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ISSUE 27 FEBRUARY 1992

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page 16!

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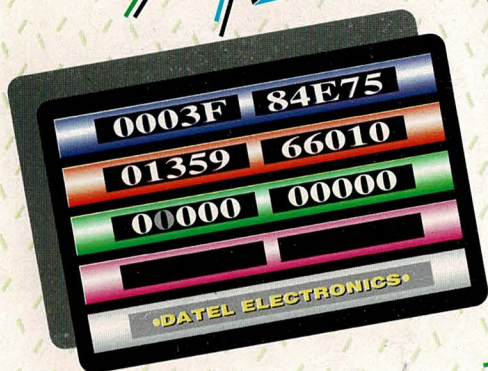
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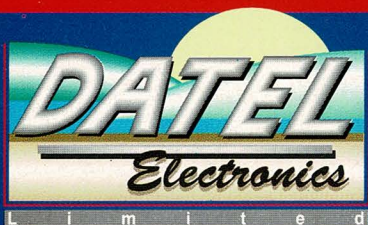
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SEGA POWER SAY "WELCOME, 1992!"

WELCOME, ALL OUR OLD AND ALL OUR NEW READERS, TO A brand new year and a brand new issue of *Sega Power*! For those of you who've just got your Sega machine for Christmas, this will be your first experience of *Sega Power*. Welcome to the club! Over the next

few months (with the invaluable help of *Sega Power*, of course) you're going to discover just how much brilliant fun you can have with your new gear!

We're a magazine that's dedicated to helping you get the most out of your machine - whether that's a Master System, a Mega Drive or a Game Gear. Every month we review the latest games and give you our expert opinion so you can make informed buying decisions. What could be worse than spending all that money on a game only to discover it's not as good as you hoped it was going to be? We know it's an awful feeling, so we're here to stop that happening.

We're also here to bring you as many tips, hints and game solutions as possible, so you can get the most out of the carts you've already got.

And there's more! You'll also find brilliant competitions, hot news, previews of all the up-'n'-coming games and loads of other goodies besides. In fact, just about everything a real Sega game-player could ever want from a magazine! Enjoy the issue, and see you next month!

Andy Smith



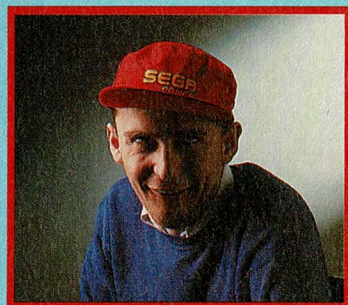
Andy K Smith Editor
 ■ Our Ed got given a bumper bottle of Hi-Karate aftershave and deodorant for Christmas last year - from the rest of the team! His best prezzie though was a copy of the Fantasia video - it's fab!



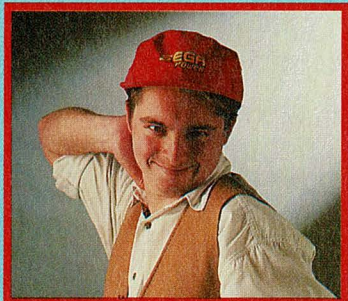
Neil West Deputy Editor
 ■ Neil was given a carpet for Christmas which had a reindeer and holly pattern on it. His mum bought him the carpet to furnish his new flat. Dan is kindly knitting him a new one for his bathroom! Hmm...



Mark Nottley (?) Graphic Designer
 ■ Mark had a Game Gear for Christmas, so he could play with it on the toilet. Sadly, there was a mix-up with the Game Gear, the Andrex and a chicken vindaloo. Now he no longer has the Game Gear...



Daniel Goodleff Production Editor
 ■ Dan was as pleased as punch when he got his Action Man German Stormtrooper outfit and new Lego set. Unfortunately, he can't build anything with his Lego, 'cos his cat ate the instruction manual!



Nick Aspell Design Assistant
 ■ Nick was given a great bumper book of ships for Christmas, as well as an Airfix model of the Golden Hind (which his dad probably designed or at least knows someone who did!) Only joking, Nick!

CON

● Britain's liveliest and best-se

REGULARS

6 NEWS
 Sega get heavy with grey importers, the Action Chair arrives and find out what happened at *Sega Power's* New Year's Eve party!

10 THE SHAPE OF THINGS TO COME
 Brand new Master System and Mega Drive games are heading your way, find out today what games you'll be buying tomorrow! Rush to page 10 right now!

13 CHARTS
 What games are kicking off 1992 in the number one slot? Find out with our Master System, Mega Drive and Game Gear Charts!

19 POWER REVIEWS
 With all those new games out there, you'll want to start reading here to find out what to buy and what to avoid too. Go for it!

40 POSTER
 This FREE poster is going to look great on your wall alongside all the other *Sega Power* posters. Pull it out (you'll have to pull out the ads first) and put it up right away!

54 THE PROF'S INCREDIBLE TIP LAB
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61 SCRIBBLINGS
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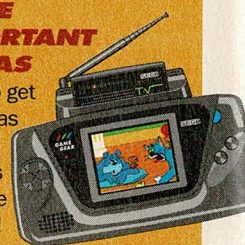
68 THE HARD LINE
 More than 300 Mega Drive, Master System and Game Gear games reviewed and rated!

74 SMALL ADS
 Buy, sell or swap your old carts! Or maybe find a new pen pal! The fun starts on page 74!

78 THOSE IMPORTANT EXTRAS
 When you need to get hold of those extras for your very own machine, here's the place to go!

80 CURLY'S CHALLENGE
 Take on the Euro Sega Champ and see if you can beat him at his own game!

82 BACK PAGE
 Have a look at some of the great features we're working on for next month's fab issue.



PSST! HERE'S A SNEAKY COMPETITION

Win yourself £50 simply by telling us how many times the word Sega is printed in this magazine (that's one for a start). First correct entry out of

the bag on Monday February 10 1992 wins the prize. Send your entries to: That's How Many, *Sega Power*, 30 Monmouth St., Bath, Avon BA1 2BW.

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Selling Sega mag - the one for real game-players

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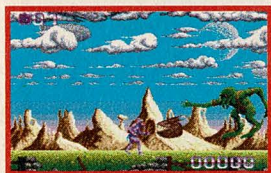
20 SUPER SPACE INVADERS
Domark make their debut on the Master System with the game that started the video gaming revolution all those years ago. Can a game this old really still be fun to play? Or are they trying to fob you off with a load of rubbish?



26 BUBBLE BOBBLE
This Master System cutesy game should keep you playing for simply ages!



28 GOLDEN AXE 2
At last! Punch, cut and slice your way to gory glory on the Mega Drive!



32 SHADOW OF THE BEAST
Take on The Beast Lord in this Mega Drive romp!



34 TOEJAM AND EARL
Have some wacky arcade adventures on your Mega Drive with this pair!



23 SONIC
Can this Master System title follow in the spiky footsteps of the classic Mega Drive game?



30 PHELIOS
Shoot death at the aliens in this Mega Drive vertically-scrolling shoot-'em-up! Go get 'em!



36 BURNING FORCE
Here's a Mega Drive shoot-'em-up not unlike the famous *Space Harrier!*

38 IMMORTAL
Check out this arcade adventure full of wizards and mystery for your Mega Drive.

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Help the hapless crooks escape with the priceless jewels on your Mega Drive!

48 PACMANIA
Now all you Mega Drive owners can steer the yellow blob around those mazes!

49 MS PAC-MAN
And you can play the girlie version of *Pac-Man* on the Master System too!

50 FIRE SHARK
Take to the skies in your special bi-plane for this Mega Drive shoot-'em-up.

51 KLAX
Get your thinking caps on, Master System owners, in this addictive puzzler!

52 OUT RUN
If you own a Game Gear then you'll want to read all about this driving game and whether you should buy it.

53 FACTORY PANIC
Here's a Game Gear puzzle game that will definitely give your brain a tough work-out! And it's probably going to make your wrists ache too!

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CIRCULATION DIRECTOR Sue Hartley

■ We welcome unsolicited material but unfortunately we cannot guarantee returning anything unless it is accompanied by an SAE. Sorry! We cannot reply to personal letters 'cos we're just far too busy trying to get the mag out on time - honest!

■ This is a fully independent publication, and the views expressed herein are not necessarily those of Sega Enterprises.

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IT'S NOT OVER YET, THERE'S ALL THIS BRILLIANT STUFF TOO!

SPECIAL INTERVIEW!

14 Sega's Director General, Kuminasa Yagi, talks exclusively to *Sega Power* about Sega's plans for 1992 and beyond. Find out what machines you're going to be playing with in 1994!

POWER QUIZ!

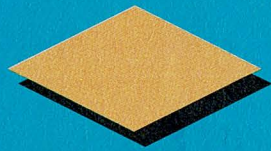
18 Once again we aim to sort out the brainy peeps from the dumb peeps in the *Sega Power Quiz*. Reckon you know what's what in the world of Sega gaming? Here's your chance to prove it!

COMPETITION!

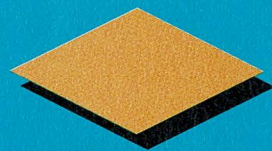
16 Here's your chance to influence Sega gaming. We want *you* to design Konix's next Mega Drive joystick. Wow! Rush to page 16 and find out what this once-in-a-lifetime compo is all about.

THE FIRST QUESTION

82 Got your *Robocod* calendar from last issue? Good. Cut out the fish, stick it on top, and then answer the question about this month's fish. You could win one of five carts from E.A!



NEWS



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

SEGA SET TO RUB OUT THE GREYS

SEGA HAVE JUST ANNOUNCED their plans for a campaign to stamp out the grey importers. A huge amount of games from Japan and America are illegally imported to Britain at the moment. These are then sold through various computer shops and mail-order firms.

At present, it's reckoned that about one in five Mega Drive carts sold in Britain is an unofficial import. That adds up to at least £10 million worth of business in 1991 alone.

While in Britain, Sega's Director General, Kuminasa Yagi, announced that Sega are: "Preparing right now to take legal action against firms over here. It really is very easy for us to take very strong legal action against these people, and we will be doing so with two or three companies before Christmas."

It would seem then that Sega are deadly serious. Everything's going just great for the company right now, but the grey importers are beginning to disrupt their plans. Sega are prepared to ignore a "problem" up to a point - before clamping down hard when things start to get out of hand.

As a result of their previous stance on cart rental, renting has effectively been stopped all over the country. If Sega have their way here too, then it



■ Grey importers, you have been warned! Sega plan to clamp down on the unofficial import games and are threatening to take people to court too. It's not all bad news though. Sega are also going to put out the latest titles in the UK at the same time as they release games in Japan and America!

America. If anyone is going to make any money out of this price difference, it's going to be Sega themselves.

They've spent a lot of money (over £10 million by now) telling the British public that it really is worth spending all that dosh on their games consoles, honest. And the last thing they want is some Arthur Daley type with a warehouse crammed to the rafters with Japanese carts saying, "ah yes, but you don't really have to spend all that money on new carts, just take a butchers at what I've got..."

You see their problem? It "devalues the product" (as their marketing people will fiercely inform you). But to be fair to Sega, we think that their gear is worth the money - if it wasn't, people wouldn't bother buying it.

The best games in the world?

Sega firmly believe that (as Yagi explains) "The key thing in the battle between the Mega Drive and the Super Famicom will be with the software."

When Nintendo's machine arrives in the UK - probably by next Christmas - then the console with the best range of games will be the machine that comes out on top.

It's going to be a fierce battle (Sega don't deny it) but it's a fight Sega know they can win. But only if (and this is the big if) they keep a vice-like grip on what games are released in the UK over the next 12 months.

They're already pretty strict, but all their efforts to build up a balanced range of quality titles will come to

nought if the grey importers are free to sell off any old titles they feel like - and at whatever price too.

And don't believe the hype either. Many titles imported into Britain aren't the latest, hottest and most bodacious games around (as a lot of the grey importers would have you believe).

In a lot of cases, they are simply rubbish games that never sold very well in Japan - games that Sega themselves simply didn't think worthy of importing.

The importer can pick up a lot of these games very cheaply, then flog them over here as "the next big thing." Sega believe that this seriously damages their reputation - a reputation that they've spent an awful lot of time and money building up over the years.

So what are Sega going to do?

Well, they're going to do two things:

● First, Sega are serious when they warn of taking grey importers to court. They've done it before and they'll do it again (just look at what they did after they banned the rental of carts, for instance). It only effectively takes one court deci-

continue their policy of releasing games all around the world at the same time.

This means that the importers will no longer be able to make money by getting the big name games into the country before the official releases. This will

“ Soon new games will be released around the world at the same time ”

cut their profits, and could well force most of them out of business.

With this in mind, what will happen to the grey importers?

A lot of grey importers that we spoke to have been expecting Sega's move for a long time. Some are now thinking of setting up official businesses - if Sega will let them, of course - while others figure on going under.

But they can't complain really. Up until now grey importers have been able to make an awful lot of money riding on the back of Sega's phenomenal expansion. But with the latest games soon to be launched simultaneously in Britain as in Japan and America, and Sega waiting to jump on the heads of any importer caught selling unofficial games, the party seems to be well and truly over.

So is it good news or bad news?

The good thing about Sega's decision is that from now on, the latest games will be launched in Britain at the same time as the rest of the world - so there'll be no more waiting for the really hot titles - and no need to go to the grey importers to pay through the nose for that vital first copy.

On the other hand, there'll be no more of those exotic Japanese titles making it to our shores either, and a smaller range of games to choose from has got to be a bad thing.

But Sega assure us that there'll be more than enough high-quality stuff officially released in 1992 to make up for this. And don't forget Electronic Arts, Domark, Ballistic, Mirrorsoft and US Gold. All of them have some cracking Mega Drive titles lined up for release - and you can still look forward to the launch of the Mega CD in the summer too! On the whole, the state of Sega gaming has never looked better.

“ The quality of the games will decide who comes out on top in the end! ”

looks as if grey importers will suffer the very same fate.

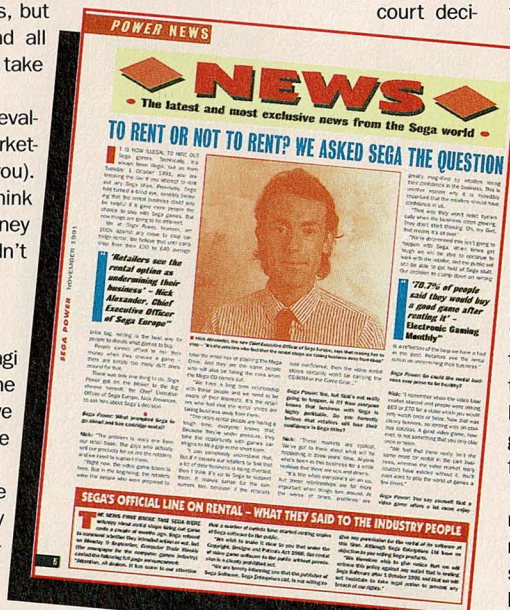
But why should Sega bother about the grey importers? After all, it's still a Sega game that's being sold - so surely a healthy profit still finds its way back to Sega H.Q. in Japan?

Grey imports are carts which are bought (completely honestly and fairly) in one country - but then taken by ship (not quite so honestly) for sale in another country. It's this activity that infringes Sega's copyright

But don't think Sega are being finicky. There are a couple of good reasons why they object to this practice. The first is money.

Money makes the world go round

Sega games are sold for a lot more over here than they are in Japan and



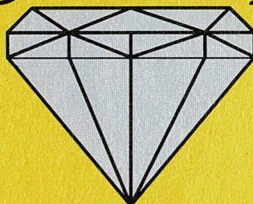
■ Our News feature in Sega Power 24 told you all about Sega's official stance on the cartridge rental business. Now the grey importers are under attack...

sion going Sega's way to get all the other importers running scared and shutting up shop. And when it comes to a court case, it looks as if Sega have both the law and (more importantly) the money on their side.

● Sega's second plan of attack is to

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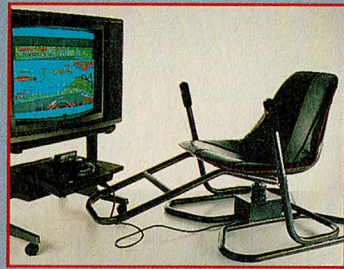
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SITTING IN ON THE ACTION

FEELING JUST A BIT FLUSH after the Christmas period? Maybe you've come into a bit of dosh (with the help of your aunt), or maybe you "did an Andy Smith" and "forgot" (ahem) about the whole affair and are now totally wogged with cash because you didn't buy anyone any presents. Hmm.

Either way, Sega have just released a new gizmo that could be just the thing for you – if you fancy throwing a whopping **£109.99** straight down the toilet, that is.

Yes, the new **Action Chair** is the biggest waste of money *Sega Power* have ever seen. Basically, it's a joystick. Plug the chair's lead into your Mega Drive's joypad socket and take a seat. Slap in your cart, turn it on and away you go. Depending on which



■ The ultimate joystick? Definitely not. Size isn't everything, and paying a lot of money is no guarantee of quality either. Sega's new "Chair" is an obscene piece of kit that should be avoided like the Ed with a sprig of last year's mistletoe


game you're playing, you now have to lean right when you want to go right and left when (you guessed it) you want to go left.

Leaning forward makes you go up, and leaning back is effectively the same as pushing down on your joystick. The Fire Buttons are on the arms of the chair.

There is no way that this chair could actually be of any use on any game. Okay, it may seem a good idea on paper, but when you actually sit down and try to play a game, you realise that it's about as much use as a steaming bin liner full of centuries-old horse manure.

Three minutes of throwing yourself around like someone in a straitjacket strapped to an electric chair soon shatters any illusions you may have had about the chair "enhancing your gameplaying experience."


You can just about use the chair on games such as *Super Monaco G.P.* and (maybe) *Space Harrier* – but the whole thing is very difficult to manoeuvre, largely uncoordinated and you end up feeling ridiculous.

Now if Sega produced a powered chair that moved the game-player (instead of vice versa) then that would have been interesting. But for now, save your £109.99. That's three new Mega Drive carts or a Game Gear in real money. But if you're really desperate, you can contact **Sega** for more info on ☎ (071) 727 8070. 

MIKE DITKA TO GET SACKED?

SEGA AREN'T JUST CLAMPING down on the grey importers, it seems. They're also taking action against software houses that are unofficially producing Sega cartridges.

All Ballistic titles (*Turrican*, *Onslaught*, *Mike Ditka Football*, *Hard Ball* and *Star Control*) are currently released without Sega's permission. Sega are already


taking legal action in America, so Ballistic may have to stop selling their titles in the UK too. Ballistic's Managing Director, Tim Christian said: "We're hoping to reach a solution soon, but in the meantime we'll keep on selling our titles as before." Let's wish Ballistic luck in their negotiations. The more people who are making games, the better. 

GAME GENIE COMING SOON

HERE IS THE UK'S FIRST look at the famous **Game Genie** from **Code Masters**, due for release in the summer. As mentioned in last month's News, this little device plugs into your Mega Drive and enables you to cheat your way through almost every Mega Drive game there is.

It works in a similar way to Dattel's Action Replay Cart (*Sega Power* 26: 75%), and will arrive with probably the same price tag of **around £49.99**.

Come the summer, Code Masters will be printing the latest codes to all the latest games exclusively in *Sega Power* – so stay tuned! It could save you a bit of dosh in the long run. We'll

give you the full technical run-down and a review just as soon as we get hold of more information. 



■ Cheat at your games with the **Game Genie** from **Code Masters**. All the codes, you'll ever need will be printed in *Sega Power* as they're released. If you can't wait, try out **The Prof's** tips on page 54!

SEGA POW

● A lot happened in 1991 – so

HELLO, EVERYONE. YEP, IT'S none other than European Sega Champ **Danny Curley** here! Everyone ready? Good, then come with me as we gatecrash the *Sega Power* New Year's Eve party.

It's been in full-swing for a couple of hours now, so with a bit of luck we'll have missed the Ed singing "My Way," as well as Dan's "Karen Carpenter's Christmas Sing-A-Long" LP and Mark



■ And here's DJ Pat Sharpe, who reviewed *Blockout* in issue 21

will have probably passed out, so there'll be no trouble from him. Thank goodness the boys invited some of their chummos around...

There's Claire Bowen from Ballistic, Simon Jeffery from E.A., Pete Hawthorn from US Gold, Jason Henton from the TV Games Sega shop, Kuminasa Yagi from Sega and Sean Brennan from Image Works too. We'll have a chat with them later on.

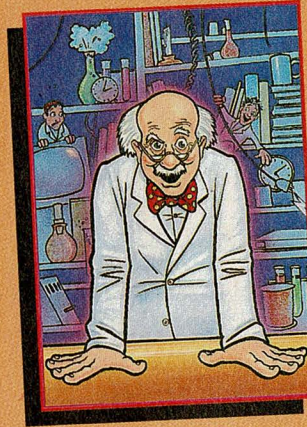
We're at the door now, so just remember what I told you – if anyone asks, say you're a friend of Neil's (he knows plenty of strange people, so no one will ask again). Oh yes, and if someone pinches your bum, then just tell Nick that Auntie's probably had enough... Okay? Let's go.

And look who we've bumped into first of all? None other than the Editor himself, Andy Smith.

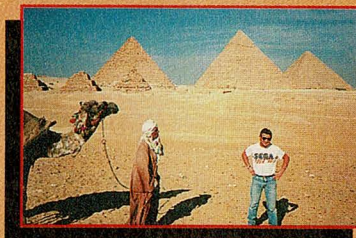
"Oh hello, guys. How ya doin'?" 1991. What a year, eh?" Oh dear. Judging by the manic look in his eye and the fact that he's just fallen over backwards into a bowl of barbecue flavoured Hula-Hoops, it would seem that the Ed's had one too many of The Prof's homemade Lucozades. He is trying to stand up again though...

"The launch of the Game Gear, news of the Mega CD and over one million Sega users in Britain alone is brilliant news!" he burbles. And he's right, you know.

A lot happened in 1991. I wonder what the rest of the boys thought about it? Let's go and see who we can



■ The Prof's Incredible Tip Lab had the builders (not to mention Rentokill) in three times in 1991. The freaky place just gets bigger and bigger every month. Phew!



■ Hubert, the smelly Sega camel, made his very first public appearance in 1991



■ Mickey Mouse on the Master in the brilliant *Castle Of Illusion*



■ And here's *Sonic The Hedgehog* – the best Mega Drive title in the world!



■ Sonic gave ol' Bobby Charlton a big Sega smooch last summer. He isn't smiling much!

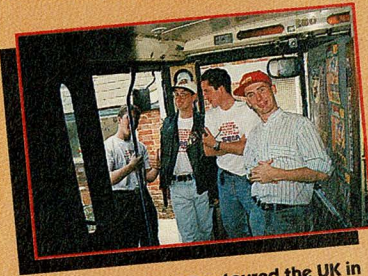
ER'S NEW YEAR PARTY

join *Sega Power* as we reminisce and look forward to 1992!

find. Hang on, here comes Mark. "So then, 'Nobber'..." Oh dear, he's gone off in a huff. Oh well, here comes Dan: "Dan, what did you think of 1991?"

"It was great for Sega - things have really taken off in a big way. First of all, there was the spectacular launch of the Game Gear in Monaco. Then who could forget the brilliant Sega Bus Tour? (And what about *Sega Power's* Longleat adventure?). Oh yes, I nearly forgot the great Summer Sega challenge too.

"October saw the start of Sega's new TV ads and Christmas brought further news of the Mega CD. When that particular piece of kit arrives in



■ The famous Sega Bus toured the UK in the summer - and we monkeyed around!

the summer, it will totally revolutionise console gaming as we know it."

THE MEGA CD

This is due to arrive in the summer, but everyone still knows it's going to be fantastic. Forget what hype you may have heard about the Super Famicom - the Mega CD will more than double the power of your Mega Drive and knock the Super Famicom into a cocked hat.

Probably costing £299, it will come complete with chips to handle (among other things) sprite rotation, enlargement and scrolling. Plus arcade stan-



■ At Monaco, we saw the launch of a new Sega Champ and the Game Gear



■ John Madden Football '92: you won't find a better sports simulation!

dard sound capabilities. Over in the corner, I think I can see the five guests (for some reason they don't want to

join in the Ed's game of hide the jelly - I wonder why?). Let's ask them for their opinion on this rather spanky piece of kit.

E.A.: "It's brilliant! The Mega CD marks the next generation of computer controlled entertainment. It will certainly keep Sega in the limelight and should be nothing short of revolutionary!"

US Gold: "Yes, the Mega CD has the potential. It really is hardware for the next generation of computer games."

Okay, so we know it's going to be good, but we also know it's going to be expensive. At £299, won't it just remain a luxury item?

TV Games: "We think that only working Mega Drive owners will be able to afford one..."

Image Works agree: "It will take off in time, because of the higher quality of the games - but only when it's a bit more affordable."

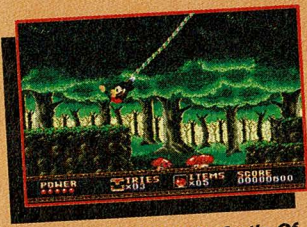
Ballistic: "Yes, it is expensive for a Mega Drive owner, but you do end up with a game console that plays both cartridges and audio CDs."

So it seems everyone agrees. You'd just better start saving, that's all!

THE FUTURE?

With all Sega's attention seemingly focused on the Mega Drive, the Game Gear and the Mega CD - will the Master System now fall by the wayside?

It's a point that Sega are fully aware of, but they're not letting Master System owners down by any means. Sega Japan's own Director General, Kuminasa Yagi, said that



■ And here's Mickey in Castle of Illusion on the Mega Drive. Wow!



■ Sega's Teradrive: but there's no news of a UK launch in 1992 as yet

Sega "strongly believe they have three or four more years left with the Master System." He did add, however, that they will "have to consider some changes." These will mainly involve the design, the packaging - and the price!"

TV Games agree: "In our opinion, the Master System will still be around in the late '90s. The Mega Drive is

twice the price of the Master System, so there will always be people who want one - especially when you take into account today's very grim economic climate."

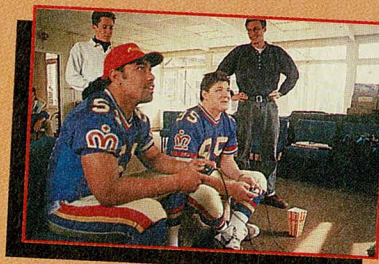
US Gold: "We think that the Master System will continue to sell in huge quantities throughout 1992 and well beyond. Master System owners won't instantly upgrade to the Mega Drive. It may happen over a number of years, but in the meantime the Master System is a fast-growing, active and vibrant market that US Gold will continue to support."

But don't get too complacent, Master System owners. Some of the other companies aren't so sure...

E.A.: "The Mega Drive has established a 16-bit standard that everyone wants to get in on. This applies to game publishers as well as Master System owners."

"As the Mega Drive becomes more affordable, I'm sure people will be looking to upgrade their machine."

Image Works: "The Mega Drive is the machine that everyone wants. We've



■ The London Monarchs put John Madden Football through its paces - and loved it!



■ Another classic Master title. None other than Pacmania from Tecmagik


had ours for ages, but then again, we're a trendy lot!"

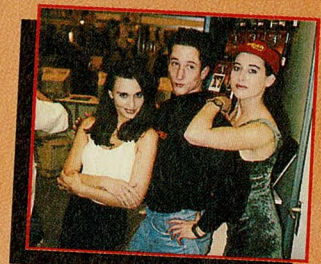
Ballistic: "The Mega Drive already appears to be outselling the Master System, so we imagine that sales of the Master System will diminish still further during 1992."

Okay, so opinions are divided. But it's funny how those software houses that release Master System titles say everything is hunky-dory, whereas those who release for the Mega Drive favour the 16-bit machine. Hmm...

Still, it looks as though there'll be even more games released in 1992 than in 1991, so there's no need for you to worry just yet.

One thing you can be sure of is that *Sega Power* will be here to keep you up to date with reviews, news, tips, features - the lot. Did you know, for instance, that last year, *Sega Power* delivered a wow 672 pages of essential Sega information? Well, we did - and there'll be even more in 1992!

We'll leave the boys to get on with the party, I think Andy's just about to put on his Hank Williams record anyway. Me? I'm off to bed, of course. Best of luck for 1992. See ya! 



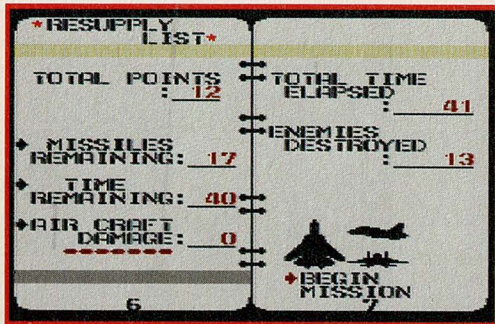
■ Neil got his mug on TV - and it didn't go to his head (honest!)



■ The Mega CD: but can you wait until the summer when it reaches the UK?

THE SHAPE OF T

• Yet more beat-'em-up gore, walls to knock down, nasties to duff



■ Before and after each mission in *G-LOC*, you are briefed and debriefed. (And no, it's got nothing to do with a ritual debagging in the officer's mess - that's a different story...)



■ You're over the Atlantic and you've just locked on to an enemy target from *G-LOC*. Launch a deadly heat-seeking missile and then you can climb up to find your next target!



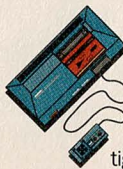
■ Your second mission in *G-LOC* and this time you're a fully fledged tank-buster. Take out 12 enemy tanks and you've cleared the level. Now move on to level three...

And the New Year starts with a bang! More juicy releases from Sega, including a version of the classic *G-LOC* on the Master System and *Klax* for puzzling fans on the Mega Drive. Plus Domark celebrate with a new Mega Drive version of the beat-'em-up *Pitfighter*!

SEGA CELEBRATE THE NEW YEAR WITH SIX NEW TITLES!

SEGA ARE STILL SENDING US news of yet more Mega Drive and Master System games due for release sometime in the new year. There's lots of great stuff on the way, and Sega reckon that the standard of games will improve still further as 1992 gets underway. But for now, check out this collection of new titles,

starting with this classic conversion of the old coin-op favourite, *G-LOC*.



G-LOC

What does that mean? Well, it's a technical term for when pilots risk losing consciousness during very tight turns or climbs. But

don't worry, 'cos now your Master System will let you take to the skies - and you don't even have to leave the comfort of your own bedroom!

The bulk of the game has you zooming around at supersonic speeds, dodging enemy flak and locking on to targets. Once your guidance system identifies an enemy, launch a heat-seeker

and the bandit's as good as dead. The only snag is - they can lock on to you as well! At this point, the display changes and you get to see your plane from behind - along with the enemy plane that you're trying to shake off.

You must complete each mission in turn before you can move on to the next. Sega reckon the graphics are some of the best you'll ever see. Just cop a load of this:

"*G-LOC* breaks the technology barrier! Superior software programming has accomplished true screen rotation. This is a feature Nintendo is promoting with its 'Super' Famicom, but Sega bring it to you better than ever in an 8-bit title."

DOMARK'S NEXT WAVE

JUST AS THE NEW *SUPER SPACE INVADERS* arrives on the Master System (see our megas-tonking review on page 20), news of two other Mega Drive Domark games comes our way. Both are coin-op conversions, but that's where any similarity ends. Would you rather exercise your trigger finger or your braincells? Take a sneak preview at how the projects are coming along and see what we mean...



PITFIGHTER

Blood 'n' guts. It's guaranteed to get ten pences clunking into a coin-op faster than hands out of a lucky dip when a rattlesnake's on the loose. It's hardly surprising then, that *Pitfighter*, one of the most brutal coin-ops ever, has become Atari's quickest-selling arcade machine to date. Well, now you can experience all the thrills of prize fighting in the

comfort of your own home. The original coin-op had loads of different moves to master, but the real hook was in the digitised graphics which represented the various fighting characters in the game.

There's something really spooky about seeing what look like real people beating each other into a pulp as



opposed to cartoon-style computer generated characters. (Just look at the screenshots below!)

Pitfighter has just finished doing the rounds on home computers, but none of them really managed to recreate the "feel" of the original. Mainly because the hardware simply wasn't up to the job. Domark, however, are confident that the Mega Drive's extra processing power will make the vital difference. All of the original moves, digitised images and superb sound

combine to make what could well be the best ever coin-op conversion to appear on the Mega Drive. As always, await a *Sega Power* review coming soon.

■ Available right now at £39.99

RAMPART



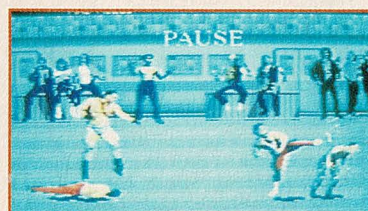
Another coin-op conversion from Domark, but this time it's a puzzler. There are two opposing forces bogged down and facing each other, you see, and each has decided to build a protective wall (or rampart - sounds like a good name for a game...). The two sides then slug it out until one of them is smashed to bits.

It's up to you to build yourself a wall, using the blocks that appear on-screen, in an effort to create a defence that will be superior to that of your opponent. When the wall is complete, you can lob shells at each other to knock the whole thing down. Nice game this, nice and constructive. Sheesh...

■ Available right now at £29.99



■ Choose to play one of three different warriors in *Pitfighter*: a kickboxer, a Karate expert or a wrestler. Each has his or her own repertoire of special moves, so master each discipline before you start playing properly



■ The simultaneous two-player mode in *Pitfighter* enables you to battle the nasties with a buddy. The Mega Drive isn't stupid though, so it gives you and your pal twice as many baddies to battle with. Great stuff



■ A strange game, but *Rampart* has been a hit in the arcades. Battle against another human opponent or against your Master System. But be warned: Domark promise that it's tougher than it appears at first!



■ Seconds away and it's round one. Flags fly above each opposing camp and battle is about to commence in yet another game of *Rampart*, the new puzzler from Domark. Time to get your thinking hats on, people...

THINGS TO COME

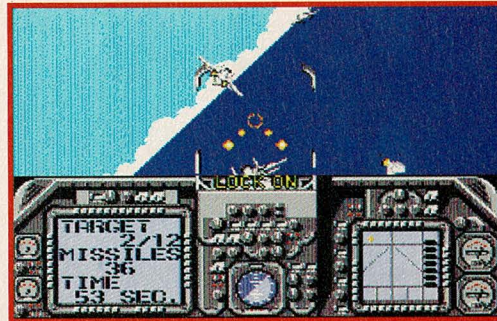
in, tiles to arrange, football to win, planes to fly, and death. Eek! ●



■ Level three from *G-LOC* and it's time for a dogfight over the arid desert. The scenery screams past at an incredible speed – so just concentrate on dodging the enemy flak!



■ More scenes from *G-LOC* and you're in trouble. An enemy got a good look at you and now he's ready to launch a missile straight up your exhaust pipe. Run away!



■ Up, down, flying around, looping the loop and defying the ground. Now it's your chance to impress all the ladies and steal all the scones (*I think he means scones... – Ed*)

Wow. If they're *that* serious (and they usually are), then we could be looking at a future Master System classic.

Whether the game underneath the fancy visuals is any good, however, remains to be seen.

■ Available in January at £24.99

JOE MONTANA 2 SPORTS TALK FOOTBALL

Without wishing to judge a game's quality before a proper review, it would seem that sometimes people just don't know when to give up. The original *Joe Montana* (*Sega Power 20*: 56%) paled into insignificance when compared to the original *John Madden Football* (*Sega Power 14*: 92%).

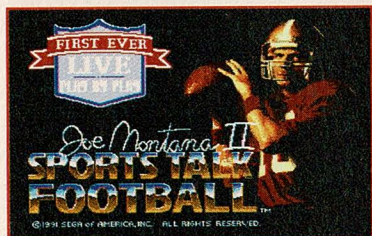
Now, at the start of 1992, we hear news of *Joe Montana 2*, just one month after the superlative *John Madden Football '92* rated 93% and a *Power Factor Gold*. Have Sega really got it right this time around?

Well, on first appearances it seems that the new *Joe Montana* could come up with a few surprises.

Among the promised new features, are an action replay function and automatic close-up or panoramic shots of the game during play. The most radical and exciting new feature, however, is the play-by-play commentary. The crystal-clear sampled voice of a TV commen-

tator keeps track of all the game developments as they happen. The effect really is quite spooky and has earned the game an appearance on the BBC's "Tomorrow's World."

In fact, the whole gameplaying experience has been tailored to look "just like a real TV broadcast." Nevertheless, you'll find these exact same features in



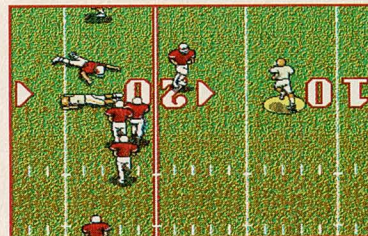
■ He's back, the greatest quarterback in the history of American Football (ahem). Revamped and updated, *Joe Montana 2* is almost ready to take on the might of E.A.'s Gold-winning *John Madden Football '92*



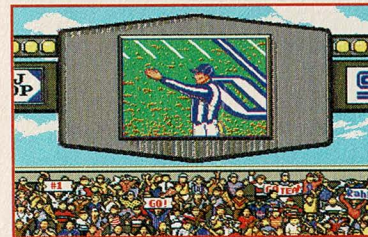
■ Before the snap, the "camera" zooms back out to get the whole picture. Sega have kept the horizontal (as opposed to E.A.'s vertical) perspective of the pitch (as in the original), but does it work this time?

John Madden Football '92. But you can't judge a book by its cover, so we'll have to wait until next month before making any direct comparisons. If it turns out to be a cracker, then this game could well be a worthy challenger for *John Madden's* crown.

But otherwise, *Joe Montana 2* may suffer the same fate as the man him-



■ The punt-returner grabs the ball and starts pegging it in *Joe Montana 2*. Here the "camera" zooms in and enables you to view the action in close-up. This is useful for those all-important football manoeuvres (!)



■ The linesman tells us that after the punt return, it's a first down (er, yes, quite). The crowd cheer and it's time to start the game proper. This is just one of the many scenes you can expect to see in *Joe Montana 2*

self this season – on the sidelines with someone else stealing all the glory.

■ Available in January at £24.99



KLAX

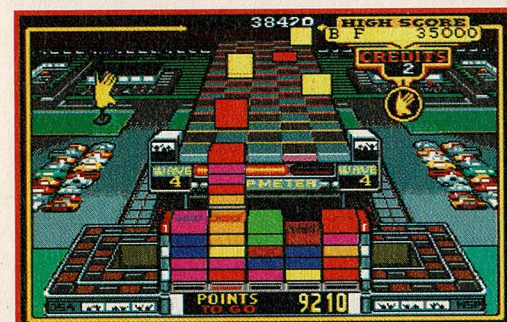
Klax has been a huge success in the arcades and it's done reasonably well on the Master System too (see our in-depth review on page 51). Well, now it's coming out on the Mega Drive. Like E.A.'s *Blockout* (*Sega Power 21*: 89%), this is another 3D think-em-up based on the classic father of all puzzle games since time began: *Tetris*.

A collection of coloured tiles are inching along a conveyor belt and it's your job to collect them on a tray as they fall off the end. You must then drop them onto one of five piles and create vertical or horizontal lines of the same colour. These then disappear, thus freeing up space for you to make even more lines!

No problem, you may think – until you realise that there are more than five different colours. And as with the usual formula, the game's over if the piles of tiles reach the top of the pit.

There is also a simultaneous two-player option which enables you to play head-to-head against a mate – just like *Columns* (*Sega Power 20*: 82%).

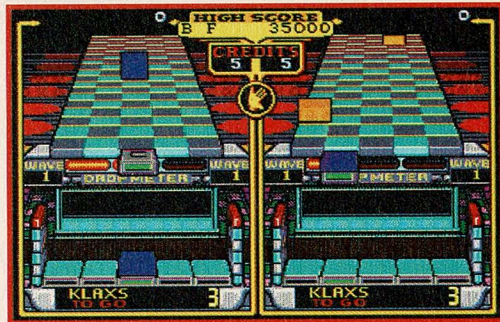
Neil and Andy plan to dust off their braincells (rumour has it that they keep them in a small box behind the coffee machine) and take



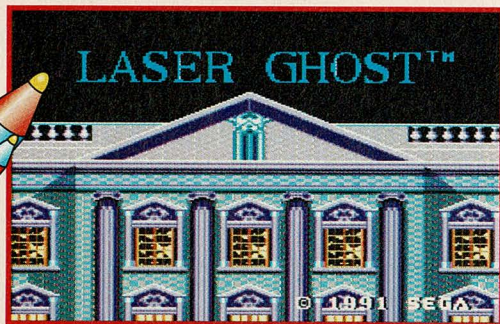
■ At the start of each level in *Klax*, your task is explained. Sometimes you must complete a specific number of piles, at other times you just have to earn a set amount of points



■ Straight in and the slow trickle of tiles quickly becomes a torrent. But is *Klax* just a tired variation on an old theme, or does it offer a genuinely new and exciting challenge?



■ Two players battle it out head-to-head and against the clock. It's this that really creates the addictive hook in *Klax* (as long as you've got a friend to play with, of course!)



■ There's something strange happening in *Laser Ghost* and it doesn't look good... Ghosts have taken over the home of your girlie and it's up to you to save her and blast them right back out again. The things people do for love, eh?

➤ on the challenge next issue. We just hope they can find 'em!
■ Available in January at £24.99

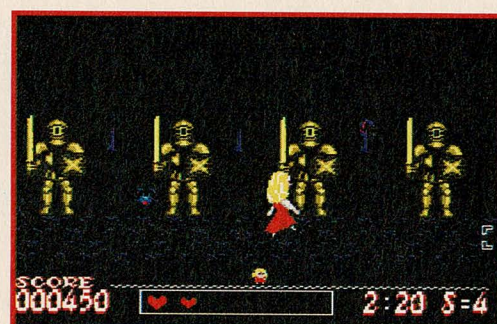


LASER GHOST

Here's some great news for all you Light Phaser owners! Sega are bringing out a brand new game for your Sega side-arm. *Laser*



■ Now we would never ever accuse Sega of being sexist, but the heroine in *Laser Ghost* really is rather feeble. She can't deal with any of the ghosts herself and just keeps running away (probably screaming and asking for a man...)



■ Shoot out the candles on the wall and everything goes dark. It doesn't stop the ghoulies attempting their attacks though, so just keep shooting. It's okay. Your heroine may be feeble, but she's invulnerable to bullets. Strange girl...

Ghost gives you and your trusty weapon the unenviable task of looking after a ravishing (well, we think she's meant to be ravishing) heroine.

As she walks around the spooky haunted rooms that form the background to this game, bats, headless suits of armour, spiders and zombies do their unearthly best to encourage the gorgeous gal to join their ranks. In other words, they're out to nobble her. This is where you come in with your trusty gun (or your joy-pad if you prefer).

Simply blast everything that moves and try to keep your girlie zombie-free. The action is fast and frantic as your lady in red wiggles her perilous way around the nasty-infested screen.

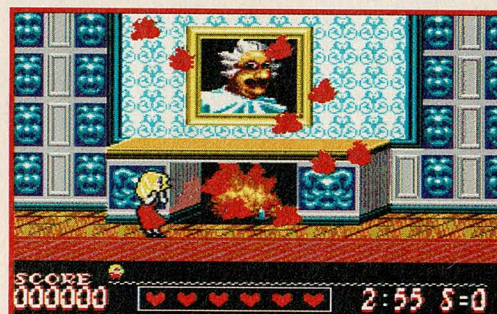
Expect a round-up of all the best Light Phaser games in a future edition of *Sega Power*. *Laser Ghost* will be reviewed next issue.

■ Out now at £29.99

version compares.

Well, there are six levels of action and you come armed with two kinds of weapons. You must use these to deal with the different forms of dastardly baddies you encounter en route. Where the scenery is appropriate, you'll find yourself either on foot, in a jeep or boat, or flying in a helicopter. We'll be doing a full review in next month's issue of *Sega Power*.

■ Out in January, £24.99



■ Even the paintings are haunted. This old master leaps around the room, chasing your young lover, desperate either for a kiss or a taste of her hot blood. He should know better by his age really. Still, that's love for you...



■ In *Line Of Fire*, the arrows point the way – as if you couldn't guess. Yet more vertically-scrolling blast-'em-up action for your Master System. A huge success in the arcades, but how will it stand up on the Sega machine?



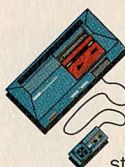
■ Out in the desert in *Line Of Fire* and the baddies get even worse. In your jeep, it's easy to simply ride over the enemy installations. But now you're a bigger target, you're far more likely to feel the effects of incoming enemy fire!



LINE OF FIRE

Line Of Fire is a vertically-scrolling shoot-'em-up with all the routine stuff – in other words you must blast everything that lives while moving over the different backgrounds.

The coin-op has been a big success for Sega in the arcades, so fans of the original will want to know how the Master System



MERCS

Jungle warfare is the name of the game, so forget all thoughts of personal hygiene and get stuck in. We mentioned that *Mercs* was on the way a couple of issues ago (well, in issue 24, in fact), but now we can show you some new screenshots and tell you a bit more about the game.

A former US President has been kidnapped by terrorists and it's up to you to rescue him. There are seven stages to plough through, each with a progressively tougher boss waiting for you at the end. Use smart bombs, collect an assorted variety of power-ups and then kick some butt.

Eight-way scrolling makes for great graphics but tends to hinder your machine-gun aim. You often have to reposition yourself in order to shoot someone on a diagonal.

It was this annoying quirk that spoils the game on the Mega Drive (*Sega Power* 26: 45%). Let's hope the Master

System version doesn't make the same mistake. Check out our full review in the next issue of *Sega Power* to find out.

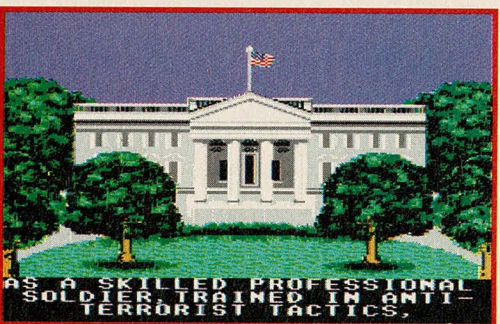
■ Out in January at £24.99

GAME TESTING

There's no game-testing this issue, 'cos with so many games released around the Christmas period, we didn't want to miss out!

However, you'll still get a chance to have your say on the development of games throughout 1992. If you fancy applying, write and tell us why you'd make a good game-tester. Send your application to: Now If I Could Design A Game, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Oh yes, boo-boo time. The game tested last month was, in fact, *Indiana Jones And The Last Crusade*, not *The Temple Of Doom* as stated. Sorry, everyone...



■ Pluck up all your national pride for *Mercs* (you'll have to pretend you're American or something) and head for the jungle. Your ex-president is in trouble and you're the guy who can right wrongs and save the leader of the world



■ Cornered in the forest and you're faced with another awkward dilemma in *Mercs*. Do you stay and get shot or do you take the environmentally unfriendly option of blasting a path through the trees? Phew! Decisions, decisions...



■ Those guys hiding behind the sandbags have machine guns, but a well-placed grenade should sort them out. Two power-up icons are nearby, but can you get there in time? More antics from the Master System version of *Mercs*

THE CHARTS

• What's hot and what's not in the world of Sega gaming! •

So what's selling like the proverbial then? Well, you guessed it: *Sonic The Hedgehog* is number one on both the Master System and Mega Drive, and poor *Mickey Mouse* has to make do with pole position in the Game Gear Chart. But what games will be jostling for that top spot in 1992? Have a gander at these Charts and see what you think...



■ *Toejam And Earl*: in at number three in the Mega Drive Chart. This was one of *Sega Power's* favourite (!) games over Christmas



■ *Golden Axe* is still going strong on the Master System. But why? 'Cos it's still one of the best ever beat-'em-ups, that's why!



■ At last! *Sonic The Hedgehog* bursts out on the Master System! The Chaos Emeralds are much tougher to get in this version too!



■ And here he is: *Sonic The Hedgehog*, king of the Mega Drive games. (News flash! *Sonic 2* is on its way, so stay tuned, peeps!)

SO WHO DECIDES THE POSITIONS?

So here they are: the top-selling carts for all three Sega systems. There are a couple of new faces in there, but the old favourites are still hanging on to the top spots. Where we can, we give the issue number and the score for every entry. The star ratings are taken directly from The Hard Line. This is the bit near the end of the mag (see page 68!) in which we review and rate well over 300 games for the Master System, Mega Drive and Game Gear.

The sales figures for this month's *Sega Power* Chart come from TV Games who are based at Ewell in Surrey. They're very friendly (honest!) and have promised to help any *Sega Power* reader who may be having difficulties finding a particular game. Give them a ring on ☎ (081) 786 7816.

GAME GEAR TOP TEN CHART

| | | |
|----|-------------------------|---------------|
| 1 | CASTLE OF ILLUSION | ☞ 22: 78% |
| 2 | Wonderboy | *** |
| 3 | Shinobi | ***** |
| 4 | World Class Leaderboard | ***** |
| 5 | Out Run | ☞ 27: 79% |
| 6 | Putter Golf | Just Released |
| 7 | Super Monaco G.P. | *** |
| 8 | Factory Panic | ☞ 27: 55% |
| 9 | G-LOC | ☞ 23: 51% |
| 10 | Columns | ☞ 24: 91% |

MEGA DRIVE TOP 20 CHART

| | | |
|----|-----------------------|-----------|
| 1 | SONIC THE HEDGEHOG | ☞ 22: 97% |
| 2 | Castle Of Illusion | ☞ 18: 94% |
| 3 | Toejam And Earl | ☞ 27: 91% |
| 4 | E.A. Ice Hockey | ☞ 22: 92% |
| 5 | PGA Tour Golf | ☞ 19: 90% |
| 6 | The Immortal | ☞ 27: 75% |
| 7 | John Madden Football | ☞ 14: 92% |
| 8 | Streets Of Rage | ☞ 26: 91% |
| 9 | Road Rash | ☞ 23: 93% |
| 10 | Super Monaco G.P. | ☞ 16: 92% |
| 11 | Ghouls 'n' Ghosts | ☞ 15: 92% |
| 12 | Golden Axe | ☞ 13: 82% |
| 13 | Fantasia | ☞ 24: 69% |
| 14 | 688 Attack Sub | ☞ 26: 75% |
| 15 | James Pond | ☞ 18: 83% |
| 16 | Alien Storm | ☞ 23: 83% |
| 17 | Revenge Of Shinobi | ☞ 14: 93% |
| 18 | Super Real Basketball | ☞ 17: 65% |
| 19 | Decap Attack | ☞ 26: 93% |
| 20 | Thunderforce 3 | ☞ 24: 82% |

MASTER SYSTEM TOP 20 CHART

| | | |
|----|----------------------------|---------------|
| 1 | SONIC THE HEDGEHOG | ☞ 27: 96% |
| 2 | Castle Of Illusion | ☞ 17: 96% |
| 3 | Psycho Fox | ☞ 3: 93% |
| 4 | R-Type | ☞ 15: 90% |
| 5 | Ghouls 'n' Ghosts | ☞ 19: 90% |
| 6 | World Class Leaderboard | ☞ 21: 76% |
| 7 | Golden Axe | ☞ 25: 76% |
| 8 | Populous | ☞ 21: 96% |
| 9 | Double Dragon | *** |
| 10 | California Games | ***** |
| 11 | Parlour Games | *** |
| 12 | Alex Kidd In Shinobi World | ☞ 10: 88% |
| 13 | Pac-Mania | ☞ 16: 94% |
| 14 | Fantasy Zone | ☞ 8: 91% |
| 15 | Sega Chess | Just Released |
| 16 | Moonwalker | ☞ 17: 83% |
| 17 | Secret Command | ☞ 8: 80% |
| 18 | Ghost House | *** |
| 19 | The Ninja | ☞ 8: 71% |
| 20 | Teddy Boy | *** |

THE MAN FROM

• The new Mega CD, the Teradrive and the future of the Master System

If you had the chance to talk to the head honcho from Sega's H.Q. in Japan, who better to talk to than Kuminasa Yagi – he's none other than Sega's very own Director General! We sent Dave Roberts along to chat with the man about life, Sega, the universe (and everything, of course)!

CULTURAL STEREOTYPES ARE unpleasant, unnecessary and should be avoided like a Belgian. Unfortunately, Sega's top brass in Japan all seem to live up to one of the most common Japanese stereotypes – that of the inscrutable businessman. They very rarely want to talk to the press, and when they do, they manage to spend quite a long time saying very little.

It was with hope then, rather than expectation, that *Sega Power* trooped up to Sega Europe's London offices to meet Sega's Director General – Kuminasa Yagi. He's the man who is



■ And here he is: Kuminasa Yagi, the Director General of Sega Japan. But what's he got in store for Sega owners in 1992?

Yagi: "We can certainly hold more buffer stocks for Europe now, so yes – we will be able to respond to these urgent demands. Otherwise we'll be missing out on some big opportunities.

"The shortages on the Mega Drive in 1991 were mainly due to the machine selling so well in America. Far better than we anticipated, in fact – and that's because Sega's 16-bit line-up is so strong – especially when you compare it to Nintendo whose line-up for the Super NES is very poor."

Has the uptake on the Mega Drive over here taken you by surprise?

Yagi: "Yes, quite a bit. The growth has been particularly strong in Britain where there is a tradition of buyers picking up on new technology very quickly.

"In some ways it's a problem for us because we are still pushing the 8-bit system. We still believe that the Master System hasn't reached its full potential

yet. But admittedly, demand is moving to the 16-bit machine."

Is the Mega Drive moving a little bit too fast for Sega?

Yagi: "Yes. But already there are very different sections of people buying the two machines."

Do you ever think that perhaps you launched the Mega Drive too early?

Yagi: "No. We're very happy. We have to show the strength of our technology. At Sega, we have 700 engineers and that increases by 100 every year. This gives us a very powerful technological base. We are keen for people to know this."

At the moment, your new technology – the Mega Drive – is unopposed in Europe. Are you confident that it will be the top 16-bit console even when Nintendo's Super NES is launched?

Yagi: "We are able to establish quite a big lead, so it won't be easy for Nintendo to catch up with us.

"One important point is the software. When a new piece of hardware is introduced, it usually takes the software developers one or two years to start producing games that use the machine's true capabilities.

"Even with the Mega Drive, the first year's games

weren't all they could have been. It is only now, in its second year, that we have started producing really great games like *Sonic The Hedgehog*."

Are you content with the software development situation right now?

Yagi: "I think we are very strong, yes."

And you're satisfied with the contributions for the Mega Drive and Master System which have been made by the European publishers? People like US Gold and Mirrorsoft, for example?

Yagi: "Yes. Certainly."

With this in mind, are you still looking to add more European firms to your list of third party licensees?

Yagi: "Not right now, no. I think it's very important to limit the number of publishers. If you're not careful, there can be too many titles on the go at once and that can be confusing.

"Bad titles could start to slip through and if a Sega owner buys a bad game, he's going to be disappointed. That's something we want to avoid. We want to make sure that we keep up the quality of games like *Sonic The Hedgehog*."

The Mega Drive version of Sonic was awarded 97% when we reviewed it in issue 22, and on the Master System it earned 96%! Obviously, we are looking forward to Sonic The Hedgehog 2! Do you know when it will be coming out?

Yagi: "We're not too sure yet. Probably in the autumn. We do know, however,

"At the launch of the Mega CD in the autumn, there will already be seven titles available" – Kuminasa Yagi, Sega Japan's Director General"

right at the top of the tree with special responsibility for all branches of the Sega industry in Europe.

Talk us through the thinking behind Sega's decision to buy Virgin.

Yagi: "It was not actually part of our original plan for Europe. We looked at the market over here and saw such tremendous potential that we felt we had to have direct control from Japan.

"We looked at doing a joint venture with Virgin, but a 50:50 relationship, while nice in theory, is very difficult in reality because no-one quite knows who's doing what or making the top decisions.

"The main difference now is that we can invest big money for the future of Sega in Europe. Even if we just make small profits to start with, we are still prepared to spend a lot of money."

So will the UK now be able to get more stocks to ease the shortages that we seem to be suffering from?



■ The good ol' Master System: is Mr Yagi being too hopeful when he says there's a couple of good years left in this machine, or has 8-bit technology had its day? Let's see how well it sells in 1992...



■ The Mega Drive: Sega timed the launch of this machine just right over here, in America and in Japan. And it looks like they're poised to do the same thing on the software front too. What clever chaps!

that it will be launched in Japan, America and Europe all at the same time – to avoid grey importing.

"We will be introducing all the big titles simultaneously around the world from now on."

So with the Mega Drive strong and about to get stronger with Sonic The Hedgehog bundles, where does that leave the Master System? Is there a danger Sega will neglect it?

Yagi: "We strongly believe that there are still three or four strong years left in the 8-bit, but to make sure, we'll have to make some changes – change the design, make it more appealing to younger children, for instance.

"We'll also drop the price and provide bundle titles which are aimed at five to eight year olds. This isn't going to hap-

M SEGA JAPAN

System and Mega Drive – *Sega Power* talk to the man in the know! ●

pen straightaway though, probably not for another two years. But by the end of 1993 or the start of 1994, there are going to have to be big changes."

So when do you think the Mega Drive will take over as the Number One games-console machine?

Yagi: "1993, I think."

And are there any plans to update the Mega Drive? To produce a sort of Mega Drive 2 console?

Yagi: "Existing Mega Drive hardware is technologically good enough and we are not looking to make any changes. What we plan to do instead is build around the Mega Drive with extra peripherals such as the Mega CD."

Is there now a definite autumn launch planned for the Mega CD and will it cost around £299?

Yagi: "Yes."

Will it just play CDs or will the unit play both carts and CDs?

Yagi: "It will just be a CD drive that clips onto your Mega Drive. In the future, we do plan to introduce an all-in-one CD and cartridge playing Mega Drive. We are working on that right now in fact with JVC."

When will that unit arrive and how much will it cost?

Yagi: "We have not set an exact date yet, but probably later this year or early in 1993. It's too early for us to give a price yet."

What will the software situation be like when the Mega CD is launched in the autumn?

Yagi: "We will definitely have at least seven titles at the launch and many more will follow."

Will all those new Mega CD titles be designed in Japan?

Yagi: "Yes."

When will other publishers be able to start on CD games?

Yagi: "We're talking to some of our publishers right now, including European firms. But we're also talking to

people – film studios, record companies – people who are really going to use the technology of the Mega CD."

It sounds like there might be some big names. Can you tell us any of them?

Yagi: "Not yet, no. We are still deciding who to go with, but it will be exciting. "Our current publishers are good for carts but we need companies with far broader capabilities. You know,

firms involved with film, music, animation – the entertainment industry in general."

And what about the Teradrive?

Yagi: "I think we still have to provide people with more software."

But it will run PC software on 3.5 inch disks, as well as standard Mega Drive cartridges. Isn't that enough?

Yagi: "No. What we want is software specifically designed for the sort of peo-

ple that the Teradrive is aimed at – college students. For them we need educational software for specific subjects and we are working on that now."



■ **The Mega CD: it seems that nothing stands still in the fast moving world of video games – Sega are already working on a new Mega CD in conjunction with JVC. But what will it be like?**

Will these specific kind of titles appear on cartridge or on floppy disk?

Yagi: "Floppy disk. They're cheaper."

And what sort of price will the Teradrive sell for in the UK?

Yagi: "Around £700, I would hope."

Do you know when it will be available?

Yagi: "Like I said, it depends on the software. But hopefully it will be available in 1993, if not the latter part of this year."

ONWARDS AND UPWARDS

Sega's venture into the CD games market seems especially promising. The Mega CD at £299 is going to be a very tempting piece of hardware – particularly if these alliances with the movie and music industry actually have some results in the end.

The all-in-one Mega CD (with JVC) sounds even more intriguing. Although no price has yet been discussed, by the time it's launched in 1993, it could well

■ **Sega's Teradrive: Sega seem to be aiming this at the student, so if we do finally get to see it, the kind of software that you're likely to see will be educational (All game-players out there, please take note!)**

be selling for around £300. And at least Yagi is talking about specific Sega machines. Other console manufacturers, such as Nintendo, seem to simply drift in a sea of uncertainty regarding their future technology.

Unfortunately, Sega themselves seem a little confused about one of their own proposed items: namely, the Teradrive. The marriage between Sega and IBM (the world's largest manufacturer of business computers) was always an odd one, and any offspring was always bound to be something of a curiosity. Even so, Yagi talks about the Teradrive in very positive terms and is obviously behind it.

But this isn't the stance of Sega's top management. Sega Europe's Chief

“We're going to need help from both the film and music industries with future Mega CD titles” – Kuminasa Yagi, Sega Japan's Director General”


Executive Officer, Nick Alexander, is on record as saying he finds it hard to see how the machine fits into Sega's overall strategy. Some people have even suggested that the crossbreed may never actually appear outside a few special test markets in Japan.

The problem with the machine seems to have come from the IBM input. Essentially, the Teradrive's PC runs far too slowly. It simply isn't fast enough to compete in today's market.

Any machine that eventually does appear over here will probably be an improved version of the prototype that is currently gathering dust at Sega.

That hiccup aside, the flow of new gizmos from Sega looks healthy enough. And it's certainly proof that Sega value their R&D (Research and Development) activities very highly.

Strange as it may seem, Yagi and his team are looking at life after consoles. Sega know that in a few years' time consoles may not even exist.

There may be CD games machines, there may be complete home entertainment systems, there may even be leisure/business crossover units, but whatever happens, it looks like there will be always be a Sega. Dim the lights, cue the music... 



DESIGN YOUR OWN JOYSTICK!

• Help create the joystick of the future in this brilliant compo! •

Have you ever bought a joystick and thought: "Why on earth didn't they put a Fire Button on top of the handle" or something similar? We certainly have. The problem is, you see, a lot of joysticks are based on designs made by "artists" – and they've never actually played a game in their lives! Well, that's all going to change before long...

SEGA POWER, IN ASSOCIATION with joystick supremos, Konix, are giving you – yes, you – the chance to design their next Mega Drive joystick. They've got all the wiring and technical bits sorted out, but they want you – Sega Power readers, the real

Power Joystick. Wow! Imagine walking into the shops and seeing the joystick on the shelf and saying to your mates: "I designed that joystick, because I know what real game-players want from their stick."

And if yours is the winning design, we'll take you on an all expenses paid trip to Konix's manufacturing plant where you can watch your design become reality.

It's not very often that large firms pay such

you like and try to include it in your eventual design.

When you're all think out (!), draw what you think the new Konix Sega Power joystick should look like. And remember to explain to us everything on your drawing and your reasons for having them. We're not after brilliant Leonardo Da Vinci pictures, but at the same time, we're not after rubbishy scrawls on a tatty page ripped from your notebook either!

All we want you to get across is



■ Konix's Speedking: this is the world's best-selling joystick. Approximately five million game-players across the globe own one of these magic sticks!

"Make the joystick of your dreams with a little help from Sega Power!"

game-players – to tell them what features they should include. So now's your chance to break the mould!

Konix insist that the joystick must be a tabletop jobbie, but beyond that, your imagination is the only limit. Should there be Buttons on both sides of the stick, for example? And how far apart should they be? It's up to you to decide.

Basically, this is a once in a lifetime opportunity to design a joystick that's soon going to be used by game-players all over the country.

The winning design will go into production and be named the Konix Sega

■ And when the process is complete, you're left with the thing itself. Here's the finished Navigator in all its glory. (Don't forget though: yours has to be a tabletop joystick, okay?)

attention to what Sega game-players really want! So don't waste this rare opportunity! If you do, you won't be able to moan about a new joystick's shape or features ever again. And don't forget that Konix are splashing out well over £30,000 to get the joystick into full production, so you can see they're not fooling around here!

THINGS YOU MUST DO...

For the next couple of weeks, think joystick. Eat, sleep, read, and watch joysticks. Note down every feature about a joystick

moulds is going to skyrocket, so bear that in mind. Don't stifle your creative thoughts, but don't forget that a design has to be practical as well as imaginative.

Once you've got it all on paper, all you have to do is get your completed design (don't forget your telephone number and address!) into a large envelope. Before you send it off make sure everything is clearly labelled and then send your entry in to: **The Konix Sega Power Joystick Compo, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.**

Ensure your package arrives before **Monday February 10 1992** and enclose a stamped addressed envelope if you'd like your design returned.

The winner will be the person who, in the opinion of the judges, comes up with the best Mega Drive game-player's joystick design.

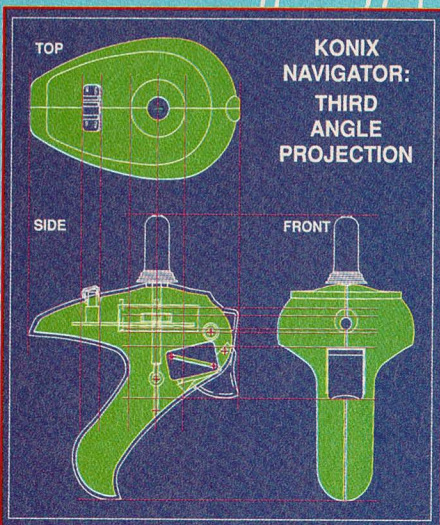
And that's all you have to do. Simple really, isn't it? What? You want more? Oh, all right then. We'll also give 20 runners-up (that's those who came up with a good, but not brilliant design) one of the brand new Sega Power joysticks when they finally go into production later on in the year. So what are you waiting for? Get designing!

RULES AGAIN...

This megacompetition is open to absolutely everyone, and you can enter as often as you like. That makes a nice change, doesn't it?

FEBRUARY 1992

SEGA POWER



■ Once the winning design has been decided, the Konix draughtsmen will turn your ideas into technical drawings from which the joystick moulds will be made. As an example, here are the drawings which were used in the design of Konix's Navigator joystick

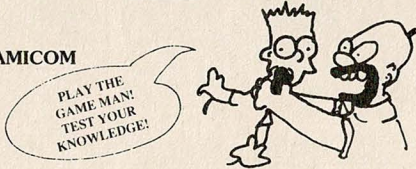


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POWER QUIZ

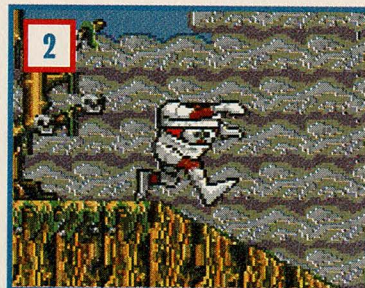
● Test your knowledge of Sega games and earn yourself £50! ●

Take a look at the sprites we've got for you here. We've pinched 'em from some top games, but can you identify which ones? If you know what's what in the world of Sega, you should be able to. Get 'em right and you could win £50!

WE'VE TAKEN SHOTS from different Master System and Mega Drive games, pinched the main sprites, and then plonked them on this page. All you have to do is tell us the name of the game and what machine version they've been taken from. The first correct entry pulled from the hat on **Monday 10 February 1992** will win the sender a wonderful £50 note. Just fill in the form and send it to: "I think I've got it!", *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Good luck! 



1 ■ Inca-case you don't get this one, just remember where all the gold was found...



2 ■ This one's heading for the big time - if he doesn't decide to be sick everywhere!



3 ■ Speedy chap who's renowned for going the distance. Remember - just think fish



4 ■ A clever chap who's dropped his H in favour of doing all his homework instead



5 ■ You could be dying to watch this one again - especially with the lovely Andy



6 ■ This chap is at the very top of the top division, but he could be out for the count



7 ■ She thinks a lot about the planet we live on, and about her missing sibling too!



8 ■ Could this possibly be a venture for you to plunder? Or is it more traditional fare?



9 ■ Perhaps she's angry because she doesn't like the name they've given her town?



10 ■ Perhaps this is the name you'd give to someone who's very keen on big steps?



11 ■ You'd be caught in the crossfire if you got the name of this one. Absolutely super!



12 ■ So, Production Editor, what on earth do you call this game without having to swear?



13 ■ This vision vamp is partly an abbreviation for what we all sit on - apart from the Ed!



14 ■ Hmm, actually the £50 note is the key. What are your feelings for the money?

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POWER REVIEWS

● We review and rate all the latest Official and Import games ●

You can't tell what a game's like before you buy it until you've played for ages. And it's not often you get the chance to do that. That's where *Sega Power* come in. We play games to the death and then tell you what they're like. Read our reviews, and you can buy a new title, safe in the knowledge that you're getting *real* value for money.

JUST SEE WHAT WE'VE BEEN PLAYING!



● Andy: I've been playing *Bubble Bobble* and *Super Space Invaders* this month. Two great games that prove the Master is still a brilliant machine!



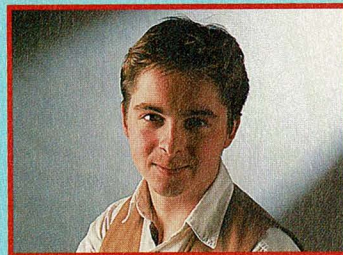
● Neil: *Bubble Bobble* and *Bonanza Bros* bring billions of blistering boils (Eek, stop! - Ed). Oh, all right. *Bubble Bobble* and *Bonanza Bros* then...



● Dan: *Toejam And Earl* for me! I haven't got a clue what I'm supposed to be doing. I just seem to wander around keeping myself amused. Brill!



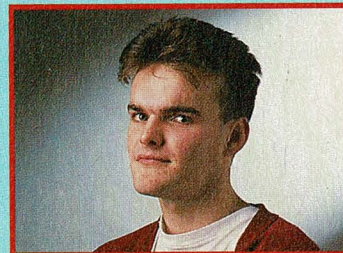
● Mark: *Toejam and Earl* has been one of my faves too, though I've also got into *Sonic* on the Mega Drive again. It's just been those two really



● Nick: I've still been playing the fab *Decap Attack*, but squeezed in the odd game of *Out Run* on the Game Gear this month too. It's good stuff!



● Rod: The odd blast on *Fire Shark* and *The Immortal* has kept me awake this month. I've also been playing the fab Master System version of *Sonic*



● Richard: *Super Space Invaders* and *Bubble Bobble* for me. Yeuch! That means I've got the same taste as the Ed. I just hope it isn't catching...



● Tim: *Klax* - and yet more *Klax*! It's a good job I like the game. I've also been watching the team play *Toejam And Earl*. What a truly wacky title...



SUPER SPACE INVADERS

.....Page 20
The game that started it all... Domark bring it bang up to date for the Master System and prove that just 'cos a game follows an old format, don't assume it's going to be a poor imitation.



SONIC THE HEDGEHOG ...Page 23
He's here! Master System owners can now celebrate with this classic game!



BUBBLE BOBBLEPage 26
This Master System platform title is one hell of a playable and addictive game.

GOLDEN AXE 2Page 28
Mega Drive owners have been waiting a while for this. Was it worth the wait?

PHELIOSPage 30
Take to the skies on your winged horse and fight for truth on the Mega Drive.

SHADOW OF THE BEAST Page 32
The Mega Drive version of this famous platform adventure is here at last.

TOEJAM AND EARLPage 34
Massively wacky two-player fun in this bodacious and zany Mega Drive title.

BURNING FORCEPage 36
This Mega Drive shoot-'em-up smacks heavily of *Space Harrier*. Find out why.

THE IMMORTAL.....Page 38
Do gory graphics make good gameplay? This Mega Drive adventure has lots!

BONANZA BROSPage 46
Help two inept Mega Drive crooks in this puzzlin', shootin' and robbin' romp.

PAC-MANIA.....Page 48
3D Pac-Man antics on the Mega Drive. But is it better than the Master version?

MS PAC-MANPage 49
Check out this Master System spin-off from the ancient Pac-Man range.

FIRE SHARKPage 50
Vertically-scrolling shoot-'em-up action with your bi-plane (and a Mega Drive!).

KLAXPage 51
For Master System owners who fancy a puzzler to help while away the Winter.

OUT RUNPage 52
This Game Gear driving game gives two players the chance to race against each other head-to-head.

FACTORY PANICPage 53
Puzzle fanatics will be tearing their hair out with this infuriating and highly complex Game Gear title.

THE POWER RATINGS!

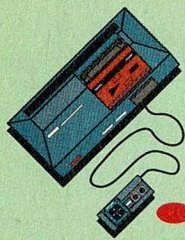
● GAME NAME? ● MASTER, MEGA OR GAME GEAR? ● WHO MAKES IT? ● PRICE? ● OFFICIAL OR IMPORT?

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

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

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

99%



SUPER SPAC

● Domark prove that old games don't die – they just get super!

If you thought you'd been playing games for ages, here's a sobering thought: Space Invaders first entered UK arcades way back in 1979! Andy Smith examines this new variation on an old theme, and finds out how much things have changed...

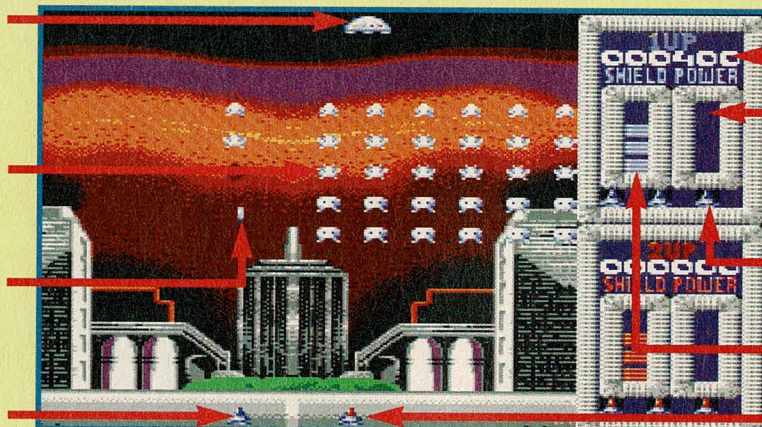


THINGS HAVE COME A LONG way since those halcyon days, but now Domark have decided to take us back in time with their Master System debut game: *Super Space Invaders*. Of course, the game's been updated and re-vamped, but the basic elements are essentially still the

THE INVADERS ARE COMING – THEY ARE, HONEST, MUM...

You've seen the original game (if not, where have you been?), and now you've got wave after wave of Super Invaders to contend with! Although the controls and gameplay are just as straightforward, you've still got to have your wits about you!

- Mothership. Shoot this as it moves across the screen and nab a power-up
- The Invaders. All lined up in nice, neat rows
- One of your shots homes in on a Super Invader – that'll be one less of the scum to worry about!
- Your ship



- Your score
- Timer. This tells you how long your extra power-ups will last for...
- Number of lives you have left. (You get three ships to start off with)
- Your current shield strength
- A mate's ship

“After 13 years, they're back and they're as mean as ever too!”

same – and so is the scenario. But who knows what the scenario is? All you've got are a bunch of invaders from outer space who are trying to take over the

world. Only you have the ability to repel the invasion – or die in the attempt.

The first and possibly the biggest change to the gameplay is the inclusion of a two-player mode. Now you and a friend can take on the invaders simultaneously instead of having to battle on your own or alternately.

But what's it all about anyway? Well, if you don't know how a game of Space

Invaders works, you're in a sorry state. Just in case you don't though, here's what's involved:

You view the game in two dimensions from a sort of front-on view. You're in control of a small ship at the base of the screen. This ship (which looks more like an upright tank) simply moves left and right along the bottom of the screen and fires up into the air. You

couldn't ask for easier controls than that now, could you?

What you're fighting are wave after wave of invading aliens. They attack in set formations and once you've destroyed a wave, there's a pause for a couple of seconds before the next wave comes in to attack.

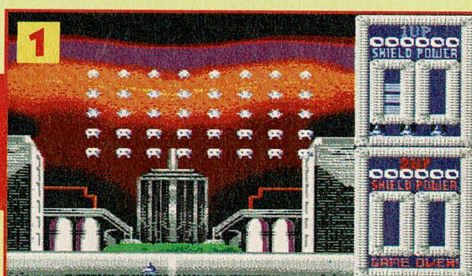
The tricky so and so's are armed too and drop two types of bomb. The first

SUPER STAGES FOR INVADER FANS

You can choose how to get to the big end-of-game boss, but after a few goes you'll have seen all the different game screens. Here's a juicy glimpse of the various alien types.



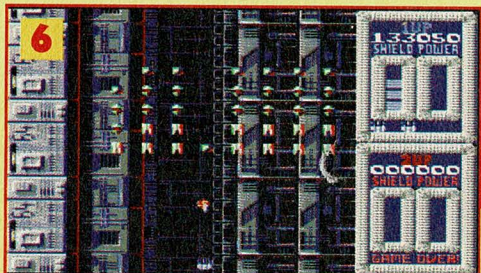
■ From this options screen, you can choose what to fight first. The large question mark shows the home of the nasty big boss. But how you get there is up to you!



■ The starting scene. This is the classic Space Invaders we're all familiar with. The aliens simply move across the screen from left to right. Take 'em out and get moving!



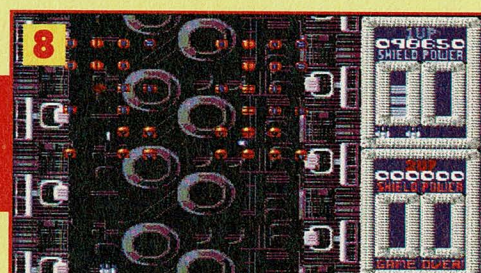
■ Scene two. The invaders rotate around the X axis in this stage. Even so, they're not too much trouble really. It's a good idea to concentrate on the outside lanes first



■ Scene six. Shoot the bottom invaders and the ones above click down – it's like having a very long row of invaders. Concentrate on the outside lanes first, okay?

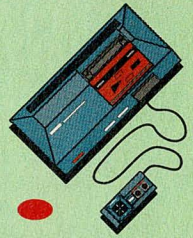


■ Scene seven. Two distinct blocks again. Don't miss a mothership, because if you can get a shot power-up your job's made a hell of a lot easier. This is a tough one!



■ Scene eight. Two blocks again, but at least they're a regular pattern. They shouldn't be as hard as, say, scene seven. It's still not that easy though, so take care!

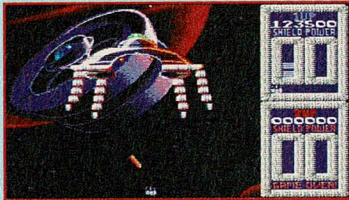
E INVADERS



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

"SAVE PLANET EARTH FROM TENTACLED HORRORS?" – NOT TODAY THANKYOU

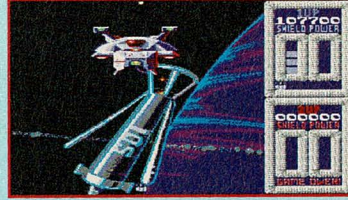
Depending on the route you take to the big boss, you'll also get various mid-way bosses to contend with as well. Here's what they are and how to deal with them...



■ The boss's tentacles fire deadly shots, so you must dodge 'em while trying to blast the nasty right in the middle. It's tough – but with practice, you can do it



■ When you meet this boss again, you must use exactly the same method to get past him as you used before. Only now, he's much more difficult to kill – yikes!



■ The other mid-level boss is tricky too – you have to blast him right in the centre. Only now he's got homing missiles and the box in the middle comes after you!



■ Shoot this boss in the middle (like all the others), but mind out for the nasty spinning buzzsaw blade that goes below your ship and back up again. Very tricky!

type is the least dangerous in that you can at least shoot the thing if it's heading towards you. The second type is worse – you can't destroy it. It just keeps on coming down the screen towards you. The only thing you can do is move out of the missile's way.

Should you actually get hit by a falling bomb, it's not a complete disaster because your ship has a protective shield. Not much of one – but at least you can make one mistake without having to start all over again. You can only take a couple of hits, however, before you lose one of your three lives.

Luckily, you can replenish your shield's strength by collecting power-

ups. Every few minutes, an alien mothership trundles her way across the top of the screen. If you can hit the thing with a well-aimed missile, it releases a benefit capsule which graces your ship with handy add-ons – like shield energizers, for example.

There are other power-ups to collect too. Collect the time stop power-up, for instance, and a big pair of butterflies (!) come on-screen. While they're floating around, the current wave of invaders stops moving. This means you can blast them for

about five seconds and they can't move out of your way – nice one!

Most of the other benefits increase your firepower by giving you an extra weapon – but all but one of these only last for a few seconds or a couple of shots. Whatever you go for, it's often enough to help you clear the current screen and move on to the next. There is one benefit that's more useful than most though, and that's the increased firing rate power-up. Normally, you can only have one of your shots on-screen

at any one time. Fire and miss an invader and you have to wait until your shot travels up and off the screen before you can fire again.

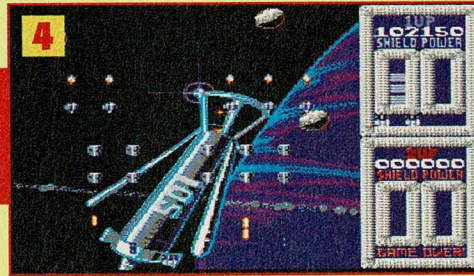
The increased firing rate power-up enables you to have two shots on the screen at any one time (catch another one and you can even notch up to three shots!). Don't get hit though, or you lose the benefit.

Okay, things are pretty clear cut at the moment, you've got the attacking aliens, your ship and the power-ups. What else is there to worry about? Well, the aliens don't just stand around waiting to get shot – they move. And this is the crux of the

"Feel the terror as the aliens descend in wave after wave after wave..."



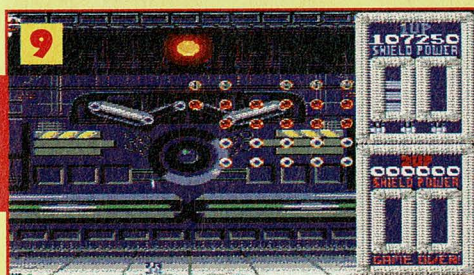
■ Scene three. Shoot the invaders and every other lane splits in two. Just when you think you've cleared the lane, there are three more off-shoot invaders to duff in!



■ Scene four. Here the invaders split into four blocks which move around the screen in predictable patterns. This is a very tricky stage, so have your wits about you...



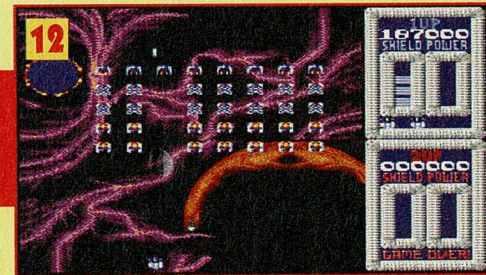
■ Scene five. Here you've got two distinct blocks of invaders (and boy! Is it tough to clear in one-player mode!). Hint: just concentrate on the lower invaders



■ Scene nine. These are just like the invaders you've seen in stage one and they're just as easy. Move your turret, fire away and quickly get this screen over with!



■ Scene ten. We're back to the two blocks again. Just keep going for those low ones and you might just scrape past (it's doubtful you can do this without losing a life)



■ Twelfth route. Again, no troubles here because these are just your normal, regular Space Invader-types. There's nothing fancy at all, but it's a good time to reminisce!

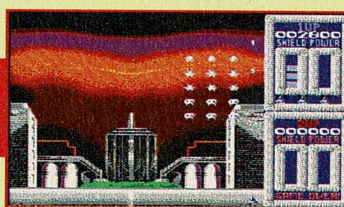
"PLEASE DON'T PANIC, LADIES AND GENTLEMEN, YOU ARE PERFECTLY SAFE..."

Power-ups are an important element in *Super Space Invaders*. But how do you get hold of them?

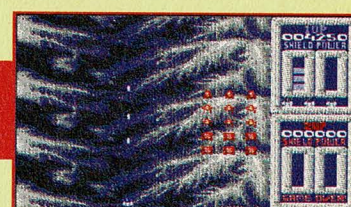
It's simple. Hit the mothership as she's moving across the top of the screen and she releases one for you. Collect it and your life's made a lot easier! (Remember to anticipate the mothership's position though, 'cos she travels a lot faster than your shots!) Here's a sample of the more important power-ups you can get hold of.



■ This power-up launches a deadly trio of fireballs that fly all around the screen taking out everything in their path. Nine times out of ten, this can clear a wave...



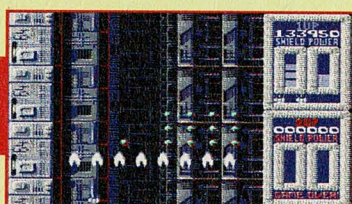
■ Here you've caught hold of a power-up that doubles the number of shots you can have on-screen at any one time. Hurrah! Eat this, you 'orrible alien scum!



■ Things are looking good now 'cos you can have three shots on-screen at once. You lose a shot for every hit you take though – so just don't take any, okay?



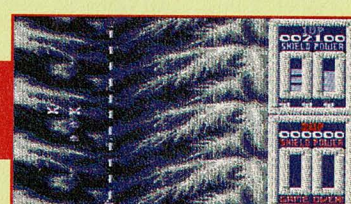
■ This power-up brings you a welcome pause mode. For a short time, you can blast away at the invaders while they're frozen to the spot. Serves 'em right too!



■ Catch this power-up and when you activate it, a bomb shoots up to the level of the lowest invaders and explodes. This can take out a whole row of the blighters



■ There are even power-ups that provide shields. If you shoot these shields from underneath, they ascend the screen. The invaders then bash into 'em and blow up



■ This mega power-up equips your ship with an intermittent laser. This thing is great because if you use it properly you can easily take out an entire invader wave

SEGA POWER FEBRUARY 1992

game, 'cos as the invaders on the outside of the formation reach the edge of the screen, the entire wave drops down a level – a level nearer to the Earth and nearer to you!

Should any invaders make it to Earth, you automatically lose a life. This is especially important when you're just about to polish off a wave, 'cos the invaders descend faster and faster, the more you manage to destroy.

Eventually, you get to the very last invader in the wave. And by that time, he's rushing his little legs off trying to make it to the bottom of the screen before you can blast him from the skies!

However, the invaders don't wait until the last man before they get really cunning. Some of their attack waves do very strange things. When you're a little way into the game, for example, you'll be confronted by a wave which is split vertically into two sections.

These two sections now move independently and drop down a level when they reach the screen border and the centre of the screen. This effectively

cuts the screen in half and enables the invaders to descend twice as fast! It's manageable in two-player mode where you can each concentrate on one side of the screen, but just you try clearing a wave on your own. It's nigh on impossible even if you're an arcade ace!

Other tricks up the invaders' sleeves include introducing aliens that double in size or split in two when shot! Can they do that? Don't they know how to play fair at all?

Well, no. Not only (it seems) are they interested in taking over the world, but they seem to value our cows rather highly too (goodness knows why...). A bonus or "Cattle Mutilation" round which occurs at regular intervals sees you attempting to save six cows from terrifying invader motherships.

During this phase, several large craft come on-screen in formation and swoop around the place. Every now and again one of your herd becomes extremely agitated and a few seconds later, one of the motherships swoops down and attempts to take the cow off using a tractor beam. The only way to save the

poor beast is to hit the ship before it gets a fix on the animal or while it's making its escape.

The latter method is tricky because more often than not, you'll find yourself hitting the cow the mothership is carrying. The number of motherships hit and the number of cows remaining at the end of the round determines how much of a bonus you get when you move on to the next game.

Then there are the bosses. Before you get to these and once you've cleared an entire level (that's three waves of invaders), you have to choose between two route choices. Your decision on the way to the boss selects the type of invader you get on the next level. Choosing routes is simple, just move the cursor over the planet and press one of the Fire Buttons.

When you get to the end of two levels, you then have to take on the boss. This is one of a couple of big mother-

ships (the exact one depends on the route you take). You must now destroy the spacecraft in order to carry on. Right at the end of the game you have to take on another of these bosses in order to finish the game.

And that, ladies and gentlemen, is *Super Space Invaders*. So what's it like to play? Great fun. And while you get through it far too quickly (in both the one and the two-player mode) that doesn't mean it's not good enough.

The gameplay is so simple and yet so enjoyable that you can just turn the thing on and complete the game again and again and again! Domark have done a great job of converting this from the original Taito coin-op, and Taito themselves have done a great job of updating this classic game. No barriers are broken, no records of innovation set, *Super Space Invaders* is just a good, honest and highly addictive game.

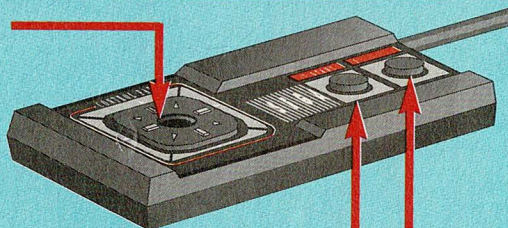
“Stop the cows from being abducted by terrifying invader motherships!”



■ One of our cows is missing! On the way to the big boss, you'll have to enter the "Cattle Mutilation" bonus round two times. Protect the cows and don't let them get nabbed by the evil invader motherships! (Only Taito know why this round is in the game – but why cows exactly? Most odd...)

TAKE CONTROL OF SUPER SPACE INVADERS!

■ This moves your ship left and right across the bottom of the screen (this control method is exactly the same as that used in the original versions of *Space Invaders*!)



■ Press this to fire your gun. You can only have one shot on-screen at any one time. (Nab a power-up for more!)

■ If you've collected any power-ups, you can fire them using this Button

• SUPER SPACE INVADERS • MASTER SYSTEM •
• DOMARK • £29.99 • UK OFFICIAL RELEASE

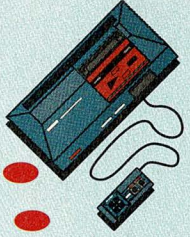
- Highly addictive
- Loads of power-ups: increased fire-power, freeze the aliens and so on
- These invaders have different kinds of attack strategies
- Fun two-player option
- Great intro sequence
- Three difficulty levels
- Very playable
- It doesn't matter how many times you complete it, it's still fun
- Great background graphics
- It's fabulous!

SEGA POWER SAYS

"*Super Space Invaders* is a true classic that you'll never grow tired of playing. The difficulty tuning is good and it's nice to have the route choices too. Playing with a friend is by far the best way to play – even though you'll get through the game pretty quickly. Brilliant fun, Domark!"

90%

SONIC THE HEDGEHOG



- Save Sonic's woodland chums from the evil Dr Robotnik!
- Master System • Sega • £29.99 • UK Official Release

The legendary Mega Drive game finally makes its appearance on the Master System. But can a game that relied on some superb 16-bit graphics survive the conversion? Neil West gets right down to the point...



DON'T BE FOOLED, THIS IS THE MASTER SYSTEM VERSION!

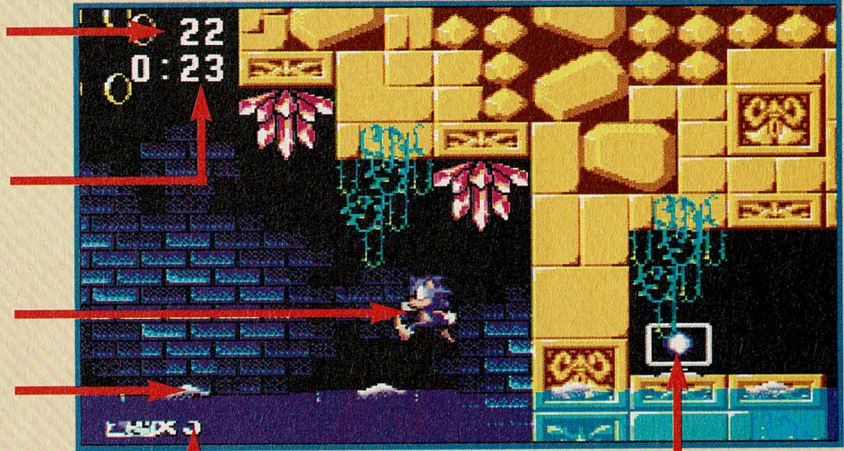
The Labyrinth Zone in *Sonic The Hedgehog* looks fantastic. You won't find better graphics in any other Master System game. Sonic's movement slows down and his momentum increases when he's underwater too. This is classic stuff!

■ The number of rings you have managed to gather since your last run-in with a baddie. These are mega-important!

■ The amount of time you've spent on this current level

■ Sonic makes an athletic leap across the lethal water straight onto a safe platform

■ Jump onto these platforms to get across the water. If you touch the wet stuff you're a gonner, so it's best not to!



■ Number of lives you have remaining

■ Collect this and you'll be protected from the baddies

HE'S SPIKY, HE'S BLUE, HE wears hi-tops and he's back. The world's most unlikely superhero, who won the hearts of the entire gameplaying world when he first bounced onto the Mega Drive last year (*Sega Power* 22: 97%), is now strutting his stuff on the Master System. The Mega Drive game was hailed by some

"He's spiky, he's blue, he wears hi-tops and he's on the Master"

as the best video game ever. Although some people still wondered whether, underneath the gob-smacking graphics

and dreamy animation, there was really that much to the gameplay.

Some people (who presumably wouldn't know a decent game if it came up and gave them a mohican hairdo) even went as far as saying that *Sonic The Hedgehog* could get boring! We at

Sega Power make rude gestures at such complaints, so let's get this sorted out once and for all.

Sonic was the business on the Mega Drive and still is on the Master System. When stripped bare of all the multi-layer parallax-scrolling and stereo sound that

made playing the Mega Drive version like riding a roller-coaster, *Sonic* is still a fantastic game – arguably the best Master System game ever. The graphics are still superb and the animation just oozes detail. In fact, visually, the Master System has sur-

ALL THE WORLD'S A STAGE – AND THIS IS A SPECIAL ONE JUST FOR SONIC!

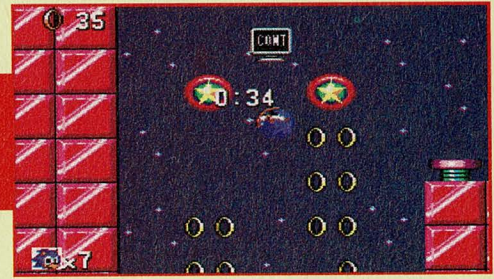
Cross the finish line with over 50 rings and Sonic gets warped to the special stage. These stages are like a giant pinball game and give *Sonic The Hedgehog* the chance to seek and locate all sorts of useful goodies. You can't die here, but you must reach the finishing line in under a minute if you're to keep those extras.



■ And he's off – one minute on the clock and everything to play for. The only direction he can go in is off to the right. Keep an eye out for continues and extra lives...



■ Ten seconds gone and Sonic's already stuck between two pinball bouncers. He's collected ten rings, but hasn't found any continues or extra lives yet, so keep looking



■ Now that's what we're after – the little TV at the top! You need to bounce on this continue to collect it, but trying to get near the thing is harder than you may think



■ After finally managing to smash open the continue (Sonic's now only got 19 seconds left), there's just enough time to grab this extra life before running for it!



■ And not a moment too soon either! You manage to dash across the finish line with a whacking nine seconds to spare. Next time it might not be quite so easy though

| SPECIAL STAGE | |
|---------------|----------|
| SCORE | 34300 |
| RING BONUS | 58 × 200 |
| CONTINUE | 2 |
| × 07 | |

■ So how did Sonic do in this Special Stage? Well, he's collected 58 rings, won himself an extra continue (he's now got two) and is also the proud owner of seven lives!

passed itself. This puts the majority of Atari ST or Amiga games to shame. And guess what? It's even more addictive than the original.

For those of you who don't know the plot, here goes. The evil Dr Robotnik has captured all the creatures of the forest and imprisoned them in evil robot shells (after three – booooo!). Luckily, there was one creature who wasn't around when the others were kidnapped. Perhaps he was hibernating, or nipping down to Woolworths for some washing-up liquid or something – maybe he was on holiday...

Anyway, we digress. Suffice to say that there's one creature who's still on the loose and he's on a mission to free all the others. Yep – it's Sonic (after three – hurrah!).

Sonic's got a pair of power-sneakers that Carl Lewis would kill for, you see, and he can also roll up into a prickly ball when he wants to take out his enemies. But apart from these defences, he must venture through the six differ-



■ What goes up, must come down, and so Sonic uses this giant set of balances to get a lift up in the world. Jump on the platform and the weight pings up. When it falls back down again, you're off!



■ With the power-sneakers, Sonic can leap around all over the place at incredibly high speed. Here he makes like a cannon-ball in search of valuable ring-clusters in the air. Just rack up those points!

ent stages unarmed. Along the way, he can rescue his friends who have been trapped inside hideous robot shells. And what a nasty bunch they make too. Get ready to meet lobsters, hornets and deadly piranha fish (among others!).

To crack these open, Sonic must curl up into a spiky ball and bounce on top of 'em. Sonic can then earn extra points and his freed chums can scamper off. Until they're free, however, they'll do their best to stop Sonic in his tracks.

Each of the six stages has three levels and is set in very distinct surroundings. The first two merely ask you to dash through horrible baddie-infested, trap-laden scenery to a goal-post, whereas in the third level,

Sonic must battle with the evil Dr Robotnik himself. The fiend comes on in a flying saucer and although you can't kill him, you can force him to retreat to the next stage.

These skirmishes take place on a single screen, and usually involve Dr Robotnik's flying saucer following a predictable pattern of attack. It's up to Sonic to work out how best to avoid these attacks, and how to nab the evil genius when he's vulnerable. These puzzles are usually pretty straightforward once you've got the knack, but they do require a bit of lateral thinking.

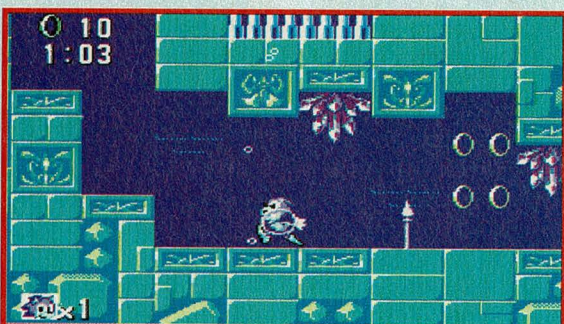
Along the way, Sonic can collect gold rings. Collect a hundred and the super-fast hedgehog earns himself an extra life. Easy, you may think – after all, there are enough lying around. But if Sonic bumps into a baddie or gets caught on a spike or trap, he drops

them all! The ring total goes back to zero and he must start collecting the darn things all over again.

There are other objects to collect too. These are hidden in TV sets that are often hidden in trees in the scenery. Bounce on the TV set and Sonic collects whatever happens to be inside. This could be either more gold rings – or power-ups! Power-ups include: extra life, invincibility or even a pair of power-boosting sneakers that can make Sonic run faster than ever! But basically, just regard these as aids to collecting more gold rings – they're by far the most important objects.

Not only are they hard currency when it comes to buying extra lives, but cross the finishing line of a level with over 50 in your fist and you get transported to the groovy special stage. And this is the place to be. The special stage is basi-

“The evil Robotnik has done nasty things to Sonic's woodland chums!”



■ Sonic can't breathe underwater unless he finds an air bubble. A clock counts down as the desperate hog runs out of air. Scramble to the surface or reach a nearby bubble if you want to stay alive

SMASHING UP TELEVISIONS (WITH POWER-UPS IN MIND, OF COURSE!)

Look carefully and you can find TV sets. These contain all sorts of weird and wonderful things. Sonic only has to bounce on them to get at the contents – take a look!



■ A pair of power-sneakers make Sonic move even faster than normal. The effect doesn't last for long, but while the music sounds manic, he can jump across larger gaps and get to platforms previously beyond his prickly reach



■ Now what's this? No, it's not the latest broadcast of Sonic's own game show, it's an extra life – and jolly handy to have too! Okay, so you can find loads of these in the special stage – but you do have to get there first!



■ Every now and again, you come across one of these mile-posts. Bounce on this, and next time you die (sorry to be so pessimistic, but that's life...), you'll restart from the last mile-post you bounced on. Hmm – very handy



■ A glittering glow surrounds Sonic and he briefly becomes invincible. Now he can walk through baddies and even stand on spikes. However, he can still die by falling down holes or drowning, so you aren't totally safe



■ If Sonic takes a hit, he drops all his rings, right? Well, that's true – except when he's got a shield like this one! A sphere of energy surrounds our pal until he slips up. The shield is spent, but at least Sonic can keep his rings



■ Ten rings, all in one place, just there for the taking, help Sonic's total no end. It can also make the crucial difference between whether he makes it to the special stage or not. Smashing TV's has never been so lucrative!

A HEDGEHOG A DAY KEEPS THE DOCTOR AWAY (WELL, MOST OF THE TIME)

At the end of each stage, Sonic has a brief encounter with the evil Dr Robotnik, who's been doing nasty things to all Sonic's woodland chums. Sonic can't kill him, but he can damage his ship enough to make him fly off to the next stage. Unfortunately, each stage gets harder and harder... Is a hedgehog's work ever done?



■ Sonic The Hedgehog looks to the heavens and finds his sworn enemy, Dr Robotnik, hovering above him. Every now and then, he lands and tries to run the hedgehog over. All you have to do is bounce on top of him and jump out of his way when he tries to mow you down



■ Here you have to wait on the island until you can see where Dr Robotnik's ship is. You must then bounce on his head and jump on the platform furthest away from him. While his shots are in the air, you can jump back on to the platform, and prepare yourself for the next attack!



■ Now this time it's difficult! Dr Robotnik's ship drops bombs that roll backwards and forwards along the curved platform. You must leap and hit Dr Robotnik when he lowers down to release a bomb. At the same time, you've got to avoid the bomb that's still rolling on the platform!

cally where Sonic can earn megapoints and the most treasured prizes of all – continues. The game has no options or difficulty settings, so if you want help in the later levels, then the special stage is the only place to go.

Springs and pinball bumpers buffet Sonic around the screen as he tries to locate special TV sets. One contains a vital extra continue, while others house handy extra lives.

If you manage to smash one of the TV sets open, you must then get to the exit point as quickly as possible. In fact, you've got to do the whole manoeuvre in under 60 seconds. The action is fast, frantic – and infinitely frustrating if you miss getting to the goal line by a whisker. Succeed or fail, it's then back to the stage you're currently on.

It's hard to believe that such a simple game can offer so much. Sonic runs left and right, he can jump and curl into a ball. But that's it. There's no need for



■ Is it a bird? No, it's a low-flying blue hedgehog. The upright springs catapult Sonic onwards and upwards. But this horizontal spring propels our hero where he doesn't want to go – backwards!



■ Woah! Caught in the green stream and Sonic The Hedgehog gets carried down into the depths of the Labyrinth Zone. This level could earn *Sonic The Hedgehog* a Power Factor Gold all by itself!

you to fire different weapons, climb ladders, collect objects – or map the stages. And thank goodness! All these extra features would merely clutter the dreamily playable gameplay.

In a lot of ways, *Sonic The Hedgehog* is as good as *Castle Of Illusion* (Sega Power 17: 96%), and as a demonstra-

tion of how fast the Master System can handle graphics when it's really pushed (we could've sworn we saw smoke wafting from out the Master System's ventilation grill), it's even better.

Perhaps the *Castle Of Illusion's* graphics are more detailed, and maybe Mickey provides a more long term challenge – but it really is difficult to pick one of them as the better game overall. *Sonic The Hedgehog* is simple enough to appeal

to the youngest of game-players (just collect gold rings), and yet cunning enough to challenge even the most hardened arcade junkie.

There's not the immediate "Phew, gosh, I mean to say WOW!" that's

everyone's first impression of *Sonic* on the Mega Drive, but a few minutes play soon nurtures a quiet appreciation for a truly great game.

Castle Of Illusion finally has a rival to its crown as best action game for the Master System – and the two of them still stand way, way ahead of the rest of the field.

Sonic is an essential purchase for all Master System owners. If this game doesn't stay at the top of the charts for the next year at least, then it's probably because the cart is selling out like the proverbials. So what are you waiting for? Hurry up and reserve your copy now – or you may be too late!

"Sonic must dash about, trying to bash the nasties and free his pals!"



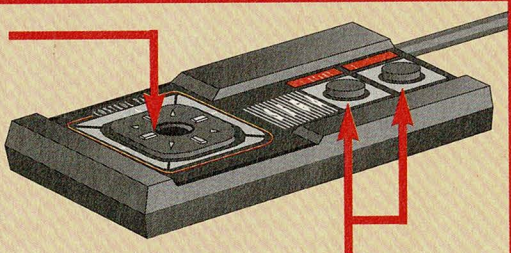
■ Stage three and Sonic finds himself in the jungle. The vines act like platforms, so the agile hedgehog must use 'em to help him get further and further into the game...



■ There's an extra life to be had, but how is Sonic going to nab it? Hang on – he's just gone past a long slide with a jump at the bottom. (I wonder if that's a subtle clue?)

CONTROLLING SONIC THE HEDGEHOG!

■ Press left or right to make Sonic run left or right. Press up to make Sonic look up. The screen now scrolls up to match his gaze. This is useful for finding objects off-screen. Press down to look down. This also curls Sonic into a ball so he can bash his enemies and free his pals!



■ Both Buttons make Sonic jump (or curl up so that he can free his captured woodland chums)

• SONIC THE HEDGEHOG • MASTER SYSTEM •
• SEGA • £29.99 • UK OFFICIAL RELEASE

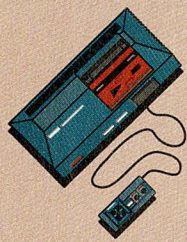


- These have got to be the fastest graphics yet on a Master System title
- Glorious character animation
- Perfect control mechanism
- A big challenge that you'll want to come back to over and over again
- So addictive, it's just not right
- Original soundtrack
- Different levels to the original
- Loads of subgames
- Great for all abilities of player
- The difficulty tuning is just right, so it doesn't end up too frustrating

SEGA POWER SAYS

"*Sonic The Hedgehog* does it again. This is a true classic. The graphics are the fastest we've yet seen on a Master System game, and the differences between this and the Mega Drive version have been carefully thought out and planned. Go on! Buy yourself a piece of video-gaming history!"

96%



BUBBLE

● Just how much fun can a dinosaur have popping bubbles?

A classic arcade oldie makes it to the Master System. And it's still a right corker! Andy Smith becomes a cute monster, blows bubbles and saves his girlie from the clutches of an evil witch.

OKAY, TO GIVE YOU AN IDEA of just how weird the scenario writers can be, check this story out. Two couples, Babby and Betty, and Bobby and Patty, have wandered into a wicked witch's forbidden wood and got themselves in trouble. The witch captured Betty and Patty and turned Babby and Bobby into a couple of bubble-blowing dinosaurs called Bubblen and Bobblen. Wow!

Now you've got to rescue the girls in this one or two-player arcade conversion set inside the witch's cave. There are around 200 rooms that make up the cave and Betty and Patty are hidden in one of them. All you have to do is start at the beginning of the network of rooms and work your way through 'em until you finally get to your girlies.

Each room is viewed in two dimensions from the front, and is basically a box the size of the screen made up of several platforms. Clearing a room and progressing to the next simply involves getting rid of all the baddies on the cur-



■ A shower of fruit has just turned into diamonds! Collect them all for masses of points. (They say diamonds are a girl's best friend, but dinosaurs don't mind 'em either)



■ Take too long on a single screen and a ghost baddie appears who slowly follows you around. If the ghost gets you, you lose a life – and you can't kill him either. Yikes!

rent screen. And here's where all those luvverly bubbles come in.

Bub and Bob blow bubbles, you see, and if any baddies are near enough, they can get caught up in 'em. If Bub or Bob now burst a bubble with a baddie inside, the baddie flies around the screen and turns into a piece of fruit. You can now collect this fruit to rack up some serious bonus points. Turn all the baddies into fruit and you can then

SEGA POWER BURST THE BIG BUBBLE!

Each screen layout is different (some are easier than others), but you'll find most of the features illustrated here on every screen, so get used to them!

- Eat this tasty burger for points
- Empty bubble you blew earlier
- Bubblen. This is you. Ain't he cute?
- Water bubble. Pop this to release a deadly flood of cascading water!
- Your starting pad. You begin each screen here.
- Baddies. It's the name of the game, so bubble 'em and burst 'em like mad!
- This is the screen number, Only 190 more to get through
- Fall through this gap and you reappear at the relevant hole at the top of the screen

(In a two-player game, Bobblen has his own pad at the bottom-right...)

move on to the next room. Easy, eh? Erm, no. Not quite. For a start, if a baddie touches you, you lose a life. What's

“ You're a bubble-blowing dinosaur who's out to save his girlfriend!”

more, if you manage to catch a baddie in a bubble but don't burst it in time (maybe you don't have room to jump on it), then after a while, the bubble bursts and the baddie is free. As if that isn't bad enough, he's now red with anger and moves twice as fast. Yikes!

But don't think that's all the bubbles are good for. You can also use them to reach platforms that you can't normally get to. Simply fire a bubble, jump on the thing and then jump off again when you get to the appropriate place.

It takes a bit of practice, but it's essential in some rooms. And if you get

really good at bubble control, you can even string several of them together. Catch a couple of baddies in a string of bubbles, burst 'em and this time you get a super-huge bonus!

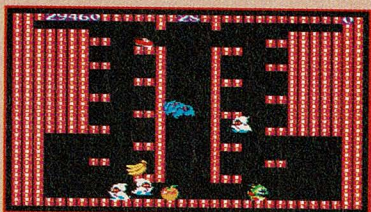
A lot of the rooms also contain extra benefit bubbles – water bubbles, for instance. Pop one of these and a flood of water cascades down the screen and across the platforms, taking out any baddies in its path (or you as well if you're not careful). And then there are



■ Just to keep you interested in the plight of your girlies, every now and again, the evil witch sees fit to give you a glimpse of your captured loved ones. Go get them, boys!



■ If you don't burst a bubble with a baddie in it, the baddie escapes and turns red with anger. Unfortunately, he now moves twice as fast. Bubble him quick, Bob, or run away!



■ Oops! Bub's been hit by those pesky ghosts again and is tumbling over and over in his death throes. What a nasty end, but that's life for a bubble-blowing dinosaur...

I'M FOREVER CATCHING BONUS BUBBLES AND USING THEM TO KILL THE NASTIES

As well as catching the baddies in the bubbles, there are also several bonus bubbles around that can help you out. Here's just a little sample of a few of them...



■ Burst the flame bubble and a line of fire appears on the platform. This kills any baddie that touches it and can kill you too if you're not careful, so beware!



■ Puncture a water bubble and a flood of water cascades down the screen. This one's taken out a baddie for you. (Just make sure you're not in its path though)

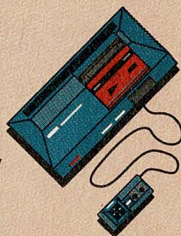


■ Hit this green bubble with the yellow lightning symbol on it and a deadly bolt of lightning shoots out to one side, killing any baddies that are in the way



■ Collect the E in the bubble and you'll have the first letter of the word "EXTEND." If you manage to collect all the letters, you earn yourself an extra life

BOBBLE



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



■ This is the first screen. You've captured three baddies in bubbles already, so now you've just got to burst them. That crown gives you loads of points if you can get it

the extend bubbles. Collect a bubble with a letter in it and if you manage to collect all the letters that spell the word "EXTEND," you can move on a screen and gain an extra life.

There are other benefits too, but these just lie about the screen. Holy Water, for example, takes you to a bonus round full of fruit in which you must dash around and try to nab as many goodies as possible before the timer reaches zero. And you've only got about a minute too, so you've got to be quick!

But there just isn't enough space here to go into what all of them do. There are absolutely loads of things with special powers for you to pick up. Unfortunately, there are several species



■ Once you burst the bubbles, the nasties turn into juicy fruit that you can collect for loads of points. Now you're ready to deal with more grim baddies in the next room...

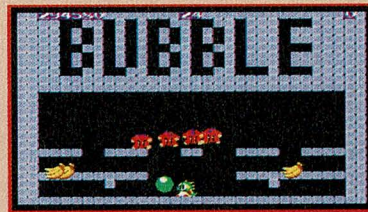
of baddie to deal with too. Some are completely dumb and slow, and just wander around waiting for you to bubble 'em. Others, on the other hand, are a lot faster and smarter.

But if you run out of lives, the game does let you continue from your last screen and you can go on continuing for as long as you want. There's even a password system, so you don't have to do the whole thing in one sitting if you don't want to. And although the coin-op machine's a good few years' old by now, the gameplay in *Bubble Bobble* is still very good.

It's a surprisingly addictive game, despite the simple (and, at times, flickery) graphics. It's arguable whether the amount of continues (and the password



■ Yikes! Bub has just got a load of fire in the mush from one of these white-cowled ghosts. Oh no! That's one life gone. Thank goodness we've still got a few left though

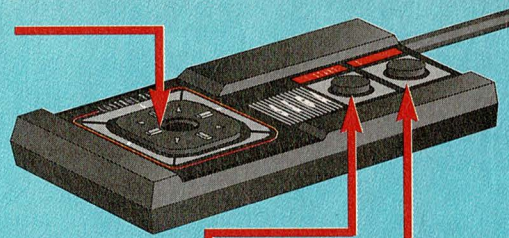


■ Bub's got a whole line of baddies to deal with here - and they're very angry. Forget the fruit, Bub. Just get those nasties out of the way first and then tuck in to that grub!

"The game comes into its own in the simultaneous two-player mode"

TAKE CONTROL OF BUBBLE BOBBLE!

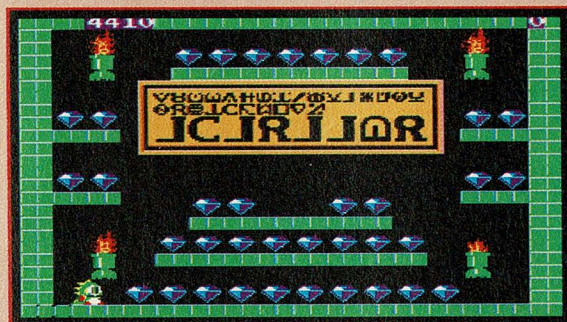
■ Press this to guide your characters around the screen. Both of 'em start on coloured pads at the bottom-left and right of each room



■ Press this to fire a bubble (or bite a baddie if you're stood next to him!)

■ Press this Button to jump up into the air...

■ Pressing the Pause Button brings up info about objects you've collected



■ Wow! A secret room. Gather all those diamonds for thousands of extra points. More rooms like this are just waiting to be discovered



■ Look! Bob's in a new room and there's even a Space Invader in the background... I say, shouldn't you be on another page, mate?

BUBBLE FACTS...

- A Bubble Chamber is a device for observing the nature and movement of atomic particles and their interaction with radiations.
- Bubble memory (in computing) is a memory device based on creating small bubbles on a magnetic surface. The great thing is: they do not lose information when power to the computer is turned off. Hmm...

BUBBLEN AND BOBBLEN AT WORK

The simultaneous two-player mode really gives the game an extra dimension!



■ Bub and Bob are working together in this game. And that makes things a lot easier, 'cos both of you can help each other out. Well, that's the theory anyway

■ Er, but Bob hung around too long for Bub and a baddie got him. Oh well, at least Bub knows what he's supposed to be doing. Don't you, Bub? Er, Bub? Bub!

● BUBBLE BOBBLE ● MASTER SYSTEM ● SEGA ●
● £29.99 ● UK OFFICIAL RELEASE ●

- Great gameplay
- Highly addictive
- Simultaneous two-player mode
- Loads of screens to clear
- Large variety of bonus objects for you to collect during play
- Loads of different baddies
- Secret rooms and pathways
- Very easy to actually play
- Bubble control takes practice

SEGA POWER SAYS

"Bubble Bobble offers excellent gameplay and could have earned a *Power Factor Gold*. It's a shame you can get through it so easily with the infinite credits and password systems. I'm sure many of you will be glad of these features, but I reckon the game would be tougher without 'em..."

89%

■ Infinite continues and the password facility may put you off



GOLDE

● The foul are abroad and the land needs saving from Evil!

Ax Battler, Tyris Flare, Gilius Thunderhead and Andy Smith take off most of their clothes and start swinging swords in an attempt to destroy Dark Guld (a nasty bloke, who's meaner than Death Adder).

THERE'S NO SIGN OF DEATH Adder in this game (well, you killed him off in the original, didn't you?). It's yet more hack-'n'-slash as you – and maybe a mate in the simultaneous two-player mode – enter this horizontally-scrolling sequel to the Mega Drive version of *Golden Axe* (reviewed *Sega Power* 13: 82%).

As before, you choose your hero from the three available (each have their own different strengths and weaknesses) and you must then work your way through several stages of baddies before battling with the nasty bosses at the end of each stage. Get past all these and you then get to fight with Dark Guld himself. Playing the game is fairly straightforward. Just move your

“ You've done in Death Adder, but now you must kill the evil Dark Guld ”

character around with the joystick, chop and slice at the baddies using the attack Button, jump out of danger using the jump Button and call up some magical assistance using the magic Button. That's pretty easy, isn't it?

Well, yes. But there is more. You can also increase the number of attack modes, for instance.

Hack away at a baddie using the attack Button, for example, and if you press the Button quickly enough, your attack changes. Maybe you'll pick the bad guy up and throw him across the screen, or maybe you'll give him a well-aimed boot in the butt.

You can also encourage your character to run instead of walk around the screen by quickly pressing the joystick in the direction you want to run. This is a great attack method. If you press the Button

GOLDEN AXE 2 HELPFUL HINTS: IF YOU'RE IN DOUBT – AXE!

When you've picked your character (from the three available) and got into the game, there's not much time to check out the scenery, so learn what's what – and real quick too! Once you've got the knack, it won't be long before you're a master!

- This baddie's just waiting for a chance to bearclaw you to death! Nice chap...
- This baddie's going to come down with a bit of a bump. Ooof!
- Maximum number of magic icons you can carry at one time
- Number of magic icons you've collected



- An innocent villager (it's a real shame you can't kill these weak people – they just run on and off the screen)
- Your character (in this case, Ax Battler). And he's just about to duff in a grim baddie
- Your life meter and number of lives left



■ Before you start the duel or the arcade game, you have to decide what character you want to be. (In the two-player mode, however, you can't both be the same hero!)

when you're running, for instance, you perform a drop kick or a shoulder charge – depending on the character you're playing with. You can also invoke Special Attacks using good timing and a series of Button presses. Press Buttons B and C, for example, and you can implement your Super Attack. Good stuff when you can pull it off.

But most of this was in the original game. What then, if anything, has

changed or improved in this version? Well, for a start, there are some new baddies (they're just a different colour but they do take a different amount of bashing before they die).

The way you use magic has changed too. You can still collect it from small characters that run on-screen at various points in the game. This time, however, the strength of your magic attack is determined by how long you hold down the magic Button – not just by the number of magic icons you've collected.

Suppose you've caught three magic icons and you want a magic attack that only uses one of 'em. You simply hold down the magic Button until one bar is



■ Ax Battler makes an athletic leap into the air and comes down with a mighty swing of his sword – that's not going to do this baddie's headache any good though, is it?



■ Gilius is a dwarf and he swings a mean axe – especially if he jumps up and brings the thing down on your head! Fighting three baddies is no problem for this guy...



■ The introduction sequence to *Golden Axe 2* sets the scene as you embark on your quest to defeat Dark Guld, seen here in his grim hideout awaiting your arrival!

SPECIAL ATTACKS: WHAT THEY'RE LIKE AND HOW TO USE 'EM

As well as being able to use magic, each character has a peculiar Special Attack which you can use whenever you want.



■ Gilius grabs hold of the handle of his axe and spins himself around, booting anyone that gets too close. (Now that's what I call special...) Way to go, Gilius!



■ Ax Battler slices upwards and then spins around to do the same thing on the opposite side. This is great for when you're being attacked from both sides



■ Tyris's attack is more of a defensive manoeuvre than an outright attack. She fights a bit and then does a dramatic backflip which can get her out of trouble

NAXXE 2



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

"...THERE WERE BOULDERS, TERRIBLE WINDS AND GREAT STORMS OF FIRE!"

Each character uses magic but some are better at using it than others. Gillus's magic is the weakest, Tyris's is the strongest and Ax's is somewhere in-between.



■ It's raining boulders! When Gillus uses magic, huge rocks either fall from the sky or roll on-screen from the sides – depending on the strength of the attack. Either way, they hurt the baddies – and that's got to be good!



■ Ax Battler calls up a wind attack when he uses magic (sounds like Neil after too many sherris – Ed). These various vortices spin about the screen, sucking up the baddies and throwing them around. Good fun, this one



■ Tyris Flare is by far the most dangerous of the three when she's using magic. It's fire-based, as you can see – a huge fiery phoenix that can easily obliterate a whole screen full of nasties. That should show 'em who's boss!

highlighted on the magic display and then let go. If you want a stronger attack, you simply highlight more bars, up to the maximum your character can use in any one attack.

"You can ride on dragons and use 'em to duff in the various nasties!"

Just like in the old game, the more you use in an attack, the stronger the magic and the more the baddies are damaged. Apart from that and the background

graphics, *Golden Axe 2* is pretty much the same as the first game. The duel option is still there too. This is where you can take on all the game's baddies one at a time, rather than in sequence (as in the normal game). There are loads of the usual dragons and things to ride too, so if you've got the first game, you'll already know how you can use 'em to help you duff in the nasties.

Golden Axe 2 is a disappointing sequel though, because it isn't different enough from the first game to make you go weak at the knees. The "improvements" are mostly cosmetic and that's not good enough.

It's not a bad game. You can certainly have a bit of fun for the couple of hours or so it takes you to complete the thing, but there aren't enough differences here to warrant you buying it if you've already got the original. It's just not a worthy sequel, that's all.



■ Climb on these dragons whenever you can. There are several different species and this one has deadly fiery breath. Sadly, you don't keep them forever. What a shame!



■ These chaps in the green cloaks attack you with their maces if you let them (they also fire bolts of lightning which hurt as well). However, if you're quick, you can biff 'em in time and acquire some magic icons



■ And that's just what you've done here. You've duffed one of the greeblies in and collected the magic icons he's released. You can now use these icons for your magic attacks. (Tyris Flare has got two at the mo!)



■ This is the duel mode which enables you to take on the baddies one at a time. Tyris Flare is going to have a showdown with this nasty green dragon thingy in a moment. But don't worry! She can cope with it (honest!)



■ And the nasty green dragon thingy slices the illustrious Tyris straight through the middle. She's no wimp though. She'll get her own back in a second. And then he'll have a taste of his own grim medicine...

TAKE CONTROL OF GOLDEN AXE 2!

■ Use this to guide your characters around the scrolling landscape



■ This pauses the game and enables you to take a breather

■ Press this to leap in the air. If you combine Button presses, you can initiate your special attacks (the Super Attack, for example)

■ This is your magic Button. Hold it down to increase the power of your magic attacks

■ Press this to use the weapon you're currently holding

• GOLDEN AXE 2 • MEGA DRIVE • SEGA •
• £34.99 • UK OFFICIAL RELEASE •

- Duel or arcade mode
- Simultaneous two-player mode
- Large variety of attack methods
- Magic gets you out of tight spots
- Great graphics
- Sound is good too
- New baddies
- You can ride dragons and use them in your attacks
- Three different characters

SEGA POWER SAYS

"*Golden Axe 2* is an all right game if you haven't seen the original, but if you're expecting an improved game that's going to give you a good challenge, you're going to be very disappointed. It's still fun to play though. Unfortunately, you can complete the game in only a couple of hours."

81%

■ Little has changed if you've got the original. There's nothing new here...



PHELIOS

● Who cares if they didn't have lasers in Greek mythology? ●
 ● Mega Drive ● Sega ● £34.99 ● UK Official Release ●

Climb up on Pegasus, the winged horse from Greek legend, and fly off in search of your love – Artemis. Oh well, here we go again.

Andy Smith goes into the maiden-saving business.

DON'T BE FOOLED. THIS IS not some role-playing adventure complete with gods, beasts and beautiful fair maidens. Oh no. It's actually a vertically-scrolling shoot-'em-up that's full of gods, beasts and beautiful fair maidens... The main maiden being your love Artemis (you're Apollo, by the way).

Together you ruled the world of light and everything was hunky-dory, until Artemis was abducted and whisked away by the evil beast god Typhon who rules the world of darkness.

Artemis has now been turned to stone and imprisoned in Typhon's temple. It's up to you to borrow Pegasus for the day and head off to Typhon's temple and bring her back.

Phelios is a one-player scrolling blast that basically features everything you'd expect to find in a game of this sort. Power-ups, for instance.

These come in the form of small golden-winged heads which float down the screen. You just have to blast the heads and collect the power-ups when they're released. These can give



■ This midway boss is tricky. Around him orbit lots of tiny bosses who take a delight in firing at you – the rotters! (this is very similar to a nasty you can find in *R-Type*)



■ You're on the second chapter and you've just picked up an across shots weapon. This fires out the sides and enables you to hit those tiresome baddies that hug the walls

HORSING AROUND IN THE CLOUDS

With Pegasus beneath you and some rather nice power-ups at hand, things are looking good. But can you make it to the end and rescue the lovely Artemis?



■ Your beam weapon brings death to anything that's slow (or stupid enough!) to get in its way

■ Homing missiles, erm, simply home in on all the enemies!

■ Your power meter. Hold down a Button and then release to fire your shot

■ Enemy dragon (he's slow, but still very deadly). Shoot him in the head to kill him

■ This tells you what chapter (or stage) you're on at the moment. Six more to go, it seems... Gulp!



■ Still on the first level and you've picked up this handy beam weapon. It's just a shame it doesn't last forever, that's all. Imagine how easy life would be if it did!



■ Now it's time to take on the soldiers who are lining up on these ramparts. Keep blasting away at them and eventually they fall off the back of the wall and die. Ha, ha!

Pegasus more speed (thus making it easier for you to dodge the bullets from Typhon's minions), or other benefits.

Options, for example, are actually drones that fly alongside you, shooting whenever you shoot. You can have up to two of these on the go at any one time.

There are normally, however, only two ways of firing. Keep pressing the Fire Button and your sword simply releases blasts of energy, for instance. But hold down the Fire Button and a power meter on the right of the screen rises. When you release the Button, you launch a much more powerful shot.

Sound familiar? It should do, because exactly the same thing happens in *R-Type* (*Sega Power* 15: 90%). But was that the very first game to use

this method? If you think you know the answer, write it down on a piece of paper or on the back of a stuck down envelope and send your entry to: **The First Game Was..., Sega Power, 30 Monmouth Street, Bath, Avon BA1**

“Artemis has been abducted by the evil Typhon and turned to stone!”

2BW before **Monday 10 February 1992**. The first winner drawn from the Ed's large hat will win a groovy prize!

Anyway, back to *Phelios*. There are other firepower benefits you can get on the way, including side shots and hom-

ing missiles. But most benefits run out after a while, so you have to keep collecting them whenever possible.

Then there are the end-of-stage bosses. There are seven stages in the game (although if you're playing on the easy level, you only have to complete four to finish the game) and each stage forms a chapter in the story. You're supposed to be living the legend as it were, and each stage represents a specific chapter of the book.

At the end of each chapter, you've got to take on one of the evil bosses – Medusa, for example – before you get any nearer saving your girlie. Defeat the

OF GIRLS IN CHAINS, TURNED TO STONE BY WICKED GODS

To spur you on during the game, you often get to see your beloved imprisoned in Typhon's temple. Ooh, it makes you mad!



■ Pegasus and Apollo swoop down halfway through the first chapter. Now it's time to get a progress report from your girlie...



■ And here she is: your beloved Artemis. It's a bit of shame she's just a picture really because she doesn't half look tasty!

COULD I INTEREST YOU IN SOME OLD-FASHIONED GREEK BENEFITS?



The key to getting through *Phelios* in one piece is in collecting the benefits. They're hard to miss, but if you lose all your lives you lose all your power-ups!



■ At the start of the game, you get three power-ups straightaway (to put you in a good mood, obviously). All you have to do is blast the winged, golden things



■ That's exposed the power-ups. Now all you have to do is collect them up. Here you've got two speed-ups (note the "5" in the blue spheres) and a handy Option!



■ Yeehar! Take that you 'orrible skellywags! (Okay, so we cheated a bit. This is actually a shot from another game. Here you've nabbed not one, but two Options!)

boss though, and you can then move on to the next chapter in the game.

Naturally, every time you take a hit, it hurts. It's not fatal, because you have four energy bars and a hit only takes out one of these. But once you've been hit a total of four times, you lose a life. You then have to go back to the last restart position (which can be quite a way back if you're not too careful).

So what else is there? Not much really. The graphics change for each chapter and when you get further into

the game you have to start worrying about crashing into scenery and stuff like that, but that's basically it.

And that's a shame. *Phelios* is very much an average game. It's been well polished and the difficulty tuning is good enough to make you want to see what happens next, but there's nothing new, and although it's a tough shoot-'em-up, it has

little more than a change of scenery to offer.

And while it looks great, you may still find the backgrounds too intrusive on

“As Apollo, you must ride Pegasus and save your girlie from doom”



■ These grey-haired bosses are a pretty tricky trio. They fire from their hands and you have to shoot at that crystal they're protecting. But how do you get past them?

later levels. It suffers from the same problem that afflicted *Thunderforce 3* (*Sega Power* 24, 82%). The backgrounds get so confusing, you don't



■ Yeah – blow their heads off! Now shoot off their arms and you've got three slow-moving heads to avoid. When the crystal is exposed, simply line yourself up and fire!

know what's a baddie, let alone where the bullets are coming from. The gamestyle is also rather dull.

Sitting astride Pegasus and blasting through level after level of baddies isn't exciting enough. It's hard to pin down, but there's just something about the gameplay. Most shoot-'em-ups, even if they're not original or clever, hold your interest for at least a while. This one doesn't. It seems more concerned with the graphics than the gameplay.

YOU HAVE THE KIND OF EYES THAT COULD KILL A MAN!

At the end of each stage or chapter in *Phelios*, you get the chance to face some grim (and very ugly) end-of-level bosses!



■ Medusa guards the end of the second chapter. Just keep shooting and watch out for her gaze – she can kill at a glance!



■ Boom! That'll teach her to mess with a deity and a winged horse – especially when they're armed with deadly laser beams!



■ One chapter sees you flying over some strange lattice in the sky – but you're not alone. Kamikaze dragons come swooping down on you too. And they aren't friendly!

TAKE CONTROL OF PHELIOS!

■ Use this to control the movements of your winged horse around the screen



■ Press this Button to pause the action or start a game

■ Fires your weapon. Hold down to build up the on-screen power meter and then let go of the Button to release the stronger shot

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

- It's a tough challenge
- Seven stages to play through
- Varied graphics
- Loads of baddies to blast away
- End-of-level bosses are good
- Erm, quite a novel scenario!

- It's dull
- The complex background graphics just get in the way
- The gameplay is nothing special
- Some sections of the game are unnecessarily difficult

SEGA POWER SAYS

“*Phelios* is difficult and offers you a pretty tough challenge, but that's only because for most of the time, you can't see what's going on. Even the most ardent shoot-'em-up fan will find the excitement fading away all too quickly. You just can't rely on fancy graphics to sell a game anymore...”

51%



SHADOW O

Wreak your revenge on the evil Beast Lord in this okay beat-

Kidnapped by The Beast Lord when he was a baby, Richard Longhurst must now avenge the murder of his father. Join him as he beats a bloodthirsty path to The Beast's door in this visually stunning beat-'em-up.

WHAT DO YOU GET IF you take a couple of glasses of beat-'em-up action, a liberal splash of shoot-'em-up weapons and a good dose of explore-'em-up, put them in a cauldron, boil on gas-mark six for several hours, stir, add salt to taste, and then pour the whole kaboodle into a cart? Apart from a horribly sticky mess, you'd probably end up with *Shadow Of The Beast*.

The plot behind *Shadow Of The Beast* is as bizarre as the monsters you meet in the game. As a small child, you were abducted by the forces of darkness and taken to the underworld where you were transformed into a loathsome creature and brain-washed.

You were supposed to eventually become The Beast Lord's own messenger, but one day, memories of your abduction came flooding back, and

IF YOU GO DOWN TO THE WOODS TODAY... BE PREPARED!

You've just killed the first guardian, and now you move on to find something else that's worth killing. (And I'm sure there's another nasty down here somewhere...)

The unfortunate sword-wielding minotaurs are first on your hit list. The graphics are stunning, but it's a shame there's not much to the gameplay. What's more, the monsters are too easy to get rid of - and you hardly ever need the flying kick.



■ Heart rate. If you get *really* excited your multiple hearts explode (that's nice, isn't it?)

■ Strength remaining. You have a maximum of 12 units and every hit reduces it by one. When your strength reaches zero, you're dead. Luckily, you can plug down some potions to bump it up a bit

■ Objects carried. Keys and torches appear in this corner of the screen (along with other sundry items you can pick up)

■ Some sword-wielding creatures. Give them a good thrashing and cheer when they snuff it!

■ Score. How ya doing? (Hmm, not too bad...)

you swore to take revenge on your master. It's up to you to track down The Beast Lord and all his cronies and give them a right good thrashing.

But it's not quite that easy 'cos above ground and below, you're

going to meet some of the weirdest assortment of monsters you've yet seen on the Mega Drive. At ground level, huge flying eyeballs, giant hands and flying fish with deadly fangs, are just some of the unsavoury creations you'll encounter. The underworld on the other hand is filled with massive cockroaches, huge hornets, and axe-wielding nutters. And these creatures are the easy ones to kill - just wait until you meet the guardians!

At its most basic level, *Shadow Of The Beast* is a



■ It's tough going in the castle. I mean, I can cope with the centipede, but those spiders look far too vicious for my liking...



■ Someone's been in here first and killed this monster for you. Grab the key and get out fast though, 'cos you're getting weak!

scrolling beat-'em-up. But there's much more to it than just wandering around and thrashing the living daylights out of bizarre monsters. To succeed in your quest, you must complete tasks in a certain order and collect various objects along the way too. Be warned though: the instructions in the manual are vague, so it's up to you to find out what you've got to do by playing the game.

The Beast Lord and his fiendish followers live deep underground in vast

caverns. But they aren't your only worry! These caverns are also populated by other incredibly dangerous creatures. But because you're a brave (and stupid!) warrior, you don't think twice about diving into the underworld and giving the evil demons what for.

The first entrance you'll find is via a well which has a huge "IN" arrow pointing to it. Eager to take revenge quickly, you clamber down the rusty ladder - only to find there's no

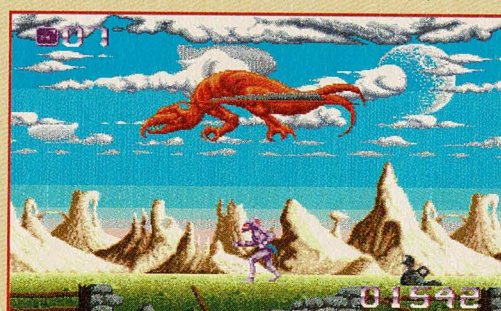
Great graphics and smooth scrolling, but the gameplay is really lacking"



■ On your quest to find The Beast Lord's cronies, you run into some pretty weird creatures. Like these green balls that circle around you, for instance. When they're gone, be careful not to run into that spiky thing up ahead though!



■ Eventually you stumble upon The Beast Lord's castle. Well, not so much stumble into the thing as run straight into it. It's dark inside, so you'll need that handy torch. The Beast Lord and his servants should be in here somewhere...



■ Circling balls are the least of your worries when this bombing dragon appears. But he's not as bad as he looks. He just flies overhead and drops bombs on you. Nothing to worry about at all really (well, as long as you're not hit...)



■ Whoopee! Here's another entrance to the underworld (marked by an "IN" and two arrows!). At the bottom of the well, there's a locked door. But where can you find the key to unlock the thing? Hint: you might have run into it earlier

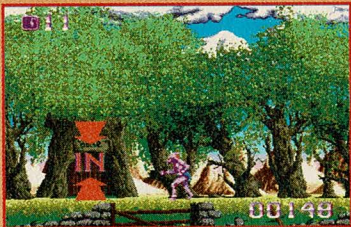
F THE BEAST



'em-up • Mega Drive • E.A. • £39.99 • UK Official Release

AVENGING THE DEATH OF YOUR FATHER – THE FIRST STEPS INTO THE UNKNOWN!

Dropping deep below ground, our intrepid hero clammers down some rickety steps ready to meet his maker and his maker's servants. But just *what* will he find there?



■ Prepare to enter the dark depths of the earth. You can't miss the entrance, because it's lit with flashing neon lights. Somewhere down below are big bad beauties that deserve to die – horribly!



■ As you descend into the bottomless cavern, you meet a group of enormous cockroaches. Their bites are deadly and you can't avoid them. Just make like Frank Bruno and punch their lights out...



■ Further down below, a giant stone guardian juggles with a magic orb. Get the orb and you'll have an incredible weapon which is essential for defeating the guardian at the top of this same level



■ With just a jump-and-kick action, you can kick the orb from the monster's hand. Watch out though, 'cos he breathes fire. After you've nobbled him, run away very, very quickly in the opposite direction!



■ While you're down here, you might as well pick up as much stuff as possible. This handy sack contains a potion which restores your strength to its maximum level. But watch out for that nasty snake!



■ Keys are sprinkled around the underworld, but you don't know which locks they're going to fit. Pick them up and then move on quickly. You've still got to find that big bad beastie, don't forget!



■ This is what you're down here for – to defeat one of The Beast Lord's servants. You're trapped, but with the magic orb the creature is history before very long. Without that magic orb, you'd be stuffed!



■ The beauties explode into a myriad of stars and it's time to move on and find something else worth killing. Once you've used the orb up though, you've got to go back and use your fists again. Oh well...

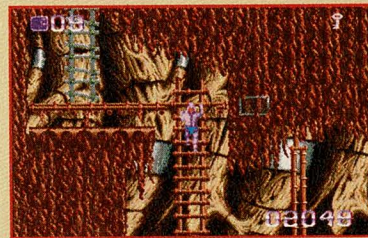
way through at the bottom. After climbing back up to the top, the message: "Perhaps a key would have helped" greets you. Hmm. This quest is going to

take brains as well as brawn, obviously. At the start of the quest, you are armed only with your fists and the remarkable ability to leap high into the air and deliver a nasty kick. This is enough to get rid of most fiends, but you'll need special weapons to destroy the guardians. Just make sure you collect all that handy stuff as you're milling around the landscape.

After a few plays, *Shadow Of The Beast* soon becomes predictable and boring. There's just not enough variety to keep you interested. You know when the monsters are going to appear and after you kill them, they aren't replaced. A lot of your time is spent wandering around the underworld, going up and



■ Underneath the castle, the monsters just get weirder and weirder. Get past this giant hedgehog thingy, for instance, and you're then confronted by a barrage of flying axes



■ They seek him here, they seek him there, they seek him everywhere. But where is *this* particular monster? He's not around, so all you can do is be patient and search. Argh!



■ Just below that dead monster, you'll find a lever. But what's it for? Give it a punch to find out – but watch your back! You've got a rather nasty-looking party on your tail...

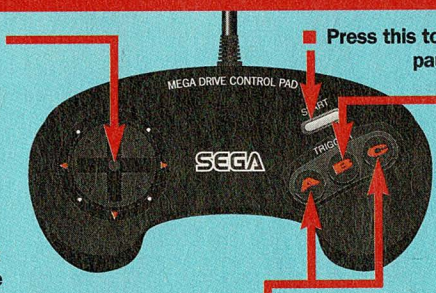
down ladders, desperately looking for something nasty to kill.

Shadow Of The Beast's graphics are great (just take a look at the screen-

shots!) and the scrolling is amazingly smooth, but there simply isn't enough long-term action here to make you want to come back for more.

CONTROL SHADOW OF THE BEAST!

■ Press up to climb up the ladders or to enter doorways which lead underground. Use down to climb down the ladders or to crouch, and left or right to move in the relevant directions...



■ Press this to start and to pause the game

■ Makes you punch out. (Useful for killing The Beast Lord's men)

■ Press either Button to make your hero jump. Press jump and punch at the same time for a flying kick!

SHADOW OF THE BEAST • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE

- A great combination of beat-'em-up and adventuring action
- Awesome assortment of nasties
- Tests brains as well as brawn
- Easy to control your character
- Fantastic graphics
- Supersmooth scrolling
- Atmospheric music

SEGA POWER SAYS

"Visually, *Shadow Of The Beast* is a very stunning game that puts many other Mega Drive beat-'em-ups to shame. But as far as gameplay goes, there's too much tedious wandering around involved. There just isn't enough action here to keep you interested or excited in the long run."

- There's not enough action
- The game doesn't provide you with any options or continues
- Sound effects are non-existent

66%



TOEJAM AND EARL

The wackiest aliens in the cosmos have crashlanded on Earth!

Meet Toejam. He's got three legs. And this is Earl – the big dude in the loud Bermuda shorts. Neil West is the worried looking guy with the pad and pencil. Join the three of 'em as they take you for a trip around Earth!



IT TAKES TWO TO TANGO – AND PLAY TOEJAM AND EARL!

In the two-player game, the screen is often split in two as the two characters explore different parts of the playing area. Here Toejam is exploring level two, while Earl checks out what presents he's managed to collect so far in the game.

■ This is a subtle way of telling you you've found a ship piece! Hmmm...

■ It's Toejam, and he's already managed to find a piece of the spaceship. Yo! Way to go, Toejam

■ Hi-tops! These enable you to rush around the screen at high speeds. (You don't usually know what's inside a present until you get to open it)

■ Money can buy all sorts of favours. Pay the carrotman, for instance, and he can tell you what's inside a parcel. At the mo, Earl's only got three bucks left though. Oh dear



■ The current level of the world you're on at the mo!

■ Run away! Run away! It's a pink demon who's intent on giving Toejam's bottom a right royal spiking. Eek!

■ Earl opens his present menu and decides what he wants to use. He can also drop any items if he wants to. But if you press Button A right now, he'll put on his pair of super hi-tops!

■ Earl's got three lives left (the three stars), and an energy bar that's almost complete. He's also a Wiener (that's not very good...)

■ Earl's on level two and he's earned himself ten points. You can earn points by killing baddies, getting bits of ship and doing loads of other freaky stuff!

THE TWO HIP ALIENS WERE quietly cruising through space in their Righteous Rapmaster Rocketship, ya see, when, all of a sudden, this planet called Earth jumped right out in front of them! Their ship now lies scattered in pieces all over the planet and you've got to help them find all the bits so they can rebuild the thing and get back home.

But don't think you can do it alone. This is a two-player game through and through. Each player represents one of the two characters – Toejam and Earl – and the gameworld consists of a series of vertically-stacked "island" levels.

When you arrive on a new level, you must first scour around looking for the pieces of your spaceship (assuming there is a fragment on the current level, of course!). Once, you've found it, you then have to search for the spacelift so you can get to the next level. And that's all there is to it. Yes, it really is that sim-

ple. But it's also ludicrously absorbing and fraught with the zaniest obstacles you'll ever see. The fact that the levels are stacked vertically becomes all too apparent when one of the aliens takes a wrong step and falls over the edge of a level. The screen changes to show the stage below, and a minute shadow appears on the ground. The

shadow slowly grows until the alien bounces to a halt on the ground. You must now find the lift again so you can get back up to your original position!

The question is: did he jump or was he pushed? There are baddies all over the place, you see, who would sooner knock you off the edge of the world than look at you. And, of course, there's

always the chance that an ill-advised experiment involving jet-boots, Icarus wings or spring shoes will go horribly wrong. In fact, there are so many not-so-useful and downright nutty accessories to use, that playing *Toejam And Earl* is like watching one of those brilliant "Road Runner" cartoons.

Get used to seeing your heroes catapulted around the playing area at the mercy of some dubious equipment that, with hindsight, should have been left well alone. The trouble is, in their brightly coloured packaging, they are just too tempting to ignore. And all too often there's no way of telling what's inside a parcel until you actually open one of 'em – by which time it's too late!

But that's not the only goodies you'll find. There's food too. This replenishes your energy levels. And that's useful 'cos every time you're nabbed by a nasty, you lose energy. If your energy levels reach zero, you lose a life. When this happens, an angelic ghost of Toejam or Earl ascends into the sky.

But what about the nasties? Well, you'll meet the strangest people here. Some are useful, but some are about

BUT HOW OFF EARTH DID THEY ARRIVE IN THE FIRST PLACE?

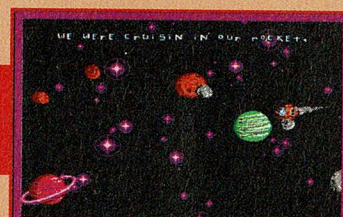
Toejam And Earl has a rather cute introductory sequence which tells you exactly how the dozy pair crashlanded on Earth!



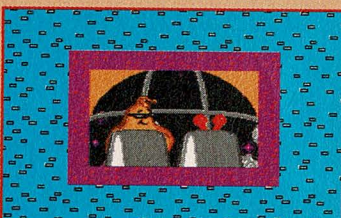
■ Toejam explains that they aren't just your ordinary run-of-the-mill aliens from outer space – they're totally funky out!



■ And highly funky aliens need to have a highly funky out rocketship to cruise in. And here she is. Lovely, eh?



■ On a quick spin around the galaxy one day, Earl asks Toejam if he can have a go at driving the Rapmaster Rocketship



■ Against Toejam's better instincts, he agrees. Earl takes the wheel – and then decides to show off a bit. Foolish alien!



■ It was obvious really. When it comes to taking control of a rocketship, Earl is about as much use as a broken tea bag



■ Neeooww – CRASH! Time to pick up your ship pieces and get back home. But it's not quite as easy as all that, is it?



■ Toejam puts on his hi-tops and burns some rubber away from that hamster, while Earl takes time out to hula with a hula girl!

TOEJAM AND EARL



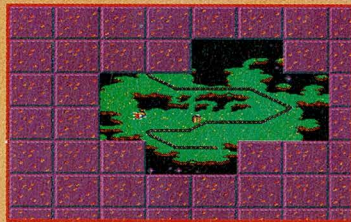
● Mega Drive ● Sega ● £39.99 ● UK Official Release ●

THESE RAPPIN' ALIEN DUDES HAVE GOT TO MEND THEIR SPACESHIP PRONTO!

If there is a piece of spaceship on a level, don't worry – the game kindly lets you know. Finding it and getting it back to the spacelift, however, is another problem...



■ The lift beams in from the previous stage and straightaway you're told that a ship piece is somewhere on this level...



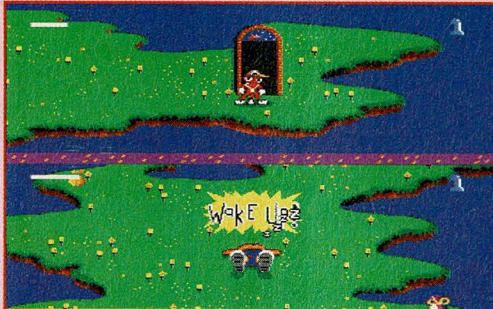
■ Call up the map by pressing Button C and take a look. You can then easily decide who's going to explore where



■ Just don't fall off the edge of a level, okay? Toejam was wearing his hi-tops and took a tight corner a little bit too fast...



■ At last! Earl's managed to find a bit of the spaceship (subtle, eh?). Now it's time to get back in the spacelift and move on



■ Leave your controls alone for a while and your character falls asleep. And waking him up isn't as easy as you may think either... Meanwhile, poor Toejam hangs around for his pal outside a spacelift. They can use this to get on in life!



■ The split screen shows the differing fates of our two heroes. While Toejam has just been flattened and killed by a giant hamster, Earl has paid a wizard a dollar to have his energy raised with a rousing burst of Handel's Messiah!



■ Toejam hulas away with the hula girl, blissfully unaware of the mosquito swarm on his tail. Meanwhile, the bright (and noisy) display of fireworks tells us that Earl has just been promoted. He's no longer a Dufus, he's a Poindexter!

as much help as Jeremy Beadle. There are wizards, wisemen (dressed in carrot suits. Er, yes...) – even insane dentists!

But that's not all. There are also swarms of mosquitoes, Bogey men (who snigger "bogey, bogey" as they creep up on you), giant hamsters in giant perspex balls, little red demons, cupids who fire disorientating arrows of love (and lots, lots more!).

But this is the great thing about

Toejam And Earl. Just when you think you've laughed at all the jokes and met all the wacky characters, a new surprise crops up and you laugh all over again.

It's the two-player interaction that really makes the game. If one player is

running out of energy, then bounce bellies together and the resultant "high five" aggregates their two energy levels with a slap of the palms.

The two-players even chat as they explore. Gradually mapping a level (new areas are only unveiled on the map screen as they are discovered) is a lot more efficient if you play as a team too.

There's no way that *Toejam And Earl* can be fully described in less than 20 pages (and we just don't have the space!), so just take our advice. If you and a friend are into two-player games in a big way, then buy this – it could well be everything you've been waiting for (and a lot more besides!). Brilliant fun.

“ There are loads of zany items for you to pick up and try out on your quest”

■ Toejam was exploring the north of the map, when he suddenly got drilled by the dentist! He then got shot by cupid, which totally mucked up his joyypad controls. At this point, Earl decided he'd better help out his buddy, so he took a shot of "togetherness" and that teleported him back to his pal. Sadly, the confused Toejam then walked plum into the lake and died...



TAKE CONTROL OF TOEJAM AND EARL!

- Moves Toejam and Earl around the world. Also highlights options on the menus
- Makes Toejam or Earl creep instead of walk. Also uses the special objects or power-ups you have selected



- Press to pause a game
- Displays the handy mapscreen. This is vital for finding your way about (and locating the ship pieces)
- Brings up the present menu. Here you can choose what presents to use...

● TOEJAM AND EARL ● MEGA DRIVE ● SEGA ●
● £39.99 ● UK OFFICIAL RELEASE ●



- Great humorous touches
- Every time you play, you'll discover something new
- Huge playing area
- Fantastic two-player interaction
- It's even got a DIY rapping option
- Great sampled effects
- Groovesome music
- Rewards careful play, but punishes carelessness ruthlessly
- Lots of clever touches to extend game longevity
- Hugely addictive!

SEGA POWER SAYS

"*Toejam And Earl* is the best two-player game we've played to date. There's always something new to discover or experiment with. Even so, we really can't emphasise too strongly the need for two players – don't play it on your own. If you've got a friend, then buy it. You won't regret it!"

91%



BURNIN

● *Space Harrier* meets *After Burner* in this dazzling shoot-'em

Take on the role of Hiromi as she strives to save the world – just for a change. Andy Smith dons his skimpy leotard (which he seems rather reluctant to take off!) and does his bit.

SHE'S A BRAVE LASS, THIS Hiromi. She's not scared of anything – not even when it comes to riding an air jetbike or piloting a spacecraft! But then again, she's going to have to be brave if she's to survive for more than ten minutes in this one-player horizontally-scrolling shoot-'em-up from Namco.

The game consists of six stages (or days), with each stage having three areas and a bonus round. At the start of the first day, Hiromi gets on her air jetbike and must deal death to the robots and other baddies – as in *Space Harrier*. These nasties come streaming in towards you from the background,

“This game is a strange blend of *Space Harrier* and *After Burner*”

attacking Hiromi as she flies forward. The only difference between this and *Space Harrier* is the fact that the bike is stuck on the ground (well, a couple of



■ And Hiromi's off. Steering this air jetbike can be quite a lark when you start off – especially when you get baddies up ahead. Fire! Shoot! Move! (Er, just don't stand still)

A BURNING AMBITION TO BLAST 'EM!

Hiromi flies through the air with the greatest of ease – especially when she's going after benefits that are suspended above the ground. Why make it easy?

- You're in mid-air after hitting one of the vital air vents
- These are invincibility tokens. You haven't got any at the mo. Oops
- Number of hits you can take before losing your current vehicle
- Number of missile in your current stockpile (up to a maximum of five...)
- Radar. This indicates whether you're about to be attacked from behind
- This is the benefit you were trying to fly into and collect
- Baddies. Go on! Take the nasty rotters out!

feet off the ground), so you can't fly around the screen to avoid the nasties.

The gamestyle and gameplay are just the same though. You view Hiromi from behind, and the 3D play area continually scrolls towards you.

Each area is infested with a wide variety of baddies, who come at you with guns blazing! Luckily, there are power-ups to be had. They're often hidden in palm trees or rocks in the landscape. Simply blast the structures with your front firing gun to reveal the power-up, and then ride into it to collect it.

Most of the benefits you pick up increase your firepower. You can



■ Yechar! Hiromi's blasted a baddie and the thing's turned into a handy invincibility capsule. Collect another four of these and you could be invincible for a little while



■ Benefits perhaps? Yep, but you'll never be able to collect both. Hiromi's going for the red laser one on the left (good choice!)

upgrade your front gun from a two-shot jobbie to a wide four-shot beauty, for example. You can even increase the strength of your missiles.

The missiles come in handy too – especially if you think the baddies you're fighting are too tough. And while you can only ever carry a maximum of five missiles at a time, you can pick up new ones on the way.

But there is one other useful benefit: the invincibility power-up. Get five of these, and by pressing Button C, you become invincible for a short time. Yo!

Unfortunately, collecting bonuses can be a little tricky 'cos the things are



■ It's the second day now and Hiromi's about to have a head-on collision with a particularly solid looking baddie – ulp! But never mind – she never seems to die anyway...



■ Day two still and Hiromi blasts away at some real weedy yellow aliens. They may be easy to kill, but they can still catch you with a sneaky shot if you're not too careful!



■ These mechanical baddies are a pain because they come at you from behind. Fortunately, you've got a radar telling you when they're going to attack. Thank heavens for that!



■ Here you are, the lovely Hiromi. All 16 of you! I'd steer clear of that hairdresser though. I mean, blue hair. The youth of today – I dunno, when I was a youngster...



■ Hiromi has just flown over an air vent on the ground. These propel her into the power-ups up ahead. (It seems you never get both of 'em at the same time though!)



■ Whenever Hiromi loses a vehicle, she does an acrobatic leap and double backflip to land on the new vehicle. Good stuff, eh?

often in mid-air – and your bike is on the ground! Collecting them, however, is really just a matter of timing.

In the *Space Harrier* stages, for example, you can control the speed of the bike by pushing up or down on the joystick. To get to the bonuses that are in mid-air, you need to travel as fast as possible and then raise your bike by using the various air vents on the ground. Get it right and the air vents blast your bike up into the air while your

G FORCE



—up! • Mega Drive • Namco • £34.95 • UK Official Release •

BACK TO THE MOTHERSHIP FOR SOME LESSONS IN KILLING THE BOSSES!

At regular points in the game, you get to enter your mothership. Here's where you're told about the upcoming boss's weak points. Take a note of 'em if you can!



■ At the end of a day's heavy fighting, your mothership comes down to take you aboard. And thank goodness you don't have to bother with the docking sequence! It's all automatic. Just sit back, fold your arms and relax



■ Once inside your mothership, you're given a quick lesson on the location of the end-of-day boss's weak points. In this case, it's the two cannons in the middle of the boss. Now you can get out there and destroy him!



■ Now it's time to have some wings bolted onto your bike and you're off into the *After Burner* section of the game. And this time you've got to negotiate baddies who come at you from both the ground and the air. Eek!



■ Day four and a *Space Harrier* dragon is in the background. You still might need to launch a missile to take out the baddie in the foreground though. Quick! Fire away!



■ Day five. Those metal spike things in the air can be tricky because they tend to fall to the ground rather sharply and if you're in the way, you'll end up just a trifle dead



■ KABOOM! Hiromi takes one hit too many and loses a vehicle in the process. It's strange, but she never seems to die. She just runs out of vehicles to ride. Most odd!



■ There's no stopping this Hiromi! She's off again on a new bike, and she's got new aliens to take on too. (It's nice of them to pattern their planet so regularly though...)

momentum carries you forward into the floating benefit! Neat, huh?

At the end of each day, you have to take out an end-of-stage boss before you can move on.

The bosses are tough, but you are told where their weak spots are before you start the day's battling. Once they're out

“If you're finding it all a bit too much, why not let off a deadly missile?”

of the way, you get to enter a bonus round. Here you simply have to follow a line of points bubbles as they twist

around the screen. Just follow the line and collect as many of the things as you can to rack up your high-score no end. For the *After Burner* (Sega Power 23: 51%) stages, the

gameplay is much the same, except now you can move around the whole screen and the baddies come at you from both the ground and the air. Apart

from that, things are very much the same. You still have to avoid taking hits, 'cos if you take too many, your

vehicle explodes. And once you run out of vehicles, the game simply ends.

Burning Force is dull. The gamestyle is old hat and the gameplay leaves a lot to be desired too. Even if you liked *Space Harrier* and *After Burner*, it's doubtful you'll like *Burning Force* – it's just so desperately average and offers very little in the way of a real long-term challenge. Whatever you do, don't buy this for a friend!



■ In the bonus round, all you have to do is follow the line of bubbles and keep flying into them to pick up the points. Now what could be simpler? Er, not much really...

TAKE CONTROL OF BURNING FORCE!

■ Use this to move your jetbike or plane around the landscape

■ Press this to fire your front gun



■ You can use this to pause the game

■ Collect five invincibility benefits and press this same Button to become invincible for a short while. (Very handy!)

■ Press this to launch one of your five missiles

• BURNING FORCE • MEGA DRIVE • NAMCO •
• £34.95 • UK OFFICIAL RELEASE •

- Two varieties of vehicle
- Six stages to complete, each with three levels and a bonus round
- Fast and colourful graphics
- Loads of weapons to collect
- Bonus stages add a bit of variety

SEGA POWER SAYS

“This is more like a demonstration of the Mega Drive's remarkable ability to scroll checked surfaces than a game to grab your attention. It's almost like someone added your craft as an afterthought and called the thing *Burning Force*. The gameplay's dull and it's not addictive either. 'Orrible.”

- Dull gameplay
- Offers nothing new: it's just like *Space Harrier* and *After Burner*
- Lacks depth
- Lacks variety
- Lacks thought!

40%



THE IMMORTAL

- Battle through dungeons to save your wizard mentor ●
- Mega Drive ● E.A. ● £39.99 ● UK Official Release ●

Does *The Immortal* push back the boundaries of graphics, realism and gameplay in Mega Drive adventuring? And is it the greatest form of escapism since the invention of the silicon chip? Rod Lawton still needs convincing...

DON'T EXPECT TOO MANY surprises from the plot! Mordamir – the magician who taught you all you know about wizardry – has done a rather silly thing.

He's only gone and ventured into the fabled city of Erinoch, supposedly destroyed 1,000 years ago by an evil dragon. This labyrinth is now the dragon's lair, and, of course, Mordamir hasn't returned...

The manual makes some pretty cryptic references to various sections of the game via "The Codex of the Serpent" – a kind of mystical game-player's guide.



■ Eek, slime! Keep moving, you fool! But get that gem from the middle of the floor before you scarpers out of their slimy path



■ Ah! Now this geezer might try to sell you something. But here's a tip: walk away from his first offer, okay? (You buy at your peril!)

It's up to you to interpret these ancient writings and anticipate the dangers you will face. It all adds to the puzzling element, which is standard adventuring fare. Spells? You got 'em. Goblins? They're everywhere. Jewels, traps, riddles and potions? Oh yes.

Basically, you must explore a whole series of rooms and levels which are

"You'll think your TV isn't tuned in, 'cos the display is really fuzzy"

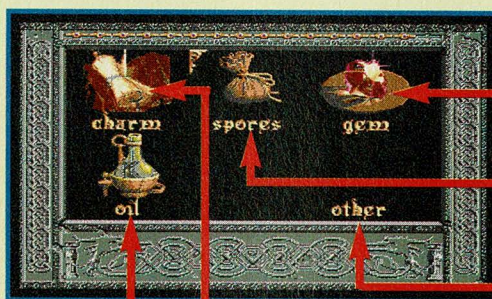
displayed in isometric 3D (you play on a 2D game area, but the screen has depth and perspective).

Each room contains traps for you to avoid, objects for you to collect or creatures to fight or interact with – maybe even a few puzzles too.

The manual offers you some pretty solid advice about getting through level one. By the time you've finished it,

MY GOODNESS! LOOK AT THIS STUFF

Let's see what we've got in our wizard's bag. Lumme – this lot looks handy.



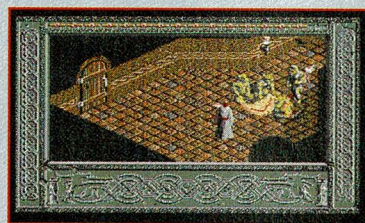
■ Rub this oil on your shoes to ward off the slithering green slime

■ You can use this charm to control any of the deadly will-o'-the-wisps!

■ A gem! Get two more and you could unlock the puzzle at the end of the level...

■ You can use these spores to create giant, poisonous mushrooms. (Yes, they are useful!)

■ Use the joypad to highlight this option, press Fire and you can see the rest of your goodies (if they won't all fit on one screen)



■ Good grief! These goblins actually want your help. They've got a rather crafty plan to outwit the dragon. Will you join them?

you'll know everything there is to know about the game mechanics.

On level one, for example, you have to rescue another human (and gain a key in return), kill three goblins, dodge poisoned arrows, collect a whole heap of gold, charms, potions and other bits

and pieces, and finally work out how to use a magical amulet to gain access to the second level.

What it all boils down to is pretty standard adventuring stuff – collecting objects and working out when and how to use them plays the major part of the game. You can choose from your inventory of goodies at any time by pressing Button C. This suspends the game while you hunt for the object or potion you need in your inventory.

There is also an added attraction – the arcade sequences. The screen view changes during combat and you and the enemy sprite take centre stage.

Now you slug it out until one of you bites the dust. You and your enemy's fatigue and energy levels are shown by

GRAB YOUR STAFF, CLOAK AND BACKPACK – AND SOLVE LEVEL ONE LIKE THIS...

Level one should be easy, right? Wrong! Here's the special *Sega Power* guide to getting past the chasm...Get past this bit and you can move on down to level two...



■ Ack! Only the first room and you've already been gobbled up by a hideous caterpillar. Watch where you're standing next time



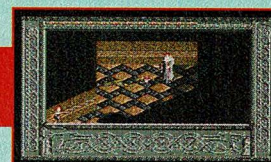
■ There's a stiff over there you should search. But between you and it, there's a pugnacious goblin (er, he wants a fight...)



■ Save that geezer! Unless you step in, he's beaten to a pulp by those goblins. Help him though, and he may help you in the end



■ Ah! That bloke you helped has just given you a key. There could be something useful in that chest, don't you think?



■ Handy. You've just picked up some gold that was hoarded by a goblin. (Er, by the way, that's him in a right mess on the floor)



■ Argh! Beware of traps under foot. There are deadly poisoned arrows waiting for you if you tread on the wrong bit of floor



■ Now that is a pit-trap. Hang for a moment and then swing three times to get yourself out. Or not, as the case may be...



■ You need to light the torches in this room to see that there are baddies about. Or at least so you can see their shadows...



■ Snooze on that straw there. You'll be perfectly safe. Oh, and pay attention to your dreams. They try and tell you something



■ What's all this then? Now how do you get that beam of light to shine in the right direction so it unlocks the next level? Hmm...

TEN THINGS TO DO WITH A BUCKET OF QUALITY SAWDUST

There are a million ways to die, so they say. And here are just a few of 'em shown in full Mega Drive technicolour glory.



■ Swing with the blows during combat and you can avoid getting hit. The other guy gets really tired and you end up the victor!



■ Groo! One goblin bites the dust (er, without a head though). Yes, that is his brain poised in mid-explosion. Very nice...



■ Ping! One stone goblin statue coming up. Not so much blood with this one (and you should be grateful for that, at least)



■ One split goblin. Ha, ha! (mad laughter echoes through the corridors). There's even a nice "snick" as you slice him in half



■ Brilliant - a magic carpet! It's about as easy to control as a Skoda with a blowout though. Still, it's an innocent bit of fun...



■ Off with his head, Mr Wizard! Well, the top of it anyway (can't you aim properly?). I don't think a wig is going to help here



■ Ha! He looks well and truly gutted. The sound of this goblin's insides spilling out onto the floor is hideously realistic. Yuk!



■ This is what happens when you put duff batteries in your Walkman. And when you get on the wrong side of a wizard too!

bars at the side of the screen. The more blows you deliver, the more your fatigue goes up. The more you're hit, the more your energy goes down.

You have three fighting moves to choose from: jab (Button A), forehand slash (left on the joypad) and backhand slash (right on the joypad). You can also duck to the left and right. This can help you to avoid injury and push up your enemy's fatigue level. Get him knackered enough and he'll be a pushover.

These fight sequences are very gory. By the time you finish level one you have made one goblin's head explode

in a gout of blood and have sliced another one in half (complete with sticky, slopping noises as the two halves slide to the floor).

When you return to the normal game screen after combat, dead creatures are shown as you left them - mainly as a slop of flesh and gore. Lovely.

Graphically, *The Immortal* is good, but by no means great. When you first

start playing, you'll think the TV needs tuning. But what looks like the graphical equivalent of a migraine is in fact the shading applied to the rock surrounding the playing areas. The playing areas themselves are disappointingly small, as are the game characters.


The sound is pretty good. You get various spooky soundtracks as you play, a short happy jingle when you do some-

thing right and some quite good "whooshing" sounds every time you or the other guy aim a blow in the combat sequence. Oh, and there are those soggy "wet flesh" sounds, of course.

What does let the game down a bit is the control system. The corridors and walls lie on diagonals, but the joypad moves you vertically and horizontally.

That means that to move in line with the walls and corridors you have to hit the diagonals on the joypad every time. And with a game that frequently relies on perfect positioning, that's one big pain in the butt.

Any other gripes? Well, while the combat sequences feature huge sprites and are spectacularly gory, nothing happens very fast. You can duck, slash and jab, but the rather sluggish joypad response and leisurely animation mean that you end up carrying out a rather poorly choreographed dance of death rather than a quick hack 'n' slash fight.

These are quibbles though. The game itself is quite large (seven levels, with over 50 chambers) and it's packed with puzzles, fighting and exploration. It really is a good game. But on the Mega Drive, and with a price tag of £40, "good" just isn't quite enough. 

FINDING OUT HOW EASY IT IS TO DIE IN THE LABYRINTH

Rivers, water, whirlpools - barrels - you name it, *The Immortal's* got it. Just try not to come a cropper next time around...



■ There's nothing quite so nice as messing about on the river - especially when you're on a barrel and steering with your staff!



■ Oh dear. The wizard goes for a spin in a whirlpool and drowns horribly. "Neew I don't think you really wanted to do that..."

TAKE CONTROL OF THE IMMORTAL!

■ Press this to get around the maze of rooms. Also moves the pointer in the inventory screen. (In combat, use left and right on the joypad to slash with your weapon!)



■ Press this Button to cast fireballs or cast any special spells you've picked up

■ Press to access the wizard's pack and also to select items

THE IMMORTAL • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE

- Big game area
- Nice mix of arcade and adventuring
- Some well-thought out puzzles
- Password system lets you skip the early levels once you've done them
- Bloodthirsty (slurp, slurp!)
- Detailed flight sequences
- Nice graphical touches
- Lots of useful objects

SEGA POWER SAYS

"*The Immortal* is a very polished game - a kind of hybrid of traditional adventuring and arcade action. But it also has a tired plot, a sombre funless feel and some very irritating characteristics. It has a whopping price tag too. £40 is a lot of dosh! It's fun, but it doesn't really push the Mega Drive."

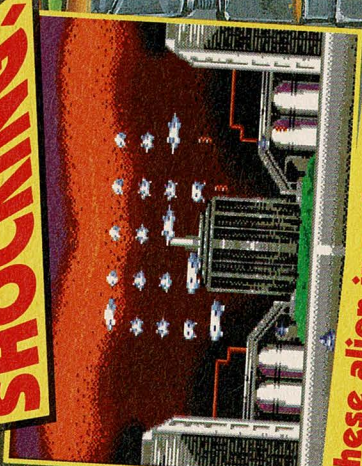
- Humourless
- Hackneyed as hell. This has all the usual adventuring elements...

75%

POWER
GOLD
FACTOR

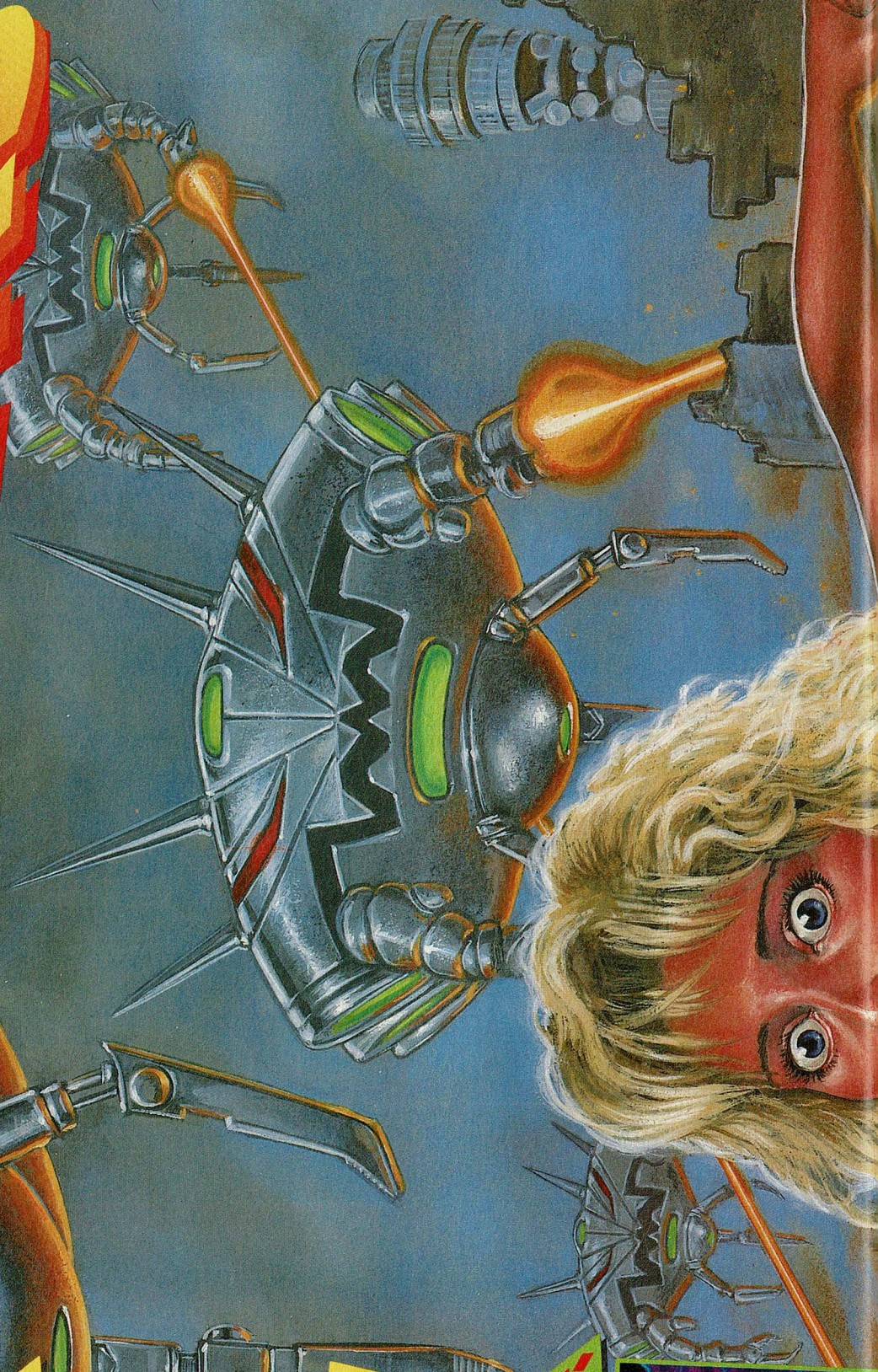
SUPER INVADERS

SHOCKING!



These alien invaders play by their own rules – altering their shape as they descend to conquer Earth!

STUNNING!





OK
HERO!

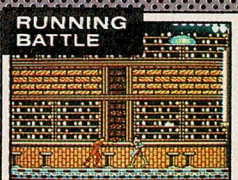
YOU
WANTED EVEN
MORE GREAT
GAMES!

MASTER SYSTEM

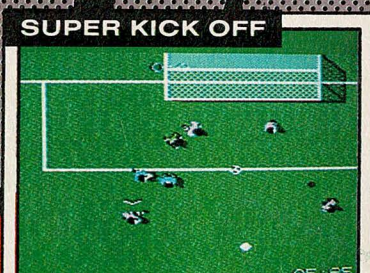
WELL... GO GET 'EM!



SHADOW DANCER
Featuring Shinobi and his mystical ninja powers, together with his faithful dog fight a battle against evil.



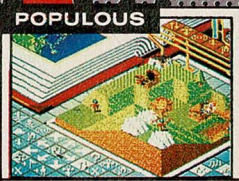
RUNNING BATTLE
The player takes the role of a policeman who must enter the lawless area known as the "Darkzone".



SUPER KICK OFF
The most amazing football simulation in existence! Super-realistic ball movement, mega-fast scrolling and amazing addictive qualities.



XENON 2
The classic space-romp. Awarded the title of Shoot-'em-up of the Year following its original release.



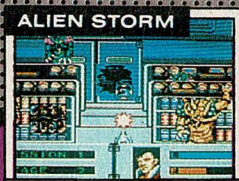
POPULOUS
Two tribes are battling for space on a small world. You control the goodies, the Master System the baddies!



DRAGON CRYSTAL
Colourful worlds and a terrifying cast of monsters challenge you through thirty levels of labyrinths.



ASTERIX
The hero of Gaul has come to the Master System! All the charm of Asterix in this great action game.



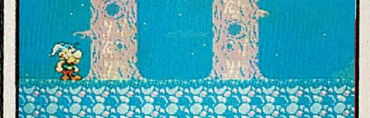
ALIEN STORM
The earth is under attack from evil aliens. These characters change their form and attack players.



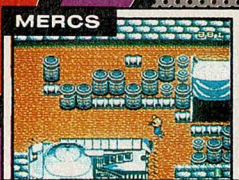
BACK TO THE FUTURE 2
Help Marty McFly return to the future, leaving the past as it was when he arrived.



THE GREAT DIME CAPER
Donald Duck in every kind of danger with a fantastic variety of puzzles and traps!



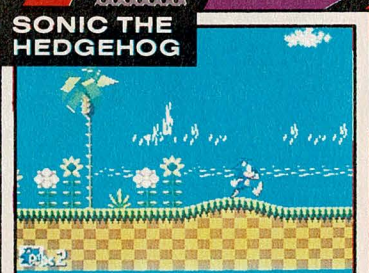
MERCS
The player takes the role of a mercenary hired by the U.S. government for dangerous missions.



KLAX
Totally addictive fun and action as you catch coloured tiles hurtling down the conveyor belt.



BONANZA BROS
Roam your way through ten different settings as you search for treasures to steal.



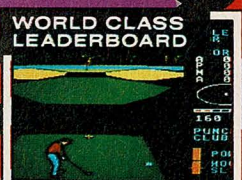
SONIC THE HEDGEHOG
This amazing 8-bit game is faster than you can believe, with graphics and gameplay that guarantee it will be a best-seller.



THE FLINTSTONES
Some of the best graphics ever seen on the Master System give this game a great cartoon atmosphere!



WORLD CLASS LEADERBOARD
Take four golfing heroes and four of the world's most demanding golf courses.

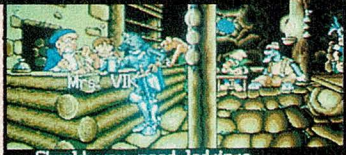


LINE OF FIRE
Travel in jeeps, ships and helicopters as you destroy any enemies that dare to cross your line of fire!



MEGA DRIVE

SHINING IN THE DARKNESS



Should you need lodgings, just ring the bell on the counter.

More like a movie than a game! A perfect fantasy world for you to explore.

FIRE SHARK



Safeguard the destiny of an entire planet by defeating the enemy forces and take your place in history.

JEWEL MASTER



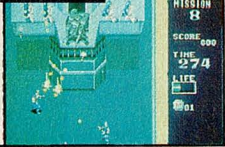
You are the prince of a conquered kingdom, fighting against an evil magician for the right to your crown.

F22 INTERCEPTOR



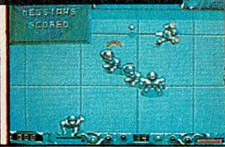
The first true combat flight simulator for the Mega Drive. Fly against targets in Iraq, Russia and North Korea.

MERCS



A fast-paced action game full of blazing weapons, explosions, traps and an army of deadly enemies.

SPEEDBALL II



The bloodiest future sport is back – fast, furious and totally violent.

CALIFORNIA GAMES



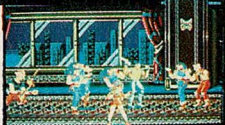
The ultimate fun in the sun with this best-seller. You'll feel like you are there!

THE IMMORTAL



Fight in real-time in large close-up views of battle. Enemies can be blown up, beheaded and electrocuted!

STREETS OF RAGE



More player characters, special features and colourful enemies than any other street fighting game ever made.

GYNOURG



Amazing visuals, extreme playability, spectacular effects and stunning sound. Go for it!

QUACKSHOT QUEST Starring Donald Duck



Donald Duck is ready for his greatest adventure ever, a quest for the Great Duck Treasure.

OUT RUN



You'll really feel the road as you go through every turn, dip and hill. Incredible!

PHELIOS



Restore the sword of light to its full power fighting off horrendous wretches and terrifying creatures.

SUPER HYDLIDE



Find the source of the evil force which has befallen Fairyland and seal the evil forever.

ROBO COD



The return of James Pond, Underwater Agent, complete with Robosuit enabling him to survive above land.

TOEJAM AND EARL



These two aliens travel through strange and twisted levels in time to a rap beat.

HELLFIRE



Just the best shoot 'em up currently available for the Mega Drive.

FATAL REWIND



Battle your way to the top of 12 Pits of Death infested with hostile life forms.

BONANZA BROTHERS



A comedy adventure of speed and teamwork with two of the funniest thieves you'll ever see.

DECAPATTACK



Dr. Frank N. Stein has created you to battle a wave of creatures and put Body Island back together!

KLAX



Totally addictive fun and action as you catch coloured tiles hurtling down the conveyor belt.



GAME GEAR

COLOUR TV TUNER



You've got a portable pocket size colour TV with the Game Gear TV Tuner – watch it!

RECHARGEABLE BATTERY PACK



Now you can get hours of playing power – anytime, anywhere, anywhere – without batteries.

CAR ADAPTOR



Hold on! You can even play your games in the car using the Game Gear car adaptor.

GEAR-TO-GEAR CABLE



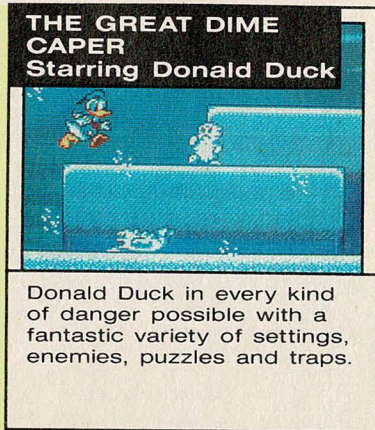
Competition time! Link two Game Gears together and test your skill – one-on-one!

AC ADAPTOR



Home entertainment! Get an AC adaptor – plug into the 'grid' and save batteries.

THE GREAT DIME CAPER
Starring Donald Duck



Donald Duck in every kind of danger possible with a fantastic variety of settings, enemies, puzzles and traps.

OUT RUN



Game Gear puts all the excitement of Sega's best-selling Out Run driving action in the palm of your hand!

SOLITAIRE POKER



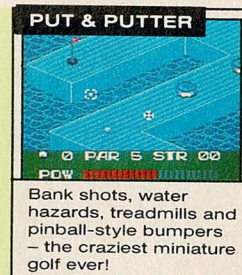
You'll never have to shuffle cards or keep score again. Solitaire Poker takes care of everything for you.

HALLEY WARS



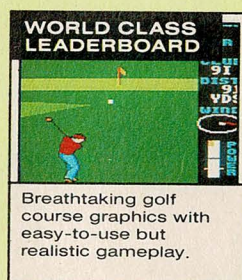
One of the most addictive games in a long time combines shooters-in-space with the finest programming.

PUT & PUTTER



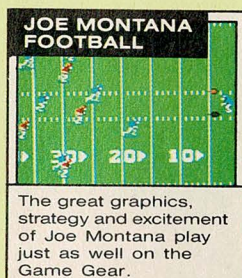
Bank shots, water hazards, treadmills and pinball-style bumpers – the craziest miniature golf ever!

WORLD CLASS LEADERBOARD



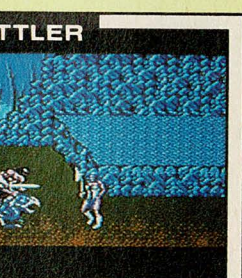
Breathtaking golf course graphics with easy-to-use but realistic gameplay.

JOE MONTANA FOOTBALL



The great graphics, strategy and excitement of Joe Montana play just as well on the Game Gear.

AXE BATTLER



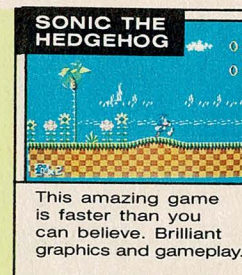
Now the smash hit arcade action has been translated for the Game Gear. A real sensation!

WOODY POP



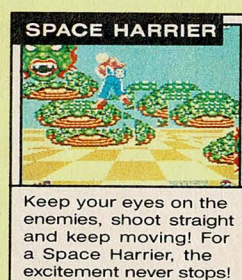
No damsels to rescue, no baddies to dis', just addictive game play for its own sake. Anything wrong in that?

SONIC THE HEDGEHOG



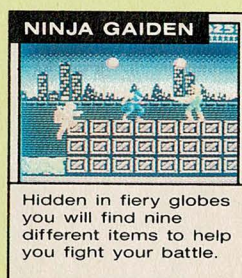
This amazing game is faster than you can believe. Brilliant graphics and gameplay.

SPACE HARRIER



Keep your eyes on the enemies, shoot straight and keep moving! For a Space Harrier, the excitement never stops!

NINJA GAIDEN



Hidden in fiery globes you will find nine different items to help you fight your battle.

FACTORY PANIC



This fast-paced puzzle-game will make you laugh with pleasure and scream in panic.



TO BE THIS GOOD TAKES AGES

TO BE THIS GOOD TAKES...

SEGA

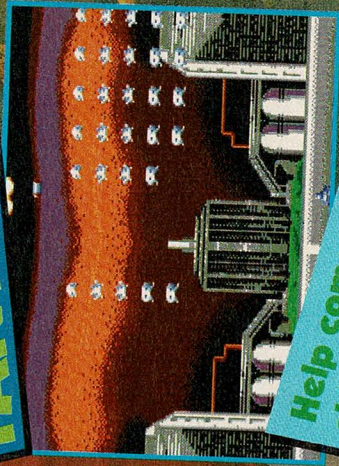
The war continues in deep space where the invaders use asteroids to hide their devious attack fleets!

OUTRAGEOUS!



Not even the cattle in the fields are safe from these heinous invaders!

FANTASTIC!



Help comes from the skies as you struggle with wave after wave of aggressive invaders!

Read the full review of Domark's stunning *Super Space Invaders* on the Master System in a February issue of *Sega Power*, now showing at newsagents all over the country! If you only get to see one game this year, you really should be spending more time in front of your console!

SEGA POWER



BONANZA

● Help old Robo and Mobo steal the goods in the town they call

Stealing is what this game's all about. Well, sort of. Our Neil West grips his joypad, wears his favourite catsuit and joins in for a jolly fun evening of illegal activities.

EXCEPT, OF COURSE, THEY'RE not really bad guys. The mayor of Badville has had enough of his town's reputation as a rest-home for corrupt businessmen. He now wants to change its name to Goodville!

But first he must get rid of all the criminals who are giving his town a bad name. And who better to do the job than the two nastiest criminals of all – the Bonanza Brothers.

Robo and Mobo have been threatened with imprisonment if they don't cooperate, so it's your job (as Robo and Mobo) to use all your stealth, logic and

“Robo and Mobo will be imprisoned if they don't help the mayor out!”

criminal cunning in cleaning up the city. Before each mission, you are briefed as to the layout of the buildings and the

DOING ILLEGAL THINGS AT THE DEAD OF NIGHT (!)

The Bonanza Bros are the best in town, but things can still get complicated – every budding thief needs to know his stuff!

■ The radar map displays the location of your two heroes, stairs, doors and the exit – oh yes, and the pieces of evidence too!

■ Robo's current number of lives, stage and score

■ This guard has spotted Robo. Yikes! (You can tell 'cos of the exclamation mark above his head). He'll probably start firing any second now. Oh dear!

■ It's Robo and he's carrying a sack! This tells you that he's already managed to find some pieces of evidence. If he takes a hit though, he drops it all!



■ A door. Just press Fire when standing behind the thing to open it up

■ It's Mobo, right next to a useful piece of evidence

■ Mobo's current number of lives, stage and score

■ Here's another piece of evidence (but watch out, 'cos it's heavily guarded!)

■ An armed guard. Unfortunately, you can't shoot this dude while he's walking towards you, so slam him behind a door or shoot him in the back. It's unsporting, but highly effective!

location of all the pieces of evidence you must collect. Armed with only your trusty stun-gun, you must now enter the building, avoid the guards, collect the evidence and make your way to the exit.

It's not as easy as it sounds, however. There are guards who are out to stop you – and some of 'em are armed! Getting hit just once can cost you your life. Luckily, Robo and Mobo can hide against walls and generally

sneak around. But by far the best means of defence is teamwork.

When a guard sees you, for example, an exclamation mark appears above his head and he starts to walk towards you. This is usually no problem. You can normally just blast him out of the building with your gun (well, knock him over backwards anyway).

But often, the guards come dressed in bullet-proof vests – and then your bul-

lets are worse than useless. At this point, you realise how useful it would be to have a friend (armed with a highly effective stun gun) standing behind the advancing guard...

You see? Two-player teamwork – that's the key to success in *Bonanza Bros*. If you can spare a few seconds, it's worthwhile working out routes for you and your buddy to follow before the game proper starts. This really pays div-

BREAKING AND ENTERING – BUT IT'S ALL FOR A GOOD CAUSE (HONEST, MUM...)



■ All good scams, jobs, operations (and so on...) rely on some careful planning, so back at H.Q., the two boys finalise their plans and get themselves ready for action



■ The mayor has provided the boys with a list of all the pieces of evidence they need to collect while they're inside the building. Make sure you don't forget 'em!



■ So without further ado, the boys make their way to the entrance of the building. Robo's the tall, red guy on the left and Mobo's the short, blue one on the right



■ Each viewing window keeps one of the characters central, so when the two guys split up, it's easy to follow the action. Robo's just got the first bit of evidence!



■ Robo's cleared the top level and now he takes a death-slide down to the first floor. Meanwhile, Mobo advances from a new direction. Just keep going, boys!



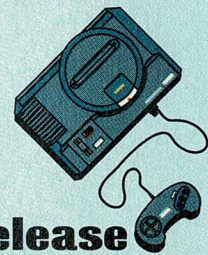
■ They meet up – but a few lives have been lost en route. The guard with the shield has already spotted them. The two crooks should be able to escape though



■ Disaster! One of the Bonanza Bros has been shot and the contents of his swag have spilled onto the floor. Time to pick it all up and get the hell out of here...



■ At last! You've found the final piece of evidence. Time to make it to the exit. In this case, you must find your way to the roof and then meet up with the airship



A BROS

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

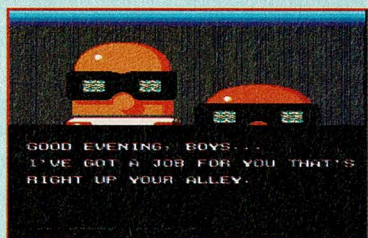


■ Simultaneous two-player action can be great fun (just check out *Toejam And Earl* reviewed on page 34 to see what we meant!), but unfortunately, *Bonanza Bros* hasn't quite got the sense of humour or the depth to make it the same kind of title...

idents later on. Like *Toejam And Earl*, the two-player interaction provides the real gameplay hook that keeps you and a friend addicted. Sadly, the links between the two players aren't quite as

“Open a door with a nasty on the other side – and watch him get squished!”

strong between Robo and Mobo as they are between the two grooving aliens. And while the one-player option works a lot better in *Bonanza Bros*, the two-player game doesn't have the same totally wacky implications. There's no energy-sharing, no swapping of power-



■ Strange looking chaps, aren't they? Still, they are the only people in the town of Badville who the mayor reckons are up to the job. Oh well, they do say "set a thief to catch a thief." (Hmm, well, I think that's what they say in the books anyway...)

ups, certainly no high-fiving and definitely no talking. Even so, the teamwork element works in a way, so it should appeal to those of you who often club together with friends to buy their carts.



■ Oh dear! Robo tried to do the whole thing by himself and didn't even bother calling for the help of his brother, Mobo. Now he's in jail. The mayor may have hired him, but the deal didn't take into account the Bros failing to come up with the goods!



■ Here you can see the two crooks, Robo and Mobo, heading off to work. The hours are pretty unsocial, and there's no free health insurance, but they're happy doing their bit for law and order. The question is: will you be good at the job? Yes or no?

The ten levels aren't particularly big, but they're quite tricky to negotiate – especially with a guard almost round every corner! You've got to be able to cope with doors, stairs, blocks and even death-slides. Try opening a door when an enemy is standing directly on the other side, for example, and he'll get squashed against the wall in true "Tom And Jerry" style. Excellent.


In fact, *Bonanza Bros* is more of a puzzle game than an arcade platform shoot-'em-up. You really need to plan out your campaign before tackling the levels – otherwise you'll get shot before you've even started! Sneaking from wall to wall and timing your attacks requires a fair amount of foresight too. But even



■ Robo's just entered the casino and he's hiding behind a wall under the stairs. He's got to wait for the armed guard on the right to turn around before he can quickly shoot him in the back. Then he can deal with the fat guy on the other side of the wall. Phew!

with these gripping puzzling elements, *Bonanza Bros* still has some serious faults in the gameplay.

The graphics and animation for a start. These really let the game down. The characters look and move unconvincingly, and dodging enemies at close quarters seems to be a totally random process. There aren't enough levels to explore and the whole business (collecting evidence and making your way to the exit) could have been made so much more exciting.

Bonanza Bros is a decent think'em-up, let down by lousy graphics and limited depth. If you're after the supreme two-player adventure, then buy *Toejam And Earl* instead, okay? 

An evening's "operations" with Robo and Mobo can get a tad confusing for first timers, so let *Sega Power* guide you through a typical night out with the boys.



■ The map in the centre of the screen keeps track of where the two characters are. Robo heads up a level, and Mobo's just been spotted by a cop. Run for it!



■ One minute gone and the boys are doing okay. As long as Robo keeps snug against that wall, he won't be spotted, but he'll have to move sooner or later...



■ Once again, Robo does his Tarzan-bit and makes his escape – except this time he's got Mobo right behind him. Get past those stairs and you're nearly there!



■ Mobo's been hit, he's lost all his lives and he's run out of continues. Meanwhile, Robo makes it to the airship with all the evidence. But how will one of you cope?

TAKE CONTROL OF BONANZA BROS

■ Use this to move one of the brothers around the playing area in four directions. If you press your character against a wall, it also makes him hide up against it!



■ Press to make the criminals, Mobo or Robo, jump

■ Press to fire the stun-gun. This temporarily immobilises the baddies

• BONANZA BROS • MEGA DRIVE • SEGA •
• £34.99 • UK OFFICIAL RELEASE •

- Good two-player action
- Puzzle element: you decide how to complete each mission
- Nice intro sequences
- The music and effects are jolly
- The levels are tough to master
- Robo and Mobo are cute

SEGA POWER SAYS

“*Bonanza Bros* is quite fun to start off with, but the game is too short and the novelty soon wears off. If the graphics had been a bit better, if there had been more two-player interaction and if there had been a few more levels, it could have been a cracker. As it is, there's just not enough.”

- The graphics are very, very bland
- The animation is awful
- There are only ten levels
- The two-player option doesn't offer you enough really...

59%



PAC-MANIA

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

Pac-Man for the '90s? A greedy Richard Longhurst guzzles his way around a myriad of mazes and chews the cud to see if *Pac-Mania* is a tasty piece of work...

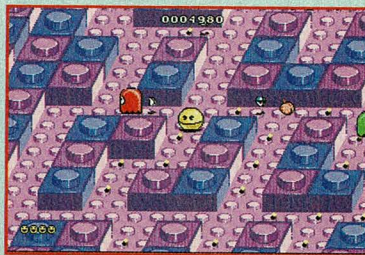
PAC-MAN (NO, IT'S NOT WHAT a toothless granny calls Batman) is one of the most popular coin-op games ever. It's just one of those brilliantly simple and simply brilliant game ideas that caused a sensation in the arcade.

It's appeared on just about every format imaginable, and recently on the Game Gear too (*Sega Power* 25: 92%).

Pac-Mania is a slick 3D version of the old fave, but with several differences.

The basic elements in the game are just like the original: you must zoom around a maze, gobbling the little yellow pills while avoiding ghosts. Finish off all the pills and it's on to the next level. And that's it!

Just like the original, there are four power pills at each corner of the maze



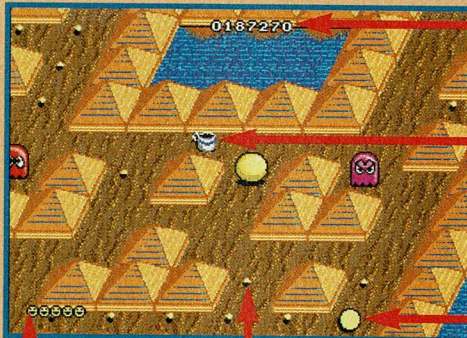
■ Eat the bonus items that appear in the middle of the maze and you can earn a few extra thousand points. Go on, get guzzling!

and these are your only defence against the ghosties. Swallow a power-pill and the ghosts turn blue, running away as fast as possible. You then have a limited time in which to eat 'em up. Before long, they revert to their original colour and go back on the offensive again.

But this is where the similarity ends, 'cos extra defences are available in *Pac-Mania*: namely, jumping and the optional Pac-booster. If you find yourself in a tight corner or with a hungry ghost bearing down on you, for instance, just press Button B and your Pac-Man leaps straight up into the air. The offending

MUNCHING AROUND IN PACLAND

Pacland is not a friendly place to visit. There are all these aggravating ghosts everywhere who are intent on stopping you having your vitamin pill meals...



■ Your score: not bad, but don't get all cocky

■ This paint pot (er, cup of tea) is worth 5,000 points. You can also nab green balls (for extra speed) and red balls (which are a kind of weaker power-pill)

■ You get 300 points for every power-pill

■ Lives remaining

■ 60 points per vitamin pill

ghost should then pass harmlessly beneath you. Watch out on later levels though, 'cos green and black ghosts can jump too, and there is nothing more painful than a mid-air collision with a Pac-hungry ghost!

The Pac-booster, however, is a bit of a cheat, because all it does is enable you to move faster than the ghosts. If you're eager to build up a huge score, you can use the booster all the time.

The game's much more of a challenge without it though. When you can't move faster than the ghosts you need all your wits and skills to survive.

But the biggest difference between *Pac-Man* and *Pac-Mania* is in the view of the maze. Instead of the old top down view, you get to see a 3D section of the maze. This can get annoying when only a few pills are left, 'cos you can spend ages wandering around the maze on a fruitless search for the last few pills. The plus side of the 3D view is that the maze is seamless.

As in *Pac-Man*, there are also bonus items for you to guzzle. And while I can understand *Pac-Man* wanting to eat bananas, cherries and apples, I wasn't too sure about the cups of tea...

Pac-Mania is a faithful recreation of the old classic and the jumps and Pac-booster give the game a welcome new dimension. Even so, this isn't as good as the Master System version (*Sega Power* 16: 94%).

If you haven't played *Pac-Man* before, *Pac-Mania* is a laugh and immensely addictive too. But for others, there isn't really anything new here.



SEGA POWER FEBRUARY 1992

GREEDY GUZZLER GORGES ON GHOSTS (STEADY ON! - ED)

Grab one of those famous power-pills and you can get your own back on the ghosts. Ha! I think it's dinnertime, spooks!



■ Power-pills are essential to Pac-Man's survival in the maze. He's boxed in here, but he can turn the tables on the ghosts



■ A quick power-pill and the ghosts are running scared! Chase after them and have a good chew for some bonus points



■ But remember to spit out the eyeballs. These go hurtling back to reform later on into angrier and nastier ghosts. Oh well...

TAKE CONTROL OF PAC-MANIA!

■ Use this to guide your Pac-Man through the 3D mazes

■ A toggle switch that turns the Pac-booster on or off



■ Starts and pauses the game

■ Press down to temporarily activate the Pac-booster. This gives you an extra burst of speed that can come in very handy!

■ Makes Pac-Man jump up in the air (and over the ghosts!) Watch out on later levels though, 'cos some ghosts can jump too!

• PAC-MANIA • MEGA DRIVE • DOMARK •
• £34.99 • UK OFFICIAL RELEASE •

- Superb and simple gameplay
- Very addictive
- Difficulty levels are just right
- Fast and smooth scrolling
- Jumping is a great new addition
- Simple but very effective graphics. An improvement on the original
- Great sound effects
- Music that you'll end up humming

SEGA POWER SAYS

"*Pac-Mania* is a brilliant version of the old classic. It keeps the addictiveness of the original game but still manages to add a few novel twists. Sadly, *Pac-Man* addicts will have seen this kind of thing before. There's essentially nothing very new in the game. It's a lot of fun to play though."

- Not enough new additions to make it more of an involving game
- Not enough different levels

76%

MS PAC-MAN



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

Pac-Man first appeared way back in 1983 as a Namco coin-op. *Ms Pac-Man* is an enhanced version, but it's still gaming from the Stone Age. Rod Lawton goes all nostalgic for a little while.

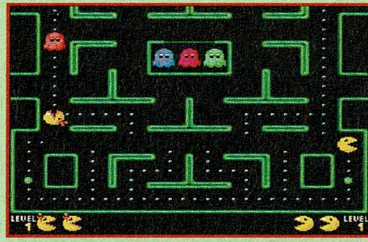
WHEN PAC-MAN FIRST appeared, people were still thinking that Space Invaders had pretty decent gameplay. Mind you, the world had only just got out of flared trousers by then!

Now, of course, it looks like this game should be in a museum. Play just under £30 for an antique like this? In 1992? You must be joking. Well, in case you weren't around in 1983, or hadn't discovered the delights of the amusement arcade back then, the plot (such as it is) is as follows:

Pac-Man is a little, round, yellow creature who has a voracious appetite, you see. His diet consists solely of little white dots which are littered throughout a maze. All he wants to do is trundle through the maze, eating up these dots.

Unfortunately, there are four ghosts – Blinky, Inky, Pinky and Sue – who are out to stop him. You have to help him stay out of their way, while scooping up all the dots at the same time.

You've got some help though. Here and there in the maze you'll find special



■ The simultaneous two-player option can be either a co-operative or a competitive affair, depending on who you play against. You've still got to avoid the spooks though



■ Hurrah! Cherries. But it doesn't look as though you're going to get to 'em in time. If you can, it's always worth eating the fruit. This way, you can really rack up the points

green power-pills. Gobble one of these and the ghosts are vulnerable for precious seconds – and that's just long enough for you to turn the tables and eat them up. Each ghost gobbled is then sent back to the little ghost pen in the centre of the maze.

You get points for all this, and also for collecting the various types of fruit that appear from time to time. Get caught by a ghost though, and you lose one of your three lives. Finish the maze and you can then move on to the next.

Ms Pac-Man does, however, have some new features. For a start, you can speed up when the going gets tough by using the optional Pac-booster. It can get you out of trouble, but it's much harder to manoeuvre your little lady through the maze at high speed.

You can also set the difficulty level of the game between Easy, Normal, Hard or Crazy. You can even choose to start at any level (up to number seven) if



■ The gameplay is simple, but the options aren't: you can define the start level, the type of maze, the difficulty level – and even whether the Pac-booster is available or not!

PAC-MAN'S BELOVED DOES HER BIT...

And now Pac-Man has got a little lady friend to help him out! The old lemon would be stuffed without this gal's contribution to the mazes of Pacland...

- You'll find the vital power-pills in each corner of the maze
- Use these to escape the ghosts (you re-enter the maze on the other side)
- Inky: eek!
- Lives left
- Pinky: he's the pink one!
- Blinky: he's tough. Avoid!
- Sue: she's a vicious girlie!
- Gobble these dots to finish the maze
- Ms Pac-Man (with lipstick and nice bow)
- The ghost pen: this is where the ghosts come from – and where they end up after you've scooped a power-pill and eaten 'em!
- Bonuses collected
- The level you're on at the moment – level one!

you're finding the lower levels a tad too easy. As if that wasn't enough, you also get a choice of mazes: those straight from the arcade machine, small mazes, big mazes and unfamiliar mazes too.

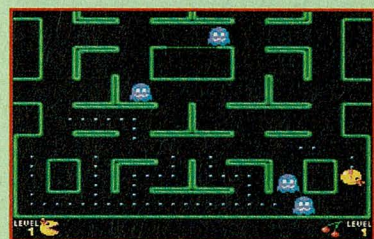
Best of all, though, is the simultaneous two-player mode. And this is where *Ms Pac-Man* really scores. She's Pac-Man's mate, you see, and every three screens you get to see a little animation which shows their blossoming romance.

In one-player mode, you control *Ms Pac-Man*, but with two players Pac-Man himself joins in for a simultaneous two-

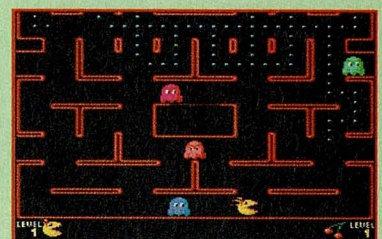
player romp. There is a normal alternate two-player mode if you want it though.

Ms Pac-Man may be based on a game as old as the hills, but it happens to be a darn good game nonetheless. The graphics are basic, but the game is extremely playable, dead easy to pick up and utterly addictive.

It's a great title, but you still feel a little swizzed at being expected to fork out £30 for a game this old. If you can manage to put that out of your mind though, you'll get loads of enjoyment with this exciting blast from the past.



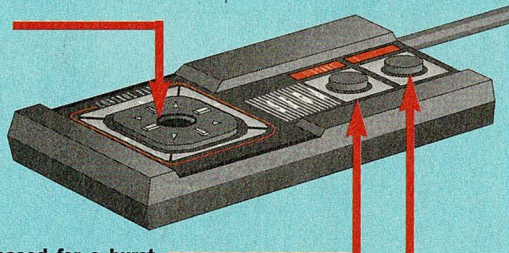
■ Gobble up a power-pill and the ghosts turn blue! Now you can pursue the spooks and eat 'em up. That makes a change. What a shame it doesn't last forever though...



■ The Pac-booster gives you an extra turn of speed when you need to make a quick getaway. It makes it hard to negotiate tight turns though, so hold on tight, little lady!

TAKE CONTROL OF MS PAC-MAN!

■ Moves *Ms Pac-Man* around the maze. Press up and down to cycle through the options on the menu screen and then press Button 1 to select your choice



■ Keep this Button pressed for a burst of Pac-booster speed. This is a life-saver

■ This toggle switch turns the handy Pac-booster on or off

● MS PAC-MAN ● MASTER SYSTEM ● DOMARK ●
● £29.99 ● UK OFFICIAL RELEASE ●

- Very simple to grasp. (I mean, Pac-Man's a piece of cake, isn't it?)
- Very playable
- Never a dull moment
- Highly addictive
- Simultaneous two-player mode
- Wide range of gameplaying options
- Cute 'n' cuddly
- Jolly jingles and functional effects

SEGA POWER SAYS

"What's this classic oldie doing coming out in 1992? Surely modern games make it look hopeless? Not so! *Ms Pac-Man* recaptures all the sheer addictive simplicity of its arcade parent. There's no depth, just great and simple arcade fun. The simultaneous two-player mode is a real boon too."

- Nine year old gamestyle
- Zero plot and minimal gameplay, so don't expect a major challenge

75%



FIRE SHARK

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

Yikes – it's a time warp! Rod Lawton dons his Biggles helmet and steps into a plane from another era (but where did they get those weapons?). The gameplay's from another era too...

THE BI-PLANE IS FROM ABOUT 1920, and the gamestyle's not much newer. *Fire Shark* is one of those golden oldies: a vertically-scrolling shoot-'em-up. All the classic ingredients are here – ground-based and airborne baddies lining up to be wasted, end-of-level bosses that need a good old bashing and collectable power-ups to give your craft much needed extra weaponry.

Well, the gameplay may be as old as the hills, but it still works. The enemy planes don't actually give you too much trouble. They move pretty quickly, but aren't very dangerous – as long as you're quick on the trigger, that is.

The ground-based guns, however, are more of a problem. Many of them have

“ This has enough shoot-'em-up action to satisfy any game-player!”

sliding doors and you can only fire at them when they're firing at you...

There are also tanks. Now these are very irritating. On their own they're not



■ Watch out for the enemy fire! As you advance through the levels, some of those grim baddies bite back with a vengeance

NO, IT'S GOT ABSOLUTELY NOTHING TO DO WITH SHARKS

Fire Shark has got enough explosions to keep even the most trigger-happy loony grinning from ear to ear. Good job too...

■ A twin-turreted tank. Hm, it's hard, but not that hard. There used to be two of 'em, but the other one is rapidly expanding into a harmless cloud of white vapour. Yo!

■ These ground-based gun emplacements are a pain. You can only blow them up when the doors are open...

■ Your plane. Looks a bit sad taking on this arsenal of futuristic and high-powered weaponry really, doesn't it?

■ Bullets. Avoid these! Some of the bosses chum them out like there's no tomorrow (as indeed there won't be if you get in the way). But that's not all. If you get hit, you also lose all your hard-earned (and high-tech) weaponry!



■ Your score. This is a mere fraction of the final total, naturally (ahem...)

■ This is the power-up meter. You've collected one so far. Get three and your weapon is upgraded

■ Enemy planes. These are dead weedy but they sometimes fly into you from behind. (Now that's what I call sneaky...)

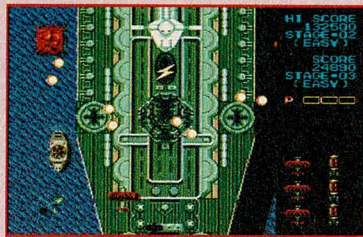
■ The number of bi-planes you've got left. Just as well you selected the ultra-mega easy option beforehand...

■ You only have one smart bomb left, so use it wisely. (In other words, when things are getting really desperate!)

much of a problem, but they have a habit of knocking you out of the sky while you're dealing with a much bigger problem – one of the special end-of-level bosses. These are always heavily armoured, and take quite a few shots from your guns before finally dying.

This is why you should always go for the power-ups when they appear. Look out for the large red blimps. Each power-up token registers on a meter on the right of the screen. You need three to get your weapon.

Extra weapons include a kind of twirly green beam, crackling red lasers and a



■ This is just a part of one of the bosses. This bit will have your left thumb going into a spasm while you dodge its deadly bullets

wide spray of lethal lead that very few enemy craft can avoid.

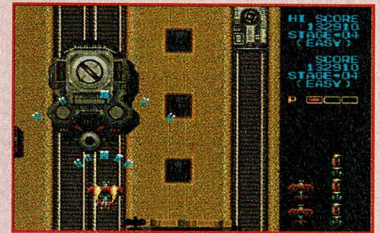
The extra weapons are important, but not vital. And it's just as well, because if you take just one hit, your plane goes down and you lose 'em all. Highly frustrating.

You can start with either three or four planes (lives) and on one of three difficulty levels. This means that no-one is going to find *Fire Shark* too hard to play.

The trouble is, will they find it too easy? Most people are more interested in seeing the next stage than in having a hard time, but *Fire Shark's* great wodge of continues may make the game's life expectancy a little too short in the long run.

Fire Shark's graphics are fine, if a little unadventurous. Your plane banks momentarily when you change direction, but apart from that, there's no sense of inertia and precious little animation.

The various enemies you meet look good, but behave very woodenly. The



■ Ack – that's never an Intercity 125! (It moves at about the same speed though.) Just keep pumping this metal hulk until he's full of lead – and dead! You got that? sound is competent, but uninspiring, and there's an okay title tune.

Fire Shark is a polished and playable game, but it's no better and no worse than dozens of other Mega Drive vertically-scrolling shoot-'em-ups that are around at the moment. You keep one thumb pumping the Fire Button and another rolling over the joyypad as you flit about the screen. It's about as good as it could be, but that's not saying a great deal really.

TAKE CONTROL OF FIRE SHARK!

■ Use this to move your bi-plane left, right, up and down. Keep moving all the time or you'll end up a bit dead...



■ Releases a special smart bomb which can destroy all of your lesser enemies and put a big dent in the end-of-level bosses too!

■ The Fire Buttons (use either). Keep pumping away!

• FIRE SHARK • MEGA DRIVE • SEGA •
• £34.99 • UK OFFICIAL RELEASE •

- Lots of action
- Wide range of baddies
- Good graphics and sound
- Collectable power-ups: twirly green beams, powerful red lasers and so on
- Very playable
- Tough (but not too tough!)
- Plenty of continues

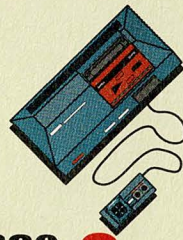
SEGA POWER SAYS

“Shoot-'em-up fans won't find anything to complain about in *Fire Shark*. The action's incessant, the graphics and sound are fine and the whole thing is eminently playable... It's just that it's about five years too late. We expect a bit more novelty in a shoot-'em-up these days – especially in 1992.”

- Supremely unoriginal
- Nothing to do but dodge and fire
- Frustrating when you get shot and you lose all your weapons!

63%

KLAX



● Master System ● Domark ● £24.99 ● UK Official Release ●

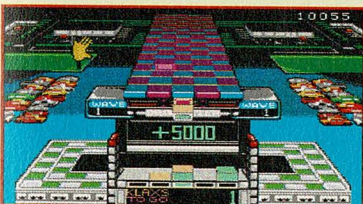
Become a 3D brickie with this prized puzzler from Sega. Tim Smith racks his braincells, nabs that bonus and doesn't let anything "block" his way again!

AT FIRST GLANCE, KLAX looks dull. After all, you only have to position coloured blocks on a catcher as they fall from a moving conveyor belt. Er, yes, but then, you do have to catch the blocks first. And you have to position them in a certain order. And they speed up. And some of them are wildcards – or rather wildblocks – oh, and you also get to flip a few of them back up on the conveyor belt if it looks like your gamespace is filling up... Phew!

You see, the more you get into it, the less boring it becomes. In fact, after just a few plays, Klax gets incredibly addictive. But what is it exactly? Well, it's a straight-up-the-line puzzler. There's no shooting, jumping, or even yelling of: "Eat molten lead, alien slime!". Nope – you have to think and you have to think quick.

Each level of Klax presents you with different problems. On one level, for example, you have to create three diagonal lines with blocks of the same colour. On another, you merely have to rack up a certain number of points.

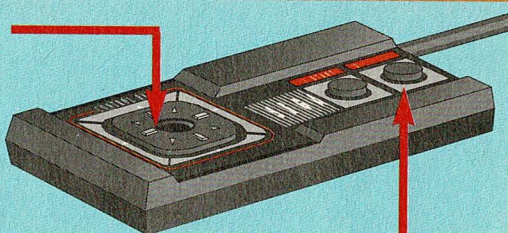
Admittedly, the first few levels are easy enough. The different coloured



■ 5,000 points, eh? Think you're clever, don't you? Well, there's more to come, so don't get all cocky or anything. Keep at it

TAKE CONTROL OF KLAX!

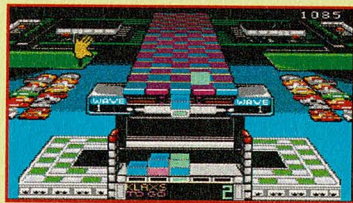
■ Press left and right to move in the relevant direction. Press up to use the flipper. This flips a block back up onto the conveyor belt. Use it correctly and it can be a real life-saver – especially when the game gets busy on the more complex levels...



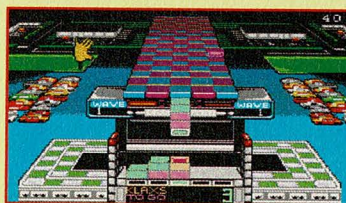
■ Press this to drop a block

GETTING THE HANG OF DIAGONALS AND CROSSES!

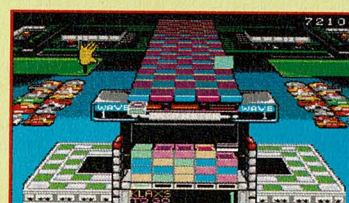
Diagonals are worth loads and loads of points, no matter what level you're on. But once you've worked them out, you can then have a go at making crosses. They're a lot harder to set up, but they're worth zillions of points. Go for it!



■ Yes, you did it! But look out! There's another diagonal coming up. Oops! That green block to the right looks like it's about to topple over into the pit – eek!



■ You've got a diagonal in the palm of your hand if only you can drop that green block and not panic! Remember: there's loads of points hanging in the balance...



■ Oh dear, what's happened now? Not quick enough at all. You don't want to have all those bricks down there, do you? There's no points to be had if you do that

blocks don't move that fast as they come down the conveyor belt, so positioning them is a fairly simple procedure. It also gives you the chance to practise with the catcher and the flipper.

The catcher is your main tool. You move this left and right using the joystick. What happens is this: the blocks come towards you from any one of the

five tracks and down the conveyor belt. You must now move the catcher into position underneath 'em to stop the things from

falling off into the dread pit of doom (they actually just disappear from sight, but you have to liven up puzzles up for some people, don't you?).

Once you catch a block, you have to position it properly. Just move the catcher and hit Button 2 in enough time and you can then prepare yourself for the next oncoming block. Practice makes perfect – and also avoids panic.

You can activate the flipper, on the other hand, by pressing up on the joystick. This flips a block back up onto the conveyor belt. And boy! You really need to practise with this gizmo – 'cos in later levels you have to flip quite a few useless blocks back onto the belt in order to capture the more useful ones.

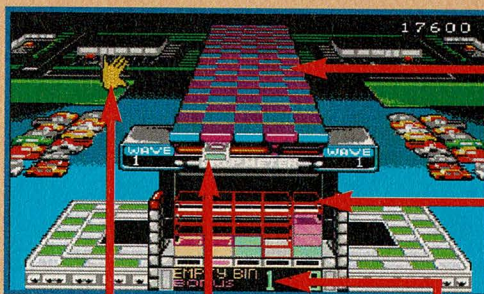
You can even end up with four remaining spaces, but eight blocks bearing down on you at a fair speed. To get past this requires brains and fast reactions!

At first sight, Klax looks just like any other run-of-the-mill puzzler you can get

for the Master System. But soon, you realise that there's a lot more to it than meets the eye. It's incredibly addictive if you can stand the pace – especially on some of the later levels where things really hot up. It's fun too!

COLOURED BRICKS, CONVEYOR BELTS...

This dropping coloured bricks lark looks simple enough, but surely there must be more to the game? There's only one way to find out, and that's to read on...



■ That checked track at the top is where all the bricks come from. Look here to find out what's coming down

■ The wavy red lines at the bottom of the screen appear at the end of the game. The more gaps you have, the greater your score

■ The hand to the upper left is, well, nothing very much at all. Don't let it put you off (things are tough anyway!)

■ The green brick at the top is safe now. But earlier on, you were holding it, ready for action. All you had to do was hit Button 2

■ Just look at these neat bonuses totting up at the bottom of the screen. Just don't let it go to your head. There are far greater challenges later on...

● KLAX ● MASTER SYSTEM ● DOMARK ●
● £24.99 ● UK OFFICIAL RELEASE ●

- Requires quick reactions
- You have to think hard to win
- Addictive
- Loads and loads of levels
- Hidden bonuses
- Sound effects are effective
- The levels just keep coming
- The more you play, the more you learn, the more you enjoy...

SEGA POWER SAYS

"Klax is a straightforward puzzler with heaps of levels. This isn't a game for the slow in hand or mind, but persevere and you'll be coming back time and time again. Make sure you practise in the early rounds though, 'cos you'll need to know where you are in later levels to get through it all."

- Gets pretty tedious if you're a true shoot-'em-up fan
- Music is a bit drab too

70%



OUT RUN

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

Out Run Europa on the Master System last month (Sega Power 26: 81%), *Out Run* on the Mega Drive the month before (Sega Power 25: 49%), and now the Game Gear version. Sega like this series obviously...

THE WIND IN YOUR HAIR, A NICE girlie by your side, a huge palm tree coming towards you at 200 kilometres an hour – eek! Time once again to squeal those tires, close your eyes and hope you make it round this bend you're taking far too fast.

Out Run on the Game Gear, eh? It's been about five years since the *Out Run* coin-op game arrived in the arcades, but now you can play the game in your own home and on the small screen – technology is a wonderful thing, isn't it?

Luckily, this new version adds a couple of extra features to the original game to bring it more up to date – notably the two-player mode. Now you can connect two Game Gears together with a Gear-to-



■ Here's the starting scene from a one-player race. Hmm – looks familiar, doesn't it? Watch the Christmas Tree lights change colour and once they hit green, go for it!

Gear cable and race a mate! But if you've got no friends (!) then you can race head to head against the Game Gear controlled car instead.

But don't expect to see many cars in the two-player mode because, while there are still all the usual roadside obstacles (palm trees, billboards and so on), here you've only got your friend's car and the road to deal with!

The other major difference between the two modes is that with two players, there's a start, a finish line and nothing in-between. You don't have to race to a checkpoint and gain extra time or any-



■ You're in two-player mode and the car up ahead is your only rival. Your positions on the course are indicated by the two arrows on the left (you're the red arrow)

thing. In fact, there's no time limit at all. You just race until one of you wins.

You can choose your route during the game though. In one-player mode, for example, you have to decide which turning to take towards the end of the stage. The route you select here determines what the subsequent stage's background graphics will be like. In the two-player game on the other hand, you simply choose a course (A to J) and race it. The courses are graded – with A being the easiest and J the hardest.

Go for the easy races to start with and work your way through to the end. If you are finding the easy levels too hard, then you do have the option of going for

either manual or automatic transmission. Your car only has High and Low gears, but sometimes it can be a pain switching between the two. Hit a diagonal by mistake, for instance, and you can easily change gear when you don't want to. Go for the automatic car and everything is taken care of.

It's also worth noting that when you're playing head to head and you're losing, your Testarossa suddenly gains some more speed! In the one-player games (and when you're winning in a two-player game, for example), the fastest you can go is a weedy 293 kilometres per hour.

But if you're losing, you can accelerate up to a whopping 366 kilometres per hour! This actually makes the race

incredibly exciting.

It also makes it harder for you to beat your friends. Good stuff.

Sadly, there's just not enough in *Out*

Run to warrant a *Power Factor Gold* Award, and in one-player mode, it's too easy anyway. Even so, this is far better than the Mega Drive version. The game-play's just as good and you'll have just as much fun. The two-player head-to-head option opens up the game too and effectively gives you two games for the price of one. Nice one, Sega.

“Race along at over 250 kilometres an hour with a nice girlie by your side”



■ Halfway through a stage in a one-player game. The arrow in the centre of the screen tells you there's a severe bend coming up. There's also another road user to avoid. Time to put the brakes on?



■ At the end of every one-player race, you get a map view of how far you got through the game. The red squares show you the various checkpoints, so in this game you didn't even get to the first one!



■ Yikes! Right at the end of the level and you've overcooked it. Normally this wastes a couple of seconds, but then you can get on your way. In this case though, it's cost you the challenge. Oops...



■ At the end of each two-player challenge, one of you gets to see this. You'll also see it quite a lot if you decide to race against the computer. Don't lose hope! Just hit the Start Button and try again



■ Here you are, hammering along in yet another two-player race. Notice how much faster your car is going because you've fallen behind. It's a shame you can't go this fast all the time though!

TAKE CONTROL OF OUT RUN!

■ Use this to move your car about the road. Just press up and down to change up or down a gear



■ Press this to pause the action

■ Press this to increase speed

■ Press this to slam on the brakes!

• OUT RUN • GAME GEAR • SEGA •
• £24.99 • UK OFFICIAL RELEASE •

- One or two-player mode
- Good impression of speed
- Good gameplay
- Great graphics
- Sound is reasonable
- Even in one-player mode, you can still compete with another car
- The car handles very well
- Choice of background music

SEGA POWER SAYS

“*Out Run* hasn't just been ported across from the Master System, it's a totally different game! And the introduction of the two-player head-to-head option breathes new life into what otherwise might have been just an average title. More courses would have been nice, but it's still great fun.”

- It's far too easy to finish when you play the game in one-player mode
- Crashing sequence is poor

79%

FACTORY PANIC



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

Time to do good once again, right wrongs and bring peace back to Segaville in this puzzle-'em-up for the handheld – and without a machine gun too! Feel like working out some teasers?

OH DEAR, THE SCENARIO writer for this game must have had a bad week. Apparently Mr I. M. Greede has bought up all the factories in Segaville. Not only that, he's taking all the good products for himself and handing out the rejects too. Good grief! Even Nobber could have come up with a better story than that...

Still, that's the scenario for this one-player puzzler in which you must play around with various conveyor belts in an attempt to get quality "products" to the customers.

To achieve this, you have to move your little character around a room, jumping on and off simple switches. These control the flow of both good and bad goods that come into the room on the belts. Before long, you can expect to see a whole spaghetti junction moving before your eyes!

The goods constantly move around the belt and all you have to do is jump

on the right switch at the right time. This activates various junction points in the conveyor belt system.

Activate the junction at the right time and you can send a quality product (such as a Game Gear) onto a different belt system. Depending on the complexity of the system, you can eventually guide the goods into the waiting hands of the customers who crowd and jostle together at the bottom of the room.

Unfortunately, some rooms can have up to half a dozen switches, and you can only be stood on one switch at any one time. This is where the puzzle element comes in. The switches only work when you're stood on top of them, you see, or if you manage to push a heavy weight on top of 'em instead. As you can see, trying to get the goods to the customers is quite a struggle as a result. Probably the last thing you need is a time limit. And a whole posse of nasty security guards, of course!

Yup, you've got both to contend with. The time limit isn't so bad. In fact, it's pretty lenient. Well, it would be if you didn't have to keep breaking off from

the task in hand to deal with the zany mixture of security guards. These are a lot harder to deal with.

Basically the dudes run around the screen either pinching the good items or trying to thump you – or both! If they get hold of a good one, it simply means you have to wait for another item to come onto the conveyor belt. But if they manage to clobber you, then you lose one of your three lives.

To help you out against the security attacks, you're armed with a very powerful voice. Press Button 2 and you shout at the guards. You can actually see your "shouts" travelling across screen. If you manage to hit them, they are immobilised for a few

seconds (during which time you can jump on a switch or run away).

That's the first half of the game. The other half is a variation on a theme. On some levels, for example, you have to get the goods to the customers by removing bridges from one part of the conveyor belt and moving them to another part – you actually have to manipulate the conveyor belt itself in order to get the goods to the people in time.

Factory Panic works well on the Game Gear. But, unfortunately, Sega could have improved the gameplay by forgetting about the security guards. They could also have made the routes more difficult to work out. They're difficult enough now, what with the security guards and all, but the guards do little more than provide an unnecessary distraction in the game.

It's actually a lot of fun when you've stunned them and can then get down to working out the puzzles. And it's the puzzles which are definitely the best bit about the game. Perhaps the guards could have been left out and a harder time limit imposed. That would have improved things.

If it weren't for these annoying quirks, Factory Panic could have been an excellent game. As it stands at the mo, it's just another one of your run-of-the-mill Game Gear titles.



■ Jump on the switch quick, 'cos one of the hams is just about to go over the gate. Get it right and the gate turns, enabling the lady to get her hands on some grub!

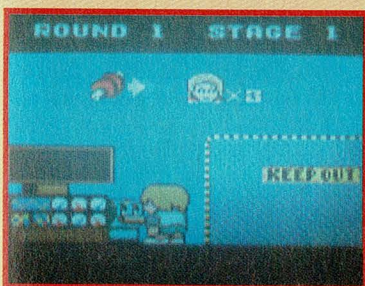


■ The kids at the bottom want Game Gears, not cogs, and there are two switches to activate now. Luckily, you can jump over the conveyor belts automatically...



■ Finish the job and you're rewarded with a time bonus and a completed bonus. Now you're ready to face the next challenge, where everything gets even faster

“In later levels, get ready for a whole spaghetti junction of conveyor belts”



■ Before a round starts, you're told who wants what and how many customers are waiting. In the first round, you have to get the three hams to these three old ladies



■ And here's the first room to deal with. There's only one switch controlling two gates, so things are easy. But there's still that security guard to take care of. Oh no!



■ Things are getting complicated now. The security guard leaps across a conveyor belt and comes after you. Don't forget your shouting attack if he gets too close though

TAKE CONTROL OF FACTORY PANIC!

■ Use this to move your little character around the rooms. You jump over conveyor belts when you get near 'em!



■ Press this to pause game

■ This makes you shout at an oncoming security guard

● FACTORY PANIC ● GAME GEAR ● SEGA ●
● £24.99 ● UK OFFICIAL RELEASE ●

- Good pacing of difficulty
- Graphics are basic but neat.
- Puzzle solving is fun
- Things become very hectic!
- Sound is great – the tunes really fit the manic nature of the game
- Two different puzzle styles

SEGA POWER SAYS

“With just a bit more effort, Factory Panic could have been so much better. The gameplay is marred by the inclusion of security guards. The manipulating of switches and bridges is a lot of fun in itself and the levels can be quite taxing later on too. Adding the arcade element just takes the fun away.”

- Puzzle solving by itself would have been so much better...
- There's no password facility
- Guards aren't knocked out for long
- Relies too much on precise timing

55%



THE PROF'S INCREDIBLE TIP LAB

● It's 1992 – so share it with The Prof and his Tip Lab Boys! ●

Happy New Year! Did you have a cool yule? The Prof certainly did, although it nearly went horribly wrong on New Year's Eve. The Tip Lab Party was in full swing when Auntie suddenly decided that The Prof's homemade Lucozade was a sure-fire money spinner:

THE OLD GIRL WAS ON HER (slightly wobbly) feet in no time and dragging The Prof by his false Santa-beard towards the door. She reckoned that inducing potential customers out of the local club would leave them flushed with readies.

Tip Lab Boys, Cecil and Norris, were left to guard the camp, while the two duffers set out into the night. Little did they know of what awaited them.

You've got to remember that the Auntie doesn't really get out much



■ Chuck D. Head could do with some extra energy in *Decap Attack*, so jump up and hover above one of these springer poles



■ Now lower yourself directly on top of the pole. Yes, it sounds painful, but he'll feel better for it in the end, we promise...



■ It takes a bit of practice, but for every segment of the pole you can turn white, Chuck earns a half-heart of energy. Great!

these days, so she was blissfully unaware that "the lovely little family pub" she was heading for was now, in fact, a heavy-metal biker's joint.

Once "Ye Olde Oak Tree," the place was now the "Chainsaw and Leather," and the landlord was not an old sweetheart, but "Boz" – a six feet and six inches tall job with a bad attitude.

It was dark outside, as The Prof and Auntie walked towards the pub with their sample bottles in a suitcase. They walked in. They both triumphantly held aloft their placards. Auntie's read: "Get a taster here!". But The Prof's ended with "And then get a whole lot more back at our place!".

The music stopped. The lights went on. 150 pairs of dark eyes stared in disbelief at our two heroes. Auntie looked at The Prof. The Prof looked at Auntie. "Oh no" they said in unison. Boz strode towards the two petrified figures. The room fell very, very, very quiet – er, well, it nearly fell quiet. There was a strange knocking coming from The Prof's fab Santa costume though. "Hello Santa," growled Boz. "You must be the cabaret

act. You're a bit late." "Er, yes. Sorry," whimpered The Prof. But he'd made his fatal mistake. There was no getting out of it now. Six hours, 23 Kylie and Jason numbers, a comic impression of Barry Manilow and a quick tap-dance routine later, The Prof and Auntie emerged from the "Chainsaw and Leather," and ran like the wind.

If you've got some hints, tips or maps that could help out fellow Sega sufferers, why not send 'em in to us? The best tips will win the sender a whopping £25 – enough for you to treat yourself to a new cart! Send your helpful letters to: **The Prof's Incredible Tip Lab, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.** (←)

DECAP ATTACK

Sega £34.99 (Sega Power 26: 93%)

■ I'm having a spot of bother with *Decap Attack*. Do you have any infinite lives cheats or extra continues?

Dickie Wyatt, Birmingham

Dickie!? What sort of a name is that? Anyway, no. We've yet to come up with a cheat to get infinite lives, but we can give you extra energy!

Find yourself a bendy pole and climb up until it's possible to jump on top of it. Now float yourself down. Land on top of the pole and just swing until it bends in half.

You can replenish half a lifeheart for each of the red segments that you turn white. Easy, eh?

The Prof

THE IMMORTAL

E.A. £34.99 (Sega Power 27: 75%)

■ I'm fed up with getting killed on the first few levels of *The Immortal*. Is there any chance of a code to help me get further into the game? I've been told that there is a "spider" level. Is that right?

Simon Jones, Bourmemouth

Yes, there is a "spider" level and here's the code: BCFEF51010A41.

The Prof

MARVEL LAND

Namcot £37.99 (Sega Power 25: 70%)

■ Please, please, please can you print a stage select or an infinite lives cheat for *Marvel Land*? It's driving me mad!

Kevin Smith, Bristol

No problem, Kevin. Just enter the code ARDE in normal mode on the password screen. You then access a stage select screen. Easy, innit?

The Prof

ONSLAUGHT

Ballistic £39.99

(Sega Power 24: 47%)

■ We're stuck on the Mega Drive version of *Onslaught*. Please could you tell us a password to help us get further on in the game?

Simon Charser, Birmingham

Try entering just zeroes on the password screen. This should complete nearly all of the map and leave you free to defeat the remaining guardians in the temples. Okay?

The Prof

STRIDER

Sega £44.99 (Sega Power 19: 95%)

■ Please can you tell me how to beat the robot gorilla in the Mega Drive ver-





HAVE YOU EVER SEEN THE PROF?

H E'S BEEN DONE AGAIN! This time in a Mega Drive game. John Tucker from Essex managed to nab him as his caddy whenever he settles down to play *Arnold Palmer Tournament Golf* (*Sega Power* 15: 83%).

If you want *Sega Power's* very own Professor as your caddy, simply enter all "f's" on the top row and all "9's" on the bottom row when you're in the password screen.

Remember: if you've seen The Prof – or any baldie who could be related to him – then take a snap shot and send it in to: I've Seen The Prof, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Don't forget that The Prof gives away a fiver to anyone who spots him – and this month, he's travelling disguised as a policeman. So if you think you've spotted the Boff, simply hit the guy on the head with a rolled up copy of *Sega Power* and scream "Yo, baldie! You're The Prof and I claim my £5!" Easy, really...



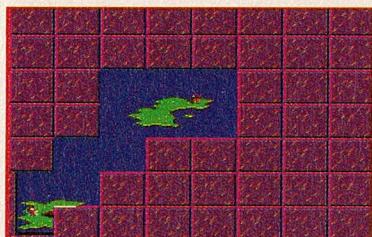
Just enter all "f's" and "9's" on *Arnold Palmer Tournament Golf's* password screen, and you can have the top-tipping boff as your very own caddy. Neat stuff!



And here he is. The bald-headed man they call The Prof. If you think you've seen him, then write in and tell us. After all, you could be next month's winner!



Toejam and Earl open their presents and get some Icarus wings. Now you can fly to that secret level zero – just keep flapping!



The map from *Toejam And Earl* is slowly revealed, square by square, as the two alien heroes make their way across the islands



Now fall through the hole in the middle of the island in *Toejam And Earl*, and you'll discover level zero. Is this whacky or what?



Now this is heaven! Earl's in the tub with the hula girls, and Toejam's quaffing down some ice-cool lemonade for an extra life...

sion of *Strider*? We can't seem to get close enough to hit him without getting hit ourselves. Please, please, please tell us what to do.

Alex and John Simmons, York

He's really no problem, but I do have two pieces of advice. First, make sure that you remember to pick up the big sabre just before entering the gorilla's lair. This means that you don't have to get so close when attacking him.

Second, try hanging from the roof during an attack. This not only tends to confuse the gorilla a little, but it also means that after you've defeated him (and you will, don't worry!), you can get straight out onto the roof. This is important because the gorilla doesn't just keel over – he explodes! **The Prof**

On level one, there's a hidden island at the bottom-left corner of the map. The only problem is, to get there you need one of three objects: either Icarus wings, rocket skates or a rubber ring. And you can only find these things on the higher levels.

So explore the game, wait until you have one of the three objects (ask the wiseman in the carrot-suit if you're not sure) and then keep falling off the edge of the levels until you're back on level one. Now open the relevant present, and start flapping, paddling or jetting your way across the water to the bottom-left corner of the map.

Soon you'll come to an island with a hole in the middle. Fall through the hole

and you land on level zero. Here you'll find a bath tub (with some hula girls in it) and a lemonade stand. Drink some lemonade and you're awarded with an extra life. To escape, simply fall off the edge and you return to the highest level you reached in that game. **The Prof**

VIGILANTE

Sega £29.99 (*Sega Power* 8: 62%)

Any chance of a stage select for *Vigilante*, oh you bald-headed tipster,

you? I'm just about to finish it, but I need to practise more on level five.

Dan Aspell, Coventry

No problemo, Dan. *Tip Lab Boy Norris* managed to dig this one up from some dusty corner of the *Tip Lab*. Stick in your cart, turn on your *Master System* and then hold down up, left and Button 1 at the same time. You'll then be asked which level you want to start on. Now what could be easier, eh? **The Prof**

TOEJAM AND EARL

Sega £39.99 (*Sega Power* 27: 91%)

Okay, okay. We know it's only been reviewed this issue, but this isn't so much a cheat, more a way of getting a little bit more from this excellent game.



On top of the platform in *Strider* and just before you enter the gorilla's lair, you'll find a big sabre. You need this later on...



Hang down from the roof, and you can disorientate the gorilla in *Strider*. This enables Hiryu to make a quick getaway!

AUNTY V'S INCREDIBLE PERSONAL ADVICE CLINIC

R EMEMBER: IF YOU NEED to get over the New Year blues, or perhaps you've got a personal problem, then write to: Aunty V's Advice Clinic, at *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. This month, the Aunty's in love – and she's got a date too...

Dear Aunty,
I'm in a real spot of bother – and I need your help. I'm a lady of similar (ahem) "maturity" as yourself, and I'm lonely. I need a quite, peaceful and polite man to assist me through the twilight years of my life. How did you manage to get "in" with such a good-looking chap like The Prof? Mrs Lonely, Hartingdon

Dear Mrs Lonely,
Now let's just get one thing straight – I am The Prof's aunt. There is nothing of a



saucy nature going on between us whatsoever, I assure you.

Now what's all this nonsense about you wanting a "quite, peaceful and polite" man. Rubbish! I can tell you where you need to go to find the man you want. A real man – a man who knows how to change the tyre on a Kawasaki "Mad Dog" Road bike.

You see, there's this little place I know called the "Chainsaw and Leather." Go in and say you're a friend of Boz. They'll sort you out. I know they will. It worked for me – I even managed to get a date with Boz himself! (But then again, I'm quite a good looker for my age...) Yours with sympathy and oodles of affection, Aunty V

The Aunty cannot reply personally to your individual letters, but please don't moan to us about it!



CASTLE OF ILLUSION: THE TIP-TOPPING PROF DOES IN THOSE NASTY BOSSES!

THE TIP LAB HAS BEEN FILLED TO THE ceiling with letters asking for yet more help with *Castle Of Illusion* on the Master System (Sega £29.99, *Sega Power* 17: 96%). We have, in fact, tipped the whole game from start to finish already, but since the issues have now all sold out, it's only fair to re-print the tips if enough of you are stuck – and that seems to be the case!

Last month, we printed a solution to the Chocolate Monster at the end of level three. Here are solutions to the other two nasty bosses – The Whirlwind Tree Trunk and the Jack-In-The-Box. These three solutions are enough to take you up the ladder to the next set of two levels. So what are you waiting for? Grab your joystick and start the new year off with some serious rodent-rescuing!

The Prof

WHIRLWIND TREE

This boss is really one of the easiest of the lot – but don't take our word for it. Try it out for yourself. Just follow the simple instructions below and four hits will send him packing.

If you're feeling adventurous, you can even get a hit in as soon as you enter the pit. Simply run right as soon as you enter the screen. By the time you reach the boss, he'll be in the process of transform-

ing into a tree trunk. Now you can get that hit in, but you must be quick! Alternatively, follow the steps outlined below for a safer (and more sedate) approach.

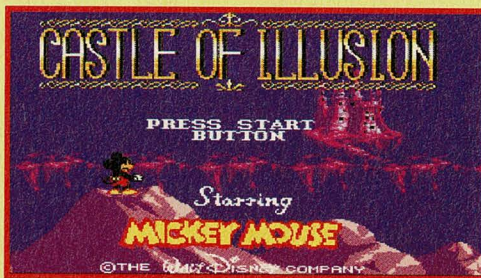
JACK-IN-THE-BOX

Now this boss can be quite tricky, but there's a dead easy way of killing him – as long as you can lure him to the righthand side of the screen. Once there, stand Mickey between the boss and the wall and he'll be safe. The boss's leaps against the wall will miss Mickey, and the shower of balls will always fall

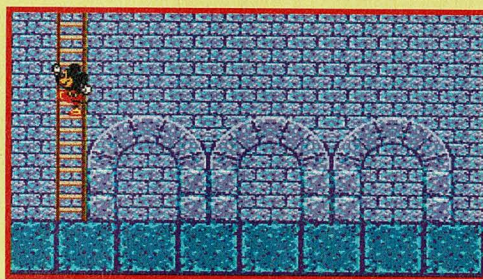
to the left. Mickey can then take time out to bottom the boss at his own leisure.

If you're still having troubles, then try and find someone with Back Issues 19 to 24, 'cos in these issues we tipped and explained each and every level. Unfortunately, *Sega Power* has become so popular over the last few months that nearly all of these back issues have sold out. Still, we're not complaining!

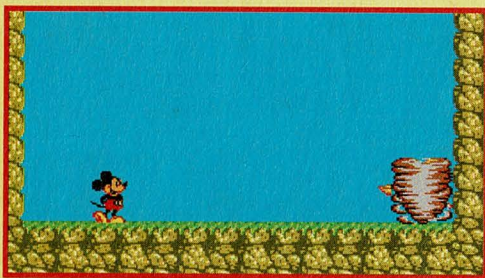
But seriously, if you are having trouble, then write and let us know. If there are enough of you out there, we'll reprint still more tips. Good luck anyway!



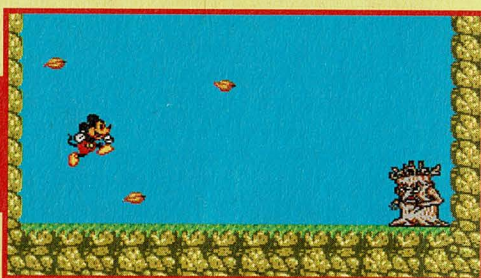
■ *Castle Of Illusion* is probably still the best Master System game of all time – despite *Sonic The Hedgehog* blasting onto the scene this month. (We've rated both games at 96%, so they're still an essential buy anyway)



■ With all of the first three levels completed, a ladder appears enabling Mickey to move on to levels four and five. These are bigger and tougher – but we're sure you're up to the challenge. If not, you know who to call!



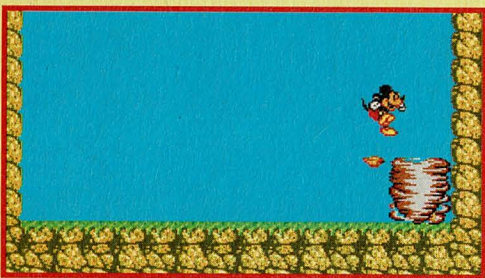
■ When you first enter the pit, the tree is in the form of a whirlwind on the right. The leaves that are beginning to appear indicate that he is about to change into a tree. Wait on the far left side and the tree starts to move...



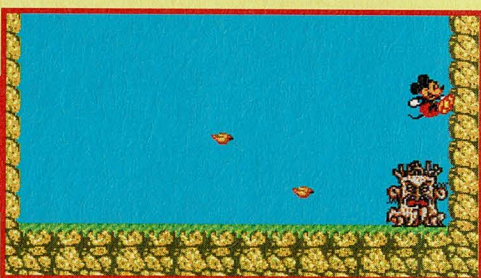
■ Now jump over the leaf and run straight to the middle of the pit. The whirlwind moves about in a totally random way, but as long as you stay in the middle of the screen, you'll be in the perfect position to react to this boss



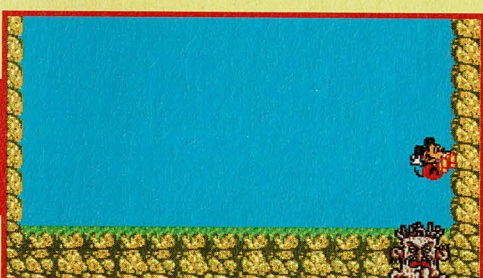
■ This is the place to return to every time you hit the tree. Wait at the centre, and simply jump over the nasty whirlwind that's dashing left and right. Once you've established a method, this tree trunk is a real wimp



■ Soon he stops on one side of the screen and leaves start appearing. At this point, you must run towards him and jump. It doesn't matter on which side he stops, the method of hitting him is the same – just move quickly



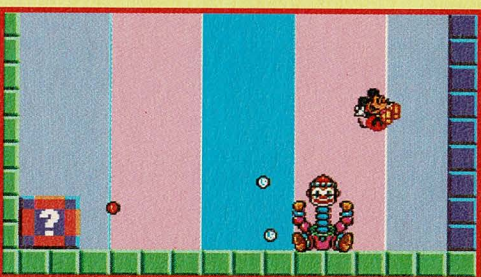
■ And now give him a good bottoming! Keep bouncing until he turns into a whirlwind once more, and then return to the centre of the screen and repeat as from step three. Jump over him as he keeps dashing left and right...



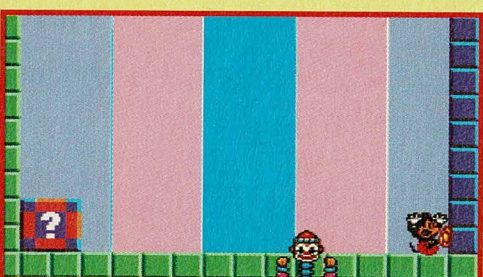
■ After four hits, he's history! Collect the gem and it's on to the next level. Now that wasn't too difficult, was it? One level down, only two more to go and you've nearly completed the very first stage of *Castle Of Illusion*. Easy!



■ Now on to the Toy Factory and things become a little tougher, but nothing that you can't manage – trust us! When you first enter the room, stand at the point shown and wait for the boss to land. Then quickly run right



■ After the boss has leapt towards you again, jump left onto his head, making sure you land back on the right. He'll go through his leaping routine again, but you'll be perfectly safe. Just repeat this process four times...



■ Now that wasn't so hard, was it? Piece of cake really. Hint: if you're confident of beating this boss, but want to earn loads of points, commit suicide before taking him on. Now you earn a bigger time bonus when you kill him!



THE CLEVER PROF BRINGS YOU HIPS AND TINTS FOR IMAGE WORKS' SPEEDBALL

ALL WE DID WAS SHOW you an easy way to score a goal last issue and the Tip Lab was inundated with letters! So many people wrote in requesting more tips for the Master System version of *Speedball* (Image Works £29.99, Sega Power 17: 80%), that The Prof set to work on a full guide.

The Prof



■ Meet Conroy, captain of the Lacerta team. He's the man to pick if you want to stack the *Speedball* odds in your favour

● **Select your team**

Officially, no team is better than any other. They all have strengths and weaknesses. But those with a bit of inside information will tell you to pick Lacerta (the team in the middle).

Learn and practise with this particular team, because, as with the others, there are subtle strengths and abilities that you can use to your advantage if you're crafty.

Practise with a second team as well though – just in case you meet someone else who's read these tips!

● **Up or down the pitch?**

When playing against the Master System, you'll find that you're always playing up the field. There's no real advantage to this, but it is something you get used to. When you play your buddies, just make sure you're player one. This way, you can play in a direction that you're used to.

● **Just before kick-off**

Push your joypad towards the launcher and start tapping the Fire Button like crazy. When the ball is released, your player slides towards the launcher and gains possession instantly.

OFFENCE

● **Scoring those goals**

Learn to use "landmarks" on the pitch. Work out where to stand for shooting

by using the angles to your advantage. Remember to pass and to vary your attack strategy too.

● **Goal Tip 1: Up, under and attack**

Stand in front of the goal, but a fair way down the pitch. Depending on the health of your player, this can be as far away as the halfway line. Hold down the Fire Button to lob the ball up in the air and then start sprinting forward.

Meet your opponent's goalie head-on and start pummeling the living day-lights out of him. He will probably have been up in the air catching the ball when you collide. He only needs a few punches before he drops. This leaves you with an open goal.

● **Goal Tip 2: Psych out the goalie!**

Two-player games get pretty tense, and if your opponent's nerves are a bit jangly, then you can truly make hay while the sun shines in the six-yard box (or whatever the *Speedball* equivalent is) with this tipette.

You've got the ball, you've hammered up the pitch and now it's just one-on-one. You versus the goalie. If you've got time, simply start twitching your joystick left and right.

Before too long, even the most hardened of goalies will panic and leap one way or the other. This will leave you an open goal long enough to hammer your shot home.

The only drawback here is that the Master System doesn't have nerves, and anyone who's ever tried to psych one out will ultimately come off second best. So save your sanity and don't try it here.

● **Goal Tip 3: Off the wall**

Right, so the handy little possession-snatching tactic worked okay. Now you can capitalise on this advantage with as near to a guaranteed goal as you're going to get.

Carry on running with the ball diagonally until you actually run into the wall. Keep bouncing off the wall until you're in the right spot (usually on a level with the domes), and then tap the Fire Button to chuck the ball at waist-height. This makes use of inside knowledge of the dimensions and



■ The fearsome game from the future, brought to you courtesy of Image Works. The Prof invented a time-machine a couple of years ago, and so learnt to play *Speedball* in the year 2057 A.D. Now he can offer you some real inside information. What a boffin!

angles of your average *Speedball* pitch. Without fail, your shot will head directly towards your opponent's goal and often end up in the net!

● **Goal Tip 4: Passing the ball**

Dead straightforward, but devastatingly effective. When you find yourself and two of your attackers alone with the opposition's goalie, simply dither to one side of the goalmouth and then chuck the ball across to your partner who will have an open goal.

● **Goal Tip 5: Push off, goalkeeper!**

Try pushing your opponents goalkeeper out of the way or into the net. Whether a lob is about to land in the goalmouth or if a low shot is presently ricocheting off the wall, bodily pushing your opponent's goalkeeper out of his goalmouth increases your chances of scoring no end.

DEFENCE

● **Limiting the damage...**

As any American Football fan will tell you: "Defence wins Superbowls." And the same applies to *Speedball*. Keep a tight defence and you'll have to score fewer goals. Makes sense really, doesn't it?

1. Don't dive every time it looks like your opponent is going to shoot. It takes time to recover from a dive so don't start leaping all over the place.

2. Any good football goalie will tell you to stand in the centre of the goal. So make like Peter Shilton and keep central as much as possible. This maximises your goal prevention utility (as they say in the training camps).

3. Time wasting. Dirty, unsporting, bad form and by far the best thing to do when nursing a lead towards the end of a game. Passing, shooting and generally charging about can earn points, but you also risk losing possession. Far better to run around in circles avoiding enemy tackles.

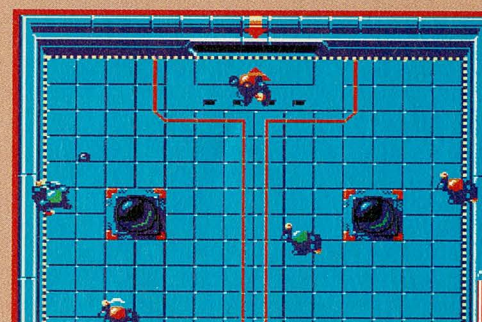
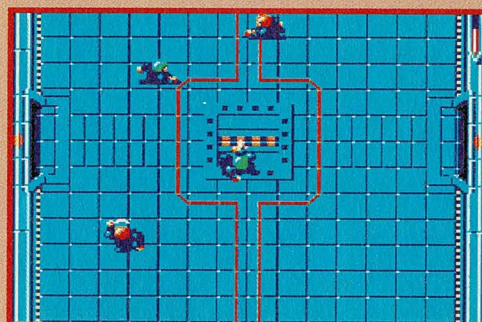
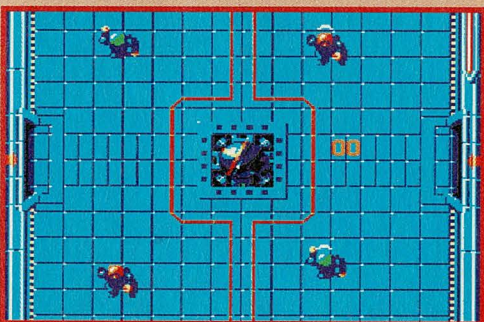
4. Probably the best means of defence is attack. Simply make sure that you get first possession instead of your opponent, or crunch into your possession-winning enemy with a sliding tackle the moment he or she reaches the launcher.

5. Knobble the opposition. Charge down, tackle, bash and generally do your best to maim your opponents. They soon cough the ball up...

● **But what shall I buy?**

Stamina is regarded as the key to success. Increase yours (to a maximum of 59) and then spend your money reducing the stamina of your opponent's.

● And finally, The Prof would like to thank the *Sega Power* team for the part they played in testing all the tips outlined above. Thanks, boys!



■ So what is the best method of attack in *Speedball*? The Prof certainly has a few tips that could help you out

■ Well, it looks like a simple answer to me. Simply make sure you get to the flippin' ball before the opposition!

■ Saint and Greavsie would be really proud of you if they were future *Speedball* commentators, that is. Ahem)



THUNDERBOLTS

LEVELS ONE TO THREE OF THIS great shoot-'em-up (Technosoft £30, *Sega Power* 24: 82%) were tipped last month, so here we go with the next four levels. We warn you

of bosses, let you know what power-ups you can expect to find and offer advice as to which weapons to use at specific times during the game too! We've done all we can, but the rest is

up to you. (Oh yes, and don't forget the cheat shown on the right to power up your weapon systems!). We'll tip the last level next month, but for now, have fun and good luck!



■ Pause the game, then press Button B and up on the joystick ten times. Now press Button B and down ten times. Repeat this process until your display tells you that your ship is fully armed with every possible weapon going (pretty smart, eh?)



■ A CLAW. And it's about time too (you really need this now)



■ A SEVER power-up (or 1,000 points). Nab it, but be quick



■ FIRE power-up or 1,000 points. Get this if you're brave!



■ A SEVER power-up or 1,000 points. Avoid that boulder!



■ Kill this guy by staying in the centre of the screen and darting left and right. This way you can lure his shots away from you



■ A WAVE power-up (or another rather handy 1,000 points!)



■ Now use the HOMER weapon and just concentrate on avoiding obstacles and shots from the nasty aliens, of course



■ An EXTRA LIFE! Unless you're Arnie, you might need this



■ And here's the end-of-level bad guy, so don't forget that shield. It might save your life and get you through the level



■ You can defeat this boss by sweeping up and down the screen. Use the SEVER weapon and avoid his homing fireballs...

FEBRUARY 1992

SEGA POWER



■ He's faster than a speeding bullet and more agile than, erm, Tessa Sanderson. The frantic noise of alien knees knocking together is the only sound you'll hear when The Prof takes to the skies. His middle name is "Flash" (or so he tells us)

LEVEL 5



■ The level's tough, but the boss is fairly easy when you finally get there. So hang on tight and don't do anything foolish



■ LANCER power-up (or another lovely 1,000 points. Yum!)



■ A FIRE power-up or yet another 1,000 points. Very useful!



■ A fab HUNTER power-up or 1,000 points. Don't panic!



LEVEL 4

Now this is a BIG level, so get set for a tough challenge. Remember to re-arm all your weapon systems using the

cheat if you lose a life. The scenery moves, so also make sure you get in the correct positions as quickly as possible.



■ This will really sort the men out from the boys. A big, tough level with an even tougher boss at the end. Good luck!



■ FIRE power-up or a grand 1,000 points (but which one, eh?)



■ Head to the far righthand side of the screen, so you're in place for when the scenery moves – otherwise, you'll snuff it!



■ Again, the scenery starts to move, so head right past the stalagmite if you don't want to end up spiked on the rocks



■ After collecting the power-up, quickly head up, left, up, and then right – or get squashed by the scenery. It's up to you



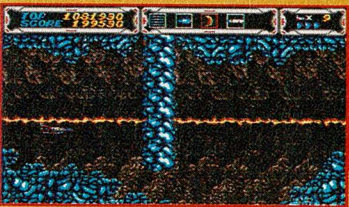
■ FIRE power-up or 1,000 points. Just keep blasting away!



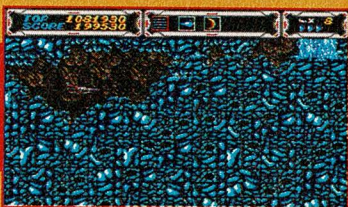
■ LANCER power-up or 1,000 points. Be careful of the trap!



■ LANCER power-up (1,000 points). Now take the lower route



■ Wait at the bottom-left of the screen, then once you're in the clear, dash up and to the right. You should be safe now



■ Just wait in the gap! When the walls get close, reduce your speed down to one or two notches. Go real slow, okay?



■ CLAW. Great for giving the baddies what for in battle!



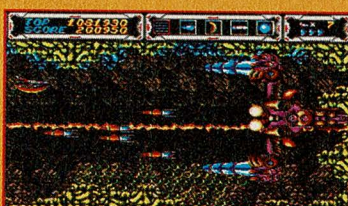
■ EXTRA LIFE, but be quick – or you'll lose one getting it!



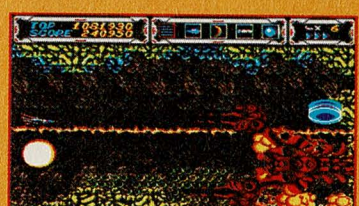
■ Phew! He's a mean piece of metal, this one. Okay, duck down to avoid his shots. Make sure the coast is clear and then...



■ Dodge towards the top of the screen and get in a few hits along the way. This boss is hard, but persevere. It's worth it



■ Wait above the boss until it's safe to dash back down below him again. Just keep hammering away and he's history...



■ Goodbye, Mr Nasty! Now you're down on level five – and things get really tough here. But you can handle it, can't you?

You've made it past four levels, but there's still a long way to go. The nasties begin to get serious here, so concentrate on avoiding them rather than earning

megapoints. You haven't got the time (or the skill!) to be a hero down here, remember that! It's no good being a dead man with just points to your name...



■ SEVER power-up or 1,000 points to push up your score!



■ Get the CLAW or you'll end up in the soup before long...



■ Use the HUNTER weapon to clear this level. The CLAW doubles your fire-power, so now you can really duff in the aliens!



■ And here's the first mini-boss on level five, use your SEVER weapon and hit him straight in the mush. And be quick too!



■ And here's the end-of-level nasty! Just keep sweeping in from above him as you move towards the bottom of the screen



■ Now hit him as you dash past. This dude's actually not too difficult to kill, but remember to dodge his missiles



■ Get back to the safety of the bottom of the screen! Now head back up again and keep firing away. Not long now...



■ Job done! Not really too hard now, was he? The end of level five, but there are still three more levels to finish off...

THUNDERFORCE 3 (CONTINUED FROM PAGE 59)

LEVEL 6

This is a short level, but it's still a real tester. One thing you should find is that there aren't that many power-ups, so

make sure you activate the cheat shown at the top of page 58 before you get into some real alien-blasting mayhem.



■ The direction of screen-scrolling often changes in this level, so be prepared and don't forget to keep away from the walls!



■ Wow! Two huge exhaust ports! Shoot this guy up the bottom and he'll soon have had enough. Easy really, isn't it?



■ A FIRE power-up (or a rather pleasant 1,000 points!)



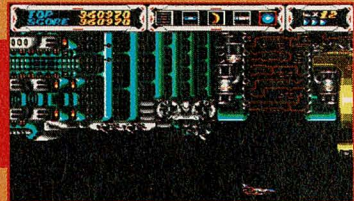
■ LANCER power-up or 1,000 points (now this is damn useful)



■ HUNTER. And just when you need one, it pops up. Brilliant!



■ Use the HUNTER power-up - there are too many targets on this level for you to take out with conventional weapons...



■ Enter the hole and go into the craft - don't be scared! There's nothing to be afraid of, honestly (and that's the truth!)



■ Wait in the gap in the roof and use the HUNTER. Now and again, the ship moves. But please don't bump into the walls!

LEVEL 7

The last proper level before the final bosses. You get an extra life halfway through, so just make sure you stay alive

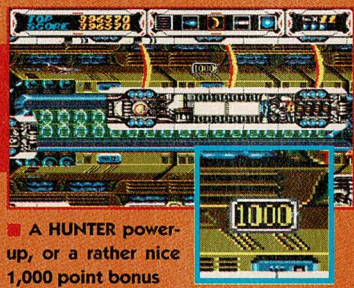
until then. Just remember to use the cheat (on page 58) to restore all your weapons systems. Now get on in there!



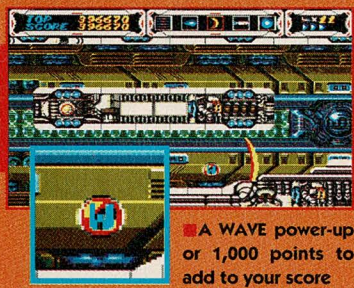
■ The nature of the boss is a mystery, but you can be certain he's going to be a tough nut to crack. Just follow the guide



■ FIRE power-up, or 1,000 points to help boosts your score



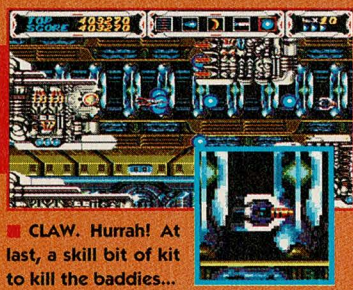
■ A HUNTER power-up, or a rather nice 1,000 point bonus



■ A WAVE power-up or 1,000 points to add to your score



■ LANCER power-up or 1,000 points - but stay very low!



■ CLAW. Hurrah! At last, a skill bit of kit to kill the baddies...



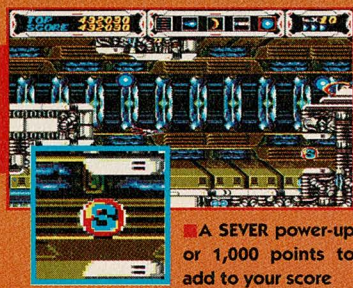
■ EXTRA LIFE - and don't pretend that you don't need it!



■ Use the fab HUNTER weapon to get through the swarms. The CLAW doubles your firepower and is highly effective



■ This mini-boss releases "star" bombs. Follow them and wait at "8 o'clock to their centre." You'll be safe here, honest



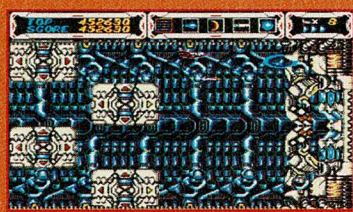
■ A SEVER power-up or 1,000 points to add to your score



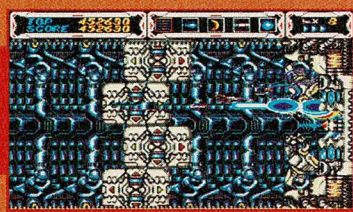
■ Another CLAW for you to use. And it's about time too...



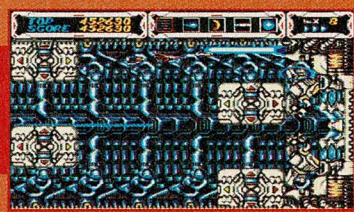
■ This guy's just the same as the one you took out a moment back. Just follow the same procedure and he's a real pushover



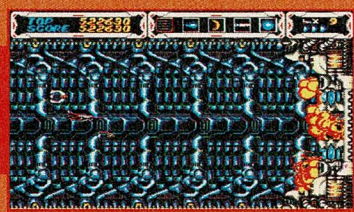
■ This guy hides in the wall and has a defensive barrier. Head right and get real close. Then shoot him straight in the face



■ Now you have to guard both the front and the rear. The nasties are no problem when they're going up and down though



■ But when they move from side to side, you have to think fast. Keep plugging away and before too long, he snuffs it!



■ Just like that. The end is in sight now, but it's going to be very tough. Only two more fights and you've done it. Hurrah!

SCRIBBLINGS

If something Sega is bothering you, it could well be bothering someone else too! But you won't know unless you write in and tell *Sega Power* about it. We even give away a *Sega Power* T-Shirt to the author of our Star Letter, so what are you waiting for?

DON'T DO IT!

Dear *Sega Power*,
I have just bought your magazine for the first time and I think it's unbeatable. I was thinking about buying a Genesis machine so I can use both American and British carts. Is this a good idea?
Tim Apps, Potters Bar

side! You would be dishonourably discharged from the army if you did that in real life! Just thought I'd let you know...
Dave Mack, Sunbury

Well, Dave, here's the original transcript of the tank commander's messages to base at the time...

"Roger, base. We've definitely got a vehicle at 195,76."

"Roger, Tango 1. That's an enemy. Go on and take them out."

"Well, if you're sure, base. They look like friendlies to me..."

"Negative, Tango 1. There are no friendlies at 195,76. Go ahead and take them out."

"Roger, base. It's hard to pull the trigger, but here goes... I hope they were enemy 'cos they're dead now."

"Base to Tango 1, Base to Tango 1! Friendlies hit. Repeat: friendlies hit. Ceasefire! Ceasefire!"

That's war for you, Dave. It's just a good job none of it was for real. **Andy**

WAR IS HELL!

Dear *Sega Power*,
I was very interested to read your review of M1-Abrams Battle Tank in the December issue of *Sega Power*. At the bottom of pages 24 and 25 you show a scenario unfolding step by step.

Well, in the seventh picture you show your tank blowing up an "enemy." Unfortunately, the "enemy" is an M113 vehicle - and that's a tank from your



■ Erm, yes. So he was on our side. Ahem. Killing your mates in M1-Abrams Battle Tank (*Sega Power* 25: 84%). See War is Hell!

THE MASTER IS DEAD... LONG LIVE THE MASTER SYSTEM!

Dear *Sega Power*,
May I just say what an excellent mag you've put together! It's by far the best available. Okay, here's the controversial bit. Let's face it, the Master System is now obsolete. It's nothing personal, but all 8-bit hardware has had its time if you ask me.

The problem is this: thousands of families go out at Christmas and buy Master Systems, thinking they're getting up-to-date hardware - but they're not! I know you can have fun on the Master System, but you can have more fun playing the Mega Drive. It's not as if the games are a lot cheaper on the Master System either.

I know Master System owners will say "I've got loads of good games," but let's be honest - if you want anything, it's got to be the Mega Drive really.
Anthony Stevenz, Southend on Sea

That's going to stir up all you Master System owners! Just because you can afford a Mega Drive, Anthony, doesn't



mean everyone else can. And if you can't, then the next best thing to the Mega Drive is the Master System.

To say the Master System has had its day is just not true. The hardware has been superseded, but that doesn't mean it's obsolete. Take a look at Sonic The Hedgehog (reviewed on page 23)! But what do other Master System owners think? Is it indeed a dead machine?
Andy



■ Sega's famous Master System: is it a dead machine? Or is there still some life in the old dog yet? What do you think?



■ Do you need a licence if you want to use the Game Gear with the TV Tuner? See Licence Needed? for more information...

does. You shouldn't have any trouble with the detector vans, okay? **Andy**

JUDGING COVERS

Dear *Sega Power*,
A lot of cart boxes are so rubbish, it puts you off buying the games. Maybe if Sega put a bit more effort into the boxes, we would all be more attracted to them and buy the games straight off.
John Flanagan, Scunthorpe

John! Nice cart boxes are all very well, but they're really unimportant. If you're going to buy games on the strength of their box covers and not for the quality of the games, then we might as well pack up and go home right now. **Andy**

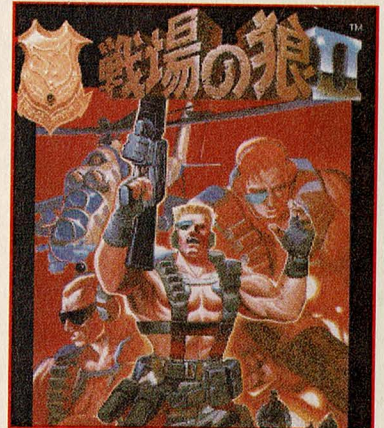
POOR FAMICOM!

Dear *Sega Power*,
I'm writing to warn all Sega players about upgrading to Nintendo's Super Famicom. Okay, its technical specifica-

tions are brilliant, but the games aren't. If you read that "other console mag," you'll see that they give all the Super Famicom games brilliant reviews.

I owned a Super Famicom for three months and I wasn't impressed. *Super Mario Bros 4*? Nonsense, *Sonic* is much better. All the games I played were distinctly average, so don't be fooled by other magazines' bias!
Marc Dawson, Denmark

Well said, Marc. You've got to remember though that most magazines are



■ Would you buy a game simply on the strength of its cover? If not, why not? See Judging Covers to find out what we think...

biased. We are (simply 'cos Sega hardware and software is the best!). **Andy**

I GOT THIS...

Dear *Sega Power*,
I am getting a Sega Mega Drive for Christmas from my nanny. For my birthday, I got a Master System. After Christmas, I will have a Mega Drive and a Master System. My brother will have a Nintendo and a Mega Drive. When I went down the city, I went to Langley's and my grandad let me have a go on a Game Gear. (P.S. My birthday is on 24 August 1984.)
Kellen Playford, Norwich

Erm, good on you, Kellen! I don't really know what else to say. (P.S. My birthday is on 19 August - every year!) **Andy**

I'M CONFUSED...

Dear *Sega Power*,
Your article in *Sega Power* 25, The Greatest Adventures Ever was not the greatest article ever. You told the reviewer to include Lord Of The Sword, but he then said it

➤ wasn't a true RPG and gave it 44%! This is strange, especially when *The Faery Tale Adventure*, a true role-playing game through and through, gets a measly 30%!

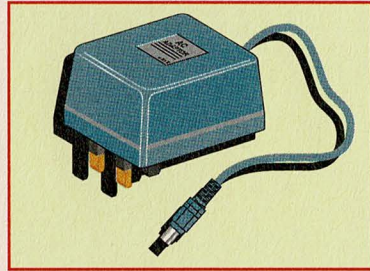
It gets weirder. When the same cart is reviewed in the same issue, it then gets 60%. And then in *The Hard Line* it gets three stars! This is confusing for us punters. What happened? Should you ban your guys from going to the pub if they know they've got some hard sums to do later on?

And could you please tell me how many games you can save on a battery-backed cart? There are four of us in our family, so we need games with four individually saved games.

Pete Brew, Wigan

It's quite simple, Pete. The game was reviewed by three different people (Sean Masterson for the article, Richard Longhurst for the game review and Steve Jarratt for The Hard Line) and they all had different opinions on the game. It's up to you to read the different reviews in the mag and then make up your own mind.

When buying a battery-backed cart, check out the Save Game feature before shelling out your dosh. There's usually no way of knowing how many



■ The Official Game Gear Power Adapter: but is it worth trying to use another power adapter instead? Hmm... See Power Query..

NOW SHALL I GO FOR THIS ONE OR THAT ONE? HMMM...

Dear *Sega Power*,
I cannot decide which Mega Drive game to buy. It's a choice between *Castle Of Illusion*, *Sonic the Hedgehog* and *Toejam And Earl*.

I know in *Sega Power 18* you gave *Castle Of Illusion* a *Power Factor Gold* and a 94% rating, and in *Sega Power 22* you gave *Sonic* a 97% rating. I also know you're reviewing

Toejam And Earl this issue, but I still can't make my mind up. Please help me decide!

Mark Stevens, Maidstone

It's really just a case of what you want first, Mark! Get Sonic The Hedgehog, then Castle Of Illusion and then Toejam And Earl! Job done. End of chat.

Andy



■ *Castle Of Illusion*: great to look at and great to play. Help Mickey Mouse save his beautiful girlie from certain death...



■ *Sonic The Hedgehog*: a corker and no mistake, missus! Get this classic title and you're in for one hell of a good time...



■ *Toejam And Earl*: this zany title is fab in two-player mode - and it's funny too. Get jammin' with these two crazy aliens!

games you can save (it's usually either two or four) until you test the cart. **Andy**

FAVOURITISM!

Dear *Sega Power*,
I object to the amount of Sega Mega Drive game reviews in your magazine. I own a Master System and there are far more Master System owners in the country than there are Mega Drive owners. I think you're trying to get more people to buy Mega Drives, but some of us can't afford them.

Ben Gifford, Lancaster

I don't know how many times I've said this in the past (or how many times I'm going to have to say it in the future), but here we go again. Sega Power is not biased towards any one of Sega's machines. Got that? Good.

We love the Master System as much as we love the Mega Drive and Game Gear. It's just that during some months,

more Mega Drive games are released than Master System titles.

We want to review all the new games - whatever system they're on. If that means one month we'll have more Mega Drive games than Master System games, then that's just the way it is! We don't make the games or decide when they're going to be released! **Andy**

SHORT ON GAMES

Dear *Sega Power*,
I have recently bought a Master System and have only just started getting *Sega Power*. I've seen a lot of games in *The Hard Line* that I'd like to buy, but none of my local shops stock them. Where can I get hold of these titles?

Michael Brock, Keighley

Try getting in touch with some of the specialist shops, like TV Games in Ewell, Surrey ☎ (071) 786 7816, or check out the ads in this issue. If you

get no joy there, try contacting Sega Europe themselves on ☎ (071) 727 8070. They may be able to help. **Andy**

POWER QUERY

Dear *Sega Power*,
I own a Master System and a Game Gear, and I was wondering if the Master System AC mains adapter would work on the Game Gear?

Julian Ellis, Bury

Well, it will work, but we don't recommend it. Sega recommend you use nothing but the Game Gear AC adapter. And it's cheaper to buy one of these and use it in confidence than have to fork out for a new Game Gear! **Andy**

■ If you have something to say, jot it down on a piece of paper, bung it in an envelope and send it in to: **Scribbings, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

WANTED

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

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

1. Which machine do you own?

- Master System
 Mega Drive
 Game Gear

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

- Excellent value
 Good value
 Reasonable value
 Poor value
 Ripoff

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

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

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

- Much better
 Slightly better
 The same standard
 Slightly worse

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

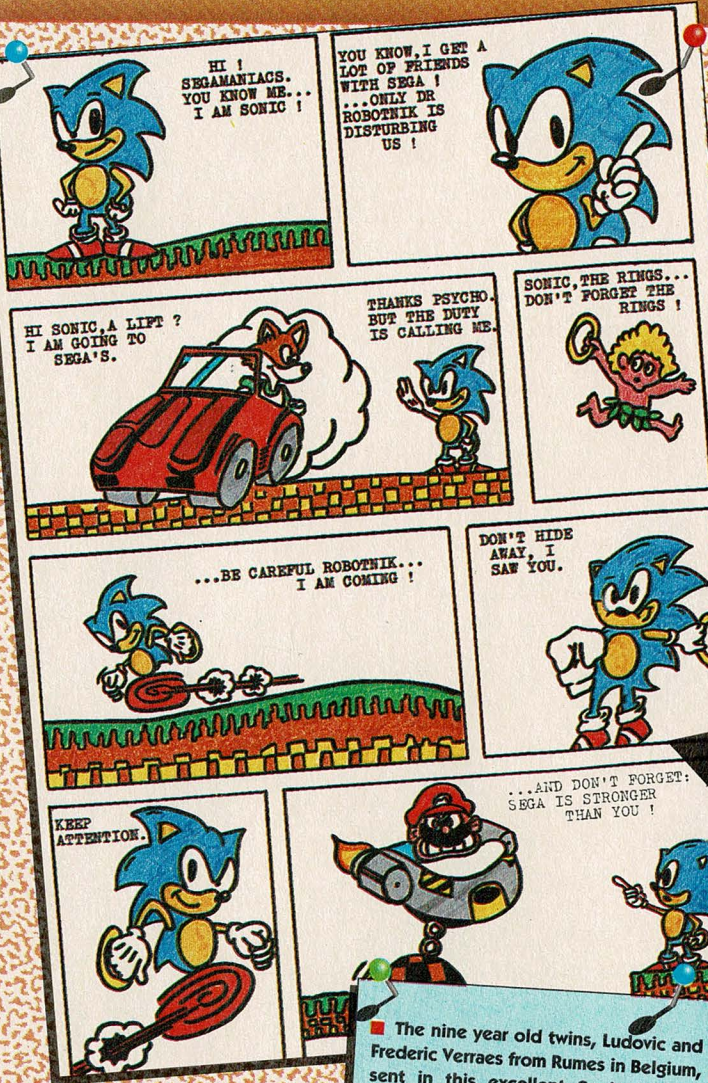
SEGA POWER/10
...../10
...../10
...../10

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

I most like.....

And I least like.....

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

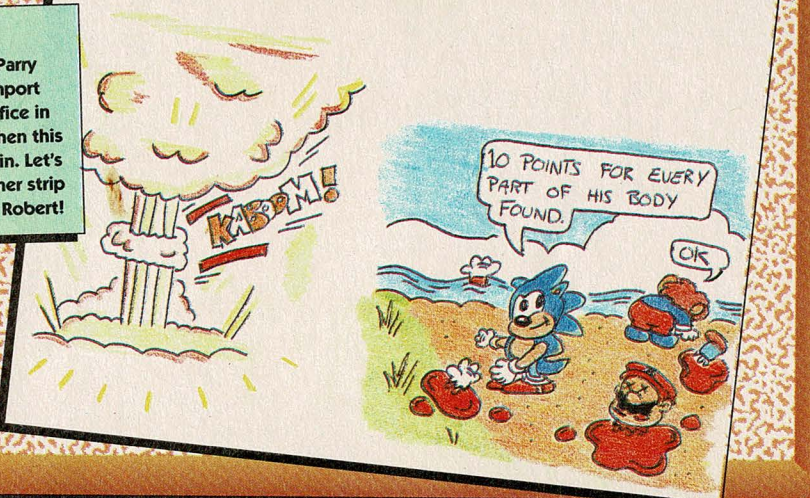
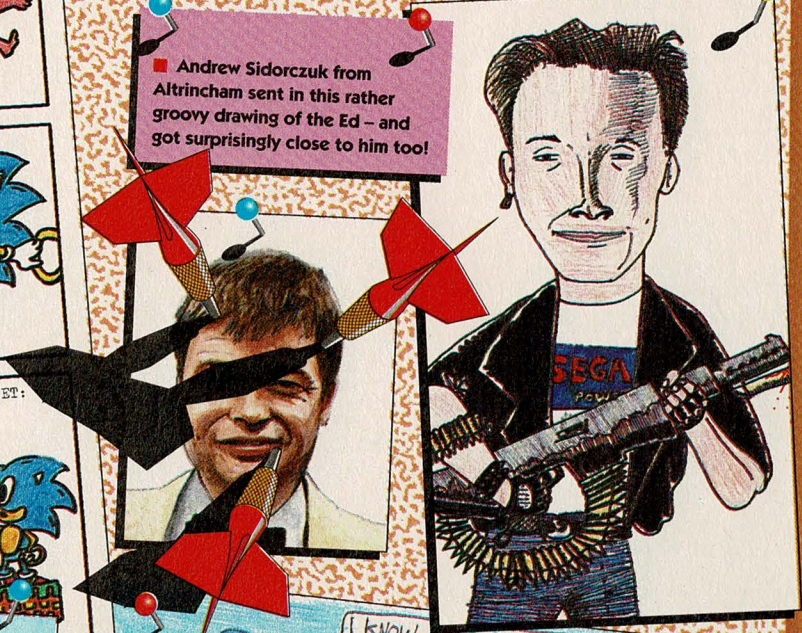


■ The nine year old twins, Ludovic and Frederic Verreaes from Rumes in Belgium, sent in this excellent Sonic cartoon strip. What happens next, eh, fellas?

AND HERE ARE MORE OF YOUR, ERM, STUNNING WORKS OF ART

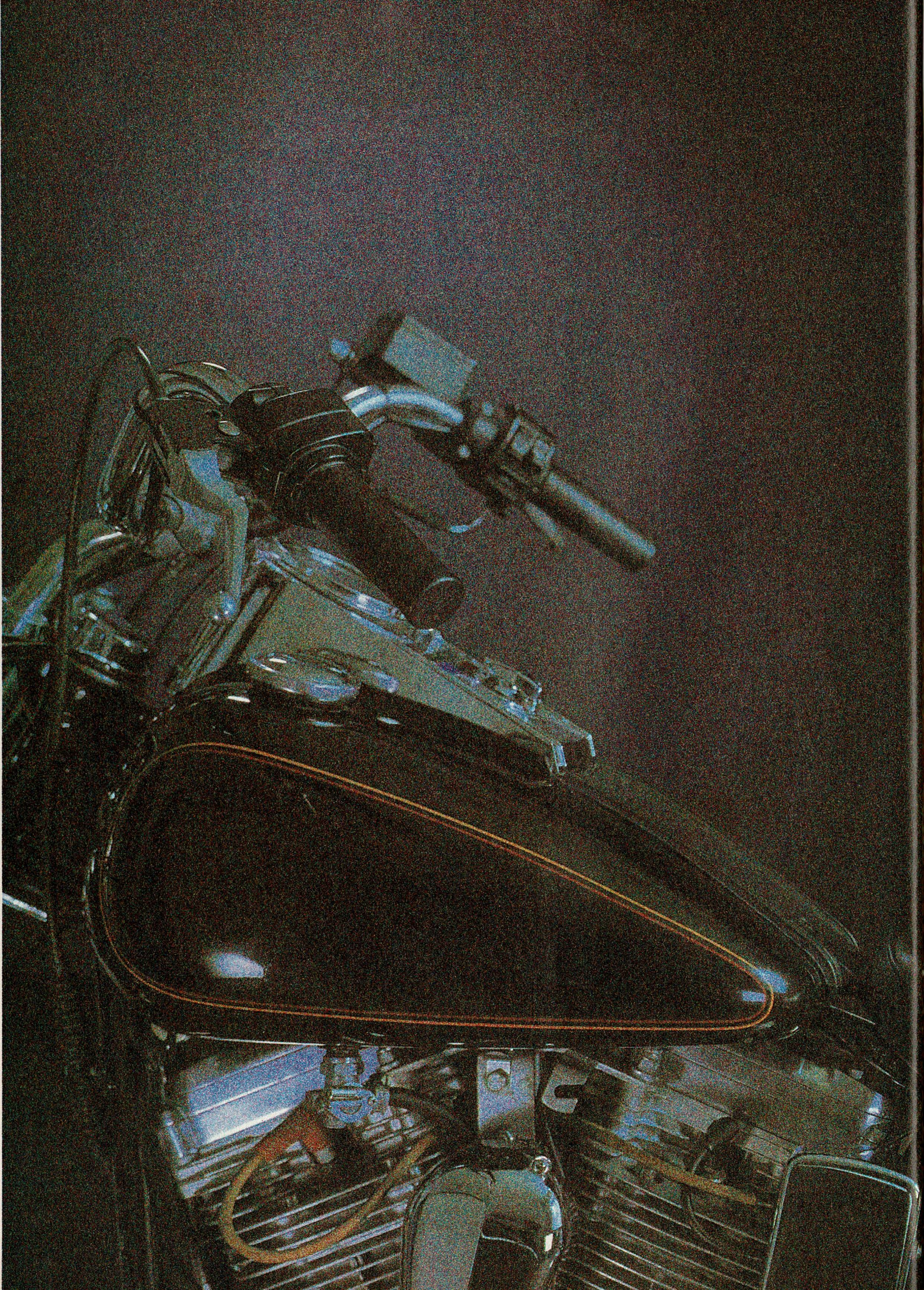
There are a couple of great cartoon strips in this month's gallery plus a few more of your spooky masterpieces. Keep all your artworks coming to: The Gallery, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW. And don't forget to tell us how old you are!

■ Andrew Sidorczuk from Altrincham sent in this rather groovy drawing of the Ed - and got surprisingly close to him too!



■ 11 year old James Bower from Cheltenham sent in this excellent picture of his fave games and characters

■ Robert Parry from Southport had the office in stitches when this one came in. Let's have another strip real soon, Robert!



HE'S BACK



TURRIGAN
For Your MEGA DRIVE



TEL: 081 877 0880

Mega Drive is a trademark owned by Sega Enterprises Ltd.

Ballistic is a trademark of Accolade Inc.

YOURS AS A GIFT!

- Make sure you get the best news, reviews and hints'n' tips for all your Mega Drive, Master System and Game Gear games
 - Save yourself that monthly trudge to the newsagents and get your copy of *Sega Power* in a flash
 - Avoid the awesome (and unseen) possibility of missing an issue. Cool!
 - Guarantee your copy every month, delivered direct to your door – at no extra charge!
- AND**
- Get yourself an exclusive and trendy *Sega Power* baseball hat or bum bag, worth £5.95, as a gift!



BACK ISSUES (AND WHAT THEY'RE ABOUT)

Sorry, issues 1 to 22, 24 are sold out! Use subscriptions page opposite to place your order
COMPLETE YOUR SEGA POWER COLLECTION: £1.95 EACH – OR GET 2 FOR JUST £3.50!



23 The stonkingly brilliant new look issue of *Sega Power*! Bigger, better and burstin' with games, including *Road Rash* and *Turrican* on the Mega Drive AND we visit the Sega HQ in Japan! Then there's over 300 reviews in The Hard Line. PLUS free stickers and a fab poster!



24 The first full-colour issue and bulging with reviews! *Xenon 2* on the Master, *Fantasia* on the Mega Drive, *Columns* on the Game Gear and loads more. News of Sega at Longleat PLUS a detailed map to the final level of *Castle Of Illusion* on the Mega Drive. Wow!



25 A role-playing extravaganza! An in-depth review of *Phantasy Star 3* on the Mega Drive, plus a unique RPG round-up! And "The Official *Sega Power* Collection" free on the cover, complete with The Hard Line Booklet. Plus the first part in our solution to *Phantasy Star*.



26 The stonking 84-page Christmas issue with EVEN MORE in-depth reviews! *John Madden Football '92* on the Mega Drive, *Super Kick Off* on the Master System, plus loads more! First three levels of *Thunderforce 3* mapped. Plus free *Robocod* 1992 calendar on the cover!

THE HARD LINE

After the Christmas rush, what better way to relax than with a gentle read through well over 300 Mega Drive, Master System and Game Gear game reviews. It tastes good, that's for sure!

Sega Power proudly present yet another instalment of the Hard Line. Updated every month to take in the latest games, here's the place to turn to when you're after that stunning new title. So get reading!

RIGHT, SO YOU'VE JUST GOT your machine and now you're ready to play some games. But where do you start? Why, here, of course – with *Sega Power's* unique and comprehensive Hard Line guide to well over 300 Sega titles!

Whether you've got a Mega Drive, a Master System or a Game Gear, the Hard Line covers everything – and it's updated every month too.

OFFICIAL GAMES

Officially launched games are widely available in computer software shops and in some of the high street chain stores like Boots. Master System games tend to hover around the £30 mark, Mega Drive games around £35 and Game Gear games at around £20.

The main problem with official games to date is that they often come out after first being released abroad – and this can mean having to wait up to two years for your favourite game! This has created a large demand for **import games** which enable you to play the most up-to-date titles before they're officially released in the UK.

IMPORT GAMES

Some companies buy games directly from Japan and America and sell them in the UK. These titles are known as **grey imports**.

The main advantage with grey imports is that you get to see software released in Japan and America long before it officially reaches our shores. And what's more, they're not too difficult to get hold of either.

Because the grey importers don't bother distributing the games they don't

usually have to pay any distribution costs. As a result, you can pick up the games at a substantially reduced rate.

For example, the official *Mickey Mouse* was in the shops selling for £40, but you could pick it up on grey import several months before its official launch for between £30 to £35.

Bear in mind though that sometimes you have to pay to get the big games first. If you can't wait you sometimes have to fork out an extra £5 to £10 for the privilege. The prices do tend to drop once the game's been officially launched so it's worth being patient.

Don't forget that if you buy a foreign game then the instruction manual is likely to be in a foreign language! This may not be too disastrous if it's a shoot-'em-up, but imagine trying to play a complex role-playing game when you can't understand the lingo!

HOW DO I FIND THESE IMPORTS?


How do you get hold of these grey imports then? There are several places to check out – our very own Small Ads section (starting on page 74) is a good place to start.

And don't forget the tried and tested method of popping into your nearest software shop and handing over some good ol' cash.

Now you know exactly what it's all about, check out our comprehensive guide to all the widgets, doobies and gizmos to make your machine even better – Those Important Extras – on page 78. Cor! Now don't say *Sega Power* never do anything for you!

■ If you've got a Master System then the chances are you'll be able to find all you need at your local computer shop.

The same goes for the Game Gear too, but because it's so new there isn't much available on grey import that you can't already get over here – things will soon change as the sales of the Game Gear start to pick up.

As you'll see in the following pages, by far the largest section of grey import titles are for the Mega Drive. 



Please note that import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

AFTER BURNER 2 £34.99

The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Ultrarapid 3D plus meaty explosions. ****

AIR DIVER (Import) £30

First person perspective shoot-'em-up where you view death "from the cockpit." Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability. ***

ALEX KIDD IN THE ENCHANTED CASTLE £29.99

Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished. ***

ALIEN STORM £35

Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ***

ALTERED BEAST £34.99

Once free with the MD, this title is now available in the shops. However much you enjoy the coin-op, give this a miss. Poor scrolling, jerky animation and limited gameplay. **

AMBITION OF CAESAR(Import) £35

Typical wargame – plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for beginner and seasoned campaigner alike. ***

ARNOLD PALMER TOURNAMENT GOLF £34.99

Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ***

688 ATTACK SUB £35

Detailed sub sim with enough arcade action for blasters, lots of missions, smart visuals and some decent sampled speech. ****

BATMAN (Import) £35

Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty

THE MEGA DRIVE'S TOP 20 SHOOT



■ *Thunderforce 3*: a visual feast, but there isn't so much to excite in the game itself



■ *Raiden Trad*: a detailed vertical scroller with great parallax scrolling. Full of action

AERO BLASTERS (Import) £30

Very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major guardians. Fierce and frantic, but one of the best. ****

GYNOUG (Import) £35

Gorgeously detailed horizontal scroller with a range of weapons and mysterious enemies to conquer. It's difficult, but still great for blasting fans. ****

HELLFIRE (Import) £25

Improves upon the *Toaplan* coin-op with extra weaponry and difficulty levels. Tense horizontal scroller with nice attack waves and power-ups to pick up. Great one-player blaster! ****

ZERO WING (Import) £35

Toaplan provide their most polished horizon-

tal blaster to date with *Zero Wing*. Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a *Hellfire* beater, but close! ****

BATTLE SQUADRON £39.99

This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ****

DARIUS 2 (Import) £30

Also known as *Sagaia*, this huge horizontally-scrolling blaster has 26 levels. Usual gameplay but it's very slick and challenging and has seven different endings! ****

FORGOTTEN WORLDS £34.99

Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads

SEGA POWER'S STAR RATING

**
*

Get it now!
Almost excellent
Okay, but merely average
Not worth spending money on
Urgh! Don't touch it! It's got worms!



of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ***

BATTLE GOLFER (Import) £30
Weird title, eh? It's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know a bit of Japanese to follow what's going on. ***

BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and whizzy craft. In two-player mode, one controls the boat, the other the machine gun. Jolly. ***

BLOCK OUT £34.99
Take *Tetris*, add a new dimension and different perspective, and voila! Easily as addictive as *Tetris*, especially in head-to-head mode. Suffers only from a high price. *****

BONANZA BROTHERS (Import) £35
Cult coin-op caper on your MD. The graphics are faithfully reproduced, the split-screen two-player mode is included and the gameplay, if a bit repetitive, is all there. ****

BUDOKAN £39.99
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament. Lovely animation. A tactical beat-'em-up. ****

CENTURION £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle and alter tactics when necessary. Far too shallow for thinkers, and too repetitive for arcaders. **

COLUMNS £29.99
A *Tetris* clone with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game. Simple, addictive, but expensive for what it is. ****

CRACK DOWN £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap



■ **Alien Storm: a scrolling blast-'em-up with some great 3D shooting sections. Average**

the enemy. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ****

CURSE (Import) £25
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the MD and with such choice who needs this one? **

CYBERBALL £34.99
As a coin-op this was fine, but its shortcomings soon become apparent. This robotic grid-iron game is simplistic and doesn't provide half the fun of *John Madden*. **

DANGEROUS SEED (Import) £30
Vertical shooter with nothing to add to the genre. All the normal features, but tiny visuals make the action messy and confusing. Not really for zapping freaks. **

DARK CASTLE £34.99
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down. ****

DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help this stand out from the crowd. ****

DECAP ATTACK £34.99
A brilliantly funny platform game with great



■ **Budokan: a straightforward martial arts game with some lovely animation. Good fun**

visuals. As Chuck D. Head, you must use your head (literally) to bash in the enemies, reach the evil Max D. Cap and save the world. Unmissable cartoon fun! *****

DICK TRACY £39.99
Major improvement over the MS version, but still suffers from routine gameplay. It's a horizontal scroller with bonus rounds and comic-book intermission screens. ****

DJ BOY (Import) £30
A beat-'em-up on roller skates (no kidding!). Baddies whisk away our beloved, so you set off in pursuit of Mr Big and his cronies. Disastrous sound and routine action. **

DYNAMITE DUKE £34.99
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited in scope. **

E.A. HOCKEY £39.99
Detailed ice hockey sim with smooth visuals and plenty of action. Two-player option is good and there's even a punch-up sequence! Very fast, very intense, very playable. *****

ELEMENTAL MASTER (Import) £25
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks and so on at you. Beautiful visuals, but little depth and too easy. **



■ **E.S.W.A.T.: persevere with this one, 'cos it pays dividends in the end. Nice gameplay**

E.S.W.A.T. CITY UNDER SIEGE £34.99
At first this armoured *Shinobi*-style shooter isn't too hot. Later on, though, it displays some of the moodiest scenes on the MD. Tried and trusted gameplay, plus a few shocks! ****

F AERY TALE ADVENTURE £39.99
Jolly RPG, whose computer game ancestry is a bit too obvious. Punny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. **

FANTASIA (Import) £35
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed. A repetitive shoot-'n'-collect-'em-up with tricky controls. **

FATAL LABYRINTH £34.99
Addictive roam around the labyrinth and collect the goodies RPG. Overhead graphics reveal themselves as you enter each room, which is nice, but it's just too easy. **

FATAL REWIND £39.99
Novel rewind feature lifts this up from a hum-drum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating. *****

FATMAN (Import) £30
Enter the arena to fight for riches – and your life! There are several nicely animated but

'EM-UPS OF ALL TIME (ACCORDING TO SEGA POWER, THAT IS!)



■ **Super Airwolf: a sort of stroll-'n'-shoot-'em-up with a thumping soundtrack. Good**

of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ****

GRANADA (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ****

INSECTOR X (Import) £25
Giant insects are your target in this horizontally-scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ****

RAIDEN TRAD (Import) £40
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent



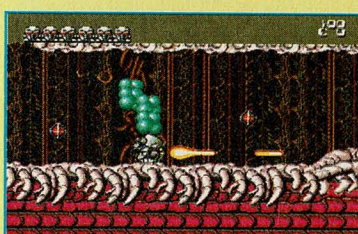
■ **Forgotten Worlds: shoot-'em-up for two players with loads and loads of bad guys!**

coin-op action. ****

SPACE INVADERS '90 (Import) £30
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ****

SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ****

THUNDERFORCE 2 £34.99
Alternate eight-way and horizontally-scrolling blaster with loads of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ****



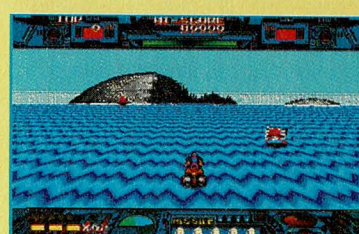
■ **Atomic Robokid: pretty graphics, but the gameplay leaves a lot to be desired...**

THUNDERFORCE 3 (Import) £30
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ****

TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. ****

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. **

ASSAULT SUIT LEYNOS £20
Known as *Target Earth* in the US. Eight-stage scrolly shooter involving different locations



■ **Burning Force: this is just like Space Harrier, but with totally different scenery**

which restrict your movement accordingly. Tricky control and very hard. **

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards) and an unreliable control method. **

AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right. Add some rather stale gameplay and, well, it's not fabby. **

BURNING FORCE (Import) £25
Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. More variety than the big-namer though and it looks pretty interesting on-screen too. **



■ **F-22 Interceptor**: the first ever flight sim for the Mega Drive, but still not that hot...

unpalatable adversaries for you to combat. An unusual beat-'em-up. ***

FIRE MUSTANG (Import) £30

A cross between *P-47* and a bucket of sick, this nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taito of all people... *

FLICKY £20

Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players. ***

F-22 INTERCEPTOR £39.99

The first ever flight sim for the Mega Drive, but sadly lacking in the gameplay stakes. Great graphics and sound effects, and easy to play, but a tad samey after a while. ***

GAIN GROUND £34.99

Choose the right soldiers in this intriguing flick-screen combat game. Heavy on strategy, its slower pace might make a change from alien death. Unusual two-player mode enables you and a mate to help each other out. ***

GHOSTBUSTERS £34.99

Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. ***

GHOULS 'N' GHOSTS £44.99

Unbelievably tricky rendition of the Capcom coin-op. However, with unlimited lives you won't let it go. Amazing visuals and superb stereo sonics. Unmissable! *****

GOLDEN AXE £34.99

Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one it's easy to finish. Still, hugely playable and addictive! *****

HARD BALL £39.99

Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction of the game tho' with quality graphics and sound. Best with a pal. ****

HARD DRIVIN' (Import) £25

Remove the steering wheel, sit-in cockpit and FM sound, and you've got a competent 3D driving sim with a good few hours play. Sorry, fans, the cash is better put in the slot. **

HEAVY UNIT (Import) £30

Multi-directional scrolling blaster with power-ups, guardians and bland scenery. It's also incredibly tough. There are a million other MD shoot-'em-ups that are better. ***

HERZOG ZWEI £34.99

You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time. A mix of action and strategy – tough but very rewarding. ****

ISHIDO: THE WAY OF THE STONES (Import) £25

Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai. For fans only. ****



■ **Hard Drivin'**: an okay 3D driving sim that offers you a few hours' play. Nothing brill

JAMES "BUSTER" DOUGLAS BOXING £34.99

Almost identical to *Final Blow*, this boxing sim is unintentionally funny as the big characters slug it out. With few moves and limited play, this lasts about as long as Douglas did. **

JAMES POND £39.99

A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off finny fiends. It all looks a bit simple – and it is – lacking depth, variety and longevity. ***

JAMES POND: CODENAME ROBOCOD £39.99

Yet more fishy antics, but this time James has got a high-tech suit to help him out as he thwarts Dr Maybe's evil plans to take over Santa's Toy Factory. Superb fun. ****

JOE MONTANA FOOTBALL £34.99

With *John Madden* about, Joe Montana has to offer something special – but doesn't. The visuals are less polished, the gameplay less tactical and it's a pushover for one. ***

JOHN MADDEN AMERICAN FOOTBALL £39.99

All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (Warning: if you haven't got this already, go for *John Madden Football '92* instead.) *****

JOHN MADDEN FOOTBALL '92 £39.99

A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar to look at. *****

JUNCTION (Import) £30

Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of marbles. Tidy graphics and typically addictive arcade puzzle action. ****

K A-GE-KI (Import) £35

Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ****

KING'S BOUNTY £39.99

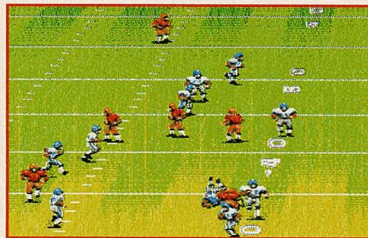
RPGs are renowned for being long on play and short on prettiness. This is typical: loads of adventure, but not much to see or hear. RPGers only need apply. ****

KLAX (Import) £25

This tumbling-tile cross between *Columns* and *Tetris* seemed all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. **

LAKERS VS CELTIC (Import) £35

From the same team that brought you *John Madden American Football*, this basketball simulation has impressive graphics, fast play and heaps of options for you to play around with. Not fantastic, but it's great for two players. ****



■ **John Madden Football**: a great rendition of the game with some superb gameplay!

LAST BATTLE £34.99

Violent martial arts beat-'em-up with a distinct lack of variety and unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent. Destined to gather dust. *

M 1 - ABRAMS BATTLE TANK £38

3D filled vector graphic tank sim. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ****

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30

The MD equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, bonuses, plenty of tactical play and cute graphics. *****

MARVEL LAND (Import) £40

Sonic meets *Wonderboy* in this colourful scrolling platformer. Excellent visuals, stunning parallax, cute characters, vast amount of collectables and novel power-ups. ****

MEGAPANEL (Import) £30

Sliding tile puzzler in the same vein as *Columns* and *Tetris* – but upside-down. Panicky puzzler with wonderful two-player mode. ****

MERCS (Import) £40

Tedious and repetitive shoot-'em-up action with the emphasis on dull and mindless violence. Awful control system ruins what little gameplay there is. Don't bother... **

MICKY MOUSE CASTLE OF ILLUSION £39.99

The prettiest Mega Drive game to date. Mickey's antics are delightfully portrayed using subtle shading and beautiful parallax effects. The scrolling platform play is great too. Wonderful. ****

MIDNIGHT RESISTANCE (Import) £38

Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. **

MIGHT AND MAGIC: GATES TO ANOTHER WORLD £49.99

Incredibly deep RPG, slightly marred by an out-of-date combat method and basic visuals. The high price is also off-putting – not the first choice for new adventurers. ****

MIKE DITKA POWER FOOTBALL £39.95

Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound.

MONDU'S FIGHT PALACE (Import) £25

Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. **

MOONWALKER £34.99

Platform dance-'em-to-death (!) starring Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ****

MUSHA ALESTE (Import) £30

Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy task. Okay graphics but nothing great. ***

MYSTIC DEFENDER £34.99

Looking for all the world like *Spellcaster* on the MS, this curious platform beat-'em-up is quite a good game. Visuals are atmospheric and gameplay moderately appealing. **

NEW ZEALAND STORY (Import) £35

Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles of playability. *****

ONSLAUGHT £39.99

Join Balthusar and his cronies in this mindless blast-'em-up. Good parallax scrolling, but the graphics are poor and the battles are too similar. **

OUT RUN (Import) £35

Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails to deliver half the fun of the Master System version. ***

P GA TOUR GOLF £39.99

Possibly the best golf game to appear on the MD! Good 3D views, loads of options, a multi-player mode, a Save Game option and classic golfing play. A must for all golfers. *****

PHANTASY SOLDIER 3 (Import) £35

Strider without knobs on. The action is just as enthralling and the smooth visuals are atmospheric – with even more detail. With the fab cartoon sequences, it's a winner. *****

PHANTASY STAR 2 £59.99

Long-awaited sequel to the MS RPG. With a massive quest set over different worlds and four characters to control, you should be thankful for the battery back-up! *****

PHANTASY STAR 3 £49.99

Yet another sequel to this great RPG series. Beautiful visuals, a whole gameworld to explore and a mountain of quests and sub-quests, this has got to be the most engrossing RPG game of all time! *****

PHELIOS (Import) £25

Colourful vertical scroller which looks like a Master System title. There's some neat gameplay, but the level select option means no surprises after the first day. **

POPULOUS £39.99

Play God in this strategy game. Destroy your enemy's people with natural disasters and take control of the land. Incredible 3D visuals and curiously addictive gameplay. *****

POWERBALL (Import) £35

Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred *Speedball 2*. ****

RAINBOW ISLANDS (Import) £38

The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing rainbows instead of bubbles. This boasts all the coin-op features plus a second, harder game. Brill! *****

RAMBO 3 £29.99

Rambo infiltrates an enemy camp on a rescue



mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ***

RASTAN SAGA 2 £30

Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill throughout. For hack-'n'-slash only. ***

THE REVENGE OF SHINOBI £34.99

Arcade quality *Shinobi* sequel with stunning backdrops: parallax, colour fades and special effects. Compelling martial arts action with some fab thumpin' soundtracks. ****

RINGSIDE ANGEL (Import) £30

Dubious or what? Scantly clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. **

ROAD RASH £39.99

Terrific two-wheeler with brill 3D and great animation (remount your bike and seat!). Win races, earn cash and update your bike. Loads of levels and action – a stunner! ****

SAINT SWORD (Import) £35

Multi-directionally scrolling barbarian hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Worth it if you're *Rastan*-starved. ***

SHADOW BLASTERS (Import) £30

Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and a serious deficit of excitement. No-sir-ee! **

SHADOW DANCER £34.99

This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ****

SHINING AND THE DARKNESS (Import) £38

From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, supersmooth animation and brilliant labyrinths to explore. A corker! ****

SHOVE IT! THE WAREHOUSE GAME (Import) £30

Known as *Boxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game. ****

SKY SHARK (Import) £30

Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and guardians. Too easy in "easy" mode though. **

SONIC THE HEDGEHOG £34.99

Sega's answer to *Super Mario Bros*, *Sonic* is the fastest parallax scrolling collect-'em-up ever! A stunning rotating bonus round and a feast of visual effects – a classic. ****

SPACE HARRIER 2 £34.99

Suffers from coin-op-itis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ***

STAR CONTROL £34.99

Huge game squeezed onto a cart! Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos. ****

STAR CRUISER (Import) £35

An almost unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence. Great if



■ **Sonic The Hedgehog: this is the game to get for your Mega Drive. It's fantabulous!**

you like the first level... *

STARFLIGHT £39.99

A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ***

STORMLORD (Import) £35

Gorgeous fairies-'n'-goblins-style beat-'em-up – difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sounds and piccies. ****

STREET SMART (Import) £30

Limp version of the *Fighting Street* coin-op. Standard slug-it-out fare with poor animation, an awful control method, repetitive action and win-in-one-go difficulty. **

STREETS OF RAGE £34.99

Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrillas. ****

STRIDER £44.99

This version is as close to the arcade coin-op as possible. A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant gameplay too! ****

SUPER HANG ON £34.99

Brilliant biking coin-op conversion. Terrific sensation of speed and movement, with good graphics and smooth 3D update. Thrilling to play and lasts ages. ****

SUPER HYDLIDE (Import) £30

Phantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. **

SUPER LEAGUE BASEBALL £34.99

As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. If you're into baseball, go for *Hard Ball* instead. **

SUPER MONACO GRAND PRIX £34.99

Conversion of the coin-op which only sacrifices visuals. There are plenty of options to improve your car, controls and play modes. Sound is disappointing, but play is fast and gripping. ****

SUPER REAL BASKETBALL £34.99

Boasting detailed close-ups of the slam-dunk action, realistic court views and decent sound this is an okay sport sim. However the lack of depth and difficulty means that its potential is only realised in two-player mode. **

SUPER REAL VOLLEYBALL (Import) £37

Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). **

SUPER THUNDERBLADE £34.99

A spruced-up version of the slotty, but not



■ **Sword Of Sodan: an ambitious hack-'em-up that doesn't quite work out. Oh dear...**

very super. The 3D is too ambitious and the scrolling scenes too average. If it's trigger-fingering fun you want, look elsewhere. **

SWORD OF SODAN £39.99

A direct and not very good Amiga port-over. Technically ambitious hack-'em-up with amazing stills but ropey animation. Weak gameplay grows monotonous all too rapidly. **

SWORD OF VERMILLION £49.99

Role-players take heed 'cos this is one of the better RPGs. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! ****

TECHNOCOP (Import) £30

Interesting mixture of racing and almost *Impossible Mission*-style shootin-'n'-searching. Very violent but lacking the gameplay which made *Impossible Mission* a classic. **

TETRIS (Import) £30

No introduction needed! The Russian falling block puzzle game fares well and is colourful and smooth. The two-player options just slap icing on this scrummy cake. ****

TORA! TORA! (Import) £35

Flying Shark play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. **

TRAMPOLINE TERROR! (Import) £30

Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. **

TRUXTON £34.99

Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ****

TWIN COBRA (Import) £30

Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs. **

TWIN HAWK £34.99

The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you'll have seen before. **

ULTIMATE TIGER (Import) £37

Swap spaceship for helicopter and aliens for aircraft in this vertical scroller. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes. **

VALIS 3 (Import) £30

Swords and sorcery scroller with excellent visuals, smart intermission screens and astounding music. Characters join you as you go along. This is one hell of a quality slash-'em-up. ****

VERYTEX (Import) £35



■ **Twin Hawk: another vertical scroller with nothing very original or that inspiring...**

Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ****

VOLFIED (Import) £25

Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone. ****

WARDNER (Import) £35

A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. **

WARDNER SPECIAL (Import) £35

Mega platform shoot-'em-up conversion, with plenty of extra levels and features. Coin-op quality graphics and some good tunes. Beware of the numerous continues. ****

WARRIOR OF ROME (Import) £40

Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome. Sadly, there are only four scenarios, the graphics are naff and the control system is poor. ****

WHIPRUSH (Import) £15

Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level! Collectable weaponry, tough adversaries and long levels add to the excitement. ****

WONDERBOY 3 MONSTER LAIR £34.99

Wonderboy, of MS fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with MS *Wonderboy 3* and the converter. **

WORLD CUP ITALIA '90 £29.99

Coming from Virgin, who have plenty of coding experience, this soccer game is disappointing. Tired old gameplay and average graphics make this one for soccer fans only. **

WRESTLE WAR £34.99

With loads of moves, some nicely detailed characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to fans of the, er, sport. **

X DR (Import) £35

X-Dazedly-Ray believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Very simple gamestyle with dodgy collision detection and nothing new. **

ZANY GOLF £39.99

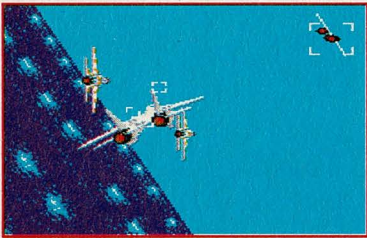
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. **

ZOOM £29.99

Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. **

1943 (Import) £20

Known as *Dai Senpu*, this is the latest in the



■ **After Burner:** this Master System game is an okay conversion of a rather dull coin-op

1940 line of vertical, side-sliding shoot-'em-ups. Nicely detailed with plenty of planes and ships to destroy. Nothing special. ***



ACE OF ACES £32.99
Awful version of an old game that falls short between arcade and sim. Four bombing missions, but fiddly joystick control, awful gameplay and dull graphics. Yuk! *

ACTION FIGHTER £12.99
Vertically-scrolling blasting action with cars, bikes and jets. Plain graphics and plainer gameplay. Put it near the bottom of the scrolly shoot-'em-up pile. **

AFTER BURNER £29.99
Okay conversion of a dull coin-op. Surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit. **

ALEX KIDD AND THE LOST STARS £29.99
Worst of the Alex Kidd games because of its lame, tame platform action. It's a good looker though, and might keep the younger Sega player happy. **

ALEX KIDD



■ **Alex Kidd in High-Tech World:** an arcade adventure in three stages. Great for kids

IN HIGH-TECH WORLD £29.99
This three stage arcade adventure has nice features but is slow and too easy. Recommended for youngsters only. **

ALEX KIDD IN MIRACLE WORLD £24.99
Alex's first outing is now the standard built-in Master System game. Colourful arcade adventuring with tough puzzles and loads of variety. Excellent. ****

ALEX KIDD IN SHINOBI WORLD £29.99
Novel twist to the Alex line-up - it's really a cute, but very slick, Shinobi meets Super Mario. Possibly too easy to complete but you get plenty of laughs along the way. ****

ALF (Import) £30
Appalling scroll-'n'-collect-'em-up based on that appalling character from the appalling TV show. Only available via US import and not worth the effort of filling in the form. *

ALIEN SYNDROME £29.99
Without the graphic frills and lacking a two-player mode, this is still a classic coin-op convo. It's tough, but easily throws down the gauntlet to die-hard blasting fans. ****

ALTERED BEAST £29.99
Sega's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. **

AMERICAN BASEBALL £29.99
Competent translation of America's favourite sport with standard behind-the-player and



■ **Chase H.Q.:** average racing action in this Taito conversion. Short on adrenalin too

overhead views - plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. ***

AMERICAN PRO FOOTBALL £29.99
One for the grid-iron fraternity. Nice mix of tactics and hands-on, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls. ****

ASTRO WARRIOR/PIT POT COMBO CARTRIDGE £24.99
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. Pit Pot is nothing to shout about, but Astro Warrior is still one of the better blasters on the Master System. ***

AZTEC ADVENTURE £12.99
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ***

BACK TO THE FUTURE 2 £29.99
Well, it's another game of the film of the book of the... (where were we?) This is awful. Poor graphics, poor sound, no challenge. Avoid it like the proverbial Plague. *

BASKETBALL NIGHTMARE £29.99
Well, it's basketball played by monsters, of course. Good close-ups of shots and enjoyable in two-player mode. Nightmare league is too easy for solo players though. ***

BATTLE OUT RUN £29.99
Goes up against Taito's Chase H.Q. and wins

by a bumper. (Very) fast road racing with some demolition derby thrown in too. Adrenalin glands at the ready! ****

BLACK BELT £24.99
Oriental scrolling beat-'em-up similar to Kung Fu Master but with decent end-of-level bosses. The mid-level action is painfully repetitive and it takes ages to reach the interesting stuff. **

BLADE EAGLE 3D £19.99
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target badies. The only innovative feature. ****

CALIFORNIA GAMES £29.99
First and the best Games game, featuring beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX. All events beautifully portrayed, especially the stunning surf-up! ****

CAPTAIN SILVER £29.99
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. ***

CASINO GAMES £29.99
Includes slot machine, pinball and card table. Pinball is dull, the slot machine pointless and the only card game with long-term playability is poker. Not worth the gamble. **

CHASE H.Q. £29.99
Taito create a version of their own cops 'n' robbers coin-op. Pacy race action with collisions, but short on adrenalin. Just pipped to the post by Battle Out Run. ***

CLOUD MASTER £24.99
Known as Chuka Taisen in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs. Cute but tough. ***

COLUMNS £24.99
Nintendo practically own Tetris, so Sega got their own back and came up with Columns instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ****

THE MASTER SYSTEM'S TOP 20 SHOOT-'EM-UPS OF ALL TIME



■ **R-Type:** have a blast with this excellent blast-'em-up conversion. Simply brilliant!

OPERATION WOLF £29.99
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past and rescue the hostages. Play with the joystick or Light Phaser - but whatever you do, play it till you drop with exhaustion! ****

POWER STRIKE £24.99
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy. A real test for even the most battle-hardened of blasting fans! ****

R-TYPE £29.99
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder than this. Squirmy aliens, luscious levels and



■ **Space Harrier:** this conversion still looks great. Nice 3D graphics and a good blast

some of the meanest blasting you can find on the Master. BUY IT! ****

AERIAL ASSAULT £29.99
P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers - it's all here. Unoriginal but good looking and busy. ***

CHOPLIFTER £24.99
Pilot your chopper into enemy territory, rescue your chums and high-tail it home. Superb horizontal scrolling with parallax, great controls and fab detail. ****

GALAXY FORCE £29.99



■ **Secret Command:** nice two-player game with brill graphics and plenty of action

Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ****

GLOBAL DEFENCE £12.99
Take the Strategic Defence Initiative with this version of Sega's slot machine. A sort of Operation Wolf meets Missile Command with some very pretty graphics. Just that little bit different. ****

RAMBO 3 £29.99
This visually impressive Light Phaser blaster borrows heavily from Operation Wolf. Shoot the Ruskies as they scroll into view! Tough, gritty and challenging. ****



■ **Rambo 3:** a very impressive Light Phaser game similar to the classic Operation Wolf

SECRET COMMAND £12.99
Two-player vertical scroller in the true tradition of Ikari Warriors. Jungle graphics are fine and the action heavy enough. Known as Rambo in the US, and Secret Commando on the title screen! ****

SHOOTING GALLERY £24.99
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Variety in visuals and victims and a few nice effects (like the backdrops falling apart). ****

XENON 2 £24.99
Tricky and tough aliens make for a real challenge in this fabulous vertically-scrolling



CYBER SHINOBI £29.99

Shinobi 2, more or less, but not a patch on the original. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues mar the challenge. ***

CYBORG HUNTER £24.99

Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ***

DANAN THE JUNGLE FIGHTER £29.99

Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ***

DICK TRACY £29.99

Just when you thought Dick couldn't do much worse than the movie, up pops this Master disaster. It's a horizontally-scrolling shoot-'em-up that's tedious, ugly and overpriced. *

DOUBLE DRAGON £29.99

The Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ***

DOUBLE HAWK £29.99

This *Cabal* play-a-like is appalling – the graphics are obviously the result of simian effort and the slug-like gameplay is dull beyond belief. Avoid it like The Plague. *

DYNAMITE DUKE £29.99

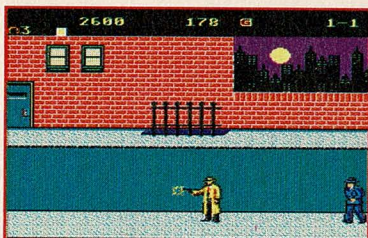
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ***

DYNAMITE DUX £29.99

As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. You can finish it first go though! ***

ENDURO RACER £9.99

Definitely not the coin-op, the course scrolls diagonally as you steer your bike



■ **Dick Tracy**: oh dear! A tedious and dull horizontally-scrolling shoot-'em-up. Yuk!



■ **Fantasy Zone 2**: a brilliant Defender-style shoot-'em-up with zippy aliens. Unbeatable



■ **Golden Axe**: a fun hack-'n'-slay-'em-up, but the gameplay is just a tad too easy...

across a tortuous dirt track. Five different courses (played twice), and you can finish it in a week. **

E.S.W.A.T. £29.99

Dull coin-op makes way for an even duller MS version. A sort of armoured *Shinobi*, but lacking that game's complexity and finesse. Continues also make it easy to finish. **

F16 FIGHTER £17.99

Supposed 3D flight sim which is neither. Jerky vector graphics and confused gameplay make this one to avoid, however cheap it may be. *

Previously available on card

FANTASY ZONE £12.99

Simply the best *Defender*-style horizontal scroller on the MS. Bright, colourful, tense and very unusual, with great level guardians and power-up shops. At the price, this is simply unbeatable! *****

FANTASY ZONE 2 £24.99

Similar to the original *Fantasy Zone* but beefed up with zipplier aliens, meatier weaponry and tougher bosses. Just as tight, just as energetic and just as playable. What the hell, get 'em both! *****

FANTASY ZONE 3 £24.99

Pac Man meets *Fantasy Zone* in this labyrinthine shoot-'em-up. Few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer clear though. ***

FIRE AND FORGET 2 £29.99

Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Flash – and plays well too. ****

GAIN GROUND £29.99

Innovative combat game set over a series of static screens. Choose a team member to clear each area. Interesting strategy element, but average visuals. ***

GANGSTER TOWN £24.99

Two-player *Light Phaser* title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard *Phaser* fare. ***

GAUNTLET £29.99

Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! *****

GHOSTBUSTERS £29.99

Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! *****

GHOST HOUSE £17.99

Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. Ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! ***

Previously available on card

GHOULS 'N' GHOSTS £29.99

Entire Capcom coin-op crammed into the Master! Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ****

GOLDEN AXE £29.99

Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ****

GOLDEN AXE WARRIOR £32.99

An arcade adventure based on the *Golden Axe* characters. Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. **

GOLFAMANIA £32.99

Indulge yourself with this tidy golf simulator. It features overhead rather than 3D views of the course and is fast and unfussy. The soundtrack is appalling though so you'd better play this with cotton wool in yer ears! *****

GOLVELLIUS £29.99

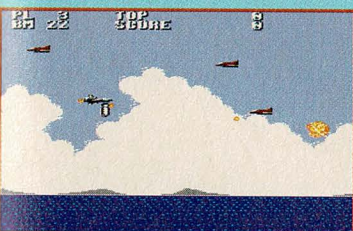
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure, which tests your powers of reason and reaction. ****

GREAT BASEBALL £24.99

This baseball sim was superseded by *American Baseball*, but there's little to choose between the two. This one lacks the graphical frills, but is a fiver cheaper. ***

GREAT BASKETBALL £24.99

Old sport sim with titchy sprites and overly



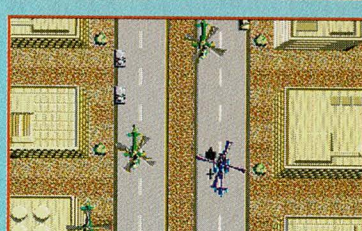
■ **Aerial Assault**: unoriginal but very good looking shoot-'em-up. Fun and busy too!



■ **Assault City**: a shoot-'em-up in the style of *Operation Wolf*. Colourful, but not brilliant



■ **Bomber Raid**: easy vertical scroller with a nice range of power-ups and baddies



■ **Thunder Blade**: bold conversion, but the 3D is poor. Nice graphics. A challenge too!

shoot-'em-up. *Xenon 2* isn't quite a "classic," but it still manages to offer plenty of engaging action. ****

ASSAULT CITY £29.99

Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. Two versions: one with the *Light Phaser*, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ***

BANK PANIC £17.99

Wild West antics as you try to defeat crowds of gun-toting baddies. Watch the doors closely but make sure you don't hit the good guys! Nice quick-draw gameplay with bright

and jolly visuals. ***

BOMBER RAID £29.99

Another vertically-scrolling *Fire Button* frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ***

DEAD ANGLE £29.99

Operation Wolf meets the mafia in this scrolling *Light Phaser* coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ***

FORGOTTEN WORLDS £34.99

Stunning shoot-'em-up conversion totally

ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, p'raps... ***

SPACE HARRIER £29.99

Old coin-op conversion which still looks good. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a blast any day. ****

THUNDER BLADE £29.99

This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D suffers. Saved by hectic action, pleasant graphics and a very long and challenging mission. ***

WANTED £24.99

One of the better *Light Phaser* games you can get for the Master System in which you battle against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows and you've got to blast 'em! Bonus screens and scrolling stages provide variety but it needs more levels. ***

ZAXXON 3D £19.99

Take the prehistoric scrolling coin-op from eons ago, turn it towards you, and throw in some perspective for good measure. There's some effective 3D here, but it's totally wasted on the weedy old gameplay from yesteryear. (An early US version uses the *Light Phaser*, by the way!) **



colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head, but don't rely on it for big thrills. **

GREAT FOOTBALL £24.99
Not soccer but American Football. Tough competition from *American Pro Football*, and this is left wanting: few tactical plays, heavy sprite glitch and a poor solo player option. ****

GREAT GOLF £24.99
Leaderboard-style 3D golf sim with the emphasis on simplicity. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ****

GREAT ICE HOCKEY Deleted
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ****

GREAT VOLLEYBALL £24.99
A sim which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and lack of options ensure a short life. **

HANG ON £9.99
Coin-op two-wheeler, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed. Very entertaining and pretty much timeless. ****
Previously available on card

HANG ON/ASTRO WARRIOR COMBO CARTRIDGE Not applicable
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your

money here: a fine racer and a very playable vertical scroller. ****

HANG ON/SAFARI HUNT COMBO CARTRIDGE Not applicable
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shooters. If you're a new owner, you could do worse than try your luck with this bargain cart. ****

HEAVYWEIGHT CHAMPIONSHIP BOXING £24.99
Fisticuffs à la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players – but it's far too easy if you're playing on your own. ****

IMPOSSIBLE MISSION £29.99
Platform puzzler requiring pixel-perfect control. Avoid the killer robots and search the labyrinthine rooms for code sections. Gorgeous graphics, gripping gameplay – and check out the speech! ****

INDIANA JONES AND THE LAST CRUSADE £29.99
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. One of the neatest looking Master System games available, but marred by the overly finicky gameplay. ***

JO MONTANA FOOTBALL £29.99
A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ***

KENSEIDEN £29.99
Scrolling oriental slice-'em-up with very pretty backdrops. Main character is slow and unresponsive but if you can master that, there's a lot of game here. ****

KUNG FU KID £24.99
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ****

LORD OF THE SWORD £29.99
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ***

MARKSMAN SHOOTING/TRAP SHOOTING COMBO CARTRIDGE Deleted
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksmanship/Trap Shooting/Safari Hunt Combo* cart? **

MARKSMAN SHOOTING/TRAP SHOOTING/SAFARI HUNT COMBO CARTRIDGE Not applicable
Free with the Light Phaser, this packs three shooting games – the best being *Safari Hunt*. Lots of nicely animated targets to hit and plenty of high-scores to go for. ***

MASTER CHESS £29.99
Chess – it's as straight and simple as that. If you can't play, it won't teach you, but lonely chess lovers will love it. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ****

MAZE HUNTER 3D £19.99
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables. **

MICKEY MOUSE CASTLE OF ILLUSION £29.99
This first major Disney tie-in is a stonker. Mickey is beautifully animated, the backdrops are pretty and the *Super Mario*-style gameplay brilliant. There's a mammoth task ahead, so help Mickey out – now! ****

MIRACLE WARRIORS £32.99
Control four heroes in this Japanese fantasy RPG. With spells to cast, creatures to kill and a huge quest to complete you'll be thankful of the battery back-up. ****

MISSILE DEFENCE 3D £19.99
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... **

MONOPOLY £29.99
Classic boardgaming on your MS. Includes an option for up to ten players plus battery back-up! The graphics and sound are below par, but the gameplay is where it's at. ****

MOONWALKER £29.99
Old Wacko Jacko gets pixelised for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ***

SMALL ADS

With thousands of people all over Britain wanting to swap Sega gear and games, it's no wonder they turn to these respectable pages when they're looking for a bargain. Whether it's an old Christmas gift that nobody wants, or a new pen pal to exchange hint 'n' tips with, *Sega Power's* Small Ads have got what you're after! Just fill in the form on page 77 (it only costs a quid) and send it to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

FOR SALE

For Sale: John Madden Football, Golden Axe and Battle Squadron. All Mega Drive versions. £20 each.
Tel: (0892) 655804

I am parting with these Master games: Cloud Master, Altered Beast, Lord Of The Sword, Enduro Racer and Dynamite Dux for £68 (with joystick too!). Excellent condition.
Tel: (0227) 720691

Sega Master System, Light Phaser, Gangster Town, After Burner, Rampage, Alex Kidd, Operation Wolf, Vigilante. All boxed and with instructions. Costs £300, but will sell for £135 or the nearest offer.
Tel: (051) 6258756 after 4pm

Master System, Light Phaser, 2 control pads and 8 games. All worth £295, but will sell for £180.
Tel: (0734) 415596

Mega Drive games for sale: Ghouls 'n' Ghosts, Hell Fire, After Burner and so on. I will also consider swapping for equally good games.
Tel: (021) 486 1898

Mega Drive with Altered Beast. Game only 2 months old and in excellent condition. Powerbase Converter included in the price. All for £120 o.n.o.
Tel: (081) 533 2752

Very cheap. I have got Mickey Mouse and 8 other classic titles, so get ringing. Sensible offers only.

Tel: (0788) 421859
Sega Master System plus 8 games for sale. Games include: Golden Axe, Mickey Mouse, Rocky and others... Worth over £300, but will sell for £150.

Tel: (0506) 842737
Sega Master System Plus, complete with joystick controller and 5 games, including Out Run, Operation Wolf, Double Dragon, Shinobi and Golden Axe. All as new.
Tel: (0942) 216480

For Sale: Phantasy Star 2 £20, Sword Of Vermillion £20, Sword Of Sodan £20, Fantasia £20, James Pond £20, Space Harrier 2 £15, Ishido £20.
Tel: (071) 737 7548

For Sale: Sega Master System with Light Phaser and 3 games (for Light Phaser). In neat condition and with no scratches. A bargain at £105.
Tel: (0255) 430753

Sega Master System complete with Light Phaser, control pads, Sega joystick and 5 games, including R-Type, World Cup Italia

'90, Shinobi, Out Run and California Games. Still boxed, about 5 months old and only £155.

Tel: (021) 421 4424
For Sale: Populous £25, or will swap for any of the following games: Aero Blasters, Budokan, Hardball, Super Hang On and Ultimate Tiger. Interested?
Tel: Newark 73524

Sega Master System and 7 games. Excellent condition, still boxed. Games include Rastan, R-Type and Shinobi. The lot for only £160.
Tel: (071) 602 1458 between 6-9pm

Master System for sale. Includes 3 games, Mains Adapter, all boxed. As good as new.
Tel: (0635) 863845 after 4pm

Master System, Light Phaser and 9 games. Not boxed, but with instructions. 2 months old and worth £300, but will sell for £160. Hand exchange if possible.
Tel: (0823) 413089

Commodore 64 for sale. Ideal present. 30 plus games, Light Phaser and joystick. Game include: T.M.H.T., Salamander, Paperboy and many more.
Tel: (0603) 737402 after 4.30pm weekdays

Master System and Mickey Mouse, Alex Kidd in Miracle World, Wonderboy 3, Action Fighter, R-Type, Golden Axe, Power Strike, 2 joypads and joystick. All for £130.

Tel: (0672) 515498
For Sale: Master System, Light Phaser, 2 control pads and 10 games, including California Games, Summer Games, Impossible Mission, Rambo 3, Power Strike, Moonwalker and E.S.W.A.T. Worth about £400, but will sell for £200.
Tel: (0734) 815164 after 3.30pm

Master System 2, with controllers, Control Stick, Light Phaser, 7 games, including Golden Axe, Shinobi, R-Type and others. Worth £280, but will sell for £140. Cheats for most games.
Tel: (081) 989 8133

Sega Master System, Light Phaser, R.F.U., 2 joypads and 14 games, including Mickey Mouse, Gauntlet, R-Type, Wonderboy 3, Psycho Fox and Alex Kidd. All boxed. Worth £500, but will sell for £350.
Tel: (0322) 370393 after 5pm

Master System with joypads for sale, 2 extra joysticks and 6 games, including Double Dragon, Thunder Blade, Super Tennis, Altered Beast and California Games. Worth £240 and in perfect condition. Will sell for £100, so get ringing!



MY HERO £17.99
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the Ninja action's pretty decent. Bit pricey in its current cart format. ***
Previously available on card

NINJA £9.99
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ***

OUT RUN £29.99
Take away the steering wheel and snazzy graphics and all you're left with is a competent road racer. The junctions don't work very well and the action is a bit lacklustre. ***

OUT RUN EUROPA £29.99
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date. ****

OUT RUN 3D £29.99
Asking the MS to run a detailed racer and do it in 3D is hoping for a bit much. Effective visuals, but the gameplay suffers because of them: less smooth and less pacy. ***

PACMANIA £29.99
Blimey, this one's ancient - remember the original *Pac Man*? This a four-way scrolling isometric version, except that now you can get Pacy to jump over ghosts! Smooth, slick and very playable. ****

PAPERBOY £29.99
Guide your paperboy through diagonally

scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, this job's more than just part-time! ****

PARLOUR GAMES £17.99
What an odd program this is! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. ***

PENGUIN LAND £29.99
Vertical platform puzzler and a cross between *Pengo* and *Boulderdash*. Guide penguin and egg through each level, avoiding monsters and keeping the egg intact. Brilliantly designed and very addictive. ****

PHANTASY STAR £39.99
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months. Huge. Astounding. Get it. ****

POPULOUS £34.99
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ****

POSEIDON WARS 3D £19.99
Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. **

PRO WRESTLING £24.99
Have a solo bout or join a chum in a tag team. Wrestling is better than boxing (it offers you far more moves) but these sport sims

always fall short on lastability and this one is no different. Briefly entertaining. ***

PSYCHIC WORLD £29.99
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look. ***

PSYCHO FOX £29.99
With some of the fastest, smoothest eight-way scrolling on the MS and some massive levels, this was almost the perfect platformer. Shame they made it too easy... ****

QUARTET £24.99
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Playable, but lacks that vital spark. ***

R.C. GRAND PRIX £29.99
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. **

RAMPAGE £29.99
Want to star in a Japanese monster movie? You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun - and a laff it is too! ****

RASTAN £29.99
Be Rastan The Barbarian in this superb conversion from Taito. Moody, atmospheric, action-packed and very playable. Best sounding game on the Master System. ****

RESCUE MISSION £9.99

As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but needs more variety. **

ROCKY £29.99
A boxing sim. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys. ***

SCRAMBLE SPIRITS £29.99
A bit too close to Sega's coin-op original. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling. **

SHADOW OF THE BEAST £29.99
Another technical marvel from Tecmagik, but beneath the supersmooth graphics and animation in this horizontally-scrolling beat-'em-up lies very little gameplay. ****

SHANGHAI £24.99
Curious Chinese puzzle game: pair up tiles to remove them from the pile, and clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! ****

SHINOBI £29.99
This aged Ninja beat-'em-up is still the best on the Master so far. Long varied levels (scrolling vertically and horizontally), smart bonus rounds, tough bosses, good graphics and captivating gameplay. ****

SLAP SHOT £29.99
Ice hockey with slippery players and a hands-on punch-up option! A good two-player sports

Tel: (08675) 3716
Mega Drive with 6 games for sale. Sonic The Hedgehog, Mickey Mouse, Hockey, Altered Beast, Ghoul's 'n' Ghosts and Revenge Of Shinobi. A bargain at £270. Or will swap for a Famicom with Mario 4 and Final Fight.

Tel: (0244) 674217
Chester area
Master System with 2 control pads, R.F.U. and Light Phaser, plus 5 games, including Ghoul's 'n' Ghosts, World Soccer, Wonderboy 2 and After Burner. All for £120.

Tel: (0372) 843680
Sega Mega Drive, boxed with 6 games, including Thunderforce 3, Shadow Dancer, Super Shinobi, Strider, Altered Beast, Last Battle. Also comes with 2 joypads, SCART lead and Japanese Converter. Will sell for £165.

Tel: (0272) 644934
Master System games for sale. Golfmania, World Soccer, Battle Out Run, The Ninja, California Games. £5 to £15 and boxed with instructions.

Tel: (0706) 50295
Master System games: Golvellius £15, Astro Warrior/Hang On £5, R.F.U. £3. Mega Drive games: Sonic £21, Shinobi £21, Altered Beast £8.

Tel: (0740) 20343
between 5 and 6pm
Sega Master System for sale. 3 games: Mickey Mouse, Shinobi, Hang On, 2 control pads. Very good condition. All for £60.

Tel: (071) 328 4674
after 4 pm
Master System, 3D glasses, 2 joysticks, 2 joypads and 20 games with instructions, including Mickey Mouse, Pac-Mania, Gauntlet and Wonderboy 3. Worth £700, but will sell for £200.

Tel: (081) 8711689
Will sell Master System and 4 games for £100 or swap for a Game Gear with 2 or more games. Please phone between 7-9pm on weekdays, and 8am-1pm on Saturdays. Not Sundays.

Tel: (0483) 811237
Master System boxed with instructions. In very good condition and with R.F.U. Plus 7 boxed games, including California Games,

Golden Axe, Ghostbusters, Alex Kidd in Miracle World. Worth £266, but will sell for £80.

Tel: (021) 551 2355
Master System with 8 top games, including Mickey Mouse, R-Type, Wonderboy 3, Operation Wolf. Plus Light Phaser. All in excellent condition. Still with 4 months' warranty left. £180 o.n.o.

Tel: (0442) 219795
anytime
I want to sell my Double Dragon. It's in excellent condition, boxed and comes with instructions. £15 or a reasonable offer (no less than £12 please).

Tel: (0704) 214677

Sega Master System, joypad, Light Phaser, 24 games, including: Mickey Mouse (Castle Of Illusion), California Games and Columns. Worth £650, but will sell for £400 or any other reasonable offer.
Tel: (0268) 545735

Master System, Light Phaser, 3D glasses, 2 joypads and 4 games, including Wonderboy 3, R-Type and so on. Worth £225, but will sell for £150 o.n.o.

Tel: (0483) 723656
Sega Master System, Light Phaser series, control stick, 2 control pads and 11 games, including R-Type, Mickey Mouse, Rastan and more. Everything fully boxed and in excellent condition. Only £100.

Tel: (0742) 348023
Commodore 64 computer with keyboard synthesiser, 2 power packs and over 70 original games, including Power Drift, Robocop, Out Run, Bubble Bobble and more. Only £150.

Tel: (0742) 348023
Master System with 13 games, including Wonderboy 3, Rampage, Double Dragon and Our Run. Only £190.

Tel: (0344) 486668
(ext 2644) 9am-5pm
Vigilante for sale for £15. Or will swap for California Games.

Tel: (0483) 503854
Mega Drive games for sale or swapping: Super Thunderblade, After Burner 2 for Super Hang On, Road Rash, Golf Game, Budokan and so on. Or will buy games.

Tel: (0767) 691828
UK Mega Drive plus John Madden Football, Sonic The Hedgehog, Altered Beast, Star Control, PGA Tour Golf, Powerbase Converter, 3 joypads (one Turbo). All in good condition and worth £325, but will accept £225 o.n.o.

Tel: (081) 669 7134
Master System Plus, Light Phaser, 3D glasses, 11 games, including World Soccer, Wonderboy, Mickey Mouse, Double Dragon, Pro Wrestling, 3D Space Harrier, 3D Missile Defence, Fantasy Zone and Dynamite Dux. £220 wanted.

Tel: (061) 477 1622
Boxed Sega Mega Drive with 9 games, including Sonic The Hedgehog and Fantasia. Worth £520, but will let it go for £300.

Tel: (0772) 740514

SWAPS

Mega Drive games to swap: English E.A. Hockey, Japanese Hard Drivin' for any wrestling game, Streets Of Rage or PGA Tour Golf and Arnold Palmer Golf. **Write to: 23 Cavendish Place, Gwain Miskin Beddan, Pontypridd Mid Glamorgan, South Wales CF38 2 RP.**

Is there anyone out there who wants to swap Super Tennis or Secret Command. Well, if you do, I'd be welcoming any swaps. Preferably Great Golf or Golfmania, but any others will be considered.

Tel: (0454) 321332
Sega Master System plus 2 joypads, Light Phaser, 2 built-in games and 3 extra games: R-Type, Golfmania and Double Dragon. 2 months old. £110 o.n.o.

Tel: (091) 564 1254
Attention all Mega Drive owners! Loads of games to swap, new and old. Only £3 and

no P&P charge.

Tel: (0476) 64439
anytime
I will swap my Double Dragon for Wonderboy 3, Alex Kidd in Shinobi World or Speedball. Hand exchange preferred (Tyneside).

Tel: (091) 266 2490
I would like to swap my Enduro Racer or Transbot for Mickey Mouse or Wonderboy 3. I really want either game. **Please write to: 72 Beaufort Road, Gloucester GL4 9SG.**

I will swap my Phantasy Star (or sell it for £30) for Double Dragon, Battle Outrun, Cyber Shinobi or Golden Axe, Moonwalker or World Grand Prix. Thankyou. **Write to: 35 Barton House, Barton Hill, Bristol BS5 09D.** I will swap my After Burner, Golden Axe and Chase H.Q. for Mickey Mouse, Psycho Fox or Pro Wrestling.

Mega Drive games to swap: Ghoul's 'n' Ghosts, John Madden Football, Sword Of Vermillion, Strider, Arnold Palmer Golf. I want Streets Of Rage, Wrestle War, Hellfire, PGA Tour Golf, or 688 Attack Sub.
Tel: (0272) 259205

Tel: (0501) 62051
I will swap my Altered Beast and Golden Axe for Super Monaco Grand Prix, Wonderboy in Monsterland, Speedball and Pro Wrestling.

Tel: (061) 928 6721
Mega Drive users! Would you like to swap Altered Beast and After Burner 2 for Moonwalker and other Mega Drive games? **Write to: 25 Bridge Street, Witney, Oxon OX8 6DA.**

Tel: (0993) 705226
Swap my Light Phaser and Rescue Mission (boxed with instructions) for Speedball, Populous, Mickey Mouse or World Class Leaderboard (boxed with instructions please). Excellent condition.

Tel: (0734) 817986
between 6-7pm
Yo, dudes! I will swap Enduro Racer and Rambo 3 for Golden Axe.



sim but lacking in long term interest. ****

SPACE HARRIER 3D £19.99
Impressive arcade action, and the 3D visuals really add depth! Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles!). ****

SPEEDBALL £29.99
Violent future sports are all the rage, and this very attractive game started it all. A cross between rugby and rollerball, gameplay is superb for two players, while a league provides the one-player challenge. ****

SPELLCASTER £29.99
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too - thank heavens for the Save Game! ****

SPIDER-MAN VS THE KINGPIN £29.99
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-em-up. Only for real Spidey fans. **

SPORTS PAD FOOTBALL Deleted
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal joystick, it would be great - if only you could get hold of the thing! ****

SPY VS SPY £17.99
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode - not so hot alone. **
Previously available on card

STRIDER £29.99
As acrobatic hero, Hiiryu, you must save the world (again) in this scrolling platform-cum-beat-em-up game. It looks good but fails to offer any long-term challenge. ****

SUBMARINE ATTACK £29.99
This aquatic, horizontally-scrolling shoot-em-up is a colourful affair with power-ups and guardians. Unoriginal and, sadly, easy: the end is just a little bit too nigh. ***

SUMMER GAMES £29.99
Multi-player sequel to *World Games*. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. **

SUPER KICK OFF £34.99
AT LAST! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher! ****

SUPER MONACO GRAND PRIX £29.99
With dual viewscreens, two players can race head-to-head in this conversion. It's fun, but the cars handle badly and you won't see much in the way of scenery. ***

SUPER REAL BASKETBALL £24.99
Marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. More a fault of the sport than the game itself. ***

SUPER TENNIS £9.99
Tennis, super? 'Fraid not. The ball movement

is awful, the control is poor and there's little in the way of options (except increasing the difficulty, which it doesn't need anyway). *
Previously available on card

TEDDY BOY £9.99
Weird, multi-directional scrolling platform game with the oddest enemies. Cute, addictive and ridiculously cheap, but don't play it late at night! ***
Previously available on card

TENNIS ACE £29.99
Simply the best tennis game. Two-player modes, singles, doubles, tournaments - the lot. Recommended to anyone - whether you're a tennis fan or not. ****

TIME SOLDIERS £29.99
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look - just. ***

TRANSBOT £9.99
Tedious horizontally-scrolling shooter, with a few puny power-ups. The game doesn't seem to end and is a lot more "bot" than "trans." *
Previously available on card

ULTIMA 4 £39.99
First of the *Ultima* series of role-playing adventures available for the Master. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill a dictionary, this is one astounding cart! ****

VIGILANTE £29.99
Another Irem coin-op: a horizontally-scrolling street beat-em-up with an

oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ***

WONDERBOY £24.99
Archaic scrolling jump-'n'-shoot. Terrific conversion with lots of playability, but getting on a bit: few frills, not many thrills and takes too long to get to the meat of the action. ***

WONDERBOY IN MONSTERLAND £29.99
The original's action is exchanged in favour of an arcade adventure. Lots of places to visit, enemies to destroy and hidden items to find. Captivating and very entertaining. ****

WONDERBOY 3 THE DRAGON'S TRAP £29.99
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. A definite must buy! ****

WOODY POP Deleted
Ancient *Arkanoid* clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. ****
Available on card only

WORLD CLASS LEADERBOARD £29.99
This old 3D golf game looks dated but the course view works well - and there are plenty of trees, bunkers, ponds and other hazards to look out for. It lacks options, but in multi-player mode it's heaps of fun thrashing your opponent to bits! ****

SWAPS

Tel: (0684) 299218 after 7pm

I will swap my Great Golf, Altered Beast or Gain Ground for Mickey Mouse, Impossible Mission or Populous. (I will swap 2 of my games for 1 of yours!)

Tel: (0273) 620280

I will swap my Gain Ground, Altered Beast, Great Golf plus £5 for Mickey Mouse, Populous or Impossible Mission (Master).

Tel: (0273) 620280

I will swap my Kung Fu Kid, Golden Axe, Dynamite Dux, Choplifter or Double Dragon for Penguin Land (must be boxed with instructions). All the games are in very good condition.

Tel: (0933) 316037

I will swap my E.S.W.A.T. for your Batman, Super Monaco G.P., Lakers Vs Celtic, E.A. Hockey or any other good game on the Mega Drive.

Tel: (0483) 36731

Game Gear owners! Will swap Shinobi for Castle Of Illusion or any other good game. Will also buy second-hand games.

Tel: (0296) 748607

Master System 2 (boxed) for 2 Mega Drive games: Kenseiden, Alex Kidd in Shinobi World, Wonderboy 3, Rescue Mission, Gauntlet, Shinobi, Dynamite Dux. Any 3 Master System for 1 Mega Drive game, Crackdown (Japanese) also for swapping.
Tel: (0595) 4391

I will swap my Enduro Racer or Shinobi for Battle Out Run or Chase H.Q. on the Master System.

Tel: (0253) 20309

Will swap Bonanza Bros, Thunderforce 2,

Altered Beast, and Dangerous Seed for R-Type, Raiden Trad, Fantasia or any other good game.

Tel: (0532) 774061

I will swap my Galaxy Force for GOLFAMANIA on the Master System. Must be boxed and with instructions.

Tel: (081) 567 2041 between 6-7pm

I will swap Wonderboy 2 and 3, World Soccer, Galaxy Force, Ghost House, Heavyweight Champ and Out Run, Double Dragon or Time Soldiers for any good game for the Master.

Tel: (0562) 884695

Yo! Anyone out there with R-Type or Psycho Fox who wants to swap for my Moonwalker, After Burner, Fantasy Zone or Castle Of Illusion? I hope so, 'cos I'm bored!

Tel: (0253) 724187 after 5pm

I will swap my Light Phaser, Basketball Nightmare, Alex Kidd in High-Tech World and Altered Beast, for Spider-Man, Rastan, Moonwalker or GOLFAMANIA.

Tel: (0202) 479465

I will swap World Soccer (in excellent condition) for Wonderboy 3 or Populous.

Tel: (0730) 61239

I will swap Golden Axe or Double Dragon for Altered Beast, Rambo 3, R-Type or Mickey Mouse. I will consider other games though.

Tel: (0278) 421484

I will swap my Indiana Jones for your Gauntlet or R-Type. Will also swap Impossible Mission for Wonderboy 3.

Tel: (0922) 494 624

I will swap my Super Thunderblade, Arnold Palmer Golf and Super Hang On (all English) for Sword Of Vermillion, World Cup or any other good games (UK and US only). Write to: 47 Westlands, High Heaton, Newcastle-Upon-Tyne NE7 7YL.

I will swap Teddy boy, Ninja, Vigilante, Captain Silver, Spy Vs Spy, Ghostbusters and Secret Command for Mickey Mouse, Pac-Mania, Basketball Nightmare and Golden Axe.

Tel: (091) 285 1313

I will swap After Burner for Super Monaco

Grand Prix or World Grand Prix. Write now to: 15 Glenwood Court, Lenzie, Glasgow, Scotland.

I will swap Ghostbusters, Populous or Golden Axe for Rainbow Islands, Strider or Mickey Mouse. Other games considered.

Tel: (0607) 862781

I will swap Transbot on Sega Master System for any other Master System game.

Tel: (0263) 822932 after 3pm

I will swap my Rocky, Wonderboy 2, Wonderboy, Golden Axe, Out Run and Action Fighter for your Alf, Columns, Ninja, Gauntlet, Moonwalker or Secret Command.

Tel: (0603) 867548

I want to swap my Double Dragon for any Wonderboys, Golden Axe, Gauntlet, Operation Wolf or World Soccer. Phone before 9am or after 4pm any day.

Tel: (0225) 464748

Mega Drive games to swap, including Sonic The Hedgehog and Populous. Want anything but will consider Gameboy games. Write to: 15 Bridge Street, Glynecorws, Port Talbot SA13 3BB. Please include your address.

I will swap Nintendo Pin-bot for a Sega Mega Drive Golf Game. Write to: John Slade, 23 Bradestone Road, Nuneaton, Warwickshire CU11 4QR (or I will sell Pin-bot for £15).

Will swap Golden Axe, Dead Angle and Rambo 3 for Mickey Mouse, Wonderboy 3 and Cloud Master. Any other game will do. All boxed with instructions.

Tel: (061) 3441069

I will swap Out Run, Zillion, Ninja, Choplifter, Shinobi, Thunderblade, California Games for any golf or any other game.

Tel: (04024) 46196

I will swap my Galaxy Force or Wonderboy for Psycho Fox or any other good games.

Tel: (0375) 845310

HELP WANTED

Has anyone got a cheat for Y's and how do you get past the end-of-level boss on level one? Thanks very much.

Tel: (0932) 226079

Need help on any Mega Drive or Master System game? Then send £1.50 for a complete players' guide. You also get a pen pal into the bargain!

Write to: 33A Conegre Road, Tipton, West Midlands DY4 8XF.

Wanted badly: cheat for Alex Kidd in Miracle World. Please send to: 1 Orbit Close, Walderslade, Chatam, Kent.

GOODS WANTED

Wanted: Mega Drive games in good condition - especially Populous. Please call between 4-5pm or 9-10pm.

Tel: (0773) 541615

Any Game Gear stuff at all. Will buy carts, hardware and so on. Best prices paid.

Tel: (0705) 250194 after 5pm

Wanted: F-22 Interceptor, Phantasy Star 3, M-1 Abrams Battle Tank, Warrior Of Rome, Sword Of Vermillion, Master Chess, 688 Attack Sub or other good Sega games.

Tel: (0428) 607769

Battle Outrun, California Games, Choplifter, Columns, Gauntlet, Paperboy, Penguin Land, Sonic, Wonderboy, Wonderboy 3, Xenon 2. Will pay between £10 and £15 if in good condition.

Tel: (0458) 833033

Will pay £10 for Pro Wrestling, Indiana Jones And The Temple Of Doom or Double Dragon with case and instructions.

Tel: (071) 253 9835 after 5pm



WORLD CUP ITALIA '90 £24.99
This soccer simulation viewed from above just missed the whole competition when released. And good job too! This is best viewed from a very, long way away. It isn't dire, but it's on its way there. **

WORLD GAMES £24.99
A collection of wacky sport sims from around the world: caber tossing, bull riding, log rolling and barrel jumping. This follow-up to *California Games* is rubbish. Avoid. *

WORLD GRAND PRIX £12.99
Now five years old, this first class racer is still as good as ever. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! ****

WORLD SOCCER £24.99
Tidy scrolling soccer sim, viewed from the stands. Unusual gameplay could be faster, but its nice range of options gives the newer *Italia '90* a good tackling. ***

Y'S THE VANISHED OMENS £32.99
This fantasy RPG boasts large scrolling maps and a variety of puzzles and plots. If you've finished *Phantasy Star* and yearn for more, check it out. ****

ZILLION £24.99
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do, lots of hidden goodies and quite nice looking into the bargain. Awful control of main character though. ****

ZILLION 2 TRI FORMATION £24.99

Sequel to *Zillion* which misses the point entirely. Gone is the adventurous gameplay in favour of a drab scrolling shoot-'em-up. Repetitive and ultimately unrewarding. **



BATTER UP (Import) £20
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the gameplay though. ****

COLUMNS £19.99
Tetris gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. ****

DRAGON CRYSTAL £24.99
RPG arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows very tiresome. Poor "statistical" combat puts the final nail in the coffin. **

G-LOC £24.99
Superb intro followed by not-very-superb gameplay. Fast, *After Burner*-like, but repetitive, undemanding and unfulfilling. Certainly

not to be confused with the coin-op which gives you better value for money! ***

HALLEY WARS (Import) £25
Taito's vertical scroller isn't anything innovative, but in the vein of the coin-op, it's a darn good blast. Enough variety to stifle yawns and more than enough action. ****

HASTLE GOLBY (Import) £25
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcade fun, and has great sound, but unfortunately the gameplay is repetitive. ***

MICKEY MOUSE CASTLE OF ILLUSION £24.99
Mickey in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. Only problem is that the tiny display makes this fiddly game all the more tricky! ****

PAC-MAN (Import) £20
The famous lemon chops his way through the blue maze while avoiding the colourful ghosts. A brilliant conversion with graphics and sound effects to match. ****

PENGO £19.99
Remember this one? Ancient gameplay but it's still wonderful! Slide the ice blocks to squash your enemies! Wonderful mix of speedy reactions and strategic thinking. Simple, cute and very playable. ****

PSYCHIC WORLD £19.99
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure. Not meaty enough for discerning game-players, but neat and certainly playable. ***

SHINOBI £24.99
First dedicated Game Gear title, and what a right stonker it is too! This beautiful *Shinobi* game has level select, gorgeous graphics, and superlulverly sonics – but hell's teeth, is it tough! This is a lasting challenge for mobile gamers everywhere. ****

SUPER KICK OFF £27.99
This Master System classic works brilliantly on the Game Gear. Excellent footy gameplay and loads of definable options. Great graphics too. A must buy! ****

SUPER MONACO GRAND PRIX £19.99
Compromised graphics and unrealistic handling make this for racing freaks only. Saved to a great extent by the head-to-head option, but don't expect a mini coin-op. ***

WONDERBOY £19.99
Old scrolling jump-'n'-shoot with plain visuals. It takes a long time to get into the action, and then it's undercooked. Addictive for a while, but don't expect months of play. ***

WOODY POP £19.99
Cute *Arkanoid* clone but with its own style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type. Very difficult but worth it. ****

WORLD CLASS LEADERBOARD £24.99
Wonderfully playable golf simulation boasting four courses and 72 holes! Realistic 3D, good ball movement and some great animation. The portability of the game merely increases its special appeal. Fun for golfers and non-golfers alike! ****

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And don't forget to read this bit!

1. We don't want any trade ads. Any we receive will be blended into a soft, smooth chee.
2. We cannot vouch for the quality of stuff advertised, so please don't bleat at us, peeps.
3. We reserve the right to amend or refuse ads, so ensure yours is proper and, er, things.
4. Sorry! But we cannot guarantee the positions of your adverts. Or that they will appear in specific issues of *Sega Power*. That's why we include a date, so you won't be put in too late!
5. Please sign the following declaration (but get your parent or guardian to sign if you're under 16!). This is just a formal way of saying, "Yo! My ad is legal, decent and true – honest!"

Signed

Date

THOSE IMPOR

• Okay, so it's 1992. But don't think you can get through another

If you've come into some money recently, why not treat yourself to some extra goodies that could make a really big difference to your Sega gameplaying? Whether it's the handy Powerbase Converter or a smart new joystick, Andy Dyer provides the definitive guide to bits 'n' bobs for your Master System, Mega Drive and Game Gear.

WANT TO SPICE UP YOUR Master System, Mega Drive or Game Gear? Well, you've come to the right place! From joysticks to crazy gadgets – whatever you're after, this *Sega Power* guide aims to help you out. We provide you with the price, the name of the people who make the thing you're interested in (including their telephone number) and even find time to review it too!

GREY IMPORTS VS OFFICIAL MACHINES

When companies (independent of Sega) saw that the Mega Drive was such a sought after machine, they decided to get in on the act and sell Sega stuff too. This meant they had to import machines directly from either Japan or America (usually Japan). Any Sega gear

obtained in this way is called a **grey import**. Most grey import machines have to be adapted to work in Britain. Nowadays not too many people bother grey importing Master Systems, Mega Drives or Game Gears though, 'cos they're very easy to get hold of.

Official machines on the other hand are manufactured to work specifically in Britain. Games that are readily available for these machines are especially designed to work on them.

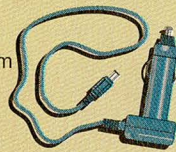
THE SEGA POWER PERIPHERALS GUIDE

All you Sega lovers have a wealth of doobries and other fancy stuff to choose from, not to mention one or two other less conventional bits of hardware. But don't take our word for it, see for yourself what's out there!

ALL THOSE GAME GEAR GIZMOS

Car Adaptor Sega £17.99

One end of this 1.5m long lead plugs into the Game Gear, the other into your car's lighter socket. It's great if you're on a long journey in the car, and saves on the cost of batteries too.



Gear with this handy add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine.

TV Tuner

Sega £75

Small oblong doobrie that plugs into the cartridge slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV.

Eastenders? Home And Away? Those early morning Open University lecture courses with the strange hippy people telling you all about mega mathematics? Well, you'll never have to miss your favourite programmes ever again!

We haven't had a chance to review this great little extra as yet, but we're hoping to put it to the test as soon as we can get our hands on the thing!



Gear-to-Gear Cable

Sega £4.99

Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Not bad for a fiver!



Master System Adapter

£34.99

Play any Master System game on your own Game



YOUR MASTER SYSTEM AND EXTRAS

Master System owners! Here is your guide to all those important extras...

JOYPADS AND JOYSTICKS

Camera

Freedom Stick Camera £39.99

A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy playing session. **

Cheetah 125+ Cheetah £9.99

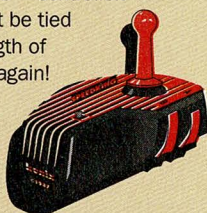
Nice Fire Buttons plus auto-fire switch but the whole thing just feels cheap, tacky and built to bust. *

Freedom

Connection Spectravideo £19.99

Not a joystick as such but a doobrie that can transform your joystick into an infrared "remote" controller.

Now you needn't be tied down by the length of your leads ever again!



Speedking Konix £12.99

A strong and very responsive

stick. But the weird design may not be everyone's cup of tea. It's a good idea to try this one out before you vote for it with your cash. ***

Powerplay Crystal Powerplay £12.99

Awkwardly placed Fire Buttons make good gaming really impossible and its strength could be a major downfall too. Thanks but no thanks. *

Quickshot

Deluxe Digital Quickshot £9.99

A tough, handsome stick but Buttons on the base unit would have been a major boon – especially when you get tired hands during a session. ****

Quickshot

Game Controller Quickshot £8.99

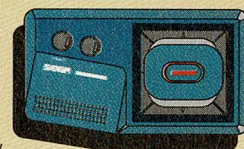
Weird-looking handlebar affair. But it looks good and it's definitely made to take anything you would dare to throw at it. This is a spiffy joypad that *Sega Power* heartily recommend. ****

Sega Control Pad Sega £6.95

A durable but ugly stick with a wobbly joypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street cred. ***

Sega Control Stick Sega £14.95

There's nowt much wrong with this little beauty apart from its grim business-like looks which may



put off some. Don't go judging it by its looks though. This is still a strong and responsive stick, and you can't go far wrong with it. ****

Sega Handle Controller Sega £39.99

Basically this joystick mimics an aircraft yoke (so all you pilots out there should be in for a good time!). Sadly, it looks tacky and feels weak. But if you're desperate for an extra bit of realism, go for it. ***

Sega SG Commander Sega £9.95

This is better than the Control Pad – but only just. It's good to see the Rapid Fire switches, but how long they'll last is another matter – especially after a frantic bashing! ****

Ultimate Superstick Beeshu £37.95

This stick is unusual 'cos it caters for both left and right-handers. It also has dial-a-speed and auto-fire facilities. It feels horribly weak though and looks a sight. Not very responsive either. **

Zoomer

Beeshu £41.95

Another stick that thinks it's an aircraft yoke. Looks cheap and feels weak. An unresponsive pile of plastic poo. *

EXTRAS

3D Goggles

Sega £49.99

Snazzy looking plug-in goggles that give you a more rounded perspective on such Master System classics as *Out Run 3D* and *Space Harrier 3D*. The effect isn't brilliant but they're worth it for the novelty value alone. ****



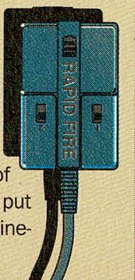
**Light Phaser
Sega £29.99**

Wot a hoot! A plug-in pistol for use with games like *Operation Wolf*, *Safari Hunt* and *Assault City* among others. Just shoot to kill with this handy gizmo. ****

Sega Rapid Fire Unit

Sega £5.99

A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the kind of firepower that would put even an Uzi 9mm machine-gun to shame! ****



TANT EXTRAS!

year without trying out those extra gizmos for your machine! ●

YOUR MEGA DRIVE AND EXTRAS

Mega Drive owners! Here's the place to find out about those extras...

JOYPADS AND JOYSTICKS

Arcade Power Stick Sega £34.99
Blimey, this is a well hard piece of kit. It's built to last and all those Buttons are just great. The Mega Fire switches on all three Buttons work well too. Shame the stick itself is a tad too spongy. ****



Control Pad Sega £14.99
An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ****

Explorer A Dan Ltd. £29.99
Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, so it's not an oil painting, but it still performs well. ****

Gizmo Beeshu £64.95
This is what you might call a trendy designer's worst nightmare. It may be

strong, but with too much stick travel, use-less gim-micks and an extortionate price, this isn't one we at *Sega Power* recommend. **

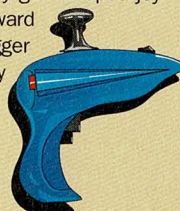


Mega Drive Joypad Honest £19.99
Looks a lot like the joypad but this one comes with three extra Buttons. The pad feels cheaper than its Sega counterpart (see Sega's Control Pad above) but the Buttons are okay. A cheap and cheerful alternative to the one you get with your machine. ****

Quick Gun Turbo Jong Rich £16.95
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged enough to take a heavy dose of pure shoot-'em-up action – and it's nice and responsive too. ****

SG Fighter Quickjoy £14.95
Posey beyond belief, this is a responsive but weak stick. Fire Button C and Start Button are small and too close together. Over the top. **

Sting-ray Logic 3 £13.99
This is a vile, vaguely gun-shaped joystick with very awkward Buttons, a poor trigger and an unbelievably inaccurate stick too. Don't bother... *



Striker Beeshu £29.95
Barf! Buttons are garish, with no feedback and the joystick is vile – it's too easy to accidentally select the diagonals. It also has a useless headphone extension socket. *

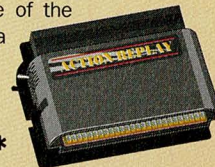
Thunderstick Kraft £39.99
Aargh! The stick travels about three inches in every direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. *

EXTRAS

Action Chair Sega £109.99
Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Yuck! *

Action Replay Cartridge Datel Electronics £49.99
Plug this straight into your Mega Drive, insert your fave cart into the slot and

hurrah! Infinite lives, energy and what have you with this handy device that lets you "poke" (in other words, change) some of the data inside a game. You never need to lose, ever again! ****



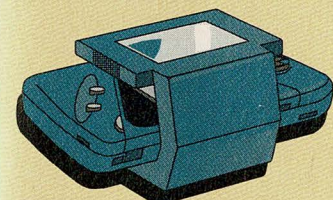
The Powarcade Active Consoles £299.99
An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own "coin-op." ***

Powerbase Converter Sega £29.99
Well, what can I say? For only a wodge of cash (well, 30 quid at any rate), you have the ability to redesign your own Mega Drive and make it look even more spanky. If you haven't got one of these already, you must be barmy! Now you can use those brilliant Master System carts on your Mega Drive! A fabby add-on for a fab piece of kit. Just brilliant! ****



COMING TO A SYSTEM NEAR YOU...

Game Gear Magnifier Not Yet Available
This fixes directly onto your Game Gear and attempts to improve the quality of the tiny screen by magnifying the display. Now you can say good-bye to that painful old eye-strain, Game Gear owners, and play your handheld 'til you drop!



Gravis Spectravideo, Around £40
This tabletop stick looks well impressive from the photos we received. It boasts adjustable stick tension, three totally independent Fire Buttons, a foam-covered stick and comes in either a black or a transparent casing. We can't wait to see it – it looks stunning and has been consistently

voted Number One in the US. We'll be giving you the low-down as soon as we get a stick to review.

Jet range Product 2000 Ltd
There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair.

Manta-ray Logic 3 £13.99
From the people who bought you the Sting-ray, this stick looks like a blue clam with three Fire Buttons running along the side. It's got a stick on the top and fits snugly in your palm – and Logic 3 say it's going to be brilliant.

Megaplay To Be Announced
An adapter that enables you to plug in ten Mega Drive games at once then instantly access any one of them at the flick of a switch. Could be a good, but there's no release date as yet.

SEGA POWER'S STAR RATINGS

***** Put your old widget in the cupboard and buy this one, now!
**** Pretty damn hot. You won't be disappointed.
*** There's nowt wrong with it. It'll do the job.
** Rubbish or weird. If it's weird, try it first.
* Tell 'em where to stick it.

THOSE USEFUL TELEPHONE NUMBERS

| | |
|-----------------------------------|-------------------------|
| Active Consoles | ☎ 081 752 0260 |
| A Dan Ltd., Active Sales | ☎ 081 752 0260 |
| Beeshu, Euromax | ☎ 0262 601006 or 602541 |
| Camerra, Telegames | ☎ 0533 813606 |
| Cheetah | ☎ 0222 555525 |
| Datel Electronics | ☎ 0782 744324 |
| Honest, Active Sales | ☎ 081 752 0260 |
| Jong Rich | ☎ 010 337 227 8917 |
| Konix | ☎ 0495 350101 |
| Kraft, Viztrade Company Ltd. | ☎ 0444 239999 |
| Logic 3, Spectravideo | ☎ (081) 900 0024 |
| Powerplay | ☎ 0273 601882 |
| Product 2000 Ltd | ☎ 081 644 0033 |
| Quickjoy, Spectravideo | ☎ (081) 900 0024 |
| Quickshot | ☎ 081 365 1993 |
| Sega, Virgin | ☎ 071 727 8070 |
| Spectravideo | ☎ (081) 900 0024 |

CURLY'S CHALLENGE

• Start 1992 with a new Challenge from the Euro Sega Champ! •

“Beat me and I’ll send you a crisp £20 note. That’s all there is to it! Even so, I bet none of you can get past the Challenges I’ve set for you this month. Okay, so maybe the fab game-players might be able to, but I reckon there aren’t many of them left nowadays. Or are there?”

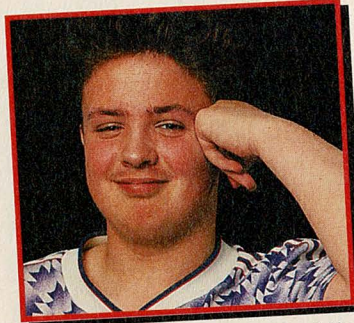
SEGA POWER IS THE ONLY Sega mag that offers you – the normal people (!) – the chance to play against me, Danny Curley, the European Sega Champion. But are you up to the Challenge, I wonder?

I mean, these Challenges are tough. They’re designed to test the best game-players. There’s none of this getting a high-score by killing the same baddie for three hours. Oh, no. It’s all about skill...

This month, I’ve decided to give you all a Challenge on the same game: *Castle Of Illusion*. The game’s available on all three systems and because it’s such a good game (Master System, issue 17: 96%; Mega Drive, issue 18: 94% and the Game Gear, issue 23: 78%), there must be thousands of you out there who’ve got a copy.

This month’s Challenge is slightly different in another respect too. We’re not after high-scores – but low-scores! It’s even harder to get to a certain stage in the game and not pick up points, but that’s what you have to do.

When it comes to the winners, well, the person that beats my score most convincingly on whatever system will get the £20, and in the event of a tie or of



■ Start 1992 with a smile and beat the European Sega Champ at his own game. That’s right, Danny Curley is at it again!

several people doing equally well but on different machines, then I’ll put all the winners in the Ed’s hat and the first one out gets the prize.

We don’t have any winners this month because (if you remember) the Christmas period mucked things up a bit. Don’t worry! There will be two Challenge winners next month – one for the January issue and one for this issue. Then things will return to normal. So get ready, folks, ‘cos here we go!

THOSE RULES

1. To enter Curly’s Challenge you must provide photographic evidence of your high-score. If you haven’t got a Polaroid, use a normal camera instead.
2. For each Challenge there are some specific rules which you must stick to. If you’re under 18, you’ll have to get someone over 18 to witness the Challenge and sign the form below.
3. The versions of the games I set in the Challenge are the ones that you must challenge me with. I can’t be there



■ The Master System version of *Castle Of Illusion*. It’s all very well being able to get through the game, but how do you get through with as few points as possible?

I CHALLENGE YOU, CURLY!

Name.....

Address.....

.....

.....

Game Gear Challenge Low-Score:.....

Mega Drive Challenge Low-Score:.....

Master System Challenge Low-Score:.....

Witness’ signature.....

■ Remember the photo of yourself, the high-score, and note down any tips that helped you. Send to: Curly’s Challenge, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW by Friday 10 January 1992

to monitor you, which is why I need a signature from a responsible (or not so responsible!) adult to ensure you have no unfair advantage. (And remember, you don’t have to enter all of the Challenges if you don’t want to.)

You’re not going to have long to get these Challenges in (something to do with *Sega Power* needing the photos so they can go in the magazine, i dunno...), so don’t practise for too long!

In fact, you’re going to have to get the stuff to the *Sega Power* offices real quick – by **Friday 10 January 1992**, in fact. Like I said earlier though, you don’t have to attempt all the Challenges (not enough of you own all the machines), just do the one designed for your machine and get that entry in! Simply fill in the coupon below and send it with all

the relevant photos and stuff (check everything beforehand just to be on the safe side!) to: **Curly’s Challenge, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** And good luck!

THANKYOU!

Right, I’m now going to abuse my position and say a few thankyou’s (*Make it snappy – Ed*). First I’d like to thank the very helpful Games of Manchester, for being great people and a great shop (*Oh, good grief – Ed*). And I’d also like to say “Hi” to Mike at Microbyte – even if he is rubbish at *Zero Wing* and couldn’t beat me if I chopped my arms off!

HOW TO DO CURLY'S CHALLENGE

GAME GEAR CHALLENGE: CASTLE OF ILLUSION



- Witnesses:** Please ensure the challenger sticks to the rules. **Players:** Once you’ve practised enough, get your witness to watch the Challenge as it happens. Don’t even think about using the Master System version via the Converter. You *must* use a Game Gear cart. Now follow these steps:
1. Insert the cart and turn on the power.
 2. Get past the introduction screens.
 3. Play the game, remembering not to score points.
 4. Once you’ve completed three levels (in other words, you’ve defeated three bosses), note down your score.

If you got less than 17,070 points, then you’ve beaten me! Fill in the form, enclose a photo of the screen – and don’t forget to include a photo of yourself and have the form signed by your witness. Now send the lot off to *Sega Power*, making sure it arrives here before Friday 10 January 1992.

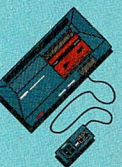
MEGA DRIVE CHALLENGE: CASTLE OF ILLUSION



- Play the game for a while, until you reckon you’re ready to go for it, then take a deep breath and prepare to have your go at the Challenge.
1. Insert the cart and turn the power on.
 2. Get past the introduction screens
 3. Play the game, scoring as few points as possible.
 4. Once you’ve completed the three levels (and taken out the three bosses), note down your score.

If you’ve managed to score less than 56,000 points, then you’ve done it! Get all the bits together (photo of the screen, photo of you, filled in form complete with signature) and then send it all off to *Sega Power*, making sure it arrives at our offices before Friday 10 January 1992.

MASTER SYSTEM CHALLENGE: CASTLE OF ILLUSION



- Practise as much as you like, but remember – you only get one shot at the Challenge, so make it count! Don’t go using any fancy kit, just the basic pad that comes with the machine.
1. Insert the cart and turn the power on.
 2. Get past the introduction sequence.
 3. Play the game, but try not to score any points.
 4. Once you’ve done three levels (killed three bosses), note down your score.
- If you finished the Challenge and have a score of less than 17,070 points, then hurrah! You’ve made it! Make sure you get all the gubbins together (filled and signed form, photo of you, photo of the low-score and so on), and get the bulging package to the *Sega Power* offices before Friday 10 January 1992.

TOTAL!

It's 100% Nintendo,
it's on sale now...



Wowee! A mag
all about
Nintendo - and
nothing else! It's
fab 'n' brill 'n'
wonderful (and
it's got me in it!)

TOTAL!
January 1992
Issue 1
£1.95

NEW!
You've never seen a mag like it...

100% FOR NINTENDO PLAYERS
A totally independent mag from Future Publishing

NINTENDO EXPLOSION!

Our total NES
and Game Boy
action will blow
you away!

WHAT A HOOT!
CHORTLE! - As we show you
the best games in the shop!
SNIGGER! - As our tips help
you finish Super Mario Bros!
GRIN! - When you win one of
our three superb Game Boys!
SMIRK! - When you're TOTAL!
Gameplayer Champion! And...
SMILE WEAKLY - As we try
desperately to be funny

WOWZER! 84 pages of 'total' Nintendo action!

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Got an NES or a Game Boy?
This is the *only* mag for you,
because it's the *only* mag
dedicated to Nintendo games.
(And 'cos it's brill too!)

...and you've never
seen a mag like it!

THE BACK PAGE

● Next month's issue (and there's something about fish too...) ●

NEXT MONTH'S STONKING issue of *Sega Power* goes on sale on **Thursday 6 February 1992** and if you still haven't subscribed, you'll want to get up especially early on that day and wait outside the newsagents, 'cos it's going to be filled to the brim with excellent stuff!

We've got masses of games sorted out already, loads for the Master System, the Mega Drive and, of course, the Game Gear.

Without giving too much away, we'll be reviewing *Super Hydide* (notice we got the spelling right this time!) on the Mega Drive. Yes, I know we said we'd review it *this* month, but pressure of space meant it had to sit out, okay? Then there's *Line Of Fire* for all you

Master System owners, so that should keep all you 8-bit shoot-'em-up fans happy (for a while at least).

And then we've got some *really* special features for you. Like a brilliant new cartoon strip that's going to knock your socks off. Wow!

But, of course, there's all the usual stuff too: up-to-the-minute Sega news, previews of the hot, new games, game-testing with *Sega Power* readers, more letters and fancy artwork in Scribblings and loads of tips from The Prof and his rowdy Tip Lab crew too! I mean, is that overload or what?

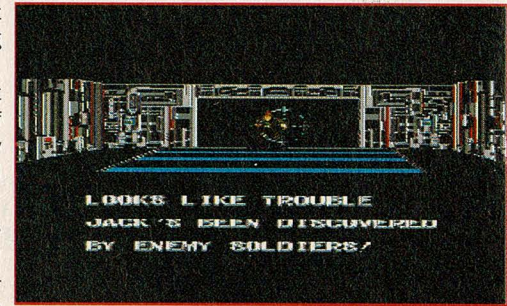
Corks! Like someone once said: "There's so much in it!" But just make sure you don't lose out! (Psst! It's in the shops on **Thursday 6 February**

1992, so don't forget!) But how? Why, by subscribing to *Sega Power*, of course.

Subscribe and you not only save vast amounts of money, you also get a copy of *Sega Power* delivered straight to your door.

That's right – it means you don't have to go down to the shops ever again – well, you do for things like food, I suppose... (Turn to page 66 and subscribe right now! You know it makes sense.)

Er, that's enough of the plug methinks. See ya all next month!



■ It isn't all going Jack's way in *Line Of Fire* on the Master System. That's enough of the intro sequence. What's it really like? Well, the scene is set – now all we have to do is plug away at the game to find out what it's really like...



■ Jack's trusty jeep cuts a swathe of death through the enemy soldiers – see what we think of *Line Of Fire* in next month's issue of *Sega Power*. Just hold on to your dosh and wait for our review if you can – it'll be really worth it!



■ *Super Hydide* on the Mega Drive. We really are going to review this game next month. We couldn't fit it in this issue because of circumstances beyond our control (in other words, the Ed forgot. Sorry, peeps! Can you forgive him?)

THE FISHTASTIC JANUARY QUESTION

HERE'S YOUR CHANCE TO MAKE THAT FAB *Sega Power Robocod 1992 Calendar* (you know, the one you got free with last month's issue) work for you! And what do you mean you didn't get last month's issue? Quick, turn to page 66 and get hold of a copy right now.

If you'd like the chance to win an E.A. cart of your choice (Mega Drive games only though, 'cos E.A. don't make games for any other system!), then all you've got to do is answer this simple question:

● Cod liver oil is obtained from the livers of fresh cod. True or false?

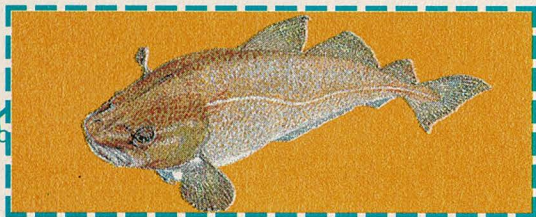
Send your entries in to: The Fishtastic January Compo, *Sega Power*, 30 Monmouth Street, Bath, Avon

BA1 2BW, and ensure your answer arrives before Monday 10 February 1992.

The first five correct entries pulled from the hat will win the sender an E.A. cart of their choice. There will be no alternative prize offered, so if you don't want an E.A. Mega Drive game, don't enter the compo!

But that's not all. Take a pair of scissors and cut out the picture of the cod on this very page. Now stick it on top of the picture of the cod on the Calendar.

Do this with the Fishtastic Fish Picture you'll find here on the Back Page every month, and the first 20 completed Calendars sent to us at the end of the year (that's 1992) will win the senders two free E.A. carts of their choice! Not bad, eh?



■ Answer the question, cut out this piccy and then stick it on your Calendar. It might just win you a couple of E.A. carts!

OUR FISHY RULES!

PLEASE NOTE: no employees of Electronic Arts or Future Publishing Ltd may enter this competition in any shape or form. Okay? Any such entries we receive will be placed in the nappy of an innocent and recently fed baby...

GIVE ME SEGA POWER!

Dear Newsie babes! Please put aside a copy of *Sega Power* for me each and every month, beginning with the fantabulous March issue which is out on **Thursday 6 February 1992**. My life just isn't complete without it...

Name _____

Address _____

● Newsagent: *Sega Power*, published by Future Publishing Ltd, is available from your local wholesaler

SEGA POWER: HOW TO GET HOLD OF IT

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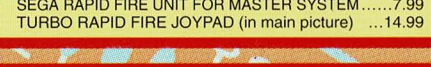
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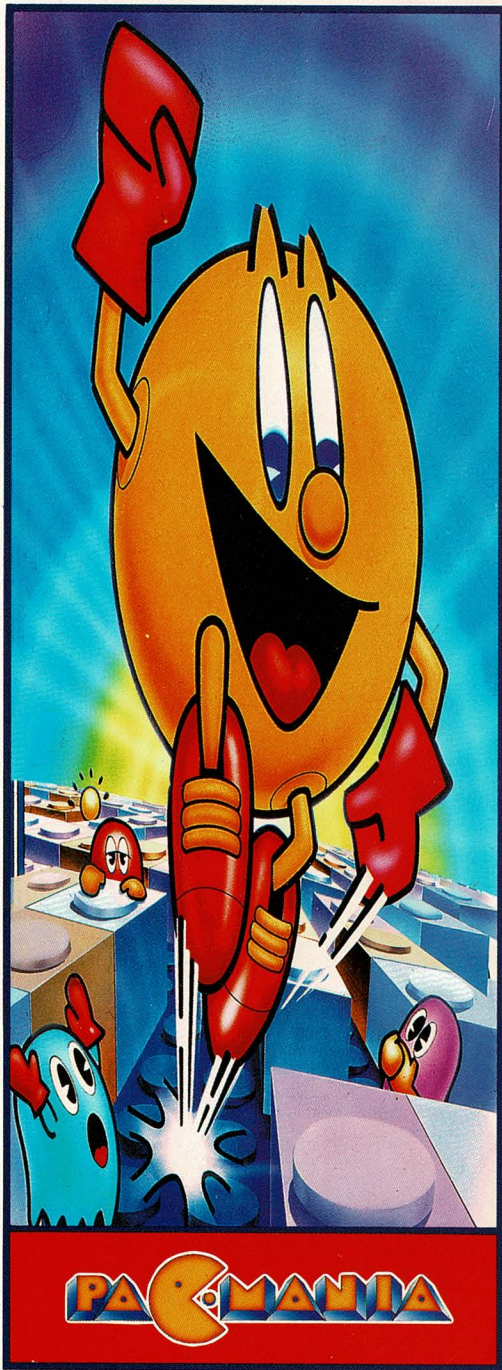
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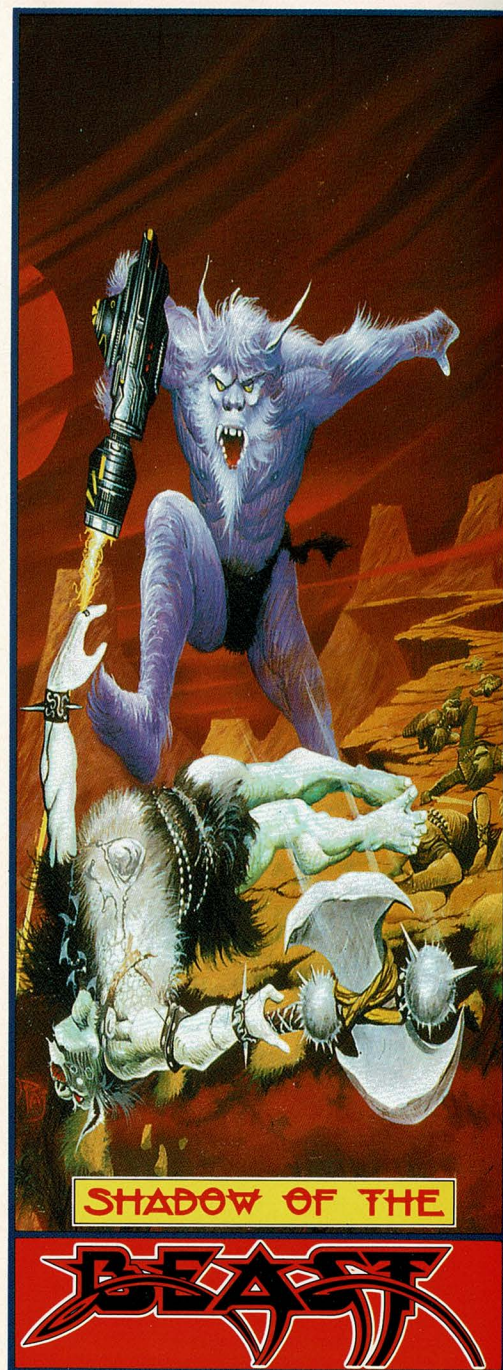
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