast
- Score. Beat up the cronies and get that mega high high-score
- Someone like Mr K has a lot of power to wear down, so hit him with your special Power Punches

instance, or just go for purse money with both fists. But that's not the only important strategy element.

You can also get extra power, life and defence points to help you with the next opponent. How you distribute these points affects how well you do against your subsequent enemy.

Unfortunately, you don't see what his strengths are until you begin the bout! So it takes a few games before you can

figure what would be the best choice of powers for the next battle.

You have a choice of two heroes which you can control: Karate Man and Crusher. What's more, they each have different strengths and movement abilities. Both the heroes also have their own special Power Punch. You can then use this to really beat your opponent down when the going gets too tough and normal body blows aren't enough.

But watch out, 'cos if you use the Punch too much you can wear yourself



■ The Beach. Brown: Brown is Sam's brother and he hangs out at the beach. He's a total nutter and has a few nasty moves of his own



■ The Boat. Larry: Larry is a genetic freak who works on a boat in the harbour. He's tall, thin, and has a long reach. Watch out!

out - and that could spell disaster. The kind of disaster that's spelt K, N, O, C, K, E, D, O, U, T!

Street Smart is a very faithful replica of the original arcade game machine, and while it's a bit samey in the game-play department, the variety of locations and opponents do keep you on your toes. Even so, you're better off waiting for *Streets Of Rage* than forking out for this mediocre beat-'em-up.



■ The Street. Bobby: Bobby is only your average kind of guy. He can't take much before he hits the floor. Just keep at him!



■ The Alley. Sam: Round the corner, Sam is the tall guy with the shades. However, he's got some very slick moves at his disposal



■ The Garage. Mike: Mike is a very big guy who works at the auto shop. He really likes to hammer his fists down on your head



■ Our hero won the competition, but what does he get? A huge pile of cash? Nope, he gets booted out into an alleyway. Shesh!

TAKE CONTROL OF STREET SMART!

- Moves your hero about the arena. Press with C to make Karate Man jump that way. With Crusher: press with B for a short kick. Press with Button C to make him Jump in that direction
- Start Button Starts and pauses the game
- Press Button B and C for a Power Punch; A and B for a Back Flip; C then B for a Jump kick, and Button C on its own just to jump up
- Button A makes Karate Man punch or throw out an elbow blow at close range; press Button B for a roundhouse kick. Button A makes Crusher punch or head-butt at close range, while Button B makes him perform a front kick

• STREET SMART • MEGA DRIVE • TRECO •
• £34.99 • AMERICAN IMPORT •

- Fabulous and furious fisty action
- Strategic elements with some nice gambling - and power distribution
- Megastonking graphics
- Great tunes
- Bone crunching sound effects

SEGA POWER SAYS

"*Street Smart* is a fairly routine beat-'em-up which is fortunately saved by some excellent graphics and sound effects. The gambling option raises a bit of interest, but there should be more to the game than there is. At the end of the day, it doesn't offer you anything new or challenging."

- A trifle repetitive
- Too few levels
- No parallax scrolling
- The instructions are thin. Too little in the way of documentation
- Controls are a bit confusing

48%

WARDNER



• Mega Drive • Mentrix • £34.99 • American Import •

Phil South wanders into the dangerous realm of Wardner The Evil Wizard and helps the innocent in yet another humdrum platform game.

WHAT? ANOTHER CUTEY platformer? Yep, but don't expect any gripping gameplay with this one. Dover and Mia are on their honeymoon in the delightful town of Niknik, ya see, a serene little place on the outside of the great forest of Sylvaland.

Unwittingly, they stumble upon the operation-base of Wardner, an evil wizard, whose plan is simple: today, Sylvaland; tomorrow, the world! (You get the picture.) The story goes something



■ The Magic Cape is the easiest weapon to find, because it's just on a platform near the beginning of the first barrage of Wards

like this: Dover and Mia are walking through the forest one day when, all of a sudden, they are attacked by a group of Wardner's nasty minions. And the cheek of it – they go and kidnap Mia!

Poor 'ol Dover is left alone in the woods, and has to fight his way through the onrushing evil hordes to rescue his wife – and if he can, the world too!

Wardner is a standard scrolling platform game, with six different scenes depicting the journey of Dover through the levels of Sylvaland. Each level is protected by Wardner's Wards: The Emerald Dragon, Kaja The Spider, The Fire Dragon, Tagoum The Worm, Grocko The Insectoid and, finally, on stage six, the Wizard Wardner himself.

So, the question is, is this the best platform game ever? Frankly, no – it

SUNNY SPELLS ON THOSE GREY DAYS

During the game you can get spells to help you defeat the Wards of Wardner. Just pick up the minions' sacks of gold and you can then use 'em to buy spells.



■ Magic Cape. Wearing this can save you a life, although once you've been hit, you can't use it again. Oh dear!

■ Magic Clock. Gives you an extra 30 seconds of time, and time's something you don't really have a lot of

■ Thread and Needle. This repairs the Magic Cape so you can use it again – if you had it in the first place!

■ Magic of the Stars: Gives your basic spell more power, so rather than drooping as it flies, it goes in a straight line

■ Magic of the Moon: This sends the fireballs into a crazy loop and triples your spell power still further

■ And, finally, the Magic of the Sun: This flattens out the stream of fireballs and makes them hotter and more powerful



■ Before you buy more powerful magic, Dover has a useful (but not very quick) magic fire spell. Aim it carefully, mind you

isn't. The graphics are really no better than a poor Master System game. There are only two layers of parallax scrolling and while the sprites are colourful, they're also unimaginative.

It's really no better (and in places quite a lot worse) than many similar games on the 8-bit system, and this is

not really very good considering the power of the Mega Drive machine.

So tragically, although on paper *Wardner* sounds like more than just another cute platform game, it's not that much better than a hundred or so other cuties out there. Try *Marvel Land* instead. It's a far better game.

PUZZLE MADNESS TO RIVAL OLD RUBIK AS DOVER TRIES TO SAVE HIS WIFE

The essence of *Wardner* is in the tricky puzzles which are spread liberally throughout the game. Here are some hints for the four hardest in the first couple of levels...



■ These vines are over a lava pit, and to avoid plopping into the goop, you must whizz up the vines just before you jump



■ To get to the platforms in-between the vines, use the same technique as before but avoid the deadly lightning bolts



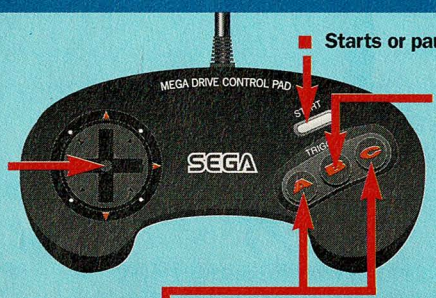
■ A nasty Green Dragon guards these shops. Hop over his flaming bolts and pile on more of your magic bolts to torch him



■ The buzz saws are high enough off the ground for you to crouch under them. Time your run, and watch where they stop

TAKE CONTROL OF WARDNER!

■ Use up to climb a rope, down to crouch and left and right to run in those various directions. Use with a jump Button to jump left or right



■ Starts or pauses the game

■ Press to shoot whatever spell you have at your disposal (see the box above for spell details)

■ The vital jump Buttons. Use either of the Buttons to jump straight up into the air, or press with left and right on the joyypad to jump in that direction

• WARDNER • MEGA DRIVE • MENTRIX •
• £34.99 • AMERICAN IMPORT •

- Great musical scores
- Hard puzzles
- Good sound effects
- Seven continue credits
- Easy to get into

SEGA POWER SAYS

"*Wardner* is a bit of a ho-hum platform game which has some nice tunes, but no real spark of originality, either in the graphics or in the dull gameplay. In fact, it's just like one of the poorer *Alex Kidd* games, so if you've got one of those already, don't expect anything very different."

- Very ordinary graphics
- Jerky and limited animation
- Not very original
- Some of the puzzles are too hard and you lose patience
- Tries to be too cute, and this takes out a bit of the "danger"

43%



WARRIOR

• Very poor graphics and too few scenarios spoil this wargame

Andy Smith tries on a skirt, a funny hat and tries his hand talking in Latin in this simulation of battle during the halcyon days of Ancient Rome. Honestly, he'll do anything to get that "true gaming experience!"

RIGHT! STRAIGHT INTO IT then. *Warrior Of Rome* is a one-player wargame which is essentially a Mega Drive version of one of those complex board wargames you can play at home.

The game has four scenarios in all: you must repulse some pirates in the first, engage the enemy in a sea battle in the second, race to Cleopatra's Palace in the third, and fight within the walls of the Palace itself in the fourth.

You play the game in the same way for each scenario, but one of the major differences between this game and other wargames is that it all happens in



Whenever a unit goes into battle, you have the option of watching the battle (very dull after the first few times), or just having it as a sort of miniature monitor in the bottom of the screen. This enables you to continue with the game and give orders to other units. Here's what you see when you actually want to watch a battle though

THE GENERALS ARE GATHERING IN THEIR MASSES

Because the game runs in real time you can't hang around. You've got to know what the symbols mean – instantly – so you can get on with issuing orders. The Mega Drive knows all the moves though, so spend some time learning what's what!

- Your units on the move
- Bridges
- Barricades. Tear 'em down, lads!
- Town. They offer no sanctuary
- Forest. Trees galore!
- Map showing the whole area of this scenario
- The horrid enemy troops!
- Your units' strength bars
- Units that are having a rest
- Units that are removing enemy barricades

real time. You can't just select a unit and then think about what orders you're going to give – you have to think on your feet and react to specific battle situations as they arise.

Controlling your units (which are simply numbered one to ten) and issuing orders is simple. Just move the pointer around the screen, press Button A when you're over the small character on the map that represents that unit, and you then have several order choices to select from: slow movement, fast movement, trap, rest, and retreat strength.

There is also an option menu which enables you to change the game's parameters: like how fast the pointer moves around the screen, for example.

Suppose you want to move the unit. What you have to do is select one of the movement options. The slow option isn't too slow and it's the most energy

efficient way of travelling. And while the fast option is really fast, it could end up tiring your troops if you're not careful.

You must now select where you want your unit to move, simply by pressing Button A when the pointer is over the desired position on the game map.

“With just a bit more effort, the screen design could have been so much better”

Once you give an order, the unit follows the command until it either gets stuck or it reaches its objective.

A unit can't get to a given position if there's another unit in the way though, because only one unit can occupy any

of the squares that make up the game map at any one time.

You'll know when a unit is just hanging around though, because on the right of the screen there are ten energy bars, one for each of your units. These give you an instant indication of what any particular unit is doing. If it's moving on the slow option, a blue man is shown next to the bar. If it's on the fast option, a red man is shown instead.

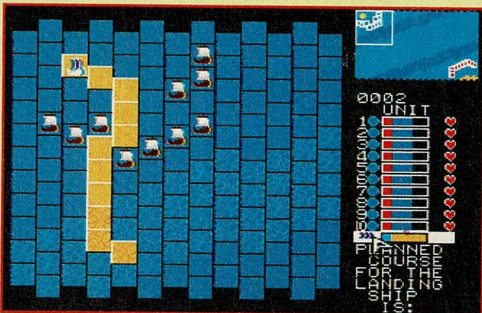
If the unit is doing nothing (all units default to rest if they've got no orders) then a heart appears to show that the unit is resting and regaining strength.

However, if a unit's on the trap option, a small pick is shown. The trap option enables you to either set a trap (pits, spikes and so on) or remove an enemy trap or barricade.

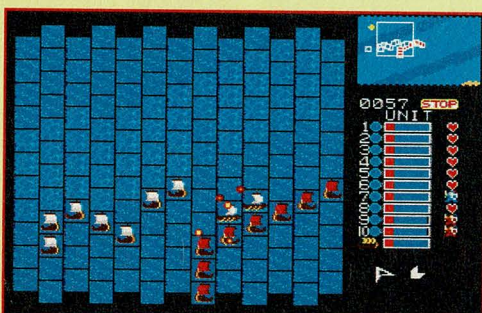
Combat occurs in real time too and your units only ever fight one on one, so

FRIENDS, ROMANS, COUNTRYMEN, LEND ME YOUR BOATS (STUFF YOUR EARS!)

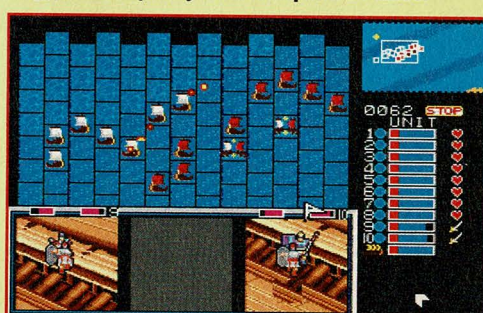
The second scenario puts you all at sea where you're trying to see your landing ship safely to the shore of ancient Egypt and hopefully on to Cleopatra's Palace.



For the second battle you're all at sea. Defend your landing ship and check its route. You can't decide where it's going though, so use your other ships to protect it



Your fleets meet. When you're still a couple of squares away from the enemy, the ships start chucking flaming boulders at each other. Watch out for the currents too



Once the ships meet, battle commences. Don't get so involved in the battles that you forget about your landing ship though. Just keep a few ships back to look after her

OF ROME



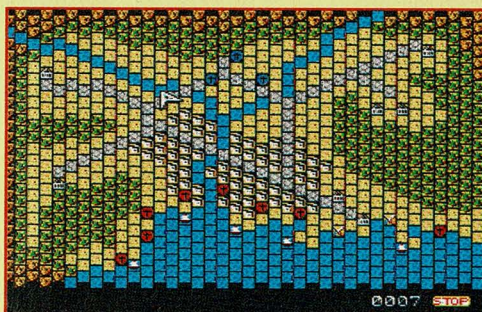
• Mega Drive • Micronet • £40 • American Import •

THE PIRATES ARE COMING! THE PIRATES ARE COMING! SO GO GET 'EM, BOYS!

Once you get used to it, the ordering system is fairly straightforward. There are two main ways of ordering your units around:

- select the unit directly (but then it must be on the part of the map that you're looking at), or by...
- selecting the unit's strength bar at the side of the screen. The latter method is the most useful because it changes the map to show the unit you've selected - right in the middle of the map screen!

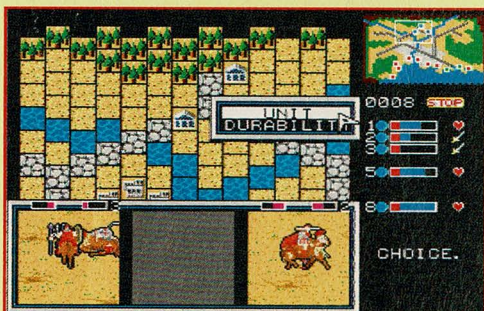
This is great because it saves you having to scroll the map around trying to find the darn thing. And it's doubly handy when you remember that the game's running in real time. The more time you waste trying to find units, the harder the enemy will be to repel.



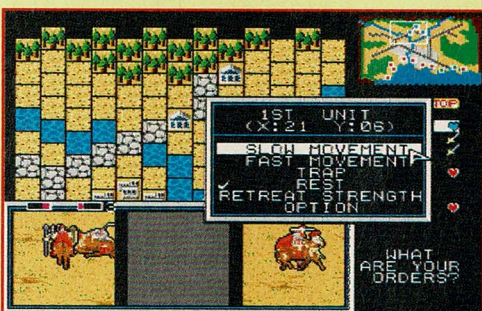
■ The first scenario. Protect your bases from the invading pirates, fight 'em off and then destroy their landing ships



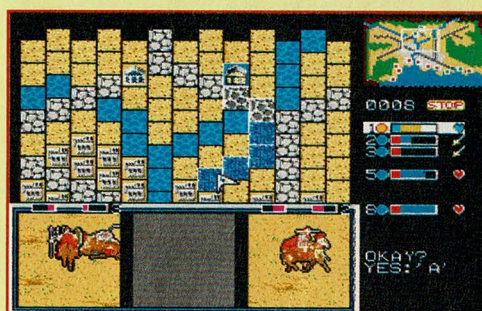
■ Two units are already in battle. You must now mobilise the other three. Your other five units will arrive later on



■ Select a base with a unit and then get them moving. When a base's durability reaches zero, it's destroyed



■ This unit has been put on slow movement 'cos we don't want to tire it out before it gets into the heat of a battle!



■ The blue path shows to where the unit will move. It doesn't even have to be on the same map screen either

you can't pit three of your units against one of your opponent's! If you want to start a fight, simply tell a unit to move to a square that's occupied by an enemy unit and battle will begin automatically. Simple, isn't it?

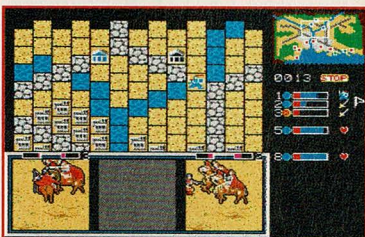
After the initial panic, you'll soon get to grips with what's going on - even though it's all happening in real time. It sounds good so far, doesn't it? Well, don't get too excited.

The game just doesn't offer enough. There are only four scenarios and even though scenario three and four are jolly tough, you're still left with little in the way of a long term challenge.

The graphics aren't up to much either. Okay, so you don't need fancy graphics to be able to enjoy a good wargame, but a bit of effort with the

design of the screen would have helped to improve things enormously.

You can't play this wargame against a friend either. As it stands, *Warrior Of Rome* doesn't do what it should do well enough and there's not enough of what it does anyway.



■ One of your units is on the move. How can you tell? By the little blue man icon which is displayed next to that unit's meter (this is on the righthand side of the screen)



■ And this is what the screen looks like when you don't want to watch the battles. You can now carry on giving orders while the rest of your units are fighting it out!



■ Get your fleet ashore and march to Cleopatra's Palace! The first hurdle to cross is the enemy barricades. Select a unit and select the trap option to get rid of them

TAKE CONTROL OF WARRIOR!

- Use this to move the pointer around the map and also to move up and down the menus to the desired options



- This stops the action
- Hold this down and you can use the joystick to scroll the map around

- Calls up the option screen, scrolls the map when you're at the edge of game window. Confirms highlighted options

• WARRIOR OF ROME • MEGA DRIVE •
• MICRONET • £40 • AMERICAN IMPORT •

- Good between stage graphics
- Nice tunes
- The game plays well
- Each scenario offers you a new and different challenge
- Rewards intelligent play
- Useful password system
- That's enough nice things!

SEGA POWER SAYS

"The control method in *Warrior Of Rome* is more awkward than it need be, there aren't enough scenarios and the graphics are naff. Still, it's engrossing and challenging in its own way - what a pity Micronet didn't get the other bits right! With a bit more effort this could have been so much better."

- Only four scenarios
- The control method for your units is awkward and unwieldy
- Shoddy in-game graphics

65%



GOLDEN AXE

Master System • Sega • £29.99 • UK Official Release

One of the biggest selling Master System titles of all time, *Golden Axe* is still in the charts over a year after its initial release. But why?

DEATH ADDER IS A REAL party pooper. Just look at what he did! There was this magical Golden Axe, you see, and it protected the land of Yuria from Death Adder and his evil minions. But since he's gone and nicked the thing, the



Every now and then, Tarik gets the chance to kick seven shades of potion out of these happy little elves (it's even easier when he's got the help of a dragon to ride). The potions enable Tarik to use yet more of his vital magic. What friendly little chaps!

WHAT'S ALL THIS NONSENSE ABOUT MAGIC THEN?

Press two Buttons simultaneously, and you can force the heavens to unleash showering death on all your on-screen foes.



Earth, Fire or Thunder magic? You must decide before you start. Some take longer than others to reach maximum effect, but it's possible for all three of them to wipe out the on-screen nasties



Tarik chose the Fire spell this time, but he's only got one potion bottle, so the effect may not be that strong. Things are getting a little bit tough on-screen, so I think it's about time for a decent spell...



Yep, Paul Daniels has got nothing on this chap. Unfortunately, the Fire magic doesn't do an awful lot of good in this instance. These baddies are just too tough for it and they'll be back for more

land of Yuria has been over-run by all sorts of nasties who would sooner slice you into a tasty lasagne than give you the time of day.

Luckily, there's a chap called Tarik and "lasagne-ing" his friends is definitely fighting talk where he comes from. What's more, he's got a magical sword and he's not afraid to use it. He's also got the choice of three deadly

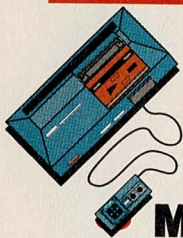
magical spells: Earth, Fire or Thunder. He can then use these to unleash certain death on hordes of monsters.

Golden Axe is the definitive slice 'n' dice game. The action is in forced 3D and scrolls from left to right. Baddies appear in groups of different sizes and you have to kill 'em all before you can move on to the next skirmish. Dragons, ogres, giants, dwarfs and goblins all

meet their grizzly end courtesy of Tarik's awesome chopper.

It's all a bit easy and there's no two-player option, but on the whole, hack-'n'-slashers don't come much better than *Golden Axe*.

76%



R.C. GRAND PRIX

Master System • Sega • £29.99 • UK Official Release

This must be one of the strangest subjects to try and put on the Master System. Full marks to Sega for having a go - it just doesn't work, that's all!

RACING IN A CAR ON A HOME console is one thing, but a simulation of radio-controlled car racing on a console? I ask you. Well, Sega must have thought it was a good idea or they wouldn't have produced this four-player game.

Actually, it's only for four-players in the sense that up to four people can play in succession, one after the other. You take on three computer-controlled cars and drive them round a circuit for a number of laps. Assuming you get through, it's then the next person's go.

That's actually just about all there is to the game, although there are some extra fancy bits. Finish third or higher, for example, and you earn yourself some money. You can then go to the



Well, even though you've only got left-hand corners to negotiate, you're finding it tough. Finishing in third place is not going to bring much money in, so get moving if you want to reap in those extras. (The inset shot shows you the range of courses in *R.C. Grand Prix*. There are ten of them, and this is the first. Reckon you can handle the challenge?)

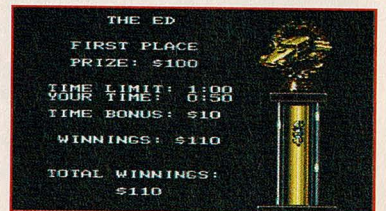
shop and improve your car with better tires, a bigger motor, improved suspension and so on. Finish fourth though and the game's over.

The car has great control and *R.C. Grand Prix* is fun to play, but only in the short term. It soon becomes desper-

ately dull. What it really needs is a two-player option, so you can race simultaneously with a friend and laugh when you run him off the course. Still, there are plenty of courses and it's great to go zooming past a computer car that's stuck on a barrier!



When your wallet's bulging, step into "Honest John's R.C. Parts Shop" and upgrade your car - this nifty suspension should help you get round the next course



At the end of the day you've done okay. But it's not just a case of getting past the other cars, there's also a time limit as well!

48%

ToeJam & Earl

two hip aliens in a serious jam



YO, WHAS'UP? TJ AND HIS HOMEBOY BIG RAPPIN' EARL ARE A COUPLE OF COLD BUSSIN ALIENS FROM THE PLANET FUNKOTRON.

WHOA! EARL'S CRASHED THE CRUISER ON THE MOST FUNKED OUT PLANET IN THE UNI' - EARTH! THE DUFUS DUO ARE GONNA' HAVE TO HIP-HOP AROUND THE SCENE TO SCORE RIGHTEOUS RAPMASTER ROCKETSHIP PIECES AND ALL THE MUNCHIES NEEDED FOR THE RIDE HOME.

BUT YO, CLOCK THE TIME! TOE JAM AND EARL MUST GET TO SUPREME FUNK LORD STATUS BEFORE MAKIN' TRACKS. SAY WHAT, OH YEAH - AND ON THE WAY DIS THE FREAKY LOCALS LIKE THE MAD DENTIST, THE CRAZED SHOPPER AND WORST OF ALL THE NERD HERD. TJ AND EARL WILL BE LIVIN' LARGE IF THEY CAN FIND AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON ROUTE.

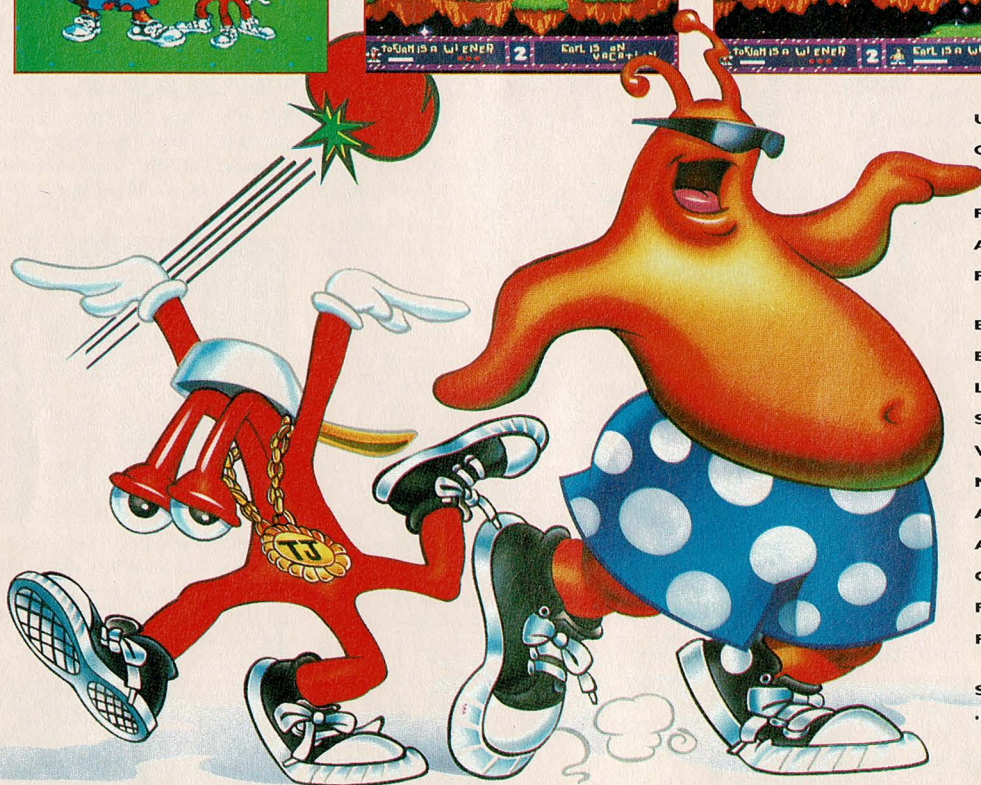
SO CHILL OUT LAZY EARTH DUDES 'CAUSE TOE JAM AND EARL ARE JAMMIN'!



CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX FINGER LICKIN' FUNKY GROOVES PLUS THE MIND WARPING 'CRAZY SOUNDS' - YOU CAN EVEN ADD YOUR OWN BEAT BOX EFFECTS BUT ABOVE ALL -

CRANK IT UP!



1 OR 2
PARTY TOGETHER!

THIS GAME IS OODLES MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

"Oi mental! You've got to be seriously barking to play this"

Mean Machines



SEGA



MEGA DRIVE

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAKES AGES



PAC-MAN

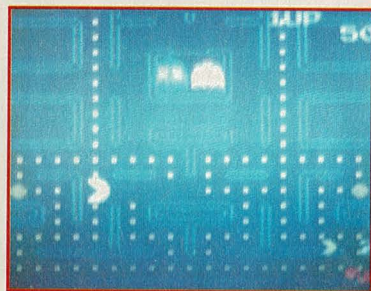
● Game Gear ● Namco ● £20 ● American Import ●

Old but bold, this ancient coin-op redefined



arcade gaming history. Now this brilliant conversion's arrived, it's the Game Gear's turn to go all cutey.

TRAINS AND PLANES ALL OVER the world are soon to be humming to the "wacka, wacka, wacka..." beat. Just when you thought it was safe to go outside again, *Pac-Man*



■ At the start of the game *Pac-Man* has a couple of seconds' grace because the ghosts haven't yet come out of their house in the middle of the maze. Use this time to get as many of the pills as possible



■ But once the ghosties are out, it doesn't take them long to catch up with *Pac-Man*! Oh dear, one life lost already. At least you don't have to go through all the pills you ate before you died. Be careful next time

comes back and haunts you. Life, eh? It never deals you a fair hand, does it? *Pac-Man* is also one of the very few games in gaming history that girlies got into.

For some strange reason, there's an aura about the hungry yellow blob that girls can identify with. Strange, eh?.

Just suppose for a moment that you have never heard of *Pac-Man* and you've no idea what on earth

the game's all about (where have you been all these years?).

Okay, here goes. You're this *Pac-Man*, you see, a little lemon-like geezer who spends his time trapped in a maze. Unfortunately, you're not alone – there are also some deadly ghosts in there with you. And they're hungry too, so you've got to keep running if you're to stay alive.

Luckily, there are loads of small yellow pills lining the floors of the maze and you must chomp these up while avoiding the ghosties. Whatever you do, don't touch any of the spooks or you'll end up just a little bit dead.

All you've got in the way of defence are power pills. Eat one (there are only four per level, one in each corner of the maze) and you have a few meagre seconds in which to eat as many of the ghosts as you can.

Unfortunately, once you eat a ghost, its eyes head back to the ghosts' base in the middle of the maze. There it gets

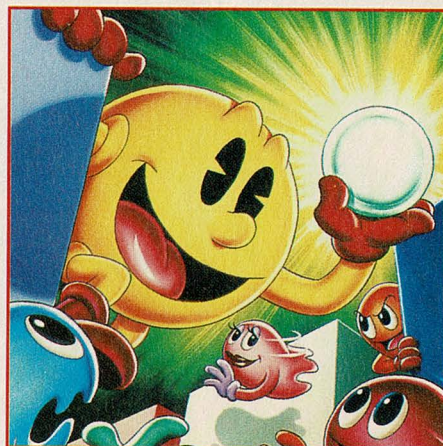
a new body – and it isn't very happy about being chomped. In fact, it now moves twice as fast and is twice as angry. Ulp! But that's not the whole story either. These ghosties aren't stupid – they have varying degrees of intelligence (a bit like us!).

Some of the bilghters follow you around, while others seem to wander blindly – some of 'em even pursue you for a bit before wandering off somewhere else. Learn which ones do what and you'll survive a lot longer.

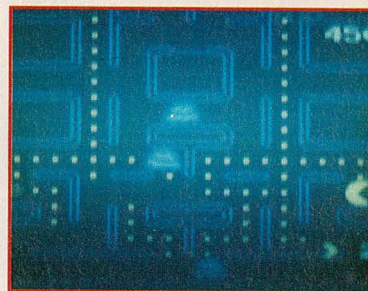
Pac-Man is a superb game. It's absolutely fantastic on the Game Gear. The two-player mode is great (eat a ghost and it appears on the other guy's screen, giving him a real headache).

The gameplay is also ideally suited to the little screen. Let's hope this is just the start of a new trend. It's about time the people who design games for the Game Gear think about the machine – it just isn't good enough to convert a Master System title and hope for the best. The machines are designed for different environments.

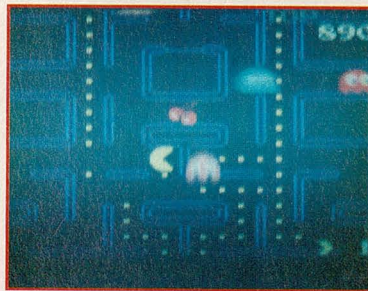
Let's hope that *Pac-Man* is the first of a new range of Game Gear games that truly demonstrate the machine's potential. *Columns* is good, but *Pac-Man* is the best Game Gear title we've seen to date. Find a mate and get them Gears connected!



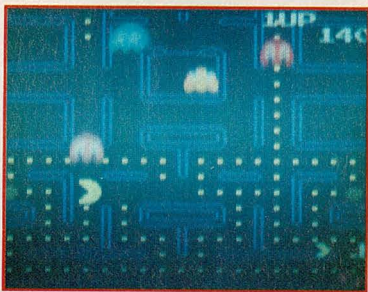
“Columns is good, but Pac-Man is by far the best game on the Game Gear”



■ Get one of the large pills from the corner of the maze and the ghosts turn blue and their mouths go all googly. They're now vulnerable to the yellow chomping jaws of *Pac-Man*, so go and get 'em while you can!



■ During the game, you'll often find that goodies, like these cherries, appear below the ghosts' house. Sometimes it's risky to go after them, but then again, you do get loads of points for each one you collect



■ Once you've discovered how the various coloured ghosts move (does red run faster than pink, for example?), you can work out how to get away from them. But, erm, it sadly looks like *Pac-Man* is sunk here

TAKE CONTROL OF PAC-MAN!



■ Press this to start the game. It also pauses the action

■ Press left, right, up and down to move *Pac-Man* in that direction. Also enables you to select between the one or two-player game

● PAC-MAN ● GAME GEAR ● NAMCO ●
● £20 ● AMERICAN IMPORT ●



- Brilliantly simple gameplay
- Clean and effective graphics
- Great sounds – it's like having the arcade coin-op in your very own home
- Wonderful two-player mode adds a novel twist to the gameplay
- Highly addictive
- Simple to pick up and play
- Control is easy
- Good difficulty tuning – try putting the thing down once you've started
- Well-paced
- Erm, girls love it!

SEGA POWER SAYS

“*Pac-Man* just goes to show you that simple ideas are often the best. It's so well done and so highly addictive that you'll find it hard to stop playing once you've started the thing. This is ideally suited to the Game Gear. Without a doubt, you must get hold of a copy of *Pac-Man* – whatever the cost!”

92%

BATTER UP

• Game Gear • Namco • £20 • American Import •



Mm! Fish 'n' Chips? No, not quite. *Sega Power* take a look at the latest American Import for the Game Gear and go totally baseball crazy in this quality sim.

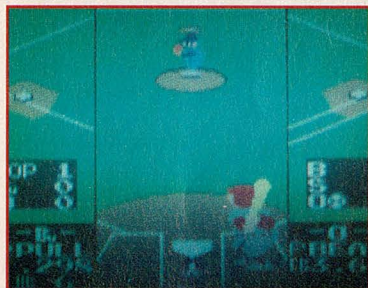
HERE'S A QUICK GAG: WALK into your local chippie, just as it's about to close, and say "Got any chips left?" When the owner replies "Yeah, we've got loads," you can then say "Well, that serves you right for cooking too many then!" And run away very quickly indeed...

Don't worry! *Batter Up* isn't a game where you have to take on a part-time job in the local chippie. No, the only bat-

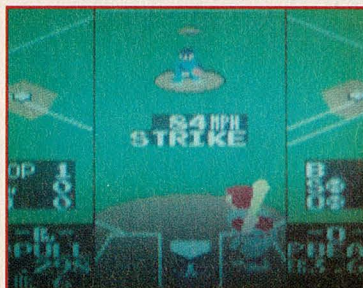
"This is brilliant in two-player mode, so get a mate round to play!"

ter you'll see in this one or two-player game is the chap with the bat – it's that good 'ol American baseball, ya see.

What's more, you're not only the batter, you're the pitcher and the fielders too, depending on whether you're "at



■ You're on the mound and ready to throw. Move the pitcher around and decide what sort of ball you're going to throw at this particular batter. Get it just right and...



■ ... Strike! That breaking fast ball had the guy foxed! All you need now are a couple more of those little beauties and you'll be laughing. The other team won't be though!



■ Now you're batting. In the split second the ball's in the air, you've got to decide if it's going in the strike zone or not, and then time your swing to hit the damn thing

bat" as they say Stateside. Let's have a go at batting then.

First position your man in the batter's box. You have to move him around a bit – see where the pitcher is standing on his mound to work out the best position for the batter. Now (hopefully) you can send the ball in the desired direction. Just watch the pitcher as he winds up and throws the ball.

Quickly press Button 2 to swing the bat. Hold it for a second or so for a full whack, or just press it quickly to check your swing. Whoa! Straight into the sky. It looks like it's going to be a base hit.

Your man heads for first base automatically, but if you want him to run further, you have to press the joystick and Button 2. You have to do this for each runner on each base for every play of the ball, so you need your wits about you if you don't want to get caught.

Assume three of our men have been caught out though. Now it's your turn to field. You control the pitcher, so move

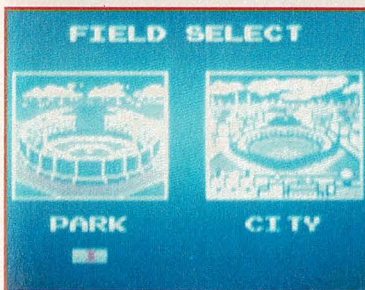
him around the mound and then pitch the ball. By pressing up, down, left or right (or a combination of these moves) on the joystick, you can deliver change-ups, fast balls and even deadly curve balls.

Suppose their batter connects. Now you have to move a fielder around and hopefully catch the ball, or at least stop it and throw it to a base before a runner can get there. All right, if you're going

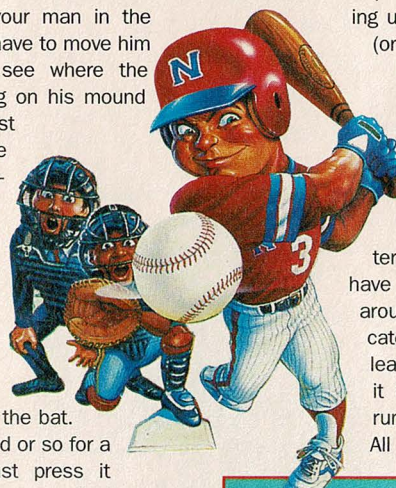
to be a fan of *Batter Up*, you've really got to like baseball in the first place. And okay, so the graphics are basic – but that's not such a bad thing. If they were any more detailed they'd only make the game harder to play, and you'd be struggling to see what was happening on-screen.

Batter Up is good fun, especially in two-player mode, but it sadly suffers from the same overly difficult fielding method which plagued *Hard Ball* on the Mega Drive. At least it's more forgivable on the small screen though.

Batter Up is good stuff, not brilliant, but still one of the better games around for the Game Gear. It offers satisfying gameplay and a great two-player mode so you can challenge a mate.



■ There are two choices of stadium: The City or The Park. The City pitch is generally the harder to score a homer on, so avoid that if you want the easy option. In this way the different grounds act as difficulty levels



■ Once your opponent hits the ball, the view changes and control passes to one of your fielders – the one who's in the best position to catch the thing. This part of the game is quite tricky at first, so practise!



■ Home run! Every time you or a member of your opponent's team hit a ball out of the park, the game rubs it in by letting off fireworks! Great when it's your team, but not so hot when it's your opponents

TAKE CONTROL OF BATTER UP!

- 1. Changes direction of the pitcher's throw and the speed of the ball.
- 2. Orders a runner to run to a base.
- 3. Controls the direction of a fielder.



- Calls a time out so you can switch players at key moments
- 1. Use to make a runner steal a base.
- 2. Gets pitcher to throw to a base and catch a runner out.
- Press to swing the bat. Press to pitch the ball

• BATTER UP • GAME GEAR • NAMCO •
• £20 • AMERICAN IMPORT •

- Great two-player link-up
- Good graphics
- Tunes are nice
- Easy to play
- Multitude of options
- You can bring on pinch hitters and other subs during crucial plays
- Great password system
- The length of a game is dependent on your own playing skills

SEGA POWER SAYS

"*Batter Up* works very well on the small screen and is brilliant fun via the head-to-head option. There is room for improvement – you need more idea of where the ball's going if you're fielding, for instance – but it's definitely one to look out for if you've got a mate with a Game Gear."

76%

- Fielding is slightly too difficult
- No series in two-player mode



THE ADVENTURE

• With just your Mega Drive or Master

Do you know what an RPG is? Have you ever played one? The chances are that you have already. You just didn't know about it at the time. Well, fret no more, because our resident role-playing games expert, Sean Masterson, is going to tell you everything about 'em. Find out what's hot and what's not among the amazing adventure worlds you can get for your own Mega Drive and Master System.

SO WHAT EXACTLY IS AN RPG? Well, to start with, the abbreviation is just another way of talking about role-playing games. What are they all about then? Well, they differ from a shoot-'em-up in several ways.

For a start, an RPG usually has some kind story or plot. Unlike a shoot-'em-up's plot, which might say something like "Gruebleens from the Ursa Tovathar system have invaded the galaxy, so go

"An RPG is like a story or a film in which you have the starring role"

and get 'em!", the plot of an RPG usually unravels as you play.

So in an RPG, you might find that all the Gruebleens want is a supply of fresh fruit that they can't get on their homeworld. And if, on your travels through space, you learnt of the legendary planet Citrus, you might think you had found a solution to everyone's problems. Of course, first you'd have to

find the planet Citrus. And that would be just the start of your wild adventure.

The most important difference between RPGs and other kinds of game though concerns "you," or more exactly, who you are. In an RPG, "you" are always more than just a sprite. You play a character (or a role) in the same way an actor plays a character in a film.

You may even play several characters all at once and guide them round together as a party of adventurers. Each character having skills or abilities that make him or her unique.

BE A PARTY OF ADVENTURERS

You could say that an RPG is a game which enables you to take on the role of one or more characters in an evolving story where you control which way the story goes. In a fantasy RPG like *Might*

& *Magic* (E.A., £49.99), for example, you can play up to six characters – some of whom will be wizards who can't fight very well and some of whom will be fighters who can't cast spells.

And as you play RPGs, your characters develop: they become better swordsmen, wizards or whatever. But at the same time, your opponents usually get better and tougher too!

JUST HOW BIG ARE THEY?

RPGs typically take a long time to play. Even if you play non-stop and do everything right from start to finish, a good RPG could take you weeks to complete.

Fortunately, most of the ones available on the Mega Drive are battery-backed, so you can save details of your favourite characters and then return to

them later on. It's because RPGs are often so mind-bogglingly huge that some people are put off from playing them before they've given them a fair go.

Then again, you've got to remember that RPGs are great value for money and

as different from one another as Dover chalk and Edam cheese.

SEGA POWER'S RPG ROUND-UP

Below you'll find a round-up of some of the very best RPGs for the Master System and Mega Drive. Some are ideal if you've never played an RPG before, while others are more for the experienced RPGer. We've also thrown in a

few games that could put you off RPGs for life, just so you know what to avoid! Anyway, have a look – go on! Where's your sense of adventure?

THE FAERY TALE ADVENTURE

UK Official Release

Sega £39.99



Some you win, some you lose, and some you wisely avoid altogether. *The Faery Tale Adventure* is, to give it

its full name, a true RPG through and through. In fact, it's very much like *Dungeons & Dragons* – only you can play it on your Mega Drive.

In fact, it's so much like D&D that I wonder if whoever wrote it ever played anything else. It's a massive game but there isn't one original idea in it.

Not only that, but the ideas it seems to have lifted from that grand-daddy of RPGs haven't even been well implemented. You've got different kinds of characters to choose from, but they're stock in trade and nothing like as well fleshed out as those in *Might & Magic*.

As a result, you couldn't really care less when they come up against tough opposition and start dropping like flies. And if you think that's bad, wait until you see the combat system. It's more monstrous than the monsters.

I mean, combat is supposed to be the exciting bit, right? Wrong. It's drawn out and rather daft here.

On balance then, *The Faery Tale Adventure* isn't very playable. If you're thinking that the game must have some saving graces, think again. The graphics are somewhere between prehistoric and



■ *Might & Magic*: Yikes! A creepy-crawly! These are the kind of graphics you can expect to see in the better quality RPGs



■ *The Faery Tale Adventure*: bandits, like the one to the lower left, get in your way. If you die, your brother takes over the quest. If he dies? Yep, your other brother steps in



■ *Fatal Labyrinth*: defeat the evil wizard standing in the doorway and then collect the weapons lying on the floor beyond. Do this another 13,000 times and you've finished



■ *Golvellius*: at this point in the game you'd be forgiven for thinking that your green-haired hero has wandered right into an arcade adventure. The thing is, he almost has!

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completely out of date (as you can see, there isn't much to choose from there).

This game is your worst nightmare: 40 quid down the drain. **30%**

FATAL LABYRINTH

UK Official Release

Sega £34.99



On some days you're just expected to do the impossible. And one of the best things about RPGs is that on days like these, you always get to play the kind of bloke who replies, "Yeah, okay then" at the critical moment.

In *Fatal Labyrinth* you play a lone warrior who ventures into almost certain doom to save the world from eternal darkness. Ho hum, another crisis.

You control your character from overhead and the details of the labyrinth only unfold as you explore them. Even so, there aren't many details – the rooms have got nice lino floors but, er, that's about it.

As you enter each room, any monsters inside move into an attack position. The kind of nasties you're up against include carnivorous worms, giant snails, jellies, magicians and ice creatures, to name but a few. Slay these and you have time to collect any available treasures.

It's usually pretty easy to find the stairs to the next level of the labyrinth but, as you're not in a hurry, the neatest way to play is by moving on only when you've cleared a whole level.

One of the good things about treasure is that you'll never find too many details given away when you first find it. For instance, until you equip yourself with a weapon, you don't know how much damage it will do, or if the weapon is magical or cursed. Potions, scrolls and rings are only identified by colour too, so you only find out what they do when you actually use 'em.

Fatal Labyrinth is very similar to an old game called *The Temple of Apsai*. Both games suffer from the same problems. Everything becomes dull very quickly because the game is just so bland.

Nothing really makes any sense, so there's

no story to get involved with and you come away thinking it's got about as much to do with role-playing as *Sega Power* has with fly fishing (*Do you want to see my article about fly fishing? – Ed*). Overall, *Fatal Labyrinth* is too boring and too easy – in that order. Not really one to go for, I'm afraid. **39%**

GOLVELLIUS

UK Official Release

Sega £29.99



If you've got a Mega Drive and a Converter, you're in luck. If you've never played an RPG before, then this is definitely the one

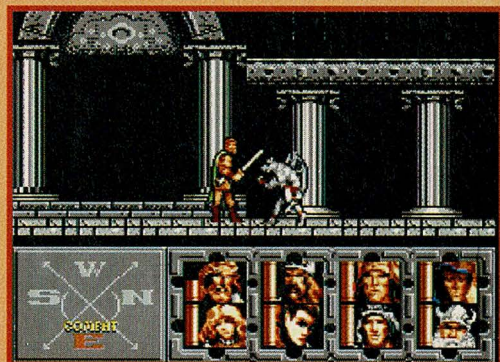
your arcade skills and your brain power.

There isn't much of a plot, but there's plenty of depth and it's easy enough to begin with. I thought I'd get bored before long but I was wrong. As every flick screen comes up you can't help wanting to get that little bit further.

You also get all the key elements in this addictive adventure: loads of treasure, traps, truly 'orrible slimy monsters and a great character too.

If you're already into RPGs though, you might find *Golvellius* too lightweight to satisfy your appetite for plot and puzzles (though some of the brain teasers caused a fair bit of frustrated pacing on my part). Even so, this is a game you should be happy to have in your collection. It's a little bit too

shallow to go totally bonkers about, but it's worth a look. **79%**



■ *Heroes Of The Lance*: a member of your party, Tanis, takes on one of the Draconians. But in this game you must also battle against an unplayable game system. This isn't as good as the D&D system on which the game is based...



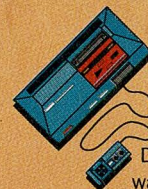
to get started with. Despite looking longer in the tooth than an ancient red dragon, it occupies that great grey area

between arcade and role-playing games and does the job pretty well too.

Golvellius (where do Sega get these names from?) is a very, very playable mixture which tests both

HEROES OF THE LANCE

UK Official Release
US Gold
£29.99



Dungeons & Dragons was the very first role-playing game and came out in 1974 – way before game consoles like the space age Master System were even heard of. As a result, it's kind of special when D&D finally crops up in one form or another as a computerised RPG.

In 1984, D&D creators TSR published a special series of dungeon adventures called "The Dragonlance Saga" to celebrate the game's

SEGA POWER DECEMBER 1991



■ **King's Bounty:** your militia and archers are outnumbered and outmatched in this battle. But by careful tactical play they can still win the day if you play your cards just right



■ **Lord Of The Sword:** more like a fish out of water really, 'cos this curious game only pays lip service to the role-playing genre. Steer clear if you're into the real thing



■ **Might & Magic:** gorgeous graphics and accessible menus are only slightly let down by the tedious and drawn out gameplay. Still, it's a great RPG. Play it and play it again

➤ tenth birthday. *Heroes Of The Lance* is a computerised version of the first in this series, which was originally called "Dragons of Despair."

Eight characters venture into a dungeon (which is viewed from the side), but you only get to see the lead character of your group displayed on the main screen. The others show up in panels at the bottom and you can swap their positions around as and when you like.

A compass on the left tells you whether you're heading north to south or west to east. When an opportunity to turn 90 compass degrees comes up, the direction indicators change colour and you can change direction just by pushing the joystick.

Heroes Of The Lance is one of the best RPGs for plot, probably because fantasy stories were always something TSR were good at. But the game's a pig to play, not to say a bit daft.

For a start, only the lead character can ever fight a monster. This is barny because, in the game it's based on, all the characters could have a go at once. And even then combat

itself is so awkward that progress is painfully slow. The graphics are pretty but they're not enough. On balance, it's a bit of a turkey really. **47%**

KING'S BOUNTY



UK Official Release
Electronic Arts
£29.99

This game doesn't look much. In fact, if you go by appearance alone, it's a bit of a joke. But it is different to your usual swords and sorcery stuff and though you might not believe it at first glance, it's pretty good.

You have to recruit armies, conquer continents, hunt devious criminals, lay siege to castles, capture and then garrison them - blimey, you have to do just about everything in the darn thing!

Most of the time, you're exploring the wilderness in which you and your armies all appear as one unfortunate looking and poorly animated sprite.

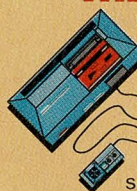
Nevertheless, you'll soon find yourself attacked by wandering warbands (unsavoury creatures for the most part) and the scraps you get into are very cleverly done.

You must fight the enemy on battlefields which are littered with obstacles. Use the right tactical tricks and you can win the day, even when the enemy totally outnumber you.

What matters most here is that you use the right troop types in the right way. As such, *King's Bounty* isn't really an RPG at all. It's a

wargame with role-playing bits in it. Not that this really matters though. If you can handle the decidedly poor graphics and learn to out-think your opponents, you'll end up liking it a lot and going crazy for power. **68%**

LORD OF THE SWORD



UK Official Release
Sega
£29.99

Hmm, the Ed told me I should take a look at this but I'm not really sure why. It's even less like a true role-playing game than *Golvellius*. I suppose it does try, what with character details that you wouldn't find in a straightforward shoot-'em-up and a touch of magic thrown in for good measure. I don't think it makes the grade though. It looks great, but in truth, folks, I think we should move swiftly on. **44%**

MIGHT & MAGIC



UK Official Release
Electronic Arts
£49.99

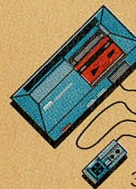
Subtitled, "Gate To Another World," *Might & Magic* doesn't have a plot. What it does have are loads of mini adventures set in one of five cities. Not only are there cavernous monsters' lairs beneath the streets, but you can also get yourself embroiled with the locals, some of whom have been waiting for a mug like you to come along and do their dirty work for them. (They must have been waiting ages.)

You have to create a party of up to six adventurers before you begin and no two of them have to be the same. You can make a character any combination of fighter, thief, sorcerer or cleric, for example - even combine their race type: human, dwarf, elf or gnome.

This is one of the hardest (not to say most expensive) RPGs around. Mind you, the controls are really clever and they enable you to do all kinds of things that you'd expect in a decent role-playing adventure: cast spells, use magical items, swap stuff between characters - as well as die fighting hideous monsters, of course.

The main problems with the game are that it's slow to play (fights against loads of monsters can get really dull) and the graphics aren't that exciting. Get this if you've tried a few others and haven't found them to be much of a challenge. One thing's for sure, you won't find this a walkover. **75%**

PHANTASY STAR



UK Official Release
Sega
£39.99

This is more like it. An absolutely enormous adventure set inside a 3D labyrinth crammed to the dungeon doors with fantastic weapons, spells and other characters - you name it, *Phantasy Star's* got it.

This game has so far spawned two sequels and I'm honestly not surprised. Off you go on a quest you could make a film out of. And right from the beginning you're in it up to your pointy little ears.

The very best role-playing games enable you to find your own way from start to finish - they leave you in the dark as to what to do first, where to go next and so on. That's what it's like playing *Phantasy Star* and that's why it's the second best RPG you can buy on the Master System.

It will take months to complete and unlike any of the others, you really will want to finish this one. When you do, you get such a greater feeling of satisfaction. Huge and playable, *Phantasy Star* has got the looks of a winner about it as well. It might drive you bonkers but if it doesn't, nothing else will. **90%**

PHANTASY STAR 2

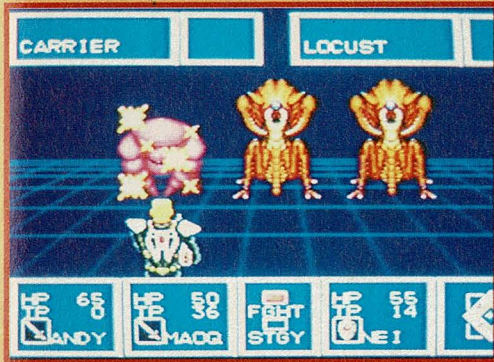


UK Official Release
Sega
£59.99

This game has the dubious honour of being the most expensive RPG you can get at present. So before we get distracted, is it worth the asking price? Well, the answer has to be yes.

It's an unusual game with an arcade feel, loads of depth, four characters to control and a whole cluster of worlds. It's a battery-backed game too, and the middle one of an ambitious trilogy, but you don't need to play the others at all





■ *Phantasy Star 2*: and the adventure continues... The best thing about the *Phantasy Star* trilogy is that it's exclusive to Sega game-players. It's a "phantastic" adventure too!

(let alone play through them), in order to enjoy this one.

Though the combat sequences are quite dull, the monsters are imaginative and well drawn, and play is fast and varied. As in *Might & Magic*, there's a massive choice of actions available too. You also get to know what each character is best at and it hurts when one of them meets a grisly end.

The graphics are some of the best you'll ever find in an RPG and the gameplay is practically faultless. Luckily, you can work out how much progress you're making in-between sessions, just be prepared for some sleepless nights, that's all! A real homework killer if ever there was one, you'd better make sure you've got your excuses ready. **92%**



■ *Phantasy Star 2*: this is a stonker of a game! Graphics, gameplay - it's got the lot

the best features you could ask for in a heavyweight RPG.

The menus contain options for everything, the scrolling maps are gorgeous and the atmosphere is gripping once you get into the game. The magic items and treasure are useful too and include some powerful devices.

Mind you, you've got to fight for them, and in *Sword of Vermillion* the action is relentless.

Both the graphics and the sound effects are brilliant: there are terrific set-piece animations when you meet the more powerful of the game's characters, for instance. *Sword of Vermillion* is one of those games that's great to watch over your pal's shoulder (and it's great if you can get him to help you out too!). Okay, it's expensive, but then you get what you pay for really. **95%**



■ *Sword of Vermillion*: with just about everything you could ask for, this is the jewel in the Sega RPG crown. Take it on if you dare - but be prepared for some serious fun!

The *Ultima* games were the very first computer RPGs and many still think they're the best. In America there are gamers who play little else. Once you get into *Ultima 4* you can see why.

Ultima is the mythical world created by Lord British, a mad game programmer with an incredible imagination. It has more spells than most of the other games in this round-up put together, a plot that can swallow you whole and spit you out again, and the kind of challenge that will leave you breathless.

If you've got brains and think you can tackle anything, you'll be sorry you were so cocky after you've had a go with



■ *Ultima 4*: perhaps the least exciting looking of all the role-playing games in this comprehensive round-up. Yet it's among the most challenging and rewarding of the bunch

this for a few weeks. *Ultima 4* is a difficult game to play and the graphics aren't up to much but it's totally addictive and lets you try anything in your attempts to unravel its mysteries.

Don't worry about the fact that you can't get hold of 1 to 3 in the series. They were just dry runs for this game.

You'll learn the hard way what it's like to think strategically and to look for traps before you leap. This is the reason why I think *Phantasy Star* is only the second best RPG for the Master System. This game has got it all, so get it now! **94%**



SWORD OF VERMILLION

UK Official Release
Sega
£49.99

This game is actually my favourite RPG. It's so good, in so many ways, that it's worth every penny. It's like an arcade adventure (instantly playable, even if you don't normally go in for this sort of thing), and yet deep too, with all

ULTIMA 4

UK Official Release
Sega
£39.99

Now then, this is a game either for the very brave or the totally converted RPG gamer. I wouldn't recommend you start with this one, but you ought to try it out at least once before you make up your mind.

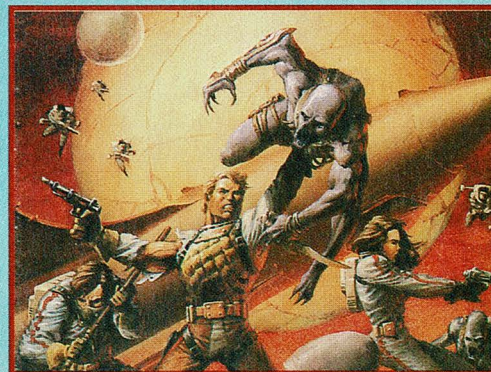
BUCK ROGERS IN THE 25TH CENTURY: COMING TO THE MEGA DRIVE VERY SOON

BUCK ROGERS IN THE 25TH CENTURY

Electronic Arts
Price to be announced

Buck Rogers, the world's first mainstream science-fiction hero, was sixty years old last year. You wouldn't think he was still at it, would you? But according to E.A., he hasn't even started doing what he's best at yet. Strangely enough, his imminent reappearance is thanks to those *Dungeon Masters* at TSR who are now publishing a series of games based on his exciting new adventures.

The game E.A. are working on is a licensed version of a computer game that was launched by SSI only last year. So what's the story then? Well, Buck joins



■ *Buck Rogers*: scary space exploration like you've never seen before. Possibly the most versatile role-playing game will be coming to the Mega Drive sometime in December

a group of 25th Century freedom fighters called Neo who are out to thwart the evil RAM Corporation's plans to turn Earth into one big lab for their genetic experiments. The game will enable you to use ready made characters or design your own, even integrating them with characters from the board game.

It uses a menu system that can cope with anything from exploring derelict spaceships to combat with RAM mercenaries (or even their foul genetically engineered creations).

Buck Rogers In The 25th Century should be a lot faster to play than the previous computer version (where the game came on several disks) and, fingers crossed, stands a very good chance of earning a place in your software collection. It's due for release in late December so keep your eyes on *Sega Power* for an in-depth review coming very soon.

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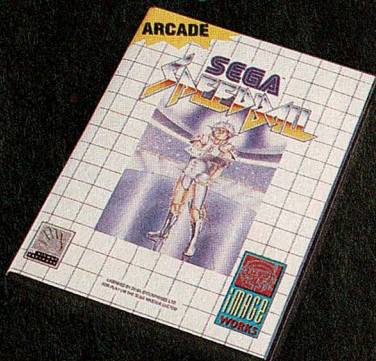
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For play on the SEGA MASTER SYSTEM.



THE PROF'S INCREDIBLY PHANTASTIC TIP LAB

• The Prof and his Tip Lab Boys have been really busy this month, bringing you the first part of a complete solution to *Phantasy Star*, and the usual array of spectacular hints 'n' tips to get you through the night! •

Yo, let's go - hit it, Tip Lab Boy MC Cecil!

“I'm the Prof, I'm a boff. I'm the gorgeous - er, toff, I can cheat, I can poke, even crack the odd joke. When it comes to the games I'm really the dude, But the boys tell me off when I say sumfin' rude.”
Thanks for that, Cecil!

AND THERE WE HAVE IT, music fans. Welcome to The Prof's Incredible Tip Lab. In a vague attempt to keep to the theme of this issue, we're offering you the first section of a complete guide to *Phantasy Star* on the Master System this month.

This is a BIG adventure that requires some seriously BIG tips, so feast your eyes on all these up-'n'-coming juicy maps and prepare to be boggled. And if you thought *Phantasy Star* was good, check out our four page review of the latest game in this spellbinding trilogy,

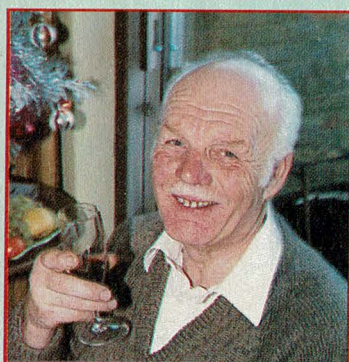
Phantasy Star 3, starting on page 20. And don't forget our stonking RPG round-up on page 44 either. Phew! I just don't know how the boys do it.

Also this month we have the first of your personal problems solved by Auntie Volksenvumblevaggon. If you feel in need of a shoulder to cry on, just remember that a problem sent to *Sega*

Power is a problem multiplied around 40,000 times (only jesting, Auntie!).

And, of course, there are yet more helpful hips and tints - The Prof even gives away £25 to the person who sends in the most useful stuff, so get tipping! Write to: **The Prof's Incredible Tip Lab, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.**

HAVE YOU EVER SEEN THE PROF?



■ Eh? What's this? The Prof? It certainly looks like him. And he's supping a glass of the old vino too. Easy there, big fella!

SO WHO'S SEEN THE PROF? Steven Lee from Nuneaton certainly has! And he wins this month's £5 for the best picture. It's quite amazing how many people seem to look like the old duffer.

Remember, every month The Prof goes walkabout around Britain's major towns and cities and he often travels heavily disguised. But however much he tries, he just can't disguise that high and shining bald head. Admittedly this month, in keeping

with our RPG theme, he's gone a bit overboard in the dress department.

But if you think you've seen him, here's what you have to do. Simply walk up, rap him on the head with a rolled up *Sega Power* and yell "Yo, baldie! You're the Prof and I claim my £5!"

If it is The Prof, he'll then take you to one side, congratulate you and hand over a crisp £5 note. If it isn't the Prof, well - you're on your own and we know nothing about it, okay?

Send your photos of baldies to "I've Seen the Prof!" The Prof's Incredible Tip Lab, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

PHANTASY

GOT YOUR CHOPPER AT THE ready? Good, because this game's a bit of a whopper and no mistake. Make yourself a coffee, get yourself a Marmite sarnie and make sure you're sitting comfortably.

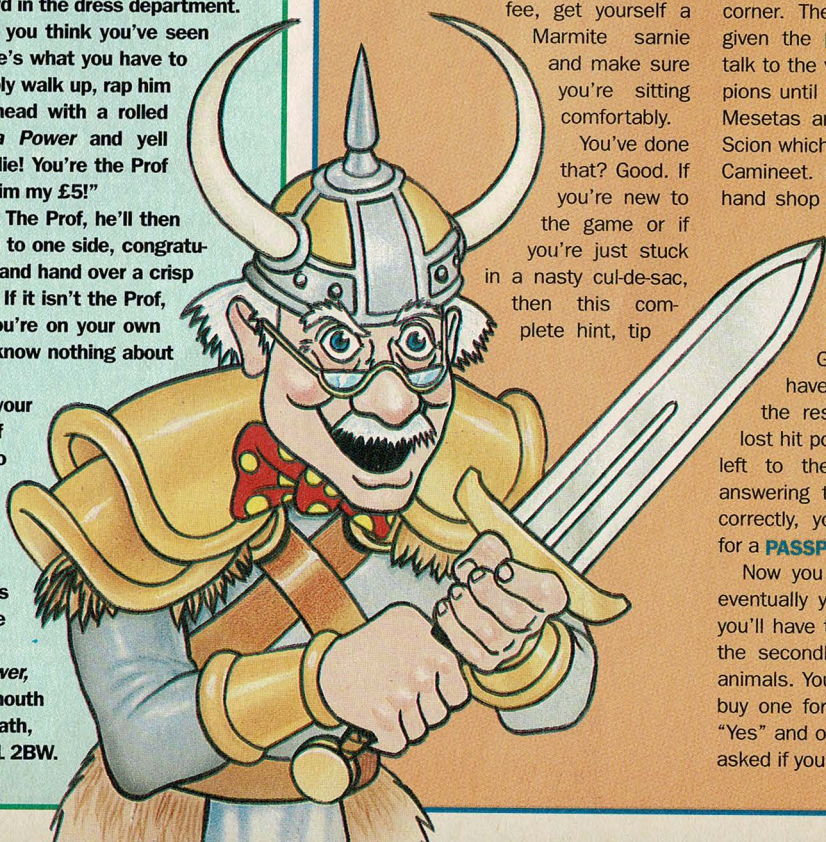
You've done that? Good. If you're new to the game or if you're just stuck in a nasty cul-de-sac, then this complete hint, tip

and map extravaganza should help you out no end. Let's go!

First off, go to the house in the top-left corner. There you'll be automatically given the **LACONIAN POT** when you talk to the villagers. Wipe out the scorpions until you've earned yourself 200 Mesetas and then go to the town of Scion which you can find to the right of Camineet. If you go into the second-hand shop you can try and buy some secrets. Make sure you buy the secrets three times and then you'll be given a **ROAD PASS** for 200 Mesetas.

Go back to Camineet and have yourself a bit of a kip in the rest house to replenish any lost hit points. Now it's time to head left to the Spaceport where after answering the nice ladies' questions correctly, you're stung 100 Mesetas for a **PASSPORT**.

Now you can fly to Motavia where eventually you'll meet Myau. But first you'll have to travel to Paseo and find the secondhand shop that sells rare animals. You'll be asked if you want to buy one for one billion Mesetas. Say "Yes" and offer the Laconian pot when asked if you'd like to trade.



SEGA POWER DECEMBER 1991



AUNTY'S PERSONAL ADVICE CLINIC

I F YOU WANT ANY ADVICE ON any problems, then write to Aunty Volksenvumblevaggon's Advice Clinic, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW, and she'll do her best to help.

and..." pausing for effect, "her last." Luckily, the boys were sympathetic. "I understand" sympathised Andy, "I felt the same way about her too."

"Yes, she's a sweet little thing I'll admit. But I got over her" added Mark. "And me," confessed Dan. "Oh her!" exclaimed Nick, "yes she told me last night that she'd picked up some - erm..."

But the damage was done. Neil dashed out the office in tears and was gone. It just goes to show you how fickle young love can be - and I'm speaking from experience here.

But anyway, lovey, back to your particular problem. Scared, eh? Well, speaking as a girl, I can tell you that she's probably as scared as you are.

There's nothing worse than having some nauseatingly love-sick, spotty oik, consumed with guilt and embarrassment, hanging around you all day. So give the girl a rest and get yourself a hobby.

Yours with sympathy and affection,
Aunty Volksenvumblevaggon

Please note that Aunty cannot reply to individual letters personally, even though she'd love to.

Dear Aunty,
I'm in deep trouble. There's this girl, you see, and I like her a lot. All my friends tell me that I should just go up and ask her out, but I can't. I'm too scared. Please help!
Yours desperately,
Pengy

Dear Desperate,
Ooh! You poor young thing! Love, eh? It's a strange affair and no mistake. Even the hard and cynical Sega Power boys have been struck in their time by Cupid's arrows.

Just last month Neil wafted into the office with a strange vacant look in his eye. He dug out his Val Doonican tape, gazed longingly out of the window all day and uttered nothing except the occasional and rather pathetic sigh.

"This," he announced, "is The Big One. She says that I am her first



So you want tips for Altered Beast, do you? Press Button B and the Start Button at the same time on the option screen and...

ACTION FIGHTER

Sega

The furthest I can get in Action Fighter is level three. All I want from you is a cheat mode for the game. Do you have one?

Rus, London

Well, Rus, here's a couple of codes that should sort you out okay. The first code provides you with all available weapons and the second code provides you with three extra lives and makes you invincible. Just don't forget the full-stop!
DOKI_PEN, SPECIAL.

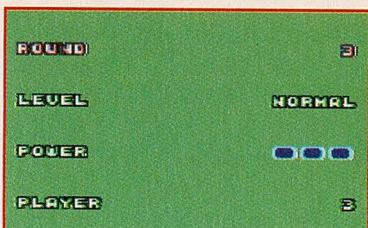
The Prof

ALTERED BEAST

Sega

I've only recently bought myself a new Mega Drive with the game Altered Beast. Do you have any tips or cheats to help me get further into the game? A level select tip would be nice!

Sean James, Swansea



Now you can select from all sorts of options in Altered Beast. It's easy when you know how, thanks to The Prof and his Boys!

Not the best game in the world, but I suppose it's free! Okay, how about a level select option? All you have to do is press Button B and start the game just as the title screen appears. This then enables you to tailor the game to your heart's content.

The Prof

MIRACLE WARRIORS

Sega

I own a Master System and Miracle Warriors is driving me mad! I cannot seem to find any of the three friends. Please help!

Richard James, Peterborough

Oh, Richard, you're not doing very well, are you? Now the three friends you're searching for are Guy, Medi and Treo.

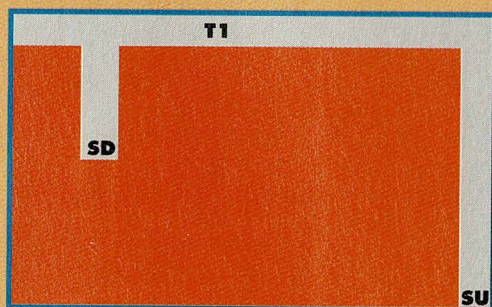
Kosama should tell you to look for them while you visit Austel. Actually, it's easy to get confused because in the instruction manual Treo is referred

STAR

You're now the proud owner of a companion called **MYAU**, who comes complete with an Alsulin potion (useful).

Go back to Palma and exit from Camineet. To the south of the fortress you'll find Medusa's cave in which you'll discover the petrified figure of poor old **ODIN**.

Uncork the Alsulin (taken from Myau) to bring Odin back to life and he'll happily join your group. Search around a bit and you'll also find the **COMPASS** in a chest near a dead end. You can now enter the Eppli Forest (using Flash) that lies south of the cave. If you talk to the



NAULA CAVE: LEVEL ONE

leader in the Eppli Forest (he's in one of the houses) he'll tell you that you can find the important **DUNGEON KEY** in a warehouse in Camineet.

Now you must return to Camineet and go back to a certain cave. If you'd been exploring enough earlier on, you

would have found a chest with 50 Mesetas in it (if you can't find it, it's in the top right-hand corner).

Now, however, you will find another chest, this time containing the Dungeon Key. You need this to gain access to the locked dungeons. Now

exit from Camineet and head north past Scion towards the coastline. Enter the **Naula Cave**.

On the fourth level you'll find a cake shop! Here you can buy some **SWEET-CAKE** at the bargain price of 1,000 Mesetas. Return to Motavia and

KEY TO PHANTASY STAR

The maps guide your way, but without a key they'd be worse than useless.

SU Stairs going up
SD Stairs going down

T Treasure Chest. Often with a fairly brief description of its contents

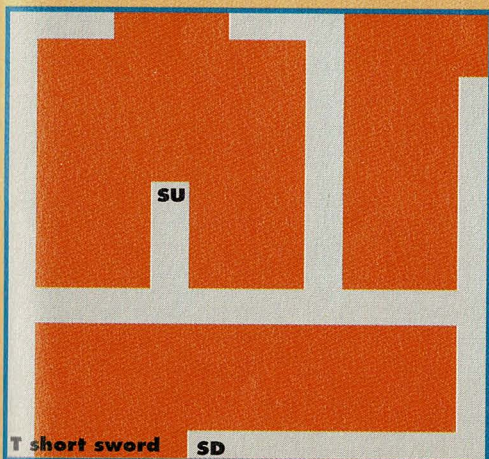
T1 Whatever you do, don't confuse this with a treasure

chest! This is a doorway

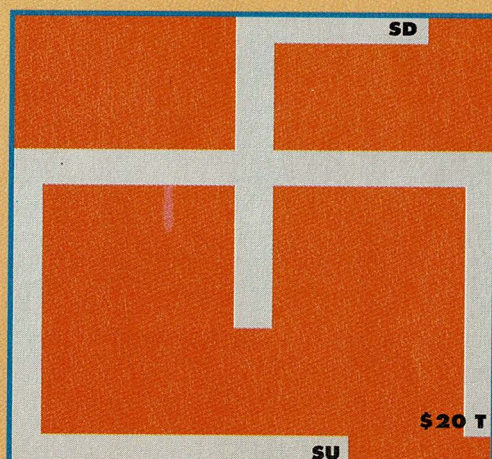
T2 This means that the door is going to be locked

T3 Aaaargh! It's a Trap. Be careful out there

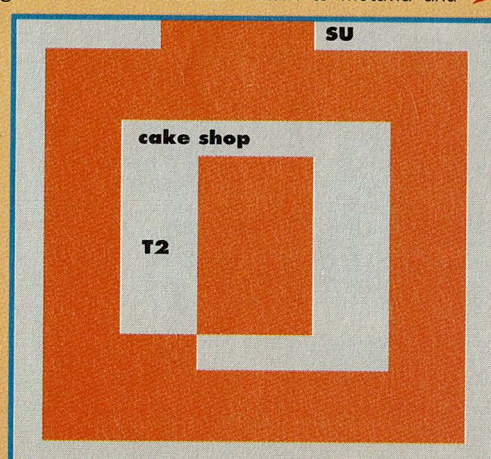
There you go, tip fans. If you ask The Prof and The Tip Lab Boys, they'll tell you there's nothing better than a set of tips to brighten up your day.



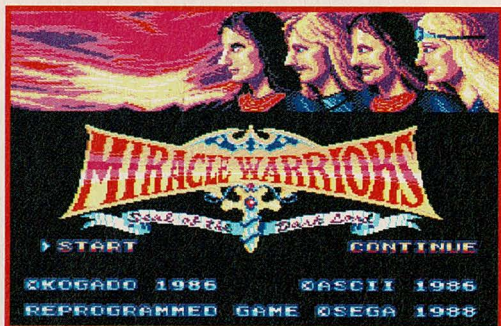
NAULA CAVE: LEVEL TWO



NAULA CAVE: LEVEL THREE



NAULA CAVE: LEVEL FOUR



Now you'll be able to get by with a little help from your friends in *Miracle Warriors*. But just look at the four of them. Don't they remind you of anyone? A famous Swedish pop group? Altogether now: "Gimme, gimme, gimme..."

to as Turo. But how to you get to meet them then, eh? Well, here goes:

1. Medi. Go left from Kallipolis in the mountains and look for a cave. Go into the cave and sort out the monster that appears. Then visit the town of Doris in Eratos where you'll find a dancer in a house with a blue roof. Select the spell "Awake Giant" once more and Medi joins you - just like that!

2. Treo. Go to the island of Ikaros. This is at the bottom right-hand corner of the map. Kill the monster found in the cave and then go to the mountainous Iphis. In the centre there is a lake with a cave. Here you can find and free Treo.

3. Guy. In the land of Marula there is a place called Crtygia. At the bottom of the woods you'll find a castle. Here you

can trade for the king's axe, as long as you have 300 fangs.

Go to Baton where there is a town not shown on the map. Find the lady healer and select the spell "Awake Giant." Without further ado, Guy will be right by your side.

The Prof

ROAD RASH

Electronic Arts

Any chance of a code to get me onto the final stages of *Road Rash*? Thanks a lot, dome-head!

John Stevenson, Leeds

Dome head? Excuse me. Two things - first, no-one who calls me dome-head gets very far, and second, we intend doing a complete selection of codes



Booo! You've been picked up by the rozzers in *Road Rash*. You've lost all your cash and the game is well and truly over. Never mind. Just enter this code again, start from the beginning and you can pretend nothing ever happened

next month. So you'll have to hold on a bit. Okay, okay - you can have this one code, but just this one. This should get you about half way through...

10000 02300
001US 355RU The Prof

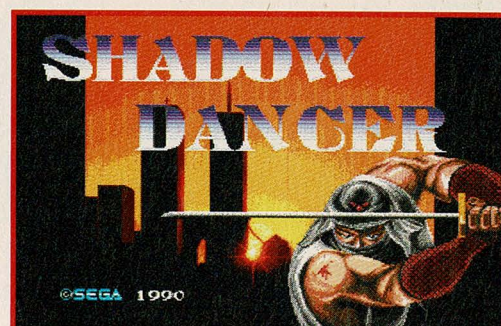
SHADOW DANCER

Sega

Yo, baldie! (Thanks a bunch - *The Prof*). Have you any cheats for *Shadow Dancer* on the Mega Drive? It's a fantastic game - well worthy of the 90% you gave it in *Sega Power 18* - but it's still blimmin' difficult!

Daniel Brignorton, Worthing

Dear "Briggers," of course I'll help you. There's nothing I like more than a quick



Shadow Dancer is a great game, but wouldn't it be good if you could practise on all of the different levels? Norris The Tip Lab Boy couldn't agree more, so he slaved away to bring you this tip. Donations will be gratefully received...



Just press left or right to select which mission to start on and then off you go. One man and his dog have never had so many laughs! (Norris is proud of this one)

"Yo, baldie!" in the morning to get me in a charitable mood for the rest of the day. Anyway, on with the cheat!

While on the title screen, press Buttons A, B, C and Start simultaneously to select which level to start on. There you go!

The Prof

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go back to the city of Paseo. Go into the cave defended by the two guards and you'll find that if you offer the large robot guard the Sweetcake he'll let you in to see the Governor. Follow the gold hallway to the Governor's mansion and he'll give you a letter which you must subsequently give to Noah.

Return to Paseo on Motavia and leave the city at the top left corner. Walk past the Antlion on the left and keep following the mountains northwest. When you finally arrive at the **Maharu Cave**, work your way down to the second floor and give **NOAH** the letter. She'll be happy to follow you - but only if you've got the letter with you.

Go back to the spaceport and in the bottom left corner you'll find an orange manhole that leads to Gothic. Here you should talk to everyone.

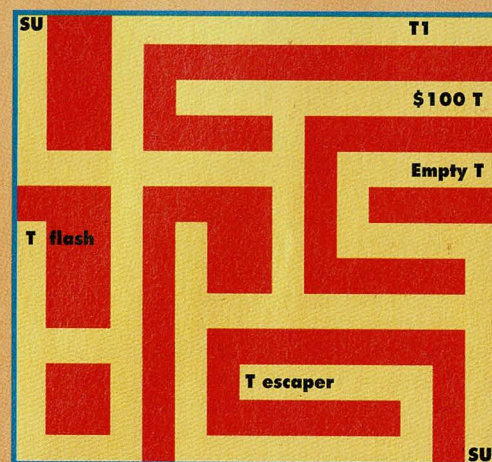
When you leave Gothic, go south towards the mountains. Here you can find the Triada Prison and inside, **DR LUVENO**. Call in to see him three times

and he'll give you some very useful advice. Now return to the Gothic village and enter the derelict house at the top right-hand corner. When a fork in the path appears, head right. On the other side of the door you'll discover **DR LUVENO'S ASSISTANT**. This person will give you some good advice, so listen.

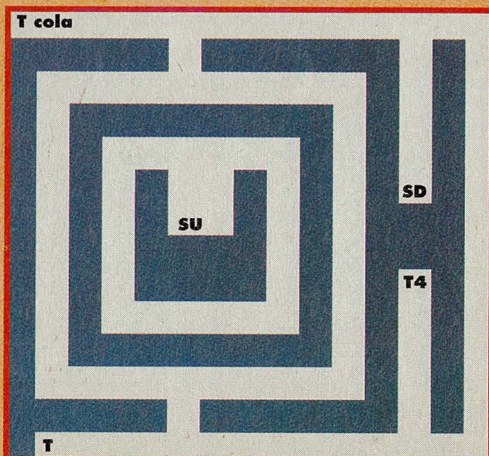
Go back to Gothic and exit to the right. Follow the coastline downwards and then head up around the mountains. Without stopping to fight, cross the lava pit near the sides and immediately to your left you'll find the Bortevo Junkyard.

Above **Bortevo** you'll find a tunnel that will take you to the other side of the water. Keep following the coastline round to the right and you will eventually arrive at the city of Loar. Here you can replenish your energy once more.

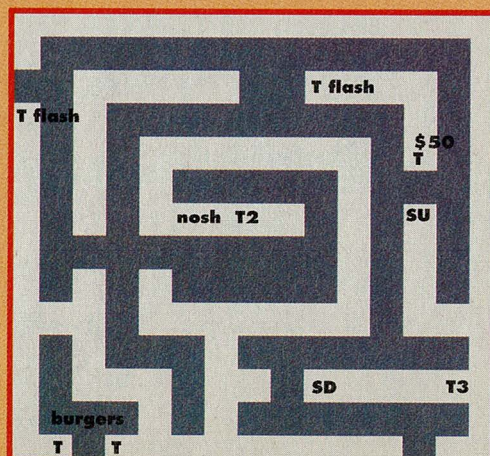
Head up and around the mountain, then left towards **Abion**. Here you can buy the **POLYMETRL** in the fast food shop for 1,600 Mesetas (you only need



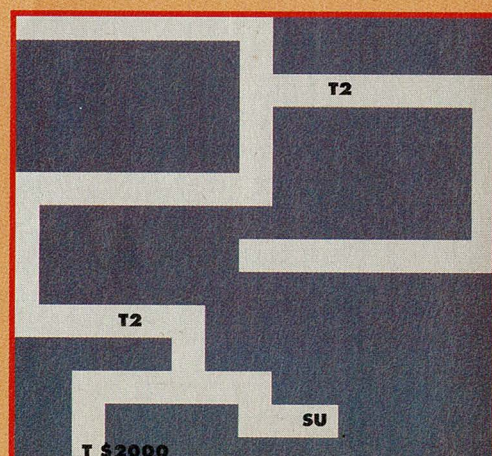
BOORTEVO



MAHARU CAVE: LEVEL ONE



MAHARU CAVE: LEVEL TWO



MAHARU CAVE: LEVEL THREE



GET LOADS OF EXTRA LIVES WITH THIS HANDY TIP FOR SONIC THE HEDGEHOG



■ So you've got through level one okay (did you do it in under 28 seconds though?). Well, now you'll want to stock yourself up with plenty of those valuable extra lives

■ Thanks for the level select, Boys, but is there any chance of an infinite lives cheat for *Sonic*? Gary Greaves, Nottingham

Well, yes – kind of. There's no actual cheat, but there are a couple of points in the game where you can build up a healthy supply of extra Sonics, albeit slowly. It's really a bug in the program which enables you to collect power-up icons – but only when Sonic dies and starts a level.

Just find an extra life icon, collect a hundred rings for another extra life and then commit suicide. Okay, you've lost a life – but you've gained two more!

Repeat this until you have as many lives as you think you'll need. A good place to do this is on level two of the Green Hill Zone. The Prof



■ The first thing to do is head right and then double back on yourself – down past the waterfall to collect the speedy boots. Bounce on the TV set and then run for it!



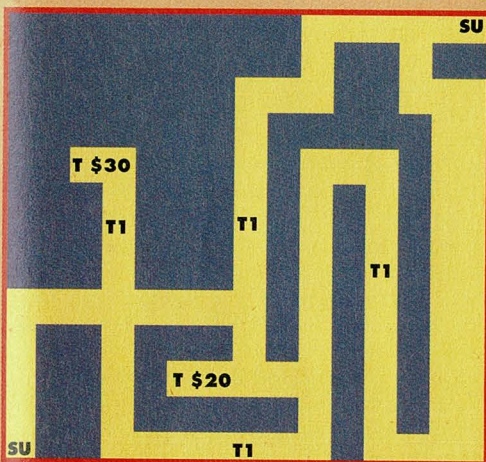
■ Dash around and your ring total hits the big 100. This earns you yet another extra life and a better chance of surviving later on. Watch out for those piranha fish! They may have an endearing smile, but they don't half bite!



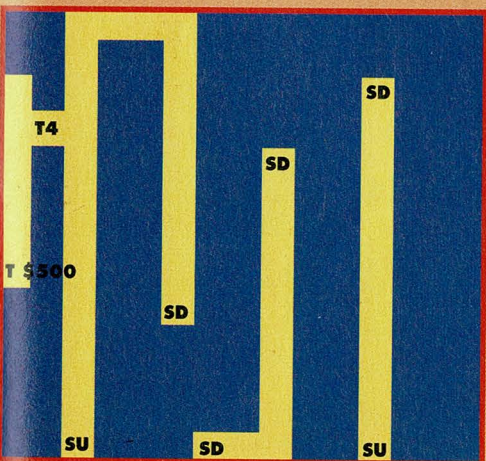
■ Travelling at supersonic speed is no problem for Sonic. He can jump to the top of the loop from the ramp on the right, collect one extra life and then grab some rings too



■ It's time to commit suicide! Okay, so you lose a life, but look! You've gained two more. Now it's time to repeat the process until you think you've got enough. It takes time, but you'll reap the rewards in the later stages



■ ABION



■ CASBA CAVE: LEVEL ONE

to buy the one Polymetril to last you the whole game). On the bottom left side of the city you'll find a cave. Enter the cave and search for the exit that takes you to the island in the middle of the town. Now go into the house and answer "No" to Dr Mad's question. He will attack you, so kill him. Afterwards you're rewarded with another **LACONIAN POT**.

Go back to the Bortevo junkyard and go to the house with the blue door. You'll find that if you use the Polymetril in front of the junkyard, **HAPSBY THE ROBOT** will appear.

Once the doctor and his assistant are free, return to Gothic and visit the two intact houses in the centre of the town. Here Dr Leveno will build a **SPACESHIP** for 1,200 Mesetas.

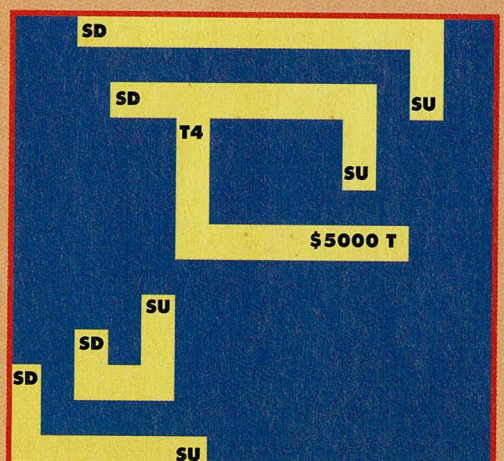
Ask him for it three times and then it's ready for collection. Left of Dr Leveno's lab you'll find a monk. To the left of him you'll find the completed spaceship! Fly to Uzo on Motavia. Here you can buy the **LAN-**

DROVER in a secondhand shop for 5,200 Mesetas. Head southeast to the **Casba Cave**. Kill the Casba Dragon found inside and you'll be given the **AMBER EYE**. You can find the city of Casba on the other side. Here you can talk to the villagers about the hovercraft. When asked if you've ever heard of the hovercraft, say "Yes."

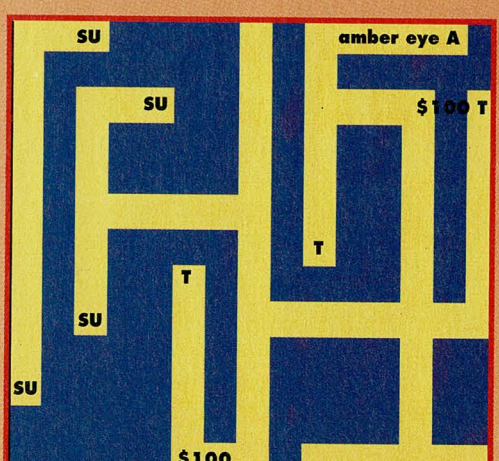
Now go back to Uzo and talk to the villager found in the house next to the church. Answer "No" to his questions, and before too long the friendly chap will tell you where the flute is buried. Now return to the Bortevo junkyard and enter the first house on Alis's left. If you go in and Search the house, you'll automatically get the **HOVERCRAFT**.

Return to Palma and head for the bottom left corner of Gothic. When you get to the dead end by the tree, Search and you'll find the **FLUTE**.

Go to Eppi on Palma and position yourself two steps directly down from the village, in line with ➤



■ CASBA CAVE: LEVEL TWO



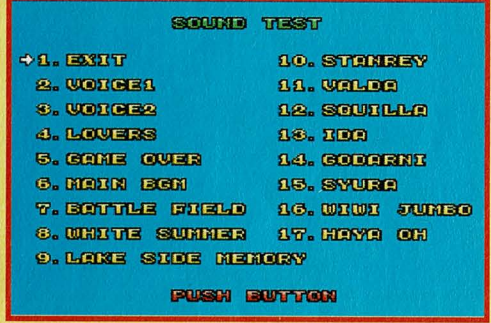
■ CASBA CAVE: LEVEL THREE



RUN UP THOSE EXTRA LIVES AND ACCESS THE OPTION SCREEN IN SPACE HARRIER



What a pretty title screen from *Space Harrier*! But looks can be deceptive. Aunty says that when it comes to girls you should never judge a book by its cover. True, but without 'em you wouldn't know the cost of the thing!



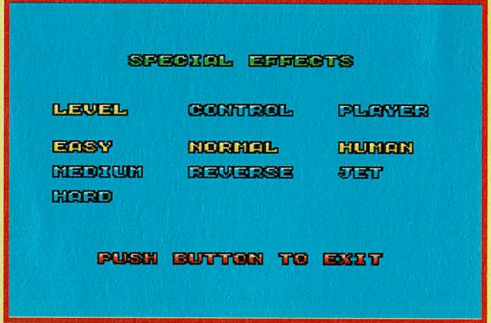
On the sound test screen you can listen to all the sound effects in the game. More importantly, you can get to an options screen. Ladies and gentlemen, here is...

Have you got a cheat for *Space Harrier* on the Master System? Infinite lives or a level select would be nice.
Raymond Lee, Aderdeen

Now then, Raymond, not only can I (courtesy of Norman the youngest, and hence most junior and coffee-making Tip Lab Boy) offer you an extra six continues, but I can also point you in the direction of an interesting option screen which enables you to fiddle about with the game itself.

Not only can you choose to fly a jetplane instead of a jetpack, you can also reverse the polarity of the controls. What good is that I hear you ask.

Well, it's especially useful for confusing your friends if you're challenging them to a high-score



The option screen itself! This secret screen enables you to fiddle about with the game controls. It's so useful, even young Tip Lab Boy Norman got excited over it

competition. Just think what totally devious things you could get up to - and everyone would think you were playing fair and square too!

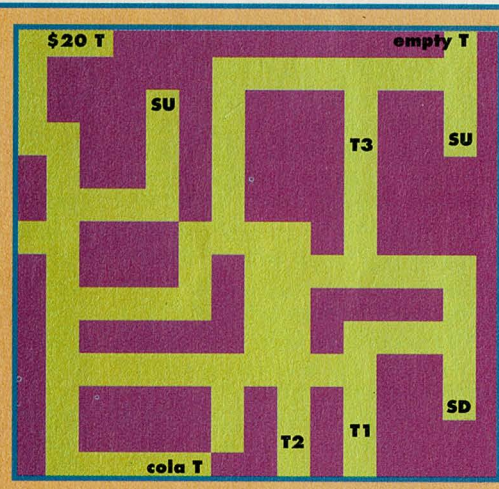
During the title screen, hold down the Start Button and push right, left, down and then up on the joypad. This brings up a sound test menu. Select sounds 7, 4, 3, 7, 4, 8 and then press 1 to exit. This displays the wacky options sheet!

Now, about those extra continues. The instruction manual tells you how to access three (push diagonally down, left and press Button 1 after losing your last life), but you can have another six continues if you press up, up, down, down, left, right, left, right, down, up, down and up when the Game Over message appears. That, my dear Raymondo, is a total of 27 extra lives. So three cheers for Norman! The Prof

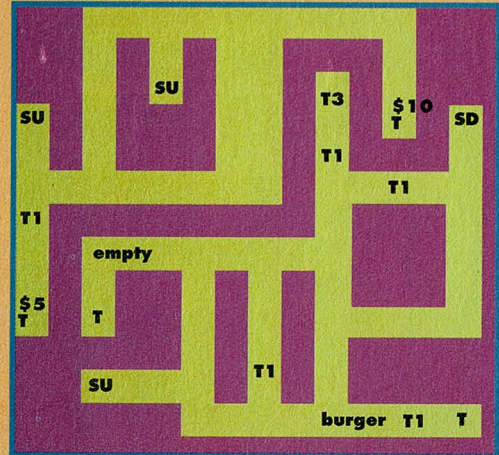


The option screen can even turn your jetpack into a jet fighter. Good, eh? Now you can pretend you're Tom Cruise. If you really want to, of course. You don't have to

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MEDUSA'S TOWER: LEVEL ONE



MEDUSA'S TOWER: LEVEL TWO

the second row of trees. Head right until you reach the coastline. Use your spanking new hovercraft to head right still further.

Exit the hovercraft and visit Drascow the floating island. Look for the dungeon. Here you'll find a secondhand shop where you can buy yourself a **GAS SHIELD** for 1,000 Mesetas.

Now it's time to go back to Motavia and tackle the poison gas field (up and to the left). This is impassable if you don't have the shield 'cos the gas actually surrounds the city of Sopia. Find the leader and pay him 400 Mesetas. He then tells you about the Mirror Shield which you can use against the Medusa.

First, you must leave Sopia and head left to the lake where you'll find an island with an Antlion. Exit from your hovercraft and get in your Landrover. Search under the Antlion and you'll find the **MIRROR SHIELD**.

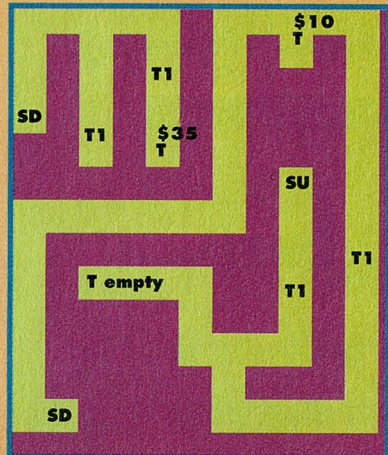
Now go back to Palma and return to Gothic. Exit south towards the mountains. Just to the left of

where you first met Dr Luveno, you'll find **Medusa's Tower**. Fight your way to the top of the tower and take on Medusa to earn yourself the **LACONIAN AXE**.

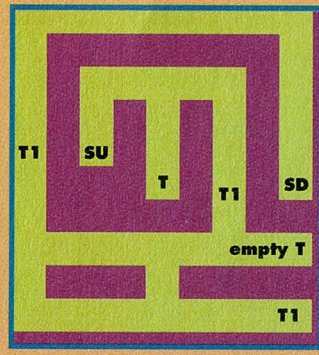
Return to Scion and use your hovercraft to get to the floating island with the tower found to the south of Scion. Enter the tower and make your way down to the third floor. Fight the dragon and you'll find yourself a treasure chest containing the **LACONIAN SWORD**.

Now go to Skure on the planet of Dezoriz (handy having a space ship, isn't it?) and fight your way through the four Snow Cave tunnels until you get to the village of Nionboring.

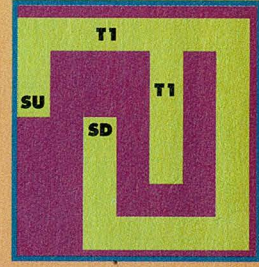
Here you can buy the **ICE DIGGER** for 12,000 Mesetas in a secondhand shop. You can use this tasty piece of hardware firstly at the Altiplano Plateau where you'll find the Laerma nut tree. Then secondly, just to the left of the entrance to Snow Cave Tunnel number five. Follow the mountain range to the left and then head south to Dezoriz. You can now use the ice



MEDUSA'S TOWER: LEVEL THREE

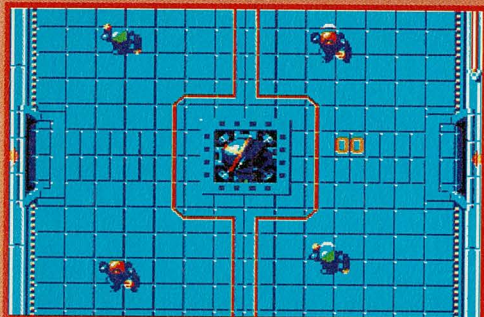


MEDUSA'S TOWER: LEVEL FOUR

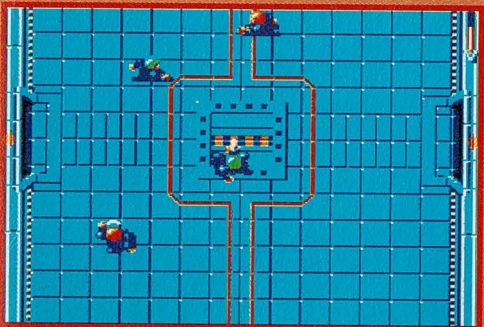


MEDUSA'S TOWER: LEVEL FIVE

THE PROF AND THE TIP LAB BOYS DO THEIR BIT FOR SPEEDBALL MERCHANTS



■ Before the launch, hold the joypad up and left if you're playing up the pitch (down and right if you're going down). Now start hitting the Fire Button like crazy. The thing is: will your opponent guess what's happening?



■ When the ball is launched, your players start to move and your attacker goes skidding into the centre. Often he gains possession and will head straight for the wall

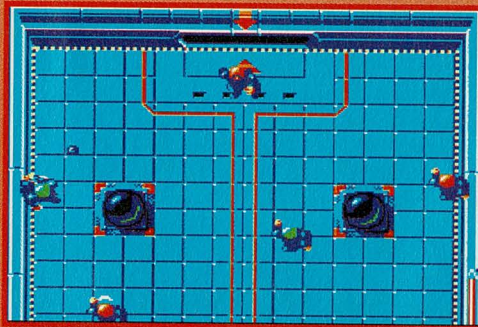
■ Oh you bald-headed lump of tips you! My friend and I clubbed together to buy a copy of *Speedball* on the Master System (as you suggested in *Sega Power* issue 17) and we've been playing it loads of times. Have you got any tips to give us a mean advantage over the opposition?
John Wallace, Manchester

Well, John, you're in luck. We've played quite a lot of *Speedball* in the Tip Lab - Norris and Cecil happen to be the two champs.

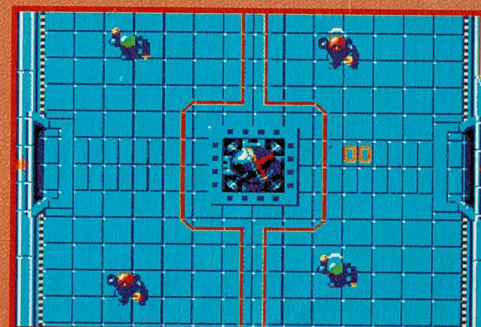
I asked The Boys and they've come up with this little gem. They say that if you can get first possession from the launch, and then score a goal, you can keep repeating this process over and over again. Great, eh? Just follow our guide...
The Prof



■ Is this really the sport of the future? *Sega Power* hope not. We quite like the odd game of pool (it's certainly odd when *The Prof* plays - Ed) but we'd be a bit scared if we had to play this game in the flesh. It looks dangerous!



■ Now, keep bouncing along the wall (continually press the joypad diagonally to one side) and when you're level with the domes, send a low shot off the wall into the goal



■ Unless your opponent's goalie is on the ball, you should score an easy goal! Now it's back to the launch spot. Time to start the whole process over again, I think...

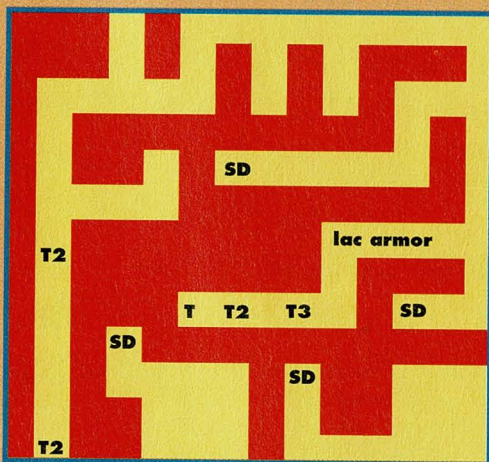
SEGA POWER DECEMBER 1991

digger to burrow your way through to the **Lone Ice Cave** where, after killing the Golem, you can collect the important **PRISM**.

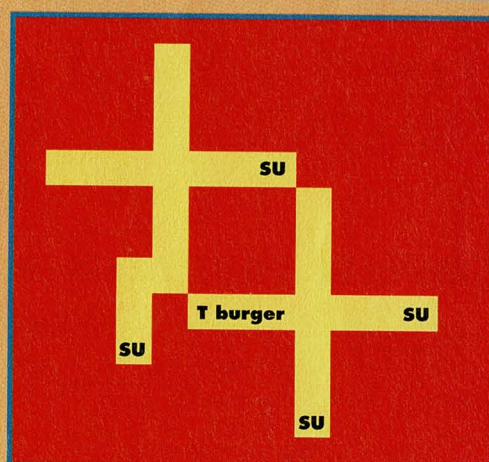
Now head back north through Dezoris to Gauron. The sudden presence of loads of zombies will inform you that you've now found the **Gauron Morgue**. You'll know you're in the right place when a Dezorian asks you "What do you want? Do you intend trouble?" After negotiating a pit trap or two you'll have no worries finding the **LACONIAN ARMOUR**.

Now go south, around the mountains left from the Morgue, and you'll find a **Snow Cave**. A Dezorian will have told you "When you come to the crossroads, turn left" but don't listen to him, turn right instead. Work your way down to the bottom floor and then search. You will soon get the **LACONIAN SHIELD**.

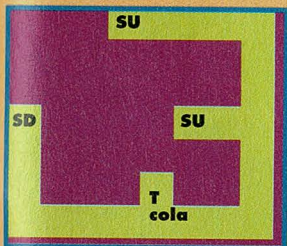
■ That ends the first part of our guide to *Phantasy Star*. Next issue, we'll be finishing off the guide with more maps and concluding tips. See ya then! <3>



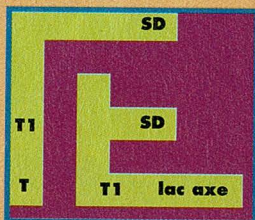
■ GAURON MORGUE: LEVEL ONE



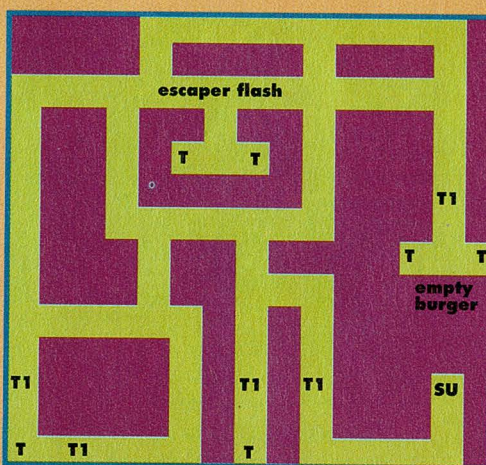
■ GAURON MORGUE: LEVEL TWO



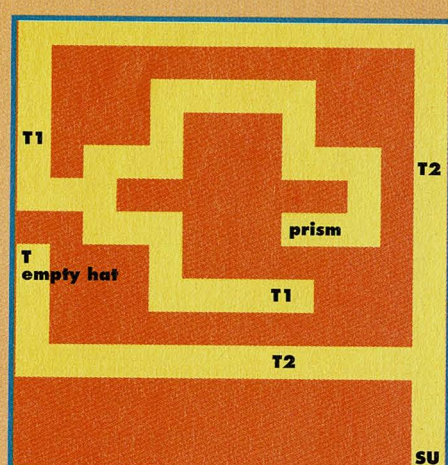
■ MEDUSA'S TOWER: LEVEL SIX



■ MEDUSA'S TOWER: LEVEL SEVEN



■ MEDUSA'S TOWER: LEVEL EIGHT



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SEGA POWER DECEMBER 1991



22 *Sonic The Hedgehog*, *E.A. Hockey* and more reviewed on the Mega Drive! *Master Chess* and *Forgotten Worlds* on the Master System. *Woody Pop* on the Game Gear. Exclusive interview with E.A. in California. And heaps more!



23 The stonkingly brilliant new look issue of *Sega Power*! Bigger, better and burstin' with games, including *Road Rash* and *Turrican* on the Mega Drive AND we visit the Sega HQ in Japan! PLUS free stickers and a fabulous poster!



24 The first full-colour issue and bulging with reviews! *Xenon 2* on the Master, *Fantasia* on the Mega Drive, *Columns* on the Game Gear and loads more. News of Sega at Longleat PLUS a map to the final level of *Castle Of Illusion*!

SMALL ADS

Okay, this is the picture. You've got a cart, a stick, a Phaser, or an R.F.U. you want to get rid of. And there's some geezer on the other side of the planet who wants what you've got, right? But you're not going to give it away for free, are you? Well, now you don't have to 'cos you can do all your swapping 'n' stuff (for only £1!) by filling in the form on page 60 and sending it off to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

FOR SALE

Master System with 2 control pads. 5 months old, plus 5 games still in their boxes, including Gauntlet, Rastan, Operation Wolf, Indiana Jones and Alex Kidd in Miracle World. The lot for only £110.
Tel: (0922) 31528

Sega Master with 5 games, Choplifter, World Soccer, Golden Axe, Indiana Jones and Alex Kidd in Miracle World. Boxed. £110 o.n.o.
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Sega Master System, boxed. As new - only 2 months old. Comes with Alex Kidd game and 2 control pads. Will sell for £45.
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Mega and Master games. Mega Drive: Super Thunderblade £18, Last Battle £12, Altered Beast £10. Mega to Master Converter: £15. Master System World Soccer, £10. All boxed.
Tel: (0733) 314494

4 Sega games, including Master System bargain £15. Spectrum 128K +2. Many games. Good condition. £75.
Tel: (0727) 48231

Sega games for sale: Alex Kidd in Shinobi World, Alex Kidd in Miracle World, Dynamite Dux and Chase H.Q. All for only £60 or buy one for £20. Only 3 months old.
Tel: (0639) 813568

Sega Master System, Light Phaser, R.F.U. and 8 games, including California Games, Operation Wolf, Chase H.Q. and Thunder Blade. Worth £290. Sell for £175.
Tel: (061) 223 8671

Sega Master System boxed with operating instructions. Also Wonderboy 2 and 3, both games boxed with instructions. Cost £140. Top bargain at only £50. Will split.
Tel: (061) 434 5990

Master System with 8 games, £150 o.n.o. Boxed with instructions. An ideal gift.
Tel: (061) 440 9721

Japanese New Zealand Story for sale at £26. Very good condition.
Tel: (0983) 612490

For Sale: 11 games and one combo cart. All boxed with instructions - half retail price. Psycho Fox, Double Dragon, Dynamite Dux.
Tel: (0590) 674952

For Sale (or swap!): Mega Drive games - Wonderboy 3, Shadow Dancer, World Cup Italia '90.
Tel: 514 1893

Sega Master System, 2 joypads, Light Phaser, joystick and 12 games, including Mickey Mouse, R-Type, Golden Axe, Moonwalker, Rambo 3 and more. Worth over £375. Offers welcome or will split.
Tel: (081) 7615129

For Sale: Sega Super System with Light Phaser, 3D glasses, 2 Quickshot controllers

and 8 games. Only £65. Why not phone up?
Tel: (0985) 844 442

Sega Master System, 2 control pads, 18 months old, boxed, v.g.c. 8 games, including Out Run, Bomber Raid, Wonderboy, Operation Wolf. Cost £230, sell for £145.
Tel: (0277) 226835

Sega console for sale with 15 games and 2 joypads. Worth £560, but will sell for £160. Still boxed and in neat condition.
Tel: (071) 473 2012

World Games for £15 or swap for California Games.
Tel: (041) 762 2784

Brand new Mega Drive complete with Sonic The Hedgehog.
Tel: (0462) 673883

For Sale: Master System with 4 games, including Mickey Mouse, Moonwalker, Psycho Fox, and Parlour Games. Worth over £200, will sell for £115 o.n.o. Any sensible offer considered.
Tel: (061) 426 4023

Mega Drive takes any cartridge, joypad and 8 games, including Tetris, Golden Axe, Thunderforce 3, Ghouls 'n' Ghosts, Shinobi, Altered Beast, New Zealand Story. Boxed, warranty, v.g.c. £230 o.n.o.
Tel: (0305) 265164

Sega Master System Plus with R.F.U., 2 pads, Light Phaser and 11 £30 games, including Impossible Mission, Chase H.Q., Alex Kidd in Miracle World and World Soccer. In mint condition, £200 o.n.o.
Tel: (0443) 493261

SWAPS

You've got Mickey Mouse, I've got Chase H.Q., Operation Wolf or Double Dragon. Have you got Sonic The Hedgehog? Will do a swap.
Tel: (061) 224 3365

Swap my Japanese Mega Drive Fatman for Sonic The Hedgehog.
Tel: (0292) 43555

Will swap Pro Wrestling, Kung Fu Kid or The Ninja, for Alex Kidd in Miracle World, Basketball Nightmare, Mickey Mouse or Teddy Boy.
Tel: (0933) 276749

I will swap Teddy Boy for Mickey Mouse, The Ninja, Ghostbusters, Moonwalker, Wonderboy 1, 2 or 3, Casino Games or any action games.
Tel: (0535) 633996

I will swap Double Dragon or Quartet for Ulitma 4 or Phantasy Star.
Tel: (0625) 520036

I will swap Golden Axe for your Spider-Man, my Zillion for your Fire and Forget 2, Jungle

Fighter for Wonderboy 3, and my Vigilante for Speedball, Paperboy or Slapshot.
Tel: (0268) 767138

I want to swap Golfmania for Pacmania, Impossible Mission or Paperboy.
Tel: (0279) 453956

I will swap Spy Vs Spy and Double Dragon for any other games, or sell for £15 each.
Tel: (061) 480 2264

I will swap my Alex Kidd and The Lost Stars for Psycho Fox, Dynamite Dux or Castle of Illusion. Only for Master System.
Tel: (0752) 848219

I have Moonwalker and I will swap it for Lord of the Sword or Alex Kidd in High-Tech World.
Tel: 02617 574

Will swap my Golden Axe for your Mickey Mouse, R-Type or Populous.
Tel: (0407) 711205

I will swap my Super Monaco G.P. for World Soccer, Psycho Fox or will sell it for £15. Hand exchange only please.
Tel: London 704 0224

Mega Drive games to swap, including Forgotten Worlds, Magical Hat and Altered Beast. Would like to get Mickey Mouse, Sonic, Rainbow Island, New Zealand Story or any other great games.
Tel: (0708) 724736 after 7pm

GOODS WANTED

Wanted: Wonderboy 3, Heroes Of The Lance, Kenseiden, Danan, Pacmania, Ghouls 'n' Ghosts. Will pay up to £20 for each one.
Tel: (0532) 458441

I will pay £10 for the following Game Gear games: Columns, Out Run and Berlin Wall. Must be for UK/USA Game Gear.
Tel: (0329) 663262

Wanted Sega Game Gear games. Will pay £10 to £15.
Tel: (0705) 250194

Wanted: Mickey Mouse, Wonderboy 3, Ultima 4, Spellcaster, Penguin Land and Fantasy Zone 2. Will pay £10 to £15 if boxed with instructions.
Tel: (084783) 591 between 4pm and 8pm

Wanted: issue 19 of *Sega Power* in good condition. Will pay.
Tel: (0332) 270348

Wanted: E.S.W.A.T., Rastan, Moonwalker, Fantasy Zone 2 and Psycho Fox. Will pay up to £15 per game if in good condition. (Master System)
Tel: (0223) 891972

New Mega Drive owner seeks games. Will pay £10 for each one.
Tel: (061) 445 2951 between 6pm and 8pm

Mega Drive games wanted. Also a cheap Master System with games for younger brother. Mega Drive games can be on any format whatsoever.
Tel: (0705) 873944 after 6pm

Mega Drive Box wanted. Will pay upwards from £10. Also Game Gear games wanted. Will pay £10 each.
Tel: (0430) 827260

I am willing to pay up to £15 for the following games: Y's, Golden Axe, Black Belt, Shinobi, Wonderboy 3 or Moonwalker. Must be in good condition and with instructions.
Tel: (0268) 792733

Has anyone got any of these games: Battle Out Run, Out Run, Vigilante, California Games, Chase H.Q., Golden Axe or Golfmania. I am willing to pay £10 to £15.
Tel: (0322) 274961

Wanted: Choplifter. Will pay between £10 and £15 if boxed.
Tel: (0245) 320404 after 5pm

Wanted: games for Master System. Will pay between £10 and £15 for each one if in good condition. Wanted: Golden Axe, After Burner, Altered Beast, Vigilante and California Games.
Tel: (0904) 652327

Wanted: Master System games. Willing to pay £10 each.
Tel: (0223) 880705 after 7pm

Wanted: Tetris on Mega Drive, 8-bit Converter and any good Mega or Master Games. Please send list.
Tel: Fleet 624482

January issue of *Sega Power* (issue number 14) wanted.
Tel: (041) 445 1728

Sega games wanted. I am especially interested in sport sims. Tennis Ace, Basketball, Golf and so on. All games considered. Will pay between £10 and £12 for each one depending on the game.
Tel: (021) 702 2211 ext 255

Mega Drive games wanted. I would like the following: Final Blow, Golden Axe, John Madden American Football, Super Monaco G.P. and Altered Beast. Will pay up to £22.
Tel: (081) 761 9702

Mega Drive games wanted. Must be in good condition, boxed and have instructions. Mega Drive control pad also wanted.
Tel: (021) 523 5359

Wanted! Fantasy Zone 2. Must have box and instructions. Will pay £10.
Tel: (0525) 372846

I would like to purchase the following games: Out Run, Psycho Fox and Super Monaco G.P. Will pay £10 each as long as they're in a good condition.
Tel: (0354) 54552

Mega Drive games wanted. I will pay more than the trade price. They must be boxed and with instructions though. Write to: "Winsor" Main Road, Thorne Toll, Wisbech, Cambs. PE13 4AT.
Tel: (073) 128 308

Sega Master System games wanted, especially Pro Wrestling, Rocky, R-Type, World Cup Italia '90, Double Dragon, Rastan, Out ➤

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Image Works, Irwin House, 118 Southwark Street, London. SE1 0SW. Telephone 071 928 1454.

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➤ Run, Captain Silver. I will pay between £10 and £15 for each one.
Tel: (0252) 716505

WANTED! Shinobi, World Games, Wonderboy, Pro Wrestling and Basketball Nightmare. Will pay £10 or swap Monopoly for Kung Fu Kid or any other newish good game.
Tel: (061) 437 2508

Any games wanted, preferably Golf and Football. Reasonable prices.
Tel: (0555) 840 486

Wanted: Alex Kidd in Shinobi World and Wonderboy 3. Will pay £15 each. They must be in good condition, complete with booklet.
Tel: (06578) 330

Leeds area! Wanted: PGA Tour Golf, Strider or Mickey Mouse. Will pay or swap for Altered Beast, Thunderforce 2 or 3, or Revenge of Shinobi.
Tel: (0924) 443811 after 6pm

All good games wanted! I will pay between £5 and £15 for any good games like R-Type, Golden Axe, Alex Kidd in Shinobi World, Out Run, Pro Wrestling or Rastan. Write to: 98 Stockwell Gardens, Stockwell, London SW9 0R2.

Wanted: Mega Drive games. I will pay good good prices. Write to: 36 Mostyn Road, Burnt Oak, Edgware, Middlesex HA8 0JD.
Tel: (081) 906 0776

Does anyone have issue 3 of *Sega Power*? It must have the second part of Phantasy Star

tips inside. Will pay up to £1.50.
Tel: 263623

I will pay £15 each for Shinobi, Golden Axe, Alex Kidd, Ghostbusters, Rambo 3 and a Mega Drive control pad.
Tel: (081) 694 9634

**Wanted for the Master System: Indiana Jones, Pro Wrestling, Double Dragon or Dynamite Dux. Will pay up to £10 each.
Tel: (091) 5842554**

I would like either Great Golf or Golfmania and will pay between £10 and £15. Also wanted: Impossible Mission. Will pay between £11 and £16. Please phone, I'm desperate!
Tel: (0932) 852512

Mega Drive games wanted and any considered. But especially E.S.W.A.T., Mickey Mouse, Hellfire, Strider and Battle Squadron. Best prices paid (up to £20).
Tel: (0323) 640395

I will buy Shinobi and Choplifter for between £10 and £15.
Tel: (0279) 452302

Wanted! Sega Master System, preferably with Light Phaser and games. Must be in good condition and in the Luton area.
Tel: (0582) 598273

HELP WANTED

Does anyone know how to use the prism in Phantasy Star on the Master System? And when should you eat the nuts? Has anyone completed the game yet?
Tel: (0795) 473765

Can somebody please send photocopies of instructions for Pro Wrestling and Shinobi. Write to: 170 Beauvoir Drive, Sittingbourne, Kent ME10 2TW. Suitable remittance will be sent back.
Tel: (0795) 426514

Miracle Warriors. Please could you tell me how to get the 3 keys? And how do you use Trio's armour? Write to: 112 Altham Grove, Harlow, Essex.

Tips to complete Wonderboy 3, Sonic The Hedgehog and others. Also want cheats to many other games. Don't forget the P.O. or cheque for £2.50, dudes. Send an SAE to: 8 Moray House, Harford Street, Mile End, London E1 4PH.

Cheat desperately wanted for Alex Kidd in Miracle World for the Master System. P.S. The kicking machine does not work.
Tel: (067 482) 344 after 4.30pm

Help! Does any Sega player out there know a cheat for Rampage or Alex Kidd in Shinobi World? Please help.
Tel: (0275) 462703 after 4 pm

How do you make a spike shot on Great Volleyball. I can't get it to work.
Tel: (071) 354 4881 between 6 and 8pm

Can you help with Ultima 4? How do you ask the black and white stones, Nightshade and Mandrake in the pubs? They only seem to offer food or grog.
Tel: (0903) 784085

Can anyone tell me where I can find the Laconian Armour in Phantasy Star?
Tel: (081) 549 0404 after 6.30pm

Pokes and cheats wanted on The Ninja. Willing to pay £2 for info. Please send cheats

to: 85 Barton Tors, Bideford East, Devon EX39 4HA.

Help needed to get the travel pass in Alex Kidd in High-Tech World. Also, how do you kill the monster at the end of the Sweet Factory in Castle Of Illusion? Write to: 23 Gelli Aur, Pencoed, Mid Glam, S. Wales CF35 6JQ.

How do you get the crown in Alex Kidd in Miracle World? And in what order should you run over the different signs in the room after the ocean?
Tel: (0278) 784760

I need help to complete Wonderboy 3. Write to: 270 Fernhill Road, Cove, Farnborough, Hants, GU14 9EE.

Mystic Defender: please send information on how to get through the first maze (staircase).
Tel: (0530) 37995

Alex Kidd: the henchman before the lake will not let me pass. I fear I'll smash up my Master System if I don't get another miracle to see me through. Write to: 57 St Anne's Valley, St Annwell Road, St Anne, Nottingham, NG3 3PW.

Please! Has anyone got the password for Alex Kidd in High-Tech World?
Tel: (081) 981 2538

What is the cheat that enables you to go in at any level you like on Shinobi? If you know it, please help me!
Tel: Hove 731954

Wanted! I need some help in compiling lists of video games that exist in England and Europe, especially of games that were for the Atari 2600 VCS and other older or non-US consoles. Write now to: 5970 Scott Street, Omro, WI 54963, USA.

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Important things to remember!

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2. We cannot vouch for the quality of goods/services advertised – so watch out!
3. We reserve the right to amend or refuse ads – especially if they're a bit dodgy.
4. If you're advertising pirated software, you deserve to be spanked (if you're old enough, that is!). If you are offered pirated software, tell us about it 'cos it's illegal.
5. Sorry! But we cannot guarantee the positions of your adverts. Or that they will appear in specific issues of *Sega Power*. We receive so many of the darn things, it's just impossible.
6. Please sign the following declaration (but get your parent or guardian to sign if you're under 16!). This is to say that your Small Ad is legal, decent, honest and true.

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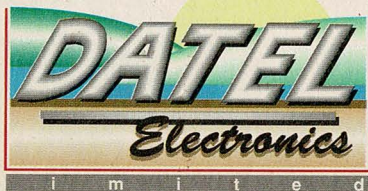
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- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to

allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!

- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear - the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.
- No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
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- Comes complete - no more to buy!



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THOSE IMPOR

• Whatever you're looking for, you'll find it in here. We give you the

What Mega Drive should I buy? Is the Master System Adapter worth it? And how do I get hold of one? More importantly, how much does it all cost? Andy Dyer helps you out in this definitive guide to what's what on the Mega Drive, Master System and Game Gear.

WHETHER YOU'RE A new Master System, Mega Drive or Game Gear owner or just an old hand at Sega, there's so much available at the moment – add-ons, joysticks, doobries and so on – that it's really difficult trying to decide what to buy when you want to spice up your machine! This *Sega Power* guide aims to help you out. Just take a look at what's out there!

GREY IMPORTS VS OFFICIAL MACHINES

When companies (independent of Sega) saw that the Mega Drive was such a sought after machine, they decided to get in on the act and sell Sega stuff too. This meant they had to import machines directly from either Japan or America (usually Japan).

Any Sega gear (joysticks or whatever) obtained in this way is called a **grey import**. Most grey import machines have to be adapted to work in Britain because they're originally configured for

SEGA POWER'S STAR RATINGS

**
*

Put your old widget in the cupboard and buy this one, now! Pretty damn hot. You won't be disappointed. There's nowt wrong with it. It'll do the job. Rubbish or weird. If it's weird, try it first. Tell 'em where to stick it.

another country. Nowadays not too many people bother grey importing Master Systems because they're very easy to get hold of. The same goes for the Game Gear – it's just as easy to buy in the high street as it is to obtain through a grey import dealer.

Official machines on the other hand are manufactured specifically to work in Britain, and the games that are readily available for them are designed to work on these machines.

For more info check out our Hard Line booklet (free with this issue) which covers over 300 games for the Mega Drive, Master System and Game Gear.

Lord, if I'm not mistaken, here they jolly well are...



MASTER SYSTEM EXTRAS



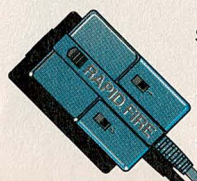
3D Goggles Sega £49.99

Snazzy looking plug-in goggles that give you a more rounded perspective on such Master System classics as *Out Run 3D* and *Space Harrier 3D*. The effect isn't brilliant but they're worth it for the novelty value alone. ***



Light Phaser Sega £29.99

Wot a hoot! A plug-in pistol for use with games like *Operation Wolf*, *Safari Hunt* and *Assault City*. No more messing around with crosshairs – just shoot to kill with this involving gizmo. ****



Sega Rapid Fire Unit Sega £5.99

An extremely effective unit which you can plug directly into

your joystick. Gives both buttons the kind of firepower that would put an Uzi 9mm to shame. ****



MEGA DRIVE EXTRAS



Megaplay To Be Announced

An adapter that enables you to plug in ten Mega Drive games at once then instantly access any one of them at the flick of a switch. Looks like it could be a good buy, but we don't have a release date as yet.

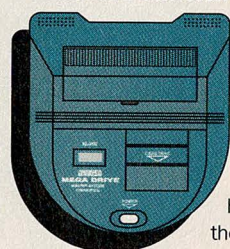
The Powarcade

Active Consoles £299.99

An arcade cabinet complete with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage (but only if you can afford it). ***

Powerbase Converter

Sega £29.99



Well, what can you say? For a measly 30 quid you can make your Mega Drive look even more spanky. If you haven't got one of these, you must be totally barmy!

More importantly you can now use those splendid Master System carts on your Mega Drive! A fabby add-on for an even fabbier piece of kit (but we knew that already, didn't we?). *****

THE SEGA POWER PERIPHERALS GUIDE

What has a Sega console got in common with a pastry ball, piped full of cream and topped with a chooccy sauce?

Well, Andy Smith reckons there are loads of these sugary delights for use exclusively with the Sega range. (*No, no! I said Sega peripherals – not profiteroles – Ed.*) Oh right! Sorry! Anyway, all you Sega lovers have a wealth of doobries to choose from, not to mention one or two other less conventional bits of hardware. And, Good

WHAT YOU NEED TO KNOW BEFORE BUYING A NEW MEGA DRIVE!

Are you confused when it comes to the differences between Japanese, American and British Mega Drives? Well, you needn't be, because here's the *Sega Power* guide to each and every one.

• Japanese Mega Drives cost around £135 and are available from a number of importers. Check out the adverts in *Sega Power* for the best prices.

1. They can run Japanese carts.
2. They may only have a SCART output. Unless your TV has a SCART connector, you won't be able to use it with your telly.
3. Some Mega Drives are modified by importers to output a PAL signal. Usually their adverts will inform you of this. Check that you can plug the Mega Drive straight into your TV and that you can buy any extras you might need. Always ask if you're unsure.
4. Japanese Mega Drives can run British and American software once they've had the cartridge lock removed. A lot of people selling Japanese

Mega Drives will already have removed the cart lock. Again, check before you buy.

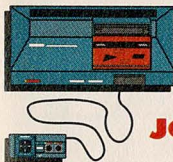
5. They are often a bit cheaper than the official British machines.
 6. Because they are often modified (to output a PAL signal, for instance) their Sega warranty is invalid. Most importers issue a warranty with the machines they've altered. Make sure you can return the Drive to wherever you bought it in case it goes wrong.
- American Mega Drives (called the Genesis in America) sell for around \$170 (about £80). Pick up a copy of an American mag from your local newsagents and scour the ads for the best prices.
1. Don't get one! Buying a Genesis machine is a mistake. They can run British and Japanese games, but are configured especially for the American TV standard. They output a TV signal at a frequency of 60MHz while we in Britain run ours at 50MHz.
 2. Sometimes the machines will work over here, but

more often than not you'll just have a black and white screen. Some games are unwatchable too.

- British Mega Drives are available in most high street electrical shops – Dixons, Currys, Rumbelows and also Boots. Current prices are around £149.
1. They can run British and American (Genesis) carts without problems and you don't have to modify the Drive to run them either.
 2. You can run Japanese carts on them in two ways: physically hacking out a piece of the cartridge slot on the machine to take the Japanese carts which are a slightly different shape. Or you can plug the cart into an adapter which connects easily to the Drive. Adapters are widely available from most importers and cost about £15. Hacking out pieces of the machine obviously invalidates any warranty so a £15 adapter is sensible.
 3. Because the machines are designed for the European market they are the easiest of the three to install and use.

TANT EXTRAS!

low-down on every widget we can get our hands on. Check it out! ●



MASTER SYSTEM JOYPADS AND JOYSTICKS

Cameric Freedom Stick Camerica £39.99

Large tabletop, infra-red jobby. This is a bit unresponsive, the stiff stick is tiring and the base will probably break before very long. **

Cheetah 125+ Cheetah £9.99

Nice Fire buttons plus auto-fire switch but the whole thing just feels cheap, tacky and built to bust. *

Freedom Connection Spectravideo £19.99

Not a joystick as such but a doobrie that can transform your joystick into an infra-red "remote" controller. Don't be tied down by the length of your leads ever again! Just released

Konix Speedking Konix £12.99

A robust, responsive and very able stick. But the weird design may not be everyone's cup of tea. ***

Powerplay Crystal Powerplay £12.99

Awkwardly placed Fire buttons make good gaming impossible and its strength could be a major downfall too. No thanks. *

Quickshot Deluxe Digital Quickshot £9.99

A tough, handsome stick but buttons on the base unit would have helped when you've got tired hands. ***

Quickshot Game Controller Quickshot £8.99

Weird-looking handlebar affair. But it looks good and it's definitely made to take anything you would dare to throw at it. A spiffy joypad if ever there was one. ****

Sega Control Pad Sega £6.95

A durable but ugly stick with a wobbly joypad and good Fire buttons. A fine meat-'n'-potatoes stick but with absolutely no street cred. **

Sega Control Stick Sega £14.95

There's nowt much wrong with this little beauty apart from its grim business-like looks which may put off some. It's still strong and responsive so you can't go far wrong with it. ****

Sega Handle Controller Sega £39.99

Basically this joystick mimics an aircraft yoke. It looks tacky and feels weak but if you're desperate for an extra bit of realism, go for it. ***

Sega SG Commander Sega £9.95

This is better than the Control Pad – but only just. Good to see the Rapid Fire switches but how long they'll last is another matter. ****

Ultimate Superstick Beeshu £37.95

Caters for both left and right-handers with dial-a-speed auto-fire. The stick feels horribly weak though and looks a sight. Not very responsive either. **

Zoomer Beeshu £44.95

Another stick that thinks it's an aircraft yoke. Looks cheap and feels weak. An unresponsive pile of plastic poo. *

MEGA DRIVE JOYPADS AND JOYSTICKS

Arcade Power Stick Sega £34.99

Blimey, this is a well hard piece of kit. It's built to last and the buttons are great. The Mega Fire switches on all three buttons work well too. Shame the stick itself is a tad spongy. ****

Control Pad Sega £14.99

An excellent if basic joypad. No Rapid Fire gimmicky bits, just good 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 slow motion. Okay, so it isn't what you'd call an oil painting but it still performs well. ****

Gizmo Beeshu £44.95

This is what you might call a designer's worst nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, this isn't one we recommend. **

Mega Drive Joypad Honest £19.99

Looks a lot like the joypad but this one comes with three extra buttons. The pad feels cheaper than its Sega counterpart (see Control Pad above) but the

buttons are okay. A cheap and cheerful alternative. ****

Quick Gun Turbo Jong Rich £16.95

Smart grey stick with nice clicky buttons and shaft. Feels rugged enough and it's nice and responsive. ****

SG Fighter Quickjoy £14.95

Posey beyond belief, this is a responsive but weak stick. Fire Button C and Start Button are small and too close together. Over the top. **

Sting-ray Logic 3 £13.99

Vile. Vaguely gun-shaped with awkward buttons, a naff trigger and an unbelievably inaccurate stick. *

Striker Beeshu £26.95

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. *

UP-'N'-COMING

Gravis Spectravideo, Around £40

This tabletop stick looks well impressive from the photos we received. 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.

Jet range Product 2000 Ltd

There are going to be two Sega compati-

ble models in this new range of joysticks: the Megajet and the Superjet. We haven't had a look at 'em yet, but there's more info in this month's news starting on page 6.

Manta-ray Logic 3 £13.99

From the people who bought you the Sting-ray, this stick looks like a blue clam with three Fire buttons along the side. It's got a stick on the top and fits snugly in your palm – and Logic 3 say it's going to be brilliant.

GAME GEAR EXTRAS

Game Gear Magnifier, Not Yet Available

This fixes directly onto your Game Gear and tries to improve the display by magnifying the screen. Now you can say good-bye to that 'ol eyestrain, Game Gear owners!

Master System Adapter £34.99

Play any Master System game on your Game Gear with this handy add-on. For the price it's unbeatable! Check out your local Sega dealer for more detailed info on availability. Just released

TV Tuner Sega, Not Yet Available

Small oblong doobrie that plugs into your Game Gear's cartridge slot and enables you to pick up TV stations and use the Game Gear as a portable mini TV. Eastenders? Home And Away? Those early morning Open University lecture courses? You'll never have to miss your fave programmes ever again!

It's not out yet, but if the picture is good (and the price is right) you can bet they'll sell faster than truckloads of Sonic The Hedgehog.

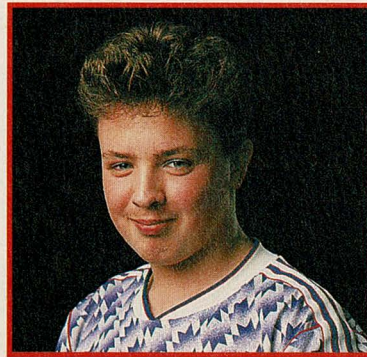
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A Dan Ltd., Active Sales	☎ 081 752 0260
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Camerica, Telegames	☎ 0533 813606
Cheetah.....	☎ 0222 555525
Honest, Active Sales	☎ 081 752 0260
Jong Rich	☎ 010 337 227 8917
Konix.....	☎ 0495 350101
Kraft, Viztrade Company Ltd.	☎ 0444 239999
Logic 3, Solution PR	☎ 0273 675503
Powerplay.....	☎ 0273 601882
Product 2000 Ltd.....	☎ 081 644 0033
Quickjoy, Solution PR	☎ 0273 675503
Quickshot.....	☎ 081 365 1993
Sega, Virgin.....	☎ 071 727 8070
Spectravideo, Solution PR	☎ 0273 675503

CURLY'S CHALLENGE

• Go on! You can do it – he's only the European Sega Champ •

"So, you're all finding it a bit tough, eh? You're all mouth and no action. The times I've heard people say 'Oh, that's easy.' Well, I've yet to see more than a few of you doing it! What are you all – wimps? Well, if you can't play games, you may as well go and get yourself a different console..."



■ And here he is – none other than Danny Curley, the current European Sega Champ. The thing is, can you really beat the guy?

THOSE OF YOU THAT RECKON you're really hot at Sega games should listen up. The Challenges on this page are proper Challenges – none of this rubbish about using the special shoes on stage eight to get a maximum bonus. Oh no. These Challenges are specifically designed by me to stretch your gaming abilities.

Of course, that's not to say they're completely unbeatable either. If I can do

'em, so can you. It's as simple as that. But don't think you go unrewarded if you put the effort in and try to beat me.

Every month the generous (that's a gag) *Sega Power* crew give me a groovy £20 note (actually it's a cheque, but it doesn't sound right if you say groovy £20 cheque). I then give this away to whoever beats my scores by the biggest

margin. (Just think: you could buy a new game with that amount of dosh!)

THE RULES BIT


Before I challenge you on this month's games though, here are some rules.

1. To enter Curly's Challenge you must provide photographic evidence of your high-score. If you haven't got a Polaroid, use a normal camera instead.
2. For each Challenge there are some game specific rules which you must abide by. If you're under 18 you'll have to get someone over 18 to witness the Challenge and sign the form to swear you took the Challenge properly.
3. The particular versions of the games I set in the Challenge are the ones that you must challenge me with. Your chal-

lenge will be on the same game and use the same equipment that I used.

I can't be there to monitor you, which is why I need a signature from a responsible (or not so responsible) adult to ensure you have no unfair advantage.

Remember: you don't have to enter all the Challenges – you can do all of them if you want to, but if you just want to have a go at one, that's okay!

You've got to move fast though, 'cos you haven't got much time before the new Challenges are set! Make sure your high-scores arrive at the *Sega Power* offices by Friday 8 November 1991. Simply fill in the coupon below and send it with all of the bumpf to: **Curly's Challenge, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW.** 

DECEMBER 1991

SEGA POWER

PHEW! SOMEONE BEAT ME – AT LAST...

That Neil Shirley from Birmingham did it again folks, finishing the first level of *Sonic* in 28 seconds flat – way to go, Neil. Phew! He'll be after my crown before too long.

But this month's winner must be Gary Williams from Ashford. He managed to complete the *Sonic The Hedgehog* Challenge in an incredible and altogether jaw-droppingly wonderful 27 seconds – and he sent in a pretty good picture to prove it too!

Well done, Gary – that £20 is on its way to you even as we speak. It seems no-one was able to beat me on the other Challenges though, so perhaps I'm just too good for you?



■ And here's the lad himself – Super Sonic Gary Williams from Welling. Let's see how you do this month, eh, Gary?

I CHALLENGE YOU, CURLY!

Name.....

Address

Game Gear Challenge Average Lap Time:

Mega Drive Challenge Score:

Master System Challenge Number Of Subscribers:

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 Street, Bath, Avon BA1 2BW by Friday 8 November 1991

HOW TO DO CURLY'S CHALLENGE

GAME GEAR CHALLENGE: SUPER MONACO G.P.



WITNESSES! Please ensure that the challenger sets the Game Gear up correctly and sticks to the rules!

1. Turn the power on.
2. Select Practice Mode.
3. Choose the USA circuit.
4. Now do three laps. Note the time of each lap, add them together, and divide by three to get an average lap time.

If you can beat an AVERAGE lap time (on just the three laps mind you) of 34.81 seconds then congratulations, you've beaten me! Fill in the form, include a mug shot of yourself and a shot of the screen (if you can get one) and make sure you get a witness to sign the declaration. Then write down a brief description of how you managed to beat me, and make sure the whole lot gets to us at the *Sega Power* offices by Friday 8 November 1991.

MEGA DRIVE CHALLENGE: BATTLE SQUADRON



Practise as much as you need to, but remember: you're only get one shot at the Challenge. **WITNESSES!** You'll need to hold a stopwatch for this challenge!

1. Plug the cart in, insert the joystick and turn the power on.
2. Don't go to the options screen!
3. You now have exactly five minutes to do the Challenge – the time starts from the moment you turn the power on.

After five minutes look at your score. Have you got more than 120,600 points? If you have then you've beaten me! Take a photo of the high-score, enclose a photo of yourself, fill in the form, get your witness to sign, and get it all off to the *Sega Power* offices, making sure it arrives by Friday 8 November 1991.

MASTER SYSTEM CHALLENGE: PAPERBOY



Again, you're only going to get one shot at the Challenge. **WITNESSES!** Make sure that's all they get (pull the plug if they try anything funny, okay?).

1. Insert the cart and turn the power on.
2. Select Easy Street.
3. Play the game.

If you manage to survive a whole week (this takes a while, witnesses, so make sure you've got enough spare time to watch the whole thing!) and end up with more than 10 subscribers, then congrats! Do the business (photo of the screen, photo of you, fill in the form and so on) and get the important papery bundle to the *Sega Power* offices by Friday 8 November 1991 at the latest.

POWER QUIZ

• The quiz that quite a lot of people are talking about •

Yep, it's quiz time, folks! But this time you can get your hands on a Christmas prezzie of £50! Just answer these 20 easy peasy questions, that's all.

WIN £50

BECAUSE LAST MONTH'S quiz was so popular we've decided to give you another one to keep you on your toes. This one's smaller, but believe you me, it's a lot tougher. And because it's no pushover, we're even giving away some prize money this time too.

The first person picked from the hat who gets all the answers right will win him or herself a whopping great £50 – just because we feel like giving it away! Of course, if no-one gets all the answers right then we'll spend the money ourselves. So get guessing!

- 1** What company are currently working on the combat/flight sim *F22 Interceptor* for the Mega Drive?
- 2** What was the *Power Factor* rating *Sega Power* gave to the great role-playing epic *Phantasy Star 3*?
- 3** How many players can play *Pac-Man* on the Game Gear? (hint: read the review on page 42!)
- 4** What company are selling the cheapest Master System joystick in our peripherals guide on page 62?
- 5** On what day of the month does *Sega Power* usually appear on the newsagents' shelves?
- 6** What's the number one Game Gear game in the Official Sega Game Gear chart this month?
- 7** By what name is *Super Airwolf* known in the States? (hint: the answers aren't all in *this* issue!)
- 8** What's the name of the famous American Football team that Mike Ditka currently coaches for?
- 9** And when did that same team last win a Superbowl?
- 10** What are the names of the two alien forces fighting each other in *Star Control*?
- 11** What is the maximum number of units that you can issue orders to in *Warrior Of Rome*?
- 12** What's the name of the TV program the Ed and the Dep Ed tried to get a job on?
- 13** What is the lowest *Power Factor* rating *Sega Power* have ever given a game. And what was the name of that game?
- 14** *Sonic The Hedgehog* will never appear on the Master System – true or false?
- 15** Who do *Sega Power* get their import games from? (hint: try the contents page – subtle, eh?)
- 16** What score do you have to beat on *Battle Squadron* in this month's Curly's Challenge?
- 17** What's the best rated role-playing game that you can get for the Master System?
- 18** Where can you get hold of the Laconian Armour in the role-playing epic *Phantasy Star*?
- 19** What's the name of Nobber's rubber chicken? (hint: no, it isn't Betty, Sandra or Ruby)
- 20** And finally, if you were standing in a newsagent and had a spare £1.75, what would you buy?

Easy peasy, eh? Get your answers down on a postcard or stuck down envelope and send it to the following address: **I Know It All, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.** Make sure your entry arrives before **Friday 20 December 1991** and the first all-correct entry pulled from the hat will win its sender an incredibly lovely £50 note. Hurrah!

SEGA POWER DECEMBER 1991

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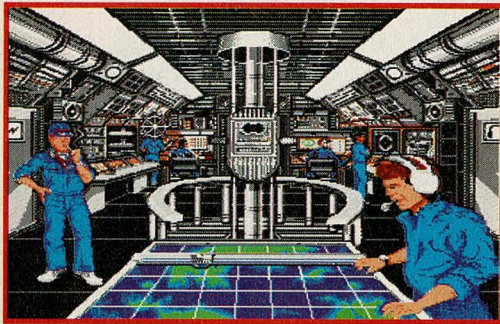
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FREE MONTHLY CATALOGUE

THE BACK PAGE

There's a scorcher of an issue up ahead – find out why!



Could this be the Sega Power crew, hard at work on the next issue? If it is, Neil must be the one standing around doing nothing! Then again, it's more likely to be the vital control deck of a 688 class submarine from 688 Attack Sub



It's, erm, a tracking beacon on the publisher's wallet and unless we're mistaken he's just turned off the High Street into that car park. Torpedoes? Where does it say anything about torpedoes? More watery hokum in 688 Attack Sub



The Ed socks it to a bunch of ruffians. Sheesh! He's not a guy to be messed around with obviously. You know, this looks just like a shot from the game Streets Of Rage on the Mega Drive! I wonder if the Ed knows anything about this?

DECEMBER 1991

THE BIT YOU'RE READING RIGHT now is probably the best part of Sega Power. Well, we think it's the best part anyway, and that's 'cos we know what's going into the next issue – and you haven't got a clue!

We can just see you now – squirming in your seat because you're not really sure if we're going to be reviewing the Master System version of Strider. Ah

ha! But is this just a big double-bluff, we hear you ask? Well, you'll just have to wait and find out.

And what about the Mega Drive? Only we know if we're really reviewing 688 Attack Sub on the Mega Drive. And what about the rumour that we're reviewing Streets Of Rage? Could it be true?

And then there's the Game Gear, of course. We might even have some new

corcking games for that little handheld too!

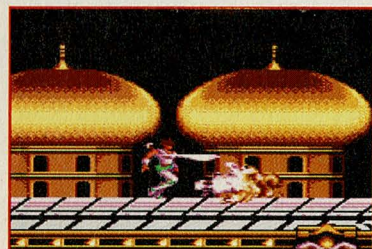
So how do you go about finding what's in the next issue? Easy. Go out and buy yourself the utterly brilliant January issue of Sega Power. It will be with the newsies on Thursday 5 December 1991.

Of course, there are going to be bits of the mag that you know will definitely be there: the latest Sega information in news, your own views aired in Scribbings, a new Curly's Challenge, The Prof's Incredible Tip Lab, a whole bursting wodge of game reviews, plus loads more besides.

Things like a stonking look at how the new Sega TV ads were put together, for instance, as well as a visit to a top software house for chat with the boys



I say, that's not on! Knocking a girlie straight on her backside. Don't you cads have any respect for the Marquis of Queensbury's rules? Then again, she's not really your every day kind of gentle dame, so kick her head in, Andy!



Here's a little clue: those buildings look distinctly Russian, that chap has a very funny name and he's also wielding a very, very large sword. Could it possibly be...



Naaa! It couldn't be, surely? Anyone can do those acrobatic leaps across gaps. You don't have to be a hero in a game called Strider to do that kind of thing every day...

who actually write the code (you never know, they might just let the odd secret slip – we could be rich!).

Whichever way you look at it, the January issue is going to be unmissable so you'd better make sure you don't, erm, miss it. See you then!

BLITHER! I JUST MUST HAVE MY SEGA POWER!

The bumper January issue of *Sega Power* (otherwise known as the secret Christmas issue, complete with mistletoe and other festive garlands) makes loud noises from the newsies' shelves on **Thursday 5 December**. If you want your copy really early, fill in this coupon and hand it to your newsagent!

Happy Wintertide, Mr Newsie! Please reserve me a copy of *Sega Power* every month, beginning with the January issue which is out on Thursday 5 December. Thankyou very, very much! (Was that all right, mum?)

Name _____

Address _____

Newsagent: *Sega Power*, published by Future Publishing, is available from your local wholesaler

I WANT TO GET HOLD OF SEGA POWER

Okay, so you enjoyed the mag. Good. Now you might be wondering how you can make sure you get hold of next month's copy, eh?

We don't need to tell you that newsagents all over the country have been selling out fast, 'cos there are always more and more Sega owners wanting a taste of *Sega Power*.

Just remember – there are two ways in which you can get your copy ahead of the crowds.

1. First, fill out the coupon on the left. All decent newsagents will be perfectly willing to reserve you a copy, but taking in this form, together with a quick "Yo, Newsagent!" makes the whole business so much more satisfying for all concerned.

2. Better still, you could become one of the increasing number of *Sega Power* subscribers. This way you not

only spare your newsagent the harrowing experience of having yet another person yelling "Yo!" at him, but you also get *Sega Power* delivered straight to your door. And you get your mitts on a totally free bum-bag or baseball cap.

Sounds too good to be true? Take a peek at page 56 to find out for yourself. We were so impressed, we even took ourselves up on the offer!

But whatever devious method you use to get the next issue (be it mugging your little brother or telling your short-sighted grandmother that it is the latest issue of "Knitting Today," honest), it'll be hitting the shops on Thursday 5 December. Whatever you do, don't miss it. After all, everyone owes themselves at least one decent Christmas present per year. See you all next month then!

SEGA POWER

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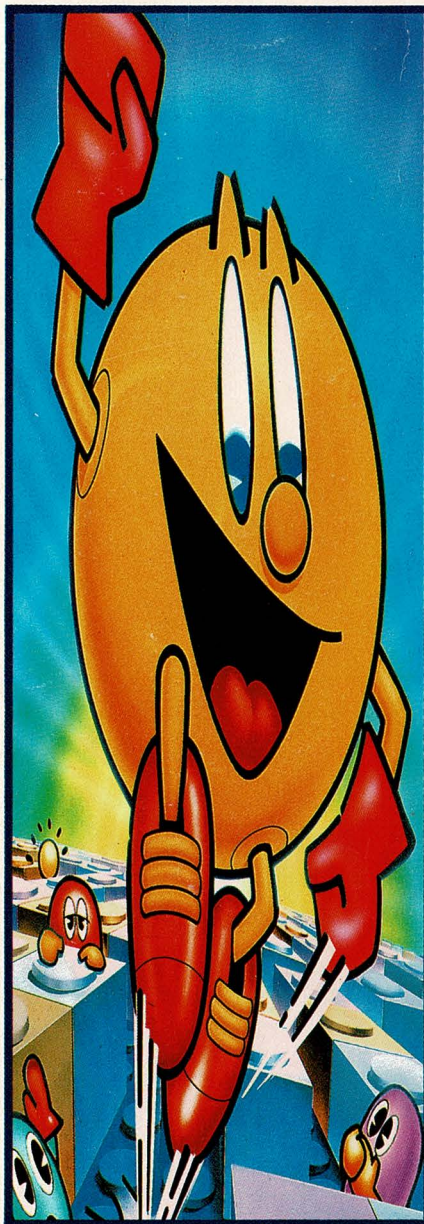
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