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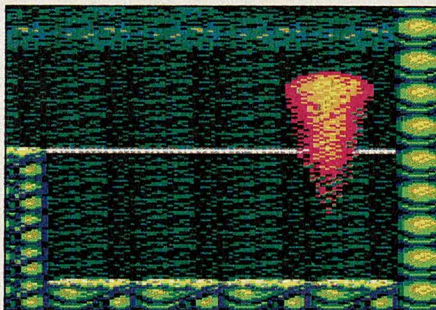
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# INSIDE

## THE BIG REVIEWS

**4** **ALEX KIDD in Shinobi World** – The lad with no hearing probs at all returns to lob shuriken and other Japanese bits of metal about in his fourth romp.



Alex Kidd as a fireball! What's going on?

**18** **SUPER MONACO GRAND PRIX** – The coin-op sensation makes it to the Master System. Question is, how much of the original gameplay has been retained? Turn the page and see for yourself...

## SPECIALS

**8** **MEGA DRIVE – S** brings you an extra special report on this new console sensation! Just look at the thing! It's... it's... gasp... swoon!

**PREVIEWS** – Engerland, Engerland, Engerland! The British carts are coming! The Russians are com... oops!

**20**

**S FOR SEGA! S FOR PRIZES!** (Eh?– Ed)



Aarrgh! The skelly-wags are gonna get me! Gauntlet's coming so sharpen up yer axe.

**21** What a fabby compo! **TWO** Mega Drives up for grabs! Where are me wellies?

## PAST MASTERS

**24** **ALEX KIDD** – The first adventure finally gets a review in S. Cheers ears! As the lad 'imself might say!

**25** **RAMPAGE** – They're eating everything in their path! Huge, ugly, gurt (west country slang for big) monsters running around!

## REGULARS

**6** **STUFF** – Sega rule and all the others don't. Find out all the latest gossip from the world of 'anything to do with Sega'.

**14** **SCRIBBLINGS** – He said what? They never did that, did they? All your questions, queries and problems answered in Britain's liveliest Sega letters pages.

**16** **SUBSCRIPTION OFFER/BACK ISSUES** – Carts and copies of S. But don't delay – they're selling out quick!

**22** **SMALL ADS** – If you want to buy, sell or swap, pay a visit to our small ads section – let your fingers do the walking!

**32** **SEGA CLUB** – Calling all club members! Gossip, compos, special offers and the user group report – check it out!

## ISSUE 10 SEPTEMBER 1990

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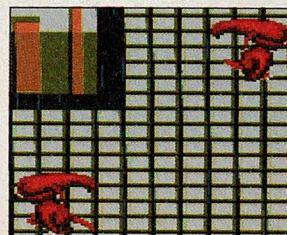
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## GAMEPLAY

**26** **A LITTLE BIT OF SSSLY HELP** – Don't let *Alien Syndrome* get to you. Check out this guide to the first four levels and get it licked. Smashed on *Space Harrier*? What you need is a good stiff dose of our **complete** playing guide.

**31** **SSLY SCORES** – To win favour with the Slippery One and to get your mush in the mag too you've gotta be good. Check out how good this lot are!



Don't let the aliens get you with this great *Alien Syndrome* guide.

# ALEX KIDD IN SHINOBIWORLD

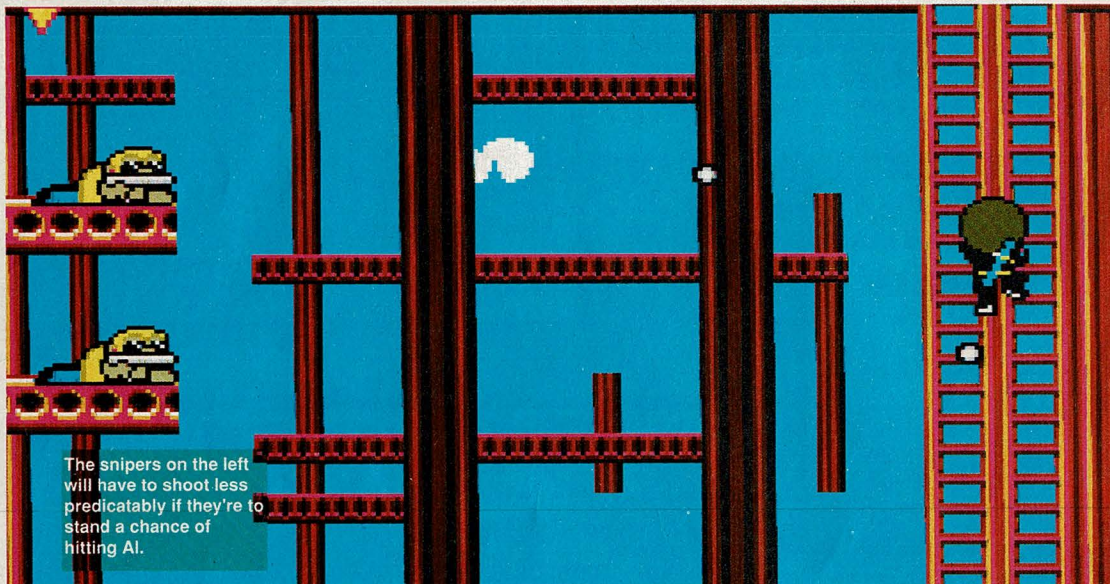
Alex gets ready to hang tough. Dressed in ninja garb and with a vicious katana nobody gets in his way as he goes after the Dark Ninja.

PRICE £29.99

PLAYERS



CONTROL



The snipers on the left will have to shoot less predicably if they're to stand a chance of hitting Al.

**H**ands up all those who know Alex Kidd's real name. Put your hand down Simpkins, you don't know it. Well, anyone? No? Right, it's Alex 'O' Sahl.

But enough of these trivial facts, let's get back to his latest adventure. After a while of everything going well in Aries, the Miracle World, Alex has decided to go and see his girlfriend Yoko in

Shinobi World (what she's doing there we don't know. Perhaps she had a bit of a tiff with Al and has gone home to see her mum?).

A simple enough thing to do you may think, but oh no, Alex could never have it that smooth. What's happened you see, is the Dark Ninja has returned. He's one nasty piece of work this one and to keep him out of harm's way he was banished from Shinobi World 10,000 years

ago (so he's an old, nasty piece of work). Unfortunately, he's come back to steal the Ultimate Power (whatever that may be) and no sooner was he back that he went and grabbed Alex's girlie.

Alex would normally have gone home thinking 'oh well, I'd better find a new girlie now' and left it at that if it wasn't for some interfering spirit who's gone and turned our Al into a ninja. Now he's got to go after Yoko

and defeat the Dark Ninja in the process.

Shinobi world may be familiar to some of you, as scenes from the earlier game Shinobi appear occasionally. The place is split into four stages, each divided into four levels.

As you might expect, the game's a sideways scrolling platform hack and slash sort of game that takes the young (and now very hard) lad through many varied and colourful landscapes.

There are underwater worlds to explore, lava-filled caverns to negotiate your way through (loads of timing problems here) and spooky dock areas to prowl in the dead of night.

Then there are the inevitable baddies. Hundreds of the little beggars, most of 'em well 'ard ninjas too (though they do manage to recruit the local wildlife into helping their cause whenever they can). But Alex is not going to run away from anyone – not even the Bosses at the end of each stage – because he's got a very sharp katana to slice 'em up with, and he's not squeamish about using it to see them off to the after-life either.



See a heart and pick it up and all day long you'll have... erm... yes, well pick it up anyway Alex.



As if vicious crows of death weren't enough there's a huge cannonball rolling this way too!



The Rolling Stones logo (it's an oyster really) is chucking lethal pearls at our hero.

# GAME TEST

He can even go over the top on the killing front and pick up some extra weapons by smashing open the treasure chests that can be found lying around. These extras include: an even meaner katana, a whirlwind which turns Alex into a spinning typhoon of death for a few seconds and spears which enables Alex to destroy ninjas without even getting close to them.

By far the most important things which can be found in these chests though are the heart icons. For every one of his lives, Alex has three hearts. This means he can get hit three times before losing a life. Collecting hearts enables Alex to take more hits before dying and once he's got six then all the hearts he collects from then on give him an extra life – pretty handy huh? Doubly handy when you only get three lives to start with and one continue option (which takes you back to the start of the current stage no matter what level you were on).

One little trick Alex has up his sleeve that not even the toughest ninjas can resist though (and something he can do without having to collect extra weapons) is his fireballing. Get Alex to a streetlamp or a dangling piece of rope and make him climb up it. Then hold down firebutton number one and watch as the little chap starts whizzing round turning into a fireball as he picks up speed. When he's going fast enough release the button and move the joystick in the direction you want Alex to fly and watch as he goes crashing through the baddies without even batting an eyelid. Alex can do this whenever he gets the chance and once he's a fireball the only thing that turns him back to normal is when he slams his head against something solid like a crate or a wall.

Making it tough to get from one stage to the next are the Bosses, one for each stage and all of them again mid-way through the last stage. Mean types these bosses, but like most they have weak points which can be exploited when found.

As in the best games there are secret areas to explore if you look for the clues. Blocks which appear to be slightly different than the others can be smashed to smithereens to reveal hidden routes to rooms of treasure – or rooms of ninjas – so there's plenty to go looking for if you fancy a short diversion from your main task.

## VERDICT

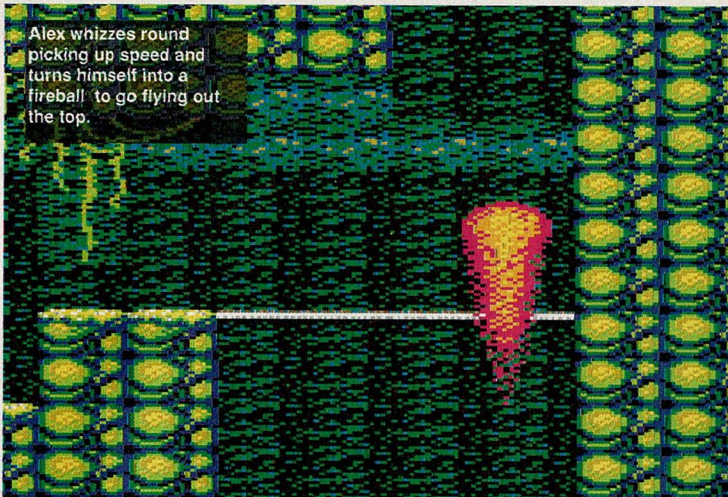
It is always a shame when a series of games has a great start. Like *Alex Kidd in Miracle World*, only to have two or three disappointing follow-ups. Thankfully *Alex Kidd in Shinobi World* has turned the tide.

The platform action mixes well with the hacking and timing problems to provide a good test of a player's abilities. Unfortunately the only cloud on the horizon is the difficulty tuning. Some more

experienced players will find it a little easy to complete.

Even if you can complete it you'll still have lots of fun and will find yourself going back to it again and again anyway.

Alex Kidd fans will be well pleased to see the lad is back on form in a well thought out and well polished adventure. The graphics and sound effects compliment the gameplay which is varied and interesting. A must for Kidd fans.



**GRAPHICS** 65%  
▲ Loads of different, well drawn adversaries  
▲ Colourful and varied backgrounds  
▲ All the sprites are very well animated

**SOUND** 55%  
▲ Good tunes and sound effects  
▼ More of the same would have been appreciated

**DEPTH** 70%  
▲ 12 stages to explore and discover  
▲ Thought is required to get through some of the trickier stages  
▲ The Bosses take some beating (and you meet each one more than once)

**ADDITION** 80%  
▲ It's got bags of that 'just one more go' factor  
▲ Getting killed in the game is usually due to human error rather than unrealistically hard gameplay  
▼ Only one continue means you have to keep doing the early stages

**S-FACTOR** 88%  
An excellent game to play and one that would have been well into the 90% bracket if it had been a tougher challenge. As it stands, it's a worthy addition to the Alex Kidd collection.

# STUFF!

## SEGA BACK BIKERS

Don't make plans for the August Bank Holiday because you'll want to be at a place called the American Adventure theme park situated between Nottingham and Derby. From August 25-27th some 2,000 BMX riders ranging from the under fives to the over 40s will be gathering at the park, watched by some 10,000 spectators as they take part in the Sega British BMX Racing Championships. Wow!



POTO: INVERTER MAGAZINE

This event is the highlight in the British BMX calendar with the winner from each category gaining the trophy and title British Champion. Some will even go on to take part in the 1991 European and World Championships.

BMX championships are excellent fun to go and watch whether you're a BMXer or not – I should know, I've been to one! And even if you aren't a massive BMX fan it's still well worth your while going along because there's plenty to see and do at the excellent theme park and there will also be another major attraction: The Sega Bus. This is a done-up double decker bus completely kitted out with consoles and monitors where you can go and experience the thrills and spills of BMX racing at a less hairy pace on the latest fun-packed racing games. There will be loads of on the spot prizes to be picked up and this season's range of Sega accessories will be available. An event like this is not to be missed so the Ed of **S** will be there enjoying the fun too (keep your eyes open for him).

Tickets for, and further information about the Sega EBA British BMX Racing Championships, are available from the English BMX Association, tel 06286 68784

## THE BIG ED'S BIT

Well, what's going on here then. A quick glance at this month's masthead (that's the box on the Inside Menu page which tells you what the different people do on the mag) reveals there have been some startling changes here on **S** over the last month. Steve Jarratt went off on holiday to France and left the mag in the capable hands of Phil South. When Steve got back he was instantly sacked for going off without having a holiday requisition form signed in triplicate first. Phil South had gone on to do some work for another Future mag, *New Computer Express* (a great weekly mag and only 58p per issue!) which left a hole on **S**. This hole had to be filled quick and because they refused to pay anyone to do the mag they decided to stick me on it.

But seriously folks, Stevie J has moved on, but not because he had to at all. He's gone onto launch a brand-new mag here called *Commodore Format* which is a mag dedicated to the C64. He's done a brill' job here on **S** over the last nine months and lets all give him a big **S** round of applause. Cheers Steve, let's hope you do as well on CF as you've done on **S**. Actually, Steve will still be putting in his tuppence worth on **S** over the coming

months 'cos he's sitting right next to me. Who am I? I'm the new Ed, Andy Smith. I've been working here at Future for the last three years on a couple of other mags – *ACE* and *Amiga Format* but have always had a secret hankering to throw in this computing lark and just play games, so here I am. You can send me a congratulations letter if you like (please, please, please).

Things have not just been changing on the editorial front, the art team have had a bit of swap too. Sally Meddings has gone off to be Art Editor on *Your Sinclair* and *Your Sinclair's* old Art Editor has come to work on **S**. Kevin Hibbert's the new guy (Kev the crayon to his mates) and between us we'll try and keep **S** as good looking and as much fun to read as it has been in the past – we'll even be trying to improve on the excellent work Steve and Sal have done, but don't expect it to happen all at once!

So you get a new team, we get a new mag to play around on and everyone's happy. All I have to do now is get rid of Ssly and things will be great. Hope you enjoy the mag.



On the left – Kev the Crayon (which one's the bunny!) And the chap on the right is none other than our illustrious and handsome leader – Andy Smith



### THE NEW BOYS

## WELL I NEVER DID...

Here's a strange thing. You know you can occasionally get hold of CDs of arcade game music? (Of course you knew, we're giving one away this very month) Well it appears that Sega not only put arcade music on CD but in Japan there is even a Sega rock band! Amazing isn't it? Apparently the band have just recently had a very successful tour which attracted literally thousands of fans. As soon as we get any more information on the band we'll let you know. "Alright, yeah... this one's called R-type and it goes like this... one, two, three, four..."

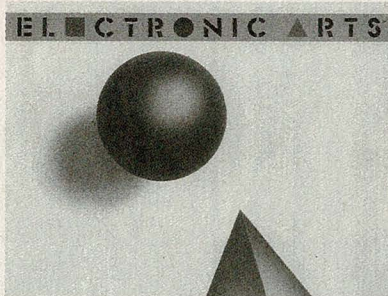
## GREMLINS IN THE MACHINERY...

The Grems managed to get into **S** in a big way last month, their most noticeable piece of interference being the *Fantasy Zone* review. As regular readers will know, this was reviewed in **S8**, only the month before! After much consultation with Phil it was discovered that of course *Fantasy Zone* shouldn't have appeared, the game that was meant to have appeared alongside *Penguin Land* was one of this month's Past Masters, *Rampage*. How on earth it became *FZ* no-one has a clue! To sort out any confusion that may have occurred, *Fantasy Zone* can of course be picked up for the bargain price of £12.99, it's a one player game and it's original **S-Factor** rating of 91% still stands. Thanks to all the eagle-eyed readers who wrote in pointing out this horrendous foul-up. Have a good look through this issue and see if the Grems have put any more spanners in the works.

# ELECTRONIC ARTS GET COMMITTED

Support for the American Genesis machine grows almost daily. One of the US's largest software houses, Electronic Arts, have recently signed a licensing deal with Sega which will enable them to develop and market games for the Genesis machine. There are four games planned for release this year, *Populous*, *Zany Golf* and *Budokan* with the fourth game yet to be announced. In addition, those three titles will also be appearing here in the UK and EA aim to have them available as soon as the Mega Drive is.

It's very much a two-way deal because under additional terms of the agreement Sega will



license 20 games from EA that Sega Japan will market under the Sega label in Japan. These aren't the first EA games that Sega have taken a shine too, earlier this year they announced they have licensed two EA titles – *Abrams Battle Tank* and *688 Attack Sub* – for the Genesis/Mega Drive for world-wide marketing – including Europe. These titles will be appearing sometime in 1991.

And just to tie things up nicely, EA currently distribute, under license, a line of Sega arcade conversions on IBM PC and Amiga computers in the US. Watch this space for more news as and when it happens.

## SEPTEMBER TOP 10

1. R-TYPE
2. GOLDEN AXE
3. PSYCHO FOX
4. WONDERBOY III
5. WB MONSTERLAND
6. CALIFORNIA GAMES
7. RAMPAGE
8. RASTAN
9. DYNAMITE DUX
10. SHINOBI

*Games* moves up from last month's number 8 to this month's number 6 and *Wonderboy In Monsterland* drops three places from last month's number 2 to this month's number 5. In fourth position is that other great *Wonderboy* game, *Wonderboy III*. So here we are then, the top three games as voted by you the readers. Let's take them in reverse order. The 3rd place is filled by the excellent *Psycho Fox*, that's a move up of two places. This month's number 2 is occupied by *Golden Axe*, moving up one from number 3 last month. Still on top and romping away with the lead though is *R-Type*.

That's it then, finished, all over for another month. What shall we do now? (Tell 'em how they can get in on the voting – Ed) Yeah! Brill' idea Ed, erm... right... erm... just scribble down your top ten fave games of the moment and send the list into the address our cartoon cowboy's holding... erm... why do we have a cowboy holding the address Ed? Because I like cowboy cartoons that's why. They give me the opportunity to speak for several hours in an awful Texan accent – Ed. Oh.

And by the way, your list doesn't have to be just on its lonesome, you can include it in a letter or something like that.

Here it is, the chart that you write. It's been a great month for the chart folks, the entries have just been flooding in all month. After much wittling down and sorting them out and things the positions are thus:

*Shinobi* has lost its number 9 slot and has moved down to fill the number 10 position. Dropping from last month's number 4 to this month's number 9 is *Dynamite Dux*, could the *Dux* be on the way out? There's a new entry in this month's number 8 position, *Rastan*. Another new entry, *Rampage* moves one above it into the number 7 slot. *California*

## TOP 10 EXPRESS

"Ah she's a lon-hon-hon-hon-hon-gon-hon-hon-hong and ah-ha-ham-ha-ham... 'scuse me pardners, ise jest gitting a beeiit carrayed away thar, singin' one of ma favourite songs to y'all. What you'se git to do pardners is take you lil ol' seylves off to one o' them postyboxees and send in your top ten to the address I hold up fer yer ev'ry month. Some luckee reader will even walk offn weeth wun of them highly prized t-shirts fur their trubble. So don't waste time roundin' up stray longhorns, get t' thayt posteebox real soon."



## \$7 COMPETITION WINNER

The lucky winner of that copy of *Phantasy Star* from the Knight Dragon Blah Waffle Compo (that's a good name for a compo Steve – Ed), the one where you had to draw a line through a maze to see which knight got to the dragon, is: Les Bamford from Hull. Yeah! Well done Les for getting the right knight – B (I hope you didn't cheat and do it the easy way by working backwards from the dragon? – Ed). Your cart is in the post (honest, no really it is!).

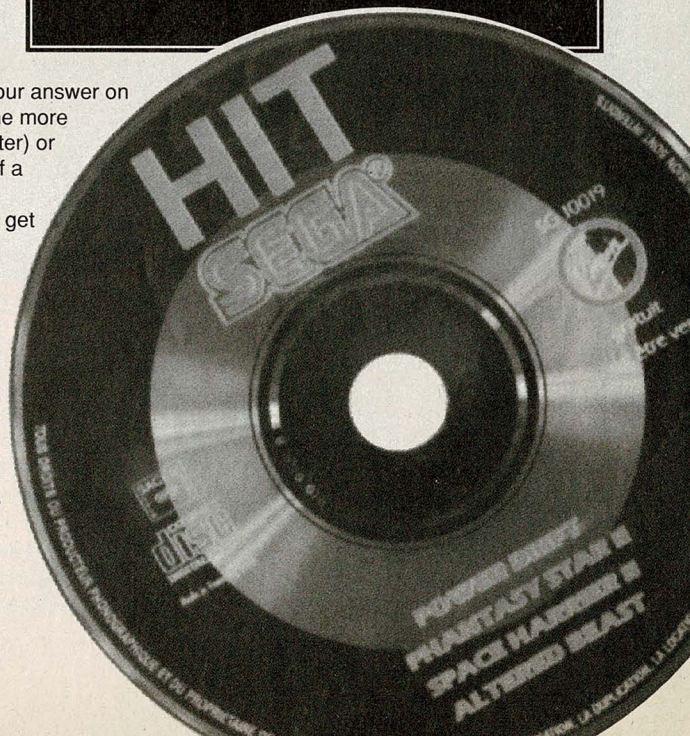
# CD FREEBIE

Good ol' Stevie J came back from the Mega Drive launch in Paris with a great freebie, a CD of Sega arcade music called Hit Sega. Guess what? We're gonna let one of you lucky readers win it. The CD contains four tracks: *Power Drift* (Like the Wind, arranged version), *Phantasy Star II* (Opening Theme, arranged version), *Space Harrier II* (Legend of Harrier, arranged version) and *Altered Beast* (Closed In On Me, arranged version).

All ya gotta do to win the thing is answer this simple question (the answer to which can be found somewhere in the mag):

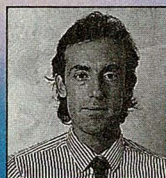
The Mega Drive has a palette of \_\_\_ colours and a screen resolution of \_\_\_ X \_\_\_ pixels.

Send your answer on a postcard (the more exotic the better) or on the back of a stuck-down envelope and get it off to: CD FREEBIE, S Mag, Future Publishing, 30 Monmouth Street, Bath Avon BA1 2AP. Oh, and make sure the entry arrives before **September 20th** alright.



SPECIAL

# INTRODUCING: THE MEGA DRIVE!



"THE MOST EAGERLY  
AWAITED CONSUMER  
ELECTRONIC LAUNCH  
SINCE THE COLOUR TV"

Nick Alexander, Managing Director Virgin Mastertronic.

**N**ick Alexander said it all really, didn't he? Ever since news first broke that Sega were working on a new console using 'up to the minute' 16-bit technology game players country-wide have been dying to get their hands on one. And now that's exactly what you'll be able to do.

Comet, Dixons, Toys 'R' Us and Rumbelows are four nationwide

chain stores who have already agreed to take on the machine which should retail at £189.99. Supporting the machine will be about 20 games to start with, each selling around the £30-40 mark, and an amazing widget known as the Powerbase Converter which simply plugs into the Mega Drive enabling it to play standard Master System cartridges. The price of the converter should be around £30 - a

mere snip when it enables you to hang onto your games library and still play your fave 8-bit games!

As you will appreciate, these things don't happen overnight though. Sega Enterprises Ltd, the parent company, have invested thousands of man hours and millions of Yen (plus a few bottles of Saki too, I'll wager - Ed) in the project and it's only today we're able to see the fruits of their labours.

The Japanese and American game playing public however have been able to get their mitts on the things for sometime now and it's because of the success of the machine in those countries, and the hollers of 'we want one, we want one' that have come from those who can't have one, Sega have launched the machine into Europe (hoorah! Applause!).



## TODAY JAPAN, TOMORROW THE WORLD!

It's almost two years since the Mega Drive was first launched in Japan and it went straight into the history books as the world's first true 16-bit console (it still is as well!). The 16-bit flag helped not only establish the machine but turned it into the hottest property since the pocket calculator. This is partly because the Japanese, as a nation, are fascinated by high technology (that's why a lot of Japanese electronics companies are high up in the top 50 biggest companies in the world list) and knew that 16-bit meant very good looking games, very good sounding games and, most important, very fast processors. This awareness was created by the first generation of 16-bit computers, such as the Commodore Amiga and the Atari ST, which had already been around for some time outshining the original 8-bit computers with their increased speed.

The Mega Drive floored the competition in Japan and looked set to do the same in America – the world's second largest market for games consoles – but for some reason best known to Sega, the machine was to be called the Genesis (it's like Marathon now being called Snickers. Snickers is a silly name! Bring back Marathon we say, it was a good, butch sort of a name not like Snickers, that's girly – alright so they still taste good but that's not the point is it!).

The European machine keeps the Japanese name Mega Drive and with an initial import of 30,000 units (almost all sold out through advance orders) the machine looks likely to

repeat the success it's already enjoyed in Japan and America. But is Europe (and Britain in particular) ready for the Mega Drive?

## BRITAIN AND THE CONSOLE QUESTION

The British console market has an interesting history. Back in the dim past, around '81 – '82, Atari had the VCS 2600 system which was the first console to take off in Britain. People found they could now play at home the games they had been spending pounds in arcades country-wide to play. Unfortunately for Atari, '83 also saw the start of the home computer boom and interest in consoles died. Then things began to change again in '86 – '87 and Atari introduced their XL and XE ranges which were sort of consoles that could be expanded into proper computers. Nintendo, the Japanese electronics firm who had enjoyed enormous success with their console in America were looking at Britain and thinking about launching their Entertainment System. Unfortunately for both of them Sega, through Virgin, were also about to launch their console, the Master System. As we know, Atari and Nintendo didn't get it right whereas Sega did. The Master System took off and despite Nintendo's and Atari's efforts they failed to capture the public's

imagination in the way Sega had. Now, years on, Sega rule the UK roost and despite repeated attempts by Nintendo to grab a bigger share of the market, Sega have gone from strength to strength and are now far and away the UK's market leader.

With the arrival of the Mega

Drive how will the console scene develop in the UK over the next few years? We asked a couple of top industry people for their opinions:

Geoff Brown, US Gold's Managing Director and general chap in charge of all the important things: 'Geoff, how do you see the British console scene developing over the next few years? Especially now the Mega Drive has been launched?' 'Well, it's extremely healthy, we're thrilled to bits to be supporting the Master System with titles like *Impossible Mission* and *Gauntlet*, and as for the Mega Drive, well it's a publisher's and a developer's dream of a machine because it's a true 16-bit console. The main problem with a lot of computer software these days is that compromises have to be made when a game written for the 16-bit machines has to be converted to the 8-bits. That's not the case with the Mega Drive and come next year when the machine is well established we'd be very happy to support it.'

Philip Ley, General Manager in charge of marketing at Virgin Mastertronic: 'The beginning of the console 'boom' that had been talked about for years happened last year really and Sega managed to get a jump on the rest of the field, this year however things are really going to hot up. Nintendo will be pushing hard for the Christmas market as

will Virgin with their Sega campaign, which is a finely tuned and well targeted campaign costing some £2,500,000. Still, that will be money well spent if we can increase sales of the Master System from today's level of 230,000 units to around 450,000 by Jan '91. As for the Mega Drive, well we've increased our

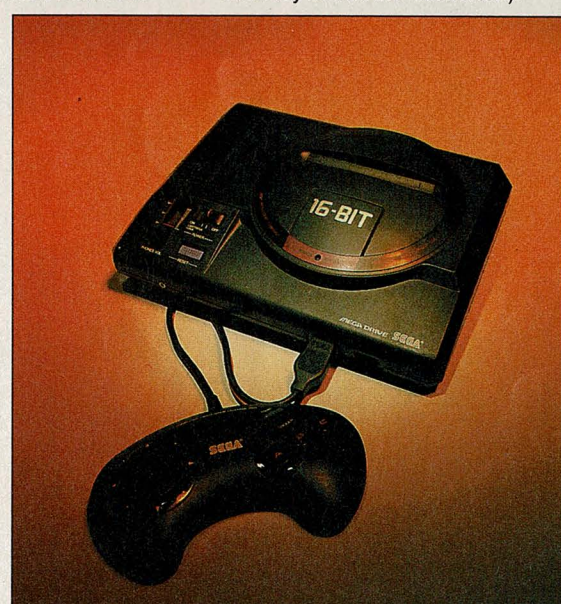
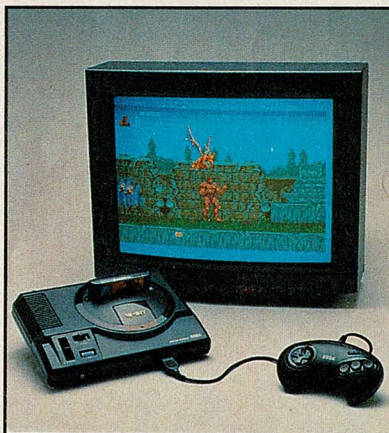
first batch to 30,000 and we reckon they'll be gone by Christmas. Things are really becoming exciting and this is just the beginning.'

We also rang Michael Hayes, the Managing Director of Nintendo in the UK but unfortunately he never got back to us to give us his comments.

## MEGA DRIVE IN, MASTER SYSTEM IN

One thing Virgin and Sega won't be doing, which has happened in the computer market a few times, is abandoning the Master System in favour of the Mega Drive, indeed quite the reverse. Virgin see the Master System as still having massive growth potential and they'll be encouraging the machine to reach that potential over the coming years. As you'll know if you're a regular **S** reader, there are plans to launch the brand-new Master System II into the UK in '91-'92. This new baby contains the guts of the Master System but comes in a posh new case, has only the one joystick port and has *Alex Kidd in Miracle World* built in. The Master System II even sells for about \$20 less than the original in the US too, so that's good news.

The Mega Drive's here, it's a brilliant machine that everyone should own, but while you're saving up the pennies rest assured there's plenty of stuff coming out on the Master System. Even when the Mega Drive has sold in it's millions (that will probably happen a week next Friday!), the Master System will continue to be supported with better and better games (which you'll also be able to play on the Mega Drive courtesy of that brill' converter!).



## I'VE GOT BIG CHIPS!

**Bits, bytes, matrices? If you're confused by any of these terms (I know I am, I wouldn't know an op-code from an alien or hex from a hole in the ground) then we'll hand over to Prof. Van Der Volkseunvumblevagen and let him explain just what's going on. Over to you Prof:**



'Zank you. Harrumpff... Inside der machine ve haf a big steel drum which is rotating at several thousand revolutions per minute... ach... no, zat ist ein vashing machine! Inside ze Mega Drive ve are having some very hi-tech equipment. There is a 68000 micro-processor vich is der heart of ze machine. This chip, as it is known, runs at 7.6 Mhz. Vhat zis actually means is that ze quartz inside ze chip is oscillating (vibbling) at a staggering 7.6 million times every second – boy! Zat really is fast is it not mine kline

applestrudles? Vat zis means is that the processor can handle one bit of information everytime ze thing is oscillating. So you see, ve are talking about velly complicated pieces of machinery here.

Vorking along side ze 68000 chip is ein Zilog Z80 chip vorking away at 3.6Mhz. Zees two chips are made to vork hand-in-hand by connecting them to a 16-bit bus. Zat means ze processors can now be handling 16 bits of information in one cycle (a bit is a number, either 1 or 0, so it ist very small and you need lots of bits to make big numbers, which is why a chip that can handle 16 at vunce ist ein very good idea). Are you all still avake? Gud.

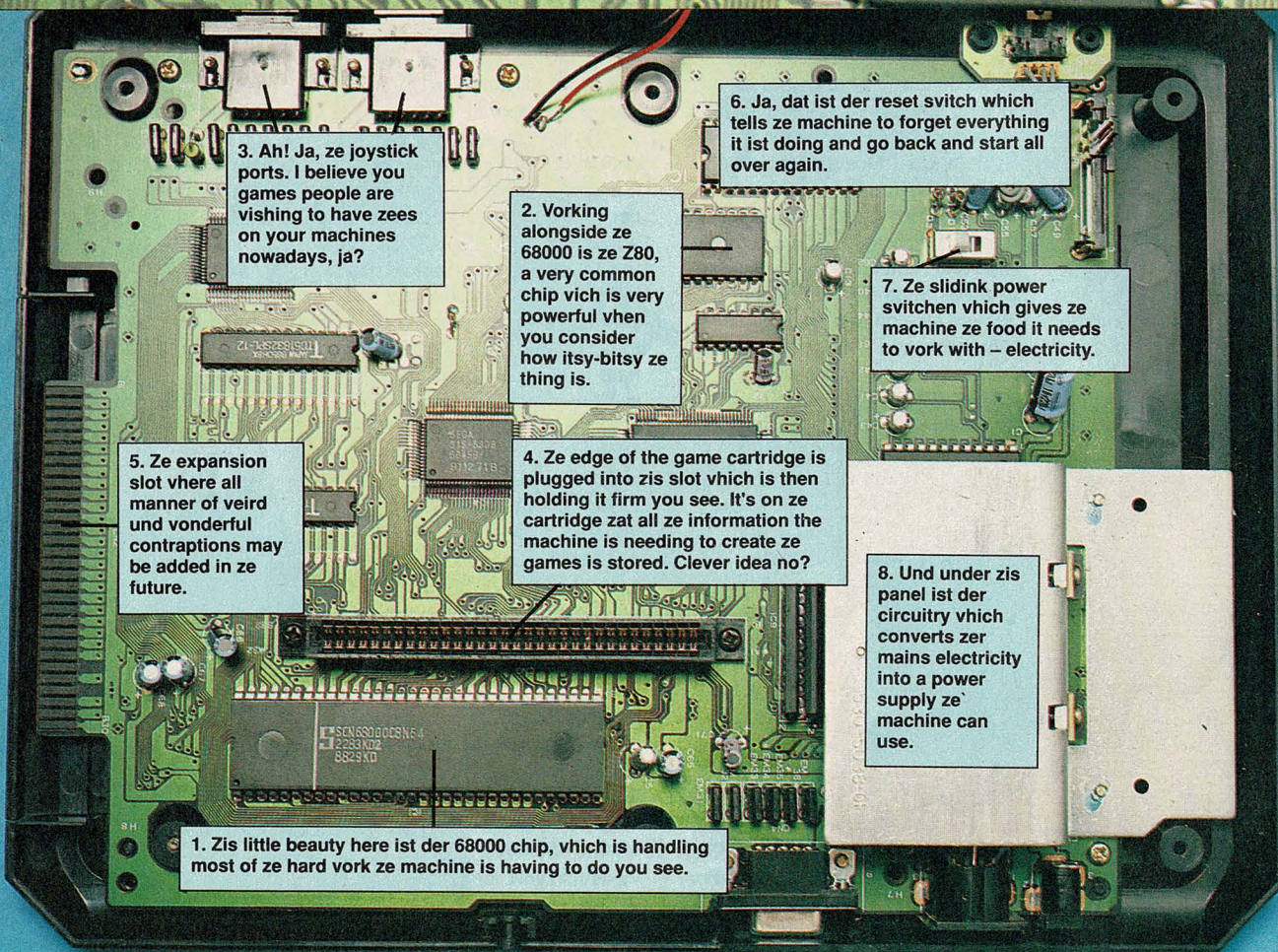
What zis means in terms of what ze machine can do is zis: The Mega Drive can make spectacular and super-fast changing animation vich means it can quickly draw on screen many pretty things and move zem around very quickly. I hav been led to believe zat zis is just ze sort of thing game players are looking for in a machine. In addition, 64k of vhat's called 'fast memory' is dedicated to just ze screen, zis, coupled viz ze 74k of normal memory (RAM – Random Access Memory) and not forgetting zat ze machine has a palette of 512 colours viz a screen resolution of 320x244 pixels means ze

machine has a great deal of power.

In short, the graphics in ze games vill be very colourful and vill also move very fast – oh! You young people today! Ze games you are playing are making your poor old Professor very lighththeaded! I can't be catching up with you all!

As ve all know though, sound in games is also very important. Ze Mega Drive is fitted wiz three sound production systems: a 3 voice programmable sound generator, a frequency modulator and a digital sound generator (Pulse Code Modulation) capable of producing high quality music und stunning sound effects. But also, ze machine has a stereo socket vitch enable you, my lieblings, to benefit from ze fantastic stereo sound to the full by plugging in a set of stereophonic headphones. I believe you young people are fond of using zees headphones to listen to young pop bands like those new chaps Glen Miller und Max Bygraves. Personally I much prefer to listen to ze sound of electricity vizzing through a nice complicated printed circuit board, but ve are getting off ze track.

All of zis means der Mega Drive ist ein vunderful piece of equipment specifically designed to make games look and sound brilliant'.



3. Ah! Ja, ze joystick ports. I believe you games people are vishing to have zees on your machines nowadays, ja?

2. Vorking alongside ze 68000 is ze Z80, a very common chip vich is very powerful when you consider how itsy-bitsy ze thing is.

6. Ja, dat ist der reset svitch which tells ze machine to forget everything it ist doing and go back and start all over again.

7. Ze slidink power svitchen which gives ze machine ze food it needs to vork with – electricity.

5. Ze expansion slot vhere all manner of veird und vunderful contraptions may be added in ze future.

4. Ze edge of the game cartridge is plugged into zis slot which is then holding it firm you see. It's on ze cartridge zat all ze information the machine is needing to create ze games is stored. Clever idea no?

8. Und under zis panel ist der circuitry which converts zer mains electricity into a power supply ze machine can use.

1. Zis little beauty here ist der 68000 chip, which is handling most of ze hard vork ze machine is having to do you see.

**EXTRAS! EXTRAS!**

There's more to the Mega Drive than just games though. It's been designed with expansion in mind. In the pipeline (but ages away yet, so don't hold your breath or go pestering Virgin for a good year or so yet!) are several add-ons that can connect to the Mega Drive's built-in expansion port. A CD Rom drive could be fitted (we're talking really hi-tech here, CD Rom systems use your actual Compact Discs to store information as opposed to the method used today of storing info on floppy disks. Floppies as they are affectionately know can usually store about just over 700k on one one double sided disk whereas a CD can hold around 600Mb!). You could also plug in a keyboard and disk drive

turing the Mega Drive into a fully-fledged computer. Other peripherals include a graphics tablet and software that will let you draw pictures on a special board and have those doodlings appear on the TV screen. There are also plans for a Tele-modem. The modem would allow two machines to be connected to each other via the 'phone lines and then both machines can play the same game at the same time even though they may be hundreds of miles apart (it's a great thing to experience and has proven massively successful in the computer world).



**The Tele-modem, it exists, but we Brits have a long wait before it reaches our shores.**

**'Creativity is Life'**

That's Sega's corporate motto. Sega Enterprises Ltd began life way back in 1951 as Service Games Japan Co., Ltd and it mainly involved itself with the importing and selling of jukeboxes and early coin-operated (coin-operated, coin-op, it's easy to get to grips with this jargon once you get the hang of it) gaming machines. Bet you thought coin-ops only happened in the last five years didn't you? Well, you were wrong.

This company was dissolved for various and complicated reasons in 1960 and its business was

Bussan merged with another company, called Rosen Enterprises Ltd, to form Sega Enterprises Ltd (Hang on a minute, N... G... H... R... E... how did they get S.E.G.A? -Ed). The company flourished and was acquired in 1969 by Gulf+Western Industries, Inc., U.S.A.

Nothing much happened then (apart from the company becoming bigger and better all the time) until 1984 when the managements of Sega and Computer Services Corporation (now known as CSK Corporation) jointly purchased Sega from Gulf+Western Industries, and Sega became a member of the CSK Group - Japan's leader in the information services industry. So there you have it, Sega didn't just invent the Master System and start selling it like we all thought they had, they've been in the biz' for donkey's years!

assumed by a newly established company, Nihon Goraku Bussan (Japanese Amusement Products) Co., Ltd. In 1965 Nihon Goraku



**GENESIS: A REVELATION**

The American game playing public had been waiting as eagerly for the Genesis as their Japanese counterparts had been for the Mega Drive. And it was equally well received. Almost a year after the launch, the number of units sold in America is fast approaching the

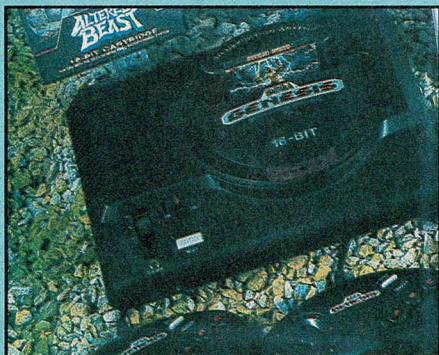
500,000 mark. A very impressive figure indeed considering Sega's main rivals, another Japanese electronics company Nintendo, had almost cleaned up in the 8-bit console market with a market share of approximately 70% (that's an amazing figure when you take into account the size of the American Market).

Nevertheless, word was getting round that Sega had something here that even NEC's Turbografx console couldn't match. NEC have also been trying to break the stranglehold Nintendo have on the American market, and in an effort to do so launched their Turbografx machine (it's known as the PC-Engine over here). Despite the machine being well recieved the technical specification of the

Genesis knocked spots off the 6502-based NEC machine and the software support the Genesis got meant that one of the most annoying vicious circles that had crippled some computer manufacturers in the past never occurred. The vicious circle? Well, as we all know, a machine is only fun to play on if we have actually got games to play but sometimes software houses are not interested in supporting a machine until it has sold in enough numbers to warrant them investing time and money to produce games. If games don't come out for the machine, no-one buys it and so it goes on...

Currently there are over 30 games available for the

Genesis, with more appearing every month. In America game playing is taken seriously. Very seriously (vhy are zey not busying zemselves viz interesting things, like the finer points of Pythagoras's theorem for instance? Zat is what I would like to know - Prof.).



**The American Genesis going from strength to strength.**



**Software titles like Dick Tracy, based on the latest block-busting Walt Disney movie help keep the Genesis in massive demand.**

# LET'S GO MEGA

**STAND BY FOR ACTION FOLKS! HERE ARE THE CARTS YOU'LL SOON BE SHOIVING IN THE SLOT. SUPPER CAN WAIT MUM, THERE ARE HIGH SCORES TO BEAT!**

**B**undled with the Mega Drive will be the coin-op conversion *Altered Beast* but what else will be available? Will your fave game be appearing? What will the new games look

like? Now, for the first time ever (in *S* magazine) here are the games that you'll be able to rush out and buy (if you've got about £600 to spend – I know Ssly has, because we pay him far too much – Ed).

who's this Arnie bloke? (Only one of the world's greatest golfers, idiot – Ed). Oh.

### PAT RILEY BASKETBALL

Slam, dunk, hip, hop and wibble your way to the basket in this excellent simulation of one of America's fave games. Have you ever seen Ssly try to play basketball? Ha, ha, ha, he's rubbish! (It'ss not ssurprising really iss it? I haven't got any leggs! – Ssly)



**Golden Axe**

### GOLDEN AXE

This is an excellent game on the Master System, and the Mega Drive version should be great too as you romp around in a land full of sword-wielding girlies and mighty warriors – some with axes would you believe! Go on, jump on a dragon today!

## ALTERED BEAST



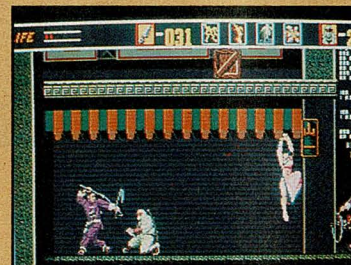
This is the bundled game in which the player can assume the shape of all manner of weird and wonderful creatures as he battles his way through the horizontally scrolling landscape dealing death to all the baddies – including this Boss who's a bit keen on chucking his heads about!



**Forgotten World**

### FORGOTTEN WORLD

Shoot-em-up fans are in for a treat with *Forgotten World* which is a terrif' sideways scroller thingy. Two cool dudes in one hot situation here so limber up those trigger fingers!



**Revenge of Shinobi**

### REVENGE OF SHINOBI

Ninjas strike back! Let's hope those years of training and eating lots of yucky things like raw fish and... erm... liver too, probably, haven't been wasted as you lob your shuriken about and get stuck in.



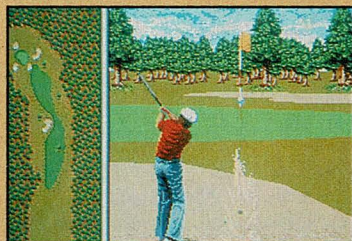
**Alex Kidd - Enchanted castle**

### ALEX KIDD – ENCHANTED CASTLE

Bug-a-lugs goes on his fifth romp around, this time he's got to bounce and bop his way through a secret forest, along palm tree lined streets and into the extremely spooky enchanted castle. Why should he have to do all this you ask? Because daddy Kidd needs rescuing, that's why!

We all know Alex has got large

lugs, but have any of you got dumb sized ears? Send in a piccy of yourself and make your ears work for you, the person with the biggest Alex Kidd sized ears will win a special prize from the Ed.



**Arnold Palmer Tournament Golf**

### ARNOLD PALMER TOURNAMENT GOLF

Yeah so it's a golf game, where you can custom design your own golf course choosing from 27 of the best holes from around the world. But



**Ghouls 'n' Ghosts**

### GHOULS 'N' GHOSTS

The follow-up to the excellent *Ghosts 'n' Goblins* which sees our hero Arthur once again battling with the forces of evil and once again running around in just his undercrackers whenever he gets zapped, oer!

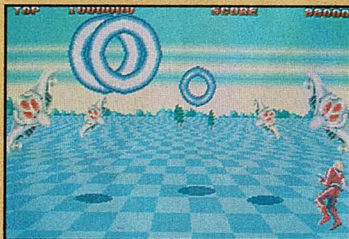


**Mystic Defender**

# GAME CRAZY!

## MYSTIC DEFENDER

The beautiful Alexandra is in deep doo-doo's so you're gonna have to save her. Biff them fire-breathing caterpillars (Oi! They might be my coussinss – Ssly) and bosh those mutated dragons as you go. Alexandra must be saved.



Space Harrier II

## SPACE HARRIER II

Dive, climb and zig-zag your way round the screen using your jet pack and blast away at anything that looks like it might get in your way using your luggable laser.



Super Thunder Blade

## SUPER THUNDER BLADE

Don't mess with this powerful chopper! Fight off the enemy as they come at you in helicopters,

## WORLD CUP SOCCER

Yeah! Re-live it all again so you don't have to wait another four years for the real thing to come round again. Ref! Ref! That goalie has only got one leg!



planes and tanks. Watch out you don't end up eating skyscraper though as you dodge the incoming fire!

## SUPER HANG-ON

There are 24 tortuous courses to choose from once you get on this motorbike and believe you me, making it round any of these courses before the time runs out is not going to be easy!

## THUNDER FORCE II

More nerve-tingling excitement here as you go battling through enemy alien's subterranean territory and try to destroy their fortress at the end. I think the aliens will have something to say about that!



Truxton

## TRUXTON

These aliens never learn! Don't they know we can blast 'em out of the skies, no matter what weapons they've got?. Get after them and grab those magic skulls for extra firepower while you're about it. These aliens must learn!



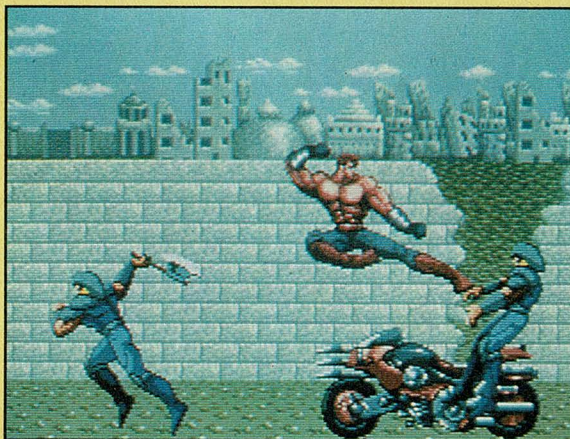
Zoom

## ZOOM!

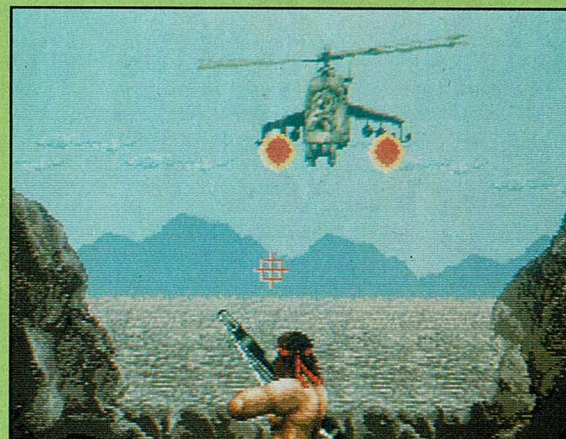
Wily Wormletts (that sounds like you Ssly! –Ed), speedy Spheroids and angry Angleheads (and that soundss like you Ed! – Ssly) battle against you through 36 levels of frenetic action. Don't let them get the better of you!

## LAST BATTLE

Get your best kicking boots on and get out after the evil trio of Garokk, Gromm and Gross. Martial arts action all the way here. Hi-ya! Take that, bad motorbike dude!

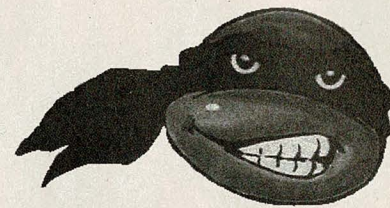


## RAMBO III



Oi' muscle bod is back and this time he's not at all happy. Some horrid nasty types have grabbed his captain and are holding him captive – reckon you're hard enough to go in and save him?

# Scribblings



**Tense?  
Nervous?  
Headache?**

**Got something to say?**

If you answered 'Yes' to any of the above, there's only one cure known to man: Writing in with your problems, queries and questions to:

**Andy Smith, Scribblings, S magazine, 30 Monmouth Street, Bath Avon, BA1 2AP.** This mag is your mag, so don't be shy, give it a try! (Sega Fans only though, less intelligent mortals with other machines can go home!).

## STICKY FINGERS...

Dear S

1. What ink do you use? A quick slip of the thumb and you have to start guessing what's written because of a wacking great smudge across the page!
  2. Why don't you use a small slip of paper inserted in the mag for us to write the small ads on to save us having to tear up the best mag?
  3. Can I buy games direct from Virgin, as the dealers near me don't often get new games in?
  4. Will non-Sega club members occasionally get a discount on games?
  5. On the back of S8 it says 'World Soccer back in stock', what happened to it?
  6. Is it a genuine coincidence that most things for sale or swap in the Small Ads section are by a Dave or David?
  7. People like me who don't belong to the Sega Club get jealous and want to purchase a tee-shirt, can you sort something out?
  8. Do people lucky enough to win a game get a choice or is it 'like it or lump it'?
  9. You say there is a Sega ad on T.V. but has anyone seen it? I haven't.
- Peter Fitzgerald.**



1. Right, over to Prof. Van Der Volksen vumblevagen – "Ja, now zis ist velly interesting you see ze Ink ist ein mix of

Black, Magenta, Yellow und Cyan. Ze colour densities are as follows: Black 1.6, Cyan 1.3, Magenta 1.3 und Yellow 0.6. Ze Ink conforms to European Standard 4666 but you must remember, allowances should be made for ze 12% dot growth in 80% tone area und you must never forget zat to be right reading, the emulsion side must be down and it must be polyester based film, und..." Alright Prof. See what you've gone and started Pete?

2. We can't do inserts 'cos everyone would loose them – photocopies of the form are alright though (but not 25 each 'cos we'll know!).
3. You most certainly can. Virgin are contactable on 071 727 8070.
4. No. Why should they?
5. It became out of stock for a short while.
6. Yes.
7. Absolutely not, join the Sega Club.
8. No, the choice is mine but the people who receive the free game are most appreciative of the kind act, whatever the game.
9. Yes, millions.

**AS**

## IT'S YOUR FAULT!

Dear S

I think your magazine is really good, I first got S5 and haven't missed one since. I now know just what games to buy and what games to avoid. The games I bought before I started getting S, *Enduro Racer* and *F-16 Fighter* were rubbish and I've now swapped them through your small ads section for *Rastan* and *Power Strike*. I think S should be available every two weeks.

**Dominik Lemanski.**

*Well Dom (I can call you Dom can't I? It's better than calling you Minik), you were a bit of a dill-brain weren't you? Going and splashing out hard earned cash on games before you've read the reviews in S. Enduro Racer got a measly 61% compared to the excellent Rastan (91%) and the superb Power Strike (90%), so you've only got yourself to blame for that young fella me lad. Glad to hear you're using the Small Ads, that's what they're there for. Do the mag every two weeks! I'd never have time to play Golfamania!*

**AS**

## BOX CLEVER?

Dear S

I was just wondering, now that separate software houses (like US Gold) are starting to produce games, what will their cartridge cases be like?

**Anon.**

*Just the same as the rest of the excellent Sega cartridge cases we reckon, probably...*

**AS**

## HERO TURTLE

Dear S

I recently bought a Master System and after a while I became very attached to it (I even became good at some games too!). One day I came home from school and my

uncle (who is 66) was playing *Zillion II*, not only that but he'd got a massive 3,012,936 points – beating my high score by 2 million!

**James Tonks.**

*One up for the crinklies eh Jim? That just goes to show ya, the Sega's for anyone – old and young alike. The only problem your uncle is going to have is getting his high score confirmed by one of his parents when he sends it into that 'orrible snake's Ssly Scores!*

**AS**

## BTTFII? YOU BET!

Dear S

I was looking at S8 and I saw a preview of *Back to the Future II* and my friend said that it isn't coming to the Sega, is that true? Also, can *Chase HQ* come onto the market? A different friend said that you can cheat on *Cloud Master*, is that true?

**Robert Boot.**

*Back to the Future II, coming on the Sega? It most certainly is Robert, or why would we waste valuable Sega playing time writing about a non-Sega product?*

*Chase HQ is most certainly coming on the market, and very soon too. As for the Cloud Master cheats, if your mate reckons there are some, make him show you them. I've asked ol' slimy skin but he's sulking and won't talk to me – do any readers out there know any Cloud Master cheats?*

**AS**

## MEGA SPLASH OUT

Dear S

I have a few questions I would like you to answer:

1. I'm going to the European Computer Show at Earl's Court in September – do you think it's wise to buy a Mega Drive from there?
2. Is there any chance of a *Nightmare On Elm Street* game coming out on the Sega?
3. Will *New Zealand Story* be released for the Mater System?
4. Can I order back Issues without ordering a game or subscribing for six months?
5. Keep up the good work
6. Are there any Sega dealers near

London?

7. Is there any chance of seeing some tips on *Golden Axe*?
  8. I think the price of **S** is just right.
- Chris Halverston-Fry.**

Alright Chris, here we go:

1. If there are some of the units on sale then it's an excellent place to buy one. None better really. Don't risk getting one of those 'grey' imports though, make sure it's a bona fide Euro model or it'll all end in tears – yours!
2. Aaaaahhh! Fearsome Freddie on the cuddly Master System! I hope they don't but then again they make games to please you lot, not me.
3. New Zealand Story is coming out on the Mega Drive in Japan, so there's a chance you'll see it over here at some time in the future (I hope it's not too long, the game's fab!).
4. Of course you can! Back issues cost £1.50 (to cover p+p) but nip in quick 'cos they're selling out real fast.
5. You bet your control pad we will (especially if we can get rid of 'you know who').
6. Yep, there are a few in London too.
7. Get hold of last month's stonking issue!
8. We reckon it's far too low, it should be £72.09. That way non-Sega owners wouldn't be able to afford it so they wouldn't get so jealous of all the goodies we get to play with!

**AS**

## PUMP UP THE JAM

Dear **S**

I have recently arrived in the UK from Australia and was thrilled to find your magazine. After much messing around I eventually got my Sega adaptor to work on the English power system. The only problem is, my sound doesn't work. Is this because the English sound system is different from the Australian sound system or has the sound chip blown?

**Richard Wilson.**

G'day Dickie! How yer doin' sport? That sounds like a tricky problem ya got there clobber (ssoundss, groan – Ssly) and truth to tell I haven't got a clue. You sure you had the sound on the tele turned up? Get the poor wounded soldier in for a check up I reckon.

**AS**

## WELL, WILL THEY?

Dear **S**

## PRIZE LETTER! PRIZE LETTER! RAD PACKS

Dear **S**

I think it would be a totally rad idea to sell games packs consisting of about three games e.g. *Phantasy Star*, *Miracle Warriors* and *Y's* all together in a sort of role-playing pack.

2. I've been waiting ages for *Power Drift* to come out on the Master System, so come on lads, let's see it for sale or reviewed.
3. Can you use just a control pad on *Operation Wolf*?
4. Will *Rolling Thunder*, *Bionic Commando*, *720*, or *Skate or die* ever be released on the Master

System?

5. Why don't you have a page for drawings of characters like *Alex Kidd*?
6. Why do my Sega Club issues of **S** arrive after the same issue has already been in the shops for a week?
7. I think your mag is excellent.

**Rob Bolt.**

You don't want much do ya Rob? First of all I reckon it would be a rad idea too to have compilation packs. Rest assured that if they appear, **S** readers will be the first to know.

Secondly, we can't review games that don't yet exist! If *Power Drift* ever appears we'll be in there first to let you know. Thirdly, you can (like it said in the review). Fourthly, see secondly. Fifthly, send us in some drawings and you may well see them on the pages (they won't be ass handsome as me – Ssly). Sixthly, get out of here o' slippy thing! Sorry, sixthly, we're doing our level best to ensure everyone gets **S** as soon as they can – we're getting there, as someone else once said I believe. Seventhly, you better believe it is!

1. I have just completed *Golvellius* and the *Valley Of Doom*. It has a good ending and while I was watching it I saw it said that it was going to be continued. Does this mean that Sega are going to bring out a *Golvellius 2*? But this time is Kelesis going to look for his long-lost sister and hunt down the evil Goalus?
2. Is it true that Sega won't be able to bring out *Teenage Mutant Hero Turtles* for the Master System?
3. Now that *Op' Wolf* is out on the Master System will other games such as *Mechanized Attack* and *Op' Thunderbolt* be brought out?
4. What's the biggest percentage you've ever given to a game?
5. Why is the end to *Time Soldiers* so poor after the game was so good? All you see are a load of Japanese names.

**Philip Almond**

1. Why do people keep numbering the questions in their letters?
2. Why do they ask so many questions all at once?
3. *Golvellius 2*? It sounds like a good idea to me, but let's not jump to conclusions until we hear from Sega (then I can pass it on to you).
4. If he does, then let's hope he succeeds.
5. Hmm... we'll just have to wait and see, it's unlikely but things do have a habit of turning out differently than predicted.
6. Well, they did *Dead Angle* so it's possible. To keep bang up to date with just what games are coming out, keep reading **S** each month.
7. *Phantasy Star* got a cracking 94%
8. I bet the names were very important to the people concerned, I mean imagine you wrote a game and everyone wrote in saying 'all it's got at the end is Phil Almond, how dull' – you'd be a bit narked wouldn't you?

**AS**

## CREEP!!

Please, please, please (That's enough of your snivelling pleases, get on with it – Ed) would you tell me in the near future if there is going to be a Sega Mega Drive mag? I personally think it would be a great idea. I think your mag is the best mag ever, I've read many mags but **S** turns up trumps!

**Adam Dincombe**

A Sega Mega Drive mag! What's this you're reading chummie? Only Britain's only dedicated Sega mag that's all! And isn't the Mega Drive a Sega product? Do you really think we'd be ignoring the thing? Of course not, we'll be keeping you bang up to date on all things Sega as and when they happen – more Mater System stuff, more Mega Drive stuff, more everything. Just wait, cool slitherers (as Ssly would say) know what mag to read – **S**.

**AS**

## PEDANT PYLYPCZUK...

Dear **S**

I am totally mad on the Sega Master System, so I read your totally awesome mag word-for-word and I spotted a spelling mistake on page 34 of issue 8. Where it should say:

It's about time you did... it says:

It's about time you dtd.

**Alex Pylypczuk**

P.S. My surname is pronounced 'P'ilipchuck'

Who's a little eagle-eyed person then? Problem is, what about all the spelling mistakes you missed? We here at **S** (with the exception of that lazy snake) are all far too busy

playing on the Master System and writing the magazine to worry about things like spelling mistakes! If you know what we were supposed to have said then what's the problem?

**AS**

Dear **S**

Is there any chance of a *Star Trek* game coming to the Master System because I think the films are brill. Could you try and make a mouse and a program to go with it for the Master System. Do you think you could try and make the game covers better? *Secret Command* is a rubbish cover but the game is excellent.

**Gavin Grant**

Well Gavin, I got straight on the blower to Mr Sega in Japan and asked him:

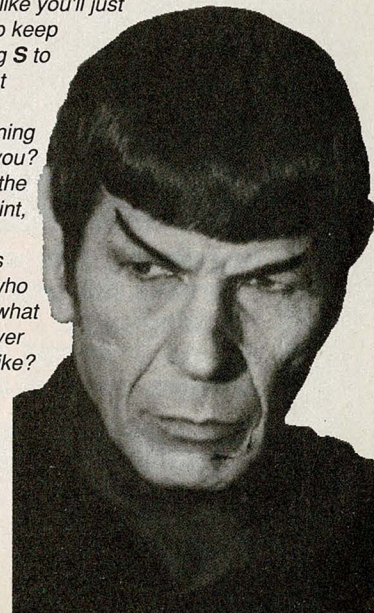
Me: 'Mr Sega, will there be a *Star Trek* game on the Master System?'  
Mr Sega: 'Keefrooud, tchi keeptoolsatd, iktorichi sketechorri *Star Trek*'

Me: 'Ah, so you only speak Japanese, erm... well goodbye... erm... thanks and erm... have a nice day.'

Mr Sega: 'Sianora' Looks like you'll just

have to keep reading **S** to find out what's happening won't you? As for the last point, if the game's good who cares what the cover looks like?

**AS**



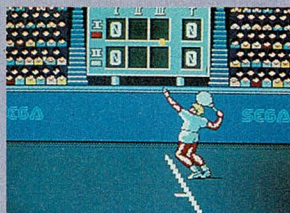
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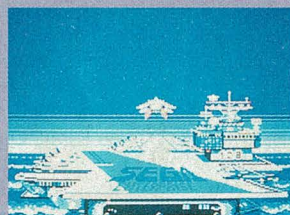
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S is a pretty hot 'n' raunchy games mag - so watch out!

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# BACK ISSUES



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

**Issue 1 LIMITED STOCKS – get 'em while you can!**

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

**Issue 3 SOLD OUT!**

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

**Issue 5 SOLD OUT!**

**Issue 6** Reviews of *Battle Out Run* and *World Games*. Past Masters reviews of *Cyborg Hunter*, *Spy Vs Spy* and *Rastan*. Mega joystick round-up. Previews of *Indiana Jones* and *Paperboy*. *Spellcaster* solved! Coin-op check-out: *Shadow Dancer*. Lord of the Sword solution. And much more (good cover, too!)

**Issue 7** Reviews of *Operation Wolf* and *Chase HQ!* Past Masters reviews of *Captain Silver* and *Bomber Raid*. Mega feature on role playing games on the Sega. Ultra mega tips section: complete guide to *Psycho Fox* and *Wonderboy II*. Gosh! What a fabbo issue!

**Issue 8** Review of *Golfmania*. Mega round-up of 12 cheapo £10 and £13 Sega games. Past master reviews of *Monopoly* and *Vigilante*. First half of full players' guide to *Rastan*, and the conclusion of the *Wonderboy III* tips. Exclusive previews of *Back To The Future Part II* and *Speedball* from Mirrorsoft. Wowzer!

**Issue 9** Reviews of *Aerial Attack* and *Ultima IV*. Past Masters reviews of *Penguin Land*, *Fantasy Zone*, *Altered Beast* and *Choplifter*. The second part of the players' guide to *Rastan* plus loads of hints and tips on *Golden Axe*. Excellent feature looking at the 'Great' sports sims. An excellent issue for Stevey J to go out on.

## the Sega master mag

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# SUPER MONACO GRAND PRIX

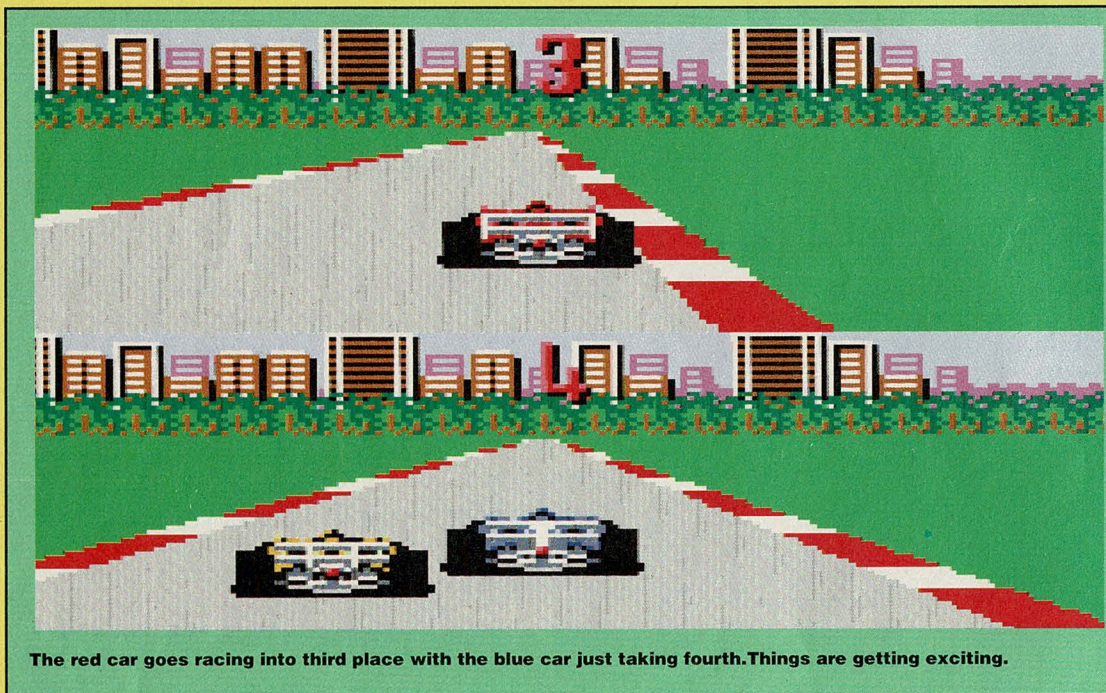
Stand by race fans. The cars are on the grid and all they need are their drivers...

PRICE £29.99

PLAYERS



CONTROL



The red car goes racing into third place with the blue car just taking fourth. Things are getting exciting.

**Y**es folks, you join us on a beautiful sunny day here in Brazil at the start of the Formula One season. There's a new team in the Formula One camp this year folks, team Sega. Work has been going on all winter at the top-secret Sega test track in Japan (just round the corner from the newsagents where they sell those Snowball sweets, you know, the choccy ones with the gooey middles) to whip this team into shape, and after much testing and

quite a few crashes, one driver has emerged head and shoulders (and Vosene! Ho, ho, ho) above the rest of the field. Ladies and gentlemen, it gives me great pleasure to introduce you to (write your name on these dots):

.....  
This remarkable driver has beaten all competitors, mostly mums, dads, brothers and sisters to grab the highest accolade in the racing circle - Official Sega Driver. Let's now hand over to James in the

pits and see what's going on."

"Thanks Murray. Here in the pits the place is buzzing with flies... erm... I mean excitement. The new Sega driver is looking cool, calm, collected and well prepared for the tough race ahead against (put your friend's name here):

.....  
As yet Murray, the actual contest taking place today hasn't been decided. We're all anxious here in the pits for the officials to announce if today's contest will be a proper Grand Prix or whether we'll be going into a Battle game. As our regular watchers who follow the Formula One season year in and year out will know, a Grand Prix race involves 14 cars. Two cars can be human controlled while the Master System handles all the others.

Once the cars are on the grid for a Grand Prix race, the lights

change and then the cars are off for four laps of high speed action. The demands made of today's top standard drivers are enormous. The courses are narrow and twisting all the time, and as many a driver has found to his cost in the past, coming off the track decreases your speed at an alarming rate which means any cars close behind can go whizzing past. Even worse is when a driver holds the road but is going far too fast round a bend. This usually results in the driver losing control of the car which goes into a spin for an agonizing couple of seconds.

Then there are the roadside advertising hoardings and the other cars to avoid, colliding with either can be just as costly.

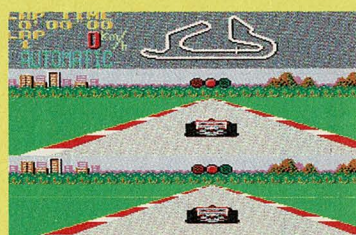
The price for crashing may be high but the price for winning is higher. The first six drivers to cross the line gain championship points and can go onto drive in the next of the season's maximum 16 races. Fail to come in the top six and it's back to the pits and a long wait until next season to have another go."

"Thank you James, we'll get back to you once the type of race is announced. This year ladies and gentlemen a new race has been introduced: The Battle. Now this is slightly different in that it's between two cars over a set number of races, from one to nine, and over a set number of laps for each race, again from one to nine. The two cars simply battle each other to be first across the line. Some say the Battle mode is not true Grand Prix racing whereas others think it's better, it's certainly good for two people to play and even when there's only one driver it means he doesn't have to start all over again should he lose a race."

"That's right Murray, and the Master System officials have in fact



Oh no! There's a blooming great big blue car in my way!



A solitary test lap to check the machinery.

just announced that today's race will be a Battle race. The new Sega driver will be facing one of the world's top drivers: Ssly Snake, so it looks like we're going to be in for a lot of fun. I'm just going across to the Sega pits to find how this remarkable new driver will be setting up his car.

Well, it looks like the driver has gone for automatic transmission while Ssly has gone for manual transmission. This means the new driver will be able to forget about the gearing of the car and can concentrate on just accelerating and braking and getting good driving lines through the corners, while Ssly will have to do all that and concentrate on shifting up and down through the gears too. As Ssly knows, the manual transmission method can increase the speed of the car but you need an experienced driver at the wheel to be able to take advantage of it, so it's probably a good idea for the new driver to use the automatic option.

It seems the new driver and Ssly have opted for body type No2, of the four to choose from. The body types slightly affect the aerodynamics of the car which can affect the handling, but only a little in my opinion. Likewise the tyres. Ssly has gone for hard tyres whilst the new driver has played safe and gone for medium tyres. We'll see who made the right choice at the end of the race.

The biggest decision the driver has to make is the size of the engine. Ssly has gone for a V10 engine which is faster than the V8 but slower than the V12 which the new driver has gone for. The course layout is the most important factor in the choice of engine size, a circuit with long straights will favour the bigger cars while a more twisty course will favour the smaller cars which can go round corners quicker.

So, ladies and gentlemen, the race type has been decided and the drivers have set up their cars to their satisfaction. Let's hand back to Murray who can start talking funny..."

"Thank yooooou Jammes, aaaand now we'll get straaaight..."

## VERDICT

What are the most important things in a race game? The impression of speed and the way the car handles, that's what. *Super Monaco Grand*

## FORMULA ONEUPMANSHIP

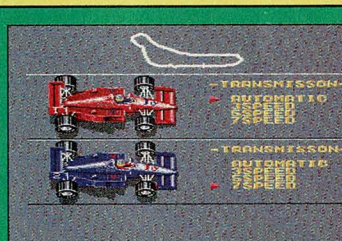
Impress your mates by dropping these choice phrases into the conversation whenever you're talking about motor racing (any sort, bikes, speedboats, whatever).

1. Well of course they've had to increase the cockpit height of the MP/5Bs because, taken as a year on year average, the height to width ratio has steadily increased, creating a post-impressionist lull which taller drivers are having to fill with larger sidepod air intakes.
2. Depending on the chassis and the position and angle of coefficient of the tappets the Citroen 2CV has a greater Bhp to overall engine height rating than Ayrton Senna's Honda-Mclaren V10].
3. The introduction of the turbo-boost has come about simply because the de-regulation on atmospheric usage vis a vis ozone abuse, enables manufacturers to increase the volume of intake without the overriding ecological factor that has suppressed manufacturers in the past.
4. Naturally the leading wheel/fin/ski/rivet has the greater strain placed on it, otherwise the machine would list at an angle of about 7 degrees whenever it moved across what's know as the Hideki Noda-Sheene line, you know the line where the horizontal shocks are mounted above the Sauber carbon-fibre axle line.

*Prix* falls short on these slightly which is a shame. It seems to take forever to speed up once you've crashed although your speedo would have you think differently and it takes an age to get from one side of the track to the other. There are a couple of other niggles too, the main one being the options. Apart from the engine size the other car options to do little to affect the handling of the car.

On the plus side, the split screen works well and with 16

circuits to race round things don't get too dull. The computer cars are tough to beat and it takes a while to learn how to go round corners at a decent speed without spinning off all the time so it's got a fair bit of lasting interest. In solo mode it's fun for a while but the game is much more fun to play when you've got a real person to race against. Better car handling and a better impression of speed would have gone a long way to improving the game but racing fans will enjoy it anyway.



Arranging the car before the race.



Hey, that's a nice Mega Drive ad.



No! I want to go the other way!



Gentlemen, start your engines.



Get otta the way slow person.



Catch me if ya can bluey.



## GRAPHICS 65%

- ▲ Split screen works well
- ▲ The car animation is good and smooth
- ▲ Backgrounds and land colours change for each race
- ▼ The impression of speed could be better

## SOUND 53%

- ▲ Tyre screeching noises are good
- ▲ Good engine revving noises
- ▼ That's about all the sound effects

## DEPTH 65%

- ▲ Loads of courses to race round
- ▲ Two different game modes
- ▲ Transmission options mean the car can be driven in two different ways
- ▼ Master the courses and some of the challenge is lost

## ADDICTION 73%

- ▲ The computer controlled cars don't hang about so beating them is tough
- ▲ Racing nine courses in Battle mode is great fun

▼ No oil patches or other things on the track and no tunnels to go through or bridges to go over/under

## S-FACTOR 74%

Decent conversion of a great coin-op. The car handling lets it down but it's still a good racing game - especially in two player mode.

# PREVIEW

**W**ay back in S5 intrepid ex-Editor Steve 'cor! Look at those exhaust pipes' Jarratt took 'is little ol' self all the way from Bath to Brum to see US Gold. These veterans of the British software scene were making history at the time. The games *Gauntlet* and *Impossible Mission* were well on their way to becoming the first Sega carts to be coded in England.

Now, some five months on, the games are almost finished so it's high time we showed you just how well the lads have done.

'But if they're nearly finished, why don't you review them' I hear you cry. *Gauntlet* and *Impossible Mission* will not be reviewed until next issue at the earliest for these reasons:

1. The games are nearly finished, here on S we want to review the version of a game that you'll be playing. Despite what other mags may do we don't review a game until it's finished because only then can we get a true idea of how the game plays. If it's got all these programmer cheats built in and we can't play the

game without them then we can't get a true picture of the game's most important feature – its playability. 2. There's nothing more annoying than reading a review of a great game only to go down the shops and find it's not going to be released for another four or five months! S tries to review games as near to their release date as is humanly possible (taking into account simple things like deadlines, birthdays, holidays and the whether factor – that's whether we want to not!).

So now you know the S policy on reviewing and previewing games. What we want to know is whether you lot agree with this policy. Write in and tell us if we should be reviewing unfinished games that are still months away from being released. After all, we're here to keep you lot happy and the only way we know whether we're doing that is when we read your letters. S can only keep getting better if we know what you want to read so keep us informed alright?

But enough of this, let's get back to the important business of new games.

## GAUNTLET

This first appeared way back in the halcyon (look it up in a dictionary) days of '84 (when Ssly was just a worm-sized wriggler and hadn't yet eaten his first horny toad). Then it was a huge four player arcade machine. One of the first multi-player games to appear in fact.

On the Sega only two players can take part, but the game's still exactly the same as it was six years ago. Both players wander

through a series of maze-like dungeons fighting off all manner of nasties like ghosts, goblins, skelly-wags and horrid yeucky types collecting treasure as they go. The baddies sap energy from your characters if they come into contact with them so yummy food, that can be found lying around, has to be gobbled up to keep your character alive. *Gauntlet* is fast, furious and hectic fun which has been a huge hit on most computers and which should be just as good on the ol' Master System.



Hayulp! Hayulp!



Which one should you go down?



Oh no! Ghosties!



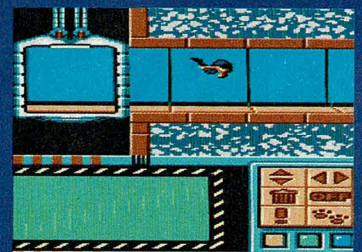
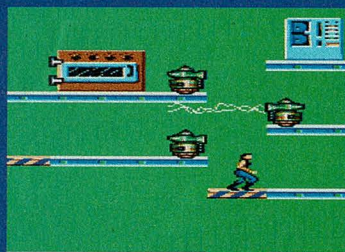
A bonus treasure room, yeah!

## IMPOSSIBLE MISSION

Elvin Atombender is one evil guy and with good reason too. The poor lamb was sent loopy when after reaching a massive score on a computer game (*Black Belt* probably) the power went off. Now Elvin's out to destroy mankind and has built

himself a stronghold and populated it with guardian robots so he can work away in peace. As Special Agent 4125 it's up to you to infiltrate Elvin's base and put a stop to his evil game by running, jumping and other athletic thinging all

over the shop searching all of Elvin's belongings for parts of a secret code that allows access to Elvin's inner sanctum. Stand by for action, from what we've seen the game has got everything the cult C64 version had, plus loads more too!



Agent 4125 searches pieces of Elvin's furniture for clues and then avoids the zapping robots as he makes his way through another room and into the musical puzzles room. After solving that, it's a quick somersault through the corridor just to prove how agile he is.

# MEGA GIVE AWAY!

Alright, calm down, take a deep breath, here we go. **S**, the best magazine in Britain, the best magazine that's totally dedicated to the Sega anyway, is proud to announce that it has 2, yup 2, blasting, kicking, very, stonking, corking and loads of other words too Mega Drives to give away!

'Did he just say *give away*? Like for free? What, pay no money at all?'

He certainly did, and that's what we are going to do. Anyone can grab one of these Mega Drives, all it'll cost you is the price of a stamp and you'll be in with a chance of becoming one of a pair of proud owners of Britain's latest gaming sensation.

Alright, alright, I'm getting to the bit where you find out what you have to do.



## THE RULES

Employees of Future Publishing and Virgin Mastertronic may not enter the competition. The judges' decision is final and no correspondence will be entered into. Cut out pictures of characters stuck onto photos will not be accepted. Include a suitable S.A.E. if you want the picture returned. Getting help from anyone else to make your costume is fine (in fact it's a good idea! Go for it!).

## HOW TO ENTER

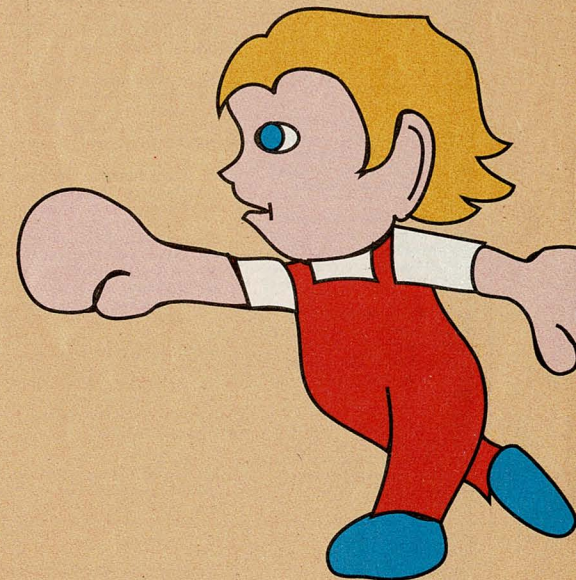
All you have to do to stand a chance of winning one of these machines is getting a load of old clothes together, dress yourself up as your favourite Sega character and then get someone to take a photograph of you. Wait for the picture to come back from the developers and then send it in to: **Mega Drive Compo (hope I win!), S Magazine, Future Publishing, 30 Monmouth Street, Bath Avon, BA1 2AP.**

Then the expert panel of judges (the Ed, Kev the crayon, Ssly and the Prof.) will all get together and pick out the two they liked the best. Simple innit?

If you're having probs thinking of someone to dress up as, here's a couple of ideas... erm... *Alex Kidd*... or how about *Psyco Fox*?... or maybe the golf ball from *Golfmania*? Don't worry too much about having a brill' cossie, the winners will be those who've really made an

effort, just popping down the local joke shop and getting a fox head and putting it on won't win you any prizes. Make the mask yourself (doesn't matter if it looks more like an elephant than a fox, at least you've had a go and that's what counts).

Once you've got the photo back, pop it in an envelope with your address and age and the character you're supposed to be (that's 'cos the Prof. never plays games and he wouldn't know *Alex Kidd* from Adam) and anything else you think the judges would like and get it to the above address before **September 20th**. Once we've gone through the entries we'll print the winning pics in the mag and let the winners have their prizes (we may even award a few spot prizes like tee-shirts and badges and carts to any entrants who don't win but had a really good go, or made us laff, so you may come out with something after all!).



# SMALL ADS

Send in your **FREE** small ad form to: Small Ads, S magazine, 30 Monmouth Street, Bath, Avon BA1 2AP.

## FOR SALE

For sale Sega Master System mint condition only 4 months old boxed. Also 2 games Golden Axe and Kung Fu Kid. £110 ONO. Phone James on 0272 329482 after 4pm.

Sega Master System for sale with 16 games including Rastan, all three W/Boys, Psycho Fox. Everything boxed as new. Worth over £480 sell for £250. Call Steve on 0272 842820.

For sale Great Basketball VGC. Used twice £15 phone Darren on: Cheltenham, Glos 242010.

For sale Double Dragon and Ghost Busters will sell for £15 or swap for Dynamite Dux or Kensiden. Contact Ross on 741 790 (0621) All games boxed with instructions.

Will sell Dynamite Dux for £15 ONO or swap for Rastan tel: Jon on (02993) 2933 after 5.00pm.

Commodore64 for sale with over 120 games excellent condition 1 joystick 1 pair of paddles 1 Screw driver to adjust heads worth £260 yours for £180 great bargain buy it. Liverpool 4805457.

Altered Beast, Golvellius. £10 Transbot £5 or swap for Spy vs. Psycho, Galaxy Force, Psycho Fox. Swap Fantasy Zone, for Dead Angle. Fareham 285404.

Monopoly for sale was £30 now £17 or will swap for almost any good games ring 061 368 0051 any weekday after 4pm. Ask for Graham.

Spectrum +3 with Taperecorder and leads and over £500 worth of software with 3 joysticks for £300 contact Steven after 6.00pm 0772 615161, 33 The Mattings Lofnton Preston PR4 5ZS.

For sale Pro Wrestling was £25 sell for £15 and Teddy Boy was £15 sell for £10 (cart) phone Darren on (0602) 754627 (Nottingham) after 4.30pm. Weekdays good luck!

Sega with 3 games for sale games inc. Time Soldiers, Great Golf, and Quartet worth £160 sell for £70 (excellent condition) phone (0705) 477384 ask for Lee.

Spectrum +3 6 months old mint condition comes with tape recorder lead etc games and light phaser worth £435 sell for £300 contact Jonathan on (Bristol) 243483. After 6pm.

For sale Sega Light phaser and cartridge. £20.00 or may swap for game. Sega control stick £8.00 both ex. condition still in boxes phone 061 724 7034.

Golvellius for sale. £25 new sell for £15 or swap for Chase HQ or Op Wolf. Manor House Northstoke Bath, Avon, BA1 9AT. 0225 327265.

Master System eleven games including Phantasy Star, Shinobi, Out Run, Wonderboy and loads

more its worth £350 I will accept £250 ono. If your interested contact me Paul on 051 339 8016.

For sale Action Fighter £10 Alien Syndrome £15. Enduro Racer £10 Chop Lifter £15 will sell separate call Magnus Jnr on 0955 83 365. Anyday after 7pm. The lot £40.

For sale Great Golf. Space Harrier, Galaxy Force £10 each, F16, Spy V Spy £7 each Y's £12 all boxed perfect condition. Phone 0242 242591.

Sega Master System with controls boxed brand new with five games Golden Axe, Afterburner, Wonderboy III, just to name a few £110 ONO tel: Ferdos 081 368 4956.

Master System, light phaser, 6 games and two control pads for sale. £120 tel: 0908 679792.

Sega Master System with two games, Altered Beast and Shinobi. All boxed; in excellent condition. Selling around £70 or lower. Please contact Vincent (0268) 747565 after 5.00pm, except weekends.

Sega Master System Plus with light phaser and four games (excluding two built in) all as new for £130 (or very near offer) phone Nigel after 4.30pm. Weekends 0268 775209.

Sega Master System, excellent condition, plus three games inc. Captain Silver, Wonderboy III, Penguin Land, plus Speed King, joystick as new £90.00 ONO.

For sale or swap: Thunder Blade and OutRun sell for £15 each or swap for Chase HQ, Bomber Raid or Great Golf. Phone 081 539 1183.

8 cheap games in excellent condition. Inc Vigilante, Shinobi, After Burner and many more. Prices from £10 to £17 call 081 504 4547 after 6pm. Ask for Toby.

Sega Master System with four games includes, Golden Axe, R-Type also has 2 control pads £90 ONO tel: Steven 0532 825254. (Totally boxed as new)

Will swap Rampage for Wonderboy 3, or Afterburner. Tel (0482) 829 651. After 5pm. Ask for James.

For sale: Five top Sega games Psycho Fox, California games, Shinobi, Galaxy Force, R-Type, each £12 to £14. Excellent condition all boxed with instructions. Phone Andrew after 4pm. 05395 63355.

Master System for sale. Also 2 joypads, 2 Rapid fire units. 1 Joystick, 12 games which includes Psycho Fox, Wonderboy III, and Rastan worth £400 sale £165. Phone (0272) 353604.

3D glasses mint condition boxed. £20.00. Also CBS coleco vision games £5 each over 20 left. Plus the video games machine £20. Alan 65 Lime Grove, Dodinghurst, Essex. 0277 822793.

Two Ninja Turtle Video tapes, each contains 8 different episodes swap for Sega carts or swap. Also Wonderboy III to swap for Double Dragon, Wonderboy II tel: 0532

622869.

For sale or swaps Wonderboy in M.Land or Shinobi for £20 or both for £30 if your interested phone Richard (Cumbrian) 870863. South Wales.

Out Run £15 Rocky £15 or both for £30 if interested phone Dennis on 081 330 6401 now.

Cheetah joystick in working order plus game for the Spectrum 48K including Paper Boy Ghost Goblins, BombJack 1 & 2, Commando, Airwolf, Battleships plus many others worth £40 for you £15.

For sale. Fantasy Zone 2, with no instructions sell for £10 contact Joe after 6.00pm on 071 693 8678.

Quick sale Kensiden, Black Belt, Double Dragon, Thunderblade, Secret Command, Choplifter and light phaser. Up to £15. Ring Tim on 081 398 1135 after 4pm.

Sega Master System for quick sale, barely used inc. Two joypads and eight games, boxed with full instructions etc. All for only £55 phone Matt (0494) 783203 hurry.

## SWAPS

I will swap my Vigilante, Pro American football for R-Type, any Alex Kidd. Other games considered. Telephone (0375) 641852 after 4pm.

Anyone willing to sell Y's for £15 or Phantasy Star for £20 or swap either for Galaxy force. Ask for Luke on 0277 227028. After 4pm, Mon and Wed only.

Wanted Psycho Fox. Will swap for R-Type, Ghostbusters or Out Run, Dynamite Dux. Phone South Wales 895863 and ask for Gavin. Only after 4.00pm. Please I'm desperate.

Will swap Rastan, Dynamite Dux, Shinobi, Psycho Fox or Double Dragon for Basketball Nightmare, Ghostbusters, Cyborg Hunter, Captain Silver or Zillion II Ring Daniel on 0274 566747 after 7.30pm.

Wanted Spellcaster, R-Type, Wanted, Golden Axe, Rastan, Doube Dragon, will swap for Wonderboy 1 and 3, Rocky, Transbot, Casino games, After Burner, Phone Mat on 0272 567609 after 6.00pm.

Atari 520ST wanted! Will swap for Sega, Control pads, 13 games including R-Type, Wonderboy III, Space Harrier and Lord of The Sword. Contact Dave on 0942 59963 anytime!

Will swap Wonderboy or R-Type for Shinobi or D.Dragon phone Cloin on 0923 771694 or Rocky for either Shinobi or Double Dragon. Also for a poke for R-Type phone me.

Wanted Pro Wrestling willing to swap for Rocky plus After Burner tel

Paul 0670 716665 after 7pm.

Wanted Shinobi, Double Dragon, Rastan, Pro Wrestling and California games. Price dependant on condition tel: (0454) 316765.

I will swap Vigilante or Wonderboy 2 for altered Beast or Pro Wrestling or Double Dragon. Phone Matt on 0889 578858 after 4pm.

Please could someone send me R-Type. I would swap for Shinobi, Golvellius or After Burner ro buy for £15.00. Contact on 0480 459575.

Sega games System wanted no games wanted pay up to £40 tel Matthew on 021 445 5065. Address 8 Station Road, Alvechurch B'Ham, b48 7SD.

Will swap Vigilante, Global Defense for Spellcaster, Space Harrier or Enduro Racer. Phone Jason on 0536 200088 (Northamptonshire only).

I will swap my games for yours I have R-Type, Altered Beast, American Baseball, Alex Kidd II, Choplifter, After Burner. Any game on negotiation. Phone Mathew on Rugby 71678.

I will swap my Basketball Vigilante or Afterburner, for Golden Axe, Shinobi, WorldSoccer, Wonderboy, Rocky. Contact Gaz on (0492) 623649.

I will swap Transbot for any good games preferably Time Soldiers or Pro Wrestling call David on 071 627 0373. It is a cart.

Have got for swaps, Altered Beast, Rambo 3, Y's, Shinobi, Casino games, will consider anyhing ring After 5.00pm ask for Johnh.

To swap I have Double Dragon, Kensiden, Aztec Adventure and Rastan all offers considered Please ring 061 486 0359 and ask for Dave.

I am willing to swap Golden Axe, California games, Shinobi, R-Type, Dynamite Dux, Fantasy Zone 4, Wonderboy, and Altered Beast, Rastan, wanted for Psycho Fox, Thunderblade and Ghost Busters (0252) 20939.

I will swap my Rastan for R-Type or Basketball Nightmare phone 021 742 3224 and ask for Leon.

Will swap After Burner, Secret Command, Wonderboy 3, for Psycho Fox, Wonderboy 2, Dynamite Dux, Golden Axe or any other new titles. Contact Leigh on (0422) 376250.

Anyone in B'Ham area willing to swap their RamboIII, Rocky, California games, for my After Burner, My Hero, or Vigilante interested phone Dean on 426 2372.

Will swap Vigilante for Out Run, Golden Axe, Phantasy Star, Rastan, Psycho Fox, Wonderboy 1,2, Y's, Shinobi, Chase HQ, Space Harrier, Spell-Caster, Choplifter. Or any other good game. (0293) 517813.

For swap World Soccer, Out Run, Pro Wrestling, Rocky want Cloud Master, Shanghai, after Burner, R-

Type, Wonder Boy III. Also will swap light phaser with cartridge, Lincoln (0522) 535936.

Will swap World Soccer, Psycho Fox, Space Harrier for Golden Axe, Double Dragon or California games Vigilante. Ask for Stuart. (020406) 6142.

Wanted: Y's or Phantasy Star. Will pay £22 or swap for Cyborg Hunter or Altered Beast. Phone Scott 0324 31365 after 8pm. Must be in good condition with instructions.

Wanted: Pro Wrestling, Galaxy Force or Great Basketball for swap or buy contact Peter after 6pm on 081 337 4121.

Will swap Dead Angle Teddy Boy, Alex Kidd, Altered Beast, Time Soldiers, Action Fighter, and Zillion send your swap lists to David Cresswell 19 Linstead Way, Wandsworth London SW18 5QA.

I will swap my Shinobi for Bomber Raid and my Golden Axe for a light phaser call Adrian on (0238) 523729 games must be in perfect condition like mine.

I have Altered Beast and World Soccer will swap for Pro Wrestling, R-Type, Shinobi, or Double Dragon. Must have Box and Instructions. Phone after 3.45pm, any time weekends. Tel: 0202 517169.

I will swap my Double Dragon for your Psycho Fox or Pro Wrestling for Shinobi phone Stuart at 0928 714422. At weekends.

Wanted Urgently Pro Wrestling swap for Rambo, Lord Of The Sword, or Tennis Ace phone now on Liverpool 486 6002 after 4pm.

Will swap Shinobi, Alien Syndrome, Power Strike, Global Defense, After Burner, for Dynamite Dux, Golden Axe, Psycho Fox, Captain Silver, GhostBusters, Rastan or Monopoly. Contact Simon (0428) 2486 after 6pm.

I will swap my Thunder Blade or OutRun for Rastan, Phantasy Star, Spellcaster or Golden Axe. Phone Andrew on 0752 344701

Swap my Shinobi for either Psycho Fox, Wonderboy in Monster Land or Basketball Nightmare ask for Andrew. Phone 091 410 4680. After 5pm Mon to Thurs. In good condition.

I would like to swap my After Burner for Basketball Nightmare, Slapshot, Great Volleyball or Y's. Please contact Jason on 0685 89308 after 4pm.

I desperately want to swap Golvellius for Rampage (in good condition). Write to - Claire, 153 Fennycroft Road, Hemel Hempstead, Herts or phone (0442) 231 502.

I will swap my light phaser 3 months old for any one of these games. R-Type, Powerstrike, Double Dragon, Soccer, Shinobi if interested write to 9 Longmeadow, Tiverton, Devon EX16 6EH.

Will swap Lord Of The Sword, Cyborg Hunter, Zillion, Golvellius for any Wonderboy games or Shinobi or After Burner. Phone Gareth on (0623) 29858 after 4pm.

Swap Thunder Blade, Space Harrier, Kung-Fu Kid for Wonderboy 1+3 or R-Type if you're interested call me on (0532) 461524 (ask for Sean, after 4pm) will consider other games.

For swaps Shinobi Double Dragon, After Burner any two for your OP Wolf, Golden Axe or one for Space Harrier phone Billy on 061 793 8883 after 4pm.

Mega drive owners to swap, buy sell carts. For more info send SAE to: Grant Ross, Whinhill, Castle Road, Cruden Bay, Aberdeenshire, AB4 7NE. Also anyone want Golden Axe?

Willing to swap Golden Axe, Altered Beast, R-Type, Rampage, Wonderboy 3, for Basketball

Nightmare, Tennis Ace, Shinobi, Wonderboy, Dynamite Dux.

I will swap Rampage Nightmare, Captain Silver, Golden Axe, Out Run, or any good Sega game. Please phone now on 021 704 9560 after 6pm.

Will swap World Soccer, Great Football, Great Basketball or Time Soldiers. For California games. Enduro Racer Slap Shoot or any others not wanted phone (0265) 51947 between 7.00-8.30 weekdays.

Swap Psycho Fox, Wonderboy1,2,3, Shinobi, Vigilante for Tennis Ace, Golden Axe, BasketballNightmare, DynamiteDux, Great Volleyball, Golvellius, Chase HQ. OP Wolf. Or any other game. Phone Chris between 5pm-7pm on 031 339 7424.

I will swap my Penguin Land, R-Type and World Soccer for Shinobi, Lord of the Sword, Wonderboy II and Y's ask ofr Daniel tel (0234) 213588 bye!

For swaps: Kung Fu Kid Space Harrier, Choplifter and Pro Wrestling for Golden Axe, Psycho Fox contact Aidy on 444986 (0425).

I will swap my Ghost Busters for one of the following:- Rampage, Phantasy Star, Capt. Silver, Vigilante, Zillion II, Rocky, Kensiden. Must be boxed with instructions. Tel: 0222 61995 after 7pm.

Will swap or sell (£20 each) Golvellius or Psycho Fox for either Dynamite Dux, or Wonderboy2. All in very good condition, with instructions. Phone Ben on 081 946 3480.

Swap Fantasy Zone the maze or After Burner for Rastan, Rampage, Space Harrier or any other games call Paul on Belfast 70527 after 4pm. On week days only.

Will swap Light Phaser games Rambo III and wanted for Altered Beast or others phone 0734 413376 or write to Nathanael Potter 193 Long Lane, Tilehurst, Reading Berks, RG3 6YW.

Swap Transbot, Enduro Racer for Fantasy Zone, Golden Axe, Monopoly or any other fame offerings phone (0592) 264629. Ask for Steven call after 7pm.

Will swap R-Type, Power Strike, Shinobi, F-16 for Rastan Wonderboy3, Golden Axe, Psycho Fox, any other good games tel (0925) 223706.

Will swap my R-Type, ThunderBlade, Golf, Monopoly or Double Dragon for your VolleyBall, Rocky, Ghostbusters, American Baseball (not I repeat not Great Baseball) phone Phil after 5pm on (0625) 873104.

I will swap After Burner, Power Strike, Rampage for Double Dragon, Psycho Fox, Wonderboy III Cal Games call Jo (0572) 722585 6pm-8pm.

I want American Baseball, Y's, Phantasy Star, any Fantasy Zone, Secret Command, World Grand Prix. I have World Soccer, Basketball Nightmare, Psycho Fox, Spy V's Spy. Phone Rod (0295) 262894.

I would like to swap my Shinobi, Out Run, Space Harrier, for World Soccer or Pro Wrestling and if any persons will swap one of my games for Chase HQ Tel: 0272 248407.

Will swap World Soccer for any of these games, Phantasy Star, Miracle Warriors, Basketball Nightmare, Psycho Fox, Casino games or any Wonderboy tel Marcus on 0454 776371.

I want to swn any of these for Pro Wrestling, Dyanmite Dux for Penguin Land, Teddy Boy, Ghost House, Super Tennis, The Ninja, Lord Of The Sword, Telephone Simon (Sussex) 541265. Other Offers.

# MAILBAG

Swap Out-Run, AK Lost Star, World GrandPrix, Rampage want AK HiTech, G-Axe, Double Dragon, Capt Silver, Dynamite Dux, Psycho Fox, Battle Out-Run, Phantasy Star. Phone Mike 0633 874196.

Will swap my R-Type for your Golden Axe. My Enduro Racer for your World Soccer. Phone (0792) 883052 after 4pm.

I will swap my Rastan, for Wonderboy 3, and my Vigilante for Spell Caster. Write to: 14 Owlswood, Ridings Mead Estate, Salisbury, Wits SP2 8DN.

Does anyone want to swap my Rastan, Shinobi or Captain Silver for R-Type, Golden Axe or Spell Caster if so phone 021 742 3224 and ask for Leon (Birmingham).

Will swap AK Lost Stars, OurRun, GhostBusters, Rampage for Battle OutRun? Thunder Blade, R-Type or any other Mega games. Ring Ben on 0636 707469 after 4pm. Chase HQ wanted too.

Will swap Vigilante, ThunderBlade and Shinobi for World Soccer, Pro Wrestling, Altered Beast, Out Run, Casino games or Psycho Fox. Please call Mike after 4pm on 071 624 2476.

Have Alien Syndrome, Y's, Kensieden and Wonderboy III, will swap for Phantasy Star, Spellcaster, California games, or Rampage. Others considered. Phone Paul on (0924) 264631 evenings.

Swap my Spy Vs Spy, World Soccer, Rambo III, for Rastan, Shinobi or Double Dragon. Any other good games considered. Call Tony after 5pm on 081 954 8785.

I want Thunderblade, Dynamite Dux, Cloudmaster, Wonderboy III, or Penguin Land. I will swap for Wonderboy I, or Captain Silver call (0592) 721 222 after 4pm. Ask for Malcom.

Will swap R-Type for Spell Caster tel: 081 303 1253.

I will swap my 3D Glasses + 3D Maze Hunter game for Your handle controller phone Craig on 091 3857265 after 4pm.

I have Monopoly I will swap for Cal games Psycho Fox or Fantasy Zone two. Ring Manchester 368 0051 and ask for Graham after 4pm.

I'll swap my Afterburner for your Kung Fu Kid or any other good games. Phone Nick: (081) 445 3539 (Will pay £10-£15 inc P+P) I'm Desperate!

Will swap Double Dragon, Secret Command, Galaxy Force wanted for Wonderboy III, Monopoly, Golden Axe, Casino games. Tel: 041 427 4898.

Will swap R-Type, Rastan, Shinobi, Galaxy Force, Choplifter, Rambo 3, for Altered Beast, California games, Monopoly, Thunder Blade, Bomber Raid, Wonderboy, Golden Axe, or other carts. Phone Rich 0922 56094.

For swaps: Wonderboy III or Thunderblade with full instruction for Psycho Fox, Dynamite Dux or The Baseball and I'll give you £5 if you swap with me. Tel: (0222) 616557.

Swap Shinobi or Enduro Racer for Rambo III or Out Run call me on 865253 (Kent) and ask for Karl.

I will swap Golvellius for nearly any other game especially Rastan or Wonderboy. Call Jamie on (0481) 65055.

Swap OutRun, Power Strike, Aztec, Alex Kidd2, HangOn, Astro Warrior or maybe Golden Axe for Psycho Fox, Galaxy Force, Altered Beast or any other good games. Phone (0243) 553007.

Swap Rampage, World Soccer, Ramboll (excellent condition boxed with instructions) for either Galaxy Force, Spellcaster, Casino games, Rastan, Battle Out Run, Op Wolf, Slapshoot. Ring Preston 745004 after 6pm.

I will swap my Cloud Master or Double Dragon for Golden Axe, Wonderboy in Monsteland. Phone Gavin on (081) 399 3941.

Swap my Space Harrier Ghost Busters for Shinobi, Altered Beast Psycho Fox, Wonderboy 1to3, Vigilante call Andy on 0260 270677 after 5pm.

I will swap Rampage, Lord Of The

Sword for Tennis Ace, World Soccer or Golden Axe. Call Stewart after 6pm on 0761 37384.

I will swap my Rambo III, Out Run or Rampage for your Monopoly or Casino games phone (0538) 360312 after 5pm. And ask for Matthew.

Willing to swap Psycho Fox, Bomber Raid, Rastan, Wonderboy 2, Power Strike for World Soccer, Space Harrier, Shinobi, Ys. Contact Andrew, 8 Scott Close West Drayton Middx UB7 9DX or phone (0895) 445056. After 5pm.

I will swap my Out Run or Rampage or Ghostbusters for Golden Axe or any other good games phone Max Smith on 0636 525578.

Will swap Out Run and Hang On, included as one, for The Baseball. May take other offers. Tel: Geoff on (0222) 621065.

I will swap my Vigilante . Por American football for R-Type, any Alex Kidd. Other games considered. Telephone (0375) 641852 after 4pm.

Has anyone out there got Pro Wrestling if so will swap Time Soldiers for it. Contact Luke Nask, 49 Dode Road, Tilbury Essex, RU18 7DB. Please hurry.

Wanted Psycho Fox. Will swap for R-Type, Ghostbusters or Out Run, Dynamite Dux. Phone South Wales 895863 and ask for Gavin. Only after 4.00pm. Please I'm desperate.

Will swap Rastan, Dynamite Dux, Shinobi, Psycho Fox or Double Dragon for Basketball Nightmare, Ghostbusters, Cyborg Hunter, Captain Silver or Zillion II Ring Daniel on 0274 566747 after 7.30pm.

Anyone in the B'Ham area willing to swap their R-Type, Double Dragon, World Soccer or Rambo III for my Vigilante, My Hero, Shinobi or After Burner. Phone Dean 021 426 2372.

Wanted Spellcaster, R-Type, wanted, Golden Axe, Rastan, Double Dragon, will swap for Wonderboy 1 and 3, Rocky, Transbot, Casino games, After Burner, Phone Mat on 0272 567609 after 6.00pm.

Atari 520ST wanted! Will swap for

Sega. Control pads, 13 games including R-Type, Wonderboy III, Space Harrier and Lord of The Sword. Contact Dave on 0942 59963 anytime!

Will swap Wonderboy or R-Type for Shinobi or D Dragon phone Cloin on 0923 771694 or Rocky for either Shinobi or Double Dragon. Also for a poke for R-Type phone me.

Will swap Out Run, Quartet, Double Dragon, Wonderboy III for nearly any other game. Send games list to J.C. Pawson at 6, Dawden Grove, Alton, Hants GU34 2HH.

Wanted Pro Wrestling willing to swap for Rocky plus After Burner tel Paul 0670 716665 after 7pm.

Wanted Shinobi, Double Dragon, Rastan, Pro Wrestling and California games. Price dependant on condition tel: (0454) 316765.

I will swap Vigilante or Wonderboy 2 for altered Beast or Pro Wrestling or Double Dragon. Phone Matt on 0889 578858 after 4pm.

Please could someone send me R-Type. I would swap for Shinobi, Golvellius or After Burner ro buy for £15.00. Contact on 0480 459575.

Will swap Vigilante, Global Defense for Spellcaster, Space Harrier or Enduro Racer. Phone Jason on 0536 200088 (Northamptonshire only).

## WANTED

Wanted Wonderboy III, wanted by Ben age 9. Phone 0727 50849.

Wanted Sega Light Phaser will pay up to £20 ring Bern on 0284 87626.

Wanted Sega Megadrive and Sega 8Bit software and hardware. Ring 081 890 0807 and leave a message or write to G. Schofield, PO Box 13 Feltham Middx. TW14 8AH.

Wanted instructions for Wonderboy in Monster a photocopy will do. And issues 2 & 3 of S. Will pay £2 for

each. Ring after 5pm and ask for Simon.

Wanted back issues of Sega No1 to 6. Phone Cambrigheshire 63703.

Wanted Rampage and World Soccer will pay up to £10 contact Paul on (0788) 72040.

Wanted any Sega Card. Especially Teddy Boy / Ghost House pay £8 each. (0206) 562959.

Wanted a good condition Arcade machine for £30-60 if you have or know of one for sale please contact: 43 Mare Leys, Linden Village, Buckingham, Bucks MK18 7AY or phone (0280) 815777.

Wanted California games, Altered Beast, Out Run, Shinobi, Wonderboy III, and Double Dragon. Will pay £10 each. Darle Cottage South Newbalde York. Tel (0430) 827260 ask for Dom Ring after 5pm.

California games and Golden Axe wanted in very very good working order and boxed. Will pay £10 to £13 for each. Please contact Ian on Redhill 766946 after 6pm. Thankyou.

Wanted first issue of S will pay £1.50 plus postage and packing. I will send and SAE. Tel: 061 428 7734.

Wanted 3D glasses and game. Will swap for my light Phaser and Rambo III. Contact Lee: 30 Turnfield Road, Cheshire SK8 1JQ. Tel: 061 428 7734.

Wanted World Soccer, Spellcaster Dynamite Dux, California games, Kenseiden, Casino games. I'll pay £15 each. Phone 0562 68462 after 6pm. Consider swaps. Tel: 0562 68462.

I will buy your games of your for as much as £10 yes £10 good deal or what ask for Chris you deliver phone 061 4343 888.

Wanted World Soccer and issues 1-6 of S. Phone Matthew on (0204) 71264. Also wanted Dynamite Dux and Psycho Fox.

Will anyone sell me Time Soldiers for £12 or Battle Out Run for £15 phone 060 124 634.

Wanted Sega good condition only

will pay upto £25 phone 081 778 9163 ask for Bing after 3.30pm hurry.

Is there anyone Our there who wants to sell World Soccer for around £10 to £15? If so please contact Ben on (0246) 566451 after 4pm. Thanks.

Wanted good condition Sega Master System willing to pay up to £50, willing to pay £20 extra for light Phaser phs games, games must include Rastan Tel: (0255) 422315.

## HELP!

For Thunderblade is there any way to cheat by using a level select code etc, call David at any time after 5pm on 0446 711337.

For infinite lives on Double Dragon, do ten round house kicks and a punch at the beginning of mission 4.

## PEN PALS

I am Mark and would like anyone any age with a Sega to write. Address 54 Hulberry Place, Ryhill Nr. Wakefield WF4 2BD. I am ten years old. Phone 726443.

My name is Ant (age 9) I own a Sega and a few games, I'm also a Turtle fan. I would like a pen pal aged around 9 to 11. Write to Mill Bungalow, St. Ives Road, Hemming Ford Grey.

Hi my name is Robbie Parker I am Eleven I own a Sega and some games. I like acid music and American Football. Contact 5, Newlock Road, Liverpool, Anfield L42UU.

Sega mode Bi-monthly and dedicated to the Sega, now sold separately 80p issue. Issue 3 out now. Issue 4 August to Andrew Hudson, 6 Albermarle Road, St Ives Cambs PE17 6UN Dont miss it!

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**Signed**

**A** long time ago, in a galaxy far, far away (but not THAT galaxy) there was a small creature with big ears and a thirst for adventure. Son of King Thunder and Patricia (not to mention spiritual son of Saint Nurari – sounds a bit dodgy!), Alex Kidd – for it is he – is about to embark upon his most dangerous quest so far in his life (mind you he's spent the last seven years on Mount Eternal, learning the subtle art of breaking rocks with his bare hands, so he hasn't exactly been painting the town red up until now).

On his way down from Mount Eternal one day, Alex bumps into some geezer who's about to kick the oriental bucket. "The city of Radactian is in grave danger," he croaks, giving Alex a map of Miracle World and a medallion made of Sun Stone before promptly snuffing it. Resisting the temptation to smash the medallion with his bare hands (to show how hard he is) Alex decides to pocket the jewellery and take a look at the map. "What does it all mean?" thinks Alex. "Maybe I'd better head home and find out..."

And so begins the long trek through Miracle World. From Mount Eternal, Alex heads across country to his home City of Radactian – and then onwards to his destiny (heav-eee!) as the plot slowly unfolds.

Alex's actions are displayed as a scrolling platform-cum-punch 'em up as the Kidd

# ALEX KIDD IN MIRACLE WORLD



Grab the cash A! Smash the block A!

tromps through the 11 locations of Miracle World, swimming through underworld kingdoms, negotiating lava-filled caverns and hacking his way through demon-inhabited castles. Be warned – this is no picnic...

Alex meets all sorts of odd creatures and people on his travels, most of whom think he's a grotty little oik and would turn him into Kidd-flavoured jelly as soon as look at him. He may look a bit of a puff, but Alex has one meaty mother of a right hook, which can be used to demolish all but the most powerful of his adversaries with one blow. His stone-smashing talents also come into play as a means of overcoming the trickier parts of Miracle World. If there's no way through – smash the wall!

There are also loads of golden boxes dotted around which can be punched to reveal all sorts of juicy collectibles – some good (money bags, extra lives, and a 'power bracelet' smart-bomb gizmo), some bad (ghosts and a bad case of the jitters!). The doshola can be used at shops to buy ultra dead-

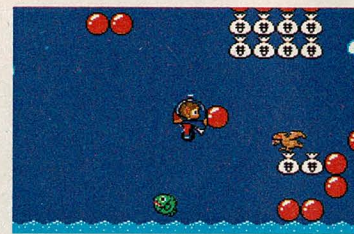
useful equipment, like the sukopako motorbike (makes Alex invincible), a peticopter (pedal-power flying cycle), cane of flight (levitating doobie) and other such whizzo gadgets, all of which help to keep Alex going – and in one piece!

Kiddy's biggest life-risking problems come in the shape of Stonehead, Scissorhead or Paperhead who lie in at the end of certain locations. These guys like nothing better than a game of 'Janken' – the old hand game where scissors beats paper, paper beats stone, and stone beats scissors. If Alex can win against these guys twice, they disappear in a cloud of molecules and trouble him no more. If he doesn't, the consequences don't bear thinking about!

As well as the Sun Stone medallion, there are four other treasures which have to be collected in order to enable Alex to solve the riddle and bring peace to Radactian. He also has to rescue members of his family, destroy Janken the great and stay in one piece – a tall order for such a short Kidd!

## VERDICT

In typical **S** fashion, we've dealt with the Alex Kidd games in reverse order, covering ol' big ears' first adventure last of all. Last but not least, though, since *Alex Kidd in Miracle World* is by far the best of the trilogy (doesn't say much really,



Up and away in the peticopter.

'cos the other two are very poor!).

*AKIMW* is a classic game style – an arcade adventure with loads of different activities, plenty of hidden secrets and a whole world to explore! There's enough variety in things to see and do to stop things getting repetitive, and a host of interesting ideas to avoid the action getting too straightforward.

For instance, when Alex goes swimming, the normally sensitive control method turns to mud as you struggle to steer him past the rocks and fish!

You get the chance to indulge in pixel-perfect platform action, greed-inducing goodie collecting, beating up baddies, flying, biking – and all requiring a dose of quick thinkin' and quicker reactions! No matter what games style you prefer, *Alex Kidd in Miracle World* is deserving of a place in your collection (why else would they build it into the Master System II?).



Evil KnAlex Kidd! Get out of the way frog!



Ooer! Mind that tentacle thingy!

**PRICE** £24.99

**PLAYERS** 1

**CONTROL**



### GRAPHICS 72%

▲ Solid cartoon-like visuals all the way through: colourful and clear  
▲ Simple animation on the characters but they all look and move really well

### SOUND 64%

▲ Jolly soundtrack and jingles keeps the quest from getting too heavy  
▲ Over the top cartoony spot effects match the action exactly!

▲ Lovely tinkly sound on collection of money

### DEPTH 94%

▲ 11 different areas to explore and discover  
▲ There's more to this adventure than simply hitting the fire button  
▲ If variety is the spice of life, this one's hotter than a napalm madras!

### ADDICTION 90%

▲ The mission is nicely weighted so you can progress a little further

each time

▲ You never quite know what's coming next, but you damn sure want to find out!

▼ It's a shame that there's no save game or continue options – it's a long way from start to finish!

## S-FACTOR 93%

A superb arcade adventure which you'll keep going back to until the quest is at an end!



# RAMPAGE!

**S**mash and grab raids take on a whole new meaning when you're a 50ft lizard, smashing cities and gobbling up the inhabitants. That's just what you can do in

*Rampage* though and you don't even have to be a lizard if you don't want to be. You can be a hairy and very wild gorilla or even a hairy and very wild wolfman if the mood takes you. Best thing to do though is try out all three because each monster has different abilities – Ralph the



George smacks Lizzie – and Lizzie blubs.

wolfman has the strongest punch while Lizzie the lizard can move really fast and George the gorilla is the best at clinging onto buildings.

You and a chum can each take charge of one of these overgrown beasts and go literally on the rampage through 10 cities. In each city the game task is the same, you climb up the sides of the buildings and knock enough holes in them to cause them to collapse. While you're clambering all over the structures you can even have a pop at anything that's moving nearby (or even stationary things if you're feeling particularly destructive). Remember to jump off the building once it starts to rumble and shake though or you'll go down with it and suffer some damage to yourself.

You can also get yourself hurt by being hit by the tanks, helicopters and snipers the city authorities send in to put a stop to your jolly japes – why can't they understand,



Ralph smacks George in the eye – just for the fun of it while the troops cheer!

monsters just want to have fun! Take too many hits and your life meter at the top starts to take a tumble and when the thing runs out you turn into a measly, squirty human. But while you're still monster sized a quick slap with one of your mitts puts a stop to most vehicles and grabbing hold of the snipers turns them into a monster energy-restoring snack. Yummy yum.

You can even gobble up the innocent tower-block dwellers who appear at the windows occasionally begging for help and mercy, and every one chomped restores energy so turn a deaf ear to their cries and nosh away!

Of course when you're playing the game the monsters are supposed to be cooperating with each other to destroy the cities as quickly as possible, but anyone out there with a wicked streak in them will be pleased to know that you can also slap each other around if there's nothing to do. Good fun eh?

And there you have it. Mayhem on a grand scale. Will Dallas, Chicago and New York ever be the same again?

## VERDICT

This building bashing stuff is a great lark, especially when you've got a friend to help – or compete against – you. It lacks variety in the long run, but trashing all 10 cities will take a while (most cities have a weak spot which should be found and exploited) and *Rampage* is one of those games you'll want to come back to again and again. Getting to

grips with the control method takes a while and you die frequently in one player mode, but it's still great fun and a great Past Master.



George swats away a dynamite stick.



Wooh! Steady on Georgie boy!



Take that, ugly grey building!



Chomp, chomp. Yummy squaddies!

**PRICE** £29.99

**PLAYERS** 1 2

**CONTROL**

get killed a lot which can be very frustrating

## S-FACTOR 84%

One of the best 'fun' games around. It may be well old but it's really good at bringing out the destructive nature in us all. T'rifric lighthearted fun that's also got a meaty slice of good gameplay.



### GRAPHICS 80%

- ▲ Monsters are really well animated
- ▲ Every city is different so things don't become dull
- ▲ All the buildings are highly detailed
- ▼ It's sometime difficult to see some of the smaller objects and people

### SOUND 68%

- ▲ Jolly tunes and effects complement the destructive action

### DEPTH 56%

- ▲ With 10 cities to trash the fun

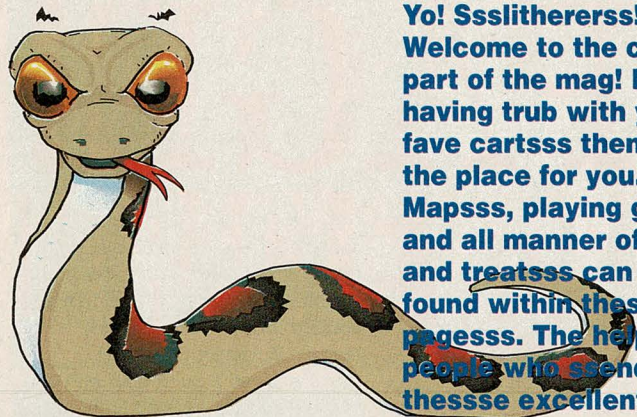
doesn't stop for a long while

- ▲ In two player mode it adds excitement when you start fighting each other
- ▼ More variety in the action would have been nice

### ADDICTION 75%

- ▲ It's a laff gobbling up the residents and biffing the tanks and trams and so on
- ▲ In two player mode it's even more fun
- ▼ It lacks a bit of sparkle when you're playing solo and you tend to

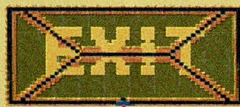
## A Little Bit of Ssly Help



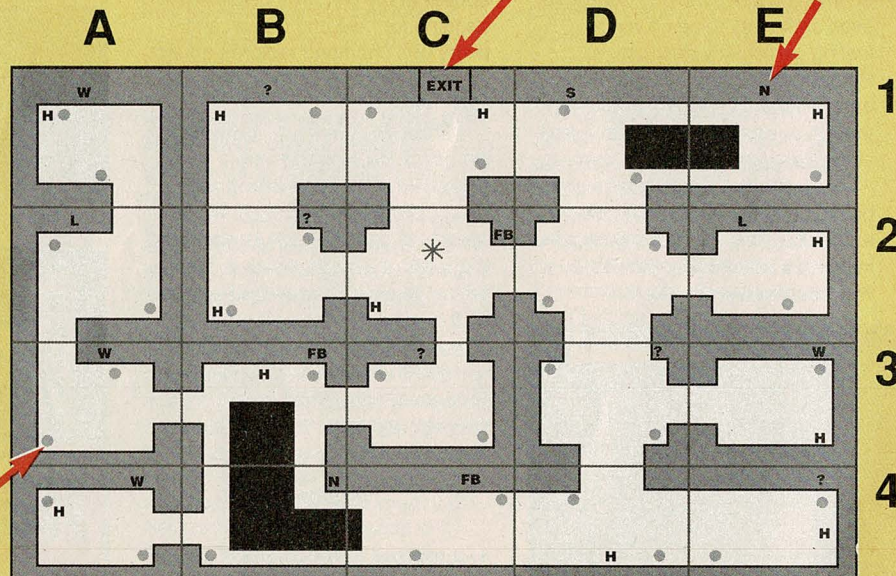
Yo! Ssslithererss! Welcome to the coolest part of the mag! If you're having trub with your fave cartsss then thiss is the place for you. Mapsss, playing guidess and all manner of tricks and treatsss can be found within thesse peggess. The helpful people who spend in thesse excellent maps

and guidesss become instant memberss of the Order of Sslitherers, a very exclusive club of which I'm the head. If you'd like to join the gang, spend ssome time mapping and writing a playing guide to your fave gamess and send it in to: A Little Bit of Ssly Help at the usual addressss.

### LEVEL 1



KEY	
	= DEFENDER
	= START
	= LASER
	= WARP
	= NULL
	= FIRE BALL
	= MYSTERY
	= SMARTBOMB
	= HOSTAGE
	= HOLE



#### ALIEN SYNDROME

Yess folkss, for your delectation and delight here are the the mapsss and guidess to the first four levelsss! Yeah! MAPPED BY STEPHEN CRABTREE, NORFOLK

#### ROUTE GUIDE

Start in C2, then move to B2, B1, C1, D1, E1, D1, D2, E2, D2, D3, E3, D3, D4, E4, D4, C4, B4, A4, C4, D4, D3, D2, D1, C1, out. Kill the Boss by shooting at the red strip at the bottom.

# SPACE HARRIER

The complete guide - by Darren Channon, Cardiff.

**P** Level 1 - Moot retty straight forward really. No technique required for the weeds, rocks, trees or planes except shoot them! One helpful thing to avoid the old 'Aaaargh! Get Ready!' is to keep on the move when being shot at and don't stop and go back the way you came. When you come to the Tomos (twice) fly in front of one of them and keep firing (don't worry about getting a tree in the mush, they blow up when they reach the Tomos). As soon as it blows up, move! Boss creature Squillia: Aim for the head when he's coming at you and his underneath when he's running away.

When he's up close move in sympathy with his head the whole time and keep firing (study the movement pattern).

#### Level 2 - Geeza

This starts off with airborne rocks. Stand in the middle of the screen and move up two inches and across to the left an inch. You should then be able to destroy all the rocks before they reach you. As soon as the rocks have been destroyed, move up the screen to the center point to be ready for the Skeggs. Any you don't shoot when they fly past you'll get in the distance.

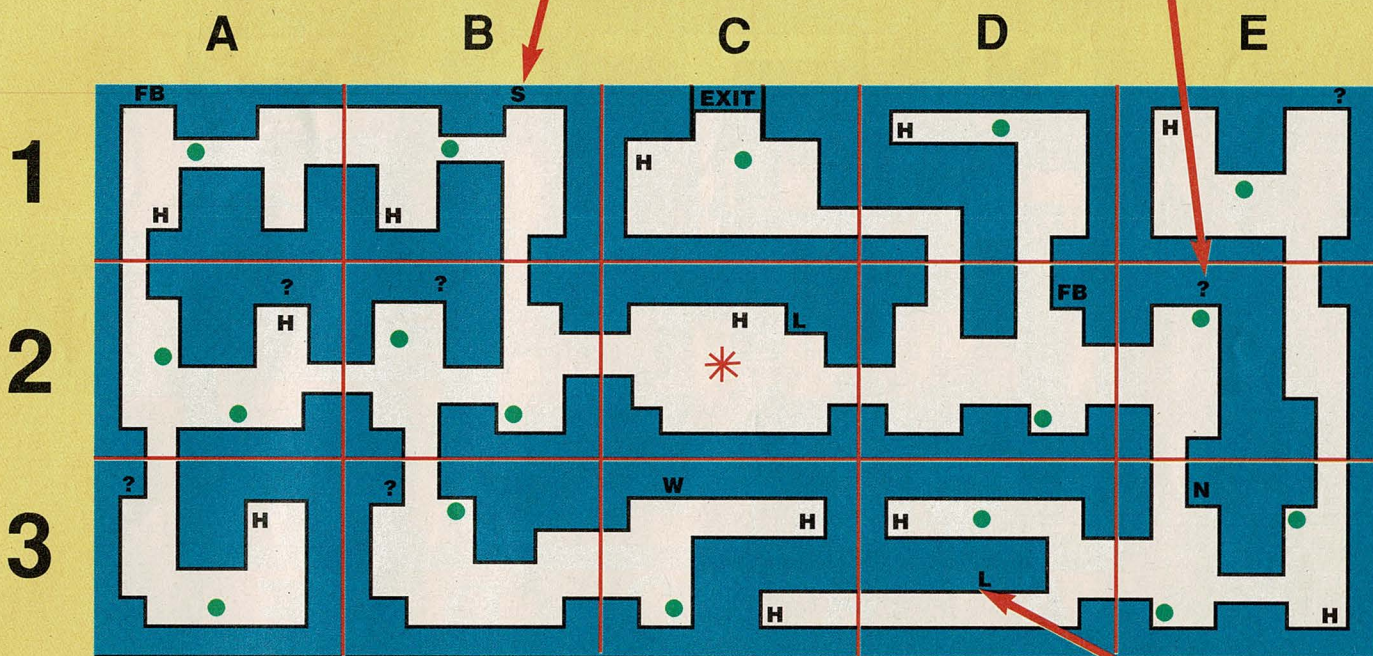
The Ida don't really have a technique (on the ground), but the best place to go is the bottom of

the screen in the middle. When the Ida are in the air, move around in a circle with them and you should get them all. When you come to the next two loads of Skeggs there's not much to do but shoot them! Boss creature Syura: Move up from the middle until your feet are level with the horizon and shoot. Then move to the bottom of the screen and continue firing. When the fire at the centre of the screen has gone, wipe out what ever is left of 'em.

#### Level 3 - Amar

This starts off with Looper (rubber fungi) which go bouncing off in all directions. To destroy them all before they reach you, stand in the middle at the bottom of the screen and move up about an inch. Then move a fraction to the left and you should be able to blast them before they reach you. The planes are easy to get, just watch their flight patterns and be there before them. The next things are the birds which come down, again watch the way they move and get there ahead of the m. Boss creature Godarni: When he comes towards you, shoot his heads and when he runs

## LEVEL 2



### ROUTE GUIDE

Start in C2 then move to B2, B1, A1, A2, A3, A2, B2, B3, C3, E3, E2, E1, E2, E3, E2, D2, D1, D2,

D1, C1, out. Kill the Boss by shooting at the bottom while it's moving.



away, shoot his underneath. As with most things in this game it helps to study the pattern in which it moves so you can follow the heads around.

Level 4 – Ceiceil

Not much to do here except avoid everything and shoot the planes. It helps to keep your eyes on the towers when you're shooting down the planes. Boss creature Doms (robots): Start the attack at the bottom of the screen on the left hand side, a tiny bit off the floor. Pick off the first Dom and then move in a semi-circle, using the floor as the base of it.

Level 5 – Bonus Level, see later

Level 6 – Olisis

Can be quite difficult if you're not careful. Planes, pick them off by going to the top of the screen and shooting while moving left-right. Robots, study the way they move in order to be there ahead of them. They can normally be destroyed before they fire at you by going to one of the bottom corners (which corner depends on what side of the screen they come from). Watch out for the towers and ground rocks. Boss creature

Rollies: Looks like a peanut. Can be destroyed before they reach you by standing at the centre of the screen and to the left (one floor square). If you stay in this position and fire you should kill all of them without being shot at.

Level 7 – Lucasia

Not much to say about this level except keep moving and shooting. Boss creature Tetrahedron: Start the attack at the bottom of the screen in the middle. You should then pick off half of them. The other half should be dealt with by following them around in a circle (same direction).

This way lowers the chances of being shot and kills them effectively.

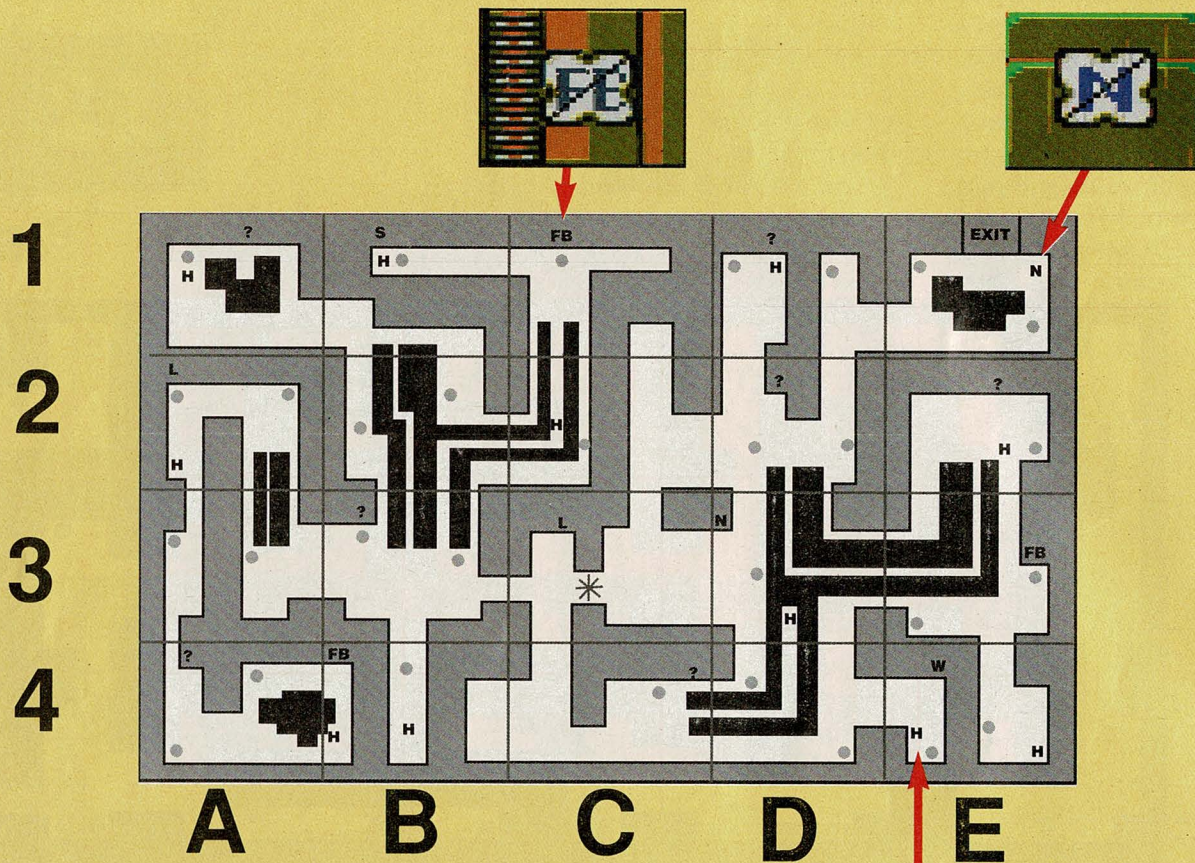
Level 8 – Ida

A very crowded level, so keep firing and moving.



Here's how to deal with the foes: Rocks – shoot them! Ground Ida – shoot them! Airborn Ida – same way as Tetrahedron. Tomos – more

## LEVEL 3



### ROUTE GUIDE

Start in C3 then move to B3, B4, B3, A3, A2, A3, A4, B4, A4, A3, A2, A3, B3, B2, C2, C1, B1, C1, C2, B2, B3, C3,

C4, D4, D3, D4, C4, D4, E4, D4, D3, E3, E4, E3, E2, E3, D3, D2, D1, E1, out. Kill the Boss by shooting at the eyes while they're wide open.

aggressive than the ones on level 1 and shoot more so you can't stand in front of them. Stand in one of the bottom corners and run (fly) past them shooting. Planes – fly above them and shoot

(they run into your fire!). Boss creature Syura: Stand at the bottom of the screen to the right a little to start the attack then follow him around when he stops firing.

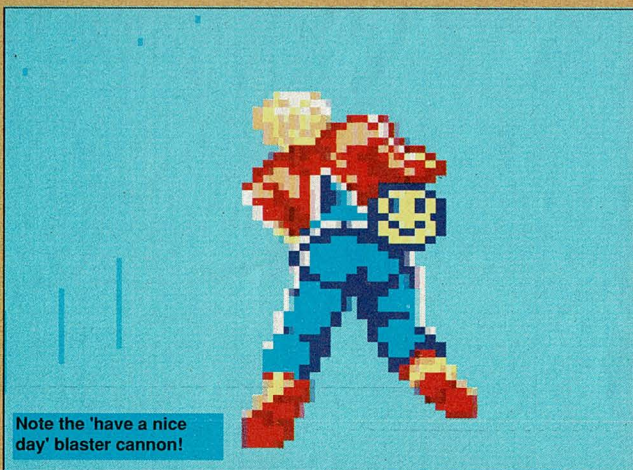
Highly packed with Space Harrier butting towers, so watch out! Really it's yer old level 3, so everything is destroyed in the same way. Boss creature Tomos: Stay in the center of the screen to start the attack and for there on it's a case of watching the attack pattern so you can stay one step in front.

Level 11 – Porms

Stand a tiny bit off the ground in the middle and you'll be able to destroy almost everything before it reaches you. Your only problems are two mean robots that come at the end when you think you've finished. Stand in the top right corner just past the word 'score' and you will kill them before they can shoot at you. Boss creature Godarni: Boney version of the Boss on level 3, so destroy him in the same way.

Level 12 – Bonus level, see later

Level 13 – Erm... what's this one called Darren? Deal with the robots with both techniques i.e. going to either the bottom corner or into the middle off the floor a bit. Deal with the planes the same way you dealt with them in level 6. Boss



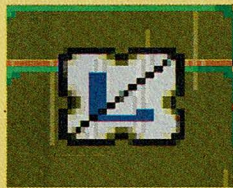
Note the 'have a nice day' blaster cannon!

Level 9 – Revi

Same as level 6. Boss creature Doms (robots 3): Get rid of the first two by flying into the centre of the screen and shooting. To destroy the last one, move to the bottom of the screen (in the middle) and shoot like crazy! When he reaches you, move up and shoot his head (when he moves backwards, keep shooting him). When he starts shooting move to the left and then up to get away (keep firing). He then moves left and runs into your fire and blows up if you've shot him enough. If you haven't you're in deep doo-doo!

Level 10 – Minia

## LEVEL 4



1

2

3



4

5

6



A

B

C

D

**ROUTE GUIDE**  
Start in D3 then move to D2, D3, D4, D5, D4, D3, C3, C4, D4, C4, B4, A4, A5, A4, A3, A4, A3, A4, A3, A4, A5, A4, B4, B3, B2, C2, C1, out. Kill the Boss by shooting at its legs from the side while it's moving.

On level 4, if you go left from B3 or B4, you come out in A4. But going right from A4 always takes you to B4. Likewise going right from A4 or A5 takes you to B4. But going left from B4 always finishes in A4.

creature Octopus: Kill in the same way as Rollies on level 6.

Level 14 – Asuite.

As level 9. Boss creature Syura: Same as level 8 Boss.

Level 15 – Vicel

You now come to a point in the game where all attackers are the same as have appeared earlier, so deal with each one as you did earlier. Boss creature Squillia: same as level 1 Boss.

Level 16 – Natura

Doms (robots) all the way through. Stand at the bottom of the screen, in the middle, a little way off the floor (just like level 11). Boss creature Dom's mother ship and more Doms: Kill the

Doms that come from the sides of the screen and then shoot at the hatch where the Doms come out. You can now kill them as soon as they come out and you do not run the risk of being shot at.

Level 17 – Nark

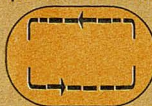
Just the same as level 15. Boss creature Wi Wi Jumbo: Shoot the middle of Wi Wi J and the shell-like thing will disappear uncovering Wi Wi J

who will now die after a few shots. Watch out for the flying rocks though!

Level 18 – Absymbol

This final stage is ALL the Boss creatures so you

have to know how to destroy them. There is one exception though, Haya Oh, and here's how to destroy him: Move in a pattern like this and keep firing.



Move this way 'cos that's the way they move, so you'll lessen your chances of getting shot.

Bonus stages.

On the bonus stages (5 and 12) hit five or under and you will be awarded with an extra life (besides the one given when you reach five million). A spaceship also flies past and if you shoot it down you are

awarded 10 million points. If you're looking for a high score then try to hit five on each bonus level, because each one is still worth 50,000 points.



Looks like the next batch of Gremlins are in Space Harrier!

SMAGE

# WINNERS

Ass well as becoming memberssss of the Order Of Slitherers, Darren Channon and Stephen Crabtree will also be gaining themselves a FREE cart (picked by me) for thier troubles. What a prize eh? I bet you're jealousss aren't you? Well, there's nothing sstopping you running off with just ssuch a groovy prize yourself. All ya gotta do is spend a little time and effort contributing to this, the best ssection in the mag.

# FREE CARTS! FREE CARTS!

If you have any tips, cheatsss, mapsss, complete playerss' guidess, special features or anything worthy of inclusion in the best ssection in the mag, why not drop me a line at the usual address: A Little Bit Of Ssly Help, S Magazine, Future Publishing, 30, Monmouth Street, Bath BA1 2AP. We'll try and help you out on most gamessss but please don't include sstamped, addresssed envelopes because we just ain't got the time to write everyone perssonal repliess. Sorry. It's ssomething we'd like to do but the Ed just keepsss me far too busss to make it possible. Any road up, hope you like the *Alien Syndrome* maps and the *Space Harrier* guide... what's sstopping you doing the same ssort of thing on *your fave* cart?

## S.O.S.

Ok sslithererss, here's the bit where I helpsss you mere mortalsss out. Adrian Fallows of Stevenage writess: 'I've owned Phantasy Star for over a year now and I discovered that you had some excellent tips in S3, which is now sold out. How can I find Corona tower and King Lassic?' Ssly repliess: 'Go to the planet Dezoriss and seek out the Dezoriss cave, ssearch through the cave until you find the Laconian Sshield. Head northeast to Corona tower and climb to the top. Here you will find a Dezonian who will who tradess your

Amber eye for the Torch. Proceed to Altiplano plateau and 'use' the torch on the laerma nut tree, You will recieve the Laerma Nutsss. Return to Motavia. In the mountains ssouth of the lake where you previously obtained the Mirror Shield is a cave. Find Tajim (Noah's teacher) and fight: you recieve the Frad Mantle. Return to Scion. Head north to the Baya Malay tower, which iss ssurrounded by a wall. Enter the guard tower with Noah's 'open' magic. Ansswer 'No' when the Robot Cop asks if you have your passs, then kill him. When you exit the tower you will be on the other side of the wall. Head left and up to

the cave. Move through the cave until you reach a lava pit. Ussse the hovercraft to cross the pit and then go southeast to reach the Baya Malay Tower. Take the stairs and locate Damor on level 5. Answer 'Yes' to all his questionsss until he asks if you believe everything he ssaysss, and then say 'No'. When he asks if you're calling him a liar say 'No' and he gives you the Crystal.

Make your way to the ssecond level and collect the Miracle Key. When you finally reach the top and sstand on the roof 'use' the prissm and then feed the nutss to Myau and you will fly to Lassic's Castle.'

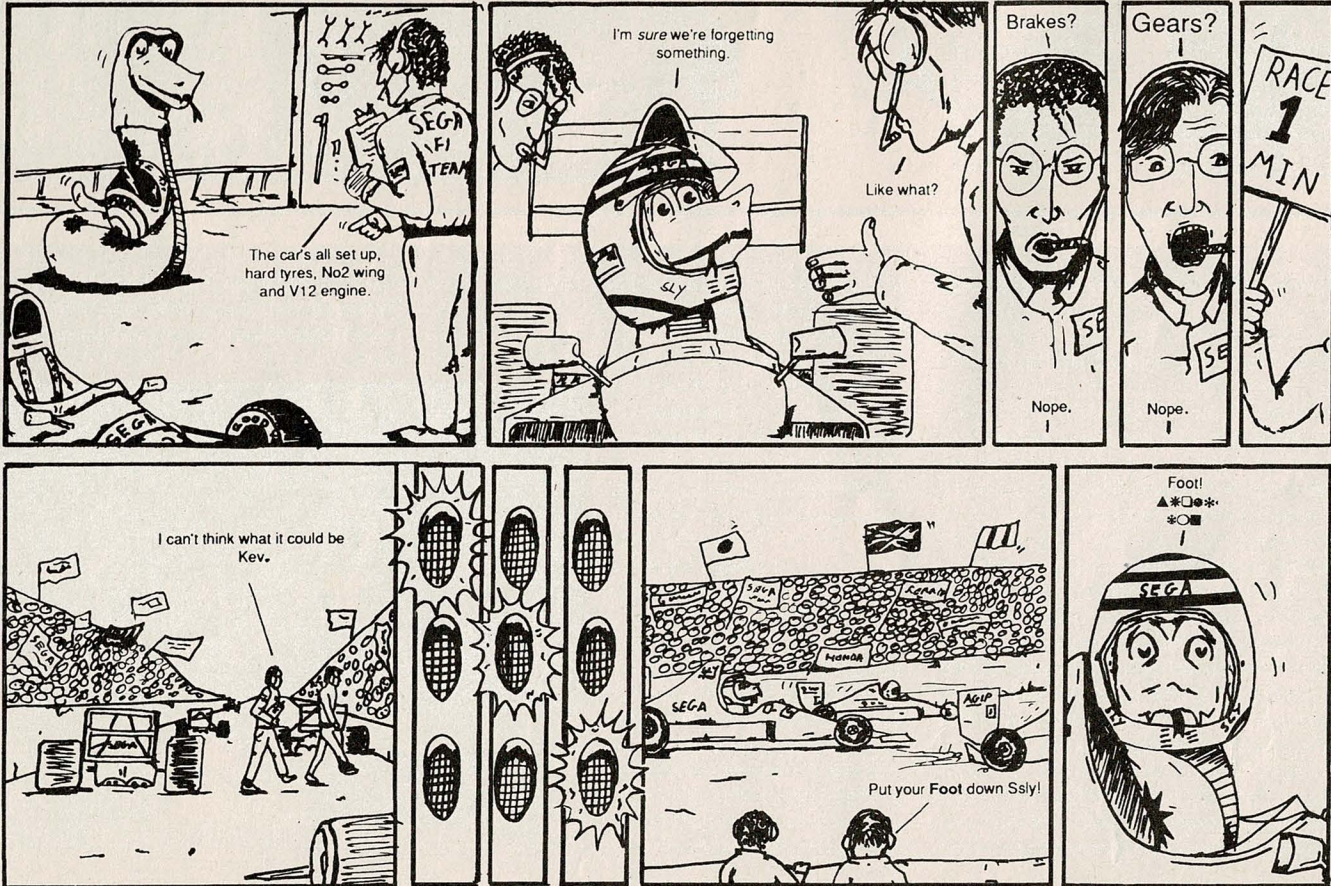
## Ssly SCORE HEROES

Adam Barratt gets his third place Ssly score on *R-Type* by "Applying a lot of concentration". Robert Hill from Sutton gets his on Pro-wresting by "If your opponents get the chair then jump onto the corner post, then onto your opponent this makes the chair disappear, but it only works when you're Orient Express or Crush bros".

Ssssso keep ssending in those Ssly Scores, keep ssending in your tipss on how you got the sscores and keep ssending in your photoss.

## Ssly's adventures... in Monaco

By Simon Chittenden



# SSLY SCORES

**ACTION FIGHTER**  
1,065,510  
Matthew Guite, Manchester  
1,060,320  
Terence Allford, Devon  
546,540  
Daniel Deacon, ?

**AFTERBURNER**  
31,183,000  
Lee Bradford, Bristol  
29,876,000  
James Tonks, Olton  
28,790,600  
Sean Gaff, Birmingham

**ALEX KIDD AND THE LOST STARS**  
764,000  
James Wilcox, Surrey  
735,000  
Nathan Jarvis, S Humberside  
593,900  
Robert Hill, Sutton

**ALEX KIDD IN MIRACLE WORLD**  
960,200  
Richard ?, London  
111,000  
Jonathan Coulsom, Sheffield  
109,700  
Darryl Cooper, ?

**ALIEN SYNDROME**  
528,100  
Paul MacDougall, Kent

**JANET BAKER**

504,000  
Chris Hammond, Solihull  
491,000  
Waqar Shah, Derby

**ALTERED BEAST**  
510,100  
Richard Brown, Norwich  
478,700  
Robert Watkins, Cheltenham  
473,200  
Paul Butterworth, W Yorkshire

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

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

**BANK PANIC**  
1,687,450  
Louise Nisbet, Northampton  
865,400  
James Whiting, Northampton  
810,850  
Paul Arthur, Surrey

**BLACK BELT**  
1,084,600  
Ben Manito, ?  
1,026,300  
Lee Fullard, Bilston  
999,400  
Simon Adams, Bedford

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

**BOMBER RAID**  
2,600,020  
Steven Llewellyn, Glamorgan  
2,440,500  
Maxwell Jebson, W Yorkshire  
1,340,900  
Graeme Evans, Greenford

**CAPTAIN SILVER**  
236,400  
Robert Hill, Sutton  
156,700  
Sean Gaff, Birmingham  
152,300  
Abdul Mokid, Oldham

**TONY HAWK**

**CASINO GAMES**  
\$1,300,040  
Frank Tily, Bristol  
\$1,300,020  
Gary King, Stevenage  
\$1,293,070  
Ross Gentle, St Neots (PINBALL)  
111,270  
Carl Marsh, Oldham

**CHOPLIFTER**  
6,002,800  
Tony Hawk, Birmingham  
6,002,400  
Matthew White, Warley  
6,002,000  
Chris Hammond, Solihull  
2,094,200  
Lee Fullard, Bilston

**CLOUDMASTER**  
896,600  
Steve Willingham, Hull  
740,000  
Paul Fawson, Surrey (UK Sega Champ)  
603,900  
Garety Price, Cardiff

**DEAD ANGLE**  
228,400  
Graeme Evans, Greenford  
227,000  
Peter Leung, Luton

**DOUBLE DRAGON**  
830,857  
Martin Ward, Rugby  
827,450  
Richard Elsbury, Shropshire  
820,600  
Sean Gaff, Birmingham

**DYNAMITE DUX**  
816,910  
Icy Cockayne, Merseyside (you're a cool ssslitherer, Icy!)  
699,040  
Matthew Mobbs, Witney  
688,020  
Stephen Mawhinney, Ballymena

**ENDURO RACER**  
Time 5:45.02  
Christopher Kitson, Inverness  
Time 5:50.28  
Keiron Felton, Fareham  
Time 5:54.57  
T Bennett, Bedford

**FANTASY ZONE**  
44,747,600  
Edward Bowes, Saddleworth  
19,791,000  
Icy Cockayne, Merseyside,  
6,784,200  
Sean Lawrence, Manchester

**FANTASY ZONE II**  
8,011,100  
Mrs Fenney, Sheffield  
7,421,000  
Andrew Craven, Cardiff  
7,404,300  
Emma Spillip, Gwent

**FANTASY ZONE - THE MAZE**  
477,930  
Andrew Mobbs, Witney  
473,130  
Matthew Mobbs, Witney  
395,520  
Janet Baker, Reading,

**GALAXY FORCE**  
424,600

Iain Gentry, Hillingdon  
421,600  
Icy Cockayne, Merseyside  
415,400  
Andrew Mills, Luton

**GANGSTER TOWN**  
600,750  
David Barrall, Cardiff  
528,200  
Russell Freeman, Essex  
380,450  
Esse Farnworth, Kent

**GHOST HOUSE**  
1,773,400  
Darren Richardson, Catherington  
1,503,800  
Ian Neate, Cradley Heath  
1,021,200  
Scott Jeavons' Dad, Bolton

**GHOSTBUSTERS**  
\$947,160  
Richard Elsbury, Shropshire  
\$500,200  
Fysal Barlow, Essex  
\$490,300  
John Roulston, Birmingham

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

**HANG ON**  
5,999,950  
Craig Francis, Wolverhampton  
5,034,700  
Gary Hunt, Doncaster  
4,825,580

Nicholas Fox, Redditch

**KENSEIDEN**  
558,400  
Paul Houghton, Dorset  
518,721  
David O'Brien, N Harrow  
329,200

**JAMES DEAR**

Simon Barratt, Cheshire

**KUNG FU KID**  
39,130,000  
Richard Spillip, Gwent  
37,570,100  
Maxwell Jebson, W Yorkshire  
5,450,900  
James Oldham, Longcrendon

**LORD OF THE SWORD**  
2,058,000  
Michael Blythe, Cardiff (Wow! That'ss what I call ssslithering Mike, you sssure you weren't using cheatsss?)  
1,550,000  
Stewart Robinson, Bath  
1,254,000  
Eric Bartlett, Dorset

**MARKSMAN SHOOTING**  
2,495,500  
John Phillips, Walsall  
1,000,200  
Simon Tonkin, Moseley  
707,000  
Gary Hunt, Doncaster

Thiss new Editor chappie iss a bit of a ssticker for ruless you know, he's making your ol' chum Sly's life a bit diff' at the moment (It's no more than you deserve, you slimy pik - Ed) and insisiting that not only do you have to get proof of your SSlly Score (a Polaroid of the high ssscore table, or a written declaration from a parent or guardian stating you've used NO CHEATSS and thingss), but the ssslave driver also wantss all my fans to ssend in pictures of themsselves too! The cheek of the man! I reckon we'll

have to teach 'his lordsship' a lessson or three and beat him at hiss own game by making sssure we sswamp this page with ssscores and snapss, then he'll know jst who's the coolest ssslitherer around these partss.

When you've done the biz, shove it all in an envelope, and ssscribe: Ssly Scores, S Magazine, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2AP on the front. OK? Let'ss show him who really runss this magazine.



**BEN MANITO**

**MAZE HUNTER 3D**  
117,900  
Ken Goldup, Liverpool  
94,200  
Robert Hill, Cheam  
83,600  
Matthew Parsons, Blackburn

**MISSILE DEFENCE 3D**  
721,000  
Duncan Simcox, Chilwell, Notts (Excelleevnt SSlly Score Duncan, well ssslithered!)  
211,500  
Marek Koss, Kidderminster  
143,650  
Luke Wilman, Fareham

**MY HERO**  
1,711,300  
Sean Lawrence, Manchester  
1,409,700  
Stuart Ladbrook, Bexley  
1,258,100  
Richard Pollard, Hull

**OUT RUN**  
88,342,860  
Luke Metcalf, Cleveland  
71,164,270  
Luke Tredget, Shenfield  
70,162,240  
Jim Spillip, Gwent

**OUT RUN 3D**  
41,884,330  
Matthew Parsons, Blackburn  
30,420,120  
Luke Tredget, Shenfield  
20,306,120  
David Skyrme, Pontypool

**PENGUIN LAND**  
31,050  
Jamie Evans, Runcorn  
24,100  
David Griffin, Huddersfield  
23,950  
Richard ?, London

**PIT-POT**  
12,400  
Abdul Mokid, Oldham

**POSEIDON WARS 3D**  
168,576  
Graeme Evans, Greenford  
154,164  
William Pearson, Derby  
126,960  
Garety Price, Cardiff

**POWER STRIKE**  
6,839,000  
Justin Dean, Basildon

5,192,340  
T Bennett, Bedford  
4,958,110  
Iain Gentry, Hillingdon

**PRO WRESTLING**  
712,000  
James Dear, Northants  
632,100  
Robert Hill, Sutton  
609,200  
C Jones, ?

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

**R-TYPE**  
2,638,500  
John Roulston, Birmingham  
2,528,400  
D & L Watkins, London  
1,292,700  
Adam Barratt, Bristol

**RAMBO III**  
89,700  
Lee Walker, Stockport  
88,600  
Sean Lawrence, Manchester  
87,400  
Phil Jinman, Rainham

**RAMPAGE**  
1,024,025  
Lee Fullard, Bilston  
1,002,210  
James Evers, Sutton Coldfield  
925,375  
Steven Jennings, Sale

**RASTAN**  
5,898,988  
Ian O'Dowd, Essex  
1,640,500  
Scott McDougall, Edinburgh  
1,599,990  
Esse Farnworth, Kent

**RESCUE MISSION**  
609,900  
Iain Gentry, Hillingdon  
589,800  
Simon Assender, Gwent  
588,500  
André Mason, Kidderminster

**SAFARI HUNT**  
3,490,000  
Peter Headen, Oldham  
3,421,300  
Simon Tonkin, Moseley  
2,871,700  
Richard Elsbury, Shropshire

**SCRAMBLE SPIRITS**  
2,400,900  
Jamie Evans, Runcorn. (Where'sss the photo of you Jamie? - Ssly)  
2,324,800  
Scott Stone, Portsmouth

**SECRET COMMAND**  
1,348,370  
Simon Tonkin, Moseley  
1,247,390  
Alan Barratt, Birmingham  
1,324,200  
Gavin Bacon, Cheshire

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

**SHINOBI**  
1,426,300  
John Roulston, Birmingham  
1,286,100  
Adam Barratt, Bristol  
989,110  
Andrew Goffier, Cardiff

**SPACE HARRIER**  
49,320,440  
Esse Farnsworth, Kent  
45,211,300  
Simon Tonkin, Moseley  
45,144,160  
Matthew White, Warley

**SPACE HARRIER 3D**  
23,410,840  
Andrew Goffier, Cardiff  
15,352,500  
Mark Collins, Kelty  
14,781,602  
Matthew White, Warley

**THE NINJA**  
2,560,150  
Marcel Price, Swansea  
1,495,700  
John Newton, Trierlton  
1,390,450  
James Hanson, Olton

**THUNDER BLADE**  
9,610,000  
James Tonks, Olton  
7,510,260  
Simon Gale, Carlisle  
5,832,900  
Simon Bunford, Birmingham

**TIME SOLDIERS**  
408,000  
James Hanson, Olton  
348,600  
J Carpenter, Wheathamstead  
296,100  
John Roulston, Birmingham

**TRANSBOT**  
2,040,908  
Andrew Jackson, Jarrow  
1,054,180  
Jason Cowley, Stoke-on-Trent  
990,050  
Alex De-Gruchy, Swansea

**TRAP SHOOTING**  
535,400  
Alan Barratt, Birmingham  
337,100  
Keiron Felton, Fareham

**VIGILANTE**  
276,800  
Ian Hutchinson, Dukinfield  
252,920  
Luke Tredget, Shenfield  
242,100  
Scott Jeavons' Dad, Bolton

**WANTED**  
420,720  
Paul MacDougall, Kent  
300,500  
David Barrall, Cardiff  
290,900  
John Phillips, Walsall

**WONDERBOY**  
2,936,306  
Gavin Roulston, Birmingham  
2,892,312  
Robert Newton, Bristol  
1,638,730  
Steve Willingham, Hull

**WONDERBOY IN MONSTERLAND**  
9,293,060  
Stephen Mawhinney, Ballymena  
9,274,150  
Richard Elsbury, Shropshire  
8,925,670  
Paul Arthur, Surrey

**ZAXXON 3D**  
54,400  
Matthew Parsons, Blackburn  
34,200  
Mags Barron, Blackpool  
13,500  
Robert Hill, Cheam

**ZILLION 2**  
3,293,500  
Andrew Swinbank, Cleveland  
2,276,400  
Sean Gaff, Birmingham  
634,000  
Steven Skuse, London

**SIMON BARRATT**

The official biz!! It's the ReAl Thing

# THE OFFICIAL SEGA<sup>®</sup> CLUB

Hi!

Welcome to issue ten of the Sega Club. Something wonderful is about to happen, Virgin Mastertronic is set to launch the Megadrive at the ECES show in September. It will retail for £189.99 and games will sell for between £29.99 and £39.99, with around twenty titles available at launch.

Some of the classic games you can buy include, Super Thunder Blade, Golden Axe, Rambo 3, Forgotten World, Alex Kidd and Ghouls and Ghosts.

**YOU LOT ARE IN FOR A REAL TREAT!**

I got my Megadrive from Japan around 18 months ago and have spent countless hours playing with this arcade quality machine. Unfortunately, some of you have bought imported Megadrives. As was stated by Virgin Mastertronic over 9 months ago, the software being launched via them from September onwards will not be compatible with these imported machines. For anyone considering buying a Megadrive **WAIT UNTIL THE LAUNCH IN SEPTEMBER.**

On the 8-bit front Ultima IV is due for release soon, this is another block-busting role playing game. The Sega line was Red Hot for info and tips on Phantasy Star - Ultima IV is about to set it 'on fire'.

Aerial Attack and Golfmania are due soon (two fun games to play!) and the releases keep on coming with Battle Outrun, Slapshot, Chase HQ and Operation Wolf already out there.

As you will have seen last month there are new t-shirts and sweatshirts with tasty Sega motifs, there are still supplies of the original shirts with "Do me a favour..." which I personally like a lot.

Virgin Mastertronic is also trying to help all you budding musicians with its Sega Song compo. All you have to do is write a song which captures the concept of Sega and send it to the Vernon Yard address. The winning band gets to record their song professionally and it will be released on a flexi-disc through a top computer mag. The closing date is August 20th so what are you waiting for?

The search for the Sega champ is about to start and this year Sega will be touring the country in the Sega Challenge bus. As soon as dates and venues are arranged you will be the first to know.

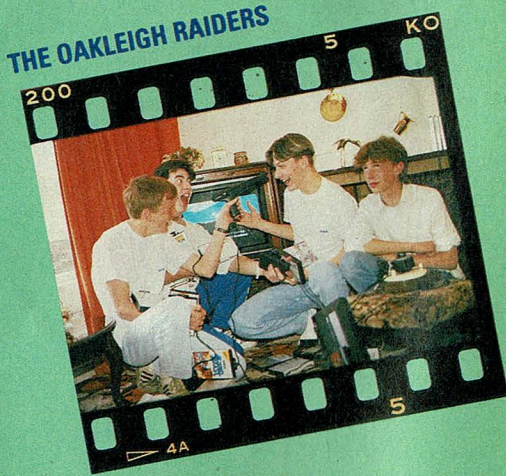
The Sega march goes ever onwards with the announcement that they will be sponsoring the BMX Championships this year. The Sega British BMX Championships will be held on the 25-27th August at the American Adventure Theme Park, so get yourself down there, **YOU KNOW IT MAKES SENSE!**

As you will see next month, I visited a rental store near Blackpool where a shop owner arranged for a special Sega day. This is slightly different from the usual Sega User Group visits I make and if YOU think a local shop would like a visit then pass them the word and get them to ring in on the Sega Hotline to arrange a visit!

TAK



As I mentioned last month I ventured down to Cheshunt to visit Simon Oakley and his band of intrepid Sega players. Simons group is the oldest Sega user Group I have visited to date with Simon Oakleigh, Martin Peck, Gavin Lamberti and Howard Schofield all aged 17. Martin and Howard work full time and Simon and Gavin are still at school.



The group have 26 games between them (not bad!) and they buy their games from The Logic Shop in Cheshunt High Street and Virgin, they have had their Master Systems for a couple of years and have bought a light gun. Their faves include Rocky, Casino Games (any gamblers in the house?), World Soccer (THE BIZ) and Double Dragon. They also treated me to a quick session on the hidden maze game, their best being level four.

The group asked me about the Megadrive and when it will hit the UK ("We are desperately waiting for it"). The good news is that it will arrive in September and have a good library of software. I told them not to jump the gun as the Master System has some dynamite games coming up too!

I told the gang about the new range of discounted Sega games (they did not know about them!) and that they could rent games from video outlets (they do not have many video shops locally but are keen on the idea of try before you buy).

They had a quick session on the Handle Controller and SG Commander.



The verdict?

"The Handle Controller feels quite good but it may just be a little fragile.

The SG Commander is great, you can vary the speed and fire but the diagonals are a bit dodge."

Time was creeping on and it was getting close to THAT moment.

Simon gritted his teeth and challenged me to a head-to-head.

OK I CAN HANDLE IT!

The chosen game was Aerial Attack. Simon used the SG Commander and warned me that he had snapped a controller in half before (temper temper!). I asked Simon if he was nervous and Martin mentioned that Simon's lip and tongue tend to go when he gets into tight corners playing on his Sega (strange man!). Martin also threatened to "Tweak the nose of terror" if I looked set to beat Simon (HUH?).

ENOUGH BANTER!!

The clock started and Simon had two minutes to DO-OR-DIE (and you just know which one I am hoping for!).

Simon tried to slip on the auto-fire, but this is a battle of reflex so he had to play with it off. He kicked around the screen and thumped the fire button with real venom. His lip and tongue started to go and he lost not one, not two but all THREE planes in just one and a half minutes (oh dear!). His final score was 10,700.

I was a little nervous about Martin tweaking "The nose of Terror", but I HAD to give it my best shot. The clock started and I went for it.



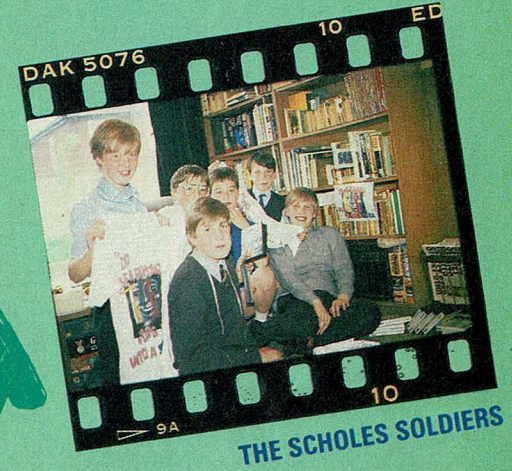
I thrashed around the screen slipping in between the enemy planes and unleashing my missiles and cannon, I held my nerve and at the end of the two minutes I had JUST managed to beat Simon's score with my MEASLY 39,500.

Simon wanted revenge so he challenged me to a quickie game of Footbag from California Games. This is one hot footbag player I told myself as he thrashed me, he tried to convince me that it was the first time he had played it (OH YEAH!)

IT WAS GREAT MEETING YOU GUYS!



My second visit was up north to Hollinwood in Oldham. I had gone up to visit Jonathan Scholes. There are five members in Jonathan's group, Richard Kay (14), Ben Warham (14), Patrick Rafferty (10), Timothy Barton (9) and Helen Barton (12).



The gang have 13 games and buy their carts from Toy's R Us and Vu Data in Ashton. Their faves are Psycho Fox, Wonderboy 3, Safari Hunt and a fave two-player game is Quartet (a golden oldie).

Jonathan had seen some discounted games in Toys R Us but had not been able to find many games to rent locally (come on get your finger out retailers).

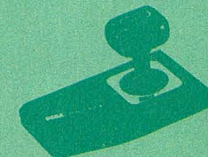
The group felt Master System games were good but some were a little too easy to finish, Dynamite Dux being the main culprit "Good graphics, but too easy to finish".

There was a heavy session on Alex Kidd in Shinboi World. While the others were busy I quizzed Helen about her Sega likes and dislikes, "I enjoy playing Rampage and Psycho Fox. Alex Kidd in the Lost Stars is SO playable and I sometimes use the lightgun for Safari Hunt. Having seen Chase HQ today I think it is brilliant, can you leave it PLEASE!"

SORRY!

I took Jonathan on at Aerial Attack, which of course I had never played before! I happened to notice that he wiped his palms on his trousers and then got down to business. He took to it like a duck to water and at the end of his two minutes he had scored 27,850.

That was a mean score. I picked up the stick and locked my eyeballs to the screen. After some very sporting heckling and gentle pushing from Joseph I had only scored 25,400, clearly I WAS NERVOUS!



IF ONLY I HAD WIPED MY SWEATY PALMS!

SEE YA NEXT MONTH

TAK

# ArE yOu On ThE mAp?

## THE SEGA USER GROUPS IN GREAT BRITAIN!



- |                    |    |                            |
|--------------------|----|----------------------------|
| DOMINIC LEGROS     | A  | LONDON AREA                |
| SIMON SCOTT        | 1  | YARMOUTH                   |
| MARK CICHON        | 2  | KENNINGTON                 |
| KULDEEP CHOPRA     | 3  | HIGH WYCOMBE               |
| JAMIE BAILEY       | 4  | BALHAM                     |
| LEE SINGLETON      | 5  | MONKTON YORK               |
| CHRIS GODFREY      | 6  | RAYLEIGH ESSEX             |
| KEN KENJI          | 7  | DABINGDON OXFORDSHIRE      |
| GUY CONNELLY       | 8  | BARROW IN FURNESS CUMBRIA  |
| SIMON OAKLEY       | 9  | NAILSEA BRISTOL            |
| J SCHOLES          | 10 | CHESHUNT HERTS             |
| CHRIS BARATT       | 11 | HOLLINWOOD OLDHAM          |
| PAUL MICHAEL CHASE | 12 | AYLESBURY                  |
| ARON GREGORY       | 13 | HAYES MIDDX                |
| DARREN BAILEY      | 14 | BARKINGSIDE ILFORD         |
| GARY EVANS         | 15 | LOUGHBOROUGH LEICESTER     |
| STEVEN POPE        | 16 | COULSDON SURREY            |
| MATTHEW TREGALLAS  | 17 | BARTLEY GREEN BIRMINGHAM   |
| JOE WATKINSON      | 18 | BARNSTAPLE DEVON           |
| MIKE SMITH         | 19 | WYTHENSHAW MANCHESTER      |
| SIMON SLEIGHT      | 20 | ROMFORD ESSEX              |
| PHILLIP BEAUMONT   | 21 | SPALDING LINCOLNSHIRE      |
| C PENWRIGHT        | 22 | MIDDLETON MANCHESTER       |
| A DOUGLAS          | 23 | STAINES MIDDX              |
| DAVID SRELSORD     | 24 | CHESHIRE                   |
| B ROSS             | 25 | TUNSTALL SUNDERLAND        |
| TIM KELLY          | 26 | PERTSHIRE SCOTLAND         |
| ALEX HUNT          | 27 | BLETCHLEY MILTON KEYNES    |
| CHRIS MASON        | 28 | STRATFORD LONDON E15       |
| PETER CAVE         | 29 | BRACKNELL BERKS            |
| RUPERT ROBINSON    | 30 | CLARKSFIELD OLDHAM         |
| GERAINT WEBLEY     | 31 | OVERSTONE NORTHAMPTON      |
| JOHN KELLAR        | 32 | PORT TALBOT                |
| ROBERT CHAN        | 33 | WOODFORD GREEN ESSEX       |
| DAVID WOODS        | 34 | CHISWICK LONDON            |
| BRYN MORGAN        | 35 | PRESTON LANCS              |
| CHRIS TALBOT       | 36 | DODFORD BROMGROVE          |
| IAN O'DOWD         | 37 | CUMHARDY MANCHESTER        |
| ALAN BARATT        | A  | RAYLEIGH ESSEX             |
| CHRIS DOLLIMORE    | B  | BIRMINGHAM                 |
| HANZ NELSON        | C  | SHEFFIELD                  |
| STEWART PARTRIDGE  | D  | MANOR PARK LONDON          |
| TOM HESLING BROWN  | E  | BARDESLEY GREEN BIRMINGHAM |
| RUSSELL PHILLIPS   | F  | RICHMOND SURREY            |
| PETER COVE         | G  | LUTON BEDFORDSHIRE         |
| DOUGAL MACLEOD     | H  | OLDHAM GRTR MANCHESTER     |
| PATRICK O'MALLEY   | I  | ISLE OF SKYE               |
|                    | J  | CORK                       |

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

T.T. will come armed with Sega goodie bags to give away.

## HaVe YoU gOt OnE oF thEsE? It'S aBoUt TiMe YoU did..



Galaxy Force

This Month's Fab Offers –  
Galaxy Force · American Pro Football  
If you don't buy one of these two games you've either got them already, or you're completely barmy.

First up – Galaxy Force – normal price £29.99  
American pro-football £29.99

but the sun's gone to our head and we've taken £5.00 off both these which makes each one cost £24.99. Maybe it's us lot here who are mad.



American Pro Football

OFFER

OFFER

# DoN't GeT CaRried AWAY!

## CoMpEtition

The Winners of the  
'Classic Games CD Offer'  
are

The CD Winner – Samantha Williams – Worcs  
and the 5 Runners-Up (winners of T-Shirts)  
Steven Clark – Lincs  
Wai Land Tai – Leeds  
David Corps – Hants  
Daniel Barlow – Glossop  
T. Bennett – Bedford

The Sega 'It's in the Bag' Competition.  
Another great competition from Virgin  
Mastertronic. This time we've decided to make  
it a little more difficult than usual.

All you have to do is guess what's one of the  
items in the bags!! It couldn't be easier or is it?  
We will give the two winners the items in the  
bags.

So send your answers to Virgin Mastertronic  
at the usual address and don't forget your  
membership number, expiry date plus your  
name and address.

The winners will be announced in a future  
issue of S.

Send to

'It's in the Bag' Competition  
Virgin Mastertronic  
2-4 Vernon Yard  
Portobello Road  
London W11 2DX



## GeT yOuRSElf IN tHe CluB!

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

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

Sega competitions: There will be exclusive competitions with VERY exclusive prizes. These will

be held through the club and at special venues throughout the year.

Sega Promotions: These will be special events held throughout the country, with plenty of Sega goodies on display and a chance to meet the faces that make Sega tick in the U.K.

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

NO CASH, ONLY CHEQUES & POSTAL ORDERS GUYS!

NAME .....

ADDRESS .....

TELEPHONE NO. ....

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

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

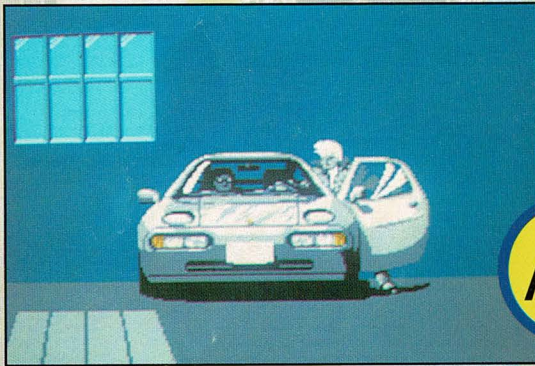


OPERATION WOLF £29.99

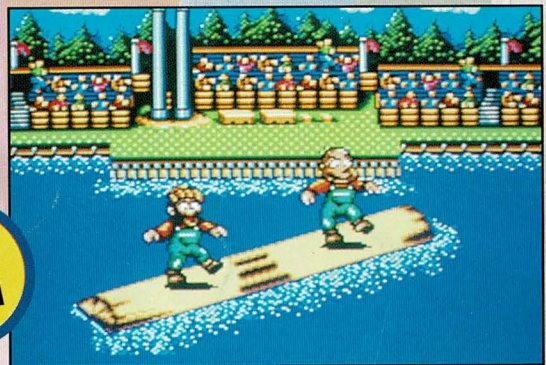
# SEGA<sup>®</sup>

FROM

*Virgin*



CHASE HQ £29.99



WORLD GAMES £24.99



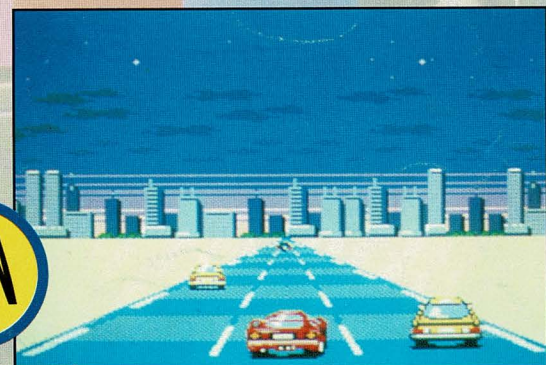
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