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**5**

ISSUE  
April 1990  
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**S**

The **SEGA** Mag



# GUNNING FOR ACTION!



**THE NEW WAVE OF SEGA GAMES: EXCLUSIVE PREVIEW INSIDE !**

**WIN** ◆ LIGHT PHASER and GAMES ◆ 3D GLASSES and GAMES ◆

WR





BEEEEEP!



Ohhh, Isn't life dull.



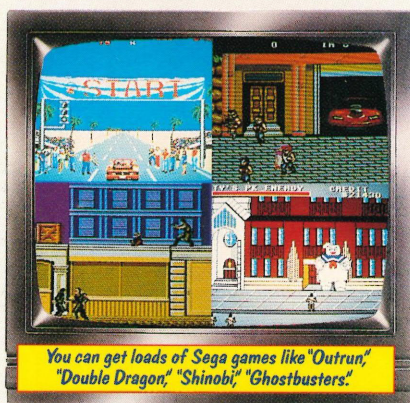
What we need is a Sega...



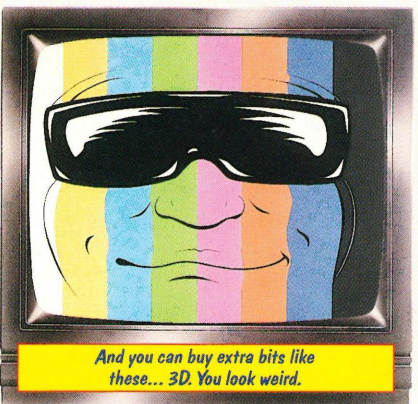
That's a games console.



Plug me in and things will really liven up.



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



And you can buy extra bits like these... 3D. You look weird.



OK? Do us a favour. Plug me into a Sega.



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



**SEGA** FROM *Virgin*

**"DO ME A FAVOUR...  
PLUG ME INTO A SEGA"**

SEGA MASTER SYSTEM R.R.P. £79.95 SEGA GAMES FROM R.R.P. £14.95.

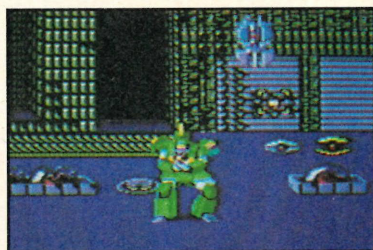
DISTRIBUTED BY VIRGIN MASTERTRONIC LIMITED, VERNON YARD, PORTOBELLO ROAD, LONDON W11 2DX. TELEPHONE: 01-727 8070.



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Assault City – R2D2 beware!

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Get into Sega's Line Of Fire!



## ISSUE 5 APRIL 1990

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**MANY THANKS** To Amanda Cook, for helping Sal with the crayoning



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

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## GAMEPLAY

- 25** **A LITTLE BIT OF SLY HELP** – Meet Sylvester, a devious reptile with a cheat streak. If you like to win, but can't fight clean, you've come to the right place!
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# STUFF!

## MID-AIR SHOOT-OUT OVER THE ATLANTIC!

Following the first two semi finals which took place on the 17th and 18th of February, we now have the names of two of the finalists. The winner of the Birmingham venue is David Hammond from West Bromwich in the West Midlands; and the survivor of the Swindon meeting, is Paul Fawson of Camberley in Surrey. Congratulations guys – you lucky devils!

And just why are they so lucky? Well as the National Sega Challenge draws to its thrilling climax, **S** can exclusively reveal the setting for the final (cue drum-roll...). In a fine example of investigative journalism, our esteemed editor – whassisname – called Philip Ley, some geezer at Virgin Mastertronic. The following text is an accurate transcript of their conversation...

SJ: Oy, Phil.  
(Sounds of groaning in the background)  
PL: It's you again. What do you want now?  
SJ: What's happening about the final of this Sega shoot-out thingy.  
PL: The National Sega Challenge?  
SJ: Yeah, thassit.  
PL: Well, on Friday 9th March, the four finalists are to be taken to Gatwick airport where they may, or may not, be met by His Royal Highness Richard Branson. From there they will be shown around a Virgin Atlantic 747, before going on board for take off.  
Once they've reached cruising altitude, the four

kiddies will then be invited to the first class lounge to play out the final in front of cameras for a future edition of Motormouth.

By the time they get to New York there will be an overall winner, who is to receive one of the very first official PAL Mega Drives when they are unleashed later this year.

The four finalists will then be shown around the Big Apple, wine'd, dine'd and taken to a ball game of some description, before being hussled back on board a jet on the evening of the 12th for the flight home. (Brief Pause)

SJ: You WHAT!! You're taking the brat – er – kids to New York!?

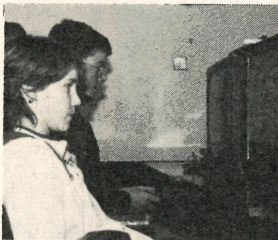
PL: Yes.  
SJ: New York, New York?  
PL: Yes.

SJ: In America?  
PL: Yes.

SJ: Er... don't you think it would be a good idea if this were covered in, like, detail, you know, like by a journalist? Eh?

PL: Yes.  
SJ: Who?  
PL: Well not you, that's for sure.  
SJ: Oh, go on.  
PL: No.  
(Another pause)  
SJ: You going?  
PL: Might be.  
SJ: You are, aren't you! You – CLICK – Brrrrrrrrrrrr...  
At this point the line inexplicably went dead. Further attempts to reach Mr Ley were met with a recorded message saying that Virgin Mastertronic had suddenly moved to new premises, and everyone had gone home anyway.

So there you have it. Bet you wish you'd entered now.



Paul Fawson deep in concentration!



David Hammond in the thick of the action.

## EDITOR'S WIBBLE

Hello, and welcome to **S** (if you are a regular reader then you may as well skip this bit; however, if you have just bought this issue from a newsagent and are thinking, 'Wow, what a fab mag – where the hell has this come from?' then read on...).

**S** is THE magazine dedicated to dedicated Sega gamers. Packed with news, views, previews, blah, waffle, you know the score. Any road up, if you own a Sega Master System or are thinking about buying a Mega Drive later this year, then this is the mag for you.

In case you're thinking, 'What's happened to the first four issues?', **S** was launched in September of last year and has since grown in readership to the point where we decided to put it on national news stand sale. And that's probably where you – like a lot of people – found this copy.

**S** is without doubt the best Sega magazine, like, ever. And it's the first dedicated console magazine in Britain. Cor. It may be small, but it's perfectly formed. Anyway, welcome and hello.

## NOW THERE'S A FUNNY THING No. 1

Emma Robertson of Strathclyde has found a teensy buggette in *Alex Kidd: High Tech World*. If you leave James' room on the fourth floor next to the library, turn left, walk past two wall panels and and push up, Alex discovers an invisible phone. There's nothing there, but you're prompted for a number and when he turns round, Alex is holding a phone!

When you've finished making a call as normal, Alex puts the phone back, walks away and there's still nothing there. Odd innit?

If you've found any unusual 'features' of Sega games send 'em in, marked 'Now There's A Funny Thing'.

## GRID GAME

For no adequately explained reason, we've concocted a wordsearch to keep you occupied for a few minutes. There's no prizes for this one – it's strictly for fun.

All you have to do is find the 15 Sega game titles which are hidden in the grid. Names run vertically, horizontally and diagonally, backwards and forwards, upside down, in special alpha-numeric code and also in Polish.

E	C	L	O	U	D	M	A	S	T	E	R
R	D	I	W	Y	H	Y	J	H	E	K	O
A	T	Y	O	A	U	H	N	A	N	H	C
S	H	E	N	G	N	E	I	N	N	U	K
T	E	G	D	A	P	R	N	G	I	N	Y
A	O	S	E	D	M	O	E	H	S	T	P
N	B	P	R	Z	Y	I	H	A	A	N	S
A	C	E	B	S	I	B	T	I	C	U	V
M	O	N	O	P	O	L	Y	E	E	R	Y
O	R	T	Y	P	E	C	K	M	D	T	P
Z	I	G	O	L	V	E	L	L	I	U	S
C	H	O	P	L	I	F	T	E	R	O	X

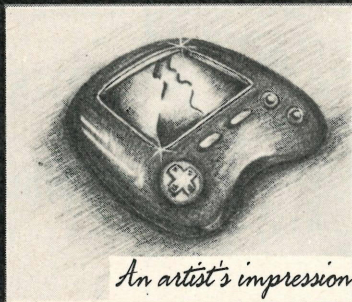


## STOP PRESS! SEGA HANDHELD

Rumours of the eight-bit handheld Sega (revealed in **S4**) seem to be accurate, bang on, totally straight and completely true, exclusively revealed to **S** by sources in the States.

Since the Master System isn't too hot in Japan any more, the console – codenamed the Micro Drive – is being developed by Sega of America. The unit's design is based loosely on that of the Mega Drive joystick (ie weird) and boasts a 2.5 inch colour screen in its centre with a joyypad on the left and two fire buttons on the right. The funny thing is that the unit has been designed to accept the standard Sega cards (you remember – the things that were phased out not so long ago!).

The good news is that (for once) us Brits will get the teeny gadget almost as soon as it appears in America... more hot news in the next issue!



An artist's impression

## S CHEESE OF THE MONTH

Instead of filling your heads with inane drivel about computer games every month, our agricultural correspondent has decided to inform you about the wider – and more interesting – world of dairy produce.

This month's selection form the growing ranks of over-mature milk-based

comestibles is the Leicestershire Blue – a heavily fragrant and bitter-tasting delicacy from somewhere around the East Midlands. Leicester, probably.

Made by injecting the larvae of the guttersnipe sewer insect deep into the freshly made curd liquor, the larvae begin to digest the sour milk, excreting a sort of blue sticky mucus... (erk) ... and slowly dissolving – ulp – excuse me a minute...

## HELP!

In a vain attempt to stop you lot from calling the office and interrupting us from working (well, playing games, sleeping, playing games, drinking coffee or playing games) we are proud to announce the **S** Helpline! Ta-daa!

If you're having trouble with a specific game and want some help, or fancy divulging your latest playing tips, call 0235 510135 and speak to our man Tim Roach (you can call him Tim). The helpline is open from 10.00am until 7.00pm from Monday to Saturday, and is waiting for your call...

JH Video  
26 Alfred's Way  
Batley  
W Yorkshire

Cleckheaton Motor Co.  
Bradford Road  
Cleckheaton  
W Yorkshire

Enterprise Video  
Shambles Street  
Barnsley  
S Yorkshire

Picture Video  
9 Lawnswood Road  
Groby  
Leicester

JC Video  
291 Aikman Avenue  
Leicester

Andy Kims Video  
11 Warden's Walk  
Leicester

March Video  
Nene Parade  
March  
Cambs

Westside Video  
317 West Street  
Crewe  
Cheshire

Channel 40  
112 Witton Street  
Northwich  
Cheshire

Arrow Video  
26 Hewell Road  
Batchley  
Redditch

Cavendish Video  
28 Stenson Road  
Cavendish  
Derby

Jack Beanstalk  
Wilmslow Road  
Cheadle  
Cheshire

Video Mart  
100 Mosspace Road  
Huyton  
Liverpool

Ace Video  
Penketh Road  
Great Sankey  
Warrington

JA Neary  
Helmshore Road  
Helmshore

## RCA RENTAL OUTLETS

Following the news that RCA rental outlets are hiring out Sega Master Systems and games, lots of people have been writing in to ask where their nearest RCA rental store is. Well, at vast personal expense, **S** has cobbled – um – produced a list of the participating outlets, so that you can nip down your local and rent some games. **S** – the mag that cares!

South Essex Video  
556 Barkins Road  
Plastow  
London

M & G Home Video  
83 High Street  
Great Wakering  
Essex

Flickers Video  
33 High Street  
Old Harlow  
Essex

EM Video  
7-9 Upper Stone  
Street  
Maidstone  
Kent

Barming Video  
6 Marlborough  
Parade  
Beverley Road  
Barming  
Kent

Astra Video  
36 Mill Street  
Tonyrefail  
Mid Glamorgan

Central Video  
93A High Street  
Rhymey  
Gwent

Laleston Video  
Shop 1  
Heoltrelales  
Laleston  
Nr Bridgend  
Mid Glamorgan

Washbourne Video  
Mamor Garage  
Rogiet  
Gwent

Talkies Video  
51/53 Windsor Road  
Neath  
West Glamorgan

EE & JM Roberts  
4/5 Twydall green  
Gillingham  
Kent

Imagefree  
Video  
2/4 Unit 3 Station  
Road  
Rainham  
Kent

Sound & Motion  
63 Brewer Street  
Maidstone  
Kent

Bury

Video Video  
Liverpool Road  
Warrington

Visions Video  
Stockton Heath  
Road  
Stockton Heath  
Warrington

Take 2 Video  
High Street  
Standish  
Wigan

Westside Video  
Manchester Road  
Heywood

Shaw Video  
Market Street  
Shaw

PC Home  
Entertainments  
21 Hennel Lane  
Preston  
Lancs

Butterstile Video  
Shopping Precinct  
Royton  
Oldham

Saint Video  
12 St. David's Road  
St. Annes  
Lytham St. Annes

Global Video  
Church Street  
Blackpool  
Lancs

Zodiac Video  
22A Flowergate  
Whitby  
N Yorkshire

Video World  
2 Market Place  
Bedlington  
Northumberland

Vidman

The Forge  
Loftus  
Cleveland

K & S Longmire  
17 Main Street  
Shildon  
County Durham

Take Two Video  
8 Irvine Road  
Crosshouse  
Kilmarnock

Videoland  
113 Graham Street  
Airdrie

Top Video Vision  
52 Main Street  
Uddingston

Armchair Video  
13 Queen's Terrace  
Tourhill Road  
Kilmarnock

Video Review  
111 North Street  
Bo'ness

Dale View Video  
139 West Main  
Street  
Armadale

Derek's Family  
Video  
483 Gt. Northern  
Road  
Aberdeen

ESC Video  
24 South College  
Street  
Elgin

Motac  
9 Glasgow Road  
Stirling

Roxy Video  
7 John Street  
Gourock

Terris Computer &  
Video

22 Station Square  
Petts Wood  
Kent

Hamble Wilkes Ltd  
26 Gates Green  
Road  
West Wickham  
Kent

Top Title  
240/242 High Street  
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West Sussex

Video Legend  
Office Suite 11  
Village Hall  
The Square  
Forest Row  
Sussex

MGS Video  
95 Kingston Road  
New Malden  
Surrey

Wunday Video  
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Giffard Park  
Milton Keynes

Steam Video  
196 Fernbank Road  
North Ascot

Film Fun  
18A Church Street  
Dunstable  
Beds

BRW Video  
387/389 Gloucester  
Road  
Horfield  
Bristol

WT Hopkins  
1 Wyvern Avenue  
Sandfield  
Port Talbot

Atlantic Video  
15 Thompson Street  
Barry  
South Glamorgan

## COMING SOON

Go and read the rest of the magazine and then come back.

OK? Right, now that you've had a good look at issue 5, you'll no doubt be wondering what to expect from the next issue. Well, on the games front we have two extremely promising titles in the shape of Sega's *Battle Out Run* (*Turbo Out Run* perhaps?) and *World Games* from Epyx.

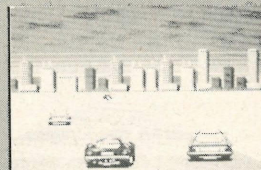
Tipsters everywhere can look forward to another large helping of Sly's game-busting cheats, maps and tips. Look out for complete players' guides to the more adventure-type games *Spellcaster* and *Lord Of The Sword*.

Following our trip to US Gold to see the latest British-made games, we'll be paying a visit to Tiertex in Manchester for an exclusive preview of *Indiana Jones* and *Paperboy*, plus piccies of the first French Sega game *Fire And Forget II*.

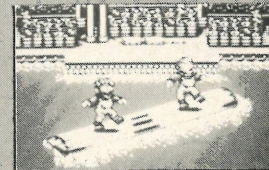
And that's not all – we also have the low-down on all the

Sega joysticks we could get out paws on, including hardware from third party manufacturers. If you're thinking about buying a new joystick, don't spend any money until you've cast your peepers over **S6!**

We'll be finishing off with the normal letters, news, competition (ooh!), Past Master reviews and anything else we can think of in 30 days. See ya then!



Battle Out Run



World Games



# ASSAULT CITY

Try your gun hand against some revolting robots!

**E**ver had the sneaking feeling that machines might one day take over? Well that time may be closer than you think: sometime toward the end of the 21st century, robots have become an indispensable part of everyday life. They do the housework, they wash the car, they do up your shoelaces, they even go to the toilet for you.

All these robots are being produced in one mega factory,

controlled by an intelligent control system. Now machines are fine – until they go wrong. And this control system has gone completely hatstand. Deciding that the human race has had it far too easy for far too long, it orders every robot to take up arms against their pink, fleshy masters and annihilate them.

Well, the humans are a bit miffed by this and decide to re-revolt against the revolting robots. Good idea – apart from the fact that following the global war of '22 no-

one has owned or touched a gun in years. War robots handle all the military affairs (why get shot at when you can get your robots to shoot at the enemies robots?), and all the military bases and weapons are under robot control. Things are looking pretty grim for Mankind...

## HERO JOE

Following a reconnaissance mission to an enemy-controlled scrapyard, Joe, a member of the human resistance force, is handed a gun by a seriously wounded man. Now thicko Joe has a good look at this. Not having a clue as to what it is, he sniffs it, tries to eat it, attempts to wear it as a hat, and then finally decides to pull this trigger thingy underneath. BLAMMO! 'Well, blimey!' thinks Joe, noticing the sudden appearance of a 12-foot diameter hole in a nearby wall. 'This might just be the thing to save our jolly old skins!'

Just as Joe is about to thank the chap who gave it to him, a stray robot bullet narrowly misses the man's head – and hits him smack in the chest. 'Heck!' cries Joe. 'Now I'll never know where this... (er, what did they use to call them)... 'gub' came from!' So, furrow-browed, he heads back to the resistance headquarters to ponder on his new-found weapon, and find out who the

PRICE	£TBA
PLAYERS	
CONTROL	

now-deceased blokey was.

And this is where you come in: taking control of Joe's gunsight you have to blast all the attacking robots as Joe attempts to make his escape from the scrapyard. A landscape filled with the rusted corpses of machines scrolls past, and robots of different shapes and sizes appear from all four sides, with lasers a-laserin'.

As the battle progresses, any un-blasted droids launch a hail of fire at you. Since they don't ever miss, it's best to whack 'em out ASAP! Every hit sustained reduces Joe's lifemeter, and if you're rubbish enough to miss all the robots, they soon reduce the lifemeter to zero and Joe croaks (lucky for you there's a continue option).

During the battle, a pair of small drones float across the screen, the first of which carries red power-up

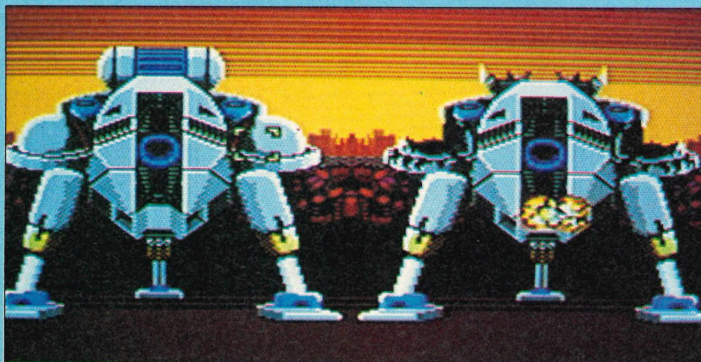
## BOSS ROBOTS

At the end of each section, you'll come across Boss robots who are quite keen on turning Joe into pink blancmange. These mechanical monsters have their weak spots, and have to be dealt with in a specific way:

- 1 Fire Boys – Two tripod robots; shoot the spinning gun turrets when they stop moving.
- 2 Big Face – Large floating head; keep hitting his left ear thing.
- 3 Pure Eyes – Rotating large and small metal eyeballs; blast them as the lids open.
- 4 Missile Fortress – Shoot the cannon defences when their protective shutters open.
- 5 Rocket Launcher – Blast its centre continuously.
- 6 Cyborg Lady – The final enemy; shoot her when she stands upright.



Either you've just told Big Face a really dirty joke – or he's about to blow up!



The three-legged Fire Boys look real mean but are a doddle to defeat!



Watch out for the big, headless robot who pops up during the second scene.



modules for the gun or yellow modules for extra life energy. You have to shoot the drone to reveal the special modules, and hit each module to collect them. Each red module increases the heat level of Joe's blaster (as shown by the meter at top right) which effectively

improves your robot-dismantling capabilities. The second drone is full of high explosive, and if you accidentally hit it, Joe's lifemeter is cranked down another couple of notches, and the gun loses some of its power (so don't!).

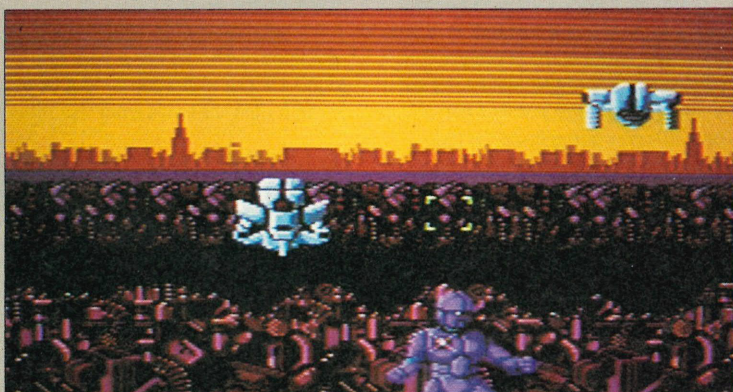
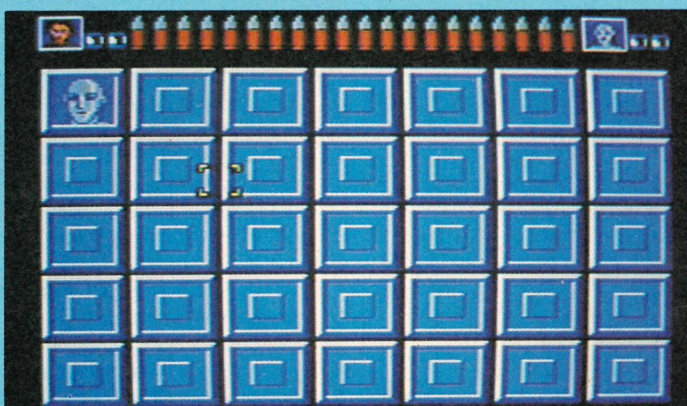
In the unlikely event that you

actually reach the end of the scrapyard in one piece, you then have to contend with the inevitable end-of-level Boss robot before moving on. Joe's mission continues in this way through six different scenes as he attempts to find out about the gun and its deceased owner (and destroy zillions of robots in the process!).

## SHOOTING TRAINING

Before the slaughter gets underway, you are invited to complete a training exercise to test your reactions and accuracy. A panel of 35 squares appears, each of which can spin round to show a picture on the flipside. If it shows a human face, leave it; if it's a robot – blast him!

You have 20 bullets to get as many robot hits as possible, and the more hits you get, the higher the difficulty level when you start the mission (in that case it's better to miss everything – the game will be easier then!).



In the scrapyard where, hopefully, most of your enemies will end up!



Having just blasted the first drone, a red power-up pod flies out!

## VERDICT

This is like a cross between *Dead Angle* and *Wanted* – a sort of 'Operation Robot' – so you know exactly what to expect gameplaywise: shooting, and lots of it. *Assault City* would have made a fairly decent Light Phaser game (and why couldn't Sega give you an option to choose which control method you like?), but thankfully, the joystick control is fast and responsive, and you don't need pinpoint accuracy to turn those mechanoids into so much Skoda fodder.

The visuals have had a good dose of the smarts, with some detailed backdrops and nicely executed robots. Purple androids come jogging on screen, a war-droid scoots on followed by a trail of smoke, some of the hovering robots cleverly unfold before giving you a taste of laser, and occasionally a huge robot pops up from below screen to take pot shots at you! The end-of-level bosses are also varied and nicely drawn – especially the floating head at the end of level two, which is a real spook!

The soundtrack really suits the manic blasting action, with screeches, explosions, gunfire, and alarms all pounding away on top of the music.

As you liberally pepper the screen with gunfire, the scenery gradually fills up with bullet holes, broken windows and smashed glassware. Later on the scenery fires back, though, so watch out! In between levels, the continuing story of Joe is narrated with text and some typically Japanese animated cartoon-style graphics, which adds an extra slice of interest to the proceedings.

*Assault City* is a fun blast, but while it's pushing your reflexes, the old grey cells will be off relaxing on holiday. Recommended for high-powered combat freaks only!

(Helpful Hint no. 27: If you have the rapid-fire unit, you can make mincemeat of the mechanical marauders without even breaking into a sweat!)



### GRAPHICS

68%

- ▲ Detailed and nicely -coloured backgrounds, plus bullet holes!
- ▲ Smart inter-level cartoons
- ▲ Plenty of variety between levels, robots and bosses
- ▼ Puny explosions are a bit of a let down

### SOUND

65%

- ▲ Totally manic aural make the action that bit heavier
- ▲ Great machine-sound spot effects for the different robots
- ▲ Excellent 'ching' noise on shooting test
- ▼ Background music tracks are a bit feeble
- ▼ Unimpressive 'white noise' gunshot and explosion effects

### DEPTH

34%

- ▲ Power-ups stop the action from becoming too predictable
- ▲ With six tough scenes to survive, the mission should take some completing
- ▼ Only the Bosses offer any variation in gameplay
- ▼ Not too much in the way of thought required for this one!

### ADDICTION

70%

- ▲ Responsive control doesn't interfere with the action
- ▲ Continue option ensures your joystick doesn't have a chance to cool down
- ▲ Shooting test provides an extra twist to the gameplay
- ▼ Mass robot slaughter does get a bit repetitive after a while

### S-FACTOR

69%

Smart, no-holds-barred blast 'em up. Not brilliant, but fine for pure action addicts.



# ALIEN SYNDROME

It's the year 2089. Space has stopped being that big, dark place filled with twinkling little stars and gooey-eyed aliens who want to phone home. No-way José. Not only has the phone been cut off, but home has also been invaded by a bunch of blobbome aliens with bad attitudes.

Known as the Alien Syndrome (with the emphasis on sin) these creatures pop up all over the place, with serious intent to kill, murder and generally cause a nuisance to Earthlings. And just as a side-point, they also have ships powerful enough to destroy planets. You get the general idea.

Someone has to stop them. The first plan of action by the authorities was to send in a crack battalion of Earth Command Troopers to attack the alien fleet. Erm... maybe that wasn't such a good move as they all got captured (perhaps they didn't mean 'crack' after all).

The next plan is to ask for volunteers – and you can guess who the brave, righteous and all around meanest of the mean volunteers are. Yup, it's Mary and Ricky, alias you and a mate. Your mission: board seven alien ships, move around each maze-like interior, try to rescue the troopers without getting lost, and get out alive. Oh, and the tricky little aliens have also set a time-bomb to blow the ship into very

These fellas think that they own the place and need a lot of convincing otherwise. Keep floating about, shoot various parts of their anatomies and you'll either be cool – or stone cold...

## VERDICT

This is as straightforward as a very straightforward game. You shoot *them* or they shoot, stomp or fry *you*. There are no tricks or cunning ruses here – just action. The Defenders are tricky only if you're stupid enough to tread on them, otherwise they're more of an irritation than a threat. As for the numerous other blobs, skinks and fighting entities, well, a good hint here is to... er... kill them. The end of level bosses are only a pain if you haven't come properly armed.

What comes as a real blow is the fact that there are no passwords to get you from level to level – every time you blow it (and with a paltry three lives this is certainly a possibility) it's back to the beginning and staaaart blasting. This a definite dampener on the addictiveness front.

And as for the idea that *Alien Syndrome* is a two-player game (good old Micky and Rary) – don't be fooled, it isn't: you have alternate turns at this one.

If you can put up with these quibbles, it should keep your fire-button finger in practice – but don't expect coin-op thrills from this one.



'Huh! Call yourself a crack commando? Couldn't even cope with a few aliens!'

small pieces after 300 seconds. Well it would have been too easy otherwise wouldn't it?.

The problem with the bad-guys is that they don't just come at you – they appear out of nowhere, baring their gruesome gnashers and inflicting quite unsportsthing-like damage. This is strictly a zap-zone with no holds barred, no quarter given and no running away hoping that they won't see you, 'cos they will. Get the picture space cadets?

Each room also comes equipped with green Defenders. These are tricky chaps who look like floor-tiles. Although they stay put, if you get too close they'll blat you, so beware. If you hit them they'll go to

sleep for a while, but not for too long so be-double-ware.

And as if things weren't going badly enough, in a surge of adrenalin-induced heroism you decided to board the alien craft with only a short range combat rifle. Now how are you going to battle the forces of evil with only a pathetic pop-gun for company? Well, embedded in the walls are various signs such as FE, L, W and N. If you walk up to the wall and collect the symbol, you'll gain enough power to make ETburgers of the toughest xenomorph (but a helpful hint... DON'T TOUCH THE N's!

Just to make your day complete, each level ends with a slimy Boss.



Ricky runs into trouble with the exit-guarding blue meanies.

**PRICE** £24.95

**PLAYERS** 1 2

**CONTROL**



**GRAPHICS** 45%

- ▲ The neatly-drawn alien sprites are all nice 'n' slimy
- ▼ Movement is crummy flick-screen rather than smooth eight-way scroll
- ▼ Boss sequence is a bit flat, with small monsters and no backdrop

**SOUND** 55%

- ▲ Pretty pleasant flame-throwing sounds
- ▲ Moody enough 'heartbeat' music with a fairly lengthy loop
- ▼ Naff scratchy death scream

▼ All-important hostage rescues aren't really given much of a fanfare

**DEPTH** 63%

- ▲ Seven complex levels to blast your way through
- ▲ No two mazes are alike
- ▼ Simple shoot 'n' search gameplay eventually grows a bit snoozeworthy

**ADDICTION** 60%

- ▲ The thrill of the chase should keep even the most hardened players keen for at least a few plays

- ▲ A strict time limit really keeps the tension high
- ▼ The lack of a passcode system really does no favours to the addiction level here
- ▼ No simultaneous two-player option – boo, hiss!

**S-FACTOR** 57%

If shootin' and searchin' are your thing, *Alien Syndrome* could be right up your spacelane. But then you could always wait to see how *Gauntlet* turns out...



GAME TEST

# SPACE HARRIER

## VERDICT

to get to the bonus stages, however, there's a free ride back with the brave dragon Euria.

And the end? Well, it's only 18 levels away with no passcode and an extra life only after every 5,000,000 points. Easy.

As an arcade conversion, *Space Harrier* works a treat. Not only is it fast and furious (would someone please come up with some other words!) but there is an element of skill involved too. The head-on visuals are a bit confusing until you get acclimatised, but then that's half the battle. Although it's reminiscent of *After Burner* (or maybe that should be the other way around?) it has a style and charm all of its own.

You're never given much breathing space, because both floor and sky are packed with enemies and the action is quite relentless. There's not even time for a cup of Space Horlicks.

As for sound, it's fairly pleasant with some hero-inspiring tunes, a few kicking explosions but the most amusing sound of all is that which you make on getting whupped for the third-hundred-and-twenty-seventh time... when someone seems to call 'Fault!' a-la Wimbledon. Most sporting but there's no calling, MacEnroe style 'The life was good goddammit, the laser was in!'. All-in-all, *Space Harrier* is a goodie – fun and really testing.

**F**ar away, there was a special land. Where peaceful dragons lived peaceful lives. Yeah ... and ... like, so what? When does the blapping start?

Well, these peaceful dragons were attacked by some completely treacherous, vile, nefarious beings. The nice old dragons couldn't look after themselves, though, and decided that you – the Space Harrier – should be hired to wipe the scum from the streets.

As you would expect you're supposed to be a truly heavy warrior, versed in all things warlike. If you've seen the arcade version you'll know exactly how you should behave. If, on the other hand, you've been staying at home with your beloved Sega, you'll be dying to know more.

Well, for a start off, you can fly. From a brisk trot you launch yourself into the sky as the chess-board ground streaks past beneath. That's the easy part. Now you have to beat the heck out of anything and anyone who dares block your flight-path. At least that's the theory; in practice the going is a little tougher than the dream.

The first stage is fairly quiet – there's only about a million hooligans gunning for you. They come in all the nightmare forms you could imagine – except kipper



Space Harrier – meet Ida, and his mates, Ida, Ida, Ida, Ida, and... er... er... Ida.

yoghurt cartons. They fly at you in formation or just hang around waiting for you. What is even more upsetting for an ecologically sensitive Space Harrier is the fact that the bushes trip you up and trees smack you right in the mush if you don't watch out.

Happily, though, anything you hit scores points – and there are plenty of 'things' as well. From here on in you can count on quadrillions of enraged, testy extraterrestrials chucking themselves at you. Chaps like big old stone-face Ida love to head-butt Space Harriers, while those Matsutake (pronounced 'Oh-no-there-they-are-again') mushrooms just laze around and get in the way.

So, there you are: brave and competent, faced with airborne rocks, Skeggs, a geezer called Dom the intelligent (but psychotic) robot and all manner of other beasties. The way they are created on screen is visually quite, how do you say? throbsome. Each explosion,

creature, tree and flying head is a single shape. This means that they can move with some stunning speed and precision. That goes double for the end-of-level Bosses who like nothing better than to turn you into charcoal blocks. If you manage



The Tomos devices start blasting in a big way!

**PRICE** £24.95

**PLAYERS** 1

**CONTROL** [Image of Sega controller]

**RATINGS**

**SOUND RATINGS**

**GRAPHICS**

91%

- ▲ Superb looking scenery zaps past at a rate of knots
- ▲ The baddies are so well put together that they're really bad!
- ▲ Space Harrier himself looks good and moves well
- ▼ The explosions are a tad too obviously square

**SOUND**

62%

- ▲ Passable coin-op hero music fills the air and hides the screams
- ▲ A wide choice of soundtrack if

you've found the Sound Test mode...

- ▼ Nothing special at all on the explosion front

**DEPTH**

51%

- ▲ With 18 levels to conquer there's certainly no lack of variety as far as fiends and scenes are concerned
- ▼ Continual blast, blast, blast action won't be up everyone's street

**ADDICTION**

79%

- ▲ The chance to meet some really

dangerous critters should keep you at the console late into the night

- ▼ The passcode system is ever-so-useful – except there isn't one.

**S-FACTOR 82%**

A good conversion from the arcade outing, it leaves very little to be desired in the death 'n' glory stakes. If you're up to it, have a strong fire finger and ricochet reactions then it's worth staying in for!



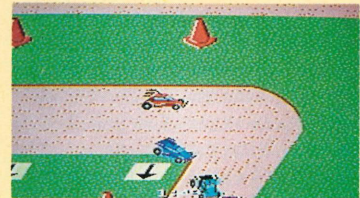
# RC GRAND PRIX

Outdoor radio-controlled car racing for the lazy, indoor stay-at-home types!

**PRICE** £TBA

**PLAYERS** 4

**CONTROL** 



Notice the sleek lines and smart styling of the red car. Notice how it's in flippin' last place. Again...

**E**ver been in the situation where you fancied owning a radio-controlled racing car but really couldn't be bothered to stand outside in the wind and the rain while some stupid little buggy whizzes around in circles and then stops for no apparent reason so you have to go 13 miles up to the shop just to get a single scroggit nut which costs £25 and then you come all the way back and it's the wrong size, and so you go back again and the shop's shut, so you just sling the car into the cupboard and watch TV instead?

Well, now you can go RC racing simply by slapping this cart in the old black box (and switching on, of course). This game from American programmers Absolute Entertainment features some ultra-high-speed multi-directional scrolling, as the four competing cars speed around a twisting dirt track cut into a grassy field. The scenery moves around to keep your car in the middle of the screen, as you attempt to stay in front of the competition and on the track.

## GRID START

Before starting the contest you have to enter the number of players and their names; then it's onto the first race. Although the game accepts up to four players only one car can be controlled at a time (how could you keep track of the other car if it went off-screen?), so each player takes it in turns to race against three

computer-driven cars.

A plan view of the whole field then appears, with the current course shown by a pulsing white line. Press the button, and you're transported to the starting grid...

Your buggy is controlled by pressing button 1 to accelerate, and pushing left and right on the joystick to steer. And... er... that's about it, really. Your motor is kept on the track by a slight grass kerb: if you clip it on the straight your car just bounces off, but if you hit it face on

(like on a bend) your car is brought to an abrupt standstill. You can sometimes get nudged off the track by the maniac opposition, at which point your car just grinds to a halt (RC cars don't run well on grass!) and you waste precious seconds plodding through the undergrowth and back onto the track.

As you speed around the course you are warned about the direction of approaching bends by arrows along the side of the track, and a 'dee-dum' alarm sound to signal that

unless some drastic manoeuvre is undertaken (like braking or steering) you're about to crash straight into the grass verge.

And so it continues until the allotted laps have been completed. Depending upon your final position and the time taken to complete the course, you are awarded prize money which can then be used to customise and up-rate your vehicle's performance in the store. Once all the players have made their selection, it's back on to the starting grid for the next race.

## GO FASTER STRIPES AND SOME FURRY DICE

After the end of each race you get to spend some of your hard-won doshola in the store, where you can improve your buggy with up-rated motors, tyres, suspension, gears and batteries. Pushing the joystick to left and right brings each item sliding into view and the cash register displays the cost. Push up on the joystick and you are given a list of the items already installed on your car, and the amount of spending money you have.

In the multiple player game, the player who did worst enters the store first (as long as they have enough money to do so), and can take the pick of the equipment on offer. There's only one item available from each category (one High Torque Motor, one set of Ultra Tyres, and so on) so the later players have to fight over the stuff

that's left.

As you become familiar with the different courses, you'll soon get to know which equipment is best suited to the race coming up: if it has plenty of straights, go for a better motor, while a twisty road

will require improved suspension or tyres, and so on.

With so many high-powered modifications, you'll also find it useful to get stronger batteries, so that your motor doesn't conk out during the longer races!



Now, would you buy used high-speed gears from this man?



# GAME TEST

Half-way through the ten-race meeting, there's a break in the proceedings for a little drag racing (multiple players only). Each player takes it in turns to burn along a straight strip of road, and it's a straightforward test of who has the faster car (it's best to make sure you've bought an uprated engine by this point!) Of course, you could always try some dirty tricks like running the other guy off the road... Once everyone has raced everyone else, the prize money is distributed and the race meeting continues.

After the tenth race has finished, the final standings are presented in order of total money won and the game ends.

## VERDICT

Visually, *RCGP* is a real stunner: the motion of the track is quite amazing, with slick and incredibly fast full-screen multi-directional scrolling over a huge area. But – and it's a big 'un – the game is... well... dull. As a one-player game it's a bummer: Once you've completed all ten tracks and won the contest (which you can do in the first few sittings) the game holds zero lasting appeal.

Driving against the computer-controlled cars is pretty boring, because they all bunch up together. If you speed up, they speed up, and if you slow down, they start hitting the bends and sit around waiting for you to run straight into them! It's also frustrating because they're able to take right-angle turns with inhuman precision, while you just go screaming into the grass verge!

They are also able to bump you all over the road, but when you try it on them, you just get knocked out of the way. Aaaargh!

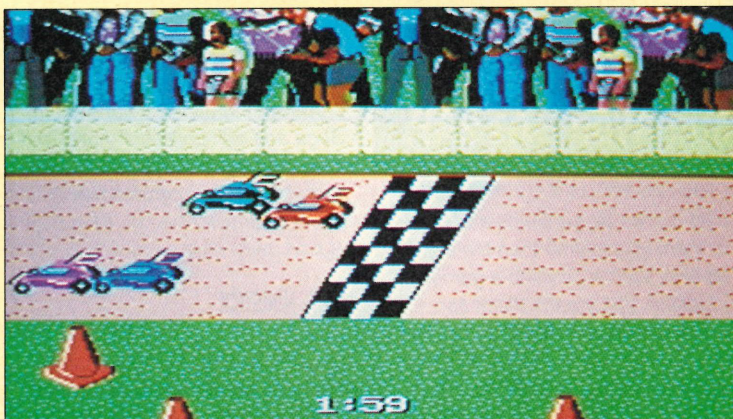
The addition of equipment-buying only serves to complicate matters. In a one-player game the opposing cars always seem to buy the same kit as you, so as you get faster (and less controllable) they're all belting round like a suped-up Alain Prost. And it seems doubly pointless when you can easily win all the one-player races without



After every race each player gets the low-down on his performance.

adding as much as a pair of furry dice to your vee-hickle.

Definitely the major enjoyment is to be had with a multi-player game, but even then the fun only lasts for a couple of games. The omission of any direct head-to-head competition means that the game lacks that vital competitive spark. With only ten courses (which all look the same), no on-road hazards (what about some discarded Coke cans to drive round, or a couple of jumps?) and a fairly useless customising facility, interest just nosedives.



Aaaaaand they're off! Imm-eediately the red car zooms straight into last place. What a dis-aastrous start for the red team. James? Well they've obvi-



Aaaaaaaand as they bunch together at first corner, there's another up-set – the purple car has complee-tly vanished! James? Well, it's possible that th-



Aaaaaaaand at the first right-hand-der the purple car is back in the race! But the two lea-ders seem to have hit the bend a bit sharpish. James? Well, if I-

Even the final standings are presented in a really dull way: the names slowly appear in reverse order against a black background, and then the 'Game Over' sign appears. And that's it – no fanfare, no champagne, no girlie-kissing. Zilch. What a let down...

Technically, *RC Grand Prix* is in the Porsche league, but as far as gameplay goes we're talking Skoda with a dodgy carburetor. You'd be better off saving the dosh and buying yourself one of the cheaper radio-controlled buggies!



## GRAPHICS 69%

- ▲ Amazingly smooth and incredibly zippy full-screen scroll
- ▲ 24 frames for smooth animation on each car
- ▲ Smart digitised blokey in the hardware store
- ▼ The tracks move quickly, but at the expense of colour and detail
- ▼ Yucky pastel colours on the track

## SOUND 44%

- ▲ Boppy soundtrack won't have you tearing your ears off
- ▼ Monotone whining engine sound is effective, but pretty headache-inducing
- ▼ Beeping bend warning gets a bit tedious

## DEPTH 38%

- ▲ Ten different tracks – but they only vary in layout and length
- ▲ Selection of extra equipment adds a slight strategic twist
- ▼ Accelerate, steer – and that's about yer lot

## ADDICTION 64%

- ▲ You'll definitely want to beat the other racers
- ▼ Stupid competitors and narrow track makes for high level of frustration
- ▼ The lack of direct head-to-head competition severely drains the fun
- ▼ It soon grows boring seeing the the same old scenery race after race
- ▼ For a solo player, the challenge disappears after the first few goes

## S-FACTOR 55%

A clever racing game that has loads of potential but blows it. You may fancy some no-frills high-speed racing, but take a look before blowing any precious pocket money



# Scribblings

Got something to say? Write to:  
**SCRIBBLINGS, S, Beauford Court,  
 30 Monmouth Street, Bath, Avon BA1 2AP.**

## THE PRICE IS WHAT?

Dear S

These are some questions about the Sega and not for the Scribblings page.

- 1) What does the 2M and 4M mean in the box by reviews?
- 2) What are the prices of the Sega (all the different kinds)?
- 3) What is the difference between the eight and 16-bit machines, and which is best?

**Neil Phillips, Swansea**

*I put it in Scribblings anyway. So there.*

1) 2M and 4M represents two megabit and four megabit cartridge sizes. One megabit is roughly 128 kilobytes (getting technical now), and so a 4M cart holds 512K of game – enough to fill the memory of a standard Commodore Amiga A500, or an Atari 520ST.

*Impressive, huh?*

2) If you mean the prices of the different box sets, they are the Master System for £79.95 which includes the power base, control pads and Hang-On built in. The Master System plus is £99.95 and has two control pads, the Sega Light Phaser and comes complete with Hang-On and Safari Hunt. And the Super System is a cool £129.95, with two control pads, the Light Phaser, 3D glasses and Missile Defense built in.

3) We've covered this before but if you missed that issue, here's the gen: the eight-bit Master System runs a Zilog Z80A eight-bit processor, while the Mega Drive runs the Motorola 68000 16-bit processor. Quite simply, the larger

chip can do bigger sums and more of them in less time than the eight-bit one. With regards to a games machine, this means that it can handle more complex graphics, with more colours and do it faster and more smoothly – this is the difference that you can actually see.

*As for playability, well, that depends on the game. Don't be fooled into thinking that great graphics make a great game; a knobby game on the Mega Drive will look prettier but play just as badly as a knobby game on the Master System (but at least the Master System costs less!).*

*The Mega Drive is definitely an impressive machine – one of the best consoles in the world at the moment. But for sheer gameplay at a low cost, the Master System takes some beating.*

**SJ**

## SMS NTSC 50HZ TV OK?

Dear S

Can you tell me if there is any way to convert a Sega purchased in the UK for use in North America with a North American TV? Alternatively, can games purchased in the UK be used on a system purchased in North America. I will soon be returning to Canada and want to know if it is worth taking my Sega with me.

**Michael Hornby-Smith,  
 Walton-On-Thames**

*Er... dunno. Some UK carts work on American systems and vice versa – but then again some don't. With differences in TV format (NTSC instead of PAL) and mains power*

*ratings (60Hz instead of 50Hz) it's real tricky to get your Sega to work properly, if at all. Why not sell the Sega and cart collection here, and then start again in Canada? US Sega's have just come down in price, after all!*

**SJ**

## D.I.Y. MINISTICK

Dear S

I am thinking of buying a control stick, but before I do I would like to know if using a mini-stick will break the control pad. If it doesn't then will using a home-made one break it (like a screw or a small pencil)?

**Gerred Blyth, Bath**

*Well, as for using a mini-stick, I don't think Sega would design a bolt-on extra that made your pad explode. I don't see any reason why you couldn't make one yourself; just don't use a six-inch masonry nail hammered into the middle of the joystick. I tried it and it doesn't work.*

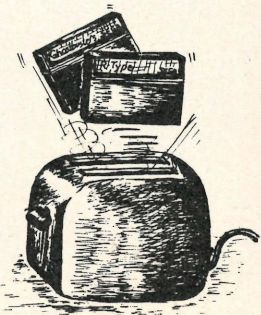
**SJ**

## POP-UP GAMES

Dear S

I've read in S that the Sega cards are going to be scrapped, but you didn't mention *F-16 Fighting Falcon*. I've been keen on the game for some time now and I have nearly bought it, but other games have popped up instead.

One more thing, I've heard some



rumours saying that you can use normal joysticks on the Master System. If so, can the Cheetah 125+ be used on the Sega?

**Nicholas Davies, Hastings**

*As far as I know, F-16 is on cartridge now (but I've had a quick go, and didn't think it was much cop, tell ya the truth...).*

*Nearly all joysticks come with the special nine-pin adapter, which Atari patented with their old VCS. However, most 'sticks have only one fire button, whereas your ultra-complex and sophisticated Sega needs two. Any joystick which can be used on the Sega will say so on the box, though, so check first.*

**SJ**

## GAME FOR A LAUGH

Firstly, I live in a Ghost House: it's unstable and very Rocky. Today I found some Captain Silver in my pocket and so I went on a Rampage up town.

I wanted a new razor, so I called into the best shop for razors. The man behind the counter was very good to me, he gave me the new R-Type razor with built-in Thunderblade. It only cost me a Zillion pounds and it was the one I Wanted as well. 'Y's that?', you ask yourself. Well I'm not human, and I've been sent on a Rescue Mission from the planet Golvellius.

On Earth I have to wear special 3D Glasses, as your sun gives out a lot of Galaxy Force. Oh no! I'll have to go or I'll have another Cyborg Hunter after me!

**Andrew Whitaker,  
 Lytham St. Annes**

*Well, who's a smart-Alex Kidd then?*

**SJ**

## MAKING MAGS

Dear S

As you recently started to publish a magazine, you will know the difficulties in starting one. I am wishing to produce a magazine in the same sector of the market; about the Sega system and its games.

If you have any advice that would be useful to me in the setting up of my magazine it would be very welcome and appreciated.

**Philip Rowley, York**

*It depends: if you want to start a newstand magazine to compete with S – don't bother, we were there*



# MAIL BAG

first so bog off. However, if you mean a small fanzine type of thing, then you would do as well to get hold of other fanzines and see how they do them. Generally, these are produced on a typewriter or word processor, printed out and photocopied. Then comes the tricky part: selling the bloomin' thing!  
SJ

## BRYAN THE SNAIL

Dear S

I am the proud owner of the Master System Plus. In all the paperwork that came with it, there was a sheet about a secret maze game. I have followed the instructions to get it but to no avail. Can you help?

Malcolm Shipp, Bristol.

Well, for anyone else out there who hasn't seen the snail maze game, plug the joystick in port 1, push up on the stick and press both buttons. Now power up the Master System with no carts or cards plugged in. Got it? If not, then the sneaky Sega people must have taken it out of the new power bases, or altered the start-up method without telling anybody. If you want to complain write to: Mister Sega, Japan. And if you find a different start-up, write to us.

SJ

## AMIGA – LOAD OF OLD RUBBISH

Dear S

Please, please, please could you answer some questions for me? Go on, please?

- 1) Can you join the Sega club without paying £15.00 for the subscription to S?
- 2) Will Streetfighter be released on

the Master System as I am great fan of it?

3) My friend says that the Amiga games are far better than the Sega games and are a lot better graphically, and has better sound. Is it true?

James Dodd, Grimsby

Oh, alright then.

1) No. Anyway, subscribing to the mag is a better deal than paying for it each month – check out the offer at the back of the mag!

2) Extremely doubtful. If they were going to do it, they would have done it by now.

3) Not really. The sound is superior, but show him California Games and watch him go green. Also, remember that your mate has lashed out hundreds of pounds for his crummy old Amiga while the Sega is only around 80 quid. Ha!

SJ

## LITTLE CREATURES

Dear S

I have had a Sega for about a year, in which time I have bought about ten games (hoping to get another soon). The games each cost me about £25-£30. That was OK; you just have to play a game like R-Type

to see what type of standard the Sega games are at. But...

a) Why are the game like Rastan, R-Type, Shinobi etc, in sort of rectangular boxes? Above and below there are black shaded areas in which there is nothing at all.

b) The games which have been taken from the arcades – Shinobi, Rastan, Double Dragon – the people in these games are not actual size. Why not?

Waqar Shah, Derby

a) With games like these, the black borders can be for two reasons: 1) the programmers have created a long rectangular playing area so that it looks the same as the arcade with respect to the size of the characters, or 2) they've done it to save 'processor time' (the amount of time given to the processor to do all its sums). If you have a screen which is particularly busy – R-Type is a good example – you can save 'processor time' by not having to fill the whole screen with graphics.

During the time the screen is drawing the 'empty' black bits, the processor can forget about scrolling, sprites and collision detection and get on with other things. I think.

b) Gawd, we're getting a bit heavy

now. OK, ready for this? The Sega's sprites (moveable groups of pixels which don't interfere with the background graphics) are groups of eight by eight pixels (ie titchy). Whenever you want to create a moving person which is controlled by the player, it's best to do it with sprites. If you want really large people, then you have to 'bolt' lots of separate sprites together. This gets tricky when you have lots of people on screen together, and you'll also get heaps of flicker. So, the easiest way round the problem is to make your people smaller.

Golden Axe's creatures are created using the background characters and so don't flicker. But this is complex and really heavy on processor time, and this is all getting far too technical so just don't worry about it, alright?

SJ

## FREEPLAY

Dear S

I was reading this month's S, when I thought about other computer mags. Then I thought about the demo tapes they give away in mags like Sinclair User and Amstrad Action. Would you be able to give free demo cards away with your mag to save the card input sitting on the Master System doing nothing?

Karl Roberts, Oldham

Blimey, you don't want much do you? I guess we could give cards away on the cover, but the issue would cost around £15! We may have other (cheaper) cover-mounted gifts at some time in the future – but don't hold yer breath!

SJ

## NEWS FLASH!! ■ NEWS FLASH!! ■ NEWS FLASH!! ■ NEWS FLASH!!

For all those who wrote in moaning about subscription costs, you'll be happy to know that as of this issue, S is now on national monthly newsstand sales. Basically, you can get hold of S from most of the larger newsagents or by getting your local magazine shop to order it for you. Go up to the person behind the counter and say in a gruff, confident voice: "Excuse me Mister (or Missus) newsagent person.

Please can you keep a copy of S magazine (the first and only dedicated console mag in Britain) for me – or do I have to eat your dog?". This should do the trick.

If you want to know what Sega fans everywhere like best, then this is the chart to watch out for. Compiled from readers' votes, this is the definitive guide to what's hot!

## S READERS' TOP 10

R-Type continues to cling on to the top spot, but Wonderboy III is right on its shoulder – next month we should be seeing a new number 1!

Shinobi and Rastan have had a sudden rush of popularity and have whizzed back up the chart, to knock WB II off its coveted third place. California Games has also made another guest appearance, pushing Vigilante back into the twilight world of the also-rans!

- 1 R-Type
- 2 Wonderboy III
- 3 Shinobi
- 4 Rastan
- 5 Wonderboy In Monsterland
- 6 Afterburner
- 7 Rampage
- 8 World Soccer
- 9 Double Dragon
- 10 California Games

"Remember pardners, this chart can't survive lessen' you help! If y'all got fav'rites, send 'em in t'me – I'm plum crazy 'bout Top Tens!"



Plum crazy!? More like completely bananas..

There's a FREE Sega T-shirt up for grabs to the first Top 10 list pulled out of the cardboard box-shaped hat each month!



# THE OFFICIAL SEGA<sup>®</sup> CLUB

Hi!

Things have been buzzing lately with some hot announcements. First of all those warnings in previous club pages about steering clear of inferior imported Sega Megadrives will hopefully have prevented club members from wasting a great deal of money. Sega has stated that the Megadrive will be available in the UK from the autumn onwards but more importantly that UK MEGADRIVES WILL NOT RUN JAPANESE OR US MEGADRIVE SOFTWARE. What this means is that if you buy an unofficial imported Megadrive now (or have done) then you will have to keep buying software from distributors who bring it in from Japan at stupid hyped prices. Bearing in mind of course that when the official Megadrive is launched in the autumn these importers could disappear almost overnight, leaving you high and dry.

Although the launch of the Megadrive has been put off until the autumn do not despair! There are plenty of titles lined up for the Mastersystem between now and then. The current batch includes Slapshot an ice hockey extravaganza (not my kind of game I thought until I played Mark Cichon in a head to head club visit); Assault City a fast paced zapper set in the future; Battle Outrun which is quite honestly THE business for driving games on the Sega. This game is FAST smooth and a real BATTLE, with the ability to enhance your car with money earned en route. There is plenty of strategy to get your brain around.

As if Battle Outrun is not enough to keep you glued to your seats in anticipation then prepare for Power Drift. It is currently being written and as soon as we have any news you will be the first to know!

On a more cheerful note the Sega Handle Controller

(that big yolk style controller) is now readily available in the shops and retails at £39.95. OK so this is not cheap but it really does give a whole new perspective and feel to driving and flying games. Those of you keen on new joysticks can check out my joystick round up in this issue.

When you complete a recent game do ring and let us know. At the moment Martin Duggan is claiming all the glory having been the first to ring in and tell us he had completed Wonderboy 3 and Spellcaster. Mark Cichon tells me he completed WB3 in just 5 days! So do ring in and we will give you a mention IF you are NUMERO UNO.

If you would like a club visit then please ring in as soon as possible as it is first come first served. There is a list and if you leave it too late then you will have to wait for your turn to come round. On a club visit I will give you a peek at the latest games hot out of Japan and you will get some freebie t-shirts and games. You must have had at least one meeting yourselves and there must be at least four people in your group.

If you are up to it you can give me a head-to-head battle with the winner getting a mention in these club pages (so far I have won two out of three so come on hotshots where are you all HIDING?)

There has been some slight confusion as to how club members can claim their discounted games and t-shirts. Simply send in your remittance, order form and club details to the Virgin / Mastertronic address NOT the Future Publishing one.

Remember if you are having problems with a game then do give us a ring on the hotline (0736 810875) Tuesday to Saturday. Please leave your membership details to hand as this will enable us to process your enquiry that bit quicker.

TONY TAKOUSHI



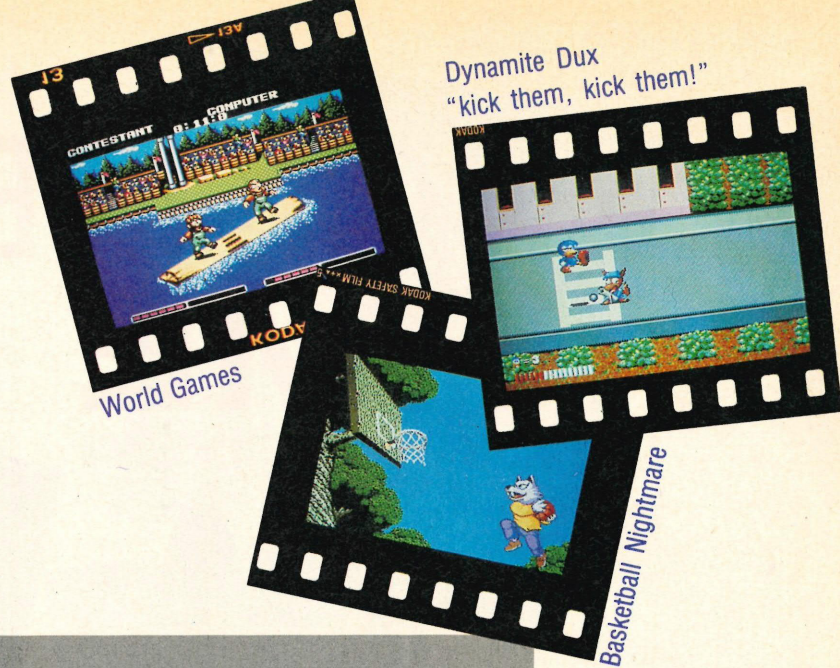
# SEGA<sup>®</sup>

## CLUB

### USER ■ ■

### GROUP ■ ■

### SECTION



This month's visit had me trekking up north Aylesbury way, to see Mark Cichon in High Wycombe. Mark is 14 years old and goes to John Hamden Grammar School. There are six people in his group, Tim Cichon (12 years old, his brother), Marc Lacey (15), Shannon Blake (14), James Garmont (15) and the youngest User Group member to date, Ross Marshall (4).

Mark has had his Sega for over a year and has amassed 13 games along the way. His current faves are Wonderboy 3 and Psycho Fox. He also enjoys the odd zapping session on Rambo 3 and shooting Gallery with his lightphaser.

Spellcaster has proved very popular in the UK but Mark is not such a fan. "I really did not like Spellcaster and took it back to the shop. I prefer a good blaster anyway." So somebody actually does not like this game!

His local store is called Fidgets and stocks a wide range of Sega games and peripherals (the latest being the Sega Handle Controller).

The Sega has recently had to take a back seat with Mark preparing for his GCSE exams. His mum assures me that when they are over he will have the Sega out like a flash!

Young Ross likes to play Wonderboy 3 but his mean streak came out when on Dynamite Dux "kick them, kick them!". Both James and Marc have had Mastersystems for the best part of two years with James returning to Rampage and Galaxy Force while Mark is hanging in there with the Wonderboy series.

I like to get some feedback from you lot when I am out and about on club visits as to what you like and dislike about S magazine. Mark is keen on the discounted games but would like to see more reviews and less maps and tips (we are trying to gear this around with a look at some of the older Sega titles still selling through) and he also enjoys reading the Sega arcade slot on what's new in the arcade world.

Shannon Blake has been a Sega enthusiast for 18 months and his faves lean towards the adventure side. Although he was taken by World Games (an Epyx game produced under licence for the Sega).

On the barrel jumping Shannon copped it by falling over the first barrel (it is tough at the top; a bit of a duff joystick may just explain why though!). He improved on the log rolling. He hung on grimly on the bull riding (definitely his best event) and came unstuck in the tossing the caber event. As Shannon walked forward he misjudged the lean of the pole and it fell down on top of his head knocking him into the ground! (Sorry Shannon I could not resist telling them!).

There were appropriate gasps at Battle Outrun (told you it was good), Basketball Nightmare and Slapshot. In fact Slapshot was the nominated game for my head-to-head with Mark Cichon.

I naturally tried to calm Mark before the game by asking him if he was nervous and if his palms were sweaty (aren't I nice!). Then we played a four minute session and there were not going to be any prisoners.

Shannon kept time and both Mark and I had a quick warm up game. To the battle proper! Mark pulled no punches and came charging at me as I slowly found my feet. The ice meant our controls were sluggish, slip sliding into each other and trying to get the odd jammy goal with long shots.

I drew first blood and kept the pressure on by scoring another. Mark was in real trouble and even resorted to hacking me down a couple of times. This was followed by some long shots that almost slipped by me (but not quite). I got a third and now Mark was reeling (I am sure his palms were getting sweaty!) as we clashed in frantic attempts to get hold of the puck and to rub salt into the wound I clinched a fourth in the last ten seconds.

Never mind Mark, with another 3 years practice under my constant supervision you can make the grade (is there anyone out there who can rub TAKOUSHI'S NOSE IN IT?)

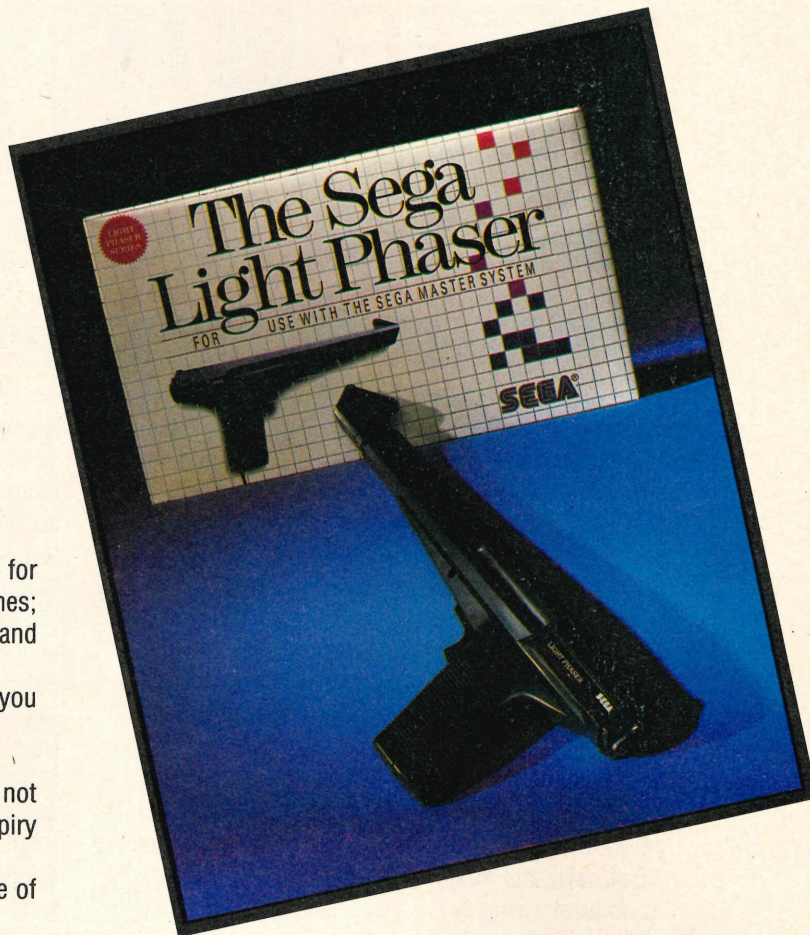
Of course if you DO beat me then you can give me a few well chosen words of advice which will be printed in S magazine. So come on, ring in, arrange a User Group visit IF YOU DARE!

SEE YA NEXT MONTH.



# COMPETITION TIME

## SEGA®



This month we have 2 Sega Lightphasers up for grabs. Included in the pack are 3 shooting games; "Marksman Shooting", "Trapshooting" and "Safari Hunt".

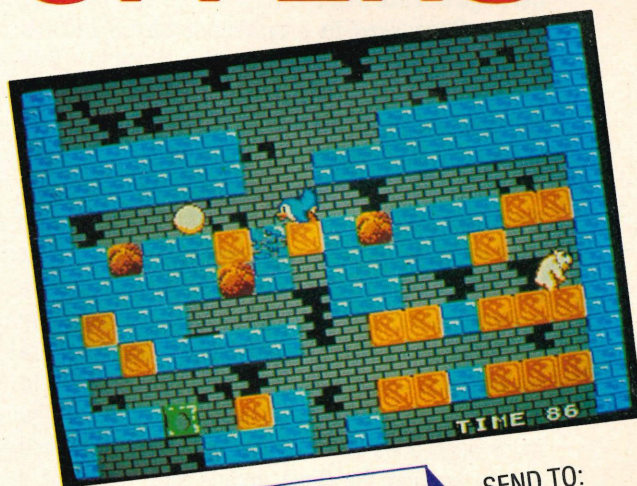
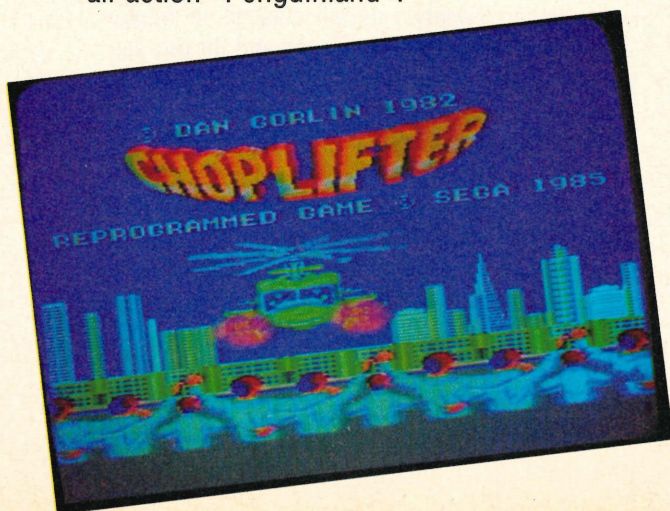
To win one of these Sega Lightphasers all you have to do is name 5 Sega Light Phaser games. SIMPLE! Now put pen to paper and write in to: Virgin Mastertronic at the usual address, not forgetting your membership number and expiry date.

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

# SPECIAL OFFERS

## THIS MONTH'S OFFERS –

Two classic games for the Sega, the arcade shoot 'em up "Choplifter" and the all-action "Penguinland".



"Penguinland" normally £29.95  
To Club Members only £24.95  
"Choplifter" normally £22.95  
To Club Members only £17.95  
A SAVING of £5 on each!

SEND TO:  
CLASSIC GAMES OFFER  
VIRGIN MASTERTRONIC  
2-4 VERNON YARD  
PORTOBELLO ROAD  
LONDON W11 2DX



# SPECIAL OFFER

## T SHIRTS / SWEATSHIRTS SPECIAL OFFER

Here is an offer you cannot refuse!

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

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

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

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

VIRGIN MASTERTRONIC  
2-4 VERNON YARD  
PORTOBELLO ROAD  
LONDON W11 2DX

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



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

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

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

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

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

## JOIN THE CLUB!

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

DO NOT SEND CASH, ONLY CHEQUES & POSTAL ORDERS

NAME .....

ADDRESS .....

.....

.....

TELEPHONE NO. ....

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

Send to: VIRGIN MASTERTRONIC  
TOWER COTTAGE  
ST. BURYAN  
PENZANCE  
CORNWALL TR19 6BZ





# MADE IN ENGLAND

For the first time ever, UK companies are going to be producing games for the Master System, so S scurried up to have a look at two games coming from Birmingham software house US Gold: *Gauntlet* and *Impossible Mission*.

Nestling in the centre of the quaint little market town of Birmingham, US Gold are famous for producing computer games – and lots of 'em. Now they are turning their corporate talents to the production of games for the machine you all know and love.

The idea originally came from US Gold's chairman, Geoff Brown, who approached Sega in Japan. "I believed that it would be in Sega's interests to have a European slant on their software, and have been negotiating with them for over a year. We finally got round to convincing them that we could produce and license good titles that would prove to be a household name for them in Europe.

"We're not going to see as many units sold as we would writing across six computer formats. But in terms of the Sega market, we believe we'll get some of the top sales in games because they're such famous names. It all depends on the installed user base; typically you do sell to a higher percentage of console owners because of 1) the lack of piracy (we reckon there's 10 pirate versions to every single computer game sold), and 2) there are less games released, consequently there's less choice. So percentage-wise it comes out better. Ask me again in six months' time!"

## PRODUCERS

Since the games are being written in England, how do the completed cartridges finally end up in your sweaty mitts? Geoff explained, "As regards production, the coding is done jointly between our in-house programmers and a company called Tiertex in Manchester. We agreed that they would go to Japan and set up a parallel development system using the same programming tools that the Japanese use. It was then just a learning curve to get to grips with the technology.

"The beauty of it for us is that we have some very good Z80 programmers already in the UK, and we had written some of the programs once already. Any little idiosyncrasies we found in the original we could put right in the Sega version. And if we've already written the game we don't need the coin-op machine. With *Gauntlet*, the programmer has been writing the game for two years on different versions, so he knows that game inside out. With *Paperboy*, which we didn't write – that was an Elite product – we have to get hold of the

coin-op and start from square one.

"The finished games are playtested internally, externally, by the license source of the company, and playtested in Japan as well (apparently the games have to play for 200 bug-free hours before they are finally passed!). And then we go through the production cycle: the cartridges are 'burnt' (encodod onto ROM – Read Only Memory – chips) in Japan and eventually they return to the UK for distribution through Virgin Mastertronic.

"You can expect to see *Gauntlet* around June time, followed by *Impossible Mission*. *Paperboy* will be next, which I reckon will be better than the 16-bit computer version, and *Indiana Jones* will be an enhanced version of the computer game. Anything that we could add in, gameplay wise, we will. We have others in the pipeline but don't want to mention them yet. We believe those four titles will be some of the best titles in Sega's library. And if Sega like the games and they are successful, then we expect them to be released in America and Japan as well."

## CODERS

The people responsible for the coding are Tony Porter, Gary Priest and Bob Armour, who all come from eight-bit computer backgrounds. Gary has been working on *Impossible Mission*, while Tony is coding *Gauntlet* on the Sega. Bob is actually working on the Atari 7800

*Gauntlet* but worked with Tony on the early computer versions of Atari's smash-hit coin-op, and they all help each other out.

Tony started the ball rolling around nine months ago, going to Japan (lucky swine) and getting all the technical details from Sega's engineers. "In Japan they have a team of four programmers and two graphics artists per product, and it *still* takes them four months to develop a game. That's like me taking 16 months to produce a game, which is ridiculous.

"When Sega wanted to produce games they didn't ask for programmers – they recruited people who were interested in the computer business and then taught them to program. This accounts for the standard of some of the cartridges."

Tony then went on to explain some of the differences in working on computers and with consoles: "They way I used to work to aid speed was to write self-modifying code,

which would rewrite itself ready for the next pass through (as the processor runs the program). You can't do this with a cartridge; you have to make sure that anything which is altered sits in the video RAM (Random Access Memory) as graphics or in the 8K RAM in the machine. You can get RAM added to the cart, but this bumps the price up phenomenally. Other than this I haven't really noticed a big change in the way I program, but the development hardware we have is absolutely fantastic.

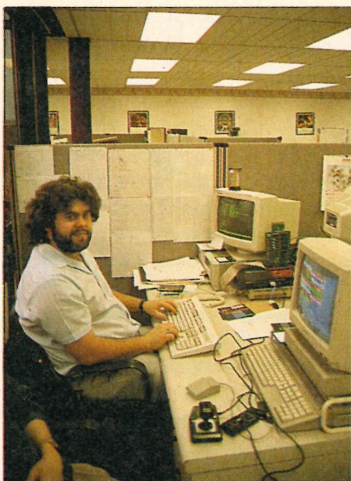
"The Sega's similar in many ways to the MSX machine, in that it's like programming through a keyhole. There's only 16K of video RAM, and you can only read or write one byte of information to the video RAM at a time. You've got to get everything you need in the game to the video RAM and keep it there; you can't fetch bytes or graphics from all over the machine because you just can't get them there in time. And you've got to do all your programming through that. If it wasn't for this limitation – having to program in small steps – it would be an excellent machine."

Having been familiar with previous versions of the game, Tony found the Sega *Gauntlet* a fairly straightforward project, as he pointed out: "When we were doing



The trio responsible for coding the games (from left to right): Bob Armour, Gary Priest and Tony Porter.





**Tony and development kit.**

the eight-bit versions, Atari sent us the official maps – all 100 levels of them. But unfortunately, while they sent us the hex codes for each map, they didn't send us the program needed to assemble it all, so every last map had to be entered by hand! Thankfully, this was ages ago for the eight-bit versions, and now we can use the code from the other versions we've written. We've also sorted out all the two-player bugs from the early versions."

Gary Priest, who is responsible for *Impossible Mission*, didn't have it so easy. "I had to play the C64 version all the way through to get the feel of it, and to find all the robot types and where they were.

"The screen on the C64 is 40 characters wide, while the Sega is only 32 characters wide, which meant I couldn't use the maps out of the Commodore. Instead, we got hold of the Spectrum version, sucked out all the map data from the Z80 chip, and used this to recreate them on the Sega."

Tony continued, saying that Atari had also provided them with all the C source code for the *Gauntlet* arcade machine: "We could write a Mega Drive version which would be absolutely arcade perfect! We haven't had a close look at the 16-bit yet. I'm keen to get to grips with the machine, but when that will be I don't know.

"When the European manufacturers start developing on it you'll see some phenomenal stuff coming out. The Japanese games are good, but given the difference in the quality of games already, once the Europeans start to get to grips with the 16-bit..."

## TIERTEX

While the Birmingham trio are beavering away on the source code at US Gold's headquarters, the graphics and sound are being pulled together by the rest of the Tiertex team up in Manchester. Donald Campbell explained how they fit into the project: "US Gold is more of a publisher than a developer, and since we do the majority of US Gold's development work, we were natural choices to do the Sega work. It's very much a joint venture, though, and the guys down at US Gold are part of the Tiertex team.

"The coders we have here include myself – I'm doing *Indiana Jones* – and Gary Vine. He's responsible for the computer versions of *Double Dragon II*, and is doing *Paperboy*.

"For the sound and graphics we use a company called Blue Turtle, who work exclusively for Tiertex. The problem with graphics on the Sega is that you only have a limited cartridge size: it's not just a case of drawing them so they are 16-bit standard, but you have to reduce the amount of graphics using the

special hardware features of the Sega: flipping characters and so forth.

"Blue Turtle are very good at that, because they are quite technical, and with the software tools we wrote at Tiertex they managed to compress the graphics right down. For instance, with *Indiana Jones*, which took up 800K of an Atari ST disk, they managed to produce a similar-looking game and get it down into a 256K cartridge.

"*Indiana Jones* is currently at the alpha-testing stage, while *Paperboy* is a little further behind, but we're at the point where we have the arcade machine and are trying to get as much information from that as possible. It's only going to be a 1 Megabit cartridge, so we're trying to squeeze all the screens in there.

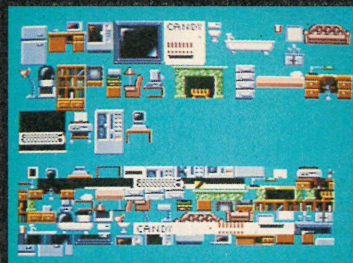
"We've also got Mike Haigh-Hutchinson on our staff who did the Amstrad version of *Paperboy*, which was probably the best version. We're trying to get it playable compared to the arcade machine. *Paperboy* is quite a nice game because we have every single conversion of it including the Nintendo version to look at as a reference guide. Hopefully that →

All the game graphics actually start life on a 1040 ST running the *Degas Elite* art package. The code is then ported over to the Sega and used as needed.

## GAUNTLET:

Each monster is created using character squares – the basic graphic building blocks. There are three frames of animation to show the monsters wiggling along, and they can all move in one of eight directions. So each monster type requires 24 individual characters.

The players (Wizard, Elf, Warrior and Valkyrie) each need 24 frames of animation for movement around the maze. They also require a further eight frames as they gurgle down an exit, plus another six as they appear and disappear using the transporters, giving a grand total of 38 sprite frames per player!

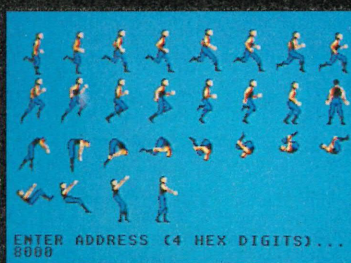


**IM's furniture is made of separate characters bolted together.**

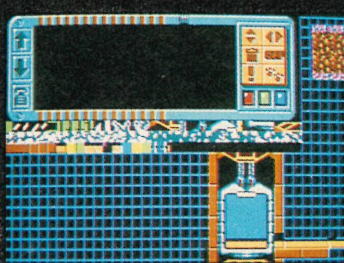
## PAINTING BY NUMBERS



**Ghosts, trolls, ogres, wizards and Death himself – characters from Gauntlet.**



**The individual frames which make IM's Agent 4125 so acrobatic.**



**IM's lift shaft, control panel and scenery in their component pieces.**

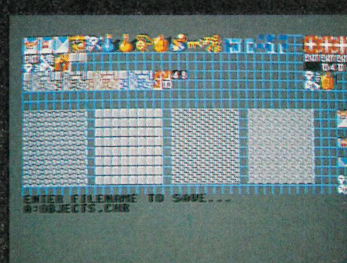
There are five different types of wall, constructed from 16 separate character designs.

Each maze is produced by simply piecing the characters together in any combination of elements, joins or corners to make up that particular wall.

## IMPOSS MISS:

The *Impossible Mission* agent uses 28 frames to show him running, examining the furniture and performing his forward somersaults.

The basic units of furniture which appear in the game are again made up of individual character blocks bolted together as necessary. Similarly, the scrolling stonework surrounding the lift shaft and corridors is in fact made up of just a few characters, joined together and repeated over and over again to give the impression of a whole wall.



**Floor designs, walls and objects from Gauntlet.**



→ means that we can improve on them all!"

Donald then described how they actually began producing the games. "The first thing is that we had to write a whole load of tools to assist us in writing the code. All the programmers we have on the project are all experienced Z80 guys, and some have had 16-bit experience as well which helps since we like to model the games on 16-bit formats as well the eight-bits. We've had no real problems – we have Sega's full development kit, and you can't go wrong. We have Z80 emulators which give us more control over the program: we can stop and start it; look at whatever we like. You can ask it to time certain sub-routines for you, and you can have really complicated break statements, so if three or four things happen at the same time, you can make it stop and find out what is going wrong."

European programmers seem to spend a lot of time pushing

computers to their limit. Did Donald think that they could get any extra performance from the Sega, over the Japanese games? "There is a vast difference between the Japanese eight-bit code and the 16-bit Genesis code. The ROM cartridges aren't much bigger, but they do actually make a much better job of the Genesis games. I think there is room for improvement: we have a slightly different approach. For instance, in *Indiana Jones* we've made sure that sprites very rarely flicker, simply by designing the gameplay and graphics to avoid that problem. With the Japanese, I'm not sure if that's just a console mentality: if the screen flickers or jerks or whatever it doesn't matter, if the playability is there.

"The problem with *Indiana Jones* is that the sprites are large, and we have to continually download the sprites from the ROM into the working system of the Sega; we can't just keep them there. That's the slow part: getting them into the

video RAM. And the real trick is trying to get the game to do that as quickly as possible."

## THE FUTURE

With record sales over Christmas, and the Mega Drive launch postponed until September, Geoff Brown was optimistic about the eight-bit system's future in Europe: "The Master System is the one Sega is concentrating on at the moment. The Genesis is important in America because, as they would agree, Nintendo have the eight-bit market to themselves. But Sega are doing very well in the UK with eight-bit sales; they don't have that much

competition from the Nintendo at the moment. The Mega Drive isn't required in the UK at the moment, and I can foresee that the Mega Drive won't be in mass distribution for a while yet. It will be released this year, but I don't think it will be in large quantities until next year. I still believe that while it's going so well in the States, they will leave Europe to the eight-bit machine.

"We will of course be coding for the Mega Drive but our focus is still the European market: we won't be producing games until they can be released in the States and Europe."

**NEXT MONTH** – *Indiana Jones*, *Paperboy*, and the first games from French software house, Titus.

## IMPOSSIBLE MISSION

Epyx, those all-American purveyors of quality sporting simulations (*California Games*), also dabbled in ordinary-style arcade games when they were young. One product that may not be too familiar to console owners is the classic Commodore 64 game, *Impossible Mission*. So here's the low-down.

You take control of Agent 4125 as he makes his way through the underground lair of warped scientist Elvin Atombender. Elvin has locked

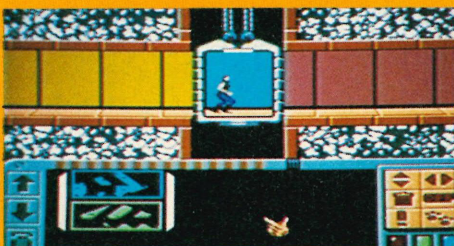
himself away in a secret room, and the door's 16-digit password has been encoded onto four punch cards, each of which has been split into four segments and secreted throughout his complex complex. With it so far?

You have to visit each room in turn, search every item of furniture and find all the pieces of code so you can open Elvin's inner sanctum and complete the mission. Just to make matters worse, Elvin has a veritable army of semi-intelligent droids armed to the diodes with zap rays and stuff. The mission isn't impossible – but it's a real toughie!

The C64 version which first appeared way back in '85 astounded players because of the amazing animation on the main character, some brilliant sampled speech and a spine-chilling death scream as your agent plummeted to his doom! Thankfully the Sega version is true to the C64 version – animation, speech and all. And, if anything, looks even better than the original! Bet you can't wait...



Watch out for the robot's zap ray!



Two puzzle segments have been collected.

## GAUNTLET



Is that enough enemies for you?!

There can't be many people who haven't seen or heard of the Atari coin-op *Gauntlet*. This huge four-player arcade machine was one of the first to incorporate multi-player action, and caused a storm in 'musies up and down the country when it appeared back in '84 (not least because it was such a stonkingly big machine). The first official conversion came from US Gold themselves for the C64, followed by versions for the other home computers and a follow-up in the shape of *Gauntlet II*.

The game revolves around the efforts of two players (sorry guys, there was nowhere to plug in another two joysticks!) who take on

the mantle of Elf, Valkyrie, Wizard, or Warrior as they explore a series of maze-like dungeons. Each floor is full of ghosts and demons of all shapes and sizes, who emanate from generators and continually swarm toward you. If you don't want to end up as a small pile of bones, you have to engage in a little mass slaughter!

Your main aim is just to survive as long as possible, but you can earn extra points by killing monsters and collecting jewels from treasure chests. There's also a mad dash to be first to collect the food, which replenishes your dwindling energy!

As you progress further and further into the 100 levels strange things begin to appear, like potion bottles and transporters which whizz you from place to place. The almost-finished Master System version we saw boasted all the features of the coin-ops, with dead-smooth eight-way scrolling, loads of enemies and... well... wait for the review later this year!



Collect the keys to open doors!



# POWER STRIKE

**F**or a change it isn't alien beasts from another dimension who are happily destroying large sections of planet Earth. No, this time it's terran scientists who have unleashed a genetically mutated strain of intelligent monster plants. To succeed in their planned domination of the planet, these veggies take over the minds of people and control their actions, forcing them to produce weapons to destroy their own people. Egad – the fiends!

Of course the only way to reason with a rampaging cucumber is to blow it to pieces, and that task has fallen on your puny, narrow shoulders. Luckily, you don't have to attack them with your shoulders – you've got *Power Strike*: a high-powered jet, faster and more powerful than... er... a very fast, incredibly powerful thing.

Flying over plant-infested territory, you are faced with wave after wave of enemy fighters piloted by zombie humans, their minds



Catch those yellow Power-Ups!

drained of thought and under command of the vegetables (not totally unlike the audience at a Kylie concert). Not only that, but you are constantly assaulted by cellulose-based ground defences which hurl out streams of missiles.

The *Power Strike* comes complete with a 90-day warranty and a range of upgradable weapons: button 1 activates yer basic pulse cluster beams, while button 2 delivers a blast of whichever special weapon is currently installed. Both systems can be powered-up during the battle, by collecting modules released on destruction of specific

enemy ships and installations.

The speed, number and potency of the pulse cluster beams can be gradually increased by collecting yellow 'P' Power Chips. These are carried by enemy ships, and are released whenever the craft get hit. Your arsenal can also be extended by the addition of special weapons. Red digits numbered 1 to 8 are held in ground installations, and occasionally by a stray craft, which are again released after a good blasting. Collect several of the same number to gradually increase the weapon's kill-capacity.

Each of the six rounds has a Command Centre which must be destroyed before moving onto the next. And the ultimate vegetable Mother Brain residing at the end of round six must be generously sliced and diced to finally save Earth from the creeping green menace. Hurrah!

## VERDICT

It would appear that *Power Strike* is one of those poor games which is a real corker, but just doesn't seem to grab anyone's interest. It's hardly ever mentioned in the Top 10 votes, and no-one has ever sent in tips for it. This is odd, 'cause the vertical scrolling blaster is everyone's favourite game, and *Power Strike* is without doubt the best vertical scroller on the Master System!

There are some real snazzy backdrops to feast your peepers on, while your ears are taken out for a film and a slap-up meal with different soundtracks for each level plus some punchy effects.

The action is incredibly fast (with

some eye-bogglingly rapid scrolling), there are loads of enemies whizzing all over the place, and the potent power-ups are wild!

The frenetic action makes real demands on your gameplaying skills (if you have a low threshold for concentration, you better forget it!), and this is one game you'll keep coming back to time and time again. Generally, a real hard blast – you'd be mad to miss it!

## SPECIAL WEAPONS

- 1: Directional Shot** – fires a stream of plasma in whichever direction the craft is pointed. This is the basic weapon that you have at the start of the mission. OK 'spose.
- 2: Web Gun** – Hold down the button for an *R-Type*-style power-up, then release to launch a stream of white fire. Completely naff; don't touch it.
- 3: Laser Cannon** – Releases a high-intensity beam of laser fire. Great – listen to those greenies sizzle!
- 4: Rolling Fire** – A deadly ball of plasma rotates around the ship. Er... rhymes with frap.
- 5: Homing Flame** – Two revolving plasma balls chase and destroy the enemy. Equally useless.
- 6: Swing Web** – Shoots an arc of fire to left or right, according to the direction of the ship. 100% plant-maiming stuff – brill!
- 7: Plasma Ball** – A huge ball of energy floats ahead of the ship, acting like a shield. Alright, if a bit short-range.
- 8: Wipe Laser** – Laser beam that moves from side to side as it shoots forward. Even better than the Laser Cannon. Eat white death, you green, chlorophyll-blooded devils!



That's the *Power Strike*, there... er... that large explosion on the left...

PRICE £22.95

PLAYERS



CONTROL



GRAPHICS 89%

- ▲ Stunning backdrops, with plenty of detail and loads of atmosphere
- ▲ Loads of visual variety across the different levels
- ▲ Small sprites are all nicely detailed and well animated
- ▲ Wickedly fast and super-smooth mid-round scrolling

SOUND 79%

- ▲ Different soundtracks are varied and well produced

▲ The hectic action benefits from some beefy spot effects

DEPTH 47%

- ▲ Six long levels, each sporting a collection of different enemies
- ▲ Use of different power-ups adds an interesting twist to the action
- ▼ Ultimately simple shoot 'em up gameplay won't set your brain alight

ADDICTION 92%

- ▲ High-intensity action provides a

real adrenalin surge

- ▲ Continue option and well-balanced difficulty level provides real lasting interest
- ▲ Not too easy to finish so the challenge stays fresh

S-FACTOR 90%

Terrific blasting action: fast, addictive, exciting and challenging with a real streak of quality. Well worth saving up for!



# SMALL ADS

Things to swap, sell or tell? Check out our FREE small ads. Fill in the form below (and across) and send it to the usual address!

## FOR SALE

Master System and Light Phaser + 3 games. *Psycho Fox*, *Rastan*, *Wonderboy III*. Worth £200, sell for £150 o.n.o. Can go lower. Ring Paul on 0252 623860.

*Out Run* and *Fantasy Zone II*. £30 for both. Write to: Jon King 9 Porthminster Terrace, St. Ives, Cornwall TR26 2DQ.

Sega Master System and six games including *Spellcaster*, *R-Type* and *Power Strike*. All for £100. Is this a deal or what? Contact 01 274 2554.

Twelve games for sale. Price of games ten to twenty pounds according to Mega power. Games include *Phantasy Star*, *Spellcaster*, *Y's*, *Black Belt*, *Gangster Town*, *Golvellius*, *Fantasy Zone*, *Monopoly*. Call 0372 63161.

*Galaxy Force* cost £28, sell for £18. *Kung-Fu Kid* cost £24, sell for £15. *Pro Wrestling* cost £24, sell for £15. Phone Rob on 051 424 0209 after 4:30 pm.

Sega for sale. 3 games, two control pads, rapid fire unit. Games include *Double Dragon*, *Fantasy Zone*, *Vigilante* and *Hang-On* all for £100 o.n.o. Ring Jace 051 339 5057.

PC Engine and Sega games. Also PC Engine console. Send s.a.e. to Chopra 67 Laitwood Road, London SW12 9QH for a price list. PC Engine over 25 games, Sega over 50 games.

Sega + light gun + 4 games worth £140 will sell for £100. Contact Ben O'Reilly on 0737 246744.

Sega games for sale at low prices. I have *California Games*, *Choplifter*, *Time Soldiers* and a load more. So if you're interested, please tel. 0623 31296. Ask for David. Tal

Sega Light Phaser with combo cartridge and *Rambo III*. All boxed as new, cost £70 will accept £35 or swap for *Shinobi* and *Out Run*. Phone

0742 471678. Games for sale. Includes *Wonderboy 1-3*, *R-Type*, *Time Soldiers*, *Power Strike*, *Out Run*, *Thunder Blade*, Light Phaser. Also many more. Write to: grant Ross, Whinhill, Castle Road, Cruden bay, Peterhead, Aberdeenshire AB4 7NE.

Help! Sega Light Phaser for sale only £12, also *Vigilante* and *After Burner* for £12 each. Ring: 0242 577327 or write to Steven Taylor 19 Ismay Rd, Cheltenham, Gloucestershire GL51 0EL.

Sega games machine plus Light Phaser and *Rambo III*. Will sell for £75 o.n.o. Contact Darren on 061 926 8098 after 4:15 pm.

*Rampage* for sale. Brand new £10. *Galaxy Force* brand new £18 was £27.95. *Baseball* £10. *Out Run* £15. 021 706 5779 Saturday if possible.

For sale: *Rocky* in very good condition. Barely used, still with box and instructions £20 o.n.o. Will swap for Y's or *Phantasy Star*. Ring 0381 20082 ask for Jamie.

Sega Master System, 4 games *Shinobi*, *Space Harrier*, *Astro Warrior/Hang-On*, *Super Tennis*, rapid-fire unit £80. Contact Malcolm on Brynmawr (0495) 310819. 33 Clydach Street, Brynmawr, Gwent, S. Wales NP3 4RN.

Sega Master System for sale with control stick, Light Phaser, *R-Type*, *Shinobi*, *Hang-On*, *Transbot*, *Safari Hunt*. Perfect condition with all leads and boxed as new. Tel: 0285 655498 £100.

20 good titles for sale or swap for others send list for list to Paul 3 Moorend Ave, C'Wood, B'Ham B37 5SD. Swap real arcade machines (2) for best offers?

Sega Light Phaser - £16 or swap for *California Games*. Sega 3D glasses - £22 or swap for *Rocky* and *World Soccer*. Phone 01 871 9398.

Sega Light Phaser with one game, *Marksman Shooting/Trap Shooting/Safari Hunt*. Only £20. Phone Harlow (0279) 414131. Write 146 Upper Mealines, Harlow, Essex CM18 7AW.

Sega for sale. 7 top games including *After Burner*, *Out Run*, *Space Harrier*, *Quartet*. Original boxes, 11 months old. Phaser, Q.F.U. Phone Tim Bustin 55 Ivel Gardens, Biggleswade, Bedfordshire SG18 0AN. £12. 0767 318901.

Colour television. 20 inch screen. Infra-red remote control. Electronic tuning inc. sleep mode timer. Only 6 months old. Only £250. Phone 0689 53077 after 6:00 pm only please.

For sale 4 games for Sega. *Phantasy Star*, *Wonderboy*, *Aztec Adventure*, *Thunder Blade*, any price negotiable. Ring Accrington 385800 after 4 o'clock. Ask for Lee.

Sega games *Rocky*, *R-Type*, *After Burner*, *Alex Kidd*: *The Lost Stars* all of them £45 o.n.o. Tel. 0472 696602.

Games for sale *Rampage* or *My Hero*. Very good condition. *Rampage* = £26 and *My Hero* = £8. Phone Bristol 655345 after 4 pm. Thank you.

For sale *Choplifter* £12 o.n.o. *Zillion 2* £10. *Altered Beast* £12. £27 for all three or swap for *Wonderboy In Monsterland* or *Wonderboy*. Call 0226 286148 after 4:00 pm. Sega System with over £130 worth of games, worth £210 will sell for £90. Tel Gloucester 720236.

Sinclair computer ZX Spectrum+. Excellent condition. Price includes over 50 games, 2 joysticks, £90. Tel Crowborough (0892) 655804 eves.

Sega Master System plus Light Phaser, seven games including *Psycho Fox*, *Wonderboy III*, *Spellcaster* and *California Games*. All brilliant. Worth £235 sell for £150. Phone Cheltenham (0242) 575439 after 5 pm.

*After Burner* = £20, *Altered Beast* = £20. Call Scunthorpe 845718.

For sale: Sega Master System with 10 great games including *Double Dragon*, *R-Type*. Will sell games separately at reasonable price. Also for sale 3D glasses. Contact Cam on 0707 265747.

For sale, *Black Belt* + *Alex Kidd: The Lost Stars* - £20 for both (includes postage if necessary). Write to Saul Sette 179 Sulivan Court, Fulham, London SW6 3DN.

Good condition Sega Master System plus for sale. 12 months old. Price £49.95 original price £99.95. Phone 0734 479732 after 3:30 pm.

## GOODS WANTED

Wanted, rapid-fire unit needed urgently. Willing to pay good price. Also games wanted for swap or buy. Please phone 0753 889196. Prasin Wood Bank Ave, Gerard Cross, Bucks SL9 7PY Ask for Dave Allen.

Wanted £20.00 for any games for the Sega Mega Drive. Send list to E Facey, 51 Hawkesley End, Kings Norton, B'ham B38 9SQ.

Please, please, please has anybody got *Space Harrier*, *Rastan* or *Thunder Blade*? I will pay £10 for any of them, plus *Wonderboy In Monsterland*. Phone Barry, 051 678 1651.

Hi there, is anybody selling any Sega software or hardware. If you are then phone 041 557 3690 and ask for Graham between 5:00 and 9:00 pm.

Sega cartridges (with instructions) pay up to £10 for ones required. Phone 01 871 9398.

Can anyone get me Y's and *Pro-Wrestling* on the cheap? Address: 11 Warwick Drive, Houghton-Le-Spring, Tyne and Wear DH5 8JR or call 091 584 7481.

Wanted: *Wonderboy In Monsterland*. If willing to sell, contact Jonathan after 6 o'clock on 0554 771707.

Cheap Sega wanted, £5 to £15. Please ring Gloucester (0452) 305751. Andrew.

Wanted - *World Soccer*, *Wonderboy II*, *Rastan*, *Alex*

*Kidd In Miracle World*. I will pay £10-£15. Write to Dom The Close, 152 The Street, West Horsley, Surrey KT24 6GB. Call 04865 3918.

Cheap Sega games wanted. I will pay between £8 and £15 as long as they are in good condition. Write to Ryan Jones 25 Ascot Drive, Atherton, Manchester M29 9LH.

Cheap Sega games wanted around £5 to £15. No 3D games or Light Phaser games. Send your lists to me. Must be in good condition with instructions. Brian Bouinois 1 Brick Dale, Madeley, Nr. Crewe, Cheshire CW3 9NS.

Just acquired system and would like to buy games you're tired of playing at less than R.R.P. Call 863 4255 after 7pm.

*Ghost House* instructions wanted. A photocopy will do. Contact Ian 0977 705245.

Genuine games author seeks a CD or record with the official *After Burner* music on! Huge payout ready! Ken Murfitt 17 Cook Road, Tilgat, Crawley, West Sussex. RH10 5DJ. Hurry!

## SWAPS

I will swap my *Wonderboy* for *R-Type*, *Vigilante*, *Bomber Raid*, *World Grand Prix* or nearly any other game. Call Mark after 5 pm, on 0757 82248.

I want to swap *California Games*, *Fantasy Zone 3*, *Alex Kidd 3*, *Galaxy Force*. Send lists of games to: Chris Mason, 54 Lochinver, Birch Hill, Bracknell, Berks RG12 4LD.

For swaps. Anybody who has *Altered Beast* and wants to swap for *Space Harrier* or wants to swap *Wonderboy* for *Transbot*, contact me on 061 998 1539 after 6:30 pm.

I will swap my games for yours. I have *Shinobi*, *Captain Silver*. Contact Tim on 9 Willersey Rd, Cheltenham, Gloucester (0242) 510282.

For swaps: *Thunder Blade*. If possible, *Double Dragon* or *Fantasy Zone II*. Fakhri: 26C Lowdon Court, Richardson Road, Newcastle-upon-Tyne NE2 4BN.

I will swap my *Thunder Blade* and *Alex Kidd III* for either *Rastan*, *Alex Kidd I*, *Alex Kidd II*, or *Spy Vs Spy*. Call Chris on Blackburn (0254) 247245.

To swap: *After Burner*, *Spy Vs Spy*, *Transbot*. Any game considered. If interested phone Mike on 06333 874196.

Swap your games! I will swap *Out Run*, *Shinobi*, *Time Soldiers* for almost any other three except *Thunder Blade* and *Wonderboy 2*. If willing, phone Pete on 0235 28346. after 6:00 pm.

I will swap my *Rastan* for either *Space Harrier* or *After Burner*. Please ring Matthew on 0788 71678 or write to Matthew harvey 7 Station Road, Clifton, Rugby, Warwickshire CV23 0BT.

I would like to swap *Out Run* or *Ghost House* for any other Sega games. No sports games please (can't stand 'em). Call Mike on Stratford (0789) 296553.

I would like to swap *Zaxxon 3D*, *Rocky*, *Choplifter*, *F-16* for any 3D game. Will consider special deal for *Space Harrier 3D*. Also have you got anything else to swap. call Nicholas on 0695 575630.

Willing to swap *After Burner* or *Double Dragon* for either *World Grand Prix* or *Enduro Racer* or *World Soccer*. B. Jones 875 Chester Rd, Stretford, Manchester M32 0RN.

## HELP WANTED

For *Kenseiden*, what is the level select code, and when do you have to do it? Call Nicholas Woodruff on Langton 3374.

Help wanted on *Spellcaster*. Can you tell me how to get past the spaceship. If so, contact Jonathan after 6 o'clock on 0554 771707.

## HELP OFFERED

Neil Flux, Cross Close, West Taphouse, Lostwithiel, Cornwall PL22 0RP. Phone 0579 20255.

*Out Run*, *Power Drift*... original music from arcade. Send me audio cassette, your console instruction booklet + £1 for answer. Verraes Marc, Clos De L'Europe, B-7610, Rumes, Belgium.

## PEN PALS

Boy of 11 would like to write to someone of similar age. Call 0272 658206 or write to Curtis Brown 53 Small Lane, Fishponds, Bristol BS16 1AJ.

## MISC.

'Sega Mode', bi-monthly newsletter/magazine dedicated to Sega. Costs only £2 + 7 stamps or £4 for 6 issues + 1 free. Subscribe now to 'Sega Mode'. 6 Albermarle Road, St. Ives, Cambs PE17 6UN for your FREE pilot issue. Send today!



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## MEGA DRIVE WARNING!

*Sega of Japan and Virgin Mastertronic, as the exclusive authorised distributor for Sega in the UK, strongly advise all potential customers against purchasing 'grey' imported 16-Bit MegaDrives.*

*Mega Drives which have already reached the UK have been unofficially converted to run on the PAL system; this work has NOT been authorised by either company and therefore the hardware is NOT covered by any guarantee of safety or workmanship and will NOT receive any after sales service from Sega or Virgin Mastertronic.*

*Sega also announce that 'grey' imported Mega Drives will be incompatible with the software which will be marketed in Europe when the official Mega Drive is launched later this year, and that owners of the 'grey' imports will not therefore be able to run this software.*

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**Signed**



# SLAP SHOOT

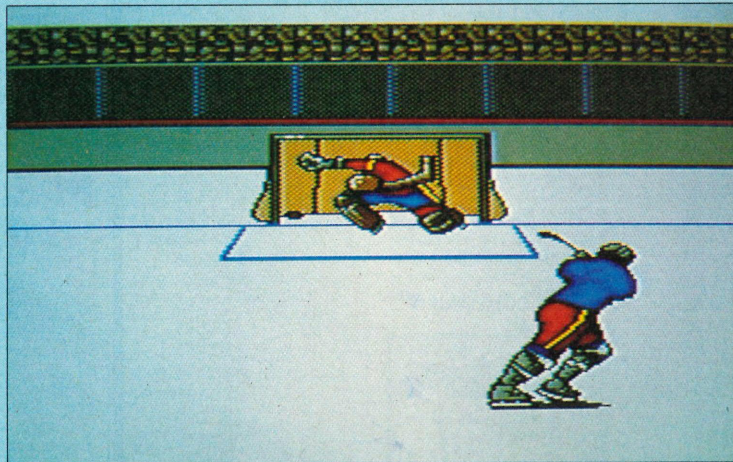
Get yer skates on for this cool ice hockey simulation!

It's been described as 'the fastest sport in the world', 'fighting on ice' and 'that game with men on skates and the little puck thingy'. Either way, ice hockey is fast, mean – and here!

In this latest sport sim, one or two players get to take part in the action as two six-man teams battle it out on the ice rink. Before you kick off, bully off, puck off, or whatever it is you do to get going, you first have to select the style of game – whether it's to be a 'friendly' exhibition game or whether you want to take part in the tournament (for solo players only).

You then have to choose which team you want to be and which pool league to be in (who said anything about playing pool?) from groups A, B or C. Group C includes the crummy teams (like Australia and Bugaria – Bugaria?), and A has the fabbo brill teams (Russkies, Yanks etc). The drop-down menus show your manager's fizzog, and the team's ratings – Power, Speed and Balance – again rated A, B or C. Once you've finished fiddling around with the options, it's time to kick some ice.

Both teams skate on and perform some fancy figure work before taking up their positions on the pitch. The two captains face-off in the middle of the rink, as the ref



When someone scores, you get a close-up of the shot. Just like this one.

magically appears and throws the puck onto the centre spot. As soon as he does, both players have to hit button two – the one who gets there first gains possession and neatly flicks the puck to his winger.

Control automatically switches to the player in possession, and you can guide him around the pitch via the joystick. The rink itself takes up just over three screens, and scrolls horizontally and vertically to follow the player with the puck.

You can make a pass with button 2, or attempt a shot at goal using button 1. Whenever you pass, the puck slides directly to the nearest player unless the opposition gets in

the way, when they sneak possession instead.

As the hockey players whizz around the screen, they constantly bump into one another, sending the opposition – and themselves – either backwards or sprawling onto the ice!

## FIGHT!

Occasionally two players meet head-on and a scrap ensues! The cameras zoom in for a head-and-shoulders view of the action, and both players have to hammer their fire buttons to throw punches at the

enemy. A meter at the top of the screen shows how the combatants are faring, and whoever has thrown the least punches when the ref breaks up the fight has to spend a couple of minutes in the sin-bin. Play then restarts from the nearest penalty spot.

When you lose possession, you can control whichever player is nearest the puck by pressing button 2. A big arrow continually hovers over the player currently under control, so you know who to blame for making a naff shot. As the opposition approach your goal, you also gain control over your goalie, who can be moved up and down in front of the goalmouth.

Whenever someone manages to score, a close-up of the shot fills the screen (pretty but pointless) and the

PRICE	£TBA
PLAYERS	
CONTROL	



Here's one half of the pitch...



And here's the other half. Er... good, isn't it?



# GAME TEST

scoring team do a victory dance in front of the goal (well, they stand in a group and move their arms up and down. Use your imagination).

Play is split into three halves(?) totalling 20 game minutes – around 12 minutes of real time. At the end of the second period, both teams trundle back indoors followed by an animated scene of their coaches giving them a bit of a pep talk (also pretty but pointless).

If the match is drawn when the full-time whistle blows, the game goes to penalties. Here, both players take it in turns to fire pucks at the opposition's goal. You can hit it straight, to right or left of the goal, and can aim the puck high and low. As soon as the puck is hit, the defending player then has about two milliseconds to suss out the direction of the shot, and direct his goalie in an attempt to save the

point. The first to score three goals is finally deemed the winner!

## VERDICT

Team sport simulations are always tricky to do well, since they are often slow, have a poxy method of switching control, and have total dunces as the other members of your team. Thankfully, none of these problems arise with Slap Shoot, which is fast, comfortable and extremely entertaining.

The intelligent control and passing methods, plus some reasonably with-it teamsters all keep up the fun level. And if it's a challenge you're after, even the solo player is well catered for with the sudden-death tournament and some tough opposition. Things are pretty tame when you play in the C league,



The ice hockey family tree: all the countries got married and that's how ice hockey was born.

but the game really heats up when the A-teams get going! If you're into speed play, then this delivers in bucketloads.

On the visual front, things are all pretty clear and uncomplicated. The pitch scrolls smoothly enough, and the players all glide around nicely. There's some evil inertia on the players and it's often tricky to guide them where you want, but this all adds to the fun.

Your ears are in for a bit of a let-down, since the music is a more of yer standard jingly bounce-along stuff, and doesn't really suit the on-screen action. The spot effects are a bit harsh, although there's a nice 'swish, swish' noise to represent the sound of steel on stiff water.

As ever, the game really comes into its own as a two-player head-to-head contest, where play can get really fierce – no doubt there'll be punch-ups off the field as well as on!

Slap Shoot is a great sport sim, and a cracking game in its own right. And if you're a fan of the sport, it's better than having to wait for the three minutes of coverage that ice hockey gets on World Of Sport every other decade...



A menu showing the Manager of Blugaria (a new, Sega-designed Eastern Bloc country) plus his team's lank (which is obviously Japanese for 'rank').



As the red-arrow guy lies crying on the ice, his buddies scour the pitch looking for his lost contact lens...



**GRAPHICS** 68%  
 ▲ Generally plain and simple – but that's all that you need  
 ▲ Tidy close-ups of scores and punch-ups  
 ▲ Players are very small, but look and move really well  
 ▼ Poor intermission and menu screens  
 ▼ Sometimes tricky to see where the weeny little puck is

**SOUND** 46%  
 ▲ Nice 'bok' noise as players bump into each other, and 'swish' skating sound  
 ▼ Awful whistling crowd effect  
 ▼ Tediously jolly jingles and tunes

**DEPTH** 46%  
 ▼ No room for tactics – just keep moving and shooting!  
 ▼ Could have done with a few more game-altering options  
 ▼ Ice hockey – and not much else

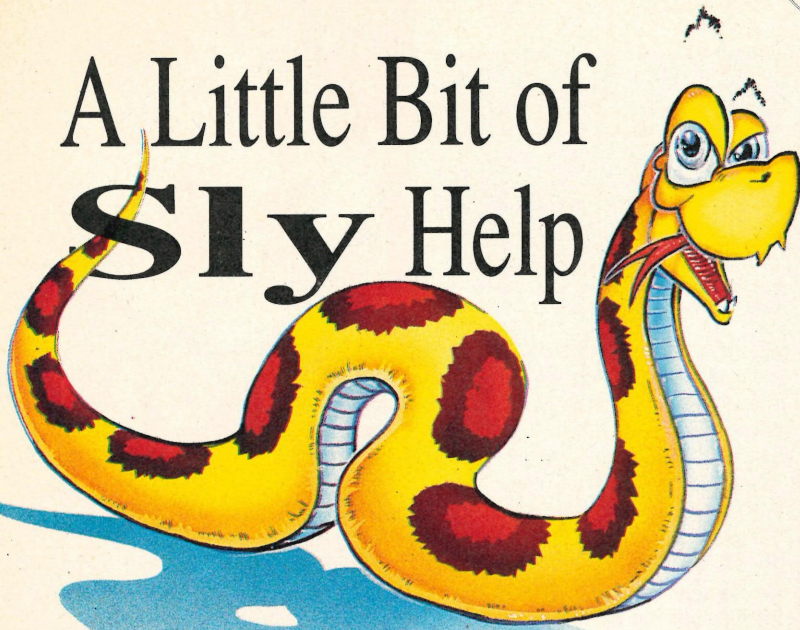
**ADDICTION** 82%  
 ▲ Try tearing yourself away from the two-player game!  
 ▲ Three-stage sudden-death tournament always gives you something to come back to  
 ▲ The Sega-controlled teams play a tight game – and you'll really want to beat them!  
 ▼ Annoying delays after each goal interrupt the pace of play

**S-FACTOR** 80%

One of the better team sport simulations, with loads of hotly-paced action and some joystick-busting gameplay!



## A Little Bit of Sly Help

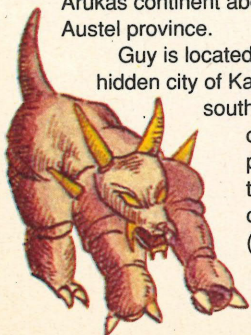


Although I'm sure you don't deserve it, here's some useful information to support the Miracle Warriors on their quest to return the Golden Seal to its rightful place. Sounds a bit too much like hard slithering to me, but there you go.

### MIRACLE WARRIORS

You begin the game at the castle of Arasia on the continent of Arukas (that's in the top right portion of your free, no expenses-spared map). To begin with it's probably best to make your way to the town of Galia to the immediate south of Arasia. Keep tromping about the surrounding countryside, building up your experience and strength meters, earning money and collecting fangs. As you become richer, you can keep re-entering the town to heal yourself and buy arms. Once you are suitably hard, you can begin your quest in earnest.

In order to collect your three buddies, you must first visit the ancient sage, Kosama. This old geezer can be found on the Arukas continent above the Austel province.



Guy is located in the hidden city of Kadia, on the southern shore of the Baton province on the continent of Marula (south west corner). But

before he can be reincarnated, you must collect the Axe of Iason which is held in the hidden castle in the forest south of the town of Orcho. You must collect at least 300 fangs in order to receive the Iris Axe (most weapons and arms need to be traded for in this way), and it's best to walk around the forest beating up Liphants and other woodland creatures to do this. As you become injured, head back up to Orcho to

replace broken swords, get healed and buy herbs.

Once you have the Iris Axe, head into Kadia. There are several shops in the city, and you must find the one that sells healings, herbs and spells. Select the spell option and you will receive the message, 'Awake Giant'. With the Axe of Iason, you can cast the spell and awaken Guy, who then hands over one portion of the ancient scroll.

As soon as you can, arm Guy and then head for the castle which nestles in forest-ringed mountains to the left of Dirke province in Marula. The Turos Sword can be collected here – again in exchange for fangs – which Guy can then use.

Further hardware can be collected in the shape of the Armour of Titan, which is to be found in the mountains on the peninsula of Kadmos, in south Marula, and the Shield of Hector lies on the continent of Apeidas in the Idmon desert (to the right of the location of the second ship) in the forest.

The third member of your group, Medi, can be picked up on the continent of Eratos in the city of Doris (Doris?) southeast of the Silvius desert. She is in the house with the tasteful blue roof. Before you can release Medi, though, you need to collect the Armour of Iason which can be found in a cave in the mountains on the very northeastern tip of Apeidas.

To arm Medi, the Eros Sword is hidden in the castle Elatoria on the west side of the continent of Eratos. The Armour of Athena is to be found in a cave which lies in the forest on the northeast side next to the mountain at the northernmost tip of Eratos. The Shield of Celene lies in mountains across the thin band of water to the left of the city of Galia on the continent of Arukas.

To complete your merry band,



Scrap! Go on my son, do 'im!

Turo can be found on the northeastern section of the Iphis peninsula, on the continent of Eratos. He is on an island in the middle of the peninsula, and before he can be reincarnated you must have in your possession the Odysseus Shield.

The Turos Halberd of Babel, Armour of Kaso and Shield of Kimaira are all hidden in a treasure chest which lies in the upper section of the monument standing at the northernmost tip of the Iphis peninsula. To enter the monument use the spell, 'Treo Has Come'.

To cross the sea you need a ship, and the first one is to be found on the continent of Marula on the peninsula of Kadmas. Take the thin



Ooh, I'll have a quick heal please!

path towards the peninsula, proceed to the village surrounded by water and a townspeople will give you the ship. This ship won't cross stormy seas and costs \$30,000.

The second ship can be collected by going to the continent of Apherdas on the island north of the Gorophonos desert (upper left corner of the map). You must have Turo to get this ship, which is able to cross stormy seas.

To find the three keys, start from Tegea on the continent of Areos. To collect the Heaven key go south 16 small squares. When you arrive at the solitary block of sand, press button 2 and an invisible monument will appear. Use the spell, 'Come, Iason' to enter the building. The key is hidden inside a treasure chest. Now move west 16 small squares and do the same as for the Heaven key to collect the Earth key. Finally, move north ten small squares and follow the same procedure to gain the Hell key.

Having collected all three keys,

## CHECKLIST

**AXE OF IASON** is located in a forest directly south of Orcho in Marula, within a hidden castle.

**VILLAGE OF RESTORATION** can be found in mountains surrounded by forests above the province of Penteus.

**STAFF OF EARTHQUAKE** is hidden on the island of Karme, south of the continent of Eratos.

**MANTLE AND CRYSTAL** are secreted in the monument in Silvius desert on Eratos.

**HELM** is located in the monument in Julus forest on Marula.

**ARMOUR OF IASON** is in a cave in the mountains on the very northeastern tip of Apeidas.

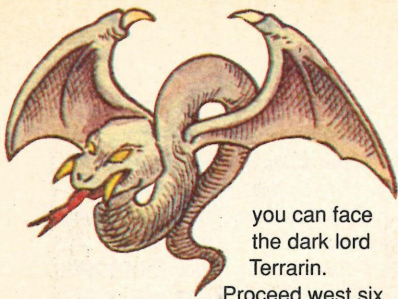
**STONE OF PROTECTION** can be found in the village on the far eastern tip of the peninsula of Iphis off Eratos.

**ODYSSEUS' SHIELD** is on the island of Ikaros found at the southeast corner of the map.

**WHITE SPHERE** is located roughly in the middle of Kithairon desert.

**SACRED NUTS** can be collected by killing the Liphants in the forests on the continent of Marula.





you can face the dark lord Terrarin.

Proceed west six squares from the location of the Hell key; you will arrive at Iason's monument (also called Gorkis Shrine) which you can now enter.

This monument contains three main levels which you must negotiate. On the first level, descend the single flight of stairs. On the second level, move to the southeast corner and take the stairs down again, then proceed to the north centre edge of the third level. The stairs there will lead you down to face Terrarin herself. To defeat the demoness you will need to use all the magical weapons that are available to you (there are many special items hidden in treasure chests around the monument). Best of luck – sounds like you'll need it!

## GENERAL TIPS

And as if that lot wasn't enough, here's a couple of pointers to make life that little bit easier.

- When you first begin your quest, only attack the evil merchants. They are easy to defeat and will give you lots of money, which can be saved up to buy healing herbs later on in the mission.
- Do not attack the merchants or the travellers: talk to them and they will provide you with special messages; attack them and they decrease your fame points.
- Visit the swordsmiths as often as possible.
- Don't trade fangs if you can help it – you'll need all you can get.
- In the town of Minos, buy feathers to get information on the swordsmiths in the desert.
- You need a Fame level of 1500 or more to enter the Village of the Swordsmiths. Once there, you should whet your sword, even though it costs \$60,000.
- To defeat the skeleton, Guy's sword is the most effective. You will then be able to buy the Algol Ship for \$30,000.
- You walk only half the speed as a man in the days of Iason. Therefore, if the scroll says it takes five days to walk somewhere, be prepared to spend ten days on foot.
- Don't recruit the blacksmith.

## GAME PLAY

# ALEX KIDD IN MIRACLE WORLD

**Just in case the tipsss in S3 weren't enough, here's a bit more information to help old Alex Kidd hack his way through Miracle World.**

**MT. KAVE:** The pink boxes will not break! Just punch them and move on. To get 'Telepathy' you must fall down the hole and keep your control pad pressed to the right. The passageway will now open.

**THE BLAKWOODS:** Buy the 'Cane of Flight' at the shop, and use it in the middle of the woods. It's best to take your time over the spikes.

**TO KILL THE GRIZZLY BEAR:** Buy Capsule 'A' and Alex's friends will beat him. You can also use the bracelet. After the forest you should buy the peticopter and beware of the lightning. Capsule 'B' will help you should you lose the peticopter.

### **RADACTIAN CASTLE (Map in S3):**

When first entering the castle run past the spikes, jump over the pink box and climb up the ladder to your right. You will enter a room with a fireball and a bat. Climb to the top left of the screen and make your way up to the next room.

Punch out the frog and make your way to the right. Head to the upper right to get a free Alex. Go back and fall to the second level of the previous room, then go right.

Punch out the grey bricks located on your right and continue right. You will then enter a room with 16 more grey bricks. Punch out the bottom bricks and climb the ladder on the right.

You are now faced with Alex's brother, Egle. Punch the pink boxes to set him free. Go back down the ladder. Go down one room and then move left into the next room.

Jump over the fireballs and make your way to the left where you will enter a room with fireballs and six ladders. Take the top ladder on the right to get to the 'Personal Letters' and then return. Go down to the bottom ladder on the left and follow it all the way down.

Punch out the scorpion and make your way to the right. Run past the falling spikes and continue to your right. Punch out the grey bricks and enter the next room.

Be careful with the fireball: wait until the fireball is on the opposite

side and then make your way to the left ladder, and you are out!

To defeat Gooseka choose Paper and then scissors. Watch out, because his head will fly off! Punch the head three times.

**JANKEN MATCHES:** Chokkina (after City of Radactian) – Rock and then rock again. His head will fly off too, so be careful! Punch the head three times. Parplin (After the Kingdom of Nibana) – Rock and then scissors. When his head flies off go to the left side of the screen. Stay there and just punch.

**THE MAGIC CASTLE:** When on the draw bridge, get the two stars. Jump down and go all the way down to the right. Go down the first ladder. Jump over the flame, then go left and punch out the gold boxes. You can use the 'Bracelet' at this point.

Keep going left, jump between the open bricks and try to get the star and the money (crawling may be helpful at this point).

Move right, shoot out all the gold bricks, then pass the next ladder you see. Enter the room with lots of gold boxes and two star boxes. Get the money in the boxes and take the ladder going down.

Go along the top of the room, making your way down towards the right into the gas chamber. Pass the spikes, moving right to the frog room. Take the frog out, keep going right into the room with two question boxes (one of them holds a 'Bracelet'), scorpion and flame. Take the ladder located in the top right portion of this room.

You will enter a 'U' shaped room. Break the gold boxes: this will enable you to make your way up. When you get to the top, go left.

On the other side of this room is a room with two question boxes and spikes hanging in mid-air. Do not attempt to get these question boxes, just jump over the spikes and the boxes while moving to the left.

The next room has bricks, plants and water. Take the ladder in the left side of the room and go up. At the top of this ladder, go left into a room with a flame and only one star box.

This box contains an Alex.

Take a ladder all the way up and go left. You will enter a room with four ladders, three flames and a question box. Take the ladder at the top left of the room. You will enter another gas room with a pink fish box at the left side of the room. Punch it rapidly two or three times, and run quickly to the right side of the room.

Go up the ladder. You will enter a room with three frogs. Take them out, then exit at the top right portion of this room.

The next room will have hanging spikes. Cross over the bottom portion, jump over the floor that opens when you cross it. Punch the gold box at the end of the floor and drop down to another room containing one fish box and two spikes. Punch the fish box twice, take out the scorpion and go towards the right.

The following room is a good spot to use the 'Cane of Flight'. This room has a question package. Watch out, the floor drops out! Use the cane to float to the top of the room, using the ladder in the right portion of the screen. You will enter a room with scorpions, frogs and a pink fish box. Punch the box five times and go to the right into the next room.

In this room, there will be a frog and moving flames. Hit the pause button and use your question package (teleport power). Jump past the frog, go down the ladder second closest to the right hand wall. Jump down, watching for scorpions and flames, then go right. You are now faced by 'Janken the Great'. Watch out, because he cheats! Possible selection of play: paper and then paper again.

When you win, he will get mad and toss balls at you. You will need to punch him in the forehead twice in order to continue. Never get behind Janken, if you do you will have to reset your game, so be careful! Once you hit him, there will be a present at his feet. Take the present and exit at the top left portion of the screen.

**CRAGG LAKE:** Run over the boxes on the floor in the following sequence: sun, waves, moon, star, sun, moon, waves, fish, star and fish. Grab the crown and read the message. Finito!







# GAME PLAY

you'll find that you are invincible, so make sure you have both of these before attempting to defeat Golvellius himself. As you make your way through Golvellius' cave network, always try to take the uppermost route, to avoid getting trapped – and best of luck!

(If you enter 3 as the third digit of your code, you'll find yourself with a rather large amount of cash. But don't be surprised if the game resets itself when you spend it!)

**If you can't get past a certain Valley here are some codes to enable you to carry on from a later stage, thanks to Scott Stone, and Jonathan Harris of Edware.**

**One crystal:** MB2Y U8SB  
M4HO AG4B EY37 AFKZ KO22  
W46Z

**Three crystals:** WVO3 DQAD  
CAKW DLLG 6RQK XKAG  
TBOX TCUJ

**Four crystals:** 4AU6 KFCF  
B8FR TPP5 WZKM 2DLE J2GF  
FJMX

**Five crystals:** VBSS EHMA  
3EKX HMPH EBM8 3QSW  
52AR 6HMW

**Six crystals:** S4SQ FVZX  
N8KX CS6H QFM7 3OYW  
FSYE S7QW

**Seven crystals:** J7VZ HEQV  
AWPJ 42S8 36AL PQLH MRLY  
O258

## ALTERED BEAST

Philip Appiah from London and Paul Miller of Doncaster have both requested assistance on the amazingly hard beat 'n' burn 'em up *Altered Beast*. Sso it's big thanks to everyone for the following cheat, and Darren Jackson of Essex and Lee Goodwin of Milton Keynes in particular for the playing tips...

### EXTRA LIFE AND CONTINUES

On the title screen, push the joystick diagonally up and left (exactly!), and then press button 1 to get five blocks instead of three on your

energy for each life.

Three extra continues are also available, by pushing both buttons and moving the joypad in a specific direction. When the Game Over sign slides on screen, hold down buttons 1 and 2, then push diagonally up and right to continue (as described in the manual). Now, the next time you die, do the same but push diagonally down left. The next time, push diagonally down right, and for the fourth continue, push diagonally up right.

Alternatively, just press both buttons and move the joystick wildly in a circular motion, making sure that you contact with all directions when moving the joystick. This looks less cool but still works and is easier to remember!



Here's *Altered Beast* with five energy blocks instead of the measly three that you start with normally. That evens things up a bit, dunnit?

dragon whenever he stops firing, and continue this sequence until he has been destroyed.

**Level 4 – Neff:** Don't get too near to this guy since he'll karate you. There are two methods to killing him: 1) shoot at him and then when he approaches do a high jump right over him. Run to the edge of the screen, turn and shoot again. Or 2) wait until he charges and then jump straight up. As you touch his head, press button 1 to flame, hurting Neff and sending you over to the other side of the screen. Repeat the manoeuvres until he croaks.

## BLACK BELT

I've had hundreds of letters assking for help with this one, so you've all got Neil Flux of Cornwall, Lee Fullard of Bilston, Robin Mohtashemi of Surrey and Matthew White from Warley to thank for the following advice...

### CHEAT

To enable you to finish *Black Belt* in one go, push button 1 to start the game and hold it down while the red screen is on. When the black screen appears, loose button 1 and quickly press and hold the reset button. Riki should appear at the top left of the screen, walk across the top and collapse. You will now have unlimited Rikis at your disposal!

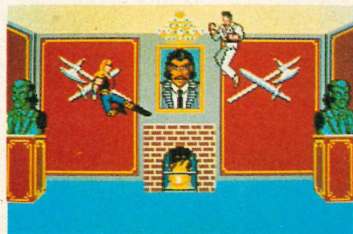
**Chapter 1:** Kick or punch the enemies as you prefer. No real problems here.

**Ryu:** Punch him while standing to hit his weak spot. Back off while he throws three punches or kicks and then move in again, for another punch and so on.

**Chapter 2:** Wait for the wrestlers with the whips to jump and then kick them as they fall.

**Hawk:** Keep punching him in the face, and don't bother backing off. Alternatively, duck the weapons he throws and repeatedly kick him on the leg.

**Chapter 3:** Again, no real problems: keep kicking the red ninja, and hit the sword-flailing →



Re-educating Rita with a high kick!

### COPING WITH THE BOSSES

**Level 1 – Aggar:** Fire at the body of this boss using your fireballs, slowly moving across as the heads are released. When you get close, use the fire shield to reach the far left of the screen again and repeat the process.

**Level 2 – Octoeyes:** Using the weredragon, line yourself up in front of the eye about half way across the screen, and fire repeatedly with button 2. Move up and down slightly to destroy the smaller eyes which are released, and if they get too near, use the shield.

**Level 3 – Crocodile Wyrn:** Avoid the dragon's fireballs by jumping and ducking. Move weretiger about a third of the way into the screen, and as the first stream of fireballs from the dragon appears, crouch down and keep firing. Jump the single fireballs which he spits out, and flame up when Wyrn is overhead. Fire at the

DE	DESPA	MP	MEA (PURPLE)
SA	SAPIA	AB	AQUA BOOTS
TA	TARUBA	ASB	ASCENT BOOTS
FO	FOSBUS	RP	RAMURASU'S PENDANT
WA	WARUSO	AP	ARESTA'S PENDANT
JA	JASPA	VS	VALLEY SWORD
HE	HEIDI	AS	ARUZASU'S SHIELD
?	GOLVELLIUS	LS	LEGENDARY SWORD
D	DINA	RS	REMEDIA'S SHIELD
A	ANNIE	M	MIRROR
W	WINKLE	RG	} RING OF INVINC
R	RANDAR	RI	
WW	WISE WOMAN		
+	BIBLE		
⚔	POTION		
⬠	CRYSTAL		
MG	MEA (GREEN)		



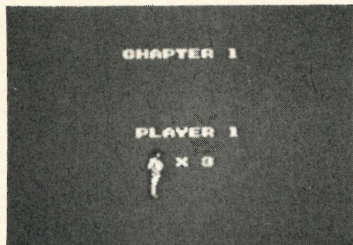
jumping ninja as he falls.

Gonta: Immediately move forward and keep punching his chest. Move away when he starts bouncing and attempt a jump-kick to the head to knock him back. Try not to get cornered, or else he'll finish you off.

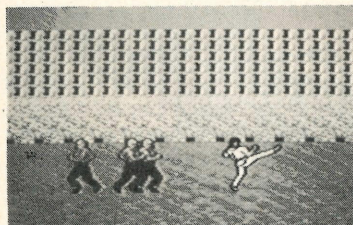
**Chapter 4:** Ignore the eagles, and concentrate on the black ninja, killing them by a swift kick in the mush. When the vicious red ninja-whipper appears, don't get cornered or you'll die quickly. Try to leap over him and then jump-kick him in the face. If you knock him off-screen, return to the centre, and jump over him as he runs at you again. Repeat the manoeuvre three more times. Don't just stand and fight – you'll definitely lose.

To defeat the ninjas with swords, jump up and kick them in the face, while avoiding the weapons they throw at you.

Oni: Walk towards him until you reach the side of the screen, then back away, staying at arms' length away from him. He will then throw a punch which misses. He is now vulnerable, so go forwards, punch him in the face and then back away. Don't attempt another punch because he dodges the blow and punches you.



Once this red screen has gone, hit and hold that reset button!



The background graphics should now be corrupted, like this.

If you have any tips, cheats, maps, complete players' guides, special features or anything worthy of inclusion in MY ssection, drop me a line to the usual address: A Little Bit Of Sly Help, S magazine, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Prizes are a-waiting!

If you want help on a specific game, label your envelope S.O.S. but please DON'T include stamped, addressed envelopes, 'cause personal replies just ain't possible. Sorry!

Next month, *Spellcaster* fans will be thankful for my complete sssolution, while anybody wanting help with *Lord Of The Sword* won't be disssatisfied. Catch you then!

## WINNERS

This month'sss winners are Darren Jackson of Essex and Lee Goodwin of Milton Keynes for their tips on *Altered Beast*. You can both look forward to receiving a special Sega sssweatshirt!

A big 'Ta' to Scott Stone of Portsmouth for the *Golvellus* map – there's a prize cartridge on its way to you sssoon!

And many thanks to everyone else who sent in tipsss!

**Chapter 5:** Stay on the ground and punch or kick the jumping enemies as they come down. The women brandishing flamethrowers are tricky: avoid the flames as much as possible, and try to pin them against the side of the screen, kicking and punching.

Rita: Jump up and kick her in the face. Then punch her in the chest. Punch her in the stomach, and then finally kick her in the leg. Repeat this sequence of hits, moving down her body, until her lifemeter reads zero. She will then jump up and come down at an angle. Get behind her and just before she hits the ground, punch her in the back repeatedly.

**Chapter 6:** Wang: Wait for him to jump in the air and then punch him on the leg, avoiding him when he comes down. Keep doing this and you should finally be able to defeat him and save your beloved girlfriend, Kyoko!



## SPECIAL FEATURE

After rescuing Kyoko, but before the screen turns red, hold both buttons down and waggle the joystick from side to side. You should now be able to continue on a secret seventh chapter.

If you have any tips for completing this new stage, write in and let us know...

## GHOSTBUSTERS

Timothy Lyons of Clwyd in Wales has been having a terrible time ghostbustin' – or rather getting busted by ghosssts. So, courtesy of Antony Alexandrou of Rickmansworth, David Greig of Aberdeen and David Frelford from Sunderland, here are some A-number 1 tips to help you kick sssome ectoplasmic ass..

If you're starting from scratch, buy the hearse, a ghost vacuum, ghost bait and a high capacity trap. While things are still quiet, cruise around the town sucking up any ghosts which are around (as long as you touch them on the map screen, they will then appear during the driving section).

Then as soon as possible, buy another high capacity trap – or two. This saves you from having to keep returning to HQ.

To avoid a Marshmallow Man attack, watch the ghosts. As soon as they turn green and move toward a building, hit button 2 to drop some ghost bait. They will veer towards, saving a building and earning you \$2,000 into the bargain!

When you finally get an account number, you can fiddle things by altering the last two digits. You can only change the value of each digit by one, and if you increase the first one, you must decrease the second one, and vice versa (ie 3 to 2 and 5 to 6, or 9 to 8 and 4 to 5, and so on). You'll now find your bank account increased by anything up to around \$1,900,000! And just in case you don't have a code, or can't get it to work, try entering AA as your initials, and account number 1173468723 for a cool \$1,975,800!

Inside Zuul, try hanging around on the stairs when ghosts appear. By moving up and down as you fire you can cover a bigger area with your horizontal shots.

And when you finally confront Gorza, stand in the left hand corner and you won't get hit. Apparently.

## HIGH SCORE HEROES

Ssso! Just how do the high-scorers do it. Here are a couple of pointers from the guys with the highs...

### CHOPLIFTER

Gary Pamplin of Sittingbourne (128,600) reckons that the game's easier if you shoot all the cannons before you rescue anyone as this reduces the risk of getting shot out of the sky.

### KUNG FU KID

Try to master round 6. Kill the first four enemies and then get killed by the last enemy, which sends you back to the start of round 6 again. Repeat this until a) you've used up all your men except one, and then finish round 7, or b) all your men have died on round 6. And with a score of 3,075,200, Paul Sham of Todmorden should know what he's on about.

### ALEX KIDD: THE LOST STARS

Martyn Bindless of Bicester scores a hefty 151,600 on *AK:TLS* – and how does he do it? Well, on level 2 *Machine World*, there are three trapdoors. Fall through and the game should put you back near a clown's face symbol. Collect the face and fall through again, and so on... When you reach the end of the level, you'll find your score has gone through the roof!

### RASTAN

To achieve a high score, hang around until night fall on each level before killing the creatures. You should also collect as many of the pointage crystals as possible – and no using the continue option. So says Esse Farnworth of Kent.

So there you go... advice from the expertsss. If you've got any hints and tips specifically designed to get bigger scores than anyone else (no cheats mind!) why not send them in with your high scores? The address, as usual, is: *Sly High Scores*, S magazine, Beauford Court, 30 Monmouth Street, Bath Avon BA1 2AP.



# HIGH SCORES

**ACTION FIGHTER**  
34,940  
Karl Wall, Manchester

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

**ALEX KIDD AND THE LOST STARS**  
151,600  
Martyn Bindloss, Bicester  
129,700  
Philip Wainhouse, Leeds  
119,300  
Alan Barratt, Birmingham

**ALEX KIDD IN MIRACLE WORLD**  
109,700  
Darryl Cooper  
98,000  
Michelle Hines' Mum, Dorset  
97,410  
Lee Reynolds, Cheshire

**ALIEN SYNDROME**  
491,000  
Waqar Shah, Derby  
143,500  
Abdul Mokid, Oldham

**ALTERED BEAST**  
473,200  
Paul Butterworth, W  
Yorkshire  
444,800  
Adam Barratt, Bristol  
338,000  
Alan Barratt, Birmingham

**ASTRO WARRIOR**  
1,232,700  
Michelle Goffer, Cardiff  
1,119,500  
Andrew Goffer, Cardiff  
1,117,000  
Jim Spillip, Gwent

**AZTEC ADVENTURE**  
1,672,321  
Matthew White, Warley

**BANK PANIC**  
1,687,450  
Louise Nisbet, Northampton  
810,850  
Paul Arthur, Surrey  
787,100  
Abdul Mokid, Oldham

**BLACK BELT**  
913,700  
Darren Owen, Stourport  
613,400  
Abdul Mokid, Oldham  
221,000  
Robert Hill, Cheam

**BLADE EAGLE 3D**  
225,400  
Robbie Ellmore, Gloucester

**BOMBER RAID**  
2,440,500  
Maxwell Jebson, W  
Yorkshire  
792,900  
Wesley Greenhead, Croydon

**CAPTAIN SILVER**  
152,300  
Abdul Mokid, Oldham

**CASINO GAMES**  
\$1,121,230  
Stewart Robinson, Bath

**CHOPLIFTER**  
6,002,400  
Matthew White, Warley  
1,552,200  
James Wood, Bath  
1,186,300  
Ian Spruce, Leighton  
Buzzard

**DOUBLE DRAGON**  
619,460  
Andrew Jackson, Jarrow  
318,840  
Alan Barratt, Birmingham  
285,100  
Stewart Robinson, Bath

**ENDURO RACER**  
Time 5:45:02  
Christopher Kitson,  
Inverness  
Time 6:18:39  
T Bennett, Bedford  
Time 6:36:22  
Gary Pamplin, Sittingbourne

**FANTASY ZONE**  
44,747,600  
Edward Bowes,  
Saddleworth  
1,237,300  
Rhodri James, Dyfed  
106,600  
Abdul Mokid, Oldham

**FANTASY ZONE II**  
7,404,300  
Emma Spillip, Gwent  
7,294,000  
Michelle Hines' Dad, Dorset  
6,259,300  
Alan Barratt, Birmingham

**FANTASY ZONE - THE MAZE**  
255,580  
Robert Hill, Cheam

**GALAXY FORCE**  
397,000  
Gary Heron, Ayr  
357,998  
David Herbert, Bolton  
304,700  
Philip Wainhouse, Leeds

**GANGSTER TOWN**  
528,200  
Russell Freeman, Essex

179,150  
Paul Arthur, Surrey

**GHOST HOUSE**  
987,950  
Louise Nisbet, Northampton  
954,400  
Michelle Hines' Mum, Dorset  
797,600  
Philip Wainhouse, Leeds

**GLOBAL DEFENCE**  
541,160  
Anthony Hoult, Walsall

**HANG ON**  
4,532,490  
Jason Cowley, Stoke-on-  
Trent  
3,526,170  
? County Antrim  
3,077,950  
Gareth Thomas, Dyfed

**KENSEIDEN**  
226,100  
Martin Hudd, Stroud  
117,500  
David O'Brien, North Harrow  
62,800  
Gary Heron, Ayr

**KUNG FU KID**  
39,130,000  
Richard Spillip, Gwent  
37,570,100  
Maxwell Jebson, W  
Yorkshire  
3,075,200  
Paul Sham, Todmorden

**LORD OF THE SWORD**  
190,000  
Abdul Mokid, Oldham

**MARKSMAN SHOOTING**  
1,000,000  
Alan Barratt, Birmingham

**MAZE HUNTER 3D**  
94,200  
Robert Hill, Cheam

**MISSILE DEFENCE 3D**  
120,250  
Robert Hill, Cheam

**MY HERO**  
10,778,160  
Steven Conreen,  
Manchester  
1,258,100  
Richard Pollard, Hull

1,128,240  
Stuart McLaren, Stroud

**OUT RUN**  
70,162,240  
Jim Spillip, Gwent  
70,150,890  
Darren Paul, Cheltenham  
65,455,820  
Philip Wainhouse, Leeds

**OUT RUN 3D**  
9,123,860  
Russell Hill, Northampton  
7,510,260  
Simon Gale, Carlisle

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

**PRO WRESTLING**  
555,600  
D Burrows, Cheltenham  
430,400  
Robert Hill, Cheam  
301,900  
Abdul Mokid, Oldham

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

**R-TYPE**  
2,528,400  
D & L Watkins, London  
1,292,700  
Adam Barratt, Bristol  
1,087,520  
Pete Cramp, Clevedon

**RAMBO III**  
89,700  
Lee Walker, Stockport  
78,350  
Gary Heron, Ayr  
76,900  
Robert Hill, Cheam

**RAMPAGE**  
869,605  
Gehan Pathiraja, Brighton  
866,900  
Michelle Goffer, Cardiff  
858,900

Alan Barratt, Birmingham

**RASTAN**  
899,990  
Anthony Malfatti, Cardiff  
878,000  
Adam Barratt, Bristol  
535,290  
Esse Farnworth, Kent

**RESCUE MISSION**  
575,500  
Simon Assender, Gwent  
573,200  
John Newton, Preston  
574,300  
Paul Riley, Runcorn

**SAFARI HUNT**  
3,361,200  
Alan Barratt, Birmingham  
1,723,300  
Simon Riddle, Beeston  
1,182,900  
Steven Painter, Clwyd

**SECRET COMMAND**  
1,347,380  
Alan Barratt, Birmingham  
1,324,200  
Gavin Bacon, Cheshire  
1,293,000  
Anthony Hoult, Walsall

**SHOOTING GALLERY**  
127,300  
Alan Barratt, Birmingham

**SHINOBI**  
1,286,100  
Adam Barratt, Bristol  
989,110  
Andrew Goffer, Cardiff  
957,840  
Steven Branch, Norwich

**SPACE HARRIER**  
45,144,160  
Matthew White, Warley  
36,725,392  
David Herbert, Bolton  
29,238,130  
Steven Conreen,  
Manchester

**SPACE HARRIER 3D**  
23,410,840  
Andrew Goffer, Cardiff  
14,781,602  
Matthew White, Warley  
14,125,890  
Jason Naidu, Burton-on-  
Trent

**THE NINJA**  
430,000  
Paul Medina, London  
281,600  
Richard Pollard, Hull  
263,350  
Simon Bunford,  
Birmingham

**THUNDER BLADE**  
5,832,900  
Simon Bunford,  
Birmingham  
4,569,000  
Rhodri James, Dyfed  
7,510,260  
Simon Gale, Carlisle  
3,697,500  
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**TIME SOLDIERS**  
348,600  
J Carpenter,  
Wheatthamstead  
248,900  
Robert Vaughan, Middlesex  
220,600  
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**TRANSBOT**  
1,054,180  
Jason Cowley, Stoke-on-  
Trent  
312,140  
Abdul Mokid, Oldham  
212,580  
Nicholas Lundin, London

**TRAP SHOOTING**  
535,400  
Alan Barratt, Birmingham

**VIGILANTE**  
199,800  
Elian Matheson, Scotland  
187,480  
Jordan Karidian, Newport  
144,721  
Gehan Pathiraja, Brighton

**WANTED**  
240,500  
Darren Child, Chesterfield  
145,300  
Steven Painter, Clwyd  
106,400  
Robert Hill, Cheam

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

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

**ZAXXON 3D**  
13,500  
Robert Hill, Cheam

**ZILLION 2**  
3,175,700  
Adam Barratt, Bristol  
620,700  
Graham Ashcroft, Tarleton  
345,400  
Alan Cormack, Scotland

I'm sure you've all managed to get a high score on your favourite game (WITHOUT the aid of any cheats or special devices!) sssso why don't you send it in to me? If it's good enough to make the top three, it'll end up in my high scores table, with your name in black and white to the envy of everyone else.  
And why not send in a photo of your good sself to show the rest of the Universe just who they're up against!  
Shove it all in an envelope (even you can manage that) and on the other side sssscribble: Sly High Scores, S Magazine, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2AP. OK?



**T**he scenario for *Line Of Fire* is simple: having broken into an enemy base, past their defenses and get home safely home to your own base (easier said than done!).

*Line of Fire* comes in two forms; a stand up cabinet or the larger than life sit-down booth. Both units boast twin machine guns (for those crucial two-up games) which vibrate with the pulse of rapid fire and really get the wristbones rattling!

The machine gun is operated by a trigger, while missiles are launched by a button situated on top. You have to hold the machine with two hands to fire accurately and so both buttons come to hand easily. The action comes thick and fast right from the start so you quickly have to get your eye-in to the angle of the shot and get used to the rattling of the unit.

Machine gun fire is shown on the screen by white circles and this is fast and raw to use. Missiles are in a class of their own – these streak away from you, exhaust tails fuming, and when they hit their target they effectively annihilate it! It should come as no surprise to find that these are in limited supply!

On starting the game you have a couple of gauges so you can meter your life and number of missiles remaining, both of which can be replenished by shooting the corresponding boxes en route.

The mission begins inside the enemy base where you run down corridors, blowing away the enemy soldiers who leap out in front of you! One of the most dazzling effects here is the panning left and right as you move through the corridors,



Er... guys, can't we talk this over?

# ARCADES SPECIAL

The latest Sega coin-op sensation is *Line of Fire*. – a raw, earthy, if-it-moves-blow-it-away mother of a shoot 'em up! Tony Takoushi drools away...



The airborne division are really out in force!

which really gives the illusion of 'being there'. The soldiers hurl axes which you can 1) shoot out of the way, or 2) let them hit you. The second option is completely rubbish, though, since a box flashes on screen momentarily with the word 'Damage' on it and your life gauge takes another leap towards death!

You soon come face-to-face with two of the enemy – one dressed in red, the other blue. These guys simply wince and move out of the way when first shot and take multiple hits before finally keeling over. Make it to the courtyard and you can take to a jeep, having to blow away more of the enemy before making a dash for the front gate. Bust through and you've completed the first mission!

You are given a score update, based on the enemies killed, hits taken, hit ratio and bonus awarded. There are extra lives there to be earned if your score is hot enough. You are then shown an escape map,

as your characters move along to the next section and the aim is spelled out:

## DESTROY THE ENEMY JUNGLE BASE

After a quick breather, the next section puts you at the tender mercies of planes and helicopters, as you careen along dirt tracks in the jeep. As you plough through the heavy jungle terrain, you have to waste enemy soldiers in lookout towers and try to take out the enemy bombs which are raining down about your ears. There are life boxes scattered around and you really cannot afford to ignore them – man, it's a jungle out there!

The scene eventually changes to a rear view from the jeep, and suddenly helicopters fly in from above, and start to drop paratroopers. You have to be fast



Beware of the firing squad!

and accurate here as they start firing the moment they are released. Missiles are ineffective against the helicopter so you just have to hang on in there and grit your teeth!

Make it to the river, and you can forsake the bone-rattling jeep for a high speed boat. The customary scoring sequence appears, and you're on to level three.

## ESCAPE IN A HIGH SPEED BOAT

Now you're on a river, with soldiers on overhead bridges zapping down at you. Soldiers also pop up out of the water in front of the boat with guns blazing, so keep your wits about you.

Attack also comes from planes overhead and from men on the river bank. Something that put my heart in my mouth were the jets that flew overhead dropping bombs: these belt out an ear-bursting digitised engine roar as they pass overhead!

You eventually come to a Aztec-style temple where you have to run the gauntlet of soldiers and red/blue multi-hit meanies. Once the slaughter has subsided the temple crumbles away, and you're on to the next stage.

## FIGHTING IN THE CANYON

Trundling along the high-walled canyon, you get bombarded by jets powering overhead, and men on bridges. There are mountains of grenades to shoot away and the background rolls away from you to the left and right as the action gets



Time for a bit of plane-spotting!





Better waste those paratroopers - they haven't just dropped in for dinner!



Look! Isn't that a bomb over there?

even heavier.

Later on massive transport planes roll overhead, open their bay doors and drop clusters of bombs. You simply HAVE to try and zap these, or the effect on your life gauge is disastrous!

### DO OR DIE BATTLE IN THE DESERT

The desert background is pretty bleak - but not for long! The enemy soon pile in with helicopters, tanks, jets and bombs. There are plenty of life boxes to be collected (these drop from overhead planes).

There is also a train sequence at the end of the wave that is HEAVY. Here you have to kill the soldiers leaping out as trains on either side of the screen roll towards you. You can destroy the trains with a well placed missile (these tend to be in short supply after such a heavy round, though).

### FOES OUT IN THE CITY RUINS

Enemy attack is as fast as ever here with men popping out of barrels scattered around the ruins. You have to shoot snipers in building windows and move right up

to the front of buildings before rolling out of the way to the left or the right (what an effect!).

You then enter a building and have to contend with enemy soldiers in boxes who coordinate the overhead machine guns.

### EVADE ENEMIES BY AIRCRAFT

The penultimate stage puts you at the joystick of a plane as you head for friendly terrain. There is a tasty launch sequence and then it's down to business, zapping helicopters and avoiding the streams of jets that whizz by you.

The end of the wave has you battling with submarines head-on, where you have to keep blasting them while trying to deflect their fire. If you can stay in one piece long enough, you'll eventually reach the final stage:

### FLY TO YOUR BASE BY HELICOPTER

You are given an overhead view of jungle terrain and have to field the usual men, missiles and tanks on your way back to base.

You'd better gird your loins for this stage, since if you die, there is no continue option - you'll have to start again from level one. I'd like to tell you what happened on this stage, but we've run out of room, so I guess you'd better play it yourself!

*Line of Fire* must rate as THE ultimate arcade war game, *Operation Thunderbolt* just pales in comparison to this masterpiece of action and graphics. Well done Sega, you've done it again!

# COMPETITION

WIN A PAIR OF 3D GLASSES AND A COPY OF ZAXXON 3D!

Good old Virgin Mastertronic have donated a pair of 3D glasses and a copy of *Zaxxon 3D* to go to the lucky winner of this month's competition - that's a hefty 65 quid's worth!

'So what've I gotta do?' you cry. Well, why not sit down for a few minutes, have a think and design the ultimate game-playing peripheral for your Master System.

Let your imagination run riot: size and cost is no object. Simply tell us what plug-in gadget or bolt-on goody would make your games playing experience complete. Something that pats you on the back every time you get a high score... or maybe a built-in cloning device for the ultimate two-player game? How about a water-tight bag so you can play with your Master System in the bath? You get the idea...

Once you've sussed something out, sketch your idea down on a bit of paper, explain what it does, how it works, where you plug it in - all that stuff. And send it to 'Plug Me In' Compo, S, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Don't forget to include your name and address, phone number if you have one, and any other relevant information like what your dog's called. You can even send us a photo of your ugly mush if you like.

Now don't worry if you can't draw - it's a competition to find the best *design*, not who's totally amazing at airbrushed artwork. You could scribble your idea on a small piece of lower intestine and if it's the best idea, it'll still win!

Er... that's about it really. Get your entry to us by, oh, say April 13th as a randomly-chosen date. That way we can tell you who's won in S7.



*Zaxxon 3D* - This amazing piece of high-tech software can be yours!

### RULES:

As ever, you must agree to abide by the rules which have just been made up by the editor as a Sunday afternoon spur-of-the-moment decision: no-one even remotely connected with Future Publishing or Virgin Mastertronic may enter. Oh, that'll do.



# FREE SUBSCRIPTION

**When you buy any of these top Sega games!**

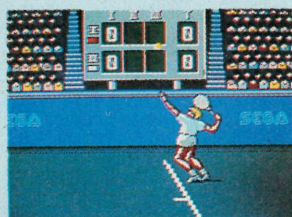
Incredible offer, Sega lovers. Buy any one of these superb Sega games and you pick up a six-month subscription to S magazine worth £7.50 absolutely free of charge! Or buy two and you can pick up a full 12-issue subscription for

nothing!

These games are probably the best Sega titles released in the last few months. If you haven't got them you're missing out on some blood-pounding action.

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- Great two-player tennis simulation!
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- Enjoy the ferocious hack 'n' slay gameplay of the hit coin-op!
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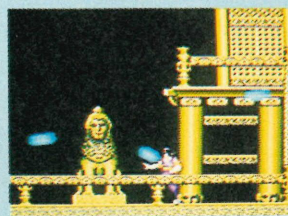
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- 21 levels of punchin', leapin' platform action!
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- Smooth full-screen scroll!
- Search for the hidden warp zones!



## SPELLCASTER £29.95

- Enter a magical oriental world of gods, demons and spaceships!
- Spellbinding mixture of arcade and adventure gameplay!
- Amazing graphics throughout!
- Special password option for continued play!



## THUNDER BLADE £24.95

- Pilot your gunship through 12 heart-stopping rounds!
- Alternate scrolling and first-person perspective stages!
- Stunning graphics of the mega coin-op!
- Hot combat simulation!



## Newsagent shock!

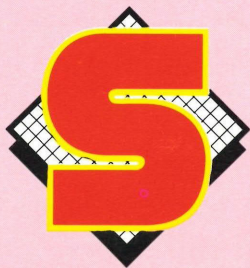
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**NOTE: Regrettably, this offer is only open to residents of the U.K. Overseas subscriptions are available for 12 issues at the following rates: Europe - airmail £29.95, surface mail £20.50. America -**

## 'Health Warning'

Anyone as boring or even more boring than 'boring' Jack McBoring, winner of last years Boring competition (apart from Steve) should not attempt to read this mag as they may find it a little too exciting. *Subscribe at your own risk!*





# the Sega master mag

- All the new Sega games reviewed in detail by fully independent experts. At last you'll know exactly which ones to buy
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- Comprehensive high score table. Compare your efforts with the country's best.
- Plus news, features, letters, reader ads, Sega club, special offers, and much more.

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### D.I.Y. LETTERBOX ENLARGING

Just imagine that special morning, waiting with baited breath for your fun-packed parcel to arrive, only to find a note from your postman explaining how the package simply wouldn't fit through that shiny brass letterbox your dad had taken so long to fit.

Being such an understanding mag we contacted Professor Indicowboycontractor Jones to bring you a few helpful tips on how to cope with your Lilliputian letterbox.

- 1 First find a medium sized cardboard box and place it over the letterbox
- 2 Take an indelible marker pen and draw round the box
- 3 When you remove the box, Voila! Your new ultralarge letterbox is drawn out for you
- 4 Now just borrow your dad's saw (preferably electric) and hack away
- 5 You can even sellotape a piece of cardboard above the new hole to keep the wind, rain, sleet and snow out
- 6 Alternatively you could just break the door down

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If you missed out on the early issues of S, back issues are now available for the measly sum of £1.50 per copy (£1.25 cover price plus 25p postage and packing).

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**Issue 2** Reviews of Spellcaster, Tennis Ace, Cloud Master, American Baseball, American Pro Football, Alex Kidd: High-Tech World and Ghostbusters. A look at Sega's system 24 coin-op, plus previews of E-SWAT and Line Of Fire. The first half of a full solution to Phantasy Star. Xmas goodies.

**Issue 3** Reviews of Galaxy Force, Psycho Fox, Dead Angle, Dynamite Dux and Basketball Nightmare. Conclusion of Phantasy Star guide. E-SWAT players' guide. Tips on Alex Kidd In Miracle World, R-Type, Choplifter and Space Harrier.

**Issue 4** Reviews of Golden Axe and Scramble Spirits. Las Vegas CES show report. Past Masters reviews of R-Type and Alex Kidd: The Lost Stars. Full players' guide to Wonderboy III and Alex Kidd: High-Tech World.

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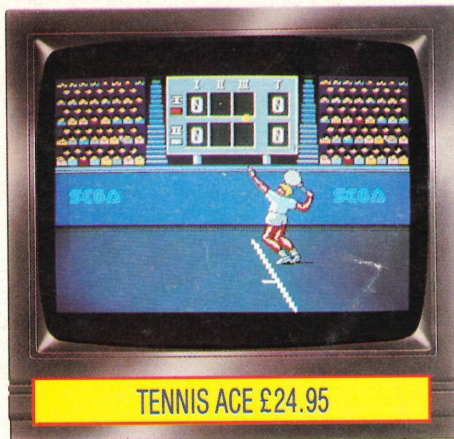
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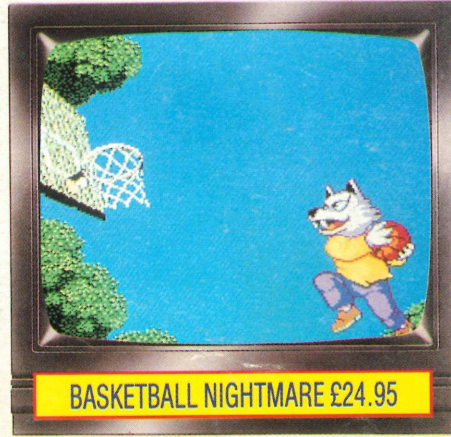
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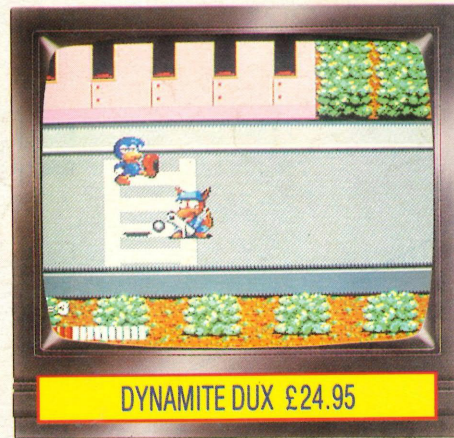
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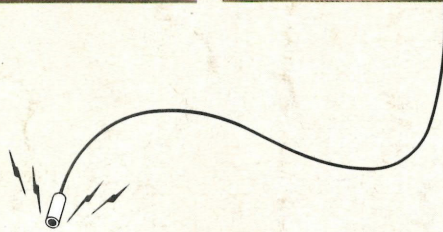
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