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Hot Summer Games!

First looks at over 50 great new games!!!

DAYTONA USA EXCLUSIVE review inside

More for your Mega Drive!
Comix Zone
Theme Park
Super Skidmarks
Indy's Adventures
Judge Dredd
Ooze

MK3 Latest news and rating

top CHEATS

INSIDE... New Streetfighter game - first pictures STREET RACER /NBA Jam T.E/Story of Thor tips

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future PUBLISHING

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Cont

CHEATS

Hot

10 Over 50 of the, erm, y'know - *hottest* games coming out this summer (which is also hot, and that. Erm...)

THEME PARK

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Summer Games!

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Preview

20 Comix Zone (20) is a slinky little platformer/slap-em-up which looks like a comic, only it isn't. It's a computer and video game, my lovely friends. Wayne Gretsky Hockey (22) is a hockey game. Surgical Strike (23) is some kind of hairy, lonely old shoot-em-up. Brian Lara Cricket (24) is a cricket game. Fever Pitch (25) is a football game. And finally, Judge Dredd (26) *used* to be a comic, but is now some kind of platform game. INTERESTING???

tents

Daytona EXCLUSIVE REVIEW

Most Unwanted

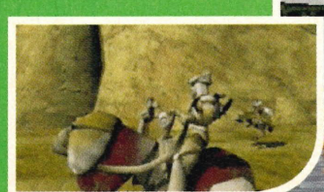
28 The first in a dainty trilogy of TAT. This month, the first 10 of the worst 50 games EVER and (below) rubbish cart artwork.

Daytona

42 As we said up there (in the yellow, oval thingy) on this page, you'll find the exclusive review of THE most-awaited 'next bleedin' generation' game so far. Is it worth it? What do we think of it? Do you have any pubes?

Panzer Dragoon

38 Mount a dragon, shoot some mountains, gasp freakishly at the grumbling scenery and yank out your nasal pubes in gameplay frenzy. Well, not quite. You know how all those other mags really loved this game? How they heralded it as the real 'arrival' of the - sigh - 'next generation'? As usual, they were wrong. We don't like it. Here's why...



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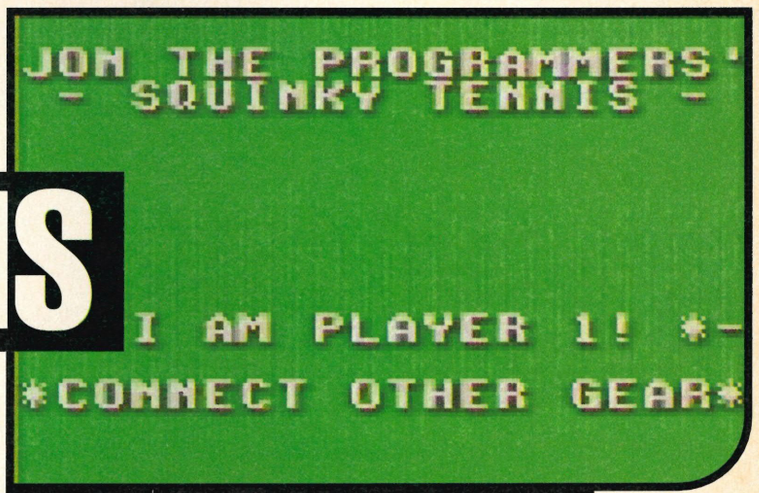
News

SQUINKY TENNIS

Hidden game on the Game Gear version of Micro Machines 2

Hark through the blessed sounds of a thousand bleating angels, what's this? Looks like we found a hidden game in the Game Gear version of *Micro Machines 2*. Farting wizards!

To get it, simply press START as soon as you turn on the Game Gear. Keep it held down and this screen will appear. We haven't got two Game Gears and we haven't got two copies of the game. If you have, though, and you get it to work, please let us know. Happy we'll be.



This is quite possibly the dullest shot we've ever used in News, but hey, it makes perfect sense when you read the text on the left...

DESCENT

Like anything, I suppose, when it becomes popular, it gets imitated. Life's like that.

In the wonderful world that is PC games, one is making a bit of a hoohah at present. It's called *Descent*, and it's basically Interplay's answer to *Doom*. Only thing is, the general feeling is that *Descent* stuffs it in a pretty big way. Not as violent, see, but even more addictive. Apparently.

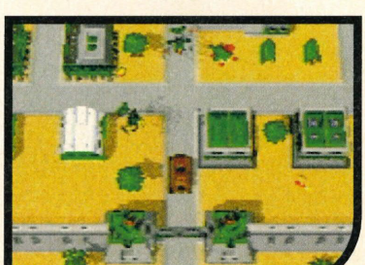
The main difference is that you have total 360-degree movement, and more stuff to do. Okay, I don't know that much about the game, but what I do know is that it's coming out on the 32X sometime very soon. Probably. You didn't, but now you do. Say thank you and eat all your sprouts.

Return Fire

Coming out later in the year

It's out now on the 3DO. Everyone's raving about it. It looks a bit cack. Yes, it's *Return Fire* and please don't be alarmed if you've never heard of it, there's no reason why you should. Well, apart from the fact that it's one of a few excellent games for the 3DO and it's coming out on the 32X. You should be excited, my little bald child.

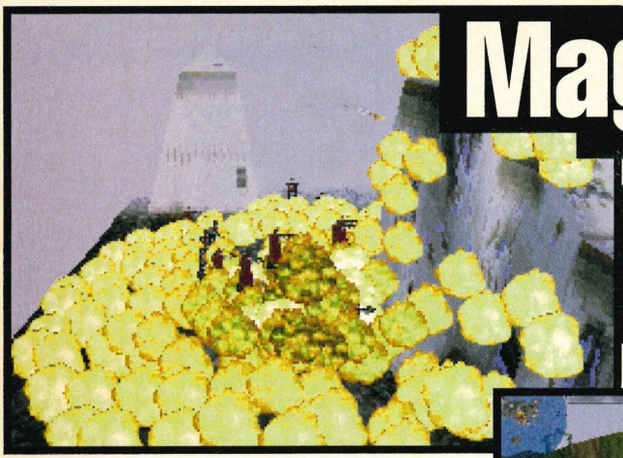
Imagine a kind of split-screen *Cannon Fodder* style game with a smattering of something like *Jungle Strike* and tanks, jeeps and that. And all this plumped to the bumcheeks with lots of weapons, missions, fancy la-de-da in/out screen scrolling and more fun than a barrel-load of... (*Absolutely no chance* - Andy.)



Gunskillbangsplashkillmonsters stuffarmytossgunscamnotclever.

Don't be misled by the, let's be honest, bad graphics. It's good.

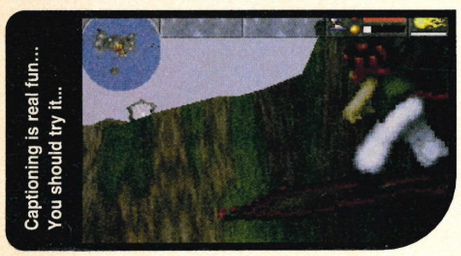
Magic Carpet



James Binns of *PC Format* fame got these pictures for us. Lovely man. But ginger.

Obvious, really, but with these 'ere 32-bit machines coming out left, right and a position based on a more central basis, PC games were the obvious first targets for conversions.

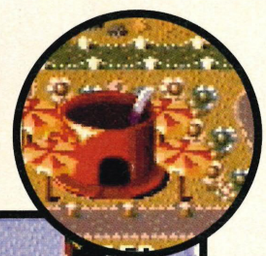
We've had *Doom*, next will be *Descent* and shortly after that we'll have the very wonderful *Magic Carpet*. Expect a game based around flying over amazing dripness with nothing but a yard-square piece of Axeminster to stop you from plummeting to your inevitable death. Saturn only, I'm afraid, but it's reason for getting one come autumn. I suppose.



Captioning is real fun... You should try it...

...You can practice by captioning all your photo albums.

THEME Park



As the news chimp eats another flea from the curved parts of Sega's rump, we find out that Acclaim plan to launch a Mega CD version of the highly desirable *Theme Park*. Reviewed in this issue, *Theme Park* scores a brain-expanding 93%, and was reviewed by your friend and mine, James 'Beano' Binns. Ginger haired too.

The game promises all the fun of the fair from the Mega Drive version, plus delightful rendered graphics from the PC version. These will pop up to amaze and astound family and friends at opportune moments. Yes?

Due to the general colour scheme of this picture, I believe it to be set in a cold place.

Had to happen, I suppose. When the clunking mules at Nintendo launched *Donkey Chimp Muesli,* Sega were bound to retaliate with a game of their own. No apes here, though, but plenty of Silicon-Graphic-generated naughtiness and gameplay - so I've been led to believe - along the lines of *Streets of Rage*. There's lots of terrorists (good), 72 hours to save the Earth (nice touch) and plenty of experts. Hence the obvious title.

I'm under the impression that there will be plenty of martial-arts things, more than enough robots and a clever auto-save facility, where the cartridge will automatically save your game as you blunder ever onwards. All this and not a banana in sight. Out Summer on Mega Drive.

Latest Saturn News

This month I'd like to draw your attention to the more extendible parts of the Saturn. The bolty-on things that you'll surely be spending far too much money on when they're released. It's no secret that Sega have plans to turn their black block into a full-blown multi-media machine, with Mpeg carts (for FMV chumps), keyboards and disc drives.

Here, in a pitiful attempt to interest you in mouse-things, are some pictures of Saturn stuff...

▶ .Yes, it's a mouse. Er, nice, isn't it? Black... like the Saturn...

▼ Sega are also bringing out a six-player adaptor. Er...

▲ A lovely RAM Back-up cart. Save. Stuff. Good

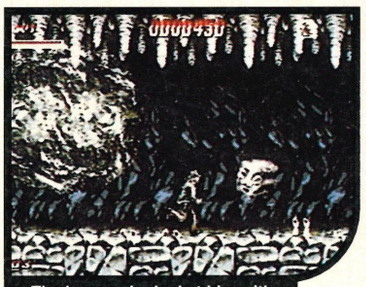
◀ Perfect for playing *Daytona*. We've got it. You probably haven't. Ha Ha!

INDY'S *Greatest* ADVENTURES

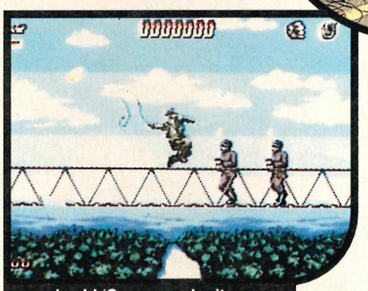
Out in June, this is. *Indy's Greatest Adventures* is its name and it's a cunning compilation of all three of the *Indiana Jones* games... shoved politely onto one bulging 16 Mbit Mega Drive cartridge.

That means you'll have lots of jumping about, waving your whip around like a Tory back-bencher, hours of fun avoiding the Nazis. And Sean Connery as well. What more could a fully-functioning human being possibly want?

Indy walked into a pub and asked for a pint of foaming cockney ale...

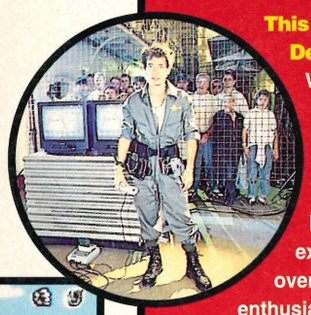


...The barman looked at him with a curious gaze of recognition...



...and said 'Sorry, we don't serve crap actors in here'. Sorry, bad.

"I was a gaming monster..."



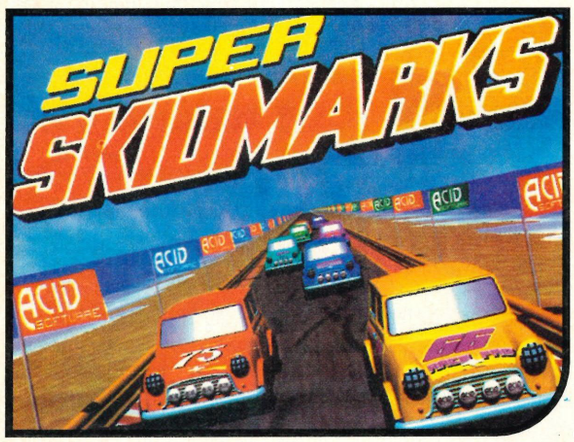
This month: Dexter Fletcher

What can you say about Mr Fletcher that hasn't already been said? Nothing really, except I found his over-the-top enthusiasm on *Gamesmaster* a bit worrying. With a ridiculously hyper attitude and the ability to scare young children, he was a chimp. And did you see his eyes? Hmmm.

Anyway, basically he was an insult to our superior intellects and very nearly turned an average computer games program into a festering, bubbling abortion of a show.

My true feelings cannot, unfortunately, be reproduced in print, but needless to say, if I did meet the twerp in a pub, I certainly wouldn't buy him a drink. Love him I do not.

Next month... Cathy Dennis



PANTS

Amiga games usually slide gently underneath the carpet before any Sega folk get to see them. Not brilliant, most of them. Commodore chimps, though, seem to like the *Super Skidmarks* game, though.

Imagine a cross between *Rock & Roll Racing, Super Off Road* and *Micro Machines* and you'd be confused, lost and you'd probably have a very strange expression on your face. You'd have a good idea what to expect, though. All sounds pretty groovy. Expect a full work-in-progress, preview, early thing soon. Maybe even month-the-next.

OOZE

Hats off to them Sega folk. No, really. I know they're as guilty as the rest of them for the odd average tat, but they do come out with the odd totally original gem, and *Ooze* looks set to be another, well, gem.

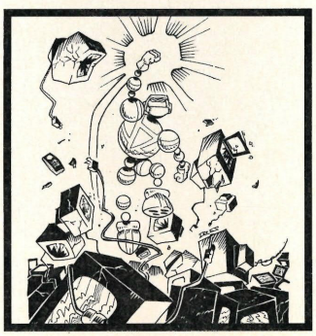
Difficult to describe this. Basically you control a puddle of slime. The more times you hit things, the smaller the slime gets. Pick up things and the slime grows. Does that excite you? It should. Oh, *smile* at least, dammit!

VectorMan

Stuff from America

We got sent some things from this American company called Blue Sky Software. It was all about a game called *VectorMan,* and it appears to be a side-scrolling shooter. With 3D bits. It's all a bit vague really. Vague because of the awful interview thing they sent with the pictures. It was supposed to give you an insight into the game, but it was badly written and vaguer than an old person.

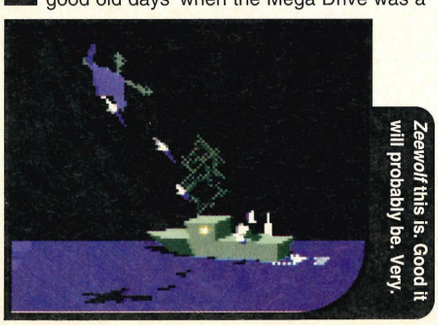
Well, it's out sometime in the summer, it's got shooting things in it and some bits containing 3D ball spinny, flying, things. Like *Ballz.* Oh, I don't know. It could be good. It could be rubbish.



ZEEWOLF

Ever wondered what happened to Andy Smith? Remember with great fondness the 'good old days' when the Mega Drive was a bit rubbish, *Sega Power* looked a bit different and Dean Mortlock still had that ridiculous pony-tail? He left to help produce a rather good Amiga game (a miracle in itself?) by the name of *Zeewolf.*

Looks good? Well, it does look a bit like an old Amiga game called *Virus,* but hey, that ain't no bad thing as that was all very wonderful and stuff. All this may lead you to believe that it's coming out on the Mega Drive, and by the revolving ears of mighty God, you'd be right.



Zeewolf this is. Good it will probably be. Very.

Hanging around like a cursed snot-child hybrid. It's Ooze.

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ENERGY kJ 1600 750*
kcal 380 170
PROTEIN g 4.5 6
CARBOHYDRATE g 88 33
(of which sugars) g (40) (19)
(starch) g (48) (14)
FAT g 1.0 2.5*
(of which saturates) g (0.4) (1.5)
FIBRE g 1.5 0.5
SODIUM g 0.7 0.3
VITAMINS:
NIACIN mg 15 4.8
VITAMIN B6 mg 1.8 0.6
RIBOFLAVIN (B2) mg 1.3 0.6
THIAMIN (B1) mg 1.0 0.4
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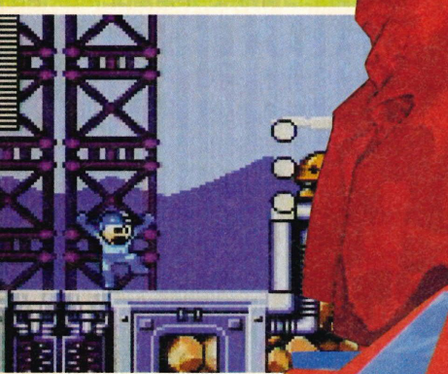
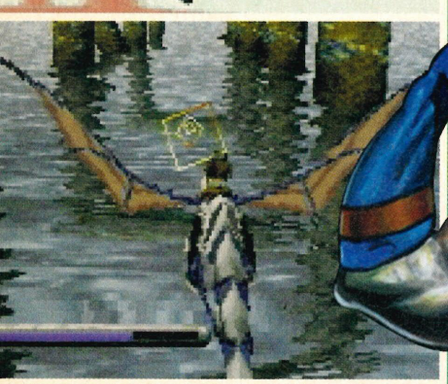
Summer!





Hot

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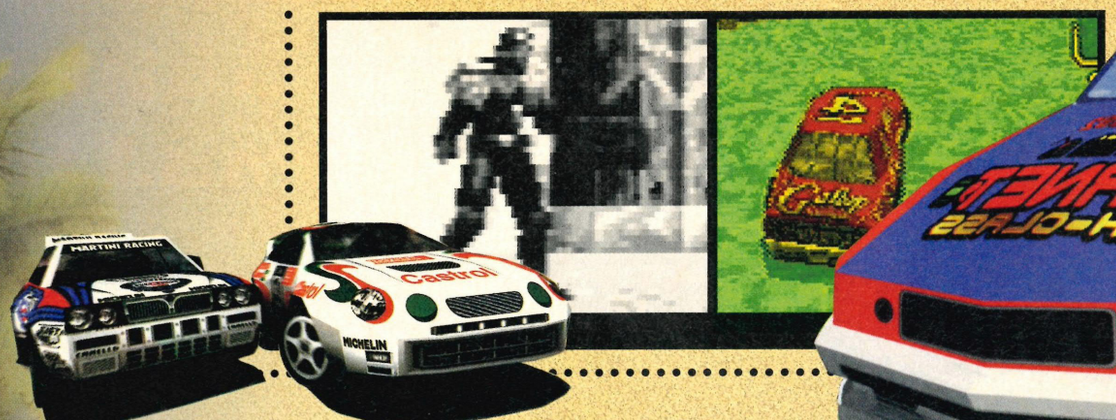
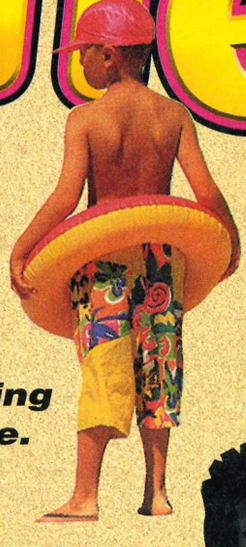


Summer Games!

Upon this fair, stinking isle, the summer months can be as sparse and fleeting as the hair on my father's head. But calm yourself, 'cos us graceless chumps have wallowed around in the Sega mudpool and emerged with a sweaty-summery-no-bleedin'-World-Cup-though batch of Exciting Sega Entertainment... Rooster! - of course.



Hot Summer Games!

Install the air-conditioning, stockpile the Sprite, staple the curtains closed and employ a deformed minion to occasionally stagger down to the video games shop to BUY THESE GAMES... You must!

"Tanning" is when your skin turns brown after prolonged exposure to the sun's "rays". It also refers to being hit repeatedly on the arse.

PRIMAL RAGE

Saturn, 32X, Mega Drive, Game Gear / Time Warner

MONSTERS!MONSTERS!MONSTERS! MONSTERS!MONSTERS!MONSTERS!

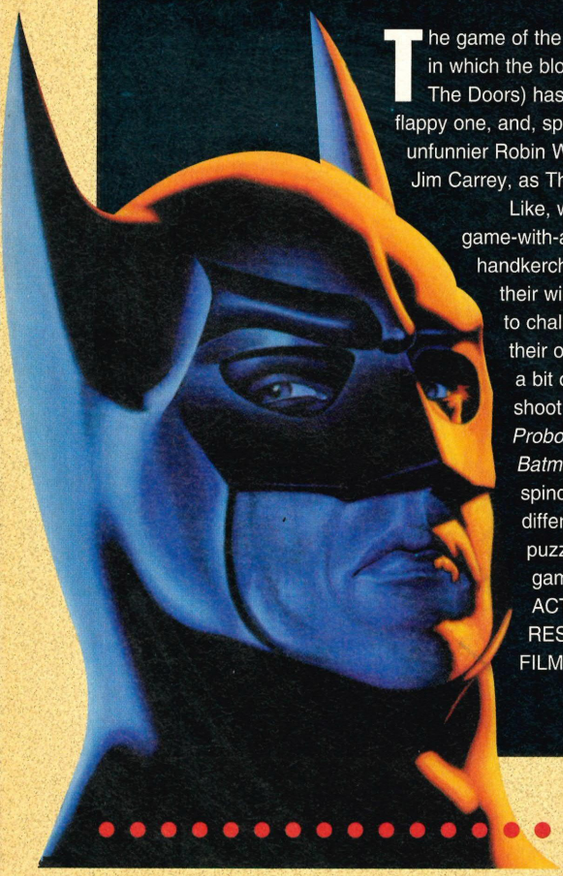
Simon writes, "Monsters! Monsters! Monsters Me Like!" But then, he would, wouldn't he? Too much Eddie Izzard. Yeeeeeeesssss. Weeeellll... the designers of *Primal Rage* obviously had a bit of a worship at the cheesy feet of *Mortal Kombat 2*, gibbering excessively over the squalid blood-letting and slinky digitised business, but whimpering like crumpled dogs over the lack of cold, hard, BIG MONSTERS!

Lakes of feral, slash-'em-down, combo-bloated, super-slick design appeal and large, lumpy sack-loads of silly humour (the monsters can cheekily snack on opponent's human followers, and one character's fatality involves him urinating on the loser). How perfectly vulgar.

FACT: this is most likely to be Time Warner's final multi-formatted licence for Sega, Game Gear 'un all. We, like you, hope it is a nice finale. With monsters.

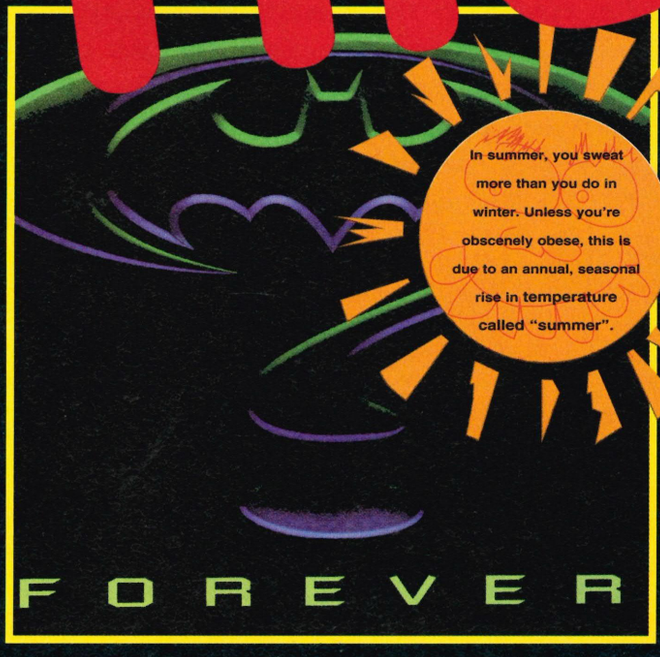
BATMAN FOREVER

Mega Drive, Game Gear / Acclaim



The game of the film, of course. The game of the film in which the bloke who used to be Jim Morrison (off of The Doors) has 'a bit of a go' at the great, leathery flappy one, and, spaghandy choptubes if it ain't an even unfunnier Robin Williams with a stun-gun up his arse, Jim Carrey, as The Riddler. Oh.

Like, wow - get ready for another platform-game-with-a-driving-bit. Ah, we're cynical old handkerchiefs, we really are. In fact, Sega, in all their wide-eyed misery, have already chosen to challenge Acclaim's cash-in/license with their own *Adventures Of Batman And Robin*, a bit of a side-on, horizontally scrolling, shoot things and then shoot bosses, *Probotector*-type affair. So, in reply, expect *Batman Forever* to burst into the room, spindly arms flailing, bawling, "I am different! I have, like, accessible and yet puzzling RPG elements, loads of sub-games, beat-em-up-y bits and I ACTUALLY BEAR A VAGUE RESEMBLANCE TO THE FEEL OF THE FILM!" Hope is a painful thing...



In summer, you sweat more than you do in winter. Unless you're obscenely obese, this is due to an annual, seasonal rise in temperature called "summer".

Jingle bells, Batman smells, Robin layed an egg, did a poo, on a cake, and then he ran all the way home because actually he was, like, this pig/man thing, yeah? UH!

ETERNAL CHAMPIONS - CHALLENGE FROM THE DARK

Mega CD / Sega

Reviewed this one last-the-month: got 90 odd of your earth percents.

As your humble ol' Mega CD is roughly taken from behind by Mr. Saturn and Mr. 32X, you really should scramble for a last-minute credibility boost by paying money for this. In sheer volume of characters, secret stuff, different 'modes', and new finishing moves, *ECCFTDS* is plainly surrounded by a shifting vapour of pure class.

The bloke who wrote it has decided that, although he wants his pre-rendered frolics, they're going to be seamlessly incorporated into the action, and that the fighty bits are going to be as ultra-deluxe as a boy could pray for. Is the fighting in yer *Streetfighters* and them *Kombat* things 'better'? Yes. But *ECCFTDS* is so basted in lastability, it sweats other games' best bits. We like.

Big Five

Yeah, we know. It's a plane and this is supposed to be a (cough) 'chopper'. Anyways, worth mentioning that Core are supporting the 32X like yer proverbial software crutches. Or something.

THUNDERHAWK 2

32X, Saturn
Core Design

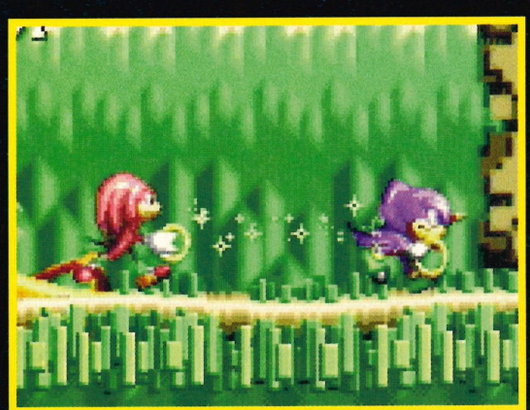
It's still the finest game on the Mega CD, and now it's HOVERING over to the 32X and the Saturn, ARMED (a bit like... an attack helicopter) with more missions, "undulating fractal maps" (whatever they are), 3D terrains and a glossier, much more arcade-y tang. And none of that loopy, droopy, snoozy flight sim 'realism' neither.

You could write the names of all the good sequel-games on the thickness of the membrane of an orange peel, but this looks pointlessly ace. Ace!

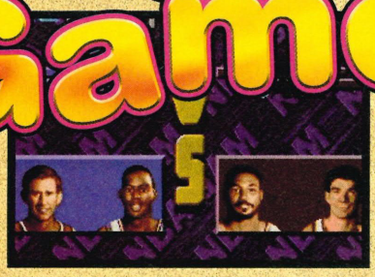
CHAOTIX

32X / Sega

Sonic's dead. Don't cry. It's true. Evidently, Sega think a pink, vaguely Rastafarian echidna addresses the mood of the times more effectively. But shouldn't the developers have finished *Chaotix* in time for the launch of the 32X? WELL? *Chaotix* juuust might save the system: all the usual bonus stages, cosily familiar stylised graphics, ruthlessly improved graphic routines, and some new, selectable friends-of-Knuckles (including Vector Crocodile, The Mighty Armadillo, Beano The Bear, and Prepuce The Panda). YOU MUST PLAY THIS.



Hot Summer Games!

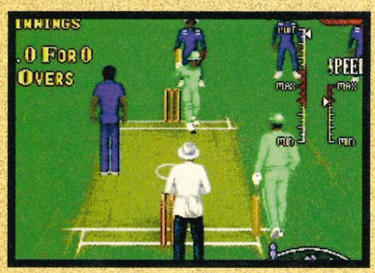


NBA Jam Tournament Edition

(*32X*, Acclaim, June)
Better graphics. Nicer sound and probably a few more of those secret characters we found on the Mega Drive version (Nicholas Witchell and that).

WWF Raw

(*32X*, Acclaim, June)
The ludicrous WWF 'wrestlers' will look even more ludicrous when they belly-flop onto the 32X. Loads more grunts and grapplers, too.



Brian Lara Cricket

(*Mega Drive*, CodeMasters, May)
A succulent preview is sizzling away elsewhere in this issue. Go and read that. Now.

Pete Sampras Tennis

(*Mega Drive*, CodeMasters, June)
Codemasters are promising a totally new game - rather than a few extra little bits. The graphics of the players are now said to be a lot more realistic.

Scottish Open

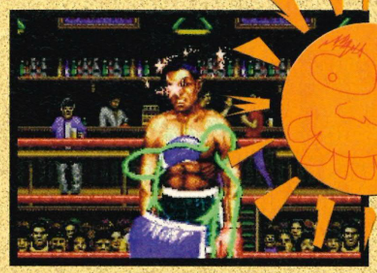
(*32X*, Core Design, May)
Looks better than that *Fred Couples* thing. Still golf, though.

Manchester United

(*Mega Drive*, Ocean, June)
A game about a football team you may have heard of. ANOTHER footy sim.

Toughman Boxing

(*32X*, Electronic Arts, May)
Reportedly much the same as the Mega Drive version, but with better graphics and the possibility of an extra couple of fighters.



Line Drive '95

(*Mega Drive*, Electronic Arts, June)
A baseball game by the same bodies that gave us *FIFA*. Will have the same 3D isometric perspective and. Some. Bats. ROUNDAHS!

NBA Action

(*Mega Drive*, Electronic Arts, May)
Read the news thing. TODAY.

Striker

(*Mega CD*, Sega, June)
A CD conversion for Sega's average soccer effort. God knows what it'll be like, but it'll be hard to shift *FIFA CD* off its mighty beetroot.

Wayne Gretsky Hockey

(*Mega Drive*, Time Warner, May)
Could be a surprise hit over that EA game. Stranger than fiction, fatter than fact.

World Cup Golf

(*Mega CD*, US Gold, May)
Could be okay. Never played it, but I know a bloke who has, but I'm not telling you what he said. Personal stuff, you see? Better be better than the pitiful *Links*, or else and all that.

Fever Pitch

(*Mega Drive*, US Gold, June)
A soccer game with violence and humour. Imagine a mind-meld between Eric Cantona, Thora Hird and Jim Davidson. ARE YOU TROUBLED?

Marco's Magic Football

(*Mega CD*, Acclaim, May)
Expect much the same as the Mega Drive version, but with a natty soundtrack and the possibility of a couple extra levels.

Spirou

(*Mega Drive*, Infogrames, August)
A cartoony thing with lots of platform and shooty bits. Made in France.

Jelly Boy

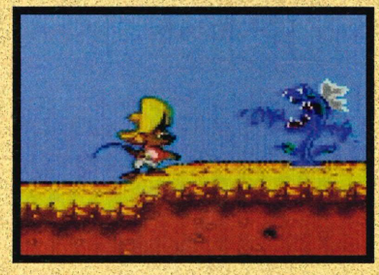
(*Mega Drive*, Ocean, June)
A game about a boy made from jelly.

Putty Squad

(*Mega Drive*, Ocean, June)
A game about a squad made from putty. (*How long can he keep this up?* - Simon)

Speedy Gonzales

(Mega Drive, Sega, May)
It's a cartoony platform game. Make up your own mind. Or we will for you.



Wild Woody

(*Mega CD*, Sega, July)
A game about an erec(No chance - world)... pencil? BUT IT IS!

Comix Zone

(*Mega Drive*, Sega, September)
Very different. Looks very good. Two pages of it this issue. Find them.

Light Crusader

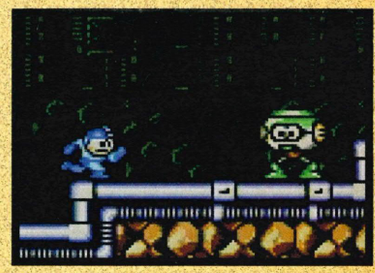
(*Mega Drive*, Sega, September)
A Treasure (bosses) game (bosses) with (bosses) 3D isometric (bosses) graphics. Played *Knightlore, Alien 8, Nightshade, Gunsmoke, Cadaver*? Yes? Well done.

X-Men

(*32X*, Sega, September)
The first game from Scavenger, and from what we've seen from a video at Sega, their stuff looks amazing.

Mega Man

(*Game Gear*, US Gold, May)
Surprisingly good. Very hard. Review on page 62. Truth!



Indy's Greatest Adventures

(*Mega Drive*, US Gold, June)
The man with the whip is back... AAAARRRRGGGGHHHH!!

Batman & Robin

(*Mega Drive*, Sega, June)
Looks very nice and plays like... a computer game. Streets-of-ragey.

Izzy's Olympic Quest

(*Mega Drive*, US Gold, September)
Oh, I don't know. Do I look like Mystic Meg? It is, however, a platformer.

Justice League

(*Mega Drive*, Acclaim, June))
A beat-'em-up featuring the best of the DC comics characters. Expect Batman, Superman, Cheese lad, and Fluffy the Mongrel. Sort of.

Clay Fighters 2

(*32X*, Interplay, August)
Difficult game to release with all the other 32-Bit fighting things around, but it could surprise us all.

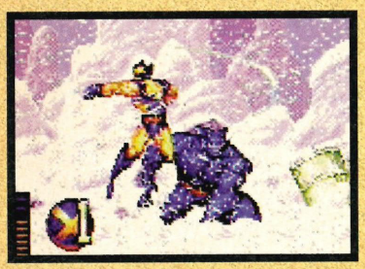
Samurai Shodown

(*Mega CD*, JVC, July)

Much like the Mega Drive version, but with better (ahem) 'sonics'.

Fatal Fury
(*Mega CD*, JVC, July)
Much like the Mega Drive version, but different and better... and special. In a special edition way.

Flying Nightmares
(*Mega CD*, Acclaim, June)

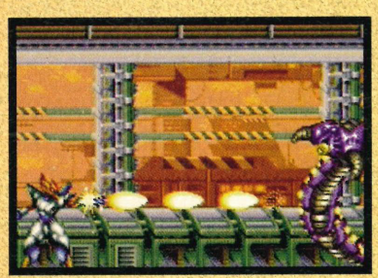


The mysterious game that sounds highly promising, but has yet to produce even a decent screenshot. So we've put an *X-Men* one in instead. Er?

Midnight Raiders
(*Mega CD/32X*, Sega, September)
Not the best of Sega's new bunch of FMV games.

Soulstar X
(*32X*, Core Design, June)
Shaping up rather well. More news soon. Expect a top shooter for the 32X.

Alien Soldier
(*Mega Drive*, Sega, June)
Plenty of (bosses) weapons and (bosses) things to kill. It's Treasure!



Stellar Assault
(*32X*, Sega, June)
Fancy 3D shooting thing. Better than the highly over-rated *Star Wars*.

F1 2
(*Mega Drive/Game Gear*, Acclaim, May)
The sequel to the highly-desirable *F1*. Probably a very similar game engine, but lots more statistics and options. Probably. Very nice review soon. NOT called 'F Twelve'.

BC Racers
(*32X*, Core Design, May)
Our Core feature last issue said it all, but if you've been lucky enough to play the PC version of this game, then the 32X one should be almost identical to that. Above-average stoned racer.

Power Drive
(*Game Gear*, US Gold, June)
Could be better than the Mega Drive version... I haven't seen it, and I won't judge it... yet.

Theme Park
(*Mega CD*, Acclaim, May)
News is where you want to go for the information on this release.
Story we have. Expect something nice next month if you own a Mega CD.

Syndicate
(*Mega CD*, Acclaim, May)
Much as the Mega CD version of *Theme Park*, the CD version of *Syndicate* should contain lots of lovely things that were in the PC version and too good to put on the Mega Drive. Thumbs crossed.

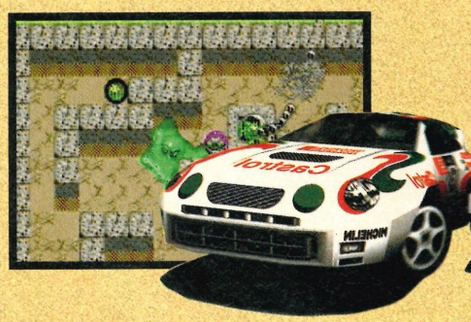
Loadstar
(*Mega CD*, Rocket Science, June)
Or 'The Legend of Tully Bodine'. Sounds okay, despite a bad review elsewhere based on a one level demo of the game. Oops.

Surgical Strike
(*Mega CD/32X* CD, Sega, July)
Best of a new bunch of Sega FMV games. Preview this issue.

Fahrenheit
(*Mega CD/32X CD*, Sega, July)
Not the best of Sega's new bunch of FMV games. Again.

Wirehead
(*Mega CD/32X CD*, Sega, July)
Wacky, funny FMV game. Sounds silly.
We may like it. Everybody be vague!

Ooze
(*Mega Drive*, Sega, July)
Different and featured in this month's news dirge.



Cadillacs & Dinosaurs
(*Mega CD*, Rocket Science, June)
Fancy cars and monsters don't usually go together. But hey, in Rocket Science's new game... THEY R

Wizard Pinball
(*Game Gear*, Acclaim, July)
A game that's been about longer than Christmas. Looks pretty good, but we'd really like to see a Game Gear version of *Psycho Pinball*...

Judge Dredd
(*Mega Drive/Game Gear*, Acclaim, July)
Everybody's surely heard everything about this game by now. Read one of the many previews that have appeared in everything from *Sega Power* to the *Fortean Times* this ish.

Time Cop
(*Mega CD*, JVC, May)
Film licence with digitised bits from the film - characters, action and that. Could say something dreadfully sad about Mia Sara. But I won't. OR WILL I?

Flintstones
(*Mega Drive*, Ocean, June)
A game about a film made for chimps. Don't hold yer breath, boys!

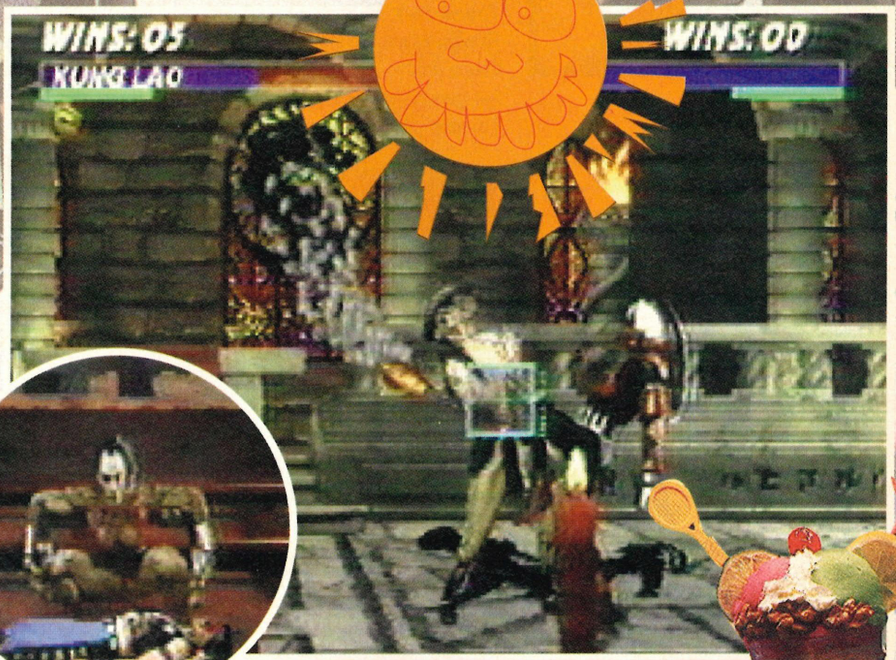
Hot Summer Games!

No Innervation Mr. Cuddles tat at this year's coin-op convention, the bafflingly named ACME Show in Reno, Uncle US of Stateside. Sega managed to make more than a couple of pants wet with excitable fountains of wee wee with their quid-a-go hopefuls for '95.

Sega Rally

By far the biggest coin-op release for Sega since, well, *Daytona*, *Sega Rally* is, well, like *Daytona*, innit. Pah! Enough of yer Badly-Informed-Daddisms: *Sega Rally* really is as good as the Sega hypsters claim it to be. To flop about with the bare facts first, you've got two choices of motor (Automatic for the divs, 4-Speed for the speed junkies), based on the (ahem) New Celica GT and (oh dear) Lancia Delta Integrale. Which means that the cars, controls and engine belching are shockingly realistic. There's even adjustable seating on the driver's chair. Spunky lady!

Does *Sega Rally* finally knock *Daytona* into a pot? Does God play the banjo? Three huge stages of varying difficulty (desert/forest/mountain) have the authentic bump and crunch of yer rallying 'round the world thing, and two VR-type perspectives means it out-specs its older brother. Expect a proper peep next month.

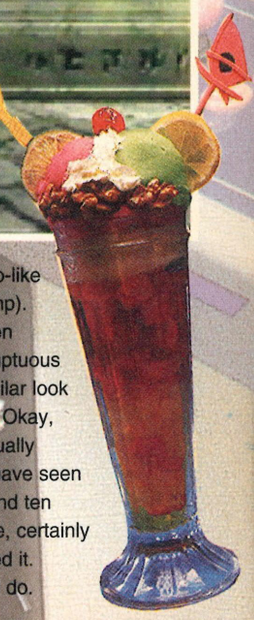


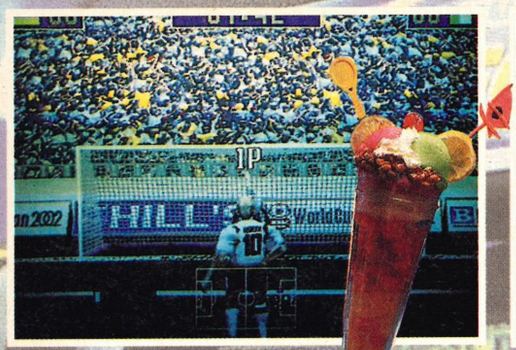
MORTAL KOMBAT 3

Right. No wibble. There isn't much space... Kung Lao, Liu Kang, Jax, Sonja, Kano and Sub-Zero are the familiar characters, all with new moves and fatalities. A new, combo-catered fighting system which awards bonuses for X-Hit Combos (a bit like *Super Streetfighter 2*). A new 'run' button, handily positioned where the thumb on your scrawny right hand should be. Animalities (every character can turn into a monster/animal and 'do' an appropriate fatality). A super-secret, hidden icon combination system (you mess around with the combinations on the character select screen, and, hopefully, something secret happens).

New characters. The guys... Kurtis Stryker (S.W.A.T. team bloke who lobs grenades). American Indian geezer who's a bit like T. Hawk off of *Super Streetfighter 2*. Two robots (working-titled, Ketchup and Mustard - one's red, the other's yellow). Oh, and a bizarre bloke in a helmet with a life-support system on his back. The gals... Sheeva (scary magic woman with a sonic scream attack thing). Mrs. Goro (four arms, Kintaro-like on/off-screen stomp).

Loads of hidden stuff, speedy, sumptuous graphics, very similar look and feel to *MK2*... Okay, so we haven't actually played it, but we have seen it running for around ten minutes and it, like, certainly *feels* like we played it. 96%? Yeah, that'll do.

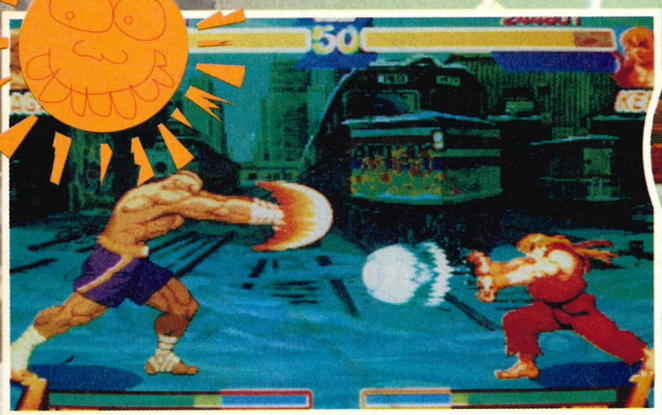


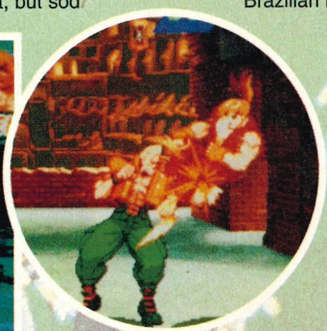


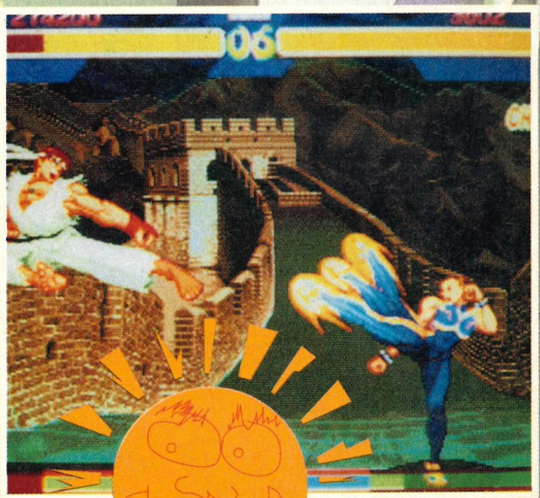
Worldstriker

We covered this one last month when we playtested it at the Metropolis, Hamleys, and it is, without the inevitable doubt, the finest footie game of all-time-for-the-time-being. Imagine 24 *Virtua Fighters* kicking and shinning at a relentless MTV pace, and you're getting - yes! - close to the bedwetting jollies of *Worldstriker*. Realistic it ain't, but sod player realism. As we industry gibbons say, it's a major programming achievement, and it'll be rolling about in your local arcade like some big Brazilian nancy boy in August. Very nearly better than the real thing. As that Bonio bloke once sang.

Worth noting that Sega's other big arcade release this summer, *Golden Axe - The Duel*, is barmy old cack.



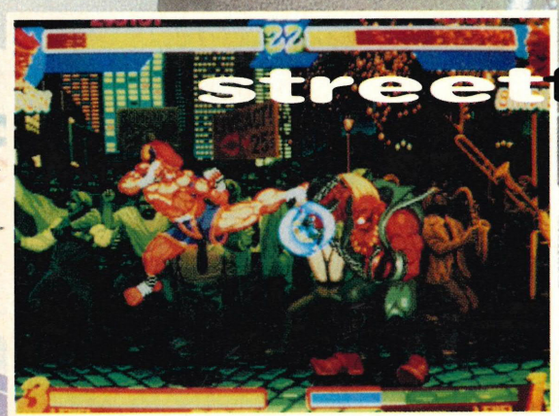




street fighter 2 Legends

Dry yourself, lust-puss. It's not *Streetfighter 3*. It's, like, *Super Streetfighter Turbo With Some Of The 'Classic' Old Characters And Slightly Changed Gameplay*. Enough! We're all out of tolerance, you tricky, spray-mounted Capcom disorderlies. Darling, it's just *tragic* to see such a seminal game reduced to a procession of barely altered self-clones disguised as 'new' releases.

WHAT'S BEST? A dull twinge of nostalgic heartburn at the sight of Birdie, Adon, and Nash with the big, rubber, punch-pads? Boycott it! Register your protest! DON'T ENCOURAGE 'EM! Play *Mortal Kombat* instead! IT'S THE LAW.



TIME FOR A CROWBAR FACIAL

ROAD RASH 3

ROAD RASH

MEGA DRIVE

MEGA-CD

THE RASH IS BACK

For more information about Road Rash III, please call 0753 546 465, or write to Electronic Arts, 90 Heron Drive, Langley, Berkshire SL3 8XP. • Mega-CD and Mega Drive are trademarks of Sega Enterprises Ltd. • Road Rash is a trademark of Electronic Arts.

Please Clean

Another lovely competition.

STREET RACER

RULES

1. Nip out, find a filth-covered car, lorry, van, Allegro, and use the damn thing as a blackboard. And then simply take a photo of your message to us. Easy!

2. Make sure you don't get caught by a furious dad, or wake up a slumbering trucker. Your ear may well be clipped, and we don't want that do we? Oh, and don't use anything other than your grubby fingers to write the message neither.

3. Rude messages with fruity language and other such cussing will not be tolerated. However, things like 'Simon Crook smells of wee' or 'Dean Mortlock is a bearded chimp' are more than acceptable. Just as good are yer 'Sega Power's Best!' type comments. Inspire yourself with something witty and original and you just might win something.

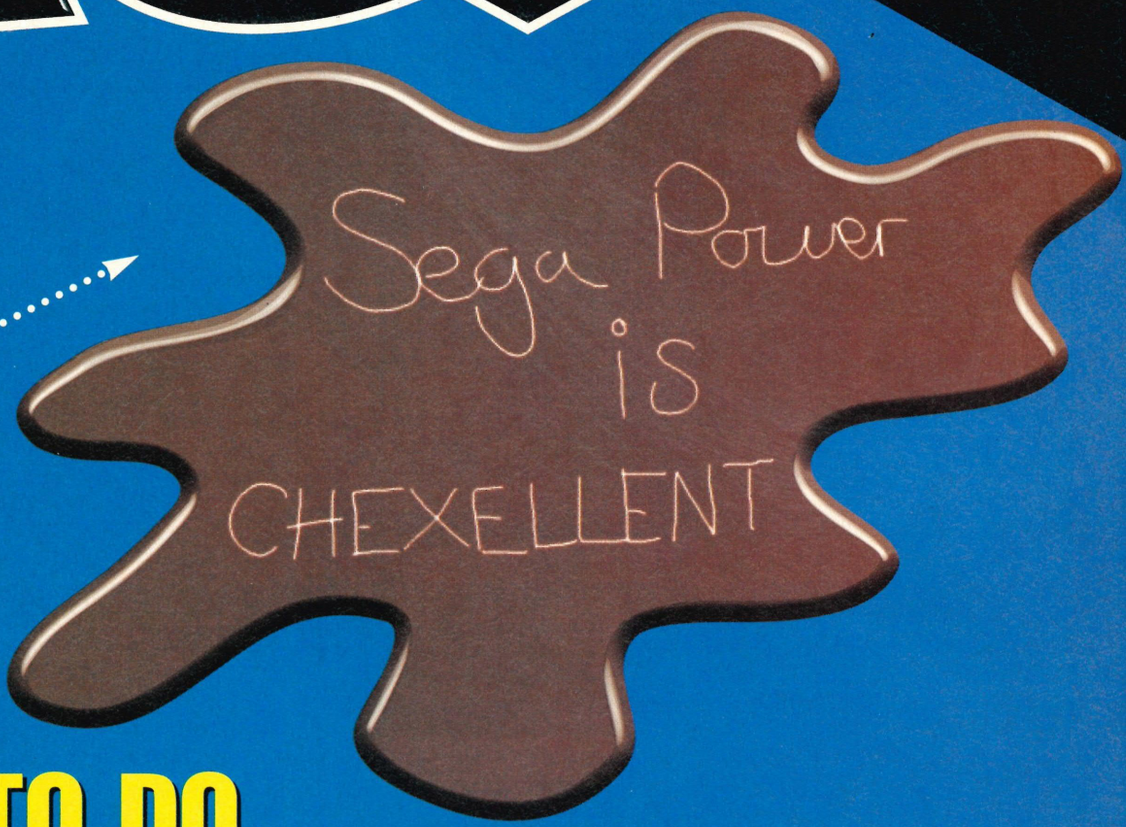
4. Don't dirty Alan's clean car on purpose.

5. You can send in as many photos of your examples of (ahem) 'dust graffiti' as you like.

6. Send in your entries to 'This car was filth', Sega Power, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW, by 20th May.

7. The editor's decision is a decision.

Me!



WHAT WE WANT YOU LOT TO DO

Leave your sock carpeted pig sty on a Sunday when it's not piddling drips from the sky, and, during your walk around the suburban, cementy neighbourhood you may well saunter past a jolly gaggle of men in polo shirts caressing their cars and wiping Jesus smiles onto the gridirons of their second wives-with-wheels. Cor-rect, lovely huggy reader - for across this United nation of Kingdoms, Sunday is and always has been Wash-A-Car Day.

Pig slop. Only the saddest, road-proud Alan would spend his whole Day Of The Lord rubbing elbow grease and Turtle Wax into the bonnet, hubcaps and combustion engine of their go-faster, fluffy-dice, Shaz-Gaz motor. In fact, apart from the said Alans, the only other time cars are seen getting a water 'n' suds make-over is during the annual urban terrorism that is Bob-A-Job Week with them Scouting types. *Arrrkayla! Dooo your beeeeeest!* ARE YOU A CUB?

Nah - most cars are smelly, stinkin', dusty old barns. And that's where you come in. You must have noticed that them dirty, grubby cars and lorries (ESPECIALLY lorries) often have witless messages etched into the year long build up of filth and hapless insect stomachs that they've collected on their many journeys. How's about yer side-splitting 'PLEASE CLEAN ME', or the hilarious-ooh-there-goes-another-rib 'ALSO AVAILABLE IN WHITE'. Boooooring! There are much better things you can write on those dust mobiles. Things like 'Sega Power rules!' Things like 'What's Best?' Things like 'I like Sega Power Magazine!' Get the idea? Thought you would...

WHAT'S ON OFFER

We've been on the (ahem) blower/ telephone/fax/ Sinclair Spakdrum and have managed to syringe some top tat from UBI Soft, the 'makers' of the fabulous, giddying *Street Racer*. Do you want some stuff? OF COURSE YOU DO.

We have the following to spit in your general direction... First prize is an exclusive, one-off very, *very* expensive leather jacket. You know, exactly the type of thing Helmut if-he-was-real would wear. Win this, and you'll be the only one in the world with one. EXCLUSIVE ENOUGH FOR YOU? Second prize is five equally-but-not-quite super-duper stylish bomber jackets, a limited edition *Street Racer* t-shirt, and a multi-player adaptor so you can play this wonderful game with your bestest friend(s). Oh, and we also have a skip full of runner's up shirts and stuff. You never know - we may even throw in some *Street Racer* carts. Happy now?

Comix

I know somebody that looks like this, but I'm not going to tell you his name in case he reads this and cries. Lots.

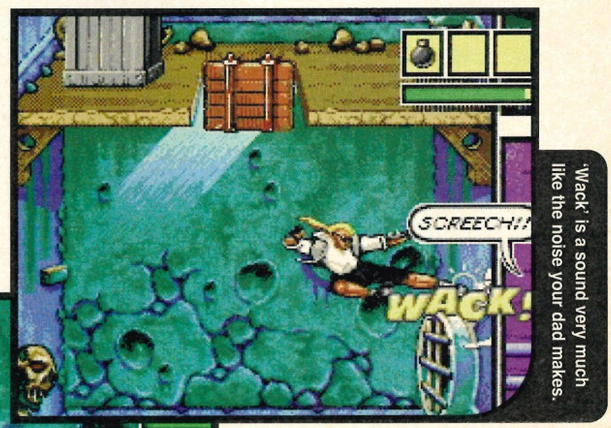
You too would make this noise if you were attacked by a large pen.

On a recent visit to Sega I managed to glean these few snippets of information. The plot involves a cartoon artist who, somehow, has managed to get sucked into one of his comics by the arch-demon wizard thing of Knackerjacker or whatever. His task then is to somehow leave the comic by battling through the levels, killing all the monsters that the chief bad person has drawn into the frames. Follow me? Good. Yes.

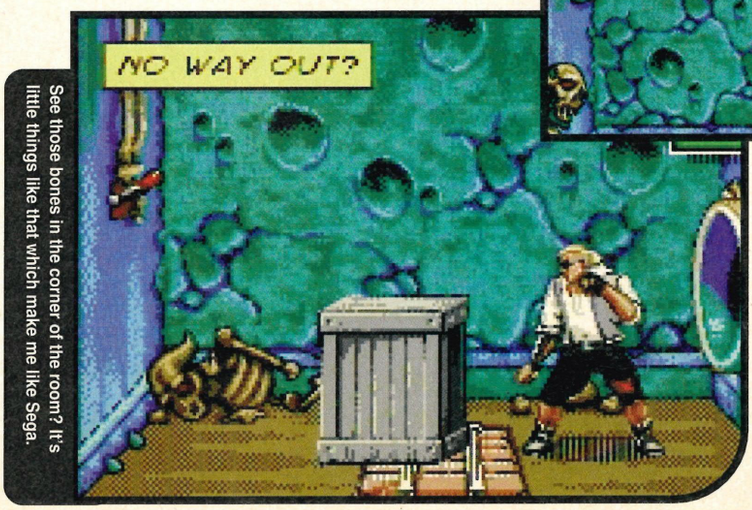
Sooo there's six levels. Each level has around 15 frames to 'do' things in and puzzles abound. Yes, you lucky, lucky people... it's true. Not content with just fighting things? Well, Mrs Lettuceshag from Shitesville, you also have to solve the odd puzzle. Granted, the puzzles we got to see weren't that challenging (move box, stand on box, flick switch), but that was only from the first level - Sega won't show us any more than that. They get scared that we're going to see too much of the

Okay, so Sega are pretty good and everything, and it's no secret that we have a passing admiration for almost everything they do, but they are bloody awful with press releases. Most companies will be together enough to give you at least a couple of pages explaining the game, controls, plot etc., but with Sega it's a different story all together. Oh yes.

So, with that in mind, I've now got to try and fill up two pages with interesting and relevant text on a game that I know very little about. Jeez, and they wonder why we ramble on.



'Wack' is a sound very much like the noise your dad makes.



See those bones in the corner of the room? It's little things like that which make me like Sega.

Yes, get away. Or I'll force you to smell something nasty. Er.

CARTOON HEROES WE'D LIKE TO SEE

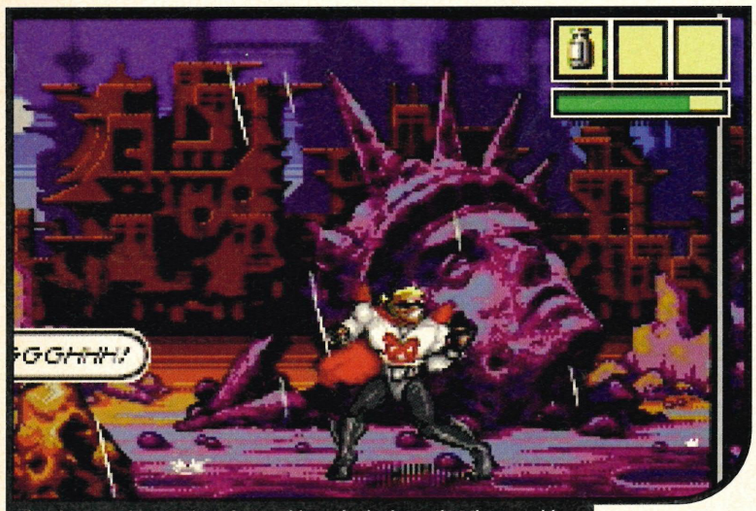
Cheeseman
A man who, after a bizarre incident with a lump of cheese, becomes CHEESEMAN. A half man/half cheese bizarrity that rights wrongs, generally does good stuff and eats lots of cheese to give him special cheese-like powers.

RPGman
After a lengthy solo RPG session, Ricky Bedwetter was struck by an absurd beam thing from some dimension or other sending him off to the land of Pilsbury. A place filled to its disgusting gills with many sided dice, farting wizards and young men with far too much time on their hands and a lack of imagination. Uh? UH!

Chimpboymanthing
After a turbulent fight with a chimp, someoneorother, having been bitten by the said chimp...er...er... (*that's enough superhero nonsense* - the inevitable but always trustworthy 'enough' Ed comment.)

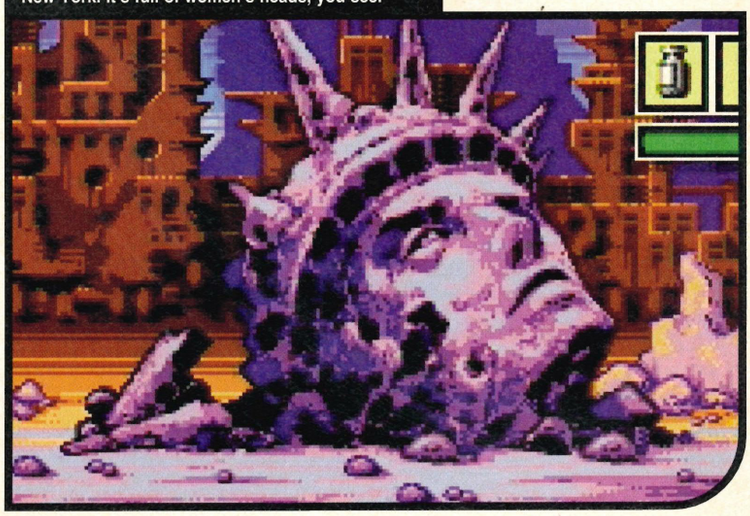
Zone

• Mega Drive • Release: June • Sega •



Comics were invented to give to chimps in the hope that they would be able to grasp the rudiments of humour through them. Didn't work.

This picture reminds me of the film Escape From New York. It's full of women's heads, you see.

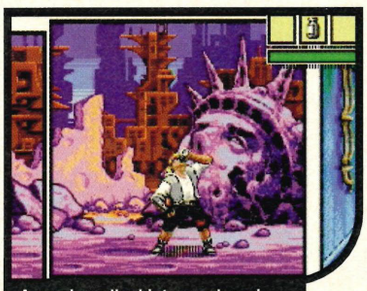


game and do a review when we said we'd only do a preview. As if.

A certain casual flick of a button and your character also has the ability to morph into a superhero thing (the star of the cartoon). This will have the obvious advantages that he'll be able to do something reeeeaaally clever, like burn holes in everything with his special eyes, or change into some sort of kitchen implement and 'whisk' the nasty stuff into submission. Maybe. Seen X-Men I have. It's only because I don't have anything better to do on a Saturday morning. And I hate Andi Peters so much that I get some perverse pleasure from watching him on television. (*You what?* - Simon.)

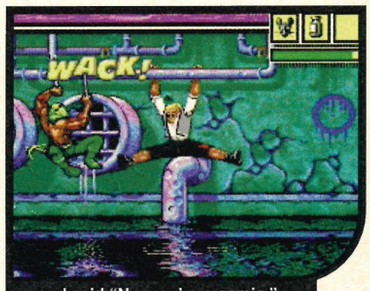
Right. So we've worked out that the game is enough to prick up those tired, floppy ear things, that Sega are paranoid and that they don't 'do' press releases. Us? Interesting as mice.

SEGA POWER



A comic walked into a pub and said "Can I have a pint?"

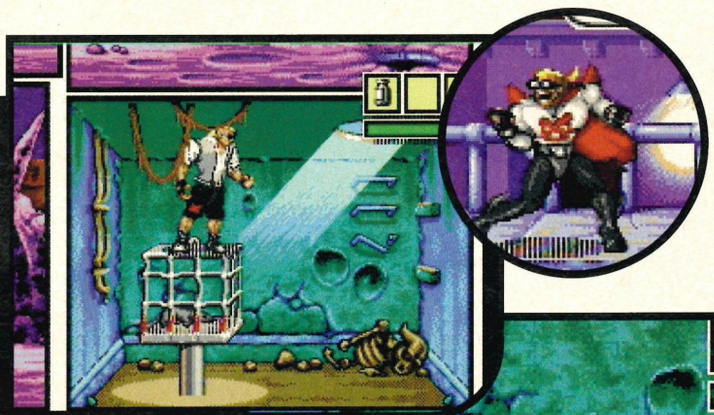
...the whole pub went quiet and the barman turned to the comic...



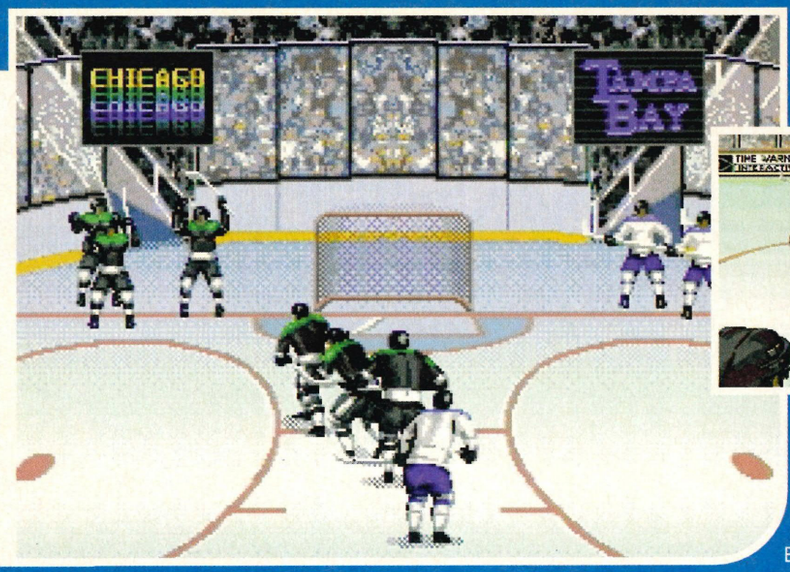
...and said "No, you're a comic." This joke still doesn't work, does it?

You don't usually see that many cowardly monsters, but hey, look, here's one now. Kill him and be done with it.

Below is a bad caption. Remember: you have been warned...

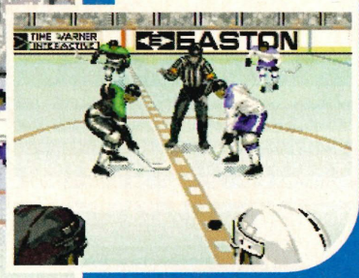


kjhkdjhfkjdhfkjdhf - Hah! Fooled you. You were about to laugh and say we were crap and forgot this caption box. We're not like... some mags. Tee hee.



Suppose you want to know what this is. Sigh... "This is the team picking procedure. My mum this, my dad that..."

Puck-off assumes a detailed full-screen form. Ha! Puck!!!



Five things you really should know about (sigh) ice hockey

1. Ice hockey players are signed up at birth by a team of scouts disguised as nurses. These phony 'nurses' are specifically trained to spot potential stars by examining babies shoulders and knees. Er...

2. Ice hockey was invented by a man without any body hair.

3. All ice hockey players are scared of cheese and the colour blue, but only if it's fresh.

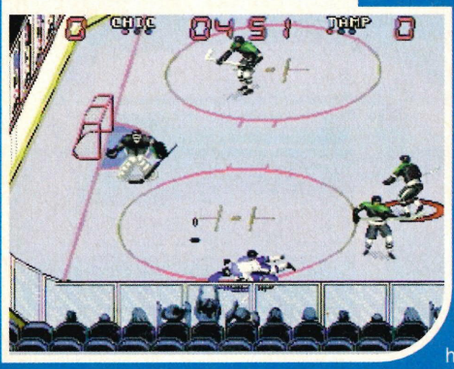
4. The first international ice hockey match was played between England and Germany during the First World War. During a particularly icey winter (stay with me, please) rather than throw grenades, they were hurled along the frozen lengths. This led to them being 'thwacked' back to enemy lines, and the game of ice hockey was born.... by the man without any body hair... who was probably German. For some reason.

5. Ice hockey is officially declared as a silly sport, and is played by silly people in the silly Olympics. Along with such other silly sports as kiddy staring and tea making.

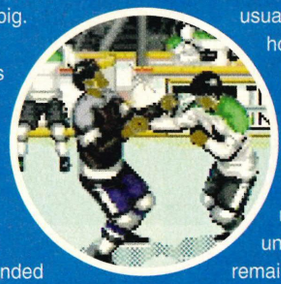
• Mega Drive • May • Time Warner •

How do you go about removing the almost glued-down-with-superglue crown of *EA Hockey* from EA's balding head? Simple, really. Make a game that's as good as theirs. Time Warner seem to be the ones with the largest hacksaw and other such hat-removing things. *Wayne Gretsky* has all the usual elements of an ice hockey game - ice, pucks, players with optional ridiculous padding, cheesy organ music and big stick things - plus a few added little extras to make it more, dare I say, unique? These things will remain locked in my sub-conscious until we review the sliding calf in a soonish issue of (durr) *Se-ga Pow-er.* SEGA POWER

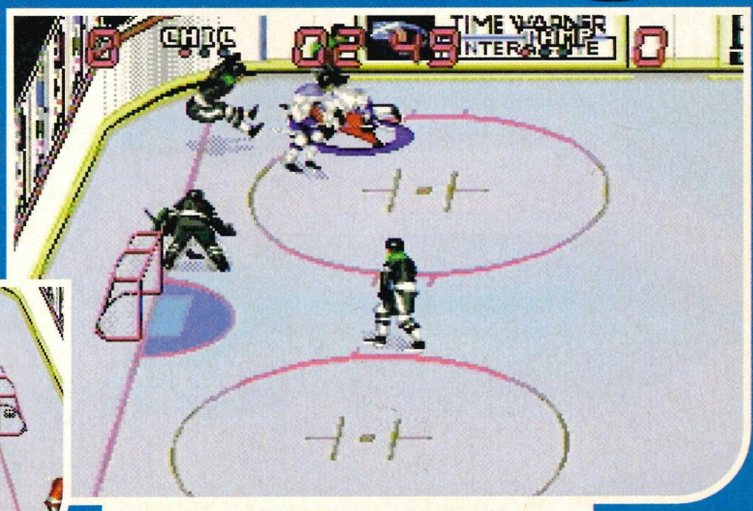
Ice Fact: figure skating ponces Torville and Dean are married and were in Abba.



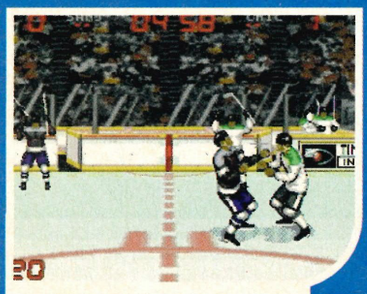
Preview space continues to trundle on like a demented pig. This lovingly prepared page is devoted to a rather lovely-looking game by the name of... (reads hastily-scribbled message just handed to him) *WAYNE GRETSKY HOCKEY.* Let's have a BIG hand for Wayne, readers.



Wayne Gretsky Hockey

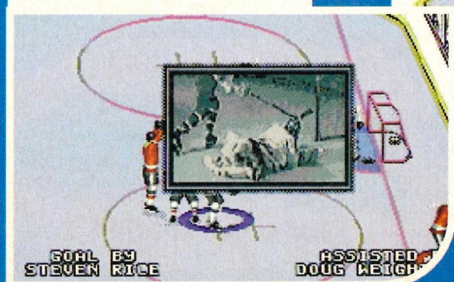


I know we're not supposed to say this sort of thing anymore, but that goalie has a most bizarre arse on him.



The full-screen fisticuffs truly kick EA's new potato into a kennel.

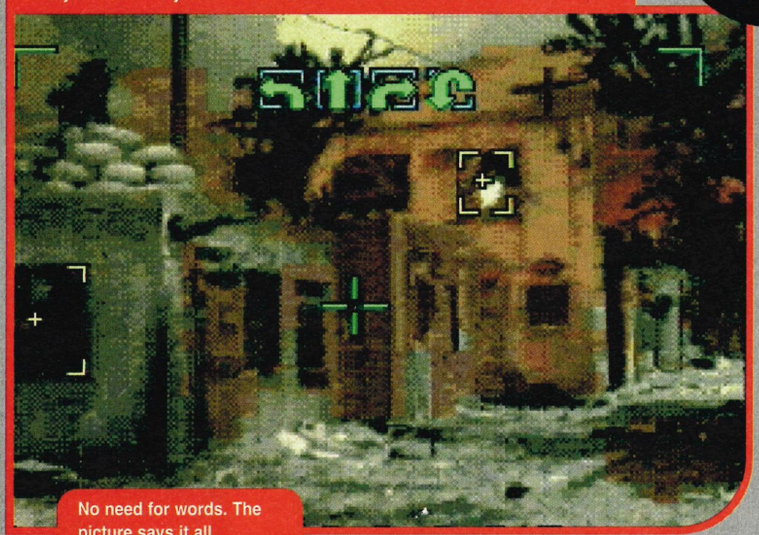
Yer post-goal FMV celebration in all its grainy Sunday matinee, er, glory?



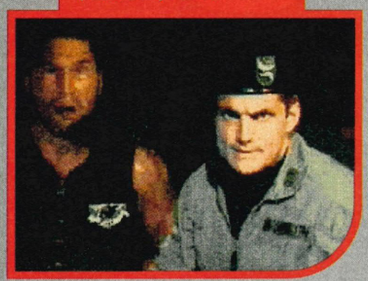
Surgical Strike

• Mega CD • Release: Summer • Sega •

If you've ever been fortunate enough to visit the fair city of Milton Keynes, then you'll definitely work out the similarities between that and this.



No need for words. The picture says it all.



Surgical *adj.* of, relating to, involving, or used in surgery. **Strike** *vb.* to deliver (a blow or stroke) to (a person). So, is the game about beating up on doctors? No. Could the game possibly have anything to do with surgery after violence? No chance, mate. The strike in the title concerns military involvement.

Yes, it's time for NATO to come out once again as small middle-Eastern countries get "what's comin' to them" in traditional gung-ho fashion. Urban blah blee terrorism. World's elite bleedin' team. You get the picture.

It's an FMV game, but Sega promise us that you're more than just a casual spectator - there's more interactiveness than some games we could mention. Er...

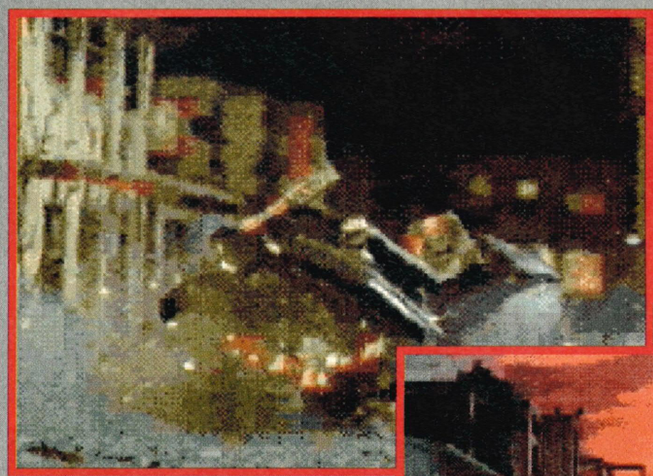
Firstly, there's a map screen which allows you to go to any location at any time - Sega made us stress this point. Scared you see. Worried we'd do a damning preview saying things like "Ooh, FMV games, eh? All watch and no play makes Heidi a bad-tempered spaz." Course, we won't... but then again.

Actually, yes, it does look pretty good. Loads of nice cinepak stuff. You may have the feeling that you're watching a movie on a really bad television, in a thunderstorm and with a damaged aerial, but hey, it's Mega CD innit.

Lots of shooting, funny explosions - straight from Captain Scarlet (if you get my drift) - and cheesy actors whose last major work was in Fantasy Island.

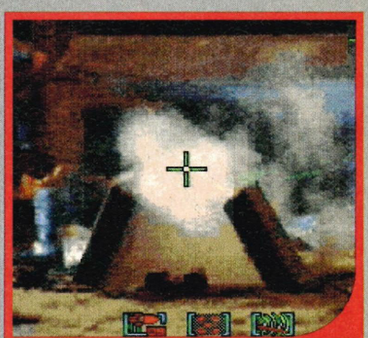
SEGA POWER

This might be you, it might not. I'm not really sure. Um, but it floats about much like that thing in that there Star Wars movie. And is good.

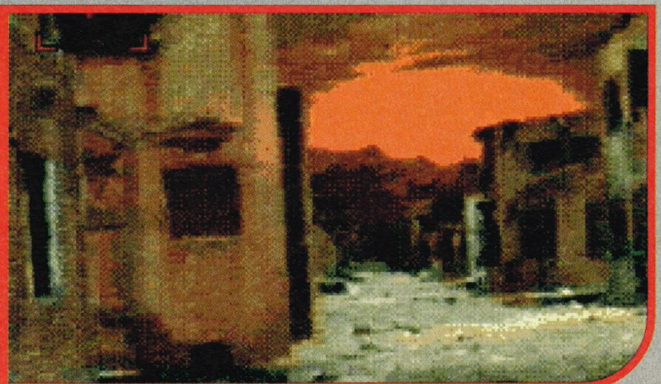


The models are nice, but in a funny, cheesy way. Much like Naomi Campbell, really.

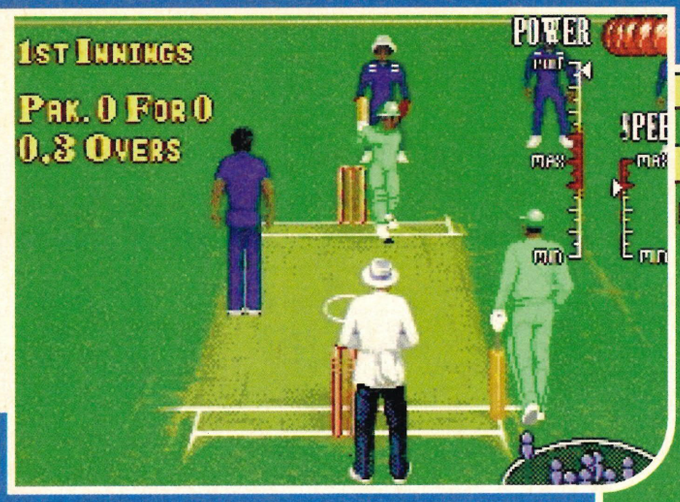
I've been asked to say hello to Swebbo Bamboozler. Done?



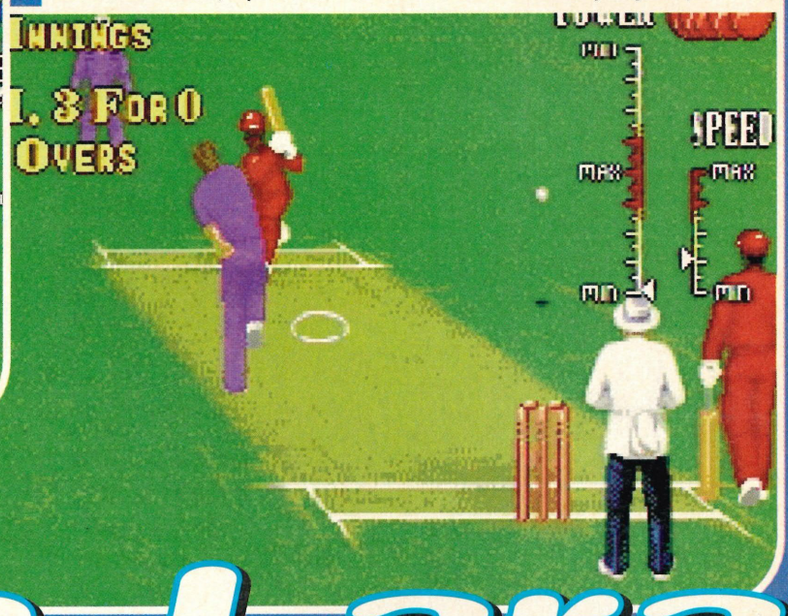
Explosions are great to look at, but a definite buttock twinge to caption.



One tends to get the impression from these pictures that *Surgical Strike* isn't the most cheerful game floating about at present.



Play cricket at school do you? Enjoy it do you? Why?



'Silly mid-off' is a genuine position in the game of cricket. It's when somebody stands near to the wickets, flaps his arms about and makes the noise of a young chimp.

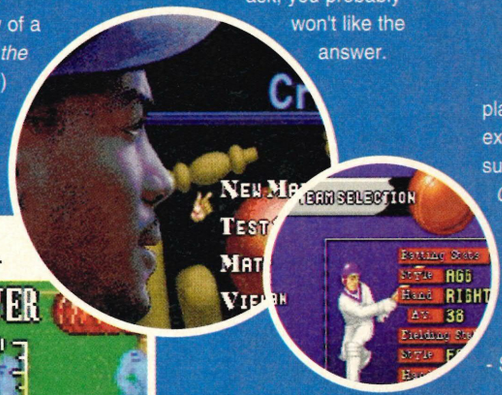
• Mega Drive • Release: May •
• Codemasters •

Brian Lara Cricket

Statistics say that statistics are enjoyed by 43% of people.

I hate cricket. Not the best way to start a preview of a cricket game, but I do. With a vengeance. I do quite like computer games, though, so I'm in a bit of a dilemma. Do I wibble on for a page slagging off cricket or do I 'do' an informative and objective preview of a cricket game? (*Just tell us about the gaaammmeee!!!* - Sensible Type.)

Casting aside my dislike for the game for a second, *Brian Lara Cricket* is a simulation containing all the elements you'd expect - men in white clothing, bats, balls, wickets, umpires, jumpers and men with bizarre red stains on the crotches of their trousers. Why? Don't ask, you probably won't like the answer.



The J-Cart is everpresent for four-player fun, everything plays as you'd expect a cricket simulation to play, and surprisingly enough, much like *PGA Golf*, it's quite interesting to play.

Brian Lara, I'm reliably informed, is a bit of a star in the cricket world, too. Scored a 501-not-out once for someone and, er, he likes cheese (*WHY?* - Sensible Reader).

SEGA POWER

England used to be quite good at cricket, but then the majority of English cricketeers caught Cricket Spaz disease. And then they were rubbish. True.

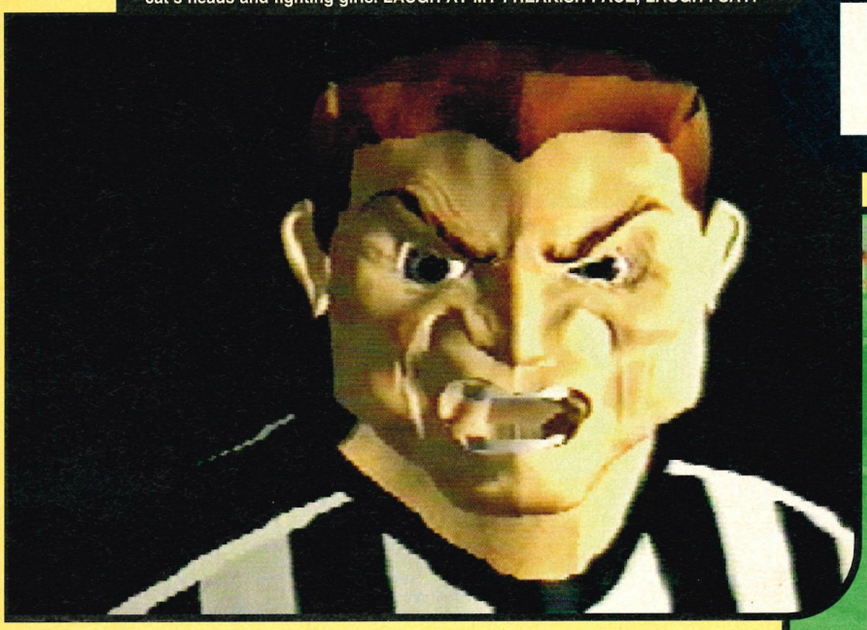
FIVE THINGS YOU DIDN'T KNOW ABOUT CRICKET

1. Cricket was invented by a man with a grudge against life.
2. Cricket is played by men of low breeding. Sometimes.
3. Cheese rarely makes an appearance.
4. Cricket balls are made in a factory in Andover... by chimps.
5. The wickets are made from the bones of an elephant.

• Mega Drive • Release: June • US Gold •

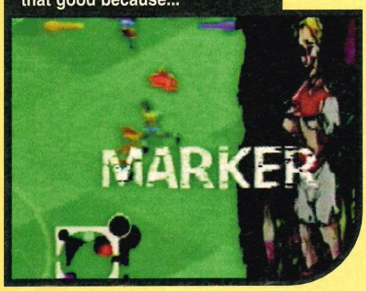
Fever Pitch

"Well, Cilla. I'm Ivan from Cardiff and I'm a freelance arsonist. I like playing football with cat's heads and fighting girls. LAUGH AT MY FREAKISH FACE, LAUGH I SAY!"



Perhaps this page would've been better if US Gold sent us better screenshots? AGREE!

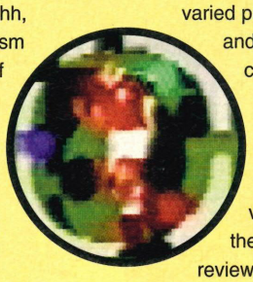
You see, the pictures aren't that good because...



...we got them 'off a video'. We would apologise. BUT WE WON'T.

Eric Cantona, eh? What a card. What a cheeky chimp-faced chumpy boy. What a bloody idiot. Football clams will tell you that it's all down to his unstable French temper, but it basically boils down to the fact that he's a bit of a... oh, what's the word (*no, can't use that one* - Simon) I'm stumbling over... Prat? No, not really harsh enough. Anyway, you get the picture. (Sigh) Anyway...

Wooaahhh, A FOOTBALL GAME ON THE MEGA DRIVE? Surely not. Good grief, man. Just as it seems we're safe from the curse of Johnny Soccer and his mates, along comes US Gold with ANOTHER ONE... Ahh, there's no place for cynicism in the happy, jolly world of Sega games, especially on this chumpy page.

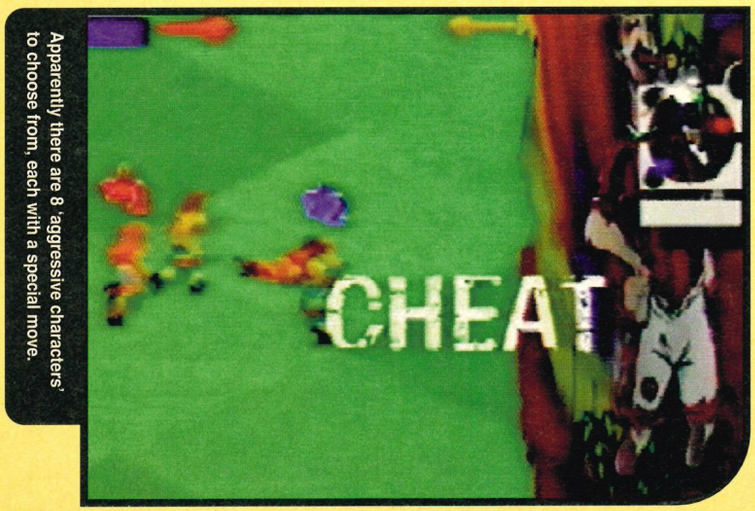


But, before you cast your eager Sega-loving eyes onto another page, just hold on. *Fever Pitch Soccer* looks damn fine. Different, in a beaty/punchy/kicky way - imagine a cross between *Sensible Soccer* and *Mortal Kombat 2* and you'd be getting close. Sort of. Ish.

All the usual stuff you'd expect is lovingly displayed for your visual pleasure - different strips, team tactics, varied pitches, weather conditions and different amounts of chummy folk for multi-player fun. (Can I write that press release now mummy?)

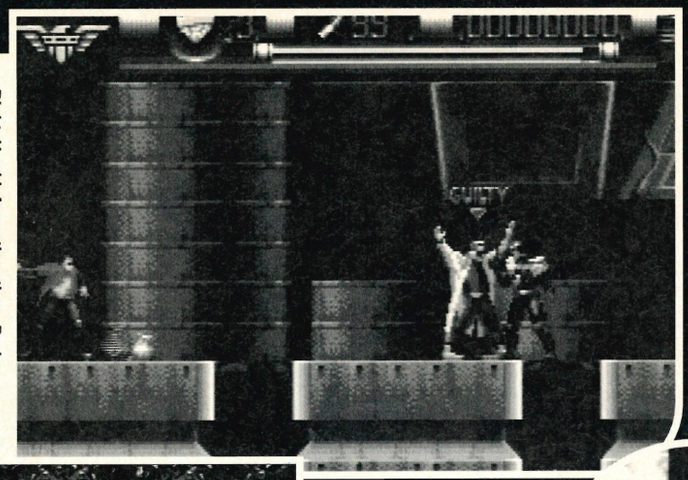
LOOK AT THE PICTURES! Pleased? Looks very nice, doesn't it? June is the month when we'll be reviewing the Mega Drive version, and the game will be merrily plopping its jollies onto the 32X very shortly. Is nice?

SEGA POWER

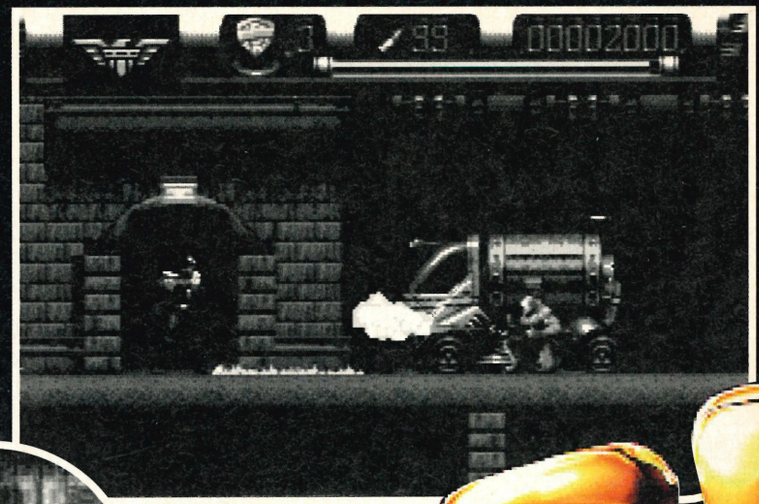


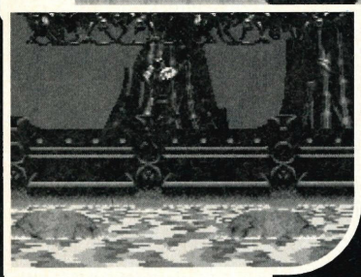
Apparently there are 8 'aggressive characters' to choose from, each with a special move.

And apparently, some of the character's names are Tricky, Barger and Cheat. How jolly inspired.

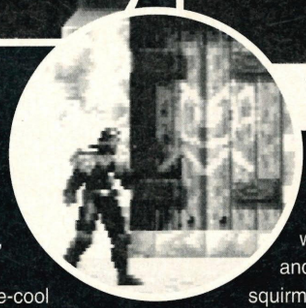


Right. Hard information, then. Probe Software (of *MK2* fame) developed the game.





All the levels scroll in eight directions, like biscuits don't.



The main Dredd character runs, crawls, jumps and climbs.

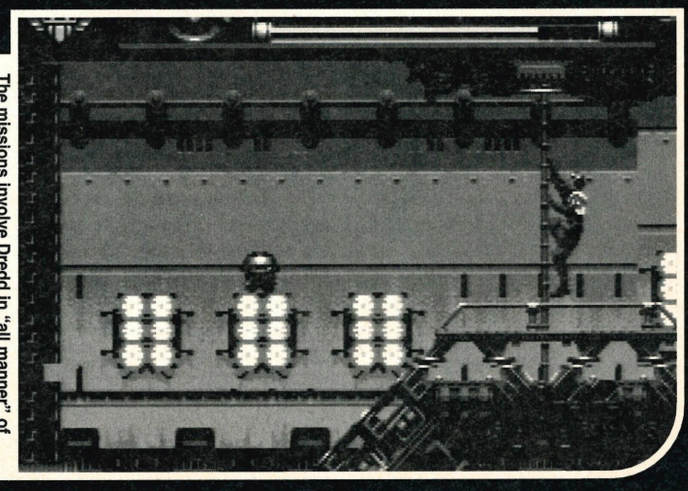
Tank Girl, then... Ultra-mega postmodern, kind of fractured, angry-young-girl take on some kind of crazy, gender-bending Mad Max, cheesy-pikies-are-cool business? Or barmy (and woefully obscure) old cack? Whatever your inevitably ill-argued opinion, it's hard to deny that Tank Girl is a character from out of an English comic-for-adults-who-pretend-to-like-Front-242, and whose story is currently squirming in Hollywood's rancid dogbowl, soon to be mercilessly mashed and diluted into a tacky popcorn side-dish IN A CINEMA NEAR YOU.

A bit like Judge Dredd, really...

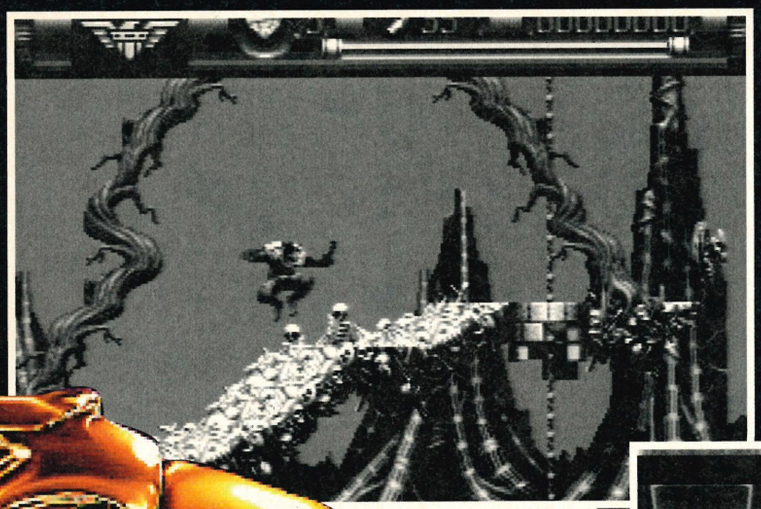
Hi. I'm Andy Lowe, and, being such a churlish, needlessly sceptical, "Go on, then - impress me!" type, I'm not even mildly interested in Judge Dredd, Tank Girl, 2000AD, Deadline, or any of yer other post-apocalyptic war-zone buffalo chips. So, inevitably, this preview is going to be a bit of a cut 'n' paste affair, constructed from a random sampling of erudite comments from the mouths of some of the good people who write for other Future titles (all of which

Er. Spuntog Klitt Ultrajizz, readers. Welcome to... my... incident room.

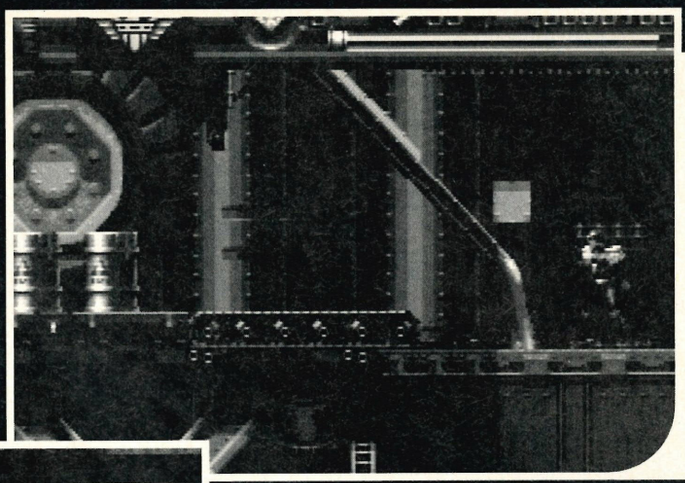
Judge



The missions involve Dredd in "all manner" of law enforcement (hostage-rescuing, weapon destruction, and confiscating stale Ginger Thins).

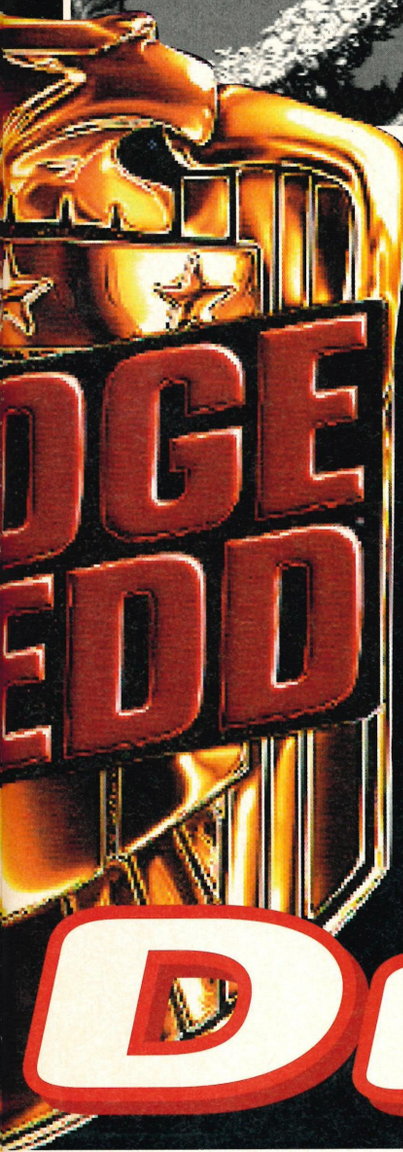


Heh heh heh. He's jumping on his bones. Rrrrrrubbish!



The levels include Cursed Earth (kill mutants), and the Domain Of The Dark Judges. How good.

Dredd's bike is called the Lawmaster. It has guns.



• Mega Drive • Release: July •

• Acclaim •

Dredd

are available in most good newsagents. Oh, and John Menzies...

James 'Beano' Binns (off PC Format magazine) writes, "I don't know much about sci-fi, but I know what I hate, and I always thought that the whole point of the original Judge Dredd was to expose the grotesque, fascistic workings of an oppressive, faceless, monolithic future-society. The character is evil, the concept is satirical, and to simply transform him into yet another predictable, wise-cracking, action-hero bully-boy is missing the point entirely." Bye bye, Beano! Bye bye!!!

Simon Kirrane (editor of GamesMaster Magazine) writes, "As you'll discover in our World Exclusive Preview (in the March, 1995 edition of GamesMaster Magazine) the Judge Dredd game features you, 'being' Judge Dredd, blundering around some scrolling areas, jumping on 'platforms', shooting stuff, picking up stuff, and occasionally having a bit of a fly in your Anti-Gravity Bike. Order your back issues of GamesMaster from the handy 'Back Issues' page, concealed within the very latest issue (out now, and featuring a World Exclusive review of *Mortal Kombat 3.)* Cheers!"

Cam Winstanley (off Amiga Power magazine) writes, "It's quite interesting, actually. Dredd's gun, the Lawgiver, fires EIGHT different types of bullets, all of which kill people in lots of different ways, and, frankly, make me as stiff as a titanium cucumber."

It's a film license, it's (more or less) a platform game, and - oh - look, it's that, oooh, what's he been in? It's that Mel Gibson. ("Basic Instinct!") Of course... *(Dep Ed's Note... If you're interested, there's some game info in the captions).*

SEGA POWER

Big boy Judge Death is the final boss. He is hard and frequently eats his own pubes.

HERE'S MACE IN YOUR FACE

ROAD RASH 3

ROAD RASH

MEGA DRIVE

MEGA-CD

THE RASH IS BACK

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Most Unwanted

Over the next three months, as if to mark some kind of tenuous "countdown to summer" we present a glorious, shimmering - well, dragon-like thing, I suppose - of complete... and... utter...utter... RUUUUUBBISH! Put it down, see if the cat laps it up, huh? Heartily lick it out and call it a Creme Egg, yup? Roll it in a pool of tomatoes, see if it stains? Roostah!

PART ONE - "Bad, bad, bad, bad, bad!"

The first ten. The least slovenly, misshapen mutants of the whole putrid, shuffling mass. The revenge of the stinking nearly-dead. Top gits tonight...

The 25 Worst Sega Games EVER!
(Or "Now That's What We Call A Teetering Heap Of Decaying, Electronic Effluent.")
(Or "Ten-Storey Tossery.")
(Or "16-Bit, uh, something that rhymes with 'bit'. And begins with 'S'." Know what it is yet?)

25. Andre Agassi Tennis (Mega Drive, Tecmagik)

Bit of a 'maverick', wasn't he? He, like, had LONG HAIR, and affected an impossibly endearing cheeky-chirrupy-wiseguy on-court 'persona'. HEY! John McEnroe for your parents, more like. Dull, dull, dull, duuuull. I mean - Spunky Funeral! - Pete Sampras may be as dreary as an International Plankton Convention, but at least he had the decency to endorse a semi-fun tennis game.

This is a slow, clanky, unplayable dirge. It's like dosing up on Benilyn and French coffee and watching the 'Special' Olympics - occasionally hilarious-for-the-wrong-reasons, but ultimately tiring and confusing.

24.. Champions Of Europe (The (hmm) Master System, Tecmagik)

Starved like a truck full of poor folk, Master System owners treated the arrival of this game with rampant, unabated excitement. How we guffawed when it turned out to be the biggish pile of compost since Arsey MacShite did his world famous projectile jobby on Record Breakers.

23.. Ariel The Little Mermaid (Mega Drive, Sega)

Software House Public Relations Person Excuse-For-A-Crap-Game Number ONE... "Well, it's aimed at YOUNG KIDS, isn't it?" Fine. Ludicrously undemanding, socially arrested young kids. Lobotomised, permanently sedated young kids. Young kids spawned from the loins of the kind of people who attend adult literacy classes. Could have been a satisfying slab of Cutesy Pie. Instead, it's a transparent, BOOOORING, putrid, badly translated, no-charm Plate Of Old Pussy Cat Pus.

22. Heavenly Symphony (Mega CD, Sega)

RRRRRRRRRRRRUBBISH formula one driving game. WHY did it have to be on the Mega CD? WHY the stupid title? WHY would you EVER feel compelled to make Sega £44.95 richer for... for THIS? Top *Heavenly Symphony* fact... The reason you can actually drive through the roadside advertising billboards is... they didn't want to upset the advertisers. Something like that, anyway. If you bought it - you were, at best, misguided. If you STILL own it - please donate it to a local children's charity with maximum rapidity.

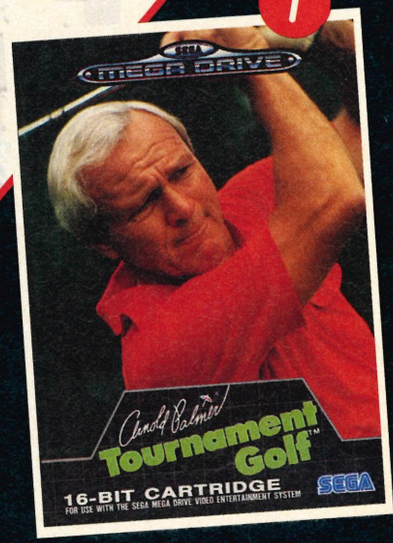
21. Gunship (Mega Drive, US Gold)

Unless you're the type who can instantly and interestingly enlighten work-related acquaintances as to the make and serial number of any fleetingly presented firearm, you'll probably entertain doubts regarding the "cool"ness of helicopters. This is a weedy, sludgy, unpleasantly schizophrenic shoot-em-up/flight sim hybrid. With helicopters in it.

20. Terminator Two - Judgement Day (Mega Drive, Acclaim)

Great flatulent baby Jesus. It requires a spectacularly flimsy fumble of neutral inspiration to transform such a simmering, liberally basted, action-bloated wench of sci-fi

1

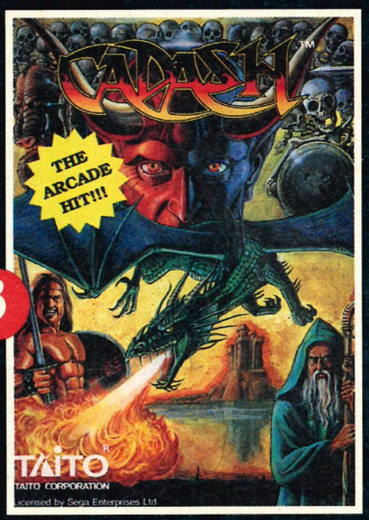


▲ **Game: Arnold Palmer Tournament Golf**
Title: "Being and Boringness: Yawning, Lawns and Other Pictorial Comas" (photo)
An Art Teacher writes: "It's a photograph of an old man with a Marks and Spencer's t-shirt on. Although it could quite easily be from British Home Stores. I find this interesting."

CACK CARTWORK

You know exactly what we're talking about. Box-art, Cartwork, box-cack, whatever. When it comes to designing games, games publishers like to think they 'know what they're doing'. Granted. Sometimes. But when it comes to selling 'em on the shelves, a clue they often do not have. Bathe with us in the gallery of pooey pencillings, and witness these 'classic' works of cart art, seemingly designed by some GCSE spaz with a spirograph. See any cartwork worse than this pitifully crayoned crap? We'd laaarve to hear from you...

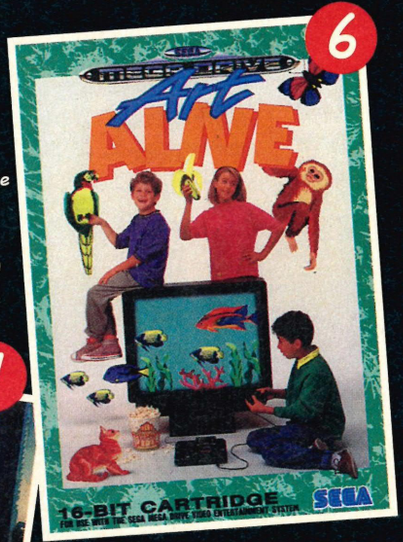
◀ Game: Fire Shark
Title: "Reflections on War: Dead Bodies Make Me Laugh" (paint and pencil)
An Art Teacher writes: "I don't know what's with the wry smile, but his neck is definitely too big and his etched beard is highly unpleasant. And his lips don't fit. This really is crap."



◀ Game: Cadash
Title: "Untitled" (elbow grease-on-filthy-canvas)
An Art Teacher Writes: "I'm mainly interested in the man with the sword because everything's wrong about him. Stupid hands, stupid face, stupid hair. Mind you - huge pair of knockers..."

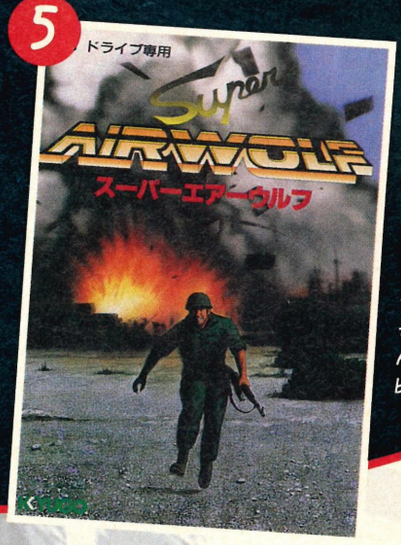
▲ Game: Alien Storm
Title: "Robot Ralphy Goes A-Fighting" (crude oil-on-toothbrush)
An Art Teacher Writes: "Juxtapositions galore. One man fights an alien monster while a well-hung robot plays with his space-age laser toy. This is trying to say something about technology in today's society. And it's painted by a chimp. Nice."

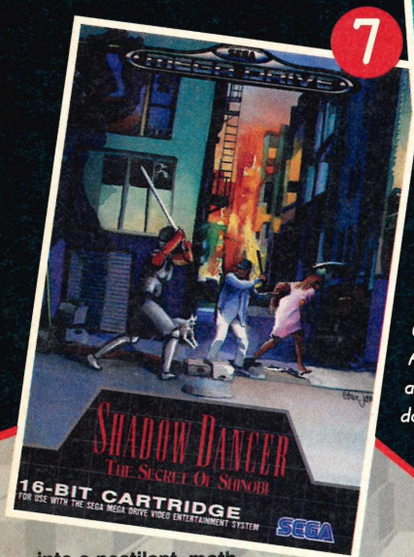
▼ Game: Shadow Dancer - The Secret of Shinobi
Title: "Confusion with my brief - any old crap will do" (watercolour)
An Art Teacher writes: "What was intended as a diatribe on urban violence has been transformed into some badly painted prats having a knockabout. It's the worst one I've ever seen. He's even had the cheek to sign it. Shame on you, Mr Steve Jones."



▲ Game: Art Alive
Title: "Forever Innocent, Forever Friends: Children Of The Barbie Generation" (computer-generated image)
An Art Teacher writes: "It doesn't take a genius to see that this is a utter donkey dung."

▶ Game: Not-so Super Airwolf
Title: "Athena Spaz: Do You Think I'm Sexy?" (airbrush-up-jacksy)
An Art Teacher Writes: "For Christ's sake, he's not running away, he's floating above the ground on military hover boots. And he's got a club foot. Or maybe a clown's foot. And his left hand look like one of those Look-It's-A-Dog shadow puppets. Truly awful in that Sega Power Cannon Fodder cover sort of way."





into a pestilent, moth-ravaged old platty slapper like this. Scraggy, little, cacky.

19. Nobunaga's Ambition (Mega Drive, Koei)

Presumably, the narcoleptic presentation, spindly and intrusive gameplay inconsistencies, and head-slappingly monotonous strategy unseemliness are, in some way, intended to evoke a sense of an individual by the name of Nobunaga embarking on some particular phase of his Ambition. Amnesty International are currently investigating reports of Iraqi torturers trading in their volatile, makeshift electrocution equipment for consignments of Mega Drives and *Nobunaga's Ambition* cartridges. An insistent, troublesome, Big Issue-seller of a game.

18. Mario Andretti's Racing (Mega Drive, Electronic Arts)

An EA Sports aberration is a rare and curious thing. Gather round now, children. Gather round and kiddy-stare at this febrile, squirming monstrosity. Empty. Apologetic. Ugly. Nil exhilaration. A poor, putrid racing game. Could so nearly have been called *Kawasaki*. "Is it dead, sir?" Well, it was coughing up blood this morning...

17. The Crash Test Dummies (Mega Drive, Acclaim)

The Edge of Hell is a stinking odyssey into the vile, bowel-moving areas of our senses (it's a very bad, very funny film - please watch it). This pointless, perverse pleasure in trash entertainment simply doesn't translate when things go this far off the scale. It's bad. No, really. VERY bad. Definitely the sort of game your badly-informed grandparents would buy you for Christmas. THIS... and the slightly furry Just Brazils.

16. Roar Of The Beast (On The Mega Drive, Sunsoft)

Do girls play computer games? Not usually. Far better things to do, you see (*Steady.* - Andy). In an unbelievably outdated attempt to appeal to the females, Sunsoft released two games based on the Beauty And The Beast film. Not unsurprisingly, it's dribbling old rubbish. The sort of game you'd buy for your sister for her birthday after filling her boots with runny animal vomit.

NEXT MONTH

The 25 Worst Mega Drive Games EVER! - part the next/the countdown continues/the plot congeals at the bottom of the pan and when you try to slop it on some bacon, it kind of crawls out like some creepy living tumour... Numbers 15-6, please. It's the law! But, what's WORST?

Please, dear readers, bend not under the massive weight of the criticisms of the heinous, non-believing, anti-videogamers that sup from the very eyeballs of Satan. It's just that sometimes, like when you look at that kid at the back of the class, you can't help thinking that they've got a point, eh? Sega Power gets harsh...

Reader

Readers are great. Every reader we've ever had is admired, cherished and loved as if they were one of our own rosey-headed boy-and girl-children. Each and every reader phone-call that we get is recorded, indexed and stored in a special heart-shaped love cupboard, and memorable moments are played and relived at Reader Coffee Mornings, where we invite short, diseased children to come round and play with us.

As the chirpy post room boys deliver your letters each morning, pausing only to sing a medley of Disney songs with small cartoon bluebirds perched upon their happy shoulders, the cheery *Sega Power* office workers crowd around the throbbing pile of new-born envelopes, excited and squealing like pigs on chocolate. Favourite letters are displayed in a cherished Reader Scrap Book, which we read to one another late at night, or on Sundays before tea.

Yep, readers are great, alright. But sadly, when you're talking about well in excess of 50, 000 lovable, affectionate and cheeky rascal-readers, there are bound to be the odd few who would be better off with a magazine a bit more... *forgiving*. The odd 'odd' readers. And, as Moses pointed out when referring to 'odd' readers: "Love 'em or hate 'em, you'd be mad not to hate them".

Therefore, all *Sega Power* feels it can do to help lighten the situation is attempt to alert you, our beloved, hopefully normal reader, to the types of people you really should be picking on at school. Please. Meet The Others...

LYNCH YOURSELF AN ODD READER... AND WIN A CART!

That's right, you crazy kids! The first reader (normal) to bag up and send out a living reader (odd) to an Eastern European destination of your choice will receive one sleek black carty thing of your determining! Just send us proof of postage plus a picture of you and your odd reader having a bit of a tussle (that's the sort of 'lynching' bit). And, to tax you a little bit more, family members don't count. So just how do you go about finding an odd reader if you've only ever dreamt of them? Well, simply go along to any branch of Dixons or one of those Fantasy D&D shops and wait for a bit. If you think you've found one, use the following list to help determine whether they are, in fact, 'odd'. And if they are, it's off to the Post Office!

1. They'll cheerfully introduce themselves to you by giving their full name (including middle bits), and where they're from (eg. "Hi, I'm Damien Aaron Bibbsen from Chapel-on-the-Frith, Derbyshire! And you are...?").
2. Check whether the inevitably strong smell of TCP at D&D shops has got noticeably stronger since they approached you.
3. Are they 'wearing' more than three plasters? Do their lips move when they pee?
4. Ask them whether they agree with the statement "Chesney Hawkes could be described as perhaps the greatest living British pop 'composer' and the voice of the misunderstood youth of any generation."
5. Ask them for the name of their favourite pet. If it's something along the lines of "Lee", Darren" or "Leslie", you may be in luck.
6. Ask them "What's Best? Fruit or puppies?"
7. Er...
8. Oh yeah...
9. Ask them if they would find pleasure in seeing your local Post Office.
10. BUT! First make sure it's *Sega Power* they read. Leave the others for Merrick and co. to enjoy...

Send your entries to: Danny's Odd Reader Feature Thing Competition, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.
Thanks, love ya, bye.

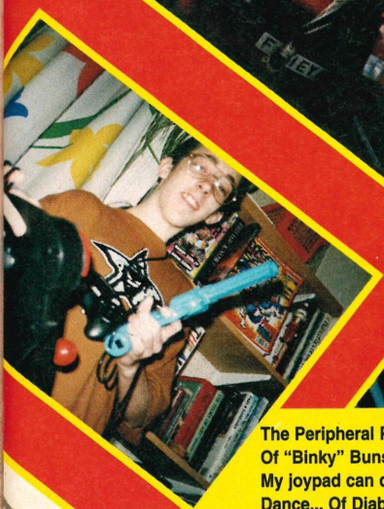
"Hey! Look everyone! We've found all the ex-readers of Mean Machines and Sega Magazine."

's Lives

Naturally, there are the odd 'odd' readers who wish to share every aspect of their 'lives' with their new-found friends on Britain's Best-Selling Sega Magazine. Watch out for these people. Learn everything about them. Find out how to avoid them. They'll be editing Sega magazine(s) before you know it.

Readers scouring the tear-soaked city for willing chimpanzees.

Readers captured on security cameras, ably nourishing their young, undemanding brains.



The Peripheral Pantomime Of "Binky" Bunsen. "Yes. My joypad can dance. The Dance... Of Diabalossss!"

"We like to, like, lean and wait for the action, yeah?" ("And I like to jump!") "Hur hur. Yeah."

GREGERLY SYKES

Gregerly Sykes has been reading *Sega Power* since 1989 and, in general, agrees with everything he reads before 4:30pm. Gregerly's daily routine varies greatly from day to day (he says), and every day at the same time his friend Tim picks him up in his gran's Vauxhall Nova (which he can use in the mornings and evenings), and the two fun-loving fun lovers "mostly hang around outside Home Base for just bloody ages!". The pair also enjoy wall-spotting and are still "after" the elusive Bridgington Street wall. Gregerly is an unemployed freelance role-model, who left school at the age of 9. "Even the new kids used to gob on me". Popular lad.

GINGER "BINKY" BUNSEN

"My dog's name is Stuart" writes 8 year old Ginger Bunsen from Tewkesbury, "and I have an interest in Sega." Have him. Mr. Agreeable... Oh.

BILBIN DORCHESTER

15 year old Bilbin hails from Bolton. Apart from his huge collection of joypads and sticks, (each of which is named after a famous dog) Bilbin says his spare time is taken up mainly by videogames - "the passion that heats my heart like a big fire". Friends? "I do invite my friends 'round each night after school to watch me play videogames - not the 2-player ones, as I believe they induce violence in the common man - but they seem to be happier to stand around town with their girlfriends and their cigarettes."

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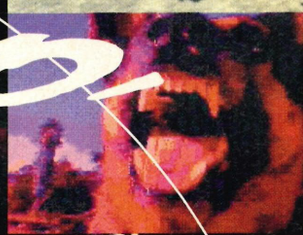
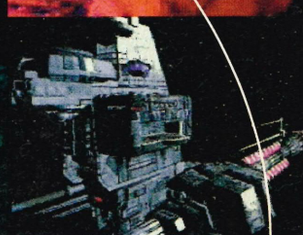
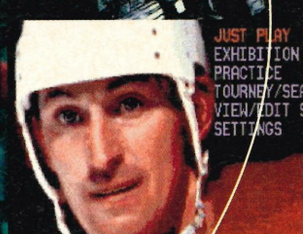




THEME PARK

• Mega Drive • £49.99 • EA\Bullfrog • UK Release •

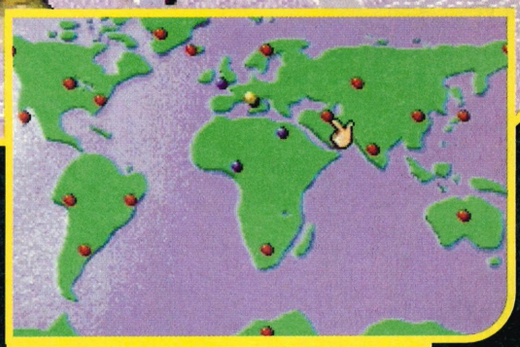
Shameless self-publicist James Binns, under stern orders not to plug his tips book is let loose on Theme Park. Altogether now... Theme Park. Theme Park. Theme Park. Theme Park. Theme Park. Theme Park. Theme Park. (I don't get it... - Andy.)

See those piles of rubble? These are the remnants of the resort after a particularly nasty terrorist attack. Haven't these people heard of sarin or what? Destroys lives not buildings... (*EhEhEhEhEHHH?* - Dean.)

Who but a maniac would visit a theme park in this weather? People in Greenland of course. Where it's no good waiting for a sunny day. (*But I don't UNDERSTAND...* - Simon.)

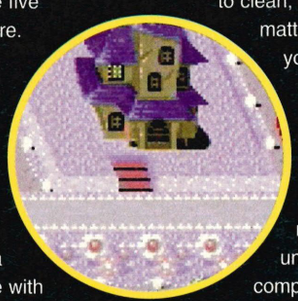
"Gaze into the eyes of the mescalin worm. He's gonna take you on the trip of your life," says ginger haired James.

Yes. That snake is smoking. Clearly being a snake he couldn't read the health warnings.



As my Empire spreads, soon I will rule the world. Cower in the path of my shiny pins.

By the time you reach the end of this review (allowing for dyslexia or unnatural speed-reading ability) Disneyland Paris will be five minutes nearer to closure. How, in the name of all that's lovely, shiny and worthy in this world, could anybody have made such an enormous mess of such a basic concept? You put a wall around a field, stuff the enclosure with cool stuff, and people pay money to come and play in it. Apart from a Variety Club idiot coach stacked with Forrest Gumps, what could be simpler?

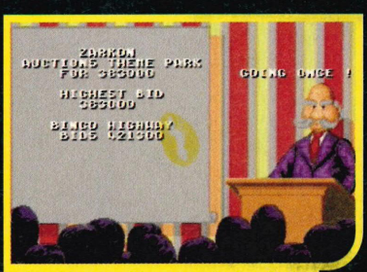


Play *Theme Park* and find out. You build the paths, position the rides, set up the food stalls and employ the staff to clean, fix and entertain. But no matter how good you think you're getting, there's still some bloody idiot who wants to ruin it.

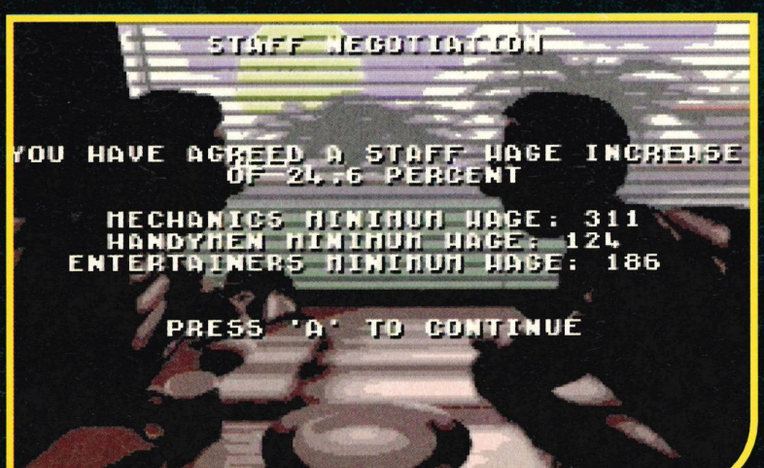
Some stinking little fare-paying chimp who wanders away from your nice, clean park, into the undergrowth and then complains that he's 'lost'. Some belly-aching kid chucking up after eating a hamburger, fries, cola and ice cream and then churning it all up with a ride on the roller coaster. Surprise surprise. Some pinch-penny-pervert whining that he ain't getting value for money. Giving these cretins a damn good... time... is what *Theme Park* is all about.

You start out small - building a park in the UK, where the patriots at Bullfrog have set the land value at zero. But make a go of that and, before long, you'll get to auction your park off, and take on a new territory with its own geographical nasties and niceties. Build and maintain a successful park in Japan, facing the highest prices and most demanding population of all and... yes, that's right... come on down... you are a winner!

Theme Park has been an enormous hit on the PC and Amiga and this conversion is a strong rival. They've replaced the mouse with zippy, intuitive joypad controls, and stripped out the more tedious stuff like share dealing. What they've actually added ,however, are different terrains, amusing stereotypes and stacks of extra rides. Nice one. *Theme Park* is a top game, which gives a sound kicking to the likes of *Sim City*. After all, what would you rather do? Position a pulsating octopus ride or lay electricity cables? Nuff said.

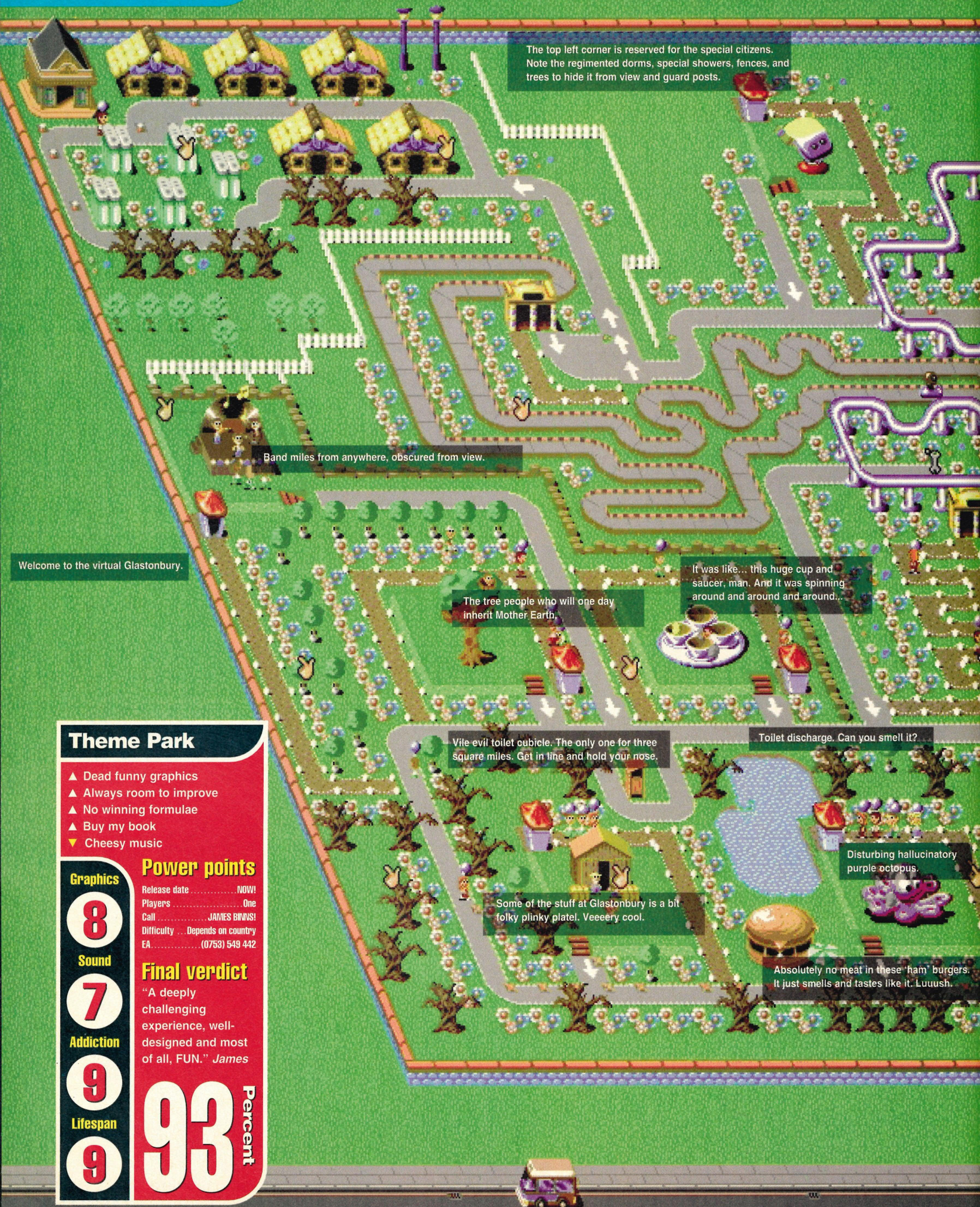


An old man with a moustache. Ace!



Negotiation for wages takes place on this screen. They push for higher pay and you send in riot police, horse-mounted cavalry and bayonet patrols. Ready to dispense iron justice, choice and freedom for all. (*Or something* - Simon.)

For six happy months Simon and Andy had to put up with Binns' work on the *Theme Park* tips book. Now, the joke's on them as they like nothing better than a quick game of an evening. (*Not exactly true...* - Andy.)



Theme Park

- ▲ Dead funny graphics
- ▲ Always room to improve
- ▲ No winning formulae
- ▲ Buy my book
- ▼ Cheesy music

Graphics **8**

Sound **7**

Addiction **9**

Lifespan **9**

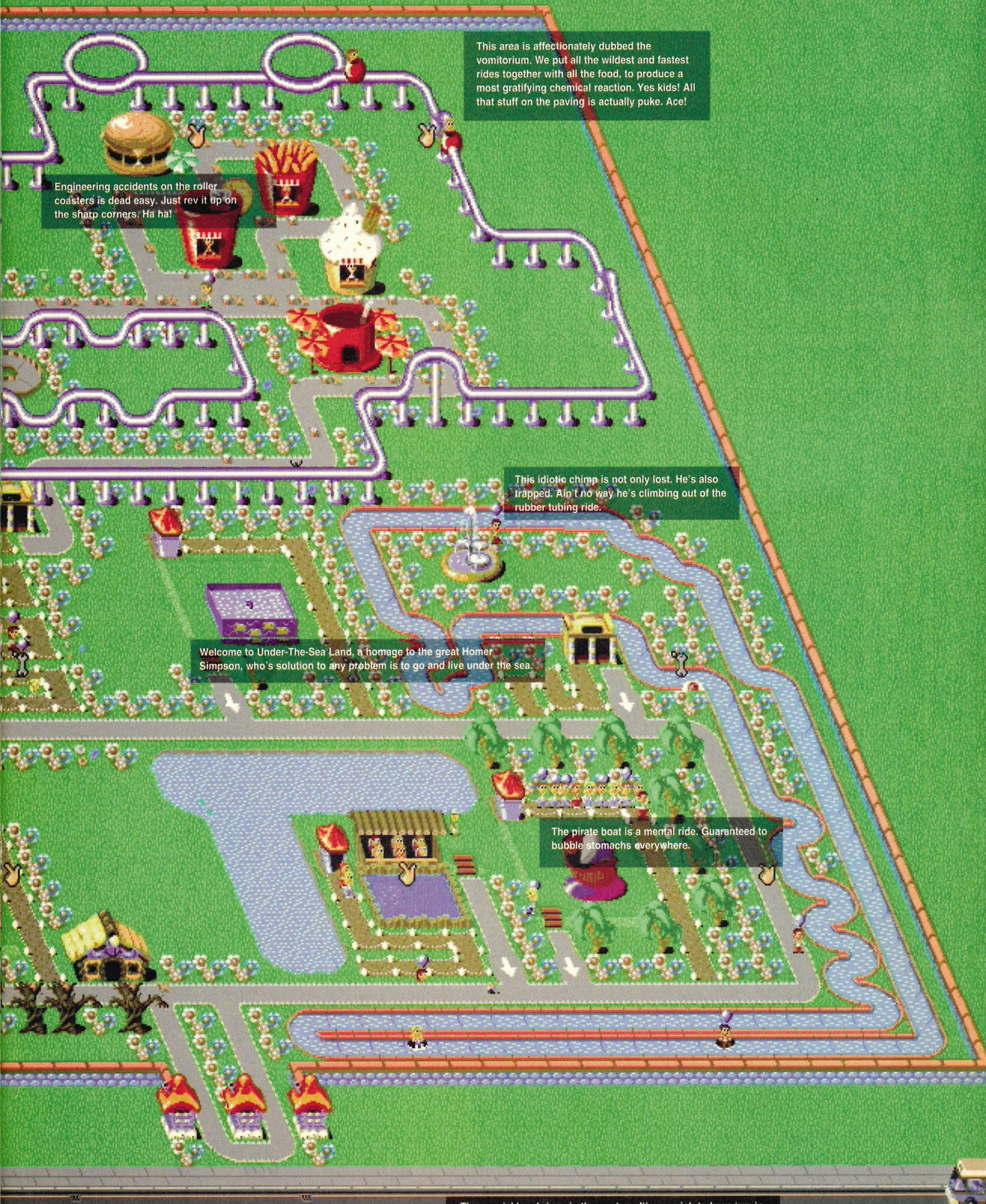
Power points

Release date ..... NOW!
Players ..... One
Call ..... JAMES BINNS!
Difficulty ... Depends on country
EA ..... (0753) 549 442

Final verdict

"A deeply challenging experience, well-designed and most of all, FUN." *James*

93 Percent



This area is affectionately dubbed the vomitorium. We put all the wildest and fastest rides together with all the food, to produce a most gratifying chemical reaction. Yes kids! All that stuff on the paving is actually puke. Ace!

Engineering accidents on the roller coasters is dead easy. Just rev it up on the sharp corners. Ha ha!

This idiotic chimp is not only lost. He's also trapped. Ain't no way he's climbing out of the rubber tubing ride.

Welcome to Under-The-Sea Land, a homage to the great Homer Simpson, who's solution to any problem is to go and live under the sea.

The pirate boat is a mental ride. Guaranteed to bubble stomachs everywhere.

The special bus brings in the punters. It's your job to keep 'em in.

Panzer D

Dragoon

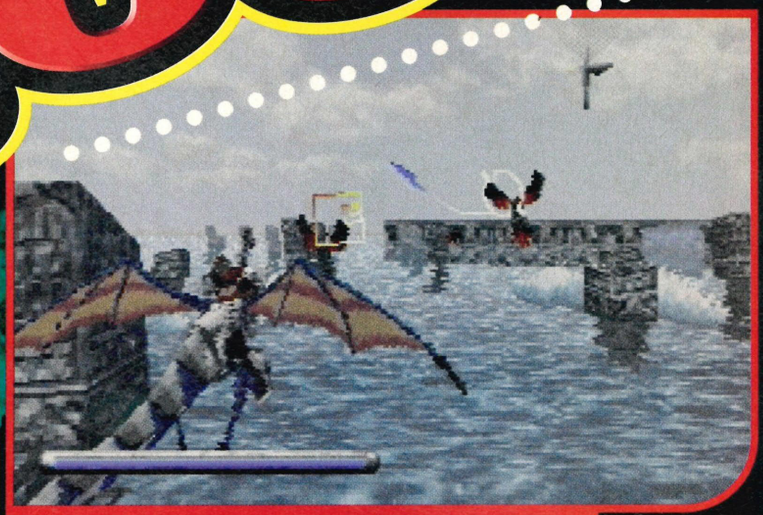
"Panzer Dragoon is... okay, b-b-but, this is the SATURN. It should be INCREDIBLE, goddammit-to-Venus-on-a-rubber-crutch, Gordon..." "Relax, Jooooohn. It's still early!" "Yes, but it's not gonna stay early for long. Dammit, those games should be getting GOOD by now..."

Bimbo video games are frustrating flesh-tubes, you creatures. I mean - Triple 'Tsk' With An Insect-like Jerk-Upwards Of The Eyes And A Comedy Turn To Camera - all this 'Next Generation' stuff. I ask you. Oh, I do. I ask you stuff like, "Where's the ruddy gameplay?", and "But it's all very slick and Japanese and empty, ISN'T IT?", and, *of course* I ask you, "What's best? Saturn, PlayStation or JVC's rumoured new 'wonderful' meta-console, The ExpensiveCDPlayer?"

Children! Put down those footballs. Hurriedly solidify that shamefully dangling mucus. Hush now. Lay your grubby ears to the trundling earth. Here it comes... iiiiit's the future of video games. And it's coming round the corner aaaaaaany minute now... Bear with me on this. Ahem. It's neaaaaaarly here... Get ready... Oh, ant jism. Not another bleedin' anticlimax.

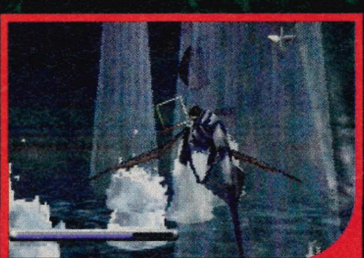
Oh, let's break up the cynical, stinky tidings-bringing with a cocoa story. One day, there's you, trotting through the desert, astride a funny, furry cross between a camel and one of those things out of The Empire Strikes Back (and I only know this because it was on last Christmas and I had nothing better to do - okay? I mean, it's not as if I'm writing a feature on it for SF-Christing-X, is it?)

Well, do *your* interests include dragons, fairies and computer games? DO THEY?



"Hi! Richey (out of the Manic Street Preachers) here..." *(You can not DO this! PLEASE do some 'Dragon Fact' captions or something.* - Simon).

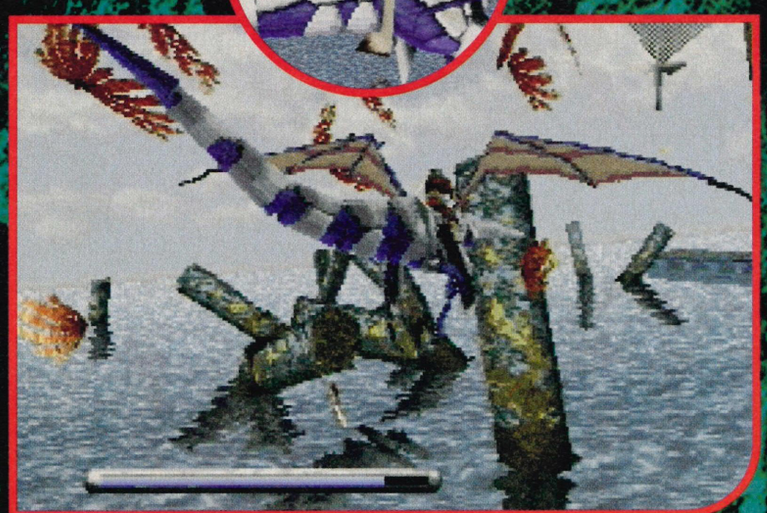
So, you're there. On this camel thing. And a big floating boat floats over and you get drawn into a cave and a crab monster attacks you but you get saved by a friendly flying dragon and you realise you're the chosen one or something...



Look, you. Look lyrical at the seductive splash. "H-h-h-how d'you ride a dragon?"

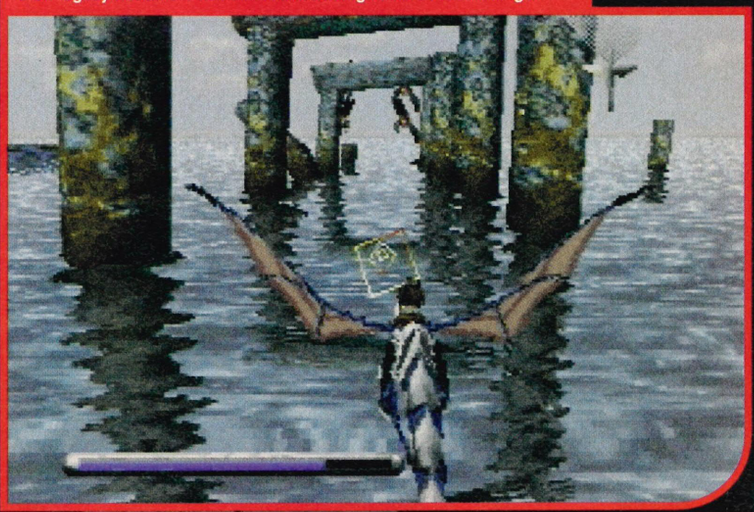
...and then you find yourself dumped in a miserably shallow 3D shoot-em-up. Sighingly sumptuous, heart-stoppingly beautiful; charmingly plush and cinematic, and yet utterly sexless, linear and dismally superficial.

Panzer Dragoon is a twisted, murderous old street swindler. Pulsing spitefully beneath the slippery patter and the cosmetic conjuring throbs a sprawling, cynical heart. *Panzer Dragoon* is a shuffling, spindly old spiv. With a furtive "Pssst!" and a deceptive glimpse of glamour, it'll hypnotise you. It'll guzzle out your brain and steer you in - *like some crazy zombie. Panzer Dragoon* could even be some eerie, shapeshifting monstrosity. As your gaze momentarily shifts from the TV screen.



Bloody Frigging Amazing! The original 'dragon' was actually half bird, half mosquito and... it... oh dear. Dragons aren't very funny, are they?

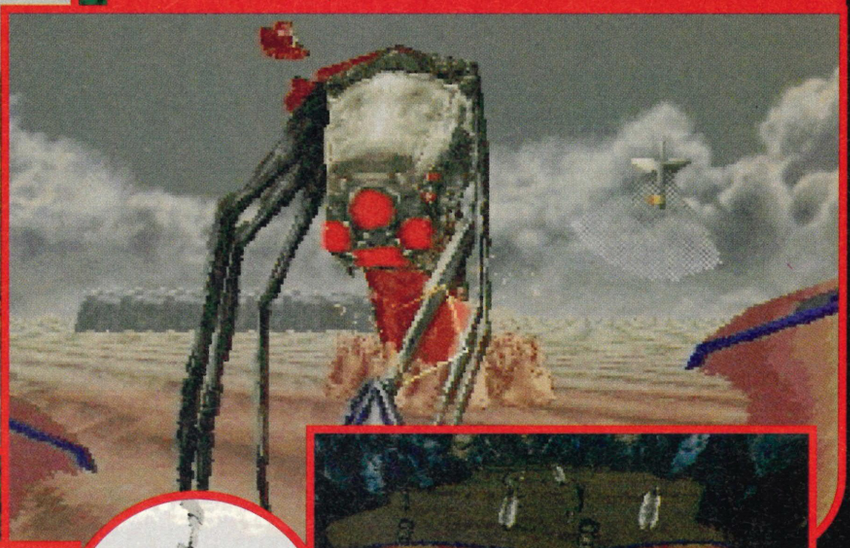
"No-one knew... who they were, or... what... they were doing. But, their legacy remains... hewn... into the living rock. Of Stonehenge."



Panzer Dragoon

Man-on-dragon skimmed gracefully over the bruised, shifting waters. A vast, palacial looming. He mused, "Hmm. A pair of indie girls..."

Attention, children everywhere! Ignore the picture below. Your dreams will be sweaty and confusing. Don't look at the corners of your room! DO NOT POINT AT THE CREATURE!



A man named Terrible Pratt invented flying. This is not as true as you are.

Sega Power Fact. Simon Crook has a tattoo of a dragon. On his bowels.

Nervous flyers! Get over your fear by flying a lot until you're not afraid of flying any more.

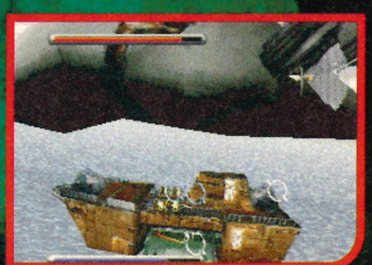
I'm sure that Panzer Dragoon sighs, drops its disguise, reveals something deep and demonic and evil and... well, tentacled. A bit like in... that film.

CONTROL, people. It's that slinky-sleazy, reheated 'techno' single by porny old Traci Lords. It's what bearded 'Tony' from the Volvo advert is a 'freak' of. It's the *really* important part of game-play. And it's NOT HERE. It looks like it's is, but... Sure, you can move your dragon left and right and change the views and aim freely at everything and you have to consciously avoid some of the scenery, but you're still helplessly guided and shunted and cajoled through 80% of the action.

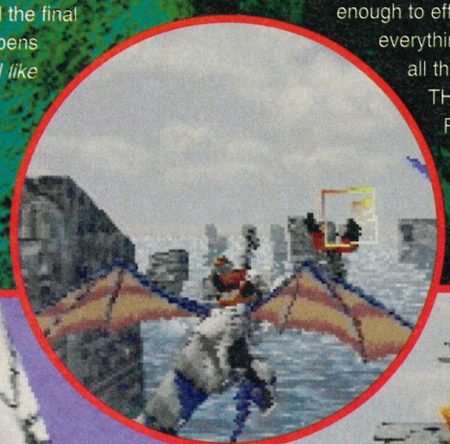
The essence of a trip through a level soon crumbles from good, wholesome shooty-dodgy skillness, to be swiftly reduced to one of those miserably familiar tests of memory. And the bosses! Brutish, quivering great boheeoymoths which... oh dear... no matter how hard and heads-down you get stuck into them, actually have their own set pattern of destruction and their bits fall off and the final explosion happens *when they feel like it*. TEDIOUS!

Aaand another thing. The actual method of 'control' is ludicrously spazzy. Apparently, the designers have been subjected to some bizarre form of accelerated evolution (i.e. the thumbs on their right hands have mutated into three separate digits). Three buttons on the Saturn joypad, yeah? Button One - fire. Button two - fire. Button three - fire. Repeatedly tap one of these buttons and you get a transparent, watery jizz which simply doesn't spew out fast enough to effectively destroy everything. Solution? Tap all three buttons AT THE SAME TIME. Result? Joypad nestled daintily and unnaturally in palm of left hand, with three fingers of right hand permanently poised over three buttons. Tap, tap, tap. Ow, ow, ow. Click, click, click. Cramp, cramp, cramp. Why? Why? WHY? WHYYYYYYYY????

Not, then, a 'video game'. Much more of a 'showcase' (sorry) of the



Hey, you! Don't buy this game! Examine your scalp for ringworm.



Hello. Some Japanese people, here. When we're not busy in Tokyo tube stations, auditioning for the new series of Endurance, we like to think about cones.

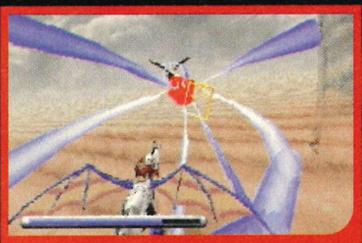
Hello. A wasp, here. This summer, avoid being stung by me and my wasp mates. Pretend to be a wasp. Oh, and STOP SHOUTING AT PEOPLE!

Don't be fooled. Please. This is a shot from the intro. Not the game. Thanks.

This isn't from the game either. This is actually Laura's stomach. Oh yes.

You should see a doctor. I don't think a healthy human can make that smell.

FIGHT FACT: Fights usually start over women and beer and a lack of anything better to do.



Wooooooaah! Wooo! Wooooaaaaargggh! Jesus, Zeb. What are you on, man?

I'd like to take this opportunity to say, "I hope you had a great Easter."

This IS an in-game shot, but - honestly - it looks deceptively good.

Panzer Dragoon

- ▲ From a distance...
- ▲ ...it looks fantastic...
- ▲ ...and stupid mates will like it.
- ▼ Light on the gameplay.
- ▼ Heavy on the repetition.

Graphics 10
Sound 9
Addiction 5
Lifespan 4

Power points

Release date ..... Out now
Players 1
Levels 7
Difficulty ..... Variable
Virgin ..... (081) 9602255

Final verdict

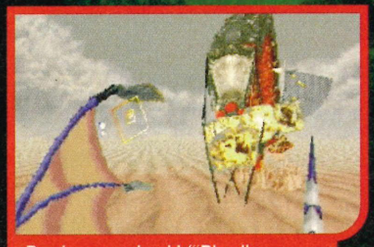
"A pre-postmodern end-of-the-century shoot-em-up. Well, it thinks it is. In fact, it's crap." *Andy*

49 Percent

nerdytecchytedious abilities of the Saturn until the nice Japanese people who are good at maths work out what this 'gameplay' business is all about. I have seen the future of video games, and it is a tarted-up, insultingly non-interactive version of *Space Harrier*.

SEGA POWER

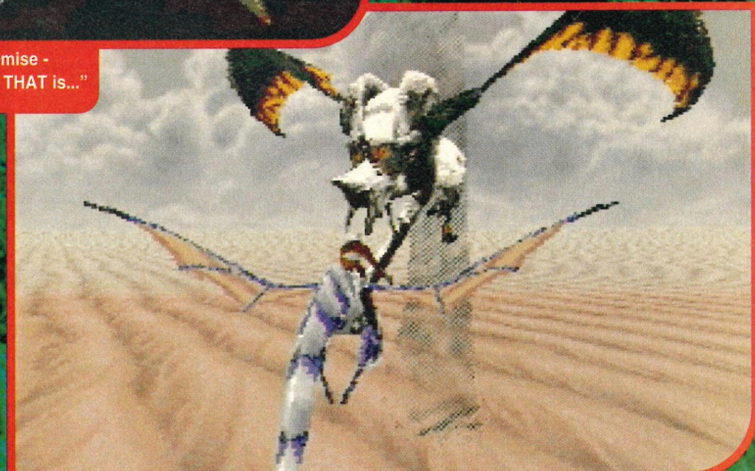
Can I say it? Please? I promise - never again. "Dunno what THAT is..."



Read my new book! ("Bleeding donkeys for fun and profit.")

This caption contained the word 'arse' and has had to be removed.

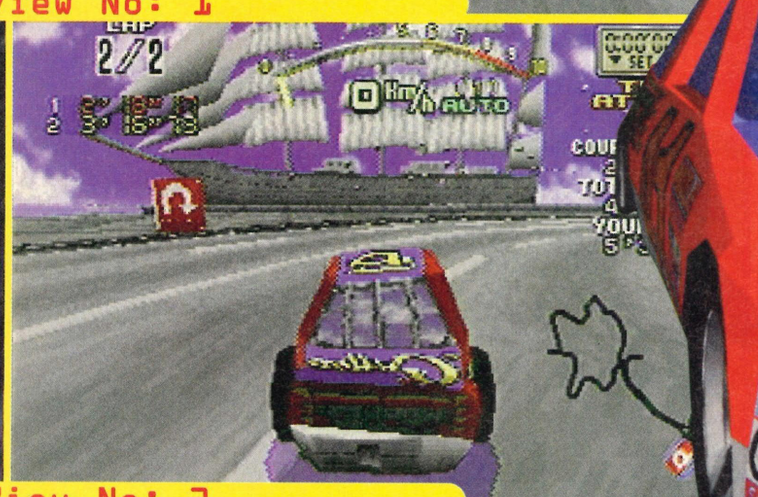
"Just think, Keith, if all the money invested in developing all this 'next generation' hardware was given to me, I could afford to buy a slip-road."



"Yeeees. This 'next generation' hardware is at the root of many of the world's problems." Buy 'Nuts In May'. Watch 'Nuts In May'. Laugh grimly.

Da

View No: 1



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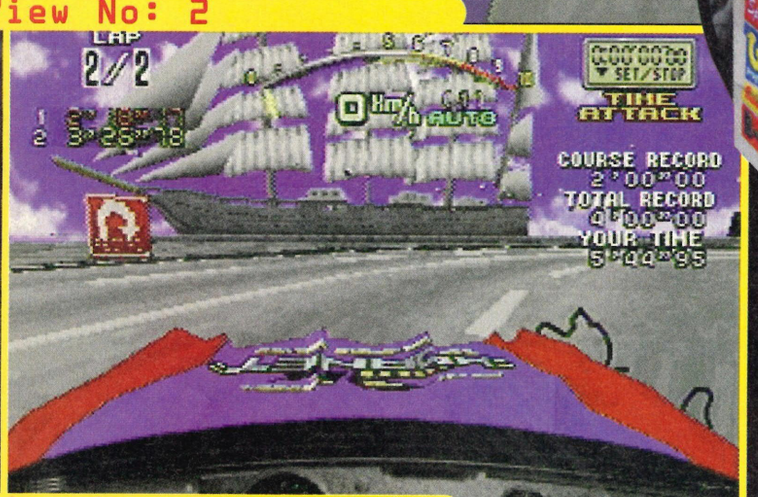
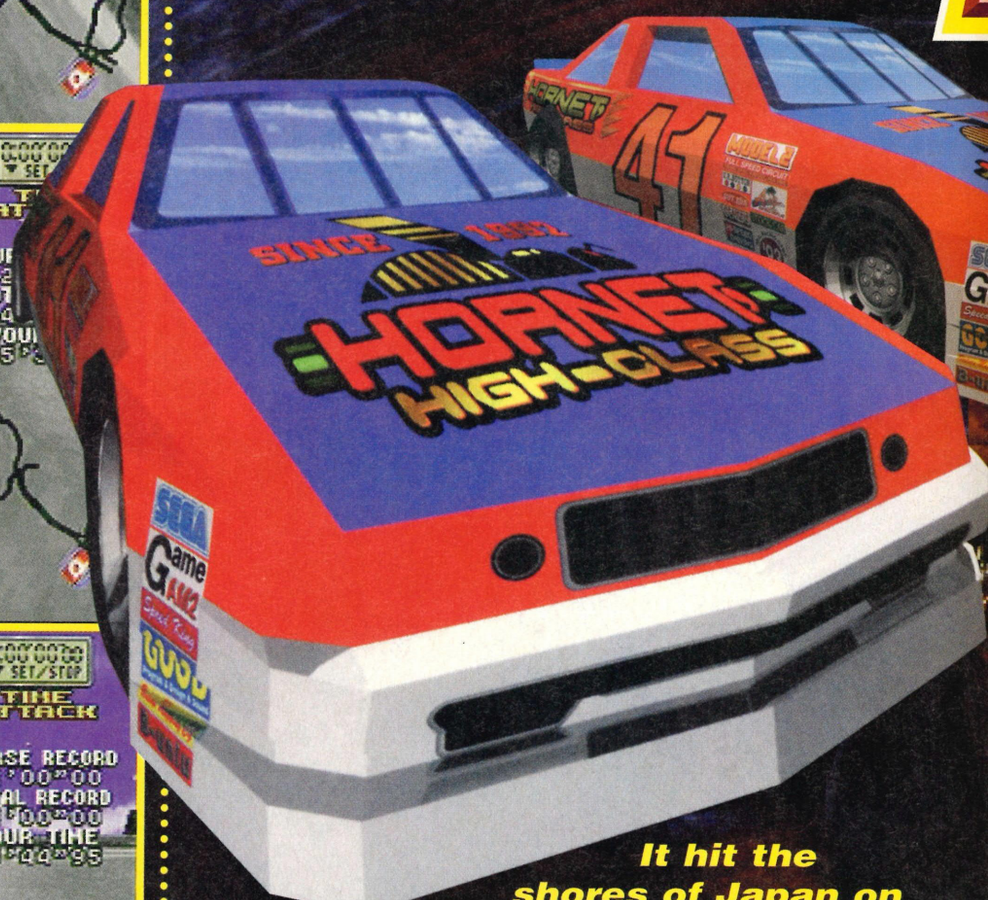


View No: 3

View No: 4



It hit the shores of Japan on the first of April, and in true cocky-we're-best style... WE GOT IT FIRST. Here it is. Read it!

• Saturn • Around £60 •
• Jap Import • Sega •

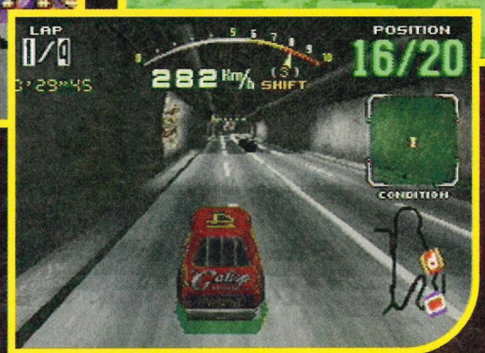
I prefer Panza *Dragoon*, myself. Sorry to confuse you and everything. SOOORRY.

ytona

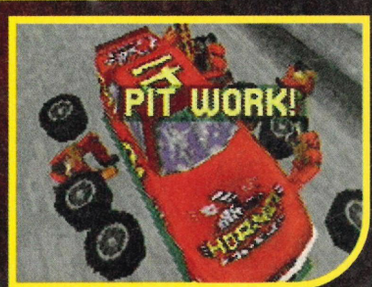
EXCLUSIVE!

This is one of those irritating corners that always manages to catch you out.

Rolling start, this is. Rolling like a rolling stone that gathers no moss. (Bad link) Sterling Moss once drove cars for a living. Er...



Aah, that's nice. Look at the way the light's coming through the window-things. Nice! Nice!

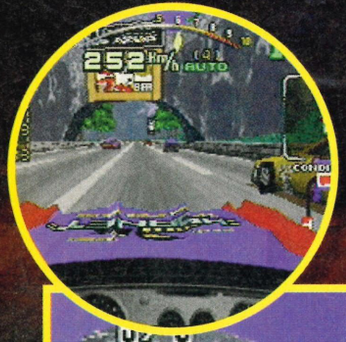


It's the 'pits', working in the pits. HA HA HA HA HA HA HA HA HA

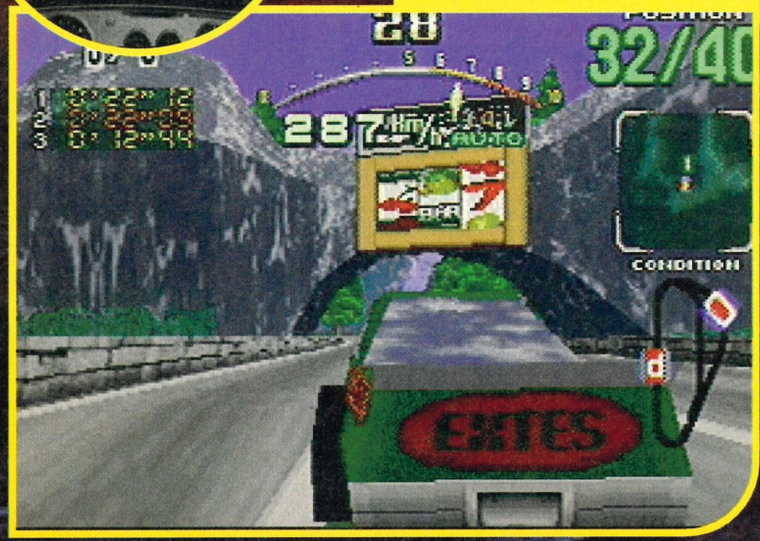
First off, I'm going to say now that YES, I've played *Daytona* in the arcades - not a great deal, I'll grant you, but play it I did. Secondly, I've also played *Ridge Racer* and ALL versions of *Virtua Racing*. Lastly, racing games are my favourite kind of games. Favourite in that I've played all the good ones to death at the annoyance of my rapidly-decreasing group of friends. So, before anybody accuses me of not knowing what I'm whittering on about, yah-boo-sucks to you matey... I do.

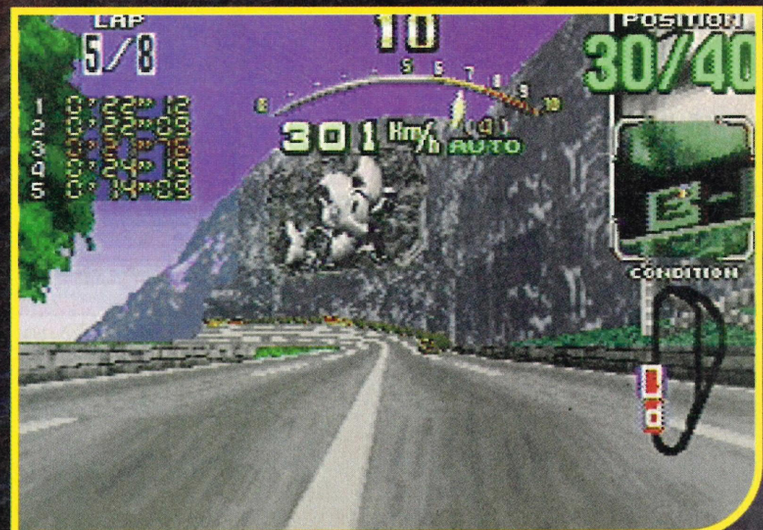
Daytona USA is good, very good, but not quite. It's very easy to get washed away with the amount of hype surrounding the (ahem) Next Generation machines, and I was as eager as the next person to get my evil clutches on *Daytona* when it came out. Disappointed I was. Crying I wasn't. The obvious narrow-minded mags will tell you it's the best thing since *Dynamite Headdy*, but JUST STOP AND THINK FOR A MINUTE.

I'd be the first to admit that the Saturn's capable of wonderful things, but more care really should ▶



Apparently, the secret-special-fruit-machine-cheat-thing still works. How?





There is Sonic. Sonic there is. Is there Sonic? Sonic is there. Carved out of sheer rock by a hundred small people with bad eyesight.

Here it is, flying just like that car out of Back to the Future. Except this car isn't really flying, it's just crashed into the barrier and flipped. Er...

Here's a bridge. Much like that other bridge from *Virtua Racing*. Except this one looks a lot better... Oh look, on the right-hand side... Isn't it Ricky Maniac about to jump off?...

Three courses. More than *Ridge Racer*. Ha haa!

Manual gears have their obvious advantages. Faster car, see?

...Hope springs eternal.

◀ have been taken with the conversion. Hold on, hold on... I'm not saying it's a *bad* conversion, but the home version's missing a couple of things that made me heart sink. And they are? NO TWO-PLAYER OPTION.

Why? Was it really that hard? Okay, so I appreciate that every man, woman and child in Japan is waiting for this game to be released. The many and varied shots printed in *Edge* and the like containing row upon row of Japanese-types queuing for their Really Final This Time Fantasy 76 are *real*. Yes, sometimes they really are that sad. Unbelievable, but true. Yes, and they really do sell used underwear from schoolgirls in vending machines. (*Yeah, but look at the crime-rate. It's soooo looow* - Naive Reader). Such is life. But, back to the point.

The Japanese HAVE been waiting for this game for aeons, and I suppose I can see a very vague reason why. But I'm sure they wouldn't have minded waiting a month more or so for a two-player option to be included. Huh? Am I being unreasonable? If any other racing game came out without a two-player option for any other console we'd be up in arms. What's the point? Not even a multi-player link up. The Saturn can do it - all it needs are the leads. Why? Any racing game, no matter how good it is, will soon become tiresome when played solitary. True? Yes?

Check Point: A point where things get checked. Like cars... and that.

Don't drink and drive! This could happen and that would be bad.

WHAT'S BEST WHAT'S BEST WHAT'S BEEEESSST?

Whhooaaah, hang on there my little bundles of loveliness. Calm down. Yes, inevitable, but I suppose it had to be done - if only to try to stem the flow of phone calls that are bound to gush through to our office. What's best - **Daytona USA *or* Ridge Racer?...**

Graphics: Sorry, but *Daytona* loses out here. The Playstation is superb at 3D graphics handling, and it does show in *Ridge Racer*. The graphics are more detailed, the horizon updates a lot quicker and it's a tad smoother. (We're only doing this so when the Saturn comes out you can have What's Best punch-ups in the playground with your Playstation owning pals. Kids! Stay loyal to your profit-making multinational organisation! And that.

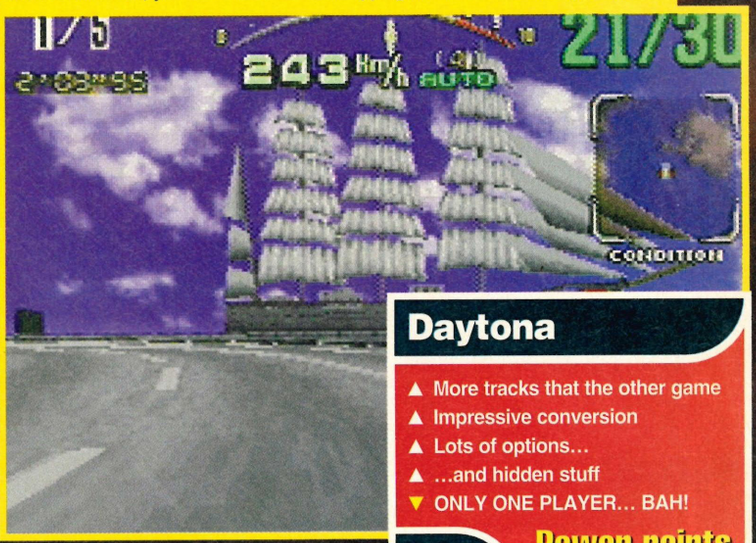
Playability: The cars in both games handle like greased-up pigs when you start, but *Daytona* is easier to get into. The feel of *Daytona*, though, is more of arcadey, while *Ridge Racer* does actually feel more like driving an actual real on-the-road brum-brum car.

Lifespan: Well, neither game has the ability to cope with more than one player, but Daytona does have two more tracks (four if you're going to be picky and count the mirrored ones). Both have the usual time challenges and different cars/modes etc. Also, both have quite a few hidden things...

Conclusion: Difficult, really. Both games are very good, both have their obvious faults. Stuff it, can't decide. Neither is better. And in the ideal world we'd all live in peace and harmony... Yes?

Like, you can actually HIT OVER THOSE CONES. They all fly around and it's little touches like that, that make the game TRULY GREAT.

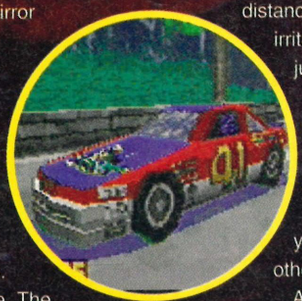
This level's set in Portsmouth. Look, there's the HMS Victory, and if you could see around to the left, you'd see the horrible shopping centre and boozed-up sailors.



This caption is sub-titled on page 343 for the hard of thinking.

You don't really expect me to caption this picture. Do you?

Rant over. There's three varied enough tracks, and the mirror mode is accessible from the beginning. This, very dubiously, gives the game a total of six tracks - as opposed to *Ridge Racer's* one, with a mirror option on top. Um, different modes - not much difference. A time challenge mode, which can save your times to impress your pals and 10, 20 or 80 (80?... *80?*) lap races.



Hmm, still not sure. The handling isn't as sensitive as I'd like. Some of the corners seem impossible to get around unless you start breaking about halfway down the track - and then you'll skid all over the place. On top of that, the screen update isn't brilliant. Things in the near distance do have an irritating habit of jumping up at you, but that's more of a problem for spectators - you don't really notice it when you're playing, in other words.

Am I being too fussy? All the little gripes about the control method are mainly to warn you - you're bound to get over them in time, and that's half the fun. But this one-player thing does bother me more than a little.

There's a very good chance, I suppose, that when a link-up cable thing's released for the Saturn that a multi-player version of *Daytona* will be made available. BUT WHAT ABOUT NOW? What about the fair few of you that have rushed out and bought your import machines? Well, you probably won't be disappointed, but after all the hype and build up, I was. Well, just a bit.

SEGA POWER

The Blackwall tunnel, in the middle of rush-hour... IF!... You're drinking Bacardi. Pig slop.

Daytona

- ▲ More tracks that the other game
- ▲ Impressive conversion
- ▲ Lots of options...
- ▲ ...and hidden stuff
- ▼ ONLY ONE PLAYER... BAH!

Graphics 8
Sound 8
Addiction 8
Lifespan 8

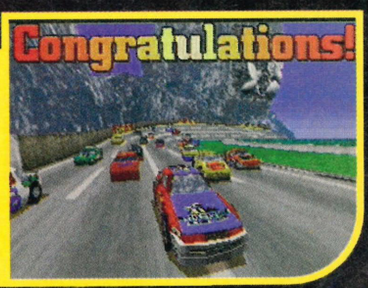
Power points

Release date ..... Out now
Players ..... ONE!!!
Tracks ..... 3 (6?)
Difficulty ..... Varies
Dream Machines ..(0429) 869459

Final verdict

"Certainly not a shabby conversion, but I think it needed a couple of extras - i.e players. TRUTH!"
Dean

87 Percent



...and celebrations. I want the world to know I'm... etc

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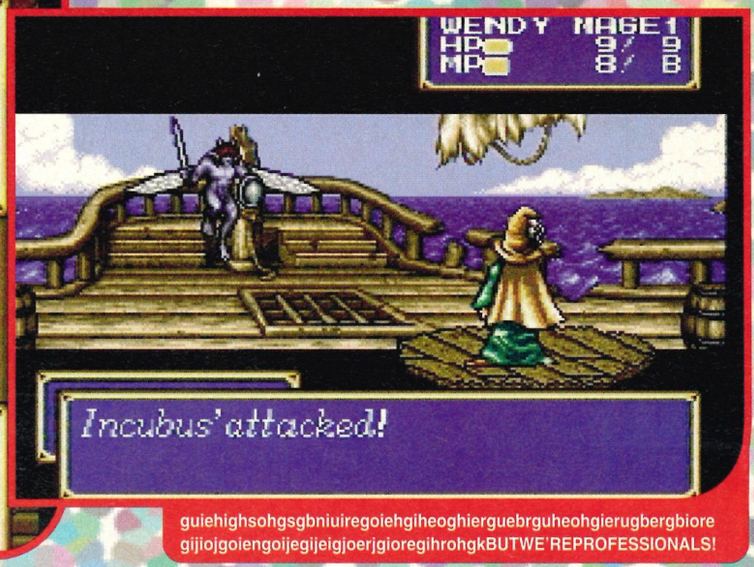


guiehighsohgsgbniuiregoiehgiheoghierguebrguheohgierugbergbiore gijiojgoiengoijegijeigjoerjgioregihrohgkBUTWE'REPROFESSIONALS!

"Yeah man. See the summer of '89 in me eyes. TECHNO! TECHNO! TECHNAGGGHH!"

How very interesting.

• Mega CD • £39.99 • June • Sega •

Shining

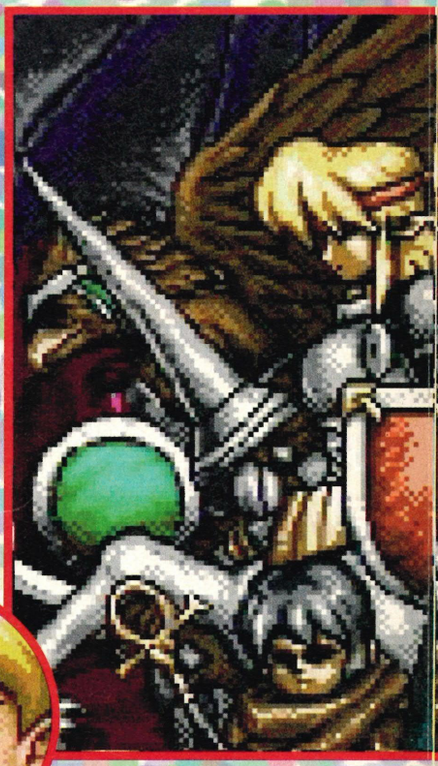
Drink up yer Bovril! Evil Zpunk III and his very Spandex henchmen are here, quite literally, to shine some force. Again. Etc.

Right. It's pretty simple to understand, so stick with me and we'll go through it together. First there was *Shining Force*. And then (in traditional Mega Drive style?) there was *Shining Force 2*. Both ace RPGs. Strangely there was never a CD version. Until now Yes.

I could bore you with tedious facts. Paragraphs of information about the plot. Or even going to the bother of 'doing a boxout' on how to fight battles. All possibly relevant stuff, but pretty boring when you think about it. And anyway - I'm just not doing my job properly.

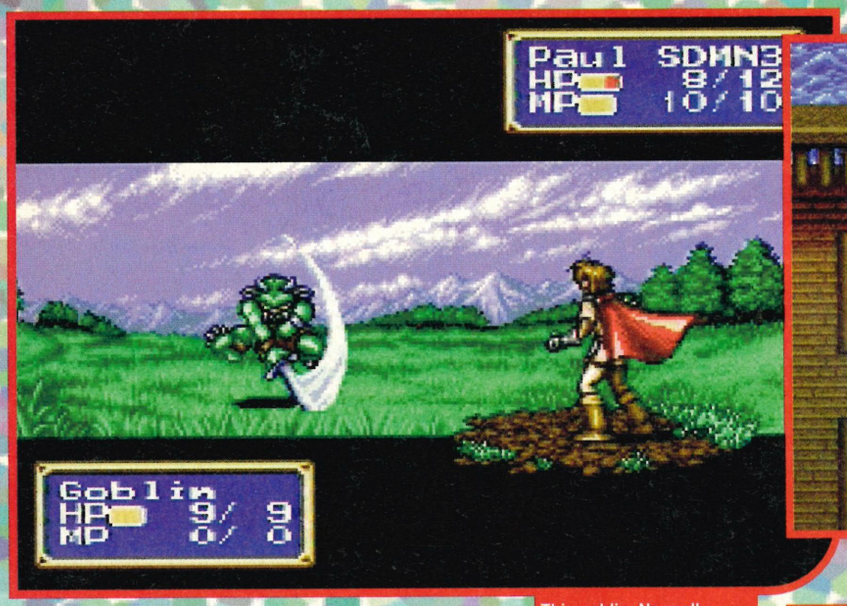
What I *will* tell you, though, is that if you've got a CD and neither of the cart versions of *Shining Force*, then get hold of this, pronto. 'Cos it's a bit fab, see. The game uses the same basic formula and presentation as its cartridge-based cousins, only the CD version plays a bit more, er, linear (whatever that means) with a lot of the element of exploration taken out in favour of 'a bit of a fight'. I like!

ARE YOU FAT? Then stop eating so much.



Enter these gates and hear the disapproving roar of... of Gripper Stebson!

Including BBC's Des Lynham...



This goblin. Normally you'd smash him in the face, but this being an RPG you have to do some Cow Spell or something.

This is the bit where you're on the ship, and you've only got two jewels, a spunky Kleenex and a pitiful, sexless existence. I LOVE THIS BIT, I LOVE IT!

"I am Russel, King of Discount Biscuits and you will BOW TO MY BOURBONS!"

"...And remember. Vinegar for the armpits, marzipan for the shepherds, Boy2Men etc."

stuff. So we won't bother with any more of that.

What all this useless wibble means to you, the reader (presuming you haven't lapsed into a coma by now), is that it's pretty much the same *Shining Force* as before, only a bit faster and there's two adventures instead of one. There's nothing new here to tempt you, which is a bit of a disappointment, and the game doesn't exactly stretch the limits of the CD. But - hey! - fans of the original will be well chuffed and more than a little bit excited at the same time.

I know it's a sort of sit-on-the-fence type thing to say, but I've said it now so there's nothing I can do about it. Can I go now? Been dying to since the intro strap...

SEGA POWER

There are two different parts added to the game though - Towards the Rot of Evil and The Evil God Awakes. The first part of the game sees you out to rescue the queen in typical damsel-in-distress style, while the second sees you pit your wits against the evil forces that are attempting to take over everything. It's your usual RPG plot

Yeah, like RPG stands for...

(er...er...) Role. Playing. Game? Oh.

Shining Force CD

- ▲ Classic RPG gameplay
- ▲ Improved speed of battles
- ▲ Lots of classy sound
- ▲ If it ain't broke...
- ▼ Not really using the CD to its full

Graphics **6**

Sound **7**

Addiction **8**

Lifespan **8**

Power points

Release date ..... June
Players 1
Levels ..... Well, sort of loads
Difficulty ..... Varied
Sega ..... (071) 373 3000

Final verdict

"Not exactly a great leap forward in CD or RPG gaming, but - yes! - it still plays a great game."
Paul

84 Percent

Force

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Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

NEW **BUILT-IN CHEATS**
Action Replay now has a huge list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW **"DEAD CODE" SYSTEM**
"Dead Codes" are super cheats which effectively enable you to re-write whole sections of the game giving total control. No other product features "DEAD CODES".

NEW **ADVANCED CHEATFINDER**
Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW **NEW SLO MO FEATURE**
With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

NEW **UNIVERSAL ADAPTOR FEATURE**
This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NEW **UNIVERSAL CHEAT SYSTEM**
Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

SPECIAL FX SYSTEM

NO NEED TO WAIT
So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open NOW!!

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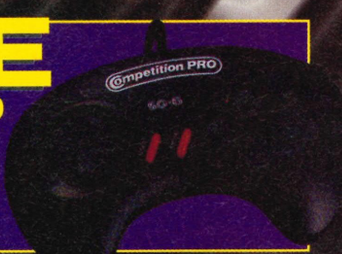

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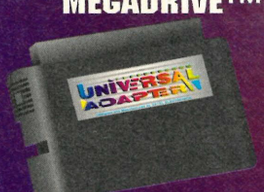

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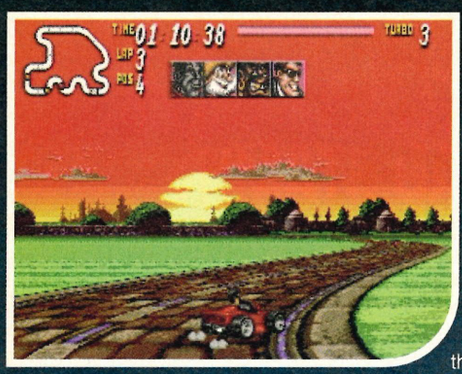
Power TIPS

STREET RACER

Pull-Out Player's Guide

(PART ONE)

GENERAL DRIVING TIPS



1. Speed, cornering and skidding stuff

The more stars you collect, the faster your car will go, but the car's general handling will suffer as a result.

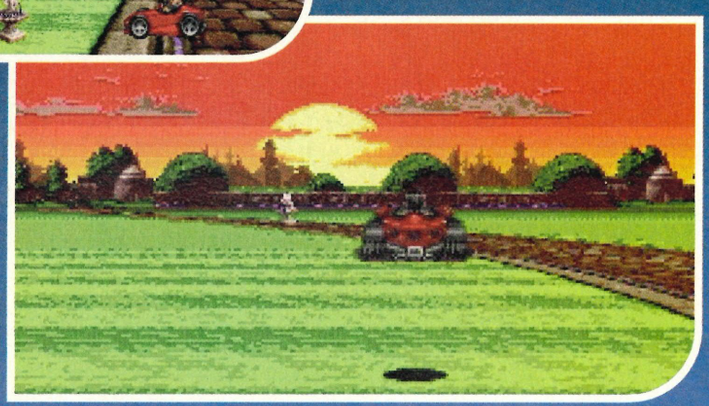
Skidding is generally a bad thing, but, when cornering, it can be used to your advantage. As you enter a corner at high speed, let up off the accelerator and turn to face the inside of the corner (almost as though your car is travelling sideways). Then, slam on the accelerator again. The car will maintain this angle around the corner and will regain grip just as it exits, allowing you to shoot out of the corner at high speed. Use this technique with care. Some cars will regain a grip very quickly (particularly those with good handling) and you will over-steer and skid into the corner. And you wouldn't want that would you, Ray?

2. Damage

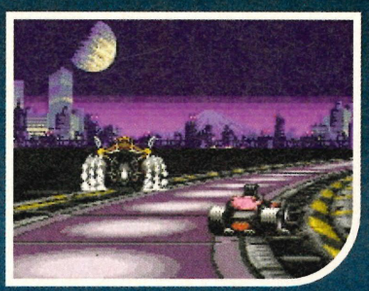
The more damage you take, the slower you car will go, and the worse the handling will become (meaning more skids). It's essential to keep your car in good order by getting the damage repair pick-ups. ALWAYS (do you like our use of capitals in order to 'GET THE POINT ACROSS?) get damage repair kits, if only to deprive opponents of the opportunity. They may also be replaced by a mine or dynamite.

3. Jumping

An essential part of the game. Jumping over rough ground reduces the slow-down effect it has on your car. This will allow you to cut some corners and help you out of the very rough terrain You can also jump over mines and dynamite.



GENERAL FIGHTING TIPS



1. Use of weapons

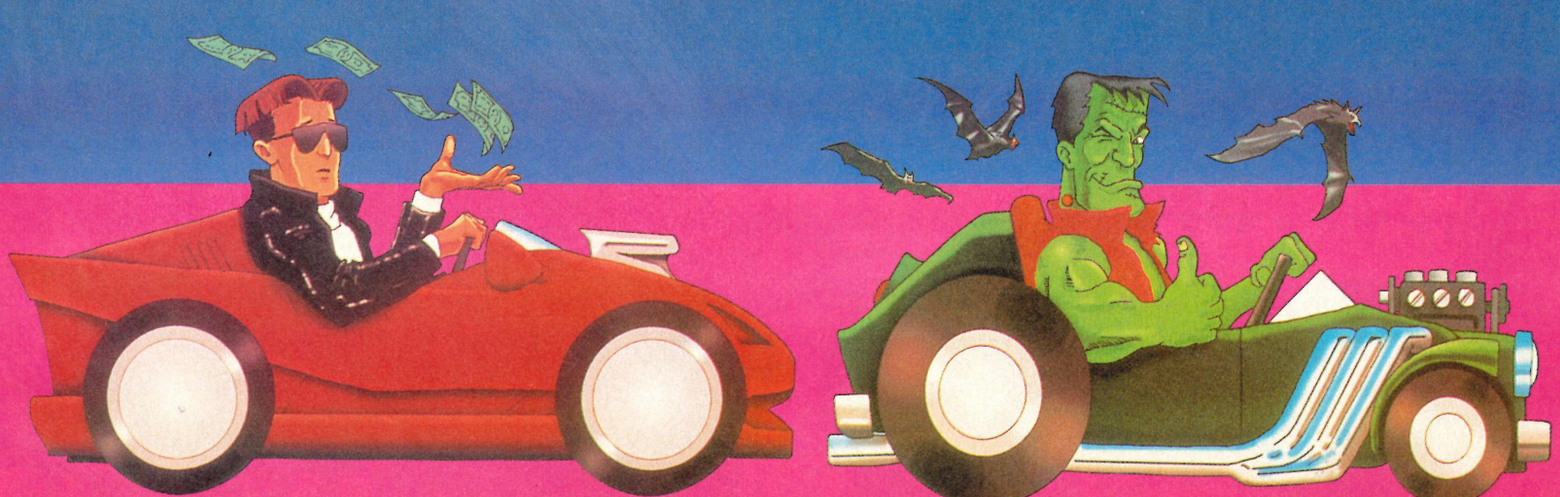
The weapons are divided between offensive (front attack) and defensive (side attack). Side attacks are more effective against multiple cars, so use them whenever cars are approaching from behind. Front attacks consist of flying (Hodja, Helmut, Frank), grappling (Biff, Raph), charging (Suzulu), splashing (Sumo-san), and, er, attracting (Surf Sister). Flying is useful for taking short-cuts, cutting corners and nippng over groups of cars. Grapples are useful for overtaking on straights and pulling back tightly packed cars. Charging is good for getting through individual cars, but most effective against packs of cars ahead of you (and when used in combination with a turbo). Splashing is fine against packs of cars (and also when used with a turbo). Attracting is good on straights for pulling cars off course. It's important to time all special weapons correctly, as you won't get another chance to use them for a few seconds afterwards.

2. Punching

The punch is the standard weapon and the most effective as there are no limits to the number of times you can fist 'em. It's fast and efficient. Different characters have different punch strengths, but, in all cases, when you have the opportunity, you should punch. A connected punch will temporarily stun the opponent and give you time to maneouvre (and get away from them - with a turbo, if possible). If you use your punch against a human opponent, it's best done on a corner, as this is disorientating and puts them off their 'rhythm'. Whatever that means...

3. Use of dynamite

One special technique is to willingly pick up a stick of dynamite and pass it on to another car. For this to work effectively, you must have at least one turbo spare (for a quick getaway). Pick up the mine and leave it beeping for a few seconds. As it starts to beep faster, use your turbo to get near the other car. Punch the car and give it the mine. They'll then have a few more seconds to get rid of it ensuring that they'll at least fluff up a good few turns. Ace!



THINGS TO TRY

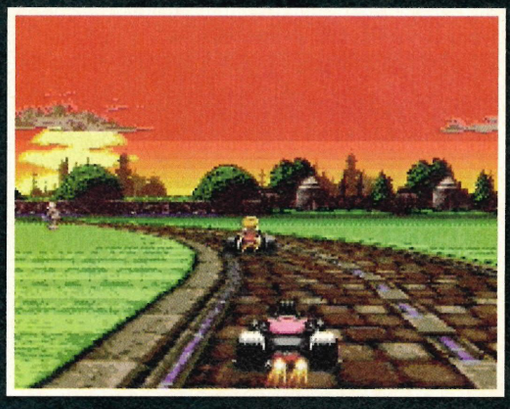
■ Sudden Death Races

Set the number of laps to 1 and go for a Sudden Death Race. A fast start is advisable, Tony.

■ Endurance Race

Set the number of laps to 30. Once all the pick-ups have been used, you're on your own. Save those turbos and use them sparingly - but watch that there damage thing.

■ Fastest Lap Technique



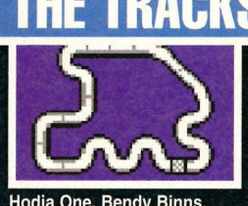
Save up yer turbos and collect as many stars as possible. Then, choose one lap and really go all-out for speed. After your race, compare your fastest lap with those on the lap-times page. The programmers themselves did those (in standard championship mode, with difficulty set to 'hard'). Aren't they nice.

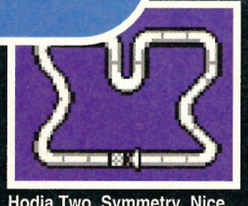
BONUS POINTS

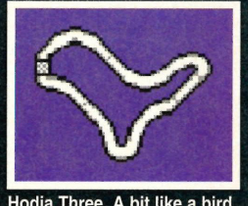
You don't actually have to come first to 'win' a race, y'know. Funny, that. Here's a guide to potential special bonus pick-up anniversary, um, points...

BONUS	POINTS	NOTES AND TIPS
Star	1	Pick up the most stars (and stay in front to maximise your chances).
Punch	1	Most successful attacking 'behaviours' (with either punch or special moves). Stay in the middle of the pack and use turbos where necessary).
Fastest Lap	1	Save turbos and use most of them on one lap.
Lapping	1	Get in front and use turbos.
Perfect	2	Awarded for avoiding mines, collisions or punches. Get in front and stay there. If you're behind, stay back (at least you'll pick up some bonus points).
Credit	2	Complete any Championship without losing a single credit.

THE TRACKS


Hodja One. Bendy Binns.

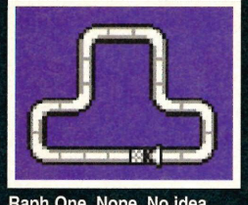

Hodja Two. Symmetry. Nice.

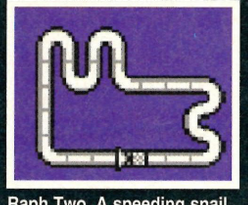

Hodja Three. A bit like a bird.

Frank One. A blunt pitchfork.

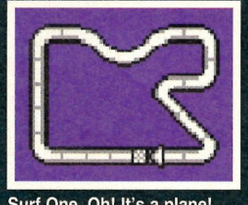
Frank Two. Little submarine.

Frank Three. Christ knows...


Raph One. Nope. No idea...

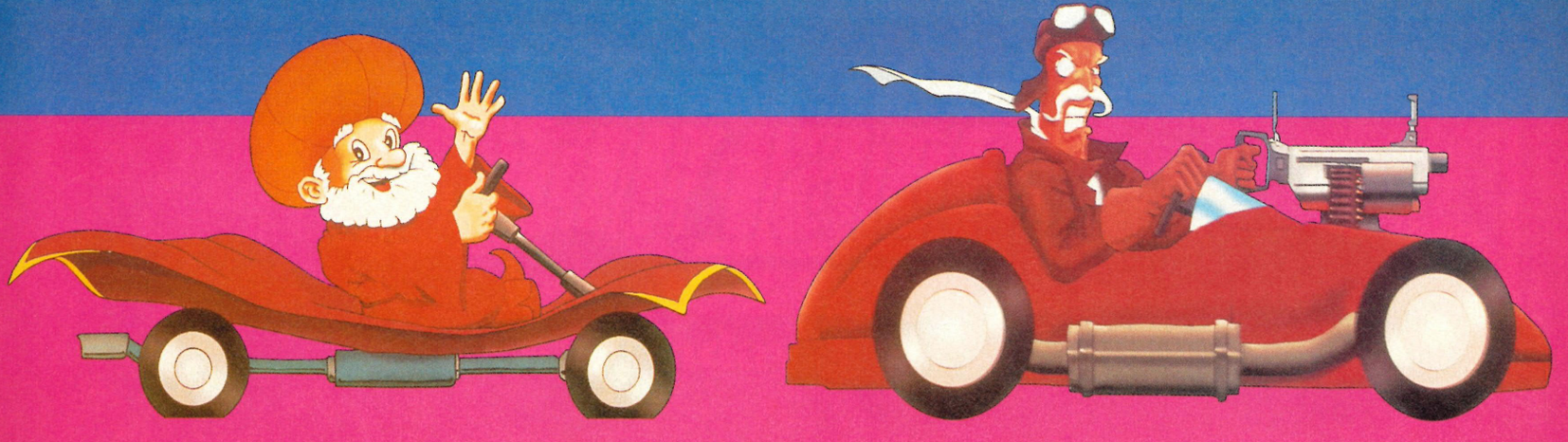

Raph Two. A speeding snail.

Raph Three. A wrench thing.


Surf One. Oh! It's a plane!

Surf Two. Er. Half a key?

Surf Three. No. Nothing...



WHAT'S BEST?

Yep. All those characters, tracks and customisable greatness ire all very ethnic and groovy and thistle-flavoured tea (in a deliciously unlikely Wacky Races kind of way) but - WHO'S BEST? WHAT'S BEST? Depends what you're after. Daaaalin'.

'BEST' RACERS

Sumo-San
Good top speed. Fairly good handling.

Raph
The highest top speed. Poor handling, but, generally good for experienced drivers. I hope you're taking note of this.

Hodja
Fairly high top speed. Good handling.

'BEST' COURSES

Speedy racer types will love Helmut's, Biff's and Raph's courses (plenty of long straights and good bend combinations). For bendier, more challenging skidding, try Surf's or Hodja's later courses.

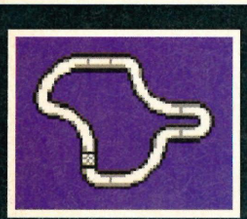
'BEST' FIGHTERS

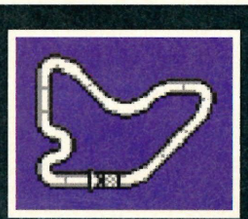
Biff
Big, heavy car which can give and take plenty of punishment.

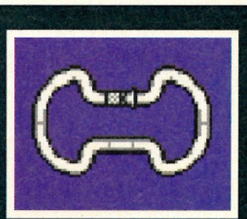
Frank
High defence value and good, solid punch.

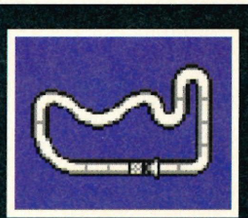
Suzulu
Basic, all-round animal. Fiercely aggressive moves, just like in those Streetfighter/Mortal Kombat games. But, you know, *whaaaaat's best?*

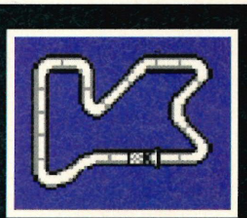
NEXT MONTH
Guides to the Soccer and Rumble modes, some top secret cheats and a capuccino, please.

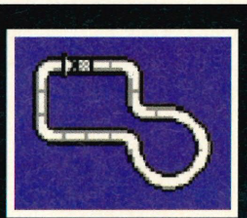

Suzulu One. Weeell... Eeeer...

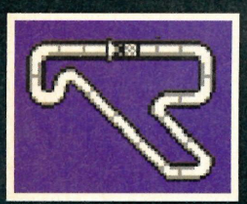

Suzulu Two. A cornflake.

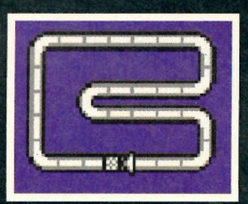

Suzulu Three. End bit of axe.


Biff One. Bloke in bed.

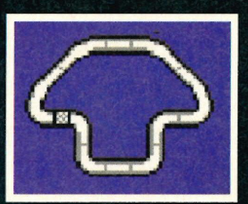

Biff Two. Absolutely no clue.

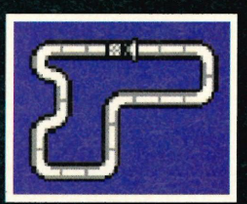

Biff Three. Unicycled thing.

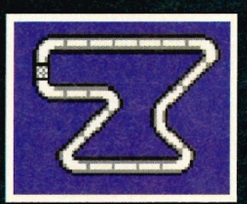

Helmut One. Er. Well , a gun.

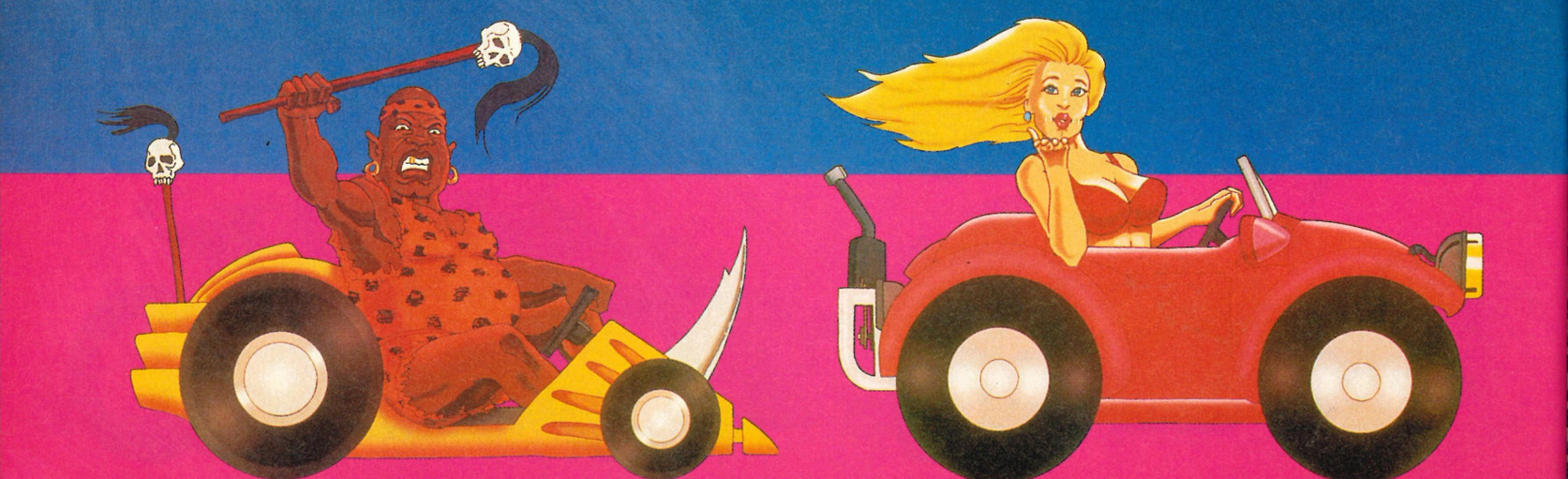

Helmut Two. It's an ARSE!

Helmut Three. *(NO!* - Dean).

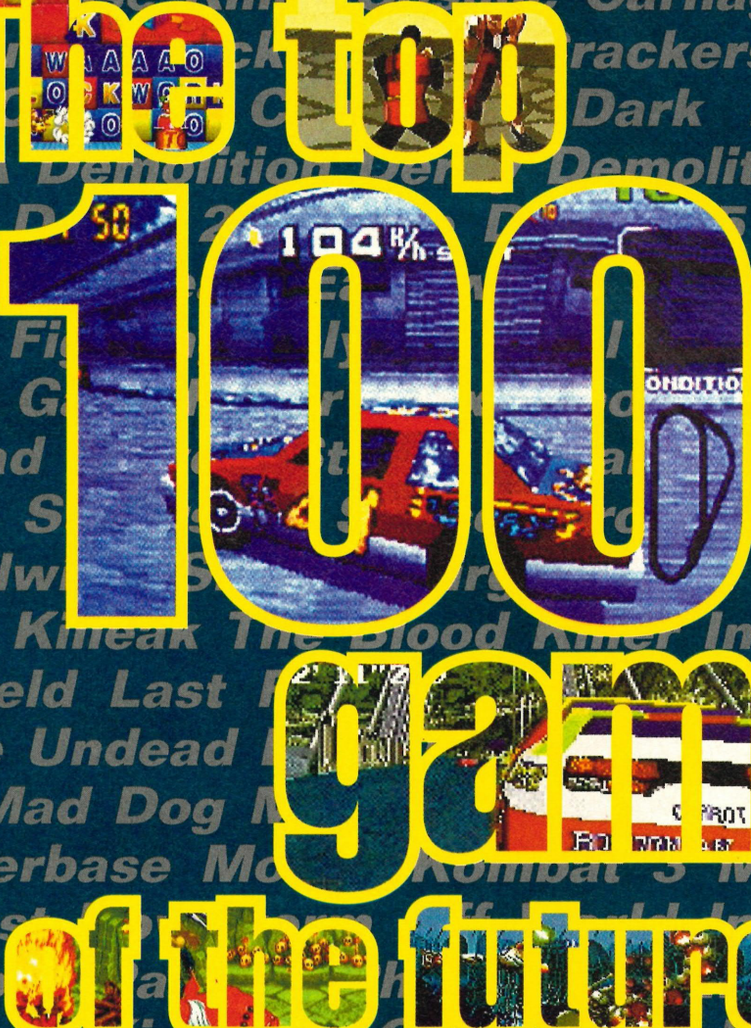

Sumo One. Sigh. Mushroom.


Sumo Two. A kitchenette.


Sumo Three. Colostomy tea.



The top 100 games of the future...



What's the point in looking back when the future is so bright? There are over 100 games that'll make you drool. We have them all.

Also in this issue:

The first reviews of Daytona USA on Saturn and Tekken on PlayStation.

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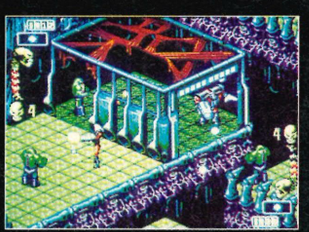

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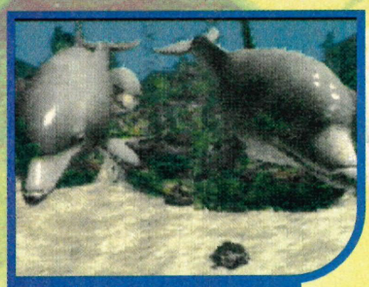
SEGA™

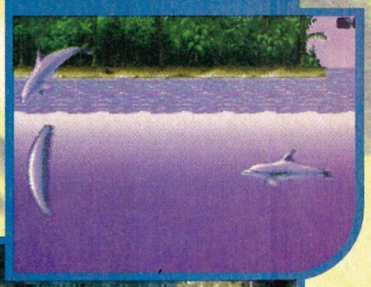
MEGA DRIVE



Dolphins have a smooth, waxy, grey skin, made of crisps.

Dolphins use the British veto on things of national importance.

This is a glyph. Shout at it and it will tell you wise things.



A massive dolphin banana. You won't see that on Newsround.

Ecco 2

Ecco the Dolphin went to town, to say goodbye to the circus. Off he went with a trumpity trump, trump trump, trump. OK?

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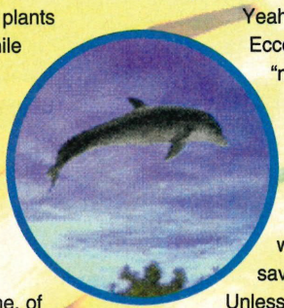
Aaah... the delights of our wonderfully complex environment. A delightfully lovely environment, where woodlice and cotton plants play happily in the heat, while tiny smiling rabbit babies have races with tiny smiling fox children.

Where ladies and gentlemen take their tiny smiling people babies to Family Heritage Amusement Theme Fun Parks, which smell of feet and urine, of people and goodness. And where Ecco the Dolphin and his gaggle of ecologically caring animal friends roam the oceans solving ridiculous puzzles, talking to turtles and campaigning against sexism. Let the environment love you, tiny, smiling readers.

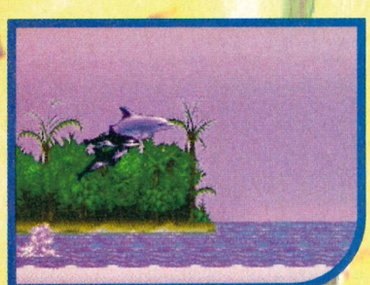


Yeah, yeah, *yeah*. That'll be Ecco back, then. So what's "new"?.Ho bleedin' hum... Er... Wahey Eco-friends! While you're out and about saving bypasses and all that stuff, why not pause a while to help a dolphin save the world from aliens? Unless you've been living under a woman for the last 3 years, you've got to have heard of Ecco! You've got to have! (Better?) So then, THIS is *Ecco 2*. Some chexcellent, relaxing deep watery WOMAD music, new 3D perspective bonusy bits, bigger-than-last-time levels, and some rather taxing puzzles. Oh, and there are four very impressive FMV/Silicon graphics extracts to be watched and eco-worshipped.

FMV fish move around and clap rhythmically with pride.

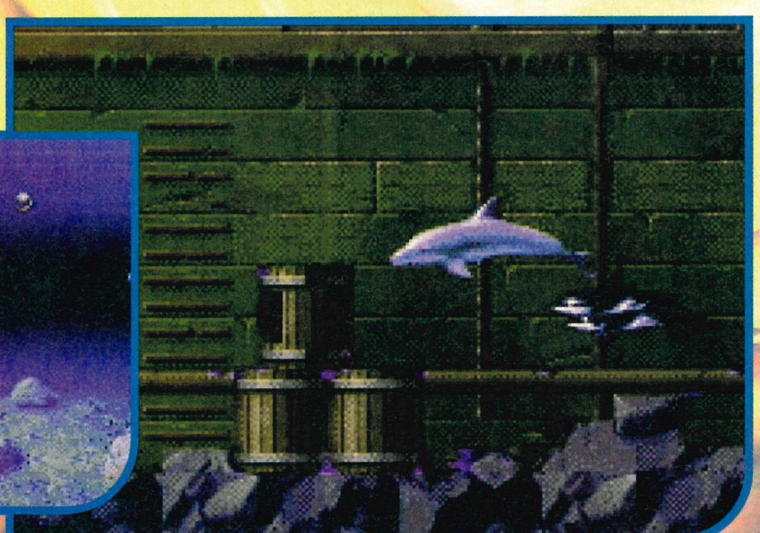
Basically, though, the whole thing handles as it did in the original, but what else can you do with a dolphin? Although enjoyable it's really just more of the same stuff we saw in the original. So rather than feeling like a game in its own right, *Ecco 2* comes across as more of an 'Ecco - The Lost Levels' experience. Worth a gander, though.

SEGA POWER



The little baddies that look like baby elephants are right nasty.

Get a dolphin and ask it to go through a hoop. As if by magic, they will turn to tea.



Dolphins live with small whales in underwater boats called Colin. Colin is the name of the new Senior Student at Ralph Allen School. School is bad.

Ecco 2

- ▲ Top marks for the FMV
- ▲ All in Q-sound
- ▲ Atmospheric to the nipple
- ▼ It's just more of the same
- ▼ More of the same is what it is

Graphics	8
Sound	8
Addiction	7
Lifespan	7

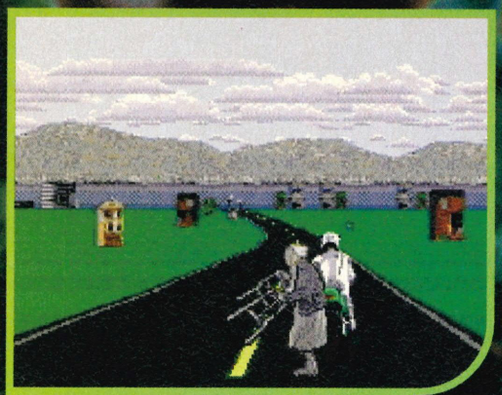
Power points

Release date	June
Players	1
Greek	Cigarettes
Difficulty	Taxing to Terrible
Sega	(071) 373 3000

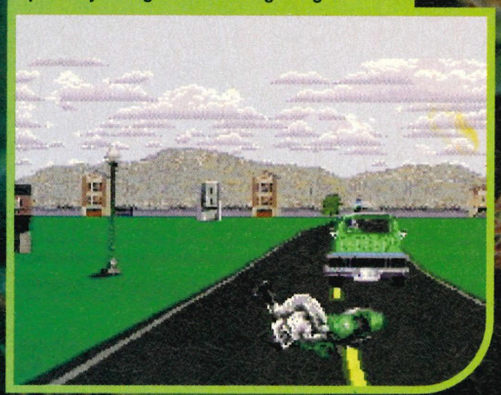
Final verdict

"The impressive impact's been lost, but it's still spouting goodness from every blowhole." *Danny*

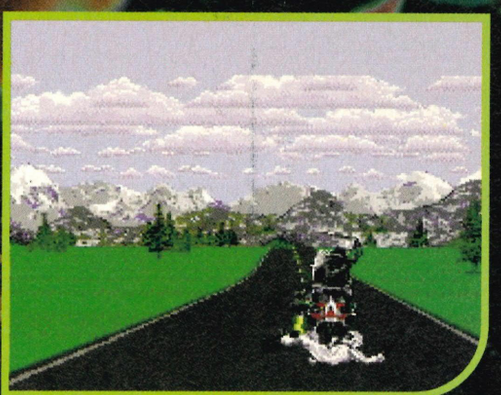
80 Percent



I used to have a grandma like that. The road was her friend and the wind was her affliction.



A man falling over, off his bike, onto the road, probably hitting his head and grazing his knee.



Anyone noticed a recurring theme with some of these screenshots?

Road Rash

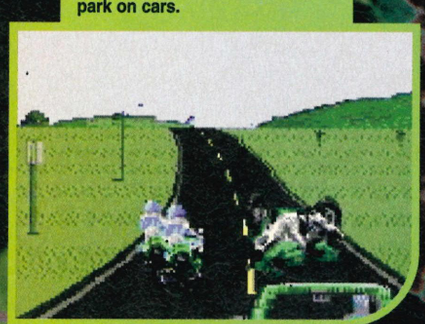
• Mega CD • £45.99 •

• UK Release • Electronic Arts •

Road Rash dated? A serious allegation. But then I'm a serious alligator. Oh yes.

Violence is still an important part of Road Rashing. Etc. Etc.

I am a wise old tree. It is illegal to park on cars.



Things you can pay EA money for: good things, bad things, sequels of sequels of things, rehashed souped-up shinier things, and old rope. Eh? Money for old rope? EA? Nah, bless you, nah. *Naahh, sir.* But at least EA know which games we'll always be pleased to see newer versions of.

We can sleep easier, for example, for the fact that *Mario Andretti Racing's* panting, rasping sequels went the way of dear Ayrton, and that *Normy's Beach-Babarama '95* never even made it past the programmer's padded mind. Yep, EA make sequels, and reviewers are never going to let you forget it...

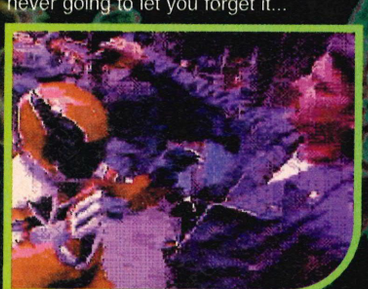
So then, *Road Rash* and the Mega CD. Well, the programmers have obviously tried to do something a little bit different for the CD version. Your standard ton of FMV replaces all those cartoony sequences from previous games, and the whole affair has a top illegal-bike-race atmosphere that really helps the game along and sets the grubby biker scene.

Even though a new presentational style has been developed (a definite improvement on the original), the actual gameplay remains virtually untouched. The FMV is a nice feature and makes Mega CD owners feel special, but I can't help feeling that this could well be a bit of a step backwards. None of the extras that improved each *Road Rash* sequel on previous editions seem to have made it to what should have been a kind of *Road Rash* Special Edition GTi.

Where are the nitros, eh? And the simultaneous 2-player game? Dunno, mate. On the plus side, however, there are a few new tracks and the option to run pedestrians over. Hmm... Nice?

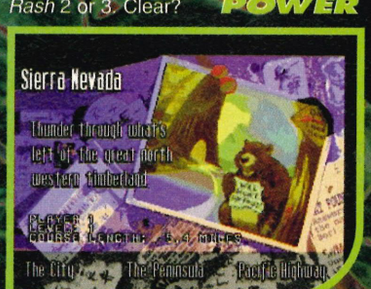
A game like this is hard to rate. On the one hand, you may be a CD owner who's always loved the *Road Rash* series and who'll appreciate all the extra cosmetic nonsense. On the other hand, you may well think that it's about time that *Road Rash* hung up its boots. I'm going to give it the benefit of the doubt, because I'm allowed to, but think very carefully before you disregard the Mega Drive's *Road Rash* 2 or 3. Clear?

SEGA POWER



Actually, these screenshots seem a little bit negative...

...just people getting hit or falling over. Are we bad for you?



Note new style of presentation. LEARN SOMETHING!

Road Rash CD

- ▲ Really excellent atmosphere
- ▲ A fist of top FMV
- ▲ Some good music...
- ▼ ...but one track's called
- ▼ "I scratch my ass" or something

Power points

Release date ..... June
Difficulty ..... Medium
Sandwiches ..... & Pork Pies
Players ..... 1-2/one after the other
EA ..... (0753) 549442

Graphics	Sound	Addiction	Lifespan
7	8	7	7

Final verdict

"Cucumbers over your eyes won't stop you looking tired, no matter how nicely cut they are..."

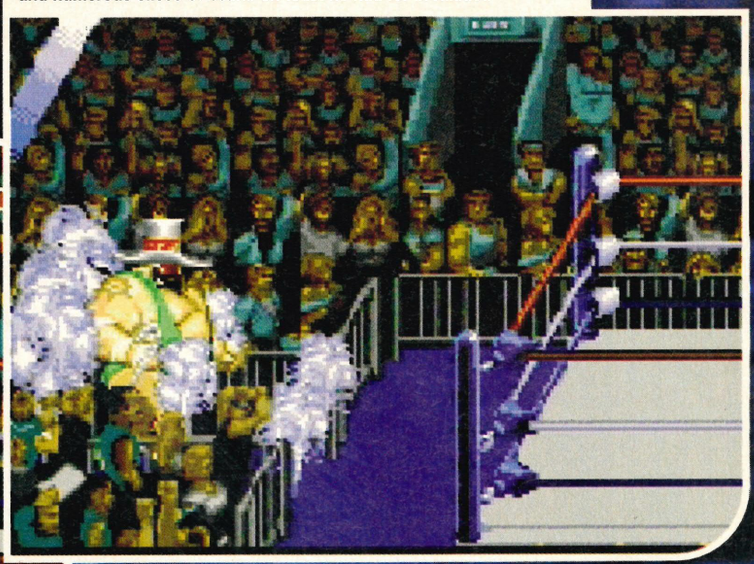
Danny

82 Percent

"Saturday night and the air is getting high. Oooh, baby." If only you got to smash Whigfield's face in this great little wrestling game.

Hang on - that one in the pink *is* Whigfield, isn't she? In the middle of the 'do do do dooo, do do do dooo' dance? Oh, well, my mistake...

This guy's special move has something to do with the 35 pickled eggs and numerous slices of beans on toast he had for breakfast.



"Er, are you all right mate? Looks like you've got a bit of the shakes to me." This caption has since been donated to the blind.

It was inevitable, really. Sooner or later, someone would realise that Anthea Turner was the most ghastly woman in the Northern Hemisphere and take her off the air. No, that's not it. Er...

Sooner or later, someone was bound to release a *WWF* wrestling game in the style of *Street Fighter 2*. And, er, now they have. *Slammasters* it's called, it's by Capcom (so they ought to know what they're doing), and to get straight to the point, it plays like a dream. What a nice sentence that was.

A few statistics first. There are ten characters to choose from, with default kick, punch, grab, slam and throw controls. The characters can also pin other characters to the ground when they knock 'em over, perform backbreakers and hair lifts, climb out of the ring and start using chairs and such as makeshift weapons, and use them ropes to bounce off or climb up. And each character has one special attack move. This is all true.

Match-wise, you can play a single match, versus match, or best of all a death match. In the latter, the normal ropes have been replaced with barbed wire, and the outskirts of the ring are loaded with land mines. Ace? Ace!

Sound good? Yep. Sound rather like a re-write of the manual? Er... But as a beat-'em-up, *Slammasters* works extremely well. Better than *WWF*, say, but not as good as *SF2* or *MK2* (because there aren't enough special moves). That's probably as constructive a conclusion as you're going to get. Bye bye... SEGA POWER

Saturday Night Slammers

- ▲ Characters handle well
- ▲ Characters handle differently
- ▲ Suitably WWF atmosphere
- ▼ No tournaments
- ▼ Not enough special moves

Power points

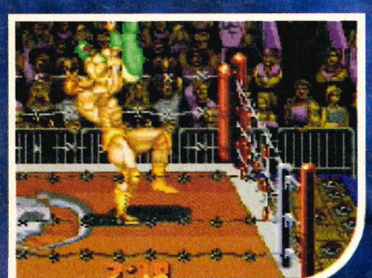
Release date.....Out now
Players.....1-2
Ruckers.....10
A big, damp, floppy thankyou to: Dream Machines (0429) 869459

Graphics	8
Sound	7
Addiction	8
Lifespan	8

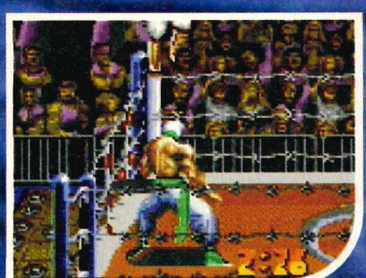
Final verdict

"WWF in the style of SF2, with none of the gore, but most of the fun. Truth, that."
Rich

82 Percent



The superb death match mode. Note the barbed wire...



... and the land mines sprinkled liberally around the ring.

It's got *WWF* out-of-ring action bits as well. Not at all *bad*, eh?

• Mega Drive • £44.99 • US Release • Capcom •

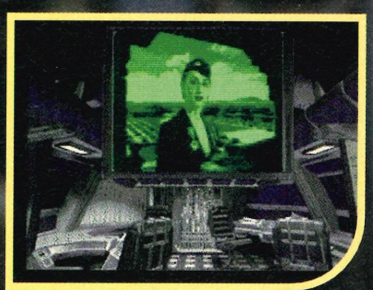
Saturday Night Slammasters

IRON HELIX

Iron is basically a common element. Helix make plastic rulers. Iron Helix: common, basic, plasticy. Eh?

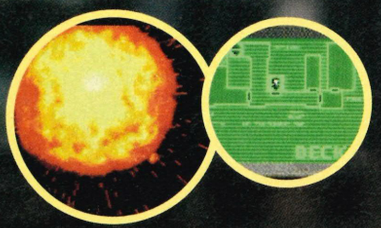
Bearded Woman in Follicle Explosion Brouhaha. p. 94

I have a big, shiny knife and later on I will show it to you.

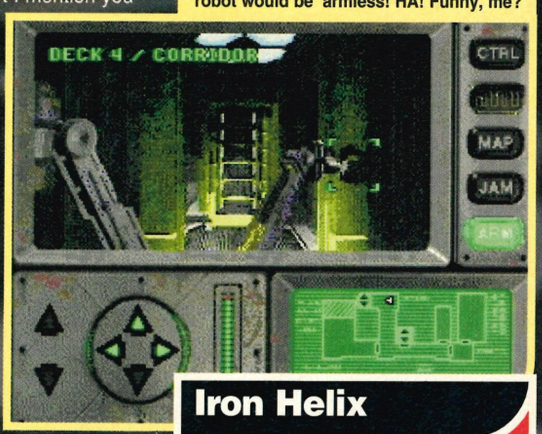


Hello, little boys. Would you like to see some puppies?

Children - Andy here. Press Release = P.R. manipulation = LIES. Thanks ever so much.



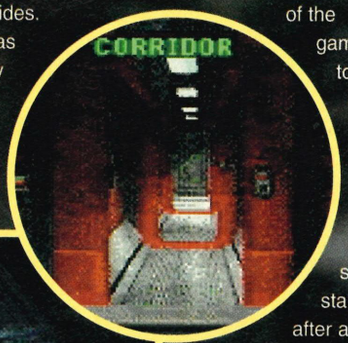
Hey, if that arm there disappeared, your robot would be 'armless! HA! Funny, me?

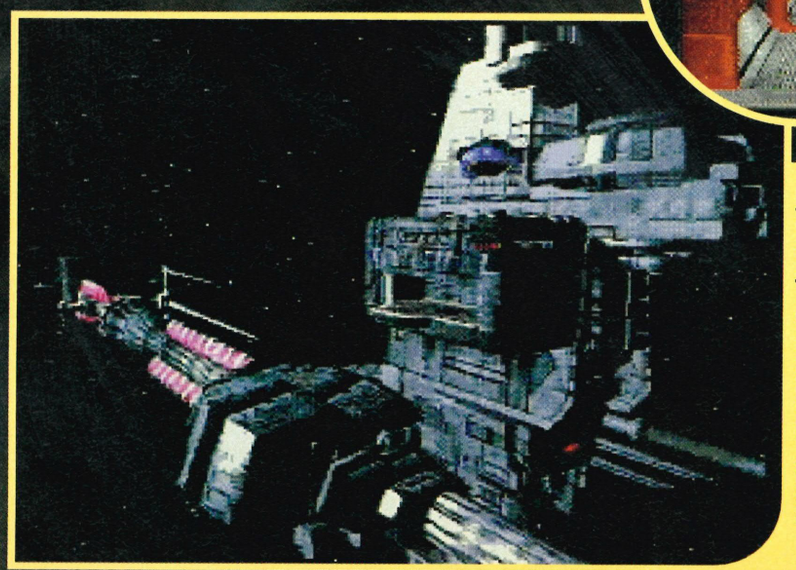


● Mega CD ● £44.99 ● American Import ● Spectrum Holobyte ●

Well sit on my hands and pluck my hairy ears (anagram, 4), if it isn't old *Iron Helix*, panting and breathless and fresh from the stale games morgue of CD-ROMery.

Before we get too far into the pros and cons of games/conversions/arson, though, an attempt to 'relate'. Tell me, dear reader, ever carried a newly departed relative around a fairground? Yeah? Then you'll know, theoretically, that you could be having a top Helter-Skelter/Coconut-knocking time, but there's nowhere to leave the body and none of those bearded gypsy-women will let you on any of the rides. Tsk! Every time, eh? So, as usual, you're stuck. Slowly wandering about scaring the tiny freckled-faced children with your cold, stiffening grandparent, yeah? Yeah. (*Where are you going with this?* - Andy). Er... well, it's all a bit like a stint with *Iron Helix*. You know that there must be fun to be had, but because of one or two limiting factors the Fun Fairy stays bound and gagged in a darkened spare bedroom. For a start, the whole affair is too slow. Tell your 'probe' (sorry, didn't I mention you control a probe?) to move forward, for example, and if it suits him, he will. But only when he's ready, and in a game that's trying to produce a tense, nervous atmosphere (where running along a dark, narrow corridor, being chased by a huge tin man thing makes up the majority of the gameplay), being able to move with speed and without delay are essential elements. Or am I just being odd? But, to be fair, *Iron Helix* is the sort of game that starts to grow on you after a while. If you can be bothered to feign interest in the plot, and try to 'get into' the game, it's possible you may find yourself starting to enjoy what is basically quite a fair strategy game. So, although *Iron Helix* won't immediately jerk your spine rigorously like an over-excited friend, there may well be a few tugs of excitement if you favour the strategy genre and you're prepared to work for your jollies. But only 'if' mind...





There are a lot of good games about these days. Have you ever noticed that? We have.

Iron Helix

- ▲ Well presented
- ▲ Some full-screen FMV
- ▼ What is acting?
- ▼ What is excitement?
- ▼ Oh so slow

Graphics	6
Sound	6
Addiction	5
Lifespan	6

Power points

Release date ....Now on import
Players.....1
Levels 3
Difficulty:.....Lucy Rose
Dream Machines(0429) 869459

Final verdict

"More of a Star Trek than a Next Generation. More Michelle Fowler than Beth Jordache."
Danny

68 Percent

SEGA POWER

Speedy Gonzales

• GG/MS • £29.99 •
• UK Release • Sega •

Plug me into the mains and use me as a decorative lamp, here's Sega's latest cartoony platformer. Ruuuuuuubbbbiiissshhhh!

We start off this five-page bumper special edition official ultimate eight-bit review guide (Jesus Hector Christ man, what an awful title for a book. No irony at all, but I severely doubt you even have a vague grasp of the concept of irony. Bitter? No, just bored, man.) with the delicious sliver of beef that is *Speedy Gonzales*. Except this version isn't delicious. This is the tough old scrag-end of beef that your Gran always buys and tries to convince you that it's actually Dewhurst's finest prime topside. It's almost cack. But not quite.

It's a platform game, friends, much like *Daffy Duck, Taz 2* and all the other jovial little cartoony funsters that you've come to expect from Sega. But, it has to be said, they're getting more than a bit tiresome.

Here's the problem with Speedy... it's too fast. Yes, I know the game is all about a rat (mouse, ferret, whatever), and he has super-rodent powers of speed and an irritatingly helium high mexican accent, but what's the point of having a game that's so fast that it's bordering on the unplayable?

None. None, I tells ya. It's about as pointless as collecting beermats, or T-shirts of famous cartoon characters (*ooh, bitchy* - Andy). Umm, lost... the... point... for... a... minute. Ahh, it all comes back to me. *Speedy Gonzales*. Yes, it's too fast, which leads to boredom setting in prematurely. Oh *dear,* Midge.

You speed along the level at a ridiculous (ahem) speed. You try to find your dumb-looking 'chums' and you bump into spiders and the like far too often. Can't see them before they're on top of you, see?

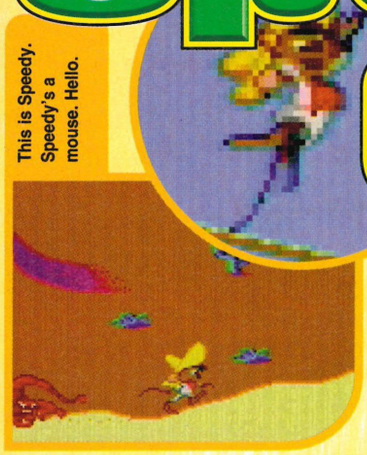
This will eventually lead to boredom, and it will all happen long before the normal run of things.

So, finally, I'll just finish by saying that *Speedy Gonzales* is a game I just can't be bothered with. Much like that bloke at the pub. You know, the one who buys a pint and stands around looking for people to latch onto. Go read something else.

SEGA POWER

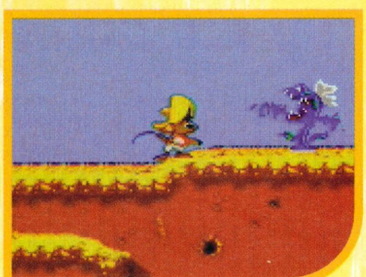
Battletoads **looks like this. Read old issues to find out.**

Everybody knows that vultures eat mice, but did you know they also eat chairs and monsters?

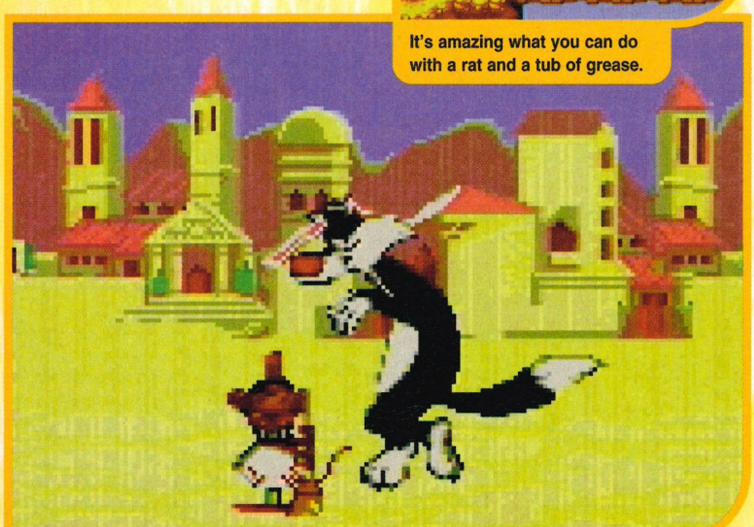


This is Speedy. Speedy's a mouse. Hello.

It's amazing what you can do with a rat and a tub of grease.



Mouse don't wear hats - it's a ridiculous concept.



Shame on you Mr Cat. Picking on a poor mouse. And you being so big,. With sharp teeth, etc. (Sigh) This is from the plot at the start of the game.

Of all the cartoon characters around, I can honestly say I hate this mouse most.

Speedy Gonzales

- ▲ Graphics are okay
- ▲ It's fast all right...
- ▼ ...it's also boring...
- ▼ ...and frustrating...
- ▼ ...and a bit crap

Graphics	7
Sound	6
Addiction	3
Lifespan	2

Power points

Release date	May
Players	1
Levels	Oh, I don't know
Skill levels	1
Sega	(071) 373 3000

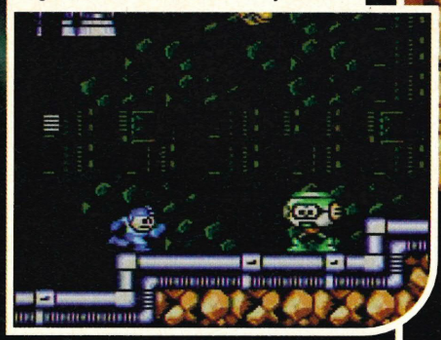
Final verdict

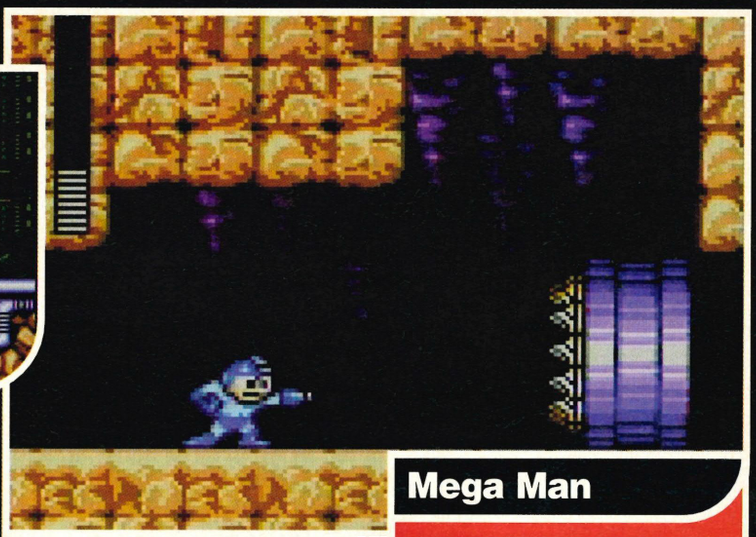
"Very boring and tiresome. Look, if you want something decent, buy *Mega Man* or *Micro Machines 2*." Dean

46 Percent

For some reason I'm in a very good mood today, so the size of this caption box doesn't bother me in the slightest.

Hey, little jumpy green thing, Mr Agreeable would like a word in your ear.





Pointing at it won't do any good, you silly little man. YOU NEED A GUN.

Chuck me in a vat of acid and make a toast-rack from my steaming bones, this be a good 'un...

Quietly sneaking about like a young boy late in after skulking in the female dorm, *Mega Man* creeps through the back door and onto the Game Gear. This certainly wouldn't have happened on the Nintendo things where a new release of anything Mega Mannish is greeted with much waving of hands in the air and shelling out of pennies. Bit of a star, you see.

So, eventually, Capcom decide to license the game out to allow us humble Sega types to find out why everybody goes into a sarin-style frenzy every time his name's mentioned.

Yes, it's good. Very good in fact. A very tidy little number that reminds you of them 'good old days' when the poor were ravaged by face-exploding diseases and computer games knew how to be, er, themselves. *Mega Man* is definitely a trip back in time, and certainly owes a lot to the games that were pumped out on the Spectrums and C64s many, many years since.

There's four huge levels, bosses, weapons and smooth, simple gameplay. Nothing complicated, no 'choose one level for each sublist of twelve and hold your nose while you play' gameplay here. Oh no, and dear I say it, that's the game's charm.

Mega Man first appeared on the NES, at a time when we were all too young.

One thing to take into consideration, though (yes, there's a downer - isn't there always?) Nothing's perfect.

Everything has a small birthmark of a cow's genitals somewhere on its perfect body. *Mega Man*'s problem is its level of difficulty... it's hard. It's harder than writing this review on a Monday morning, and certainly does require a certain amount of skill to get anywhere.

Soooo funny funsters, *Mega Man* is a game written for serious gamers. The sort of people who used to spend hours playing *Rick Dangerous*. People who aren't afraid of a challenge and a bit of meat in the vegetables of the gaming world. People like me, I'm afraid to say.

SEGA POWER

Mega Man

- ▲ A good Game Gear game
- ▲ Varied levels and that
- ▲ *Mega Man*'s good...
- ▲ ...and we like good things
- ▼ Too hard for some?

Graphics 8
Sound 7
Addiction 8
Lifespan 8

Power points

Release date.....May
Players.....1
Levels.....4
Difficulty.....Very hard
US Gold.....(021) 625 3366

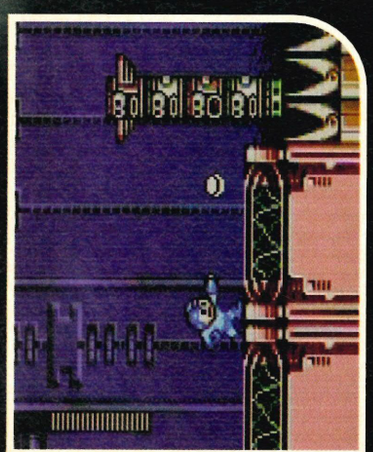
Final verdict

"Definitely one of the best platform/blaster things to appear on the Game Gear." *Dean*

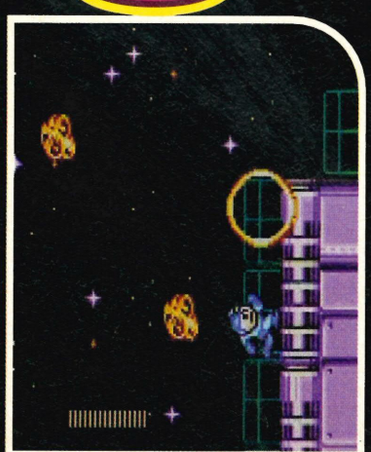
87 Percent

Mega Man

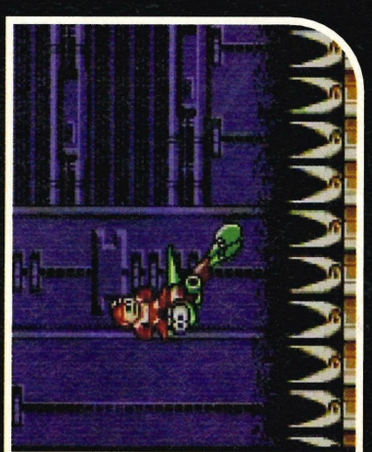
Game Gear • £27.99 • UK Release • US Gold



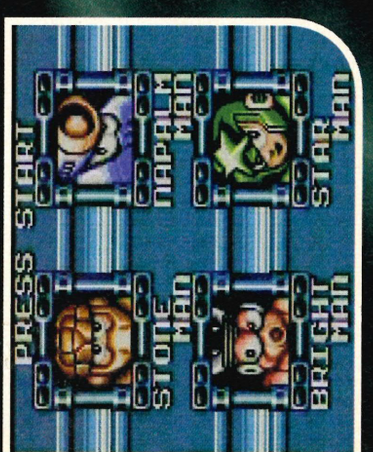
Totem poles can be used to scare old people. Do you agree?



Rocks can also be used to scare old folk, but it's not nice to.



Look at me Mum, I can bounce on spikes! (*Bloody idiot* - Mum.)



You can choose to start on any of the four levels. Helpful, aren't I?

Micro Machines 2

• Game Gear • £29.99 •
• UK Release •
• Codemasters •

Please don't expect a serious review, I've found a truly excellent Game Gear effort and I'm going to make sure that everyone hears about it...

LOVE IT. LOVE IT. LOVE IT. LOVE IT. LOVE IT. LOVE IT. LOVE IT. LOVE IT. *LAAAARRRVVVEEE IIITTT!!!!!!* I'm frothing at the mouth. Can't stand it. AAARRGGHH!

Stupid intro bit over, get on with the review. Right, compose myself. Stop my hands from shaking and try to remember everything my English teacher told me. No, no, ALL RUBBISH. Conditioning, you see? Sorry, I'm trying hard. I don't WANT to fill up this page with mindless rubbish, but at the same time, I WON'T SIT AND AND CHURN OUT A LOVELY, SENSIBLE REVIEW. I don't want it, YOU don't want it, and I know for a fact that Codemasters wouldn't want it.

Rebel people, rebel against the twee, irritating drivel you're forced to read. Remember passion? Ah...

With remarkable control I can tell you that *Micro Machines 2* on the Game Gear is a masterpiece of programming. 12 vehicles, 38 tracks and all the 'stuff' from the Mega Drive version. Liked it? Yes people, I loved it! Me orgasm!

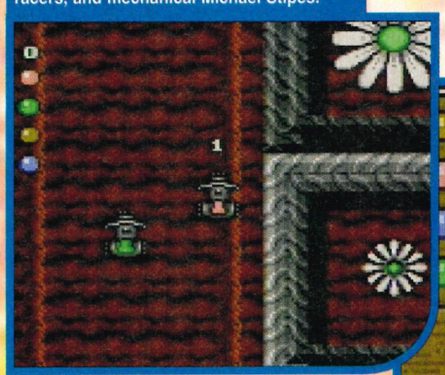
"But!" I can hear you softly bleat, "Can I play a multi-player game?" Yes friend, you can. Oh, how I get a warm feeling from imagining your little faces lighting up right at this moment. Yes, *two* people can play on a single Game Gear, you've got a two-player link-up *and* up to an impressive eight-player tournament.

Over-zealous? Maybe, but cut me some slack. I'm just trying to make a point. Twisted, maybe. Some could even say I've lost the plot, but one thing... try to remember who wrote the screenplay.

Final bit: Got a Game Gear? Got £30? Got a hole in your bum? Then buy this game - you'd be a chimp not to. TRUTH!

SEGA POWER

Other vehicles include yer copters, trucks, racers, and mechanical Michael Stipes.



It seems these cars are meeting to discuss my egg-stained cloak. They know not the TRUTH!

Fact: Violet is based on TV's Rod Hull and Emu. Er...

38 tracks all stuffed onto 8 megs? Our manly mouths NEVER fib...

When you get the game, best refer to our cushty map guide in issue 62. DO IT, GWEN!

Micro Machines 2

- ▲ Look at all the...
- ▲ ...Game Gear stuff around...
- ▲ ...most of it isn't very good...
- ▲ ...is it? This...
- ▲ ...is. Very, very good.

Graphics 9
Sound 7
Addiction 10
Lifespan 10

Power points

Release date	April
Players	1-8
Levels	38
Skill levels	A few
Codemasters	(0926) 814132

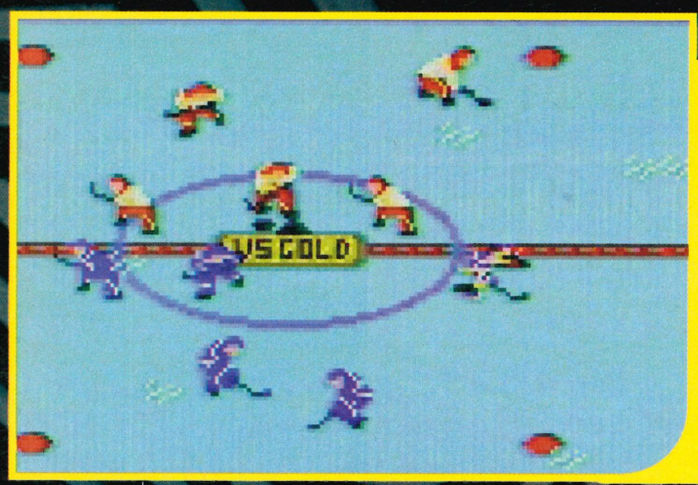
Final verdict

"What can I say? This is quite probably one of the finest Game Gear games you'll ever buy."
Dean

95 Percent

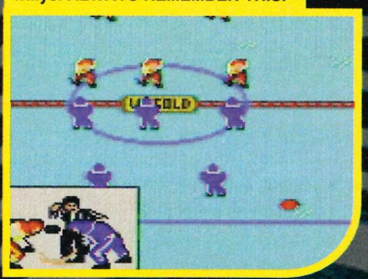
Championship Hockey

• Game Gear/Master System
• US Gold • £29.99



For the 'older ones' out there, the first to send in an empty Funny Feet lolly packet wins some stuff. Do it!

FACT: girls have fannys, boys have willys. ALWAYS REMEMBER THIS.

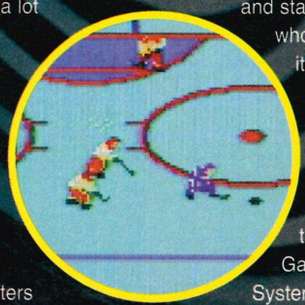


Many will have been waiting for EA Hockey on the 8-bits. Many will be disappointed. Sad, my friends, but true...

Christ, with graphics like this, you may as well stick with Mr.Bamber on the teletext.

First there was the word, and the word was dog. Nobody liked dogs much - messy, smelly creatures that licked their own genitals and ate strange things that they shouldn't. God, on the other hand, was a lot more popular. He made lots of good things like the world, people, plants and the like. So the word was changed.

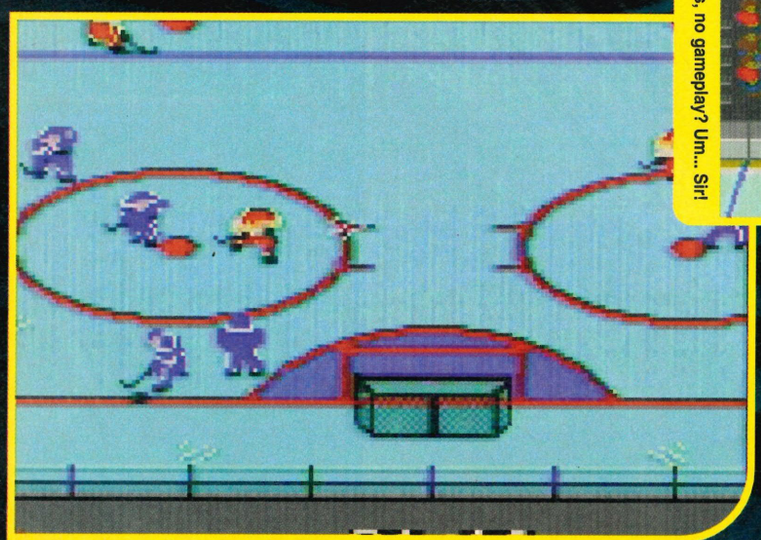
BUT! Somebody crept in during the middle of the night, swapped a couple of letters and Bob's your uncle, fanny's your aunt and blah-de-*blah*. Funny that. Just thought about it. Where does the word come from? "God". Did he just appear one day and say something like, "Hello, I'm God. I created everything and I'm a top bloke." Don't think about it too much. More important things and all that *shtoof*.



Anyway, hockey. It IS a conversion of *EA Hockey* but NO, it isn't very good. Sure, there's enough options, teams and stats to amuse the types who like that sort of thing, but it just doesn't *work*.

EA Hockey's attraction is that it moves smoothly and you get the impression that a lot of thought was put into the programming. The Game Gear and Master System are (guess!) 8-Bit systems and getting the whole thing to work is nigh on impossible. So really this is a long-winded way of saying that US Gold's Hockey isn't dreadful, but it certainly ain't *EA Hockey* as I remember it. Pity really.

SEGA POWER



I mean, we're NOT being anti-8bit. It's just the programming's a bit sloppy, and unlike *Micro Machines 2*, this one converts like the patron saint of atheism.

All stats, no gameplay? Um... Sir!

An ice hockey review, and no pucking puns? TRUTH!

Championship Hockey

- ▲ It's EA Hockey
- ▲ Stats fans will like it
- ▼ Stats fans will like it
- ▼ It tries hard...
- ▼ ...but it doesn't quite make it

Graphics 6
Sound 6
Addiction 3
Lifespan 3

Power points

Release date ..... May
Players 1-2
Widdly ..... Wee
Difficulty ..... Depends, dunnit
US Gold ..... (021) 625 3366

Final verdict

"Hmm. Not the sort of game that converts very well onto them eight bits. Sorry."
Dean

48 Percent

• Game Gear • £32.99 • UK Release • US Gold •

Operation Starfish

Like, James Pond is, like, a FISH, and, like, not a secret service agent!!! Find this funny do you? Mincing chimp head..

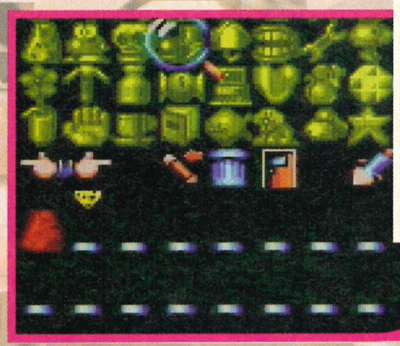
Ever wanted to operate on starfish? Well, now's your chance with this wonderful sea life surgery simulator.

Right... Another day, another dollar, another Game Gear review. Yeah, what's going on? Usually we have to fight for eight-bit reviews, but this month we've got five Game Gear reviews, two Master System reviews and only a couple Mega Drive reviews. Bizarre. Not quite as bizarre as that wonderful headline in the Sun, 'MY 6FT BIKER HUBBY LIKES TO DRESS IN PRETTY FROCKS'. Hey, different strokes for different folks and all that - but bizarre it most certainly is.

James Pond 3 - Operation Starfish is the fifth and final Game Gear review this issue, and it's... aalllriigghht.

I wasn't a fan of the Mega Drive version really. *JP 2* was fairly good, but nothing new on a market that was already convulsing with Sonic fever. The Game Gear version looked much better suited to an eight-bit format, and the same is true with this game. If you look for differences between the MD and GG versions, well, you'd have a problem.

Speaking of problems, *Operation Starfish* is really a bit too late. If the game had arrived about six months after the Mega Drive version, then we probably would've been more impressed, but it's been more like a year and a half. Times change and all that, and old JP's looking a bit tired now. Yes, the game's big and yes it's certainly big enough, but I just get the feeling that it all looks a bit boring nowadays. SEGA POWER



This here is the password screen. Boring you yet? Hope so?

Operation Starfish

- ▲ Er, James Pond?
- ▲ Nice and big
- ▲ Looks like the MD version...
- ▼ ...which only looked okay
- ▼ Little bit dull

Graphics	7
Sound	6
Addiction	6
Lifespan	7

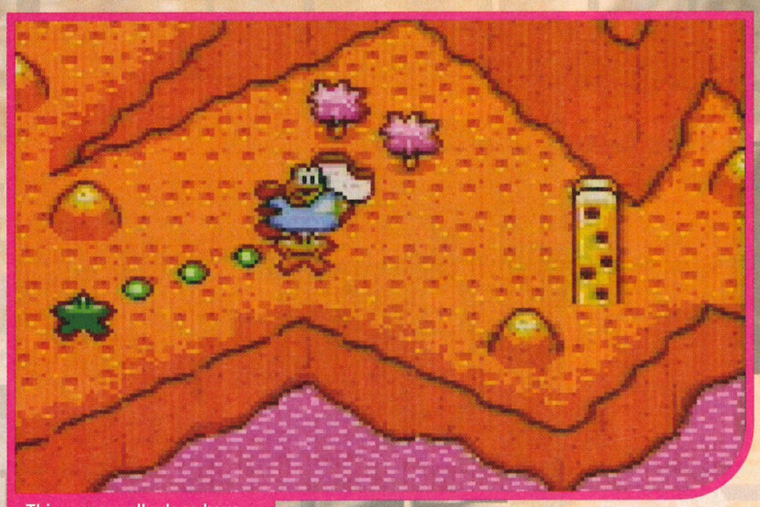
Power points

Release date.....April
Players.....1
Levels.....Lots and lots
Difficulty.....Above average
US Gold.....(021) 625 3366

Final verdict

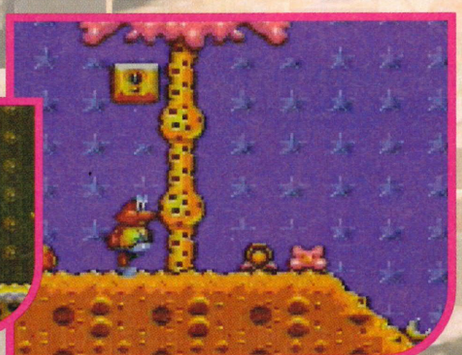
"Nothing too shabby, but please turn to page 63 and you'll find a game you really should buy..." ***Dean***

76 Percent



This game really does have cheese in it. And Mr.Mortlock didn't LIKE IT?

Doesn't really look like a fish. Looks more like my daddy after doing a plop plop.



This caption box is now available for children's parties and pie funerals.

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Guest tipster of the month

Morning. Mrs Mavis McDoogle of 46 Rosebud Gardens here. You know, people often ask how, when I'm not doing the Shake 'n' Vac to put the freshness back, I like to relax. And I tell them - there's nothing I like better than snuggling down with cup of low-calorie hot chocolate-style drink, catching the lovely Henry Kelly on Going For Gold, and plugging into my Sega. So believe you me when I say my tips are amply proportioned... OPEN MY TIPS APRON!

Beavis&Butthead..... 71

Cannon Fodder.. 70&72

Defenders of Oasis..... 73

Desert Strike..... 71

Earthworm Jim..... 73

John Madden '95 71

Power

Tips hotter than my worktop!

TIPS

Mr.Nutz 73

Pitfall 71

Ristar 73

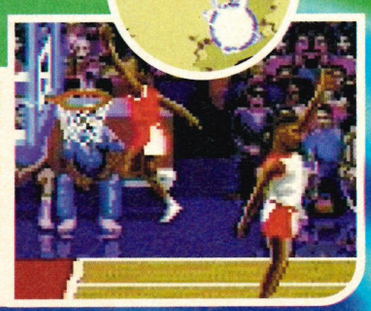
Shining Force 2..... 73

The Smurfs..... 73

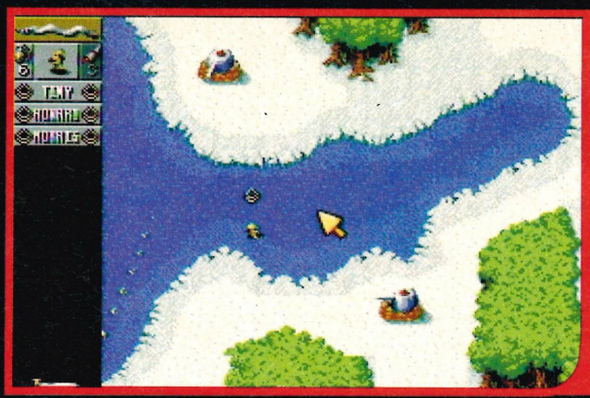
Yogi BEAR??? 73

Story of Thor
Part the two of this super solution to a game that you may have bought in a shop.

NBA Jam T.E.
Starring Prince Charles in dunky cheaty fever stuff!



A woman's work is never done. Ironing, cooking, shopping, dusting and, in my case, hosting the most useful game-snag column this side of Clare Raynor. What to cook for supper? How to complete mission 19 of Cannon Fodder? What to do when the dirt says hot but the label says not? My life is strewn with enough tribulations to drive the average housewife to despair...



Cannon Fodder - Don't expect to have much hair left after playing through the thing.

These guys are just *sooo* cute. But blow their brains out all the same.

Power TIPS Q&A

CANNON FODDER

Mega Drive

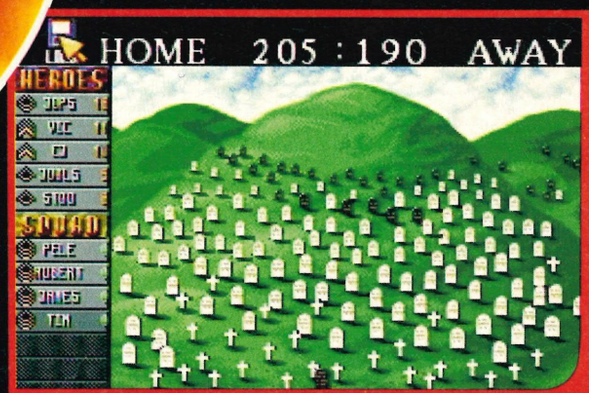
I am writing this letter to ask if you could please *please* help me. I have been stuck on mission nineteen for two weeks and am getting seriously shagged off. Could you please give me some cheats or the code for the next mission?

David Colin Penfold, Kent

Mind your language, young man. And certainly not. You'll sit down and do the mission properly. Now listen up, filth lips. You need three men to finish this mission, so if any get killed, it's best to quit and try again. Head straight up to the building at the top and position your troops to the right side. Split off two men and head right to the pile of junk, where you'll come under fire from a jeep. The idea is to run towards the junk, lob a grenade over to the other side, and then scoot off quickly before the jeep has a chance to shoot or flatten you.

Head towards these two guys down to the wall and avoid the grenades raining down from the chopper. After a bit, it'll get bored of trying to kill you and'll head down the screen and land. Hug the right side of the screen to avoid the turret, rocket the sucker, then go back to the wall and stand on the white pad in front of the door.

Switch to the other blokes, split one off and leave him on the other white pad, then head left via the building in the middle. Once again, you'll have to avoid fire from the turrets, but when you stand on the final pad, it'll glow red and the helicopter will fly over to you. Get in, and kill everyone remaining. Harsh but fair, harsh but fair...



You too can be this good at playing video games, if you get a job at *SEGA POWER*.

Lot s of things happening in this screen-shot. Erm... And everything.

David Colin Penfold. That's a bit of a stupid name, isn't it? But this is all for you.

Desert Strike - The thinking, drinking, Y-Front wearing man's shoot-'em-up.

Are my eyes going funny, or is that screenshot a bit out of focus?

These guys aren't at all cute. So it's a pity you can't blow their brains out at any point in the game.

DESERT STRIKE

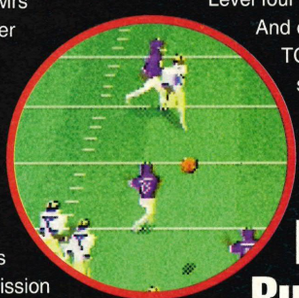
Mega Drive

Do you have any playing advice or codes?
C Yacomini, Tayside

Do I have any playing advice or codes? Is Mr Dobson from number 87 secretly knocking off Mrs Cranberry from number 32? Of course I do. Here's a brief synopsis of every mission, boys:

Campaign 2: Mission 2 - Collect the 'muzzle flashing' buildings near the jails and grab the MIAs. Mission 3 - Collect the SCUD commanders, then launchers. Mission 6 - Shoot the APHIDs in the watch towers and collect the POWs, keeping a look out for ZSUs. Campaign 3: Mission 1 - Hydra the two APHIDs attacking the UN boys, and kill the ZSU. Mission 3 - Destroy the silos before they missile you, and reap supplies from the dunes. Mission 4 - Hit the enemy boats with six Hydras. Mission 6 - Blitz the defences and the Madman's yacht. Mission 7 - Destroy everything around the flagged building. Mission 8 - Get fuel and ammo at Embassy City, land on the X, get everyone in the bus, blow the gates and pick up the co-pilot from the SEAL posse. Campaign 4: Mission 1 - Hit the dump trucks in the city (bottom right). Mission 5 - Take out the radar site south of the factory, then the defences, collect the extra life, blitz the building and land on the X. Mission 8 - Get the ammo and fuel, shoot the bomber's wing, collect your co-pilot, let rip, and bingo, huzzah, rummy and rooster!

And here are those level codes.
Level two - BQJRAEF
Level three - TLJKAOP
Level four - WTEOVJP
And enter the code as TQQQLOM on the password screen and you should be the proud owner of not three but five Apache helicopters. Lovely.



Beavis and Butt head

Mega Drive

I know I've mentioned Shake 'N' Vac already. but one thing I've always thought is - why have fun-sounding house-cleaning products been limited to Shake 'n' Vac when surely a whole market out their exists for products with a bit more *oomph* in their title? Why can't you Spray 'n' Dust, or Splodge 'N' Mop or even Dump 'N' Flush? I know I'd buy them.

Meanwhile (*Back on Planet Earth* - Andy), here's the last area code to *Beavis and Butt Head*'s hur-hur-tastic adventure - +Pkhw bFit1 fu-KA. Hopefully someone out there will find that useful. And in case you were wondering where the nine pieces of ticket are hiding, wonder no further. You get them by: Beating Billy Bob in the race; cutting down the tree and looking in the nest; waiting for the guy to belch one up in Burger World; couch fishing from the sofa at home; talking to the Buttlady; and looking under the parrot's cage; under the secret file in the army guy's office; in the drier in the laundry; and on top of Principal McVicar's head.

"Aaaaaahhhh! I'm being chased by a nondescript grey creature with big teeth."

Heh heh heh heh. Looks like they've put the wrong picture in.

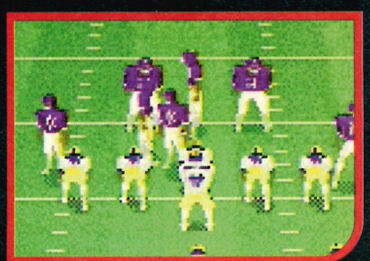
ANSWER ME!

Can anyone shed any light on the following? I'd really be most grateful, and - hey! - that nice Mr Lowe may even send you a prize for your troubles.

I sit at my Mega Drive for hours fiddling with the control pad, but despite what I have read in your massive *FIFA '95* guide, whenever I try hitting a hard bicycle kick the player just taps it. Eh? EH?
Michael Golgis, Glasgow

And how do you make your goalie dive with both hands in the same game? I know you can because the computer does it.
Danny Kavanagh, Oxford

In the level entitled 'Be Prepared' on *The Lion King* on the Mega Drive it says 'avoid the lava and ride the rocks', and I can do just this but when the exit hovers into view, I just can't reach it. Why?
James Button, Suffolk



American Football. What in the name of laughing mice is that all about then?

John Madden'95

Mega Drive

For secret teams, at the option screen press B, A, C, A, C. If correct, you should hear Jonny Boy say something and if you move your team selection before ALL MADDEN, two extra teams will be revealed, namely the Carolina Panthers and the Jacksonville Jaguars. On the other Marigold washing-up gloved hand, if at the option screen you press A, C, C, B, B, you will hear John say something else and the coin toss will speed up considerably. Pointless, maybe, but still (possibly) nice to know.

Pitfall

Mega-CD/Mega Drive

Pitfall the game is a great little game, and getting the original Atari 2600 version stuck in for free is an enormous boon. In order to access it, on the title screen press Down once and A 26 times. And before you can hoover a wig, this crappy sub-game will be yours!

"Take that. And that. And that. And that. And that too."

Store your tights in the fridge so that they will keep their shape longer. Don't waste money buying salt, either. Enough of this popular condiment can be obtained by scraping the back of your knees after a jog. If you have a kidney or similar organ removed, place it under your pillow for the offal fairy. And never superglue your head to a railway line, not even for a bet.

Those were my top tips, but as for yours...

Power Tips Cheats & Hints

More ants. Pesky things. Boiling water ought to do the trick.

"Er, waiter. There appears to be four ants in my ice cream. And a very small house. Er."

Cannon Fodder

Mega Drive

Cannon Fodder is a game that I have plenty of time for but one that could certainly do with a cheat. So when I unearthed these three letters from Chris Yacomini of Dundee, John Moore and Steven Rhodes of Leeds and Steve Webb of Malvern at the bottom of the postbag, my response was audible in the next garden. Doreen must've wondered what I was up to...

On the Virgin/Sensible Software screen, says Chris, press Up, Right, Right, Down, Down, Down, Left, Left, Left, A, Up, B, Down, C, Left, Down and Start. Now, when you start, take the guy with the missile launcher from the group and fire three times. He should spin around and disappear and, in his place, a character called Guido should join with a new laser weapon. And one hit from this little baby should kill everything first time. (Jeeps and tanks may take a few more shots, though.)

John and Steve, on the other hand, advise thus: start a game and kill all but one of your men so you're told 'this is your last chance'. Start the mission, surrender, and it will say 'lost in service'. Now press the button and you will be taken to the next mission. Do this again and (with patience) you will be able to skip your way to the last phase of the final mission.

Steve has supplied the level codes.

Mission 1 - PXJND
Mission 2 - UZHNC
Mission 3 - JHHJI
Mission 4 - OFLJA
Mission 5 - DWKFG
Mission 6 - EZMBE
Mission 7 - JBLBD
Mission 8 - OBSRH
Mission 9 - TTEFD
Mission 10 - UTEFD
Mission 11 - FRLYA
Mission 12 - EOBJF
Mission 13 - RYJBE
Mission 14 - GMEGF
Mission 15 - FFQRI
Mission 16 - ICXPA
Mission 17 - PXJVI
Mission 18 - IRORH
Mission 19 - TEOUA
Mission 20 - CLBGE
Mission 21 - JMNQG
Mission 22 - OOLQF
Mission 23 - NPXFC
Mission 24 - No code

Mighty Max

Mega Drive

Tsk? Modern technology today, eh? They can send a man to the moon, but they can't invent a carton of milk that doesn't spill out all over your front every time you open it. I mean, it's amazing that anyone would even consider getting onto an aeroplane when they can't even make a toaster that isn't guaranteed to either pop your toast up so undercooked that it would have crisped further under a hairdrier, or so burnt that you may as well have done the job yourself with a blowtorch.

Er, anyway, on with some level codes, as sent in by Michael Griffin of Merseyside. Michael, your mother should be proud of your pants.

Inca Level - DBBLGLLFCD
Water Level - DBCLFGBDF2

"Warmer, warmer. Right a bit, right a bit. Neraly there, nearly there. Just a little bit futher. Just a little..." SNAP!

What a boring floor. Tideman's Carpets do some excellent carpets, you know.

Jungle Level - DBDKKJJLKR
Volcano Level - DBFGCDMBTG

Mr Nutz

Mega Drive

Oooooh. *Mr 'Nutz'*, eh? Giggle giggle giggle. Sounds more like one of those scrummy Gladiators or those yummy Chippendales to me. Here, before I get too flustered, are some codes that have been sent in by Edward of Cleveland.

Level two (Adventure Park) - MAGICS
Level three (Living Room) - GOLDEN
Level four (Volcano Pass) - WINDOW
Level five (Mean Streets) - CASPER
Level six (Ice Scream) - PIZZAS

Shining Force 2

Mega Drive

Shining Force 2 has been more popular in these Q & A pages of late than Butter Scotch Angel Delight is popular with my little 'uns. A great game no less, but one that's been getting even the more discerning of gameplayer's knickers in a considerable twist of late.

A mystery personage (with a signature that would put the majority of basic pond life to shame) would therefore like to take the opportunity to help out those readers that have been crying for help. Follow this lot, begs our friend, and hopefully your quest should become that little bit easier.

1) When you return to Granseal after the attack of the King Galam, go to the small cottage to the right of the house where the strange animals were arrested. There you will find a small creature called a Tort.

2) The Tort is extremely strong but extremely vulnerable to spells. Use it to attract attacks, but keep it away from magicians. DOES THIS MAKE SENSE?

3) Promote Peter and Slade as fast as you can.

4) Once Kazlin has become level 20, locate the Secret Book and you will be able to promote him to a Sorcerer.

5) When you defeat the demon in Mitula's Sanctuary, enter the door to the left side, approach the small statue and press button C. The statue will come to life and you will find another helping hand in your mostly friendless life.

What the hell are you smirking at? Didn't anyone ever tell you that it is rude to stare?

6) In North Parmecia, in the small village that was locked to prevent the demons from invading, sometimes a strange moving object will appear near the western gate. If you approach it and press the Search button, you will find a Gollem arm. Keep it in case you bump into the Gollem later on.

7) When you have the Sky Orb and you are ready to leave Parmecia, first pay a second visit to Creed. There you will find the other three characters that rejected you the first time.

8) To leave Parmecia, simply enter the eye of the huge bird in North West Parmecia. And that.

9) When you arrive at Grans Island for the second time, head down-left until you find a small monastery. Talk to the monk to save the game and leave, but don't exit the screen. Go to the left and start to head up as soon as possible. You will find a small fountain and in it a Master Monk with great powers.

10) To get the Holy Sword out, just press the Search button. To enter the Tower just introduce the Holy Sword in the mouth of the Devil's Head Statue, which is on the right side of the tower.

11) What's more, if you *do* manage to complete the game, sit through the credits and wait for about three minutes at the jewel screen. A box saying "And more..." will appear. Now press C and you will enter a secret battle with twelve big hairy bosses.

And now, hopefully, that's the end of the *Shining stinkin' Force* saga for another month. Those of you who can't wait for more RPG tips can easily find the area marked 'bedroom door' and get some fresh air for once.

Defenders of Oasis

Game Gear

Robert Brown of Poole sent in these. Press Start and Up on the title screen, then press 2 and a tune will play. Also, in the later levels do not wear a pillow on your head (yes, I know it sounds silly) as it will send you to sleep.

Earth Worm Jim

Mega Drive

More cheat codes for *Earth Worm Jim*. Pause and press:

C, A, B, C, A, B, A , C - 9 plasma shots.
A, Left+B, A, B, A, B, C, A - one extra continue.
A, B, B, B, C, A, C, C - restore ammo to one thousand
B, B, C, C, A, A, A, A - extra life
R, R, R, B, C, L, R, A - Warp to Snowman Boss
Left+A, B, B, A, Right+A, B, B, A - cheat menu

SEGA POWER

Looking for a cheap alternative to turkey at Christmas? Then why not try delicious squirrel?

Action Replay

Mega Drive

Yogi Bear
FFBF260003 Unlimited lives
FF9F8F0005 Unlimited energy

Mr Nutz
FFF54500B2 Infinite lives
FFE114007A Infinite energy

Bubble and Squeek
FFAC650003 Infinite lives
FFE114007A Infinite energy

The Smurfs
FFF3710005 Infinite lives
FFF3760004 Infinite energy

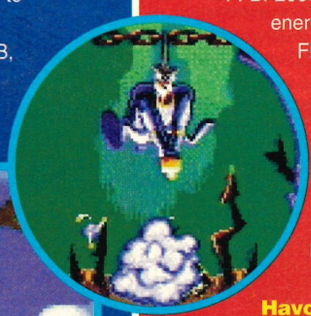
Ristar
FFE5780002 Infinite lives
FFC0380004 Infinite energy

Earthworm Jim

FFA6C80033 Infinite lives
FFFBFE0032 Infinite energy
FFFBF60039 Infinite ammo
FFA69200xx Level select

Pitfall
FF3EC50004 Infinite lives
FF34BA006E Infinite energy

Mega Turrican
FFBF260003 Infinite lives
FFBF200032 Infinite energy
FFBF290092 Infinite time



Radical Rex
FFFAFD0005 Infinite lives
FFD40D003C Infinite energy

Havoc
FFDCA10002 Infinite lives
FFDCA400FF Infinite lives

Flink
FFA2CB0003 Infinite lives

Thanks to Edward of Cleveland for these, you spunky young pup.

The Story

Power Tips - Part Two

Last month, we left Xrysyx The Indignant languishing prettily in the Meta-tomb of the Steaming Great Nuclear Bed-wetting Pig. Probably.

CHAPTER FIVE

1 Blunder on up to the top of the castle and, before you enter, hit the guard on the knees several times.

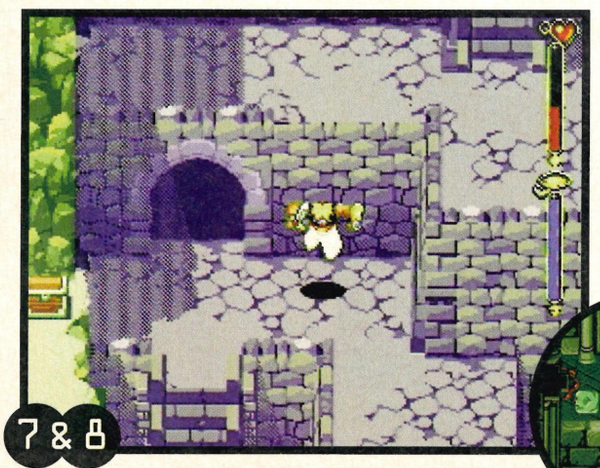
2 This room's a bit hectic, so use Fire Elemental's Fireblast Spell to clear the place good and rapid, like.

3 Here, take a right turn and go through the top door. Eat food, drink liquid, don't swear, sleep a lot.

4 Don't bother trying to go down past the spikes. Just jump over the first one and be on yer way.

5 To get your power-ups and an elemental token, stay in this room and wipe out absolutely everything.

6 You'll have to administer a hefty shoeing to this guard in order to get the key. Get it and head upwards.



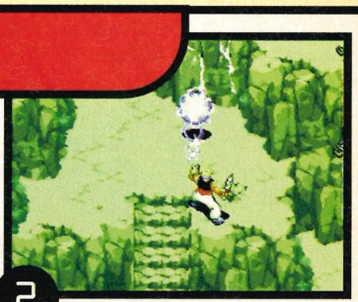
7&8

◀ Once outside, jump down to here. Remember to go right later on.

▼ When you get to the next section, use the Fireblast to kill 'em all.

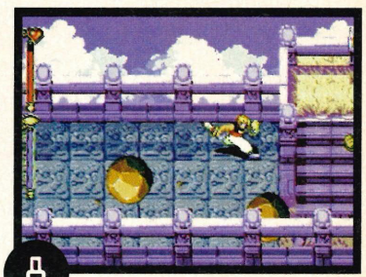
CHAPTER SIX

1 With your new route, head right and up the mountain, zig-zagging as you go. This is good. This make you nice.



2 The very first set of steps has a small stream beyond it. If you're in a bit of trouble, make sure you power up.

7 When you get to the top, you have to face a series of challenges in order to get to the end. See the next box...



8 First things to avoid are these irksome rolling rock things. Just run to the right moving up and down.

13 At the next point, stay here and jump constantly to avoid both the spikes and the gremlin things.

14 Stand on one of the pads yourself and wait for the ogre to step on the other. This will open the teleporter.

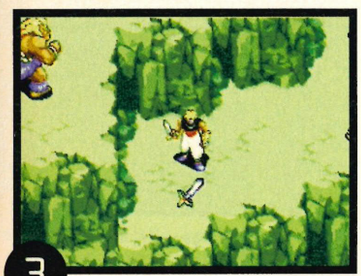
9

◀ If you did (8) properly, you should have entry to a treasure room.

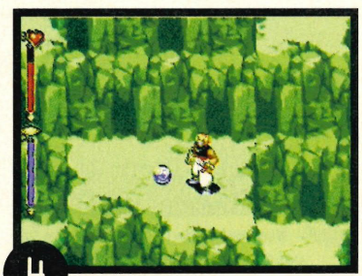
10&11

▶ Finally, with your new key, head back up to the main castle door and then go downstairs to gind the route up to the mountain.

# of Thor



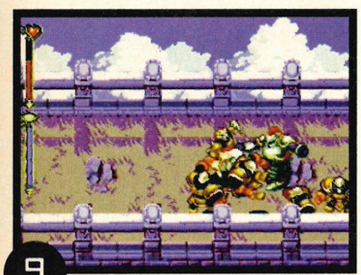
3 When here, thoroughly search the mountainside and you should stumble over this delicious Death Sword.



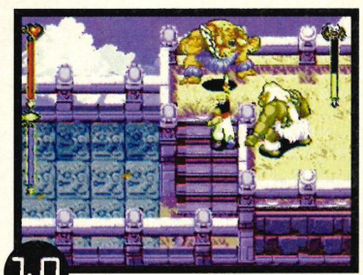
4 Jumping down off the highest point on the mountain, you'll drop down onto this token. Isn't that ace?

5 Even further up the mountain, you can replenish your energy at this water point. Remember, kids. Drink liquids.

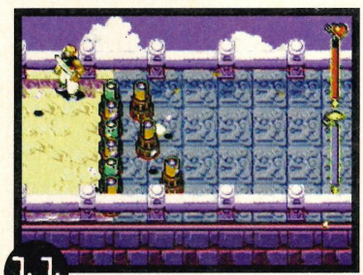
6 A bit further up the mountain, head as far as you can go to the right. When you get to here, drop down.



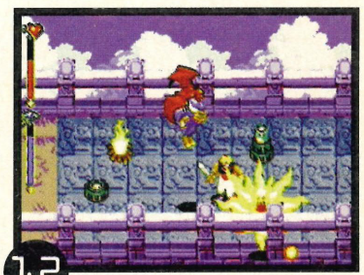
9 The next problem is this bunch of guards who need to be smacked in the eyes a few times in order to get past.



10 Here, two ogres block your way to the steps. Whip out your big stick and thwack them about the face and neck.



11 Then, these missile-throwers scroll to the left. Once they've stopped, start at the top and work your way down.



12 The next section is a bit hard. Activate the Flame Elemental and then light all the fires you can find.

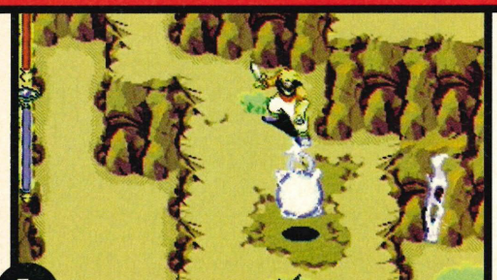
15 Next, you get to the black master with the nice cape and that. But he just chucks you into the dungeon. DOH!

16 In the dungeon, the guardian chases you down the corridor. Keep running and throwing bombs backwards.

17 To kill it, wait for the tongue to lash out and hit it with the Death Sword.

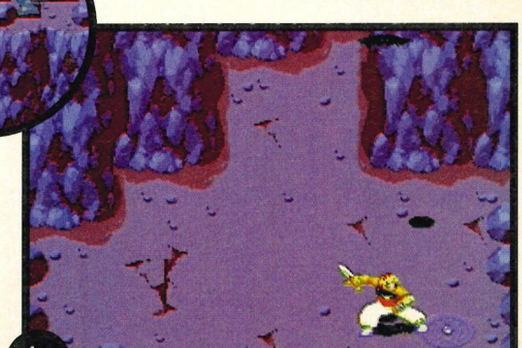
18 Grab your special prize and shoot the flashing dot to create a warp. Then, say, "Spartacus Mills" and leave.

CHAPTER SEVEN



1 Wander determinedly down the mountain and shoot the flashing icon to warp to the next area.

2&3 Head left and straight down to get to two chests. Then, jump off the left bit of the ledge.

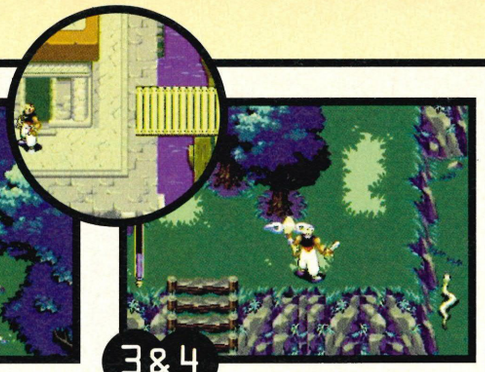


4 Grab the key and drop down again. Kill all of the monsters and step on the teleporter.

CHAPTER EIGHT

1 In the next area, head down the beach and right. Grab the fish out of the water for a spot of food.

2 After getting into the forest, head all of the way right and then down. We have told you to do this and you obey.



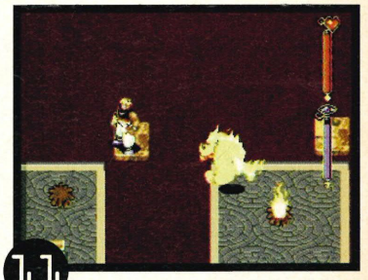
3&4 Pop down to the docks and then head back up to the forest, and straight up past the, um, trees.

5 Circle up, left, down, and right to get to the shade crystal and use your spell power on it. Trust us.

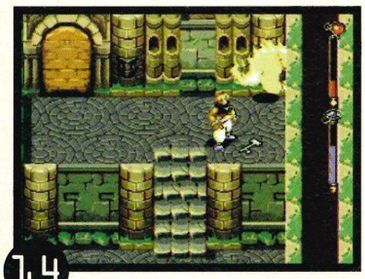
8 First, head up and left. Use your elemental as much as possible. Get your chest and head right.

9 In this area, you have to kill the fuzzy gremlins repeatedly in order to eventually get the key. DO IT!

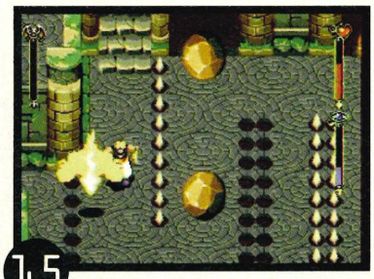
10 Use the shade in the next room to get across the gap. Note the lamps. You'll have to go back and light them all.



11 In the large room, light all of the fires. Use the Fire Elemental for the greatest convenience.



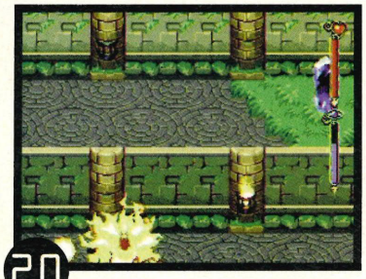
14 Head back to the first room and head left and up. Collect this key. You will need it later, my friend.



15 You should have plenty of energy here, so force your way to the left and get the Elemental to smash the ice.

16 This room is a top source of energy (in the water that drips down). Fire your Water spell power to replenish health.

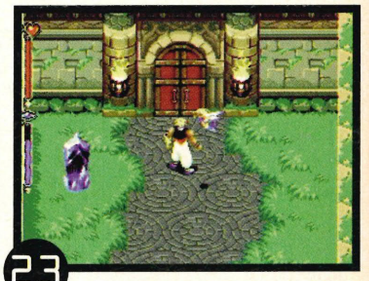
17 Use the water power on the first barrier, but leave the other one alone (you'll need it as a source).



20 In this corridor, use the Fire Elemental here to light the torch on the higher level.

21 Head back to the first room, where you now have to fight the Rock Elemental again. Jesus, eh?

22 Now go back up and left where a new transporter should be spectacularly available for your, um, use.



23 With your keys, head up from the beginning room, power up and choose the Water Elemental.

5&6 Slaughter all the guards (use the Fire Elemental) and head right to the transporter.

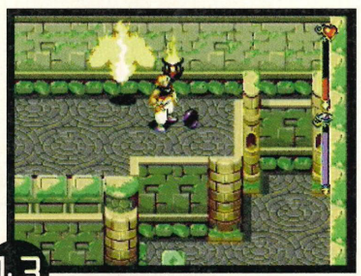
7 You now have to jump along these moving platforms. Don't forget to step on the control pads.

8 Try to have the Water Elemental with you for this level. Stand here and use the Death Sword on the dragon.

6 Try to stay out of the way of the zombies. They're a bit of a pain in the... in the... Next, go left, down and right.

7 This is an intensely difficult dungeon, so clench your sphincter, blow up the guardians and get started.

12 With all of the fires lit, these monsters appear. Stay up in this corner and smack 'em up a treat.

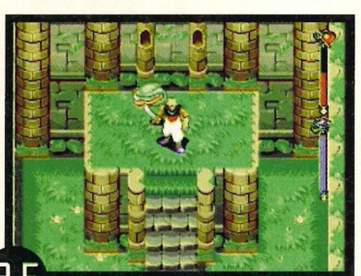


13 Don't forget to pop down and right to get this power-up which your previous actions should have released.

18 To open the door here, use the Fire Elemental to wipe out the enemies and then, well, open the door. O-KAY?

19 Don't forget to head right and down to get a shade power-up. You really do need all you can. Honestly.

24 In the next room, choose the Death Sword and head straight for the centre of the platforms. Then, HIT 'IM!



25 With the guardian destroyed, the Plant Elemental should be yours, and, as Total! *still* insist on saying, "Not bad!"

CHAPTER NINE

1

▶ Head down to the docks in the city, and use your new-found plant-like mate to bite the gate away.

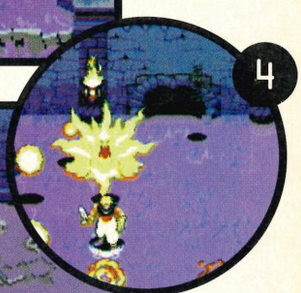
The palace guards have been replaced by your enemies, so clout them all and head up again.

2

3

◀ After going to the main room, you'll be sent spinning into the dungeon by the dark master with the nice cape. Grrr.

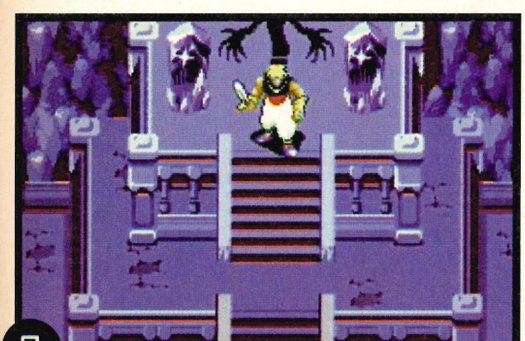
▼ Crouch down and crawl through the sewers. Turn on the Fire Elemental and wipe 'em all out.



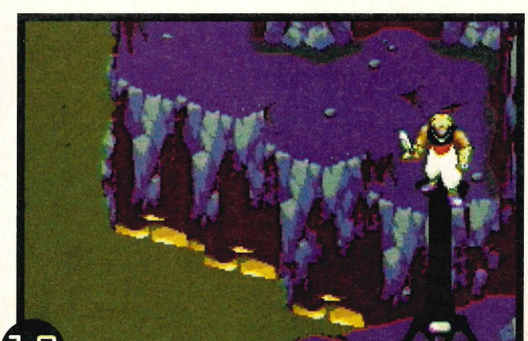
4

5

◀ IGo back into the main dungeon. Head up and activate the Plant Elemental (he should eagerly devour the gate and make you smile greatly).



9 With the dragon defeated, the Shadow Elemental will be yours. See Part One of the guide for its uses.



10 Use the Shadow Elemental to grab the hooks on the way down. Press and hold the A button down for, er, length.

11 After heading down, go right, where you will find a teleporter, taking you out of there, sir. Madam. Bedwetter.

6

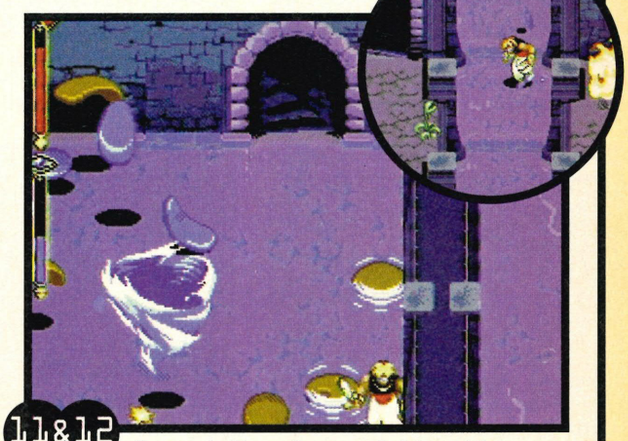
Find the next tunnel to crawl through, and use the Water Elemental's whirlwind attack to wipe out the blobs.

Once again, find the next tunnel and use the Fire Elemental to blow away the zombies. It's a good idea to stand in the corner while he's doing this. We mean it.

7&8

9&10

◀ Nip back and get your shade, then head back and get to here. Next, reach over and get your key and Plant Power-Up. Then, err, stand and look at the door for a bit. We did.



11&12

Once again, it's another case of wiping out the monsters and changing Elementals. Blimey.

13

Take the Plane Elemental and set it down on this pad to stop the rolling rock. This will be good. (Is this over yet?)

14

To open the waterfall without falling down, stand here and cast the water spell. (What, another one next month? Oh.)

15

Pick up the magic cube and get out of the dungeon. Hurray. (Can't we just finish it this month? It's booooring.)

16

Er. Oh dear. The man in black (with the nice cape) has hurt your dad. WHAT NOW? More next month. Sigh...

12

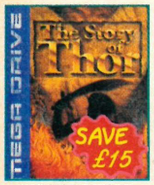
Back in the large cavern, use your shade here to escape to the left, and freedom...

13&14

You now have to make your way over to the left, running and jumping diagonally.

15

Talk to the master (with the nice cape) on top of the mountain and shoot the flashing icon to teleport out.



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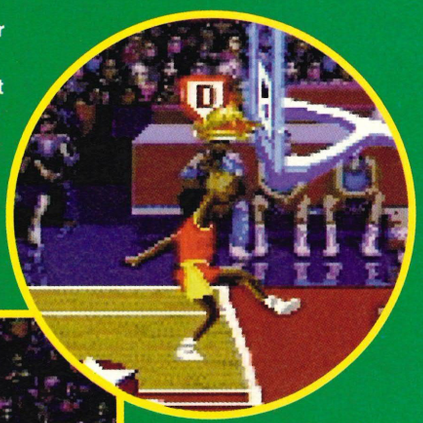
SECRET HIDDEN FOLK

38 there is. Sort of exclusively, kind of strange, but here they are in their delightful glowing wonderfulness. Get them to work, you must. Hard, it isn't. Go through all the starting things and when it asks you if you want to change the initials, say 'YES'. Not literally, of course - you'd look silly and the cheat won't work. When you get to the name changing bit, enter these letters and select each letter in the way mentioned. It's easier if you press and hold start and then the button.

Nicer than a bathtub full of naked things and easier to do than putting your trousers on. Thank us if you must...



CHOW CHOW
A - Press any button
M - Press A & Start
X - Press C & Start

WEASEL
R - Press B & Start
A - Press A & Start
Y - Press any button

BRUTAH
L - Press A & Start
G - Press B & Start
N - Press any button

KABUKI
D - Press any button
A - Press B & Start
N - Press A & Start

FACIME
X - Press B & Start
Y - Press B & Start
Z - Press A & Start

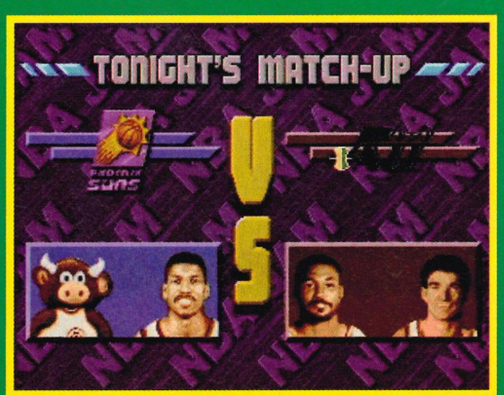
AIR DOG
A - Press C & Start
I - Press any button
R - Press B & Start

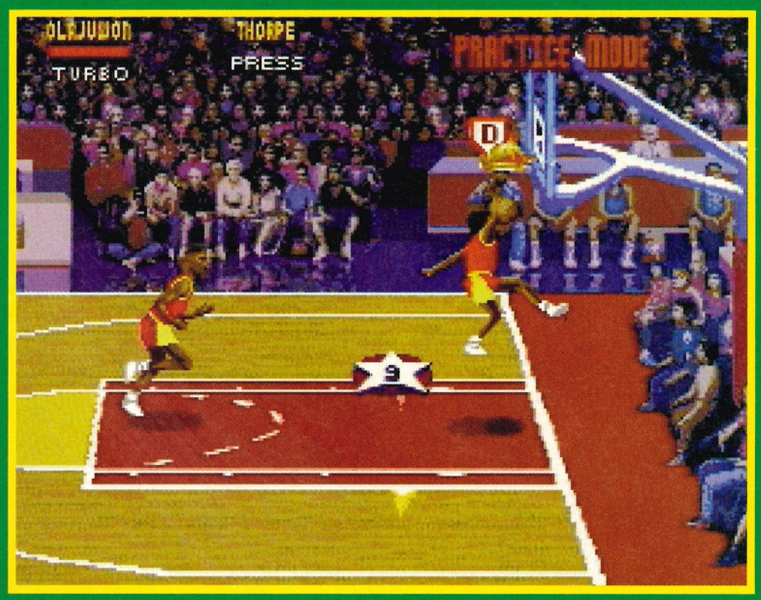
KID SILK
K - Press any button
S - Press B & Start
K - Press C & Start

SCOOTER PIE
H - Press A & Start
T - Press any button
P - Press C & Start

MOOSEKAT
M - Press B & Start
P - Press C & Start
F - Press any button

MOON
J - Press any button
A - Press A & Start
Y - Press B & Start





KIRBY
C - Press B & Start
K - Press any button
Space - Press Y & Start

SNAKE
G - Press A & Start
O - Press C & Start
F - Press B & Start

FALCUS
J - Press A & Start
F - Press any button
Space - Press C & Start

MUSKETT
M - Press B & Start
C - Press B & Start
M - Press C & Start

HILL
N - Press A & Start
D - Press B & Start
H - Press A & Start

TURMELL
M - Press A & Start
J - Press any button
T - Press A & Start

REVITT
R - Press any button
J - Press A & Start
R - Press C & Start

DIVITA
S - Press A & Start
A - Press C & Start
L - Press any button

LIPTAK
S - Press any button
L - Press B & Start
Space - Press B & Start

GOSKIE
T - Press B & Start
W - Press any button
G - Press A & Start

CARLTON
J - Press C & Start
M - Press C & Start
C - Press B & Start

LARRY BIRD
B - Press A & Start
R - Press C & Start
D - Press A & Start

BLAZE
B - Press C & Start
L - Press any button
Z - Press C & Start

BENNY
B - Press B & Start
N - Press any button
Y - Press C & Start

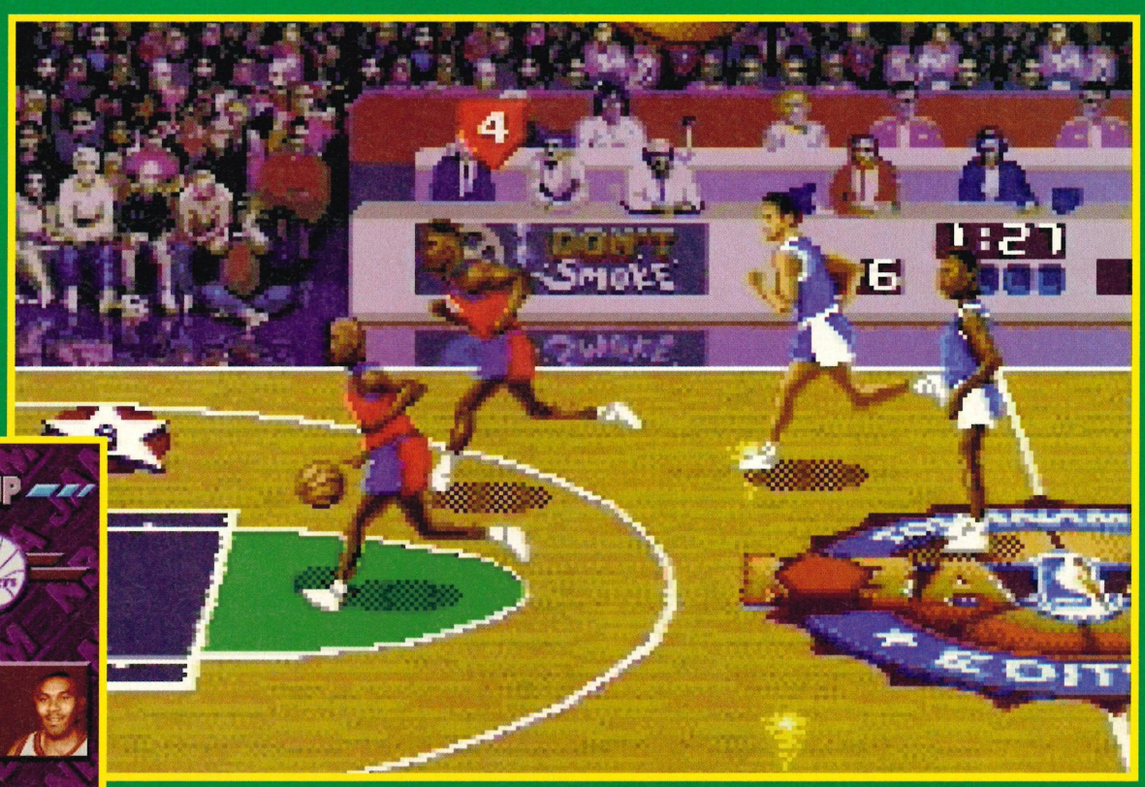
HUGO
H - Press any button
G - Press C & Start
O - Press A & Start

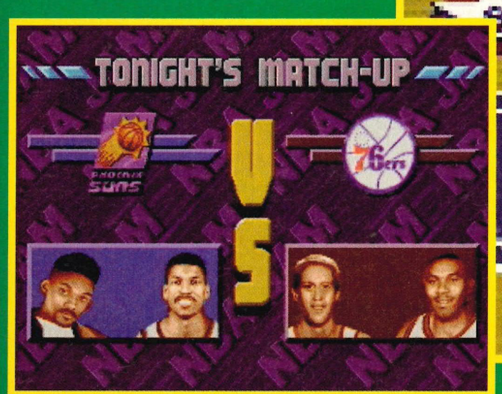
CRUNCH
C - Press A & Start
R - Press B & Start
N - Press any button

GORILLA
G - Press any button
O - Press B & Start
R - Press B & Start

B. CLINTON
C - Press A & Start
I - Press any button
C - Press B & Start

H. CLINTON
H - Press any button
C - Press B & Start
Space - press any button



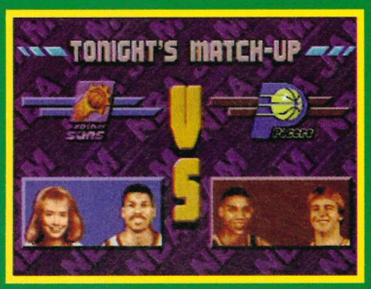


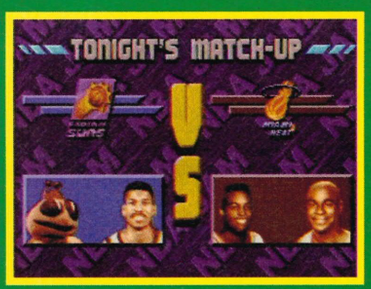
FRESH PRINCE
W - Press C & Start
I - Press B & Start
L - Press any button

FRANK THOMAS
S - Press B & Start
O - Press any button
X - Press A & Start

CUNNINGHAM
P - Press any button
H - Press A & Start
I - Press C & Start

MIKE D.
M - Press C & Start
K - Press any button
D - Press C & Start





PRINCE CHARLES
R - Press B & Start
O - Press A & Start
Y - Press any button

HEAVY D.
H - Press A & Start
V - Press any button
Y - Press B & Start

JAZZY JEFF
J - Press C & Start
A - Press A & Start
Z - Press A & Start

ADROCK
A - Press any button
D - Press C & Start
R - Press B & Start

MCA
M - Press B & Start
C - Press B & Start
A - Press any button

SUPER ABILITIES

Enter these at the TONIGHT'S MATCHUP screen. You can get two codes in at once if you're quick. I'm not, so I only got the one, but then again, I've got sausages for fingers...

SHOT PERCENT DISPLAY
U, U, D, D, B

QUICK HANDS, BETTER INTERCEPTION
L, L, L, L, A, R

MAX POWER, INCREASED POWER WHEN PUSHED
R, R, L, R, B, B, R

POWER-UP GOALTENDING
R, U, D, R, D, U

POWER-UP FIRE
D, R, R, B, A, L

POWER-UP TURBO
B, B, B, A, D, D, U, L

POWER-UP OFFENSE
A, B, U, A, B, U, D

POWER-UP 3PT
U, D, L, R, L, D, U

POWER-UP DUNKS
L, R, A, B, B, A

POWER BLOCK
D, R, A, B, A, R, D

BLOCK 1 OPPONENT & BOTH FALL OVER
U, U, U, U, L, L, L, L, A, A

BLOCK 1 OPPONENT & ONLY TEAM MATE FALLS
U, U, U, U, L, L, L, L, A, B

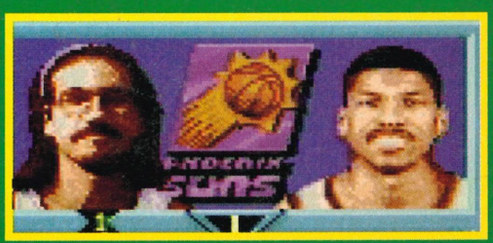
TELEPORT PASS
U, R, R, L, A, D, L, L, R, B

HIGH SHOTS
U, D, U, D, R, U, A, A, A, A, D

SPEED UP
U, U, U, U, L, L, L, L, B, A

SLIPPERY COURT
A, A, A, A, A, R, R, R, R, R

SEGA POWER



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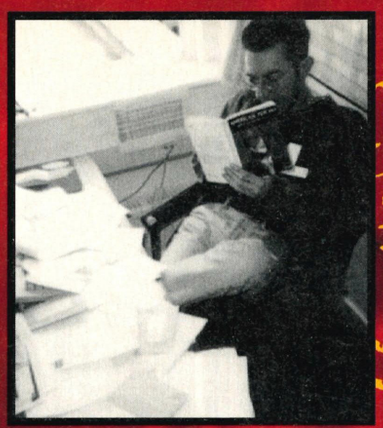


HELP THE AGED

I am a 58 year old ex-Amstrad games player. Recently I bought a Mega Drive 2, like your mag and like these new to me 'Mega Drive' games. I notice some great pokes/tips in your mag from some of your readers which I find most useful. I wonder if either you or your readers can help 'an aged games player.'

My old ears just ain't what they used to be. Well, problem is I can play and enjoy games better with NO MUSIC so I can then hear the game sound effects. Some of my favourite games are Streets of Rage 1,2 and 3, but there is no option for turning the GAME MUSIC OFF. I am hopeful in your infinite games knowledge that you can possibly invent a cheat to turn the music off for Streets of Rage 1/2/3. This would really help me.

One other question in Jurassic Park, if you turn the music off you get no sound effect either. But you can in Jurassic Park Rampage. I would like to hear the sound effects of shooting without music. I have only hired this game and not bought it because of this no sound effects thingy.

Regards
Peter Hall
Chelmsford

Tell me Peter, what do you do with your evenings? Do you teach your cat to play table-tennis (it is possible, you know)? Do you have FUN WITH FRIENDS/LOVED ONES? or do you research the effects of in-game music on the minds of the youth? And tell me Peter, what is a 58 year-old man doing owning an Amstrad?

Being the 'all-knowing' people that we are, we suggest a few walks in the park perhaps. Are you married? I'm sure your wife wouldn't mind going with you. Please Peter, none of us know how long we've got. Don't waste the rest of your life worrying about this trivial matter. Take up golf, or something.

ANY SPARE CHANGE FOR MY CHIMP?

Let me tell you something Sega Power. If you're so clever show me what you have got. For Mortal Kombat 2 on the Mega Drive is there such a thing as an animality. If so, how?

Adrian Woodward
Nottingham

Yeeeah? If you're so clever, then show me what you have, um, got. You're a confusing boy, Adrian, but to answer your question... no, there isn't. It's just a vicious rumour started by Williams to get you to bung money into their machines.

PETER SUTCLIFFE IS NOT MY BROTHER

I'm in an original mood, so I have got some questions for you to ponder over. *(God, no.* - Andy).

1. Technically, this is not a question but in issue 64's cheat special you said if you typed 9NHL6BW6SYL on Urban Strike, a secret level set in Mexico would appear. In fact, this is just another code for level 4! I demand compensation. On second thoughts, maybe not...
2. That quote on the letters page "Hello? Peter Sutcliffe? Oh sorry - wrong number." Isn't that Grange Hill? If it is, do I win a cart? Shall I give you a call?

J.Hurley
Hornchurch

1. Yes, yes, you're right, and WE'RE SORRY. To all the other hundred-or-so readers who wrote in as well, don't know what happened. Different department. Don't really care. Dunno what that is. As for some "compensation", you've got more chance of finding a whistling chimp, mate.

2. Ring us if you wish, but it's the wrong answer. We figured, see, that you lot were getting too clever by half, so we made the spine quote messages harder. And then, of course, some people who wear suits decided the mag would look better without a spine at all. Symbolic, or what? But, if you're still having trouble with the concept of "going out of an evening", then there's a special prize of a year's supply of the finest Buffalo Chips to the first person who can supply us with the answer to Peter Sutcliffe quote.

I HAVE WEASELS IN MY BEARD

Please could you send me all the addresses of the manufacturers that make Sega games? Thank you, Sega Power. If you can do this, I will buy you forever and ever. Cheers!

James Price
Coaley

"O, thank you, Sega Power. O, Gods. O, Gods, you are." Oh yeah, I suppose you want us to bung a few games in there as well, do you? What do you think we do all day, etc... think we've got the time to do this enormous task? Ring Sega Pro, Mean Machines or Sega Magazine. They don't seem to be too busy lately.

SONIC IN LIGHTS-OUT NUDE GROPE SHOCKER

I'm a reader with a problem. Well, quite a few, so I wondered if you could help me with them, I really did.

1. Sonic's a hedgehog, Tail's a fox, so what on earth's Knuckles?
2. I love basketball so could you tell me if and when NBA Jam or NBA Live '95 will be released on the Master System.
3. We've had the Mega Master and the Gear Master so will there be a convertor so you can play Mega Drive games on the Master System?
4. I also love Sonic games, and I wondered if there were plans for any more.

Matthew Stanley
Gillingham

1. An echidna. This could be one of a few things. A) a type of shoe made from canvas and straw B) a Mexican pancake-style snack C) a type of fruit or D) a spiny anteater-type of creature found in Australia.

2. Jump up and down and lightly kiss your parents on their spiky foreheads, you'll be 'chuffed' to know that NBA Jam was released last year for the Master System. If you're having any difficulty getting hold of it, try ringing Acclaim on: 071 344 5000. Nice.

3. Be honest. What do you think?

4. Sorry, but it looks like Sonic has been unceremoniously dumped in favour of that Knuckles thing. Cheers!

SEGA POWER'S THE BEST THING SINCE AIR

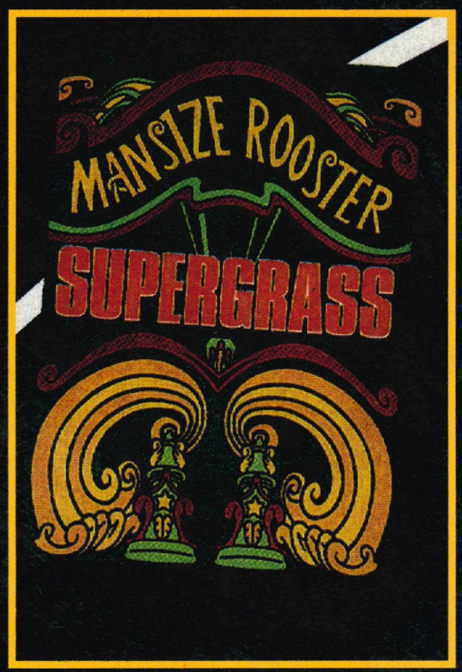
I think your magazine is the best ever. I have got different Sega mags, and they were all rubbish compared to yours *(From the mouths of babes. -* Dean). I now buy your mag religiously every month without fail. The way you get to the point in the Mega Drive reviews is wicked *(Errr...* - Andy). Thanks to you, I know definitely not to buy Rise of The Robots!! And, now, you'll be happy to know, I have some questions for you. *(Aw. He was doing quite well. What a shame.* - Dean).

1. Are there any cheats for Mortal Kombat 2, apart from the L,D,L,R,D,R,L,L,R,R cheat?
2. Are there ANY cheats for Super Street Fighter 2?
3. Will there be an Earthworm Jim 2?
4. When will it be out?
5. How much will it cost?
6. Will there be another SSF2?
7. What are the Sega Power team's favourite bands (I like Nirvana, Green Day, Therapy, etc.)?

I would be unbelievably chuffed if you printed this letter and answered my questions as I think you are all ace. *(Jeez, what is this? Loaded?* - Andy).

From a very satisfied reader.
Michael Dee
Dereham

1. Can't think of one. Sorry.
2. See answer to 1.
3. Yessirree, Mike. A big fat positive thing for that one. (Yet another snidey editorial 'comment'. - Andy).
4. End of the year to you, mate.
5. Whaddaya want from me? Mystic Meg I am not.
6. Hopefully not. Veeerrryy doubtful.
7. Simon likes all things Acid Jazzy, Andy likes Supergrass. Jason is 'into' The Wurzels, but I feel that's his sad attempt at a joke. Laura bops her thang to Syd (Wha?) and Seal, while Dean constructs makeshite 'shanty towns' (which double as floppy elbow-yoghurts) from the CD inlays of The Intensely Venereal Cthulthulos Celts, Little Ms. Warble Caterwauls With T'Pau, and Tir Na Nog - Unplugged. But his 'fave' album of all-time is Jethro Sherwood's 'Size Of A Grendel'. Et-inevitably-cetera...



SMEARS OF A CLOWN

Being a bit of an idiot inthe MKII area, I thought I'd take a look at your idiot's guide. I found it all very interesting, but couldn't understand where this character came from. Is this a hidden character that nobody knows about or is it Baraka wearing a clown's disguise? Has Johnny Cage resorted to beating up clowns?
I think I deserve some freebies for this.
H.Ball
Ashton-Upon-Lyne

What are you talking about? I spent a good 10 minutes looking through our idiot's guide and I couldn't find anything like that. THERE ARE NO CLOWNS IN MK2. NOW GO AWAY!

GET WITH THE PROGRAMME, BUDDY

I'd be grateful if you could tell me where to obtain information on moves in Game Gear programmes. In particular I require information on the moves in Mortal Kombat II. Any help would be hugely appreciated, and that.
J.L.Townsend
Holmfirth

Help, there's a good one. (Biting my tongue here) help you want. Buy the Sega Fighters tips poster. All moves explained there. In it. Truth, See? As for all the other Sega 'programmes', sorry, but it's a bit like asking somebody to paint every grain of sand on Brighton beach a different colour - i.e lengthy, waste-of-time and utterly pointless.

I'M SOO WACKY, MY TEETH HURT

Yo guys! I'm Cinderella and I'm on the toilet. I've got this problem right. I've fallen in love with Scooby Doo. But forget that. I've got a few questions to ask.

1. Who are you?
2. Har Yar?
3. Who invented draw handles?
4. How come when I look at my carpet it pulls a funny face?
5. Why is grass green?

P.S. Your mag's a rip off. Put Virtua Racing on it. (I mean the cartridge).
Brango
Hull

HO HO. Hey, Brango, no seriously, I mean, like, you crack me up. NO, STOP IT!! Where do you get your sense of humour? (From us. Evidently. - Andy). Learn a sharp lesson, very quickly; if you have to be bizarre, try to make it funny. people tend to think you're genuinely mad and that's not a good thing. Unfortunately, it would seem that you are neither mad or funny. You do have a problem, though, but we can't help you.

ASK A STUPID QUESION...

I would appreciate it if you answered these questions...

1. Will Doom be realised on the Mega Drive? Or what?
2. Will Sim City or Sim City 2000 be released on the Mega Drive?
3. Will Theme Park be as good as it was on the PC?
4. Will there be a Populous 3?
5. What is the best hockey game out on the Mega Drive?
6. Is there going to be a Sonic 4?
7. Will there be a Virtua Racing 2?
8. Why do people get worked up over games like Super Street Fighter 2 and Mortal Kombat? I mean, once you've played one beat-em-up, you've played them all.

Thanks for your time
Ben Hughes
Hitchen

1. No way maaaan. Zero Tolerance is the best you'll get, and that's not bad.
2. About as likely as me becoming the next Pope.
3. Don't know, but James Binns off of that PC Format knows. Call him.
4. I stay awake endless nights praying that there won't be.
5. Any of the EA Hockey ones. They're, like, ace, yeah?
6. I'm tired of answering this question... Get off. Next.
7. Yes, in a way, it's called Daytona USA and before you ask, it won't be on the Mega Drive. Just the Saturn.
8. Hey, stop there young man. Like, that's YOUR opinion. I like them, the rest of the team like them. Hell, LOADS of people like them. You don't. Not everybodie's the same. Imagine what parties would be like if we were? Ugh!

ROBERT HICKMAN SMELLS OF WEE-WEE

Who on earth does Robert Hickman think he is? All he did was buy one issue of Sega Power and he slates it and does he have any idea of fun? In most of the reviews he pointed out, you were just having a laugh - after all, you are Britain's best Sega mag. *(Exactly! Oh, you're sooo right.* - Andy). I personally have bought every issue of Sega Power from issue 28 and I've never seen it looking as good and informative as it is now. *(Except when Dave Roberts was in charge, of course.* - Andy).

Back to R. Hickman. He even gets cheeky and asks for a refund and a suscription to another mag. I'd just like to say that this man is an absolute ARSE!
Keep up the good work
James Beresford
West Yorkshire

There you go, see? Can't please all the folk, er, most of the time and some of the folk, er, stuff. We just try to do the best job that we can. Hey, we like the mag and so does lots of yooz.

Like, there's so much hardship and evil in this world, we like to go through it with our giggle-stick, spreading our happy seed over the garden of life to see what germinates. Sometimes our seed lands on stoney ground and sometimes it lands in the fruitful minds of people like you, James. We love you, in that very special way that only we can. We hope you know that. You grovelling oik.

"I'M OFF OUT GAMBLIN' NOW..."

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CORPORATE OBLIGATION BIT...

This magazine comes from Future Publishing, a company founded just eight years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Smart advice. Our titles are full of really good tips, suggestions and nice, colourful features.

Accurate reviews. We have a policy of editorial independence, and our reviews give clear buying recommendations and, of course, we're always right and the other magazines are wrong.

Clear design. You need solid, firm information fast. Our designers may be laughably underpaid and criminally overworked, but they still manage to highlight those all-important 'key elements'. Apparently.

Greater relevance. At Future, editors operate under three golden rules:
- Understand your reader's needs.
- Satisfy them.
- Try to be good always and for ever.

More reader interaction. You may have noticed the bizarre competitions, and squealing cries for - hey - 'reader input' cleverly stressed in our features. Er, that kind of thing, yeah? Respond!

Good value for money. Freebies, and stuff.

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(July-Dec 1994)

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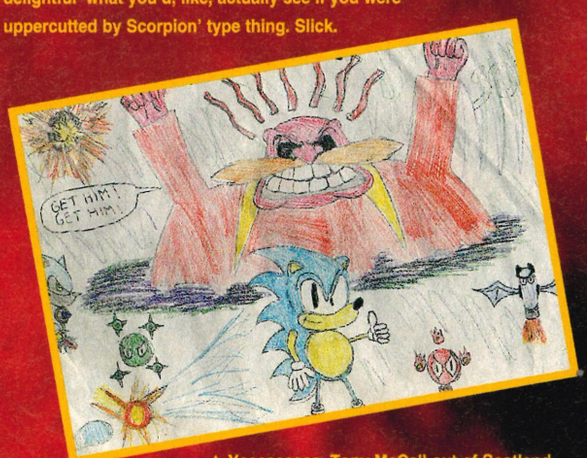
Email Sega Power at alowe@futurenet.co.uk

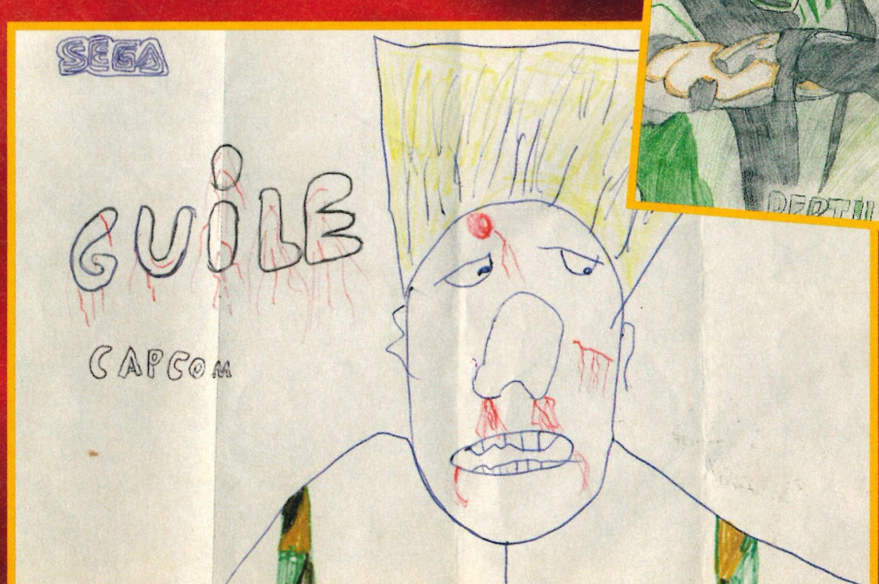
THE GALLERY

▼ Roll, if you insist, up! Time for another grisly procession of artistic autism from the watercolours of our mentally healthy readership...

▲ Andrew Williams of Herefordshire 'does' a delightful 'what you'd, like, actually see if you were uppercutted by Scorpion' type thing. Slick.



▲ Yeeeesssss, Tony McCall out of Scotland. Evidently, an abstract piece. I see a Sonic motif, some crazy, looming Robotnik monster. Not symbolic or representative of much, really. Lick!



▲ The, er, Lion King box (nice one), Tails in a cage, and, well, Reptile. Dunno who sent 'em. Thick!

◀ Absolutely, utterly, totally and thoroughly remarkable. Definitely the 'best' this month. From someone who drew an arse on the back of the picture...

Small Ads

To place a small ad, just fill in the form below and send it to Small Ads, Sega Power Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW.

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Aladdin for Mega Drive good condition boxed with instructions £15.
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Full player's guide to any Mega Drive or Master System game. Send £3 plus a self adressed envelope to 33A Coneygre Road, Tipton, West Midlands, DY4 8XF

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Sonic 2 (MD) for £15 and Flashback (MD) for £20. Bargain. And that.
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Master System for sale with Alex Kid built in NO SCRATCHS! £25 swap Ecco, Sonic 2 or Taz for NBA TE, FIFA '95 or Aladdin FREE! and other deals aswell.
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Sega Saturn and Sony Playstation for sale. Brand new. Ready to roll with Virtua Fighter and Toshinden. Owner needs the cash! £450 either system.
Call after 7 pm (0956) 213037 ask for Charles.

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Master System 2 pads 6 games Sonic 2 and Asterix. Buyer must collect. Edinburgh area. £80 cheat book included.
Tel: (0131) 442 2510.

Boxed Mega CDII. As new plus Mortal Kombat, Tomcat Alley, and Games Package. £180.
Phone Mike after 5pm (01844) 4589.

Master System for sale 5 games including built-in game. 3 months old. Hardly used £60 ono.
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Mega Drive and 15 games including Sonic 1&2, Lethal Enforcers, also Menacer, arcade power joystick. All can sold seperately at cheap price. Good condition.
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Mega CD2 12 months old boxed with 8 games inc. Cobra Command, Final Flight, Sol Feace. Very good condition, will sell for £200 ono.
Ring after 5pm (0765) 603 799.

Wanted

Wanted for Game Gear, TV tuner. If you've got one ring me (Rob). WIll pay reasonable price.
Tel: (081) 656 5679.

Help! I need 2 back issues of SP. They contain Phantasy Star 2 complete solution. Issue numbers unknown, will pay all costs.
Tel: (01255) 812 732.

Penpals

Johnny Cage (19) needs a Sonya (18+) for some serious Mortal Kombat. Fatality guaranteed! Stop blockline and get punching pen to paper! Photo please - sanity not included! Write to Richard, Newfield Cottage, Main Street, Stillington, York.

Female or male 11 year old who is interested in football, Sega and likes a good laugh. Please write to me with photo to: Ryan, 4 Brayfield Rd, Walton, Liverpool

Hi! We're 2 gorgeous 15 year old girls looking for equally gorgeous males aged 14+. Reply is guaranteed if photo is enlosed. Write to Nikki and Helen, 84 Westbourne Road, Selby, N Yorkshire, YO8 9DA.

Will an 11 yr old girl write to me! My hobbies are cross country, reading and music. Please write to: Helen, 77 HIlltop Lane, Richmond Park, Rotherham, S.Yorks, S61 2EQ.

Hi! My name's Robert and I like computer games and athletics, football and basketball. Looking for a boy/girl penpal aged 11-13. Write to: 96 East King Street, Helensburgh, Dunbartonshire, Scotland G84.

I am a 12 year old boy who wants a 11-12 year old penpal. Please send a photo and write to 118 Salcombe Road, Knowle, Bristol, BS4 1AB. Cheers!

I'm a 18 year old male looking for anyone to write to: I'm into Aerosmith, Bon Jovi, and I love beat-'em-ups! Write to Wiggy, 32 Yewtree Rd, Shelfield, Wallsal,

Reader Ad Order Form

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Interesting Smalladomation...

1. **Trade ads?** Hey! Cheapskate corporate tosser trying to advertise your tat – sod off and talk to our promotions dept.
2. We **can't** vouch for the quality of these ads. We're not responsible for your feeble grasp of our great language.
3. **Make your Small Ad legible.** Write cleeearly, and caaarefully. Here's your chance to practise some neat handwriting. Nice.
4. We **cannot** guarantee the positions of your adverts or that they will appear in specific issues of ***Sega Power*** – but they will definitely appear on this sacred page at some point. Unless they're obscene, or a bit too sad. Or illegible. We spend yer cheques At Oddbins. Probably.
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads are photocopied, blown up to A3 size, and sent to Andi Peters so he can stuff them up his ever increasing arse-for-a-mouth. Oof!

Signed Date

.....

SEGA POWER GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Sega Power guidelines:

1). **Before you send any money,** ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2). **Always read the small print** on adverts.

3). **Beware companies that do not include** their address on their adverts. Also, avoid companies that do not answer or return your calls.

4). **By far the best method** of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5). **If you're not paying by credit card,** pay by cheque. Never send cash and avoid using postal orders.

6). **Keep records.** If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7). **If you are sending a cheque,** keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

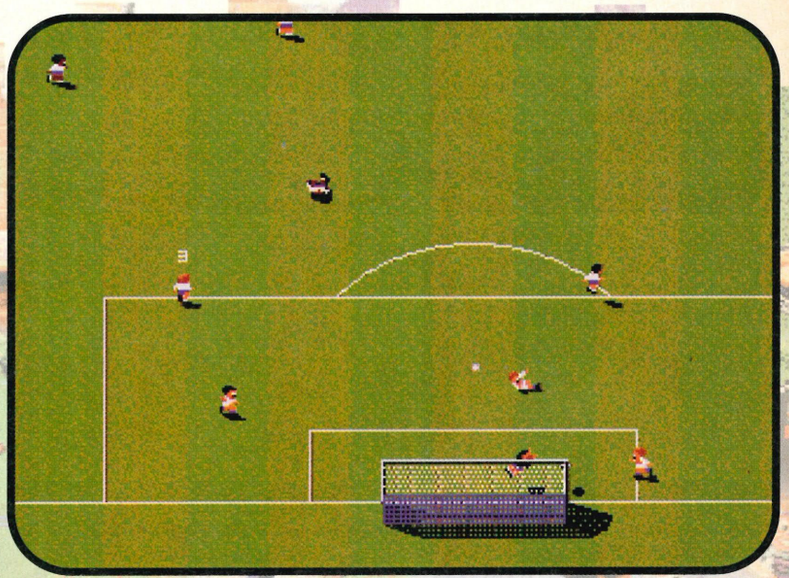
8). **When you receive your goods,** check them carefully. If anything is missing or faulty, contact the supplier immediately.

9). **Always order from the most recent issue** of Sega Power.

10) **If a problem does arise,** contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

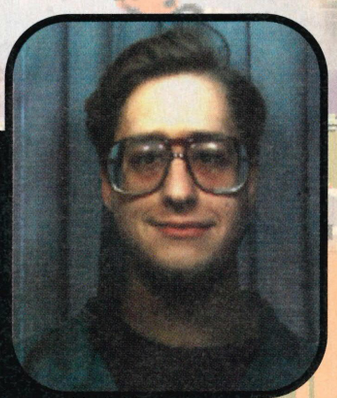
SEGA POWER'S MOST WANTED

Will Andrew Lowe accept his ticket? Does Dean Mortlock really have the hots for leggy Sue? Is Jason McEvoy 'off to the bar' in a matter of weeks? Laura McGregor - arabic is she? And Crook - just how full of compost? These self-indulgent questions remain unanswered in the vicar's honeymoon that is Most Wanted. (I go now, yes?)

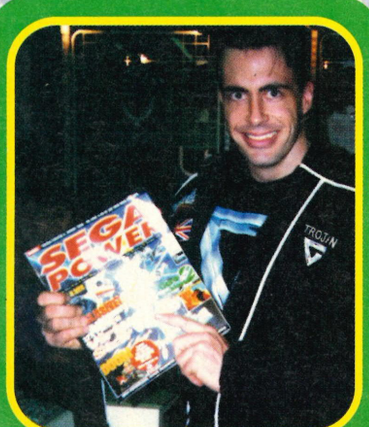


Reader's Top Ten

1. Sensible Soccer (md)
2. Earthworm Jim (md)
3. Zero Tolerance (md)
4. Flashback (md)
5. Choosing my bras (Top Shop)
6. Robocop Vs Terminator (md)
7. Sonics 1-3 (md)
8. Urban Strike (md)
9. Road Rash 2 (md)
10. PGA Golf (md)



He thinks he's cool, he has two kidneys, his garage is stacked with used bingo balls, he's... Matt Stanley from Sheffield! Yes, 'Matt' as he's known to his friend, is not only a keen fan of all things belonging to the Sega sock drawer - no! - he's a 'bit of a film buff'. Yo kids! His top ever movies are Pulp Fiction, Herbie Goes Bananas, Golden Child, Weekend at Bernie's 2, and (coo!) Ghandi. I'm sure you'll agree that he is indeed, a very cool individual man person. He gets a cart for his top ten, and so could you! Send in yer fave game list, handsome photo and a few grubby bedroom details to the usual address, and you may see YOUR fluffy mush in a subsequent issue!



Bizzer of the Month

There's a show on TV of such ludicrous proportions that the producer's could only call it Gladiators. Do they read *Sega Power*? Does the pope grow onions? Here, in all his sandbag-stuffed, lathe-foreheaded, soup-of-the-day intellectomised galorey... TRO-JAN! Yes! TRO-JAN reads *Sega Power*, and so should... er... everybody else. Who. Body. Builds? Whatever, his real name is still Rory Pasta, and he probably has an O level in Halitosis. WITH THIS KIND OF INFORMATION, WE COULD RULE THE WORLD.

THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH

Asterix 2 (MD)
Utter, utter, utter, utter, utter, utter cow fart.

EastEnders
The Beat-'Em-Up

EXCLOOOSIVE! To celebrate ten glorious years of the nation's favourite soap, Sega Power unveils Sega Europe's top anniversary edition EastEnder's video game. And that.

Six, yes, SIX of your favourite carrot grabbers from the epicentre of Albert Square will soon be available for you to 'have a go on'. Providing you've got a Mega Drive. Here, exclusively, we give you the low-down on each character's fighting style, special moves, fighting scene and (guess!) Endalities. Who will become King Of The Square? ONLY YOU HAVE THE POWER TO DECIDE! Well, something along those futile, space-filling lines...

GRANT MITCHELL - SKULL TURNIP

Fighting Scene: that shoddy undecorated bit 'round the back of the Queen Vic - you know, the bit by the stairs where there's always a massive stack of Walkers Crisps that went well past their ill-by date while Angie was still necking five pints of gin every morning and slapping her horrible eye-shadow on with a Yardley trowel.

Special Move: no frills, no fancies, just a good solid headbutt.

Endality: summons a piano from the *Larndarn* air smack onto the head of his opponent Tex Avery stylee, while a comedy, lanky, bendy Dr Leg nips on screen and yodels a chirpy, cockernee, appears-in-The-Square-once-a-year rendition of Roll Out The Barrel. Ace!

PAULINE FOWLER - WASH COW

Fighting Scene: the shiter than white, mucho cheapo aqua-latrine coloured lawn*drit*. Tumble driers ooze a deadly hot air of cow fighting. You know, for the atmosphere and that.

Special Move: a swift lift of the skirt and a brigade of mini-Arthurs dwarf-screeching "Allotment! Allotment!" momentarily smother the hapless townie challenger.

Endality: a couple of fatal smackings over the head with a giant saucepan.

PETE BEALE - DRINKA PINTA SHERBUT

Fighting Scene: The Stall, packed with ominous roaring vegetables, like that tree bit in Mortal Kombat 2, only this time it's, you know, vegetables and that. Maybe even some fruit. Never know - could quite conceivably have both. Produce, after all, is a popular commodity. That, er, doesn't. Normally. Roar?

Special Move: one of those *Hadoken* fireball things, only (yes!) it's rocketing parsnips and Pete shouting "Taytas! Shurbuts! Rrrrrrr! Kafff!" Probably.

Endality: the screen goes black gradually lighting up to the glitter and spangle of Pete's sequined Pearly King costume, immediately causing his opponent to sick up his stomach due to the overwhelming tossery of his nauseating appearance.

PAT BUTCHER - BIG GIRTH'S BLOUSE

Fighting Scene: the car lot. With that dead tramp flaming and writhing about in the background like that geezer on the bridge in MK2. Only it's not him. It's a tramp instead. The one that Phil *moidered* for Frank played by popular comedian Mike Reid, not the one on Saturday Superstore but... (*Geddonwiveeet!* - Andy).

Special Move: a swift thwacking around the lungs with her awesome knockers. Probably makes a similar *bbdbbdbbrrr* sound to bouncing a ruler along the edge of a table.

Endality: slow fat blouse suffocation.

NIGEL - SPOD-U-FIGHT

Fighting Scene: the usual horribly, dismally, shaggily, fag stinkin', carpet reekin' porny filthy "got-Reservoir-Fiction?" 'round the corner VIDEO SHOP. *Troolee soddin' vulgah.* As they would say. If they were allowed.

Special Move: er, actually we couldn't imagine the great ponce having a fight so we turned this bit into a platform game bit if that's alright with you...

Endality: like, the disco throb of Leo Sayer's 'You Make Me Feel Like Dancing' comes on and Nige, er, dances all over his opponent to death with his... er... er... big Leo Sayer styled hair? (*RUUUUBBISH!* - Simon.)

NICK COTTON - SMACK BOY

Fighting Scene: the grubby, sweaty, nicotine-plus-more stained bedroom of Britain's once-favourite scum injector. JUST SAY NO, KIDS!

Special Move: er... er... like, he says something scathing about the Fowlers or his mum or Ethel or Willy or whatever and Pete Beale gives him a thick ear but he gets away with it and that. Well, until about 1989.

Endality: like, he, like, you know... Oh, I really can't be arsed with this anymore...

NEXT MONTH! Eldorado Chess on the Master System with Trish Valentine, Marcus Tandy, Beano Binns plus many, many more. Er, probably...

Useless Product of The Month

"Don't Be Lonely At Night - Mr Cuddles Is Here!" And this sorry sack of bum gravy costs MONEY? Mr (sigh) Cuddles is not a normal pillow case. No, Mr Cuddles is a very special pillow case. So special that it costs JUST £14.99. Simply slip two pillows into the (oh dear) 'Mr Cuddles' case and snuggle up / dribble over / wet the bed with this pint-sized hunk-in-a-towel. THIS IS OBVIOUSLY RUBBISH. However, if you know somebody who owns said product, do 'em a favour. Send it in to us, and we'll replace it with a cart of your choice. And we HAVE asked nicely...

Buy it!! Buy it!!

Next Month!

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EXCLUSIVE DEMO CD, FEATURING PLAYABLE LEVELS FROM BOTH GAMES.

Issue 68 of Sega Power will be bursting its fruity gills with such vast deliciousness, you'll need some form of bib. Wacky nibbles include...

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