

NUMBER ONE FOR MASTER SYSTEM AND MEGA DRIVE REVIEWS!

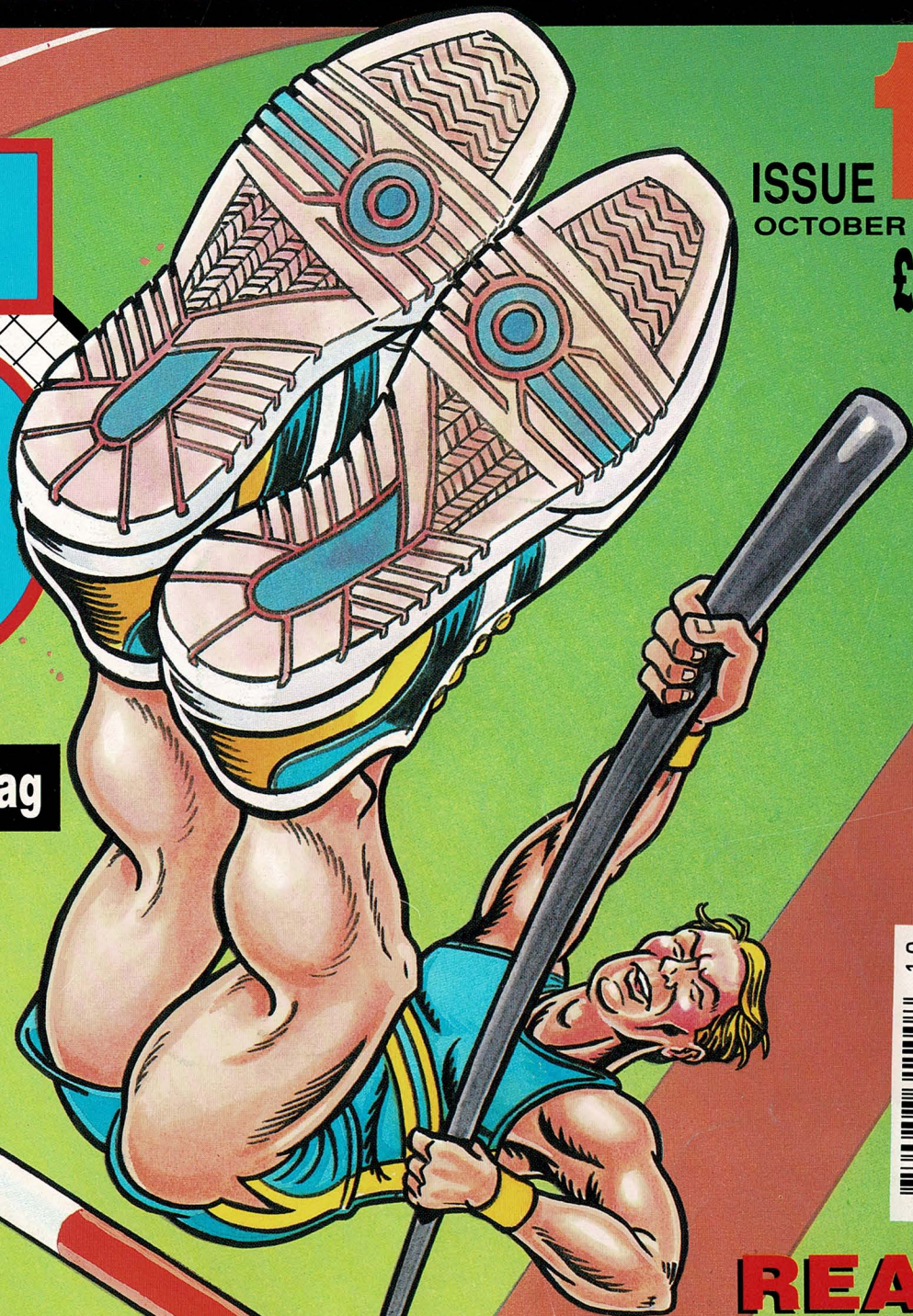
11

ISSUE
OCTOBER 1990

£1.25

S

The **SEGA** Mag



**REACH
NEW
HEIGHTS
IN
SUMMER
GAMES!**

**PLUS! Ssly's playing
tips on the latest
games.
News that no Sega
fan will want to
miss.
And lots, lots more
besides!**

BLAM!!

THE DEFINITIVE GUIDE TO LIGHT PHASER GAMES



“ DO
ME A

FAVOUR ...

PLUG
ME INTO A

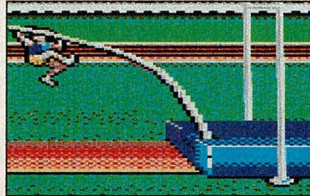
SEGA[®]
from *Virgin*

VIRGIN MASTERTRONIC LIMITED
16 Portland Road, London W11 4LA

INSIDE

THE BIG REVIEWS

4 SUMMER GAMES – Only one new game for review this month but don't despair this is definitely the lull before the storm of Master System and Mega Drive stuff that's gonna swamp us and keep us working until Midnight everyday without even a round on *Golfmania*...



"Ungh! Hurhpp! Whee! Oops! Ouch!

PAST MASTERS

- 20 ROCKY** – Get your gloves on and get ready to smash someone in the face! Hard-hitting action all the way.
- 21 SHANGHAI** – A game played using Mah Jong tiles. Now you can play it without having to buy a Mah Jong set!
- 24 THUNDERBLADE** – The helicopter arcade smash and Sega Challenge game comes under the Past Master's microscope.
- 25 TIME SOLDIERS** – More arcade action and excitement.

ISSUE 11 OCTOBER 1990

EDITOR Andy Smith
 ART EDITOR Kevin Hibbert
 SEGA CLUB EDITOR Tony Takoushi
 PUBLISHER Greg Ingham

All enquiries and correspondence should be addressed to:

S The Sega Mag
 Future Publishing Ltd., Beauford Court, 30 Monmouth Street,
 Bath, Avon BA1 2AP
 Telephone **0225 442244**

COLOUR REPRO RCS Graphics, Torquay, Devon
 PRINTERS Redwood Webb Ltd., Melksham, Wilts

COVER ILLUSTRATION Mike Roberts

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



© Future Publishing Ltd. 1990
 The company responsible for *Amiga Format*, *ST Format*, *Commodore Format*, *New Computer Express*, *Your Sinclair*... erm *8000 plus*, oh yes, *PC Plus*... *Mac Publishing*... Ooh! *Classic CD*, mustn't forget that and *Amstrad Action*.

No part of this magazine may be reproduced without written permission from us.

SPECIALS

- 8 STUNNING PHASERS** – **S** straps on its holster and rounds up the cream of the Light Phaser crop. Find out which one's you're missing.
- 13 GUNS FOR GRABS** – This can't go on! Another amazing compo, this time we've got **TWO** Light Phaser packages up for grabs!
- 18 SEGA SPLASH 4 STARLIGHT** – All the stars were there, lining up to meet the Ed and ask his advice on the latest games. Turn to page 18 and discover what *really* happened.
- 19 SEGA CHALLENGE REPORT** – Find out where the Mega Bus has been and what it's been doing, Oooh!



Oooh! Look it's our Sonia! Oooh!

REGULARS

- 6 STUFF!** – All the latest gossip and news to get your teeth into. Keep up with the latest happenings here.
- 14 SCRIBBLINGS** – If there's something on your mind, something you desperately need to find out, check out the letters pages and see if someone else has had the same thoughts.
- 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 this out!

GAME TEST

- 26 A LITTLE BIT OF SSSLY HELP** – Crumbs! How do they keep doing it? This month *Cyborg Hunter* and *Action Fighter* come in for the Ssly treatment (with a bit of help from some members of the **Order of Sliithérs**).



Look I can jump higher than you!

- 31 SSSLY SCORES** – If you reckon you're pretty hot on the ol' joystick and think you can get a high score then this is the place to look for the competition. Check out the mug shots of the dudes and dudettes who really are **hot**.

SUMMER GAMES

Fancy yourself as a bit of a Steve Cram but haven't got the legs? Never mind, now you can live your dream from the comfort of your own armchair.

Where did you finish in last year's school sports day? If you're anything like the Ed you probably came last in everything you entered and you only entered those events because the sports master made you.

Let's face it, this gaining glory and gold medals lark is jolly hard work. Years of practice and getting up at 4.00 am to run 60 miles before going to school just to get fit, and then even more years of practice and dedication learning your discipline. Who wants to run around

a track in the pouring rain just to win a small bit of metal to wear round your neck? It's not as if the blessed things are fashionable these days! Alright so you might be the proudest person in the world when you walk out onto the field for you country, and should you turn professional you might end up earning vast amounts of the folding stuff... erm, seems like a good idea doesn't it? What are you doing here then? Get out and get in training. Oh, so it's 2.00 am on a Sunday... alright... erm, OK get some practice in on *Summer Games* then.

What shall we have a go at then? Why don't we start off with the Pole Vault? Good. Here's what you've got to do. Watch your character run along the horizontally scrolling screen and tell him where to plant the pole by using the joystick, let him make the start of the jump and then encourage him over the bar with a quick push up of the joystick and a press of button one.

Simple innit. No of course it's not, the timing is crucial. A bit too late and your man misses the hole to stick his pole in completely and you fault. Too early and he's miles away from the mat when he makes the jump. Three misses or faults or failed attempts at any one height and you've blown your chance.

Make it over though and the bar is raised for each fresh attempt until it gets so high you've no chance of clearing it. Then it's time to move onto the 100m dash.

Poised over your joystick, the starter waves his gun in the air and shouts "Ready. Steady. Go!" Then it's all fingers on the buttons as you press them alternately to make your man run his little legs off in an effort to get across the line as fast as possible.

Take a rest from all this exertion and go in for some grace and style

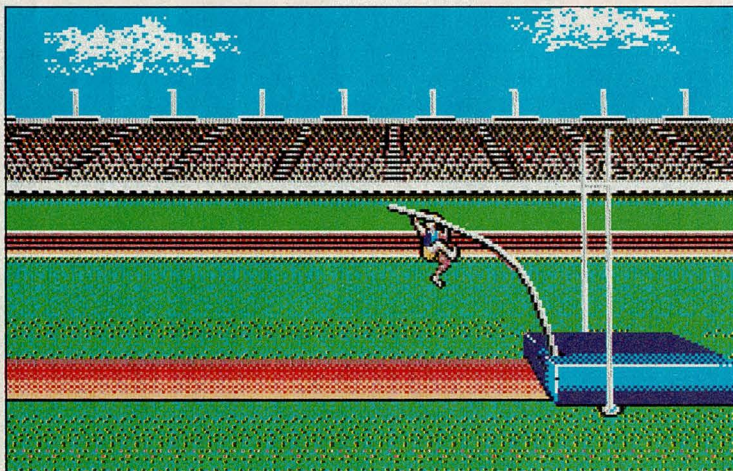
PRICE

£29.99

PLAYERS



CONTROL



The pole's been planted and the climb's been started...

in the next event, the gymnastics. Now you're a woman who has to jump onto a small springboard and do a hand vault over a horse. Not a real horse stupid, it'd make a heck of a mess in the sports hall. This event's all down to joystick positions and timing again folks so prepare yourselves.

The most complex event not necessarily the most physically demanding, but the hardest to do well in is the platform diving. Off the high diving board the plan is to attempt four different dives (reverse, inward, front and back) and enter the pool as cleanly as possible. Your

THE REAL WORLD RECORDS

1. 100 meters (Men)

Ben Johnson ran the 100m at the Seoul Olympics in 1988 in a time of 9.79 seconds. Johnson was later disqualified on a positive drugs test for steroids. The second fastest time in history was 9.83 also by Ben Johnson set in Rome in August 1987. However, after failing the drugs test in Seoul Ben admitted he'd been using drugs for a number of years so this time too may be invalid. The third fastest time ever was recorded in Seoul in 1988 by Frederick Carlton Lewis, his time was 9.92 seconds and he's better know to us as plain old 'Carl' Lewis.

(Women)

100m The fastest time ever recorded over the distance was 10.49 seconds set by Delorez Florence Griffith-Joyner in July 1988.

2. Pole Vault (men)

The record today is held by a Russian, Sergey Bubka, who on the 10th July 1988 cleared 6.06meters. There is no recognised World Record height for

women pole vaulters.

3. Gymnastics (men and women)

There are no records for individual events however Nadia Comaneci (Romania) was the first to ever achieve a perfect score of 10.00 at the Montreal Olympics in 1976. She went onto gain seven perfect scores in all.

4. Platform Diving (men and women)

Greg Louganis from America achieved a perfect score of 10.00 from each of the seven judges in Ecuador in 1984 for his inward 1 1/2 somersault in the pike position.

5. 100m Freestyle (men)

Matthew Nicholas Biondi from America set the current world record in Texas in 1988 with a time of 48.42 seconds.

(Women)

The record is held by the German Kristin Otto who achieved it on 19th August 1986 in Madrid, Spain. Her time was 54.73 seconds.

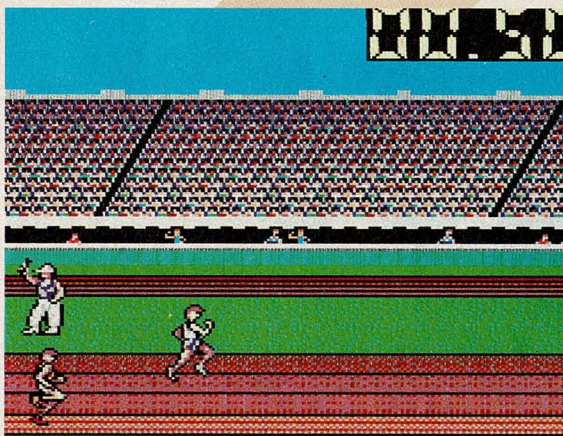
GAME TEST

efforts are marked by seven judges with multipliers for difficulty of dive and so on added to your total points score for the four dives.

For the final event we stay in the pool, this time for two lengths in the 100m freestyle event. Like running, it's a case of fast alternate presses on the joystick buttons to make your man swim.

If you're not feeling particularly fit you can enter or just practice the events singularly or if you've got a few mates round you can all go in for a mega-competition.

The start of the 100m dash. You control the character nearest the starter and by alternate button pushes cause him to run as fast as possible. The speed of the button presses isn't the key here, what's needed is a good, steady rhythm to keep the flow going.

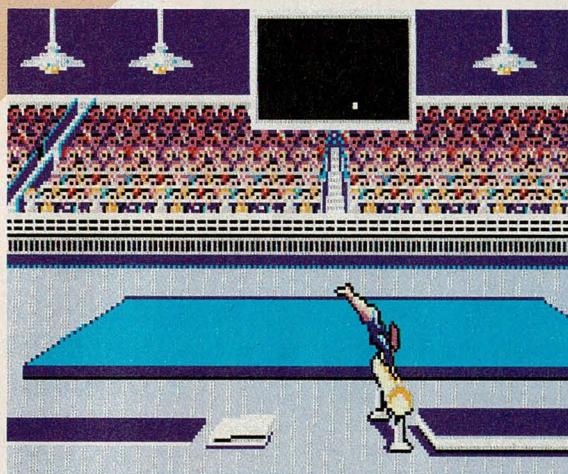


VERDICT

Summer Games first appeared way back in '84 so it's strange to see such an old game converted to the Master System. Still, *California Games* and other sporting games have proved to be very successful and there's no reason why this addition to the range shouldn't be either.

Up to eight players can compete in a tournament, though everyone has to play in turn rather than all together. The events are fun and after a relatively short time of practice it's easy to start doing well. Well enough to beat the game's World Records anyway. What's not so easy is finding that little extra something to improve on your best times/scores. *Summer Games* may be an old game style but it's a popular game style and has been well converted.



Experienced players will find it far too easy to get to grips with which destroys some of the challenge. A great 'party' game though and if you run a Sega Club then this is the sort of thing you should be spending your club evenings playing.



The gymnastics hall. Start the run, hit the button to jump onto the springboard and vault across to the horse. Land on the thing with your hands and then press the button to push off and go into a couple of spins before landing on your feet (that's the hardest part of the whole manoeuvre).

Woah! Where's the water gone! The judges keep a keen eye on the diver as he leaps backwards off of the board. A good tuck and a couple of spins before straightening up just before entering the water should score well for this dive but remember, there are still three more to go.



(((WORLD RECORD)))		
	POLE VAULT	
	HARDON	5.79
	100M DASH	
	THE ED.	08.19
	GYMNASTICS	
	PROF.	19.6
	PLATFORM DIVING	
	PROF.	248.6
	100M FREE STYL	
	THE ED.	09:38.4

THE OTHER 'GAMES' GAMES.

The other games in this continuing series are: *World games* (reviewed in S6) £24.99, where you can compete in such silly events as, Barrel Jumping, Log Rolling, Bull Riding and Tossing the Caber. The first and still best of the series is *California Games* £29.99. In this you can skateboard on a half-pipe, juggle a foot-bag, surf, roller skate, ride a BMX and lob a frisbee around. Good eh?



GRAPHICS

60%

- ▲ Backgrounds change for each event
- ▲ Sprites are very well animated
- ▼ More stuff on-screen would have been better. It looks very empty at times

SOUND

65%

- ▲ Different tunes accompany each event
- ▲ The winning country's National Anthem is played after each event
- ▼ Could use some sound effects, like splashing as you enter the pool

DEPTH

55%

- ▼ With only five events it doesn't take long to master
- ▲ Playing with a bunch of mates increases the fun
- ▲ Concentration and rhythm required to do well in most events

ADDITION

70%

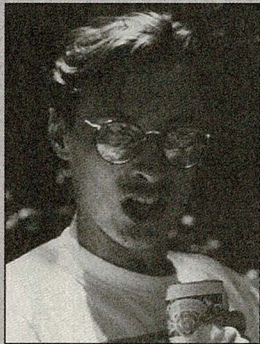
- ▲ You keep wanting to try and improve on your previous scores
- ▲ You don't have to do all the events in one sitting if you don't want to
- ▼ More and harder events would have helped to keep you playing for longer

STUFF!

THE BIG ED'S BIT

What a month for summer activities! **S** has been kept extremely busy chasing round after that bus and popping along to see the Sega sponsored events like the Sega Splash 4 Starlight (quick, turn to page 18 and see if your fave stars are in this very issue!). All this has been going on while we've had an office move too! It's not that much of a move, just up the stairs here at Future to be on the 'fun' third floor sandwiched between *Commodore Format* and *Amiga Format* with *Amstrad Action* just round the corner. And we've even managed to find time to put this issue together as well.

Hands up who saw last month's issue with that corking look at the Mega Drive? Great wasn't it, and doesn't it look like a good machine? So where are all the Mega Drive reviews in **S** then? Deadlines have beaten us Sega chums, to be perfectly honest. No-one would have liked to see the mag crammed with Mega Drive stuff more than



us but, just like you, we have to wait for the official machines to arrive before we can get our hands on them. As things turned out we couldn't afford to wait for the machines to arrive before deciding what went in the issue, we've got a service to provide for our readers – keeping them up to date with all the latest news and reviews from the world of Sega. By the time you get your hands on next month's

issue we'll have had our Mega Drive for a while (and Kev will probably have broken it already) so we'll have plenty of stuff to tell you about it. Meanwhile, this month's issue is crammed full of Master System goodies to keep you reading and playing. Enjoy the issue, see ya next month and remember... patience is a virtue.

Andy Smith

MASTER MOVE

Virgin Mastertronic, the European distributor of Sega products have moved to **16, Portland Road, London W11 4LA. Tel: 071 727 8070.** Just round the corner from where they were. Of course the move has only been made because the Sega Master System and Mega Drive have been selling so well they need massive new offices to cope with the demand, and... erm... because they wanted to.

OCTOBER TOP 10

1. R-TYPE
2. WONDERBOY III
3. PSYCHO FOX
4. GOLDEN AXE
5. WONDERBOY MONSTERLAND
6. TENNIS ACE
7. CALIFORNIA GAMES
8. DYNAMITE DUX
9. WONDERBOY II
10. POWER STRIKE.

Wow! What a month for the chart it's been! It's been a mammoth task to correlate the results, but they've been done and here they are:

Shinobi goes straight out of the chart and we have a new entry at number 10, *Power Strike*. There's another new entry in position number 9 too – *Wonderboy II*. *Dynamite Dux* moves up one position from last month's number 9 to this month's number 8 and *California Games* loses a position to fill the number 7 slot.

Straight into number 6 this month is a new entry – *Tennis Ace*, perhaps Wimbledon has had an effect on Sega players? Retaining its number 5 position again is *Wonderboy in Monsterland* but slipping down two places from last month's number 2 to this month's number 4 is *Golden Axe*. *Psycho Fox* remains in the number 3 place while *Wonderboy III* moves up two places from last month's number 4 to this month's number 2. Far and away the favourite still though is *R-Type*, what a popular game that is!

Matthew Tregellas from **Barnstable** will be receiving a little something in the post from the Ed soon for taking the time and trouble to send in his Top 10 and you too could stand a chance of winning a little something if you follow Matthew's lead. Obviously you won't have an ice-cream van in hell's chance of winning even a kipper if you don't send anything in, so there. Lethargy (look it up in a dictionary) is a terrible thing so don't let it get to you. Find the cowboy and send in your postcard/stuck down envelope to the address he's holding – you don't even have to send it in on it's own, save it getting lonely in the post by sending a letter along with it as well if you like. You could even try including a bribe for the Ed like... erm... a piece of jelly or chocolate cake, but if you do and still don't win then we'll deny all knowledge of ever having recieved the goodies... ha,ha,ha... we're like that you see.

US GOLD MARRIES VIRGIN!

After becoming the first 3rd party to develop Sega games, US Gold have handed over the sales and distribution of the games to Virgin Mastertronic. US Gold will continue marketing the games, the first four being: *Gauntlet*, *Impossible Mission*, *Paperboy* and *Indiana Jones* but as Geoff Brown, Managing Director

of US Gold said " Virgin has made such an excellent job of distribution that we are delighted to place our products with them. With a combination of US Gold's marketing and Virgin's sales and distribution the products are destined to be major sellers". This is good news all round but remember folks, it's the quality of the



games that makes them sell and the best way to find out just how good a game is before shelling out your dosh is to check out the reviews in **S**, Britain's best selling Sega console mag. Yeah!



A NEW HANDLE

They are prolific joystick makers Spectravideo, (of course they are you idiot, that's what they do! Amongst other things -Ed) and their line of products has just increased by one. Their Jet Fighter stick has proved itself to be popular so the boffins at the Spec' have decided to produce a Sega version. Costing a mere £14.95 (that's the same as 12 issues of S, minus five pee) the stick has a real fighter plane look about it and features two fire buttons - one at the top on the front for your finger and one at the back on the top for your

thumb when your finger gets tired. There's also an autofire mode, very handy, and an autofire fast/slow mode. This widget enables you to determine how fast you want to dish out the autofire... erm... for games where the amount of autofire you dish out is important. Probably. It's a microswitched beast with four suction cups to fasten it securely to the table when you're leaping all over the shop during a particularly

energetic high score attempt. Chuck out your joypad (take it apart to see how it works first, and use all the fiddly bits for Cyberpunk jewellery) and get your paws on a SG Fighter. That's if you want one.



SEGA FOR THE STARS

Because all those pop stars and other famous peeps gave up their time and joined in with the fun during the Sega Splash 4 Starlight, Virgin have decided to give everyone who took part their very own Master System. Great isn't it? Just think of all those stars sat at home getting hopelessly lost in

Lord of the Sword or something! You never know, they might even write in to S asking for help in a game, or send in a high score to Ssly Scores! I wonder if we'll hear the Master System opening music (sshhoop, doo, doo) creeping into some records in a few months time?



TOP TEN EXPRESS

"Euh helleau, ey suppose you are all expecting to have a kewboy eccent here aren't yew? Well, jest to shew that kewboys can be jest es well spoken es enyone else, I've put on my poshest eccent to tell yew to geu and send in yor entres for the torp ten. Every

contribution stands a chance of winning a little something, so hurry on dine chaps, wart hev yew gort to lose?"



0898 **TONY** 299 390

TAKOUSHI

CONSOLE LINE

THE HOTTEST
games tips · news · gossip

NEW MESSAGES EVERY WEEK
Proprietor: B. Everiss, PO, Box 71, Kineton, Warwick, CV35 9XA.

Calls charged at 33p per min. cheap rate and 44p per min at all other times. (Ask whoever pays phone bill)

SHOOT TO THRILL!

GRAB YOUR LIGHT PHASER AND BLAST SOME ALIENS, BANDITS, SOLDIERS, BALLOONS...

The joypad and joystick are fine for playing your fave games with, but don't you feel just a tad divorced from the action? Imagine what it would be like to be walking down the High Street, your spurs clicking, the hot sun on the back of your neck, your hand poised nervously over your six shooter in your right holster when suddenly Black Bart, the meanest, lowest, rottenest outlaw this side of Milton Keynes rounds the corner in front of you...

That's the level of interaction the Light Phaser was designed to

bring you. To involve you as much as possible with the world inside the Master System. Being there is what it's all about, and the closest you can come is when you've got a Light Phaser in your hand and a pixelated baddie on the screen in front of you. Now it's down to you and him, and the person with the quickest reactions survives. Come with us then on a voyage through some of the games available on the Master System, games designed to put your finger on the trigger.

THE COMBO CARTRIDGE

Free with Light Phaser

This is a real old favourite and for good reason. It's three games in one! It's so popular in fact it's the game bundled with the Light Phaser! There's *Marksman Shooting*

Shooting were you get in some training on an indoor FBI range. *Trap Shooting* (that's clay pigeons to you and me) and *Safari Hunt*.

In *Marksman* your objective is simple: survive for as long as possible and gain points. Surviving requires the player to blast away at the targets that pop up or go trundling past and gain a high enough hit ratio to proceed to the next round.

Every round takes place on the same range, but the game gets tougher as you go through the rounds because the speed of the targets increases and the length of time they're stationary decreases. Once you fail to reach the required ratio it's game over time.

In *Trap Shooting* you are again attempting to get through a number of rounds. The difference now is that there are four settings for the rounds, seaside, lakeside, grassland and desert. Two clays (as they're known) are fired at the same time,

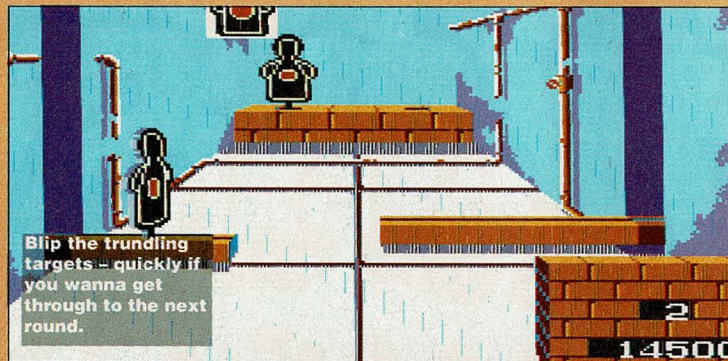
one from each side of the screen, and the player has three bullets to destroy them both with. Destroy the required percentage from the 10 clays that are fired for each round and you can proceed to the next round.

Points for shooting ability are also awarded, for example hitting a clay immediately after its release will gain you 5,000 points whereas a clay shot far in the distance only earns you up to 1,500 points.

Safari Hunt is the best of the three and sees the player going after some big game. As you go stalking through the jungles, forests and by the sides of lakes you're given 30 bullets per round with which to bag

some game and earn enough points to take you through to the next round.

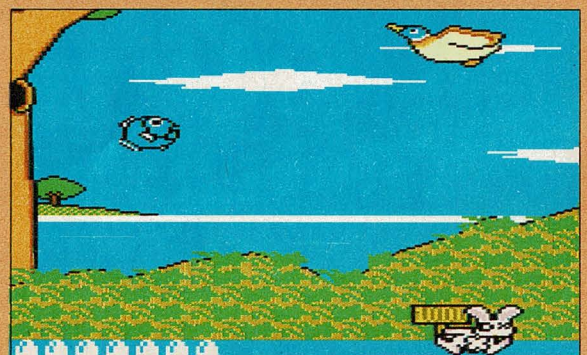
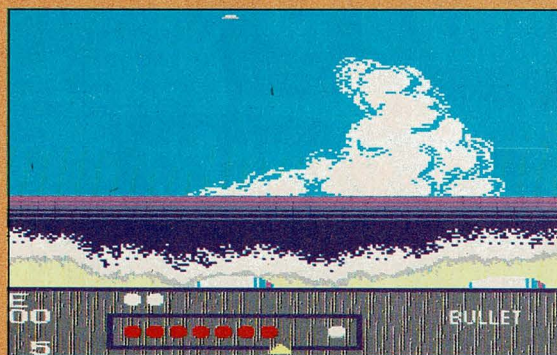
The points awarded depend on the type of animal shot, for example the fast rabbits that run across the screen (we're talking *really* big game here! Forget your lions and elephants, rabbits and birds are big enough for us) earn you a stiff 1,000 points whereas the slower ducks only get you a measly 300. The wildlife changes for each location (as you'd expect) but generally there's a mix of slow and fast stuff and as the game goes on your points requirement to proceed to the next round goes up forcing you to go for the harder targets.



Blip the trundling targets—quickly if you wanna get through to the next round.

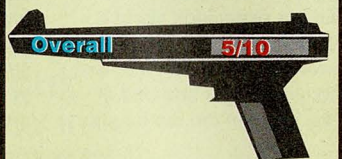
There really is a clay out there folks, honest. It's right near the top of the picture just to the left of that big cloud on the horizon. Can you see it? Just there, look!

OK wabbit, i'm a gonna blast you this time and you're absolutely wight to be afwaid, ehheh, hehhh, now you just lie still...

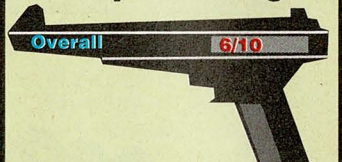


RATINGS

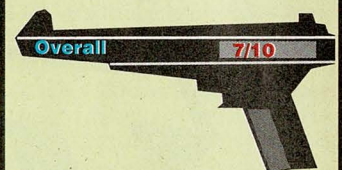
Marksman Shooting



Trap Shooting



Safari Hunt



Overall 7/10

The three games are nothing outstanding in themselves but bundled together they form a good, but not brilliant, shooting cart.

SHOOTING GALLERY

£24.99

Another oldie but goodie this one. Anyone who's been to the fairground in the last few years will remember those booths where you can spend a couple of quid to point an air rifle at some target or other and let loose with a couple of pellets (Interesting Fact No 112. Did you know that in France they have the same sort of booths at some fairgrounds but instead of measly air rifles, you pay a few Francs to get your mitts on a porky shotgun to blast away at some coloured plates! These beasts – the guns not the plates – make a heck of a racket and the smell of cordite hangs in the air for ages). That's just what this game's about, fairground shooting. There are four different backdrops and objects to shoot at, with six rounds for each



setting. Things start off with a good ol' duck hunt where the quackers fly from one side of the screen to the other, unless you can send 'em off in a big explosion. Next your targets are airships (blimps) and balloons and here things get a little trickier in that the balloons have a frustrating habit of being blown across the screen by a blast from a near miss, making their movements unpredictable. The blimps are just fast, very fast. Trickier still are the tubes in the next round. Red balls roll through the tubes which only have a few gaps in them for you to get off a shot. Then the aliens get they're own back in the next round when they make their way up the screen with an impenetrable force field surrounding them. No matter how much you try and persuade the ships to drop their shields (by blasting the heck out of them) they just won't drop 'em (ooer! – Ed) until they feel like it. Then you can blast 'em if you're real quick.

If you thought the spaceships were bad, wait 'til you see the bouncing TVs. These move from right to left across the screen and, like the spaceships, they don't let you blast them willy-nilly. Most of the time they have a big NO on the screen and only when that turns to a YES can you blast 'em.

Your bullets for this game are unlimited and progress is achieved by hitting enough of the set number of targets for each round. It's a fun game

and has some brilliant graphic effects like the backgrounds being shot out whenever you miss a target to reveal the paneling or walls underneath. The explosions when you hit a target are generally good too and overall this a great game. It's a good challenge and captures the atmosphere of the fairground remarkably well.

It's fun to blow holes in the backdrop too!



RATINGS

Overall

8/10

A great game that's well presented and tough enough to provide a good challenge. There's plenty of variety in the gameplay and some jolly nice graphics touches too.

Army Generals can be a bit dim at times. Central Command have gotten themselves into a right mess this time. Some of your buddies have managed to get themselves trapped behind enemy lines and they need rescuing.

Easy you might think, send someone in a helicopter to go get them. Here's where Central Command really screwed up. All that's available is a rickety old handcart!

Three medics, Mike, Steve and John have been volunteered to go in and save the soldiers, and being medics, the Top Brass have decided to send them in un-armed. This is where you come in. Using the gun you've got to protect the medics as they go on their rescue mission.

Naturally, the enemy are out to stop their prisoners being rescued so they'll do anything in their power to stop your medics reaching them (fortunately the baddies don't seem too interested in guarding their prisoners).



Here's the medic hard at work rescuing his buddy, while the enemy forces strap on their back packs and come blasting after you. Shoot the smart bomb the prisoner leaves behind when rescued to clear things a bit.

£9.99

RESCUE MISSION

The enemy territory is dived up nicely by railway lines along which the cart travels and the enemy have even been considerate enough to plonk their prisoners right next to the railway lines! Handy eh? The medics do all the hard work of pumping the cart around and rescuing the men which leaves you to concentrate on killing anyone

who threatens to stop your medics, and keep the tracks clear of booby traps.

There are five scenarios for you to fight in, against different troops for each one including special troops who are equipped with jet packs.

You do have a couple of special items to make your life easier. Every time you rescue someone he'll leave behind a smart bomb which blows up when shot destroying any enemies on screen.

The three medics each have

peculiar characteristics (John's the most experienced and fastest medic while Steve is just plain lazy) and once one's killed, one of the others will step in. Of course, once all three have bitten the bullet then it's game over.

Rescue Mission is one of the most addictive Light Phaser games. There's a real sense of being involved in the action as you do your utmost to save your chums. Good stuff.

RATINGS

Overall

8/10

There's never a dull moment here. Gripping stuff but you'll kick yourself when you blow away one of your mates by mistake (then little Alex Kidd angels go floating off screen).



Pump that handcart soldier!

RAMBO III

£29.99

For those who don't know the background to the Sylvester Stallone (I'd rather have him than our Ssly - Ed) film on which this game's based, here goes.

John Rambo's buddy and former commander, Colonel Trautman has been grabbed by the Ruskies whilst delivering a load of arms to the Mujahedin Freedom Fighters in Afghanistan.

And because of the delicate situation it's been decided that a rescue mission is out of the question so Rambo's the only chap who can go and rescue him.

It's a seven stage sideways scroller in which, armed with a Kalashnikov semi-automatic rifle and a fistful of rockets you have to battle the Soviet soldiers first in their base, then in a village, then in a mountain range, then in a prison camp then back through the Soviet base at night before going through some caves and then finally fending off most of the Soviet army on the Afghani plains and making good your escape.

The Ruskies aren't too keen on your running off with their prisoner



Peek-a-boo! Dagga-dagga-dagga! Aargh!

though so it's all hands on guns and take out this cheeky chappie. The more hits you take during the game the more your life meter at the base of the screen suffers until you die once it reaches the end. To stop your life running out you do have a couple of goodies you can fall back on including a special drink which can be imbibed (look it up in a dictionary) to restore your health. If there are too many soldiers and helicopters and things on-screen at any one time then you can let loose with a rocket and give yourself a breathing space.

If you could just wander around blasting, things would be fine. But ammunition is a valuable commodity and you have a limited amount of automatic fire before you have to resort to single shots.

You've a few credits to keep

you going so it's fairly easy to get quite a way into the game. What's a lot harder is finishing it!

Rambo III is a good blaster. It's tough work but everything looks good and at least you know where the baddies are going to be popping up from/out of so you can anticipate them. One to go for if you like the film or the bloke.

Look! That bloke there's doing 'The Doo' I wonder if he's a friend of Betty's? That other bloke looks like he's about to take your photograph. Believe you me, he's not and would rather blow your head clean off!



RATINGS

Overall 8/10

Hectic and tough, *Rambo III* provides plenty of action which will appeal to anyone who likes to shoot things that at least look like people.

KALASHNIKOV INFO

There are three basic models in the Kalashnikov AK range; the AK 47, the AKM and the RPK. The model most widely used is the AK47. This 7.62mm rifle fires 7.2662mm rounds. The overall length of the rifle is 870mm. Length of barrel is 415mm and the length of sighting line is 378mm. The rifle has a chamber pressure of 40,550 p.s.i. with a muzzle velocity of 710 m.p.s. (2,380 ft.p.s.). The specified rate of fire is 600 rounds per minute.

Service ammunition is divided into ball cartridges and special purpose cartridges. Ball ammunition is used to destroy personnel. Special cartridges, depending on their construction, are used for correction of fire, target identification, ignition of

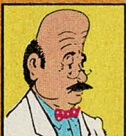


fuel or highly flammable objects and destroying lightly armoured targets. All ammunition is used to destroy personnel.

Tracer cartridges (T45) are used for target indication, correction of fire and signal purposes. Tracer bullets can ignite, the path of the bullet is indicated by a red flame. AP incendiary cartridges are used to ignite fuel and for destroying lightly armoured

targets. The standard cartridge for the AK 47 is the M43. The weight of a magazine empty is .42kg. Weight of a magazine loaded is .92kg. Overall weight with loaded magazine is 4.8kg. Bullet weight is 122 grains. Powder weight is 25 grains. Despite manufacturer's claim of 600 rounds per minute, extensive use has shown that figure to be closer to 800 rounds per minute.

HOW ON EARTH DOES IT WORK?



Professor Van Der Volksenvumblevagen knows pretty much everything about everything, so we'll let him explain to the curious ones amongst you how the Light Phaser works. Take it away Professor.

"Vell, vhat ein interesting problem. Contrary to popular belief you see, ze Light

Phaser is not firing beams of light at ze TV screen. Ach no, a TV screen ist not ein continuous picture you see, the screen is updated 50 times per second. Zis is plenty fast enough to confuse our small brains into zinking zat the picture ist continuous. When you pressen ze trigger on ze gun it does not fire a beam, no. Vhat it actually does is recieves a beam of light from ze telly. Yah, amazink no? You see because ze Telly picture ist being constantly updated ze Light gun can tell vhat part of ze screen ist being updated vunce you

pressen der trigger. So, you press ze trigger, ze gun looks at der screen vis its built in light cell and sends ein message to ze Sega saying 'I vas looking at zis part of ze screen vile it vas updated, so I'm pointink in zis direction'. Ze Sega zen zinks 'ach, if der light gun vas pointink here I must draw ein explosion on der screen to show where ze player vas aiming. If



der position of der light gun vas der same as der position of der target on-screen (I keep track of der positions of everyzing on-screen all of the time) zen I must draw ein picture of ze target being shot'. All of zis ist happening velly quickly so it doesn't interrupt der gameplay. Zey are clever, ze chaps who are designing all zis high technology you see. Its almost like..."

OK Prof. Thanks very much, we'll get back in touch if we need anything... yes Professor... not at all Professor.

OPERATION WOLF



£29.99

If any game has done more than any other to sell people the idea that having a gun in your hand and human-like baddies on-screen to shoot is a great idea then it must be this one.

Op' Wolf started life in '88 as a Taito coin-op and it proved to be one of the most successful machines of the year. There was just something about having that mechanical Uzi-like machine gun, mounted on the front, in your hands (I dunno, I thought it wasss a pretty rubbissshy coin-op - Ssly). What better game then to convert to the Master System so people at home could re-live the arcade experience?

The scenario is familiar – and remarkably similar to *Rambo III*. A coup d'etat has occurred in Cherigo in South America (get an atlas, find South America and we'll give a prize to the first person that can find the place – if there's no such place we'll give a consolation prize to the first person that finds Cherquenco, which does exist). The political situation is dodgy so a full scale rescue attempt to get back the former President and embassy staff



I just knew I was gonna have a bad day!

is just not on. Only one man can do the job single-handed and that's you (well, it's a chap called Roy Adams actually).

There are four rounds to the game, each with six horizontally scrolling scenes. Throughout the game the enemy soldiers come rushing out of the sides of the

The second stage set in the jungle where these motor boats go sailing past almost constantly and armoured personel carriers join in the fun. Blast away like mad and lob some rockets at them if you're ammo's running low.



Aaaaaarrgh! A baddie gets it in the face. He won't bother us again, that's for sure. Serves him right for wearing a posy bullet-proof jacket and no head protection doesn't it? If he wants to run around like Arnie Schwartzkopf then he's just got to take the consequences I say.

screen with guns blazing and the general idea is to blow 'em away before they can do too much damage to your health meter which is displayed at the base of the screen. Unlike most games of this type getting through the rounds involves the player destroying a set number of enemy soldiers,

helicopters, armoured personnel carriers or whatever.

Ammunition, again, is limited but extra supplies can be picked up during the game by blasting the magazines left lying around. You can even coax the local wildlife to cough up magazines if you blast them as they fly or run across the screen (it's a shame there isn't a snake to blast really – Ed). Should you run out of ammo your gun switches to a bullet a second mode which tends to make life difficult but at least it means you can pick up some more ammo when you come across it.

Like a lot of these games you can't just go blasting peeps indiscriminately. Innocent types often run into the action and it's all too easy to blast them along with the baddies, unfortunately this invariably results in your health meter taking a sharp drop. Leave the innocents alone ok?

Op' Wolf is arguably the best Light Phaser game to have appeared to date. The difficulty tuning is just right and the action is gripping. There is plenty of variety between the scenes so it's unlikely you'll get bored. Manic, thoughless, blood-thirsty action at its best.

RATINGS

A well paced and gripping game that's got plenty of action. Come on then you lot, take that, and that, brat-a-tat-a-tat! Yeah! Now eat this rocket! Good stuff.

'BECAUSE I SAID SO, THAT'S WHY'



want one yourself. You've entered the competition but you're known as the unluckiest person in the world and you don't see why your luck should change for this compo.

Alright, so you've read all about the Light Phaser and realised you're missing out on the fun and

Check the paper round money – what, gone already? Ok, there's only one thing left to do – beg your parents to buy you one. Most parents will tell you to go away and earn yourself some money so you can buy it yourself, but if for some reason you've been so good they've promised you a treat or it's your birthday then you could be in with a chance. What happens then when they turn round to you and say "No way, there's far too much violence in the world already, I'm not buying you something that encourages violent behaviour". Here's where you get clever and

point out to your parents that even from a very early age children are able to separate fantasy from reality (better than some adults!). You know you're only playing a game in the same way you know Tom and Jerry is only a cartoon. That's a heavy argument so think about it for a while and understand it fully before making your parents understand it. Then hit 'em hard with the positive side of things. Tell them that what you're actually doing when you blast something on-screen is testing your reactions, improving your hand-eye coordination, improving your

manual dexterity and bettering your reasoning abilities. Plus you're also having a lot of fun – indoors or at a friend's house instead of roaming the streets getting into trouble. Remind your parents that a Light Phaser was designed to be a fun addition to the Master System and nothing more, and that's exactly what it is. If you're still facing a brick wall then it's obvious your parents don't want to buy you a Light Phaser for other – very good – reasons so you'll just have to accept it. At least you had a go, and you never know, you might have made them think a bit.

SPECIAL

WANTED

£24.99

Yeeharr! Yup pardners, what can the Ed wish fur more than a game that gives him the chance to tawlk in an awful Texan accent for a few 'ours?

Right that's enough of that rubbish, lets get down to serious stuff. Games.

Wanted is a game set in America during the good ol' bad ol' days of the Wild West. A time when most people (including the women) spent their time leaning on the horse rails outside the saloon, chewing yeucky tobacco, pushing ten gallon hats and stetsons to the back of their heads, spitting out a gob-ful of tobacco and saying things like 'shoot, look at them longhorns'. It was an amazing time, hundreds of people getting up at 8.00 in the morning to 'go lean on the rails'. This would go on all day (with an hour for lunch).

No-one under the age of 25 was ever allowed into town, which meant they never had to build adventure playgrounds or things like that. This didn't please everyone though and some would go riding into the desert just to build camp fires and wait for nighttime so they could get their guitars out and sing Johnny Cash songs. Others, the baddies who always wore black would just ride around trying to shoot birds in the air without looking up (thiss iss complete

nonsssense! – Ssly). Then the Marshal or Sherrif would have to come and have a massive fight with everyone in the saloon, just to prove that he had a stronger punch than anyone else and didn't like it when strangers accidentally knocked into him at the bar, spilling his 'red eye'.

In *Wanted*, you're the Sherrif and have to restore law and order to several towns which have fallen into

the hands of evil Bosses. Tombstone is the first town that needs cleaning up. Make your way through the town blasting anyone that draws a gun on you first.

Blasting anyone who just happens to walk past without pulling out his shooter (ooer! – Ed) will result in your health meter at the top of the screen taking a dive. So will taking hits off the chaps who do get their shooters

out. Get rid off all the baddies and there's a Boss to take on before the town is well and truly secure and you can move on.

Before you get to another town, another mission, you have to run the outlaw's gauntlet in the wilderness. This is the same as before except it's a fast horizontally scrolling section with you and all the bandits shooting it out on horseback.

Every third stage you can relax a little as you go into the bonus stage when you can just earn some more points without risking your life.

There are a couple of continue options you can use should you die which are handy and you can get some life force back by finding bombs hidden amongst the scenery and shooting them. The more baddies you kill when you blow up a bomb the more life force you regain.

If you fancy re-living the old west then *Wanted* is well worth a look, it hasn't got the intensity of *Op' Wolf* but it's well put together and provides a tough challenge. It's good, but not that good.



This is not the friendliest pub in town. That's one varmint gone and now it's time to git those two in the windows. Still, that shouldn't be too much of a problem for a trail hardened, saddle sore, stetson wearing son of a gun like yourself. Then again, there are lots of them and you're only one.

...And as they reach the third furlong cactus it's Sherrif in the lead a neck ahead of dead rider with shooting person coming up fast on the outside... another shooting person is just a length behind first shooting person but Sherrif has fought off the competition thus far and with the going good to soft it's all evens bar four...



RATINGS

Overall 7/10

Plays well and is a tough challenge but doesn't capture the atmosphere as well as some of the others. One for fans of cowboy games.

GANGSTER TOWN

£24.99

Big Boss is back in town and he's running a crooked game. What's needed is someone brave, fearless, skilled in the use of sub-machine guns... and with his own violin case. It's back to the days of American gangsters in pin-stripe suits here as Gangster Town prepares for the arrival of an FBI special agent (or even two of them as Gangster Town is one of the few simultaneous two player shooting games) sent to clean the place up.

Big Boss controls five areas of the town, each area managed by a second Boss. The only way

you'll get to finally confront BB is by taking out his flunkies first. The action starts before you even reach the town with a car chase where the baddies lean out of the rear windows of their leading car and do their damndest to stop you making it to the city limits. Every gangster hit turns him into an angel that starts heading skywards and extra points can be earned by blasting these angels before they float off-screen (note: this is a points thing only, the angels pose no threat to yourself but it's good fun blasting them anyway).



The baddies even get the local airforce on their side!

MISSILE DEFENSE 3D

£29.99

This is a curious game in that it not only utilises the Light Phaser but you also have to have a set of 3D glasses to play it. Still, it's a shooting game so we'd better tell you about it.

Two nations are at war and each side keeps launching nuclear missiles at the other's base. You're a neutral party who is intent on stopping any side's missiles from going anywhere. The game is played in rounds and a set number of missiles leave one base for the other. You try to down as many as possible.

If any get through you then have two more chances of getting them before they impact on a city and finish the game. The game also ends if

enough of the missiles get smart and veer off course and come flying

towards you. If you fail to blast these they crash into you and remove one of your initial three lives.

As you progress through the rounds both sides not only increase

the number of missiles they lob at each other but the missiles get faster and faster so you've got less and less time to react and blow them up before they can do any damage (more of them also



seem to come flying towards you). Every stage cleared earns you an extra life, so things could be worse.

The game is dull and doesn't work well. The 3D effect takes your mind off this but that's no excuse. What we want are good games and amazing 3D effects. If you don't own the Light Phaser or the 3D glasses you'd be ill-advised to rush out and buy them just to play *Missile Defense 3D*.

RATINGS

Overall 5/10

The 3D works well but the game's simple fare and becomes boring very quickly. Lets hope they continue the range but improve the games.

COMPETITION

It's compo time again! We're such a generous lot here on **S** we decided to let Virgin Mastertronic donate us TWO Light Phasers, complete with the Combo Cartridge, to give away! Aren't we just the most generous! So what shall we get you to do to win one of 'em... Ssly, got any good ideas for a Light Phaser compo? "How about making them draw pictures of handssome me?" No, that's an awful idea. I know why don't we get them to draw pictures of their idea of the most lethal hand-gun or machine gun yet to be

devised? Yeah, they're a blood thirsty bunch they'd love the chance to draw a few piccies of horrid engines of death. "Excusen me, but is dis not ein bit erm... ideologically unound zees dayz? To be askink youngen peoplez to be drawing veapons and ze like?" Hmm... you could have a point Prof. I know, we'll make it so they are only light guns – a sort of upgrade from the ordinary Light Phaser! Good one Professor. Draw your idea of what a new Light

Phaser should look like and get your masterpieces into: **Ideologically Sound, No Death At All Compo, S Magazine, 30, Monmouth Street, Bath Avon, BA1 2AP.** Ensure they arrive before **October 20th** and the expert panel of judges will decide which lucky couple will win the Phasers and we will print the winning designs. Remember, effort is occasionally rewarded with a spot prize (like the

new **S** metal badges that none of your mates will have – or be able to get hold off unless I personally send them one).



Make it to the town and the rest of the action has a similar theme. The screen scrolls left-right or right-left, depending on the scene, and gangsters walk on from the sides of the screen or appear from windows, behind boxes, out of the ceiling or from anywhere else big enough to conceal them. The idea for each stage is



I only popped in for half a lager shandy!

obvious, shoot all the gangsters as quickly as possible then shoot the Boss when he appears.

The gangsters blast away at your good self all the while too and every hit you take reduces your life bar – a row of hearts at the top of the screen (the number of hearts depending on the level). There's no way of gaining extra hearts so you really have to be quick to avoid running out of them and dying.

Should you make it through a stage there's no guarantee that you'll be able to go onto the next stage unless you can pass at least two out of three conditions – number of hits, hit ratio and score.

Gangster Town is a curious game, in one player mode it's not too hot because the various stages are all too similar – despite the hidden bonuses like shooting all the bottles in the bar –

which tends to make the action far too repetitive even for a Light Phaser game. In two player mode however things become decidedly better. Despite both players cooperating to get through the game, there's plenty of room for competition to make things interesting, if you're a mean sort of person who's into making other people's lives a misery (like Ssly).

RATINGS

ONE PLAYER 5/10

TWO PLAYER 7/10

Too repetitive in one player mode to consider adding to your collection. In two player mode things improve, but the gameplay's too basic to get too excited over.

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! You might even win something for your trouble!

1. *It's always possible.*
2. *Reviews can only ever be guidelines for you to make buying decisions on simply because personal taste varies so much. In this case you likes Basketball Nightmare more than we did.*
3. *Hmmm... it's a good idea, the only problem would be showing you screen shots of the games.*
4. *There you go. In this case neither of us liked AKTLS.*
5. *He's a popular chap isn't he?*
6. *Ol' clammy skin reckons he's never been near Blackpool, but he does have relations up there who run a boarding house.*

AS



THE MEGASAURUS

Dear S

I have been waiting six months to buy a Sega for my birthday (giving yourself prezzies for your birthday what a great idea – Ed) But in S9 I learnt of the Mega Drive. What I want to know is: Is the Mega Drive worth waiting for or should I buy a Master system. I understand there are only 30 games being developed for the Mega Drive and I don't want to waste my money on something which is going to become extinct.

Neil Herlihy

Well Neil, if you got last month's S you'll realise just what a good machine the Mega Drive is. The games that are coming out for it look brill and the PowerBase

games on them, but myself and most people reading S happen to prefer the Sega machine. In fact most British console owners have voted with their pockets for the Sega machine and made it Britain's best selling console – that says something doesn't it? Back to Anon. The chap in the computer store was completely wrong. The PowerBase Converter enables the Mega Drive to play Master System games, nothing will enable the Master System to play Mega Drive games.

AS

WIN A FEW, LOSE A FEW

Dear S

1. Is *Robocop* going to appear on the Sega?
2. I don't agree with your *Basketball Nightmare* review. It should have got at least 75%.
3. Why not do a round-up of all 3D games?
4. I was going to buy *Alex Kidd The Lost Stars* but then I saw your review. Instead I just borrowed it, thank goodness 'cos it's rubbish.
5. Tony Tak has had his name in nearly every mag going.
6. I'm sure I saw Ssly in Blackpool zoo.

Matthew Parsons

Converter means you can play 8-bit games on it if you wish. I'd go for the Mega Drive every time.

As for the games coming out on the system you must remember that new games will be appearing all the time. There may only be 30 to start with but that number will keep growing – don't worry, the last thing you'll be getting if you splash out on a Mega Drive is a dinosaur!

AS

GET IT TAPED – AGAIN

Dear S

How can you record Sega games off the TV onto video? You explained it in S9 but I couldn't get it to work. Does it have to be a VHS recorder or can it be Betamax?

Spencer Cook.

P.S. What does **SJ** mean at the end of each column?

It's real easy Spence – just unplug the ariel lead from the back of the video (the ariel lead is that wire that comes from the wiggly metal thing on the roof) and plug the lead from the Sega (the end you normally plug into the back of the telly) into the hole left when you unplugged the ariel. If the TV is set to the channel you usually use to watch videos then you should be able to see the game you're playing on the telly. All you have to do now is hit 'Record' and you'll record onto tape whatever you see on screen. But note this Spence – you may have to re-tune the video slightly to pick up the signal the Sega is outputting.

SJ at the end of each column? I don't see no SJs at the end of the columns! All I see are ASs, perhaps they stand for Awesome Sega... or Actual Scribblings. They may of course stand for Andy Smith (who he? Ssly).

AS

IF YOU WANT...

Dear S

If you have a user group do the members have to own a Sega? I have had my Master System for seven months now, I have loads of games including *R-Type*, *Rastan* and *Choplifter*, do you think it's wise for me to sell my Master System and buy a Mega Drive?

Martin Collins

Not all of them no, but what's the point of setting up a user group if none of them have got a Sega? Depends if you want a Mega Drive doesn't it? I'd buy one and make sure I got a PowerBase Converter too so I didn't have to let go of all my fave games.

AS

THE MASTER SYSTEM TOO?

Dear S

Me and my friend are arguing about Master System games. We read in issue 9 that there is a Master System II on the way in 1991-92 and we were wondering if its games will be compatible with the Master System. If they are not compatible, will conversions be available? Another kid says that the Nintendo is better than the Sega, is this true?

Steve and Kirk

Dear S

Does the Master System II take ordinary Master System games? I went to my local computer store and asked whether it's worth buying a Mega Drive. The chap said no because there will be a converter to plug into the Master System enabling it to play Mega Drive games – is this true?

Anon

Right let's answer both of you at once. The Master System II will play all Master System games except the ones that come on cards because it hasn't got the slot. Ok? Back to Steve and Kirk. Nintendo reckon their system is better and Sega reckon their system is better. It's a case of personal taste, both systems have some excellent

NEW BLOCKS ON THE GRID

Dear S

What happened? I opened my S9 to see blocky, ugly screen shots staring me in the face. Is there a reason for this? Normally the pics are nice and show the cool, smooth graphics not the blocky stuff in the latest iss.

C. Hemple

What's happened C is that nowadays we have the technology to 'grab' screen images from the Sega and manipulate them on Apple Macs (the computers we use to write the mag on) without having to take photos of the game screens. You're right, the grabs can sometimes be a bit blocky but we're working on that with better video cards and software. The amount of time and money we can save by doing the pages like this means we'll just have to live with slightly blockier pictures for a while - like I said, we're working on it. And just think, the money we save on the printing of photos means we can have more grabs, more colour and, soon, more pages. I think it's a step in the right direction and I think everyone else who wants to see S become bigger and better will agree.

AS

AYRTON SENNA'S BEST FRIEND

Dear S

Why in your last issue did you only review 'Great' sport sims? Why not compare the latest and best sports games? Why are you so stupid so as to say that the Amiga was inferior to the Sega? Why don't you have a proper letters page instead of a sad man who amuses no-one answering the letters? Why aren't you ever objective about the Sega corporation? Why do people like you all have beards? And no friends?

Claudio Cannigia

PS Brazil isn't as backward as you think **SJ**.

Because we wanted to. Because we don't want to. Because it is. Steve J is a very happy chappie, and he used to amuse me. Ok, the Sega corporation are ace and fabby. I don't have a beard, Kev doesn't have a beard, Steve never had a beard and Sally only had a moustache - bet you've got one though. We've all got loads of friends actually, most of them Brazillians.

AS

COVER DEMOS

Dear S

Why don't you put a demo on the cover like the Amiga mags? They won't cost that much 'cos they'd only be demos.

Matthew Rowley

Actually Matt they'd be awfully expensive. It's not so much the size of the game that costs the money but the physical cartridge and the process of getting the game onto the cartridge and mass-producing them. Amiga (and ST and PC and so on) disks are cheap and it's dead easy to mass duplicate them which makes it possible for those mags to do it. S would cost about £15 for an issue with a demo cart on the front. Soz, but that's life.

AS



PERFECTLY FORMED

Dear S

I'm furious about people complaining about how small S

magazine is. Just imagine life without S. No tips, no reviews, no small ads to swap games, no ace competitions, nothing. Don't be so selfish, think about the people working for the mag.

While I was crossing the Solent on a ferry they had a Mega Drive Complex. It had 10 games on it and you could choose which game you wanted to play. Is there any chance of a Master System version of this?

Calvin Holbrook

Calvin, you're a star. Someone with a mature, intelligent and broad-minded outlook on life - I'd award you the Prize Letter but I'd be accused of favouritism. It's easier to criticise than praise, especially when you don't think first. A Master System arcade machine sounds like it could have possibilities, but then again who would pay to play a game in an arcade that they can play at home for free?

AS

IT'S THE WHEEL THING

Dear S

I have just purchased a Sega and heard that you can get steering wheels. I wondered if you could tell me where I could get one and how much one would cost?

James Clark

Don't know of any steering wheels Jim, but you can get a Sega Handle Controller for £39.95. It's more like

the joystick from an aeroplane than a steering wheel, but it's the closest thing available.

AS

ARE TRIFFIDS BETTER THAN SNAKES?

Dear S

On the back of the *Wonderboy III* case it shows Lizard Man stood outside a hut with two giant cobras jumping up at him, but when I played the game there was a plant there spitting out balls at me, how come?

Jamie Hancock

There are a couple of reasons why the piccy on the back of the box may not actually be in the game: 1. The picture may not be of the finished game. As the boxes have to be printed and made some time ahead of the game being released they may have just had to make up a screen using their development equipment to give an impression of the sort of graphics the game will have.

2. Perhaps it was an early version of the game and it was decided after extensive play testing to replace the cobras with the plant (play testing is a crucial part of a game's development, small things like the above can really affect the gameplay and turn an Ok game into a great one).

AS

PRIZE LETTER! PRIZE LETTER! PIRATES OFF THE SEGA BOW

Dear S

On your free adverts page it says 'no pirated software may be sold through these columns, any readers being offered non-originals should contact us'.

1. Is it possible to pirate copy games?
2. If so, how do they do it?
3. How could you tell if it's copied?
4. What would happen if you found out who was doing it?

Jamie Spurin

1. Yes it is.
2. Right, pirating console software goes something like this: First you have to extract the code from the game's ROM and store it. Then what you have to do is 'blow' the code back onto a blank ROM and have the chip fitted back onto a PCB (one that works and is compatible with the console). It's a very complicated business because it's hardware based. Unlike computer

software which is stored on floppy disks that anyone with the technical knowledge and a compatible computer can play around with, console games have individual ROMs. A lot of equipment and technical know-how are required

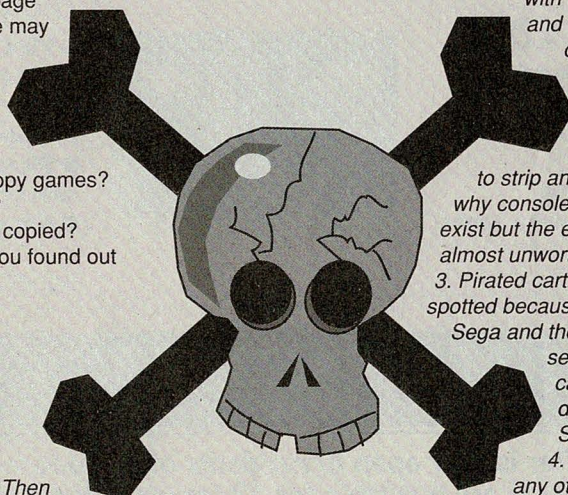
to strip and divert the code, which is why console piracy is so rare. It does exist but the expense involved makes it almost unworkable.

3. Pirated cartridges can be easily spotted because they aren't packaged by Sega and they don't have the Sega seal of approval. The actual cartridges are likely to be different from the official Sega cartridge as well.
4. We would, and so should

any other decent, law-abiding citizen, report them immediately to

the Federation Against Software Theft (tel 0628 660377) and give FAST as much information as we could to help them catch the criminals.

AS



FREE SUBSCRIPTION

When you buy any of these top Sega games!

Incredible offer, Sega lovers. Buy any one of these amazing Sega games and you pick up a six-month subscription to S magazine worth £7.50 absolutely free of charge! Or buy two and you can have a full 12-issue subscription for nothing!

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

By picking up a free sub to S at the same time you can score one of the deals of the decade!

CHASE HQ £29.99

- High speed thrills and spills!
- Race at break-neck speed to catch the crims!
- Converted from the smash Taito coin-op!
- Don't be polite, bash the crims off the road!



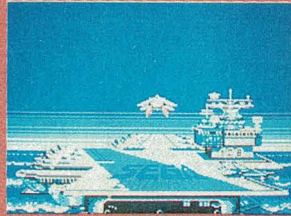
OPERATION WOLF £29.99

- Superb Light Phaser or joypad game!
- Converted from the smash Taito coin-op!
- Brilliant blasting action!
- Seven different stages of manic mayhem!



AFTER BURNER £29.99

- Breathtaking air-to-air combat straight from the arcades!
- Attack giant end-of-level motherships!
- Special mid-flight refuelling bonus section!
- Perform stomach-churning barrel rolls!



GOLDEN AXE £29.99

- Enjoy the ferocious hack 'n' slay gameplay of the hit coin-op!
- Four large levels, filled with knights, ogres and dragons!
- Huge, animated flicker-free characters!
- Gorgeous background graphics!



PSYCHO FOX £29.99

- 21 levels of punchin', leapin' platform action!
- Choose to play as a fox, monkey, hippo or tiger!
- Smooth full-screen scroll!
- Search for the hidden warp zones!



THUNDER BLADE £29.99

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



Good news! All games sent out by first class mail. Post and packing are FREE!

24-HOUR CREDIT CARD HOTLINE 0458 74011

Regrettably, this offer is only open to residents of the U.K. Overseas subscriptions are available for 12 issues at the following rates:

Europe – airmail £29.95, surface mail £20.50.

America – airmail £54.95, surface mail £20.50.

Health Warning

The mag team and Future Publishing cannot be held responsible for any internal physical damage incurred through over-excitement.

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

Subscribe at your peril!

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.

Issue 10 Massive feature on the Mega Drive. Brilliant reviews of *Alex Kidd in Shinobi World* and *Super Monaco Grand Prix*. Past Masters reviews of *Rampage* and *Alex Kidd in Miracle World*. Great maps for *Alien*



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

EXISTING SUBSCRIBERS

If you already subscribe to **S**, you can still buy any of the games opposite at £5.00 off the normal price. Do NOT use the order form printed here. Simply write your name and address on a piece of paper together with the statement: "I am a subscriber to **S** magazine

and would like to order the following games, each at a £5 discount from the normal price." Then list the game(s), with their discounted prices, and enclose your payment or credit card details.

Alternatively, use the credit card hotline on 0458 74011.

ORDER FORM

Please rush me the following game(s) and start my free subscription to **S** magazine. (6 issues if you order one game, 12 issues if you order 2 or more games)

- | | |
|---|--|
| <input type="checkbox"/> Psycho Fox £29.99 | <input type="checkbox"/> Op' Wolf £29.99 |
| <input type="checkbox"/> Chase HQ £29.99 | <input type="checkbox"/> Golden Axe £29.99 |
| <input type="checkbox"/> Thunder Blade £29.99 | <input type="checkbox"/> After Burner £29.99 |

Back issues

Please tick issues required:

- | | | | |
|----------------------------------|----------------------------------|----------------------------------|-----------------------------------|
| <input type="checkbox"/> Issue 1 | <input type="checkbox"/> Issue 2 | <input type="checkbox"/> Issue 4 | <input type="checkbox"/> Issue 6 |
| <input type="checkbox"/> Issue 7 | <input type="checkbox"/> Issue 8 | <input type="checkbox"/> Issue 9 | <input type="checkbox"/> Issue 10 |

Payment details

Total payment

Tick ONE of these boxes

I enclose a cheque/PO payable to Future Publishing Ltd

Please debit my Access/Visa card no.

Expiry date

Name

Address

Signed

Enclose this form plus payment in an envelope and post to:
S Magazine, Future Publishing Ltd, FREEPOST, The Old Barn, Somerton, Somerset
 TA11 7PY.

SEGA SPLASH

Gather over 30 world-famous pop stars, throw in... and put them all by the side of a lake for the afternoon



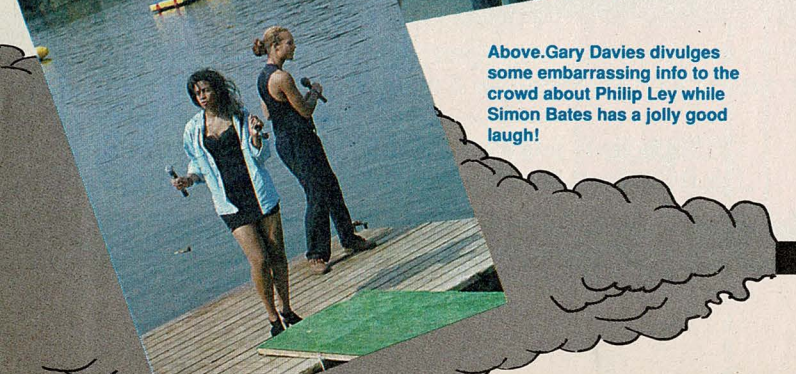
Gary Davies, the Radio 1 DJ, and Susanne Valenzuela were the driving force behind the event at the Princes Waterski Club in Middlesex. The aim of the day to raise money for the Starlight Foundation. Starlight was founded by actress Emma Samms as a charity to grant the wishes of seriously ill children. A very worthy

cause. Rather than raise money using conventional methods it was decided to throw a massive water-based fun competition between four teams of eight celebrities, and then charge the public to come along and see their antics, so that's exactly what happened. Kim Wilde headed up the blue team which also included Leigh Guest (Double Trouble), Tony (Aswad), Marina Van Rooy, Dizzie Dee (Candy Flip), Junior, Marcus Vere (Living in a Box) and Christian (Halo James). Leading the Green team out was Betty Boo followed by Richard Drummie (Go West), Chad Jackson, Durga McBroom (Blue Pearl), Clint Boon

(Inspiral Carpets), Jason (Big Fun), Andy (Jive Bunny) and Neil Palmer (Halo James). The red team consisted of Sonia, Lester (Beats International), Brinsley (Aswad), MC Tunes, Rick Pete (Candy Flip), Ross King, Glen Goldsmith and Smiley Culture. Last, but by no means least, came the yellow team lead by Sinitta. Followed by Drummie (Aswad), Clive Griffin, Tom Hingley (Inspiral Carpets), Mark Goodier, Ian (Jive Bunny) and Amanda de Cadanet. Philip Schofield broadcast his afternoon show live from the event and Gary Davies, Simon Bates and Jikki Brambles helped out while the games were taking place. There were four games in all, each



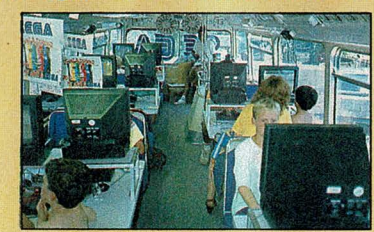
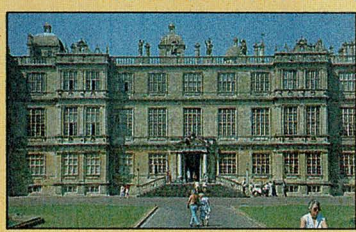
Left. That's not how you do 'The Doo' Betty! Or is it?



Above. Gary Davies divulges some embarrassing info to the crowd about Philip Ley while Simon Bates has a jolly good laugh!

THE CHALLENGE

The search for the Sega Champion 1991 has gone marvelously well... caught up with the Sega MegaBus as it travelled round the



The bus made its second stop on its tour in sunny Wiltshire at the ancestral home of the Marquis of Bath and residence of Britain's only Siberian tiger - Longleat, Nr Warminster. Upon arrival we tracked the bus down to Pet's Corner where the challenge was in

full swing. The downstairs of the bus was the practise area. Potential champs lined up to use the four machines set up and, once confident enough, gave their names to either Tom, Fred or Debbie - the bus staff. What followed then was a nervous



We next caught up with the bus in sunny Newquay, Britain's very own 'little California'. It was much harder to find although the place was much more packed. Had they all come to see the bus and get in on the Challenge? Not exactly, you see the Syco Pro '90 Surfing Championships were also happening and a few people had wandered along, surf boards under

arm to watch and take part. Unfortunately for the surfers, all the day managed to produce was a 'flat out'; surf speak for 'not a single wave higher than a snake's belly in a dirt track'. What else was there to do? The bus of course! California Games was going down a treat downstairs (hardly surprising really) as was

4 STARLIGHT

BBC Radio 1 and BBC's 8-15 From Manchester soon and guess what'll happen...

consisting of the teams doing very silly races in and on every sort of water craft imaginable from huge inflatable hamster wheels to pedalos to Jet Skis.

Every single competitor fell into the water at some stage or other and there was even some sabotage entered into at various points.

In between events Maureen, Gee Morris from Innocence and Lindy Layton amongst others provided the entertainment by singing live, and the 8-15 From Manchester crew wandered around interviewing people (they walked as smartly past the Ed as was physically possible!).

After three events the teams were still fairly close on points which meant the trophy and glory rested

on the last event. The tension mounted and the crowd waited in anticipation to see whether Kim Wilde would fall in the lake yet again, thankfully she did.

At the end of the day, after the fantastic waterski and jet ski displays from the club, after all the fun and frivolity and soakings of all and sundry the yellow team emerged as overall winners. This came as a blow to the Ed who'd bet his dinner money on Betty Boo's green team running off with the title.

Philip Ley, General Manager in charge of marketing at Virgin Mastertronic presented the various awards and trophies to the teams, including a special 'thank you' award to Gary Davies for all his hard work

in making the event such a success. But what about the Mega Bus? Yup, that was there too and the Challenge was going in full swing (although it had a lot to compete with considering all the activities that were happening out on the water).

It was an excellent day, the organisers were superb, the celebs who gave up their sunday to take part were superb, as were the DJs and other people who helped organise and run the show. Lastly, Sega and Virgin deserve an enormous pat on the back for sponsoring the event and helping to raise all that cash for such a worthy cause. Well done lads (and ladies), you're stars.



CHALLENGE REPORT

...with most of the regional heats having been completed. We're going to the country to see for ourselves just how things were going...



wait until their names were called out and nine at a time entered the challenge carried out on the top deck.

The challenge game at this venue was *Thunder Blade* and after 10 minutes hard play the scores were

impressive.

The day progressed and the 'wannabe' champs kept coming. As the temperature soared, so did the scores. Perhaps the wiltshire heat would produce the champ? Only time would tell.



Chase HQ. Upstairs the contestants were *Thunderblading* for all their worth and the scores were rocketting. This is when the Ed decided it was time he showed the world his prowess at the game and entered the Challenge himself.

At the end of the regulation 10



minutes the score was 107,000. Nowhere near what the rest of the contestants were getting. Then, curiously, the Ed suddenly wanted to leave. We'll catch up with the bus later in the year.

Right. Lovely glasses Philip, now look over here and say "Sega".



Above. Sinitta looks dubious as she leads the yellow team out for an afternoon of fun and frivolity.



ROCKY

Before he got into the Rambo death and blood and guts scene, Sylvester Stallone was into the manly sport of boxing. He features a lot in this issue doesn't he? Perhaps he's got a Sega? Perhaps he paid the Ed lots of money to get his name mentioned lots of times? Spooky questions that only the Ed knows the answers to (get on with it. Sylvester and I are just good mates and I won't hear anything to the contrary - Ed).

During his boxing days he built up his body and cut every other word out of his vocabulary to make himself even harder to understand (a good tactic to adopt when negotiating contracts). The films were a success and in a rare departure, Sega converted his first film to the Master System.

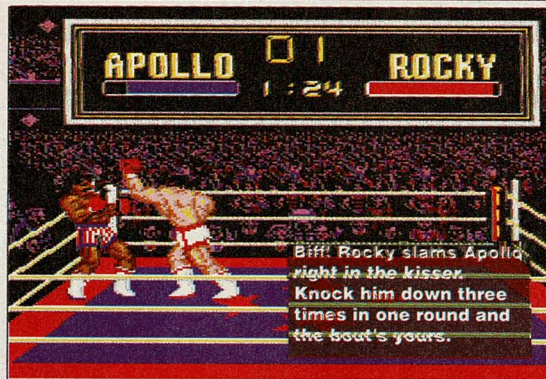
In the game you play the part of a prisoner of war who's fond of football and plays in goal - no that's another of his films (a fabby S badge to the first person to name the film, and other badge to the person who sends in the most interesting postcard. Send your answers to the usual address - Ed). In the game you play the part of Rocky Balboa, a boxer out to gain the World Championship crown or belt or sheepskin jacket or whatever it is they give to World Champion boxers.

It's a one or two player game and in one player mode you've got three opponents to beat before grabbing the title. These three are also after the title and curiously, because you'd expect him to be last, you have to fight the current champ first, Apollo Creed.

In the ring your actions are dictated by the position of the joystick and which buttons you're holding down. Button one gives defensive moves like duck while button two gives aggressive moves like... erm... punching and that's it. Rocky's punching vocabulary is limited to three basic punches, the hook, uppercut and straight. Which punch is thrown is not dictated by the player but by the Master System depending on how close together the boxers are.

Where to land the blow, either head or body is dictated by the player however and simply requires the player to move the joystick either up or down while holding the button.

Defeat Apollo either by out-pointing him or by knocking him out with a killer punch or by knocking him to the canvas three times in the same round and you can



move onto the next phase in your plan for stardom: Lang.

Lang (who looks like Mr T who played Apollo Creed in the film) is one tough boxer but should you manage to beat him you've then got super-tough Russian Drago to take on.

To stand any chance of beating Drago at all you'll have to put in some extra training. Before each bout you get the chance to train in the gym and increase your strength and stamina in the ring. The training sessions for each bout are different and you start off simply punching hell out of a punchbag suspended from the top of the screen. The idea is to time your punches with the swing of the bag and score as many hits on it as possible in a limited amount of time. Make the target and your strength is increased for the next round.

The next training session is

PRICE £29.99

PLAYERS 1 2

CONTROL

much more timing based as you attempt to knock hell out of one of those small punchbag things that hang about six inches from the top of a wooden shelf... you know the ones. The last training session is where your manager stands in front of you and holds a big pad in each hand, he holds the pads up and you wallop them. In two player mode both players simply pick a fighter and go box each other's ears.

VERDICT

Fans of the films or the man 'imself will find this game most rewarding. Boxing fans and game fans in general will find the challenge too limited. With only three boxers to take on the interest doesn't last long enough. It's tough, especially fighting Drago, but a few more boxers of less ability would have been more rewarding.

TRAINING

TIME 35

HIT 01

QUALIFY 60

Get a good rythm going on the punchbag Sly!

DOWN

COUNT 02

GET UP

Alternately press the buttons to get Sly up again.

RATINGS

GRAPHICS 70%

- ▲ Massive sprites
- ▲ Good animation and good likeness of Sly
- ▼ Boxing rings can get a bit boring to look at after a while
- ▼ The screen flickers a lot because of the animated crowd in the background

SOUND 65%

- ▲ Good sound effects and music during the bouts
- ▼ There's not enough variety in the music or the effects, different

swishing noises as the fist fly would have been good

DEPTH 40%

- ▲ It's not all boxing, there's the training to be done as well
- ▼ With only three boxers the lasting interest dies sooner rather than later

ADDICTION 55%

- ▲ Drago's a real tough customer so you'll grit your teeth and really want to knock the living daylights out of him
- ▼ That's the only thing that keeps

you playing after a couple of games

S-FACTOR 64%

Certainly not the best game around, though not a complete disaster especially in two player mode. If you want a boxing game and you're a fan of the film you could do a lot worse than this one. The game lacks depth but it's good for playing for 10 minutes every so often.

SHANGHAI

Just sometimes a rest from all that blasting and bombing and running around in magical worlds is a good thing. Just occasionally it's fun to actually get your brain in gear and do some serious problem solving. Enter *Shanghai*.

It's a patience game using the tiles from a *Mah Jong* set. *Mah Jong* is an ancient Chinese game which is very complicated and takes a lifetime to learn to play well. What's much easier is taking all the tiles, stacking them in elaborate patterns and then see if you can match pairs of end-of-row tiles and remove them from the game.

There are 144 tiles used in each game and every tile has three counterparts. This often leaves you in the interesting position of being able to choose which pair to remove. The idea of the game is to remove all the tiles but a lot of forward thinking is involved because you can only remove end-of-row tiles so the majority of tiles you can actually see are 'locked'. Planning is essential to 'unlock' and remove tiles from the game and it's not uncommon to find yourself unable to complete a game because there are no legal moves left (fortunately the Master System informs you when this happens and stops the game).

As in all games of patience there are some patterns which are simply impossible to complete, but you don't know that until you've had about 20 goes at the same pattern and all your hair is lying in heaps by your feet!

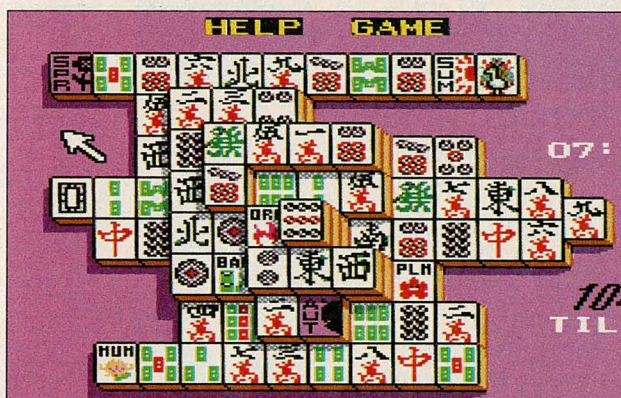
Once familiar with the game you can even start making life harder for yourself by setting time limits on the moves or games, i.e. you have to

finish a game within 10 minutes, or you're only allowed 30 seconds per move. Tricky stuff indeed and not for

the faint hearted! Getting hopelessly lost in a game shouldn't result in a nervous breakdown though, there

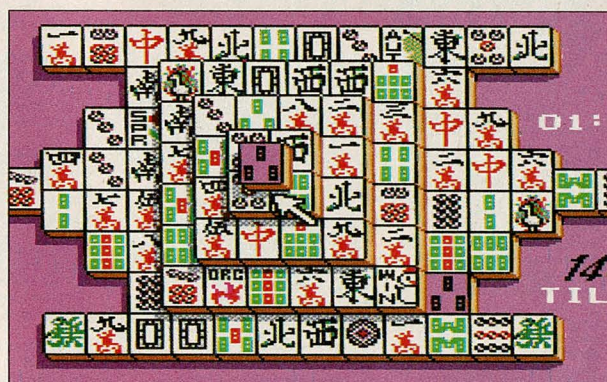
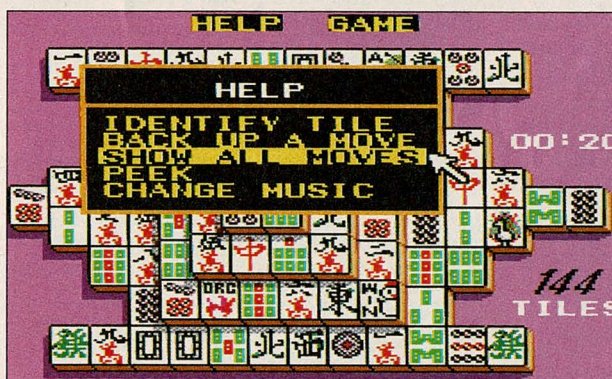
are a couple of help options available including getting the Master System to show you a good pair to remove. You can even get the Master System to go back a few moves if you've become hopelessly stuck.

When you're really confident you can even start taking people on in a Challenge game where you both compete to remove the greater number of tiles. As a single player game it's superb and as a two player game it becomes even more fun.



Here you've got two season tiles paired up, just press the button again to remove them from the board.

Ah ha! A cheat option, we like that in games (not that we ever need them, no siree, not the S team!).



The start of another game. It's handy if you can get rid of the top tile right at the start like this.

VERDICT

What a refreshing change *Shanghai* makes. It may sound massively complicated to play but it really isn't once you've learnt the few basic rules. It really does get you thinking ahead and realising the easy option may not be the best one to take in the long run. It's mightily addictive once you get into it and long playing sessions are not uncommon. It's just as much fun to play as any shoot-em-up and it has a timeless quality about it which means you'll come back to it time and time again. Hunt this down and get it into your collection.

PRICE £24.99

PLAYERS 1 2

CONTROL



GRAPHICS 65%

- ▲ Good detail on the tiles
- ▲ There's a very good 3D stacked tiles effect
- ▲ There's a great end game animated dragon sequence
- ▼ It's not much fun for people looking over your shoulder

SOUND 60%

- ▲ Some nice tunes play throughout
- ▲ You even get a choice of tunes!

DEPTH 75%

- ▲ Very simple to pick up and play
- ▲ Loads of options to vary the

gameplay

- ▲ The two-player Challenge game makes for some very interesting bouts.

ADDICTION 90%

- ▲ Once you start on a game it's very difficult to leave it until you've finished
- ▲ And even then you'll want to have another go!
- ▲ A game you can come back to months and even years later and still get as much enjoyment from

S-FACTOR 91%

A fascinating game that's not only great fun to play but actually gets you thinking about things too. The Chinese are renowned for their games of thought and strategy and *Shanghai* is a great example of the genre. This just goes to show you that you don't have to blast things to have a good time.

SMALL ADS

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

FOR SALE

Commodore 64, Joystick, Data Cassette, all leads, mags, cheat booklets, type-in programs and 70 games £130 OVNO. Tel (0844) 208680 address: 19 Elm Trees, Long Crendon, Aylesbury, Bucks. HP18 9DG.

Hand Controller + Rapid Fire Unit £10 ONO Contact Jim Bath 423205.

Sinclair ZX Spectrum + with ten games, boxed and ready for quick sale because we are moving house. Rarely used £50 yes only £50 please phone Cheltenham 517522 hurry.

Complete Sega Master System. For sale: Console RFU, Phaser, 3-D specs. Control stick + £30 - £40 cartridges. All mint condition, original boxes, instructions, etc. Whole lot bargain at £220. Tel: 01 049 211 288 530.

Sega System, light-gun, joy stick, plus, rapid fire unit and 17 games worth approx £450. Sale price £300 games include Wonderboy III, Golden Axe, R-Type and Shinobi ring Paul on 061 368 7569.

Sega Master System RFU seven games, inc Psycho Fox and Altered Beast all boxed in good condition £120 contact Richard Kenyon 145 Malvern Road, Beeston Leeds LS11 8PU.

For sale or swap for most games my Sega light phaser £17 ONO Lee B/Stoke 0256 477918 after 3pm. On week days. Also swap Altered Beast for most games.

For sale Sega Master 12 months old with box including control pad joystick Altered Beast Rocky for £75 ONO ring 0707 872047 ask for Alan.

Spectrum 128K for sale. Many games including Rampage, Robocop, Renegade Ramparts. Two joysticks. All for only £75 call now and ask for Simon after six o'clock.

Master System, RFU, light gun, Konix joystick, seven games, inc Wonderboy 3 + Psycho Fox. Mint condition, with manuals etc. Worth £310, sell for just £200. Ring Ben on 081 946 3480.

I'm selling Black Belt for £15 in good condition with box and instructions or swap it for R-Type, Thunderblade, Bomber Raid or Time Soldiers. Tues-Thurs. 5-10pm ring (0602) 228364.

For sale Sega Master System (unwanted Birthday present) + two games, Psycho Fox, Afterburner £80 phone Rob on (0272) 735692. After 4pm on Weekdays.

For sale: Master System plus games include, Rambo, Marksman Shooting, Trap Shooting, Ghost House. Price only £95. Phone 0375 384049.

For sale Sega Light Phaser £20-25 or will swap for Rocky if interested

phone (0922) 418353 and ask for Simon phone after 5.30pm.

Blade Eagle 3D, Cyborg Hunter, Great Baseball, World Grandprix, Great Volleyball, Missile Defense 3D. For sale prices ranging from £10 to £15. Phone Ted after 6pm. 071 474 4985.

ZX Spectrum+ 128K with £150 worth of games, includes tape recorder, joystick and interface. Selling £100 tel Bolton 64734.

Sega Master System Plus and light phaser, plus five games plus Rapid fire unit all for £120 ono ring 0222 769699.

Sega System plus control stick, light phaser, 13 games including Golden Axe, Phantasy Star, Wonderboy 3, R-Type, Rampage, Wanted. Worth £390 sell for £290 ono contact Aki (041) 558 2135 after 7pm.

Spectrum 128K+2 for sale with a built in Datacorder manual £500 of software in very good condition worth £200+ will sell for £120 ono phone (0280) 815727.

For sale Vigilante, After Burner, Kung Fu Kid £15 each or £40 the lot. All boxed with instructions. Tel 0249 890366.

Sega Master System 3-D glasses 34 games Yes 34 games six months guarantee £30 ONO phone Southampton 553399 for details.

For sale Sega Master System including Joystick 2 control pack and 7 games worth £175 sell for £125 contact Mike Slater 341630 98 Cherwell Road, Berinsfield, Waringford, Oxon 7QA.

Sinclair Spectrum boxed with over 200 games multiface interface joystick mouse inc Art package all in good condition sell for £130 ono Tel Rochdale (0706) 55929.

Sega Master System plus light phaser 20 games boxed worth over £500 sell for £150 ono. Or swap for Commodore 64. Game swapping also considered phone 081 470 5717 after 5pm.

For sale Sega 8Bit lots of game. Power Strike, Rastan, Shinobi, Vigilante and adventures, Phantasy Star, Spellcaster, Joysticks mint condition. Price £200-250 for details ring 081 554 3302.

For sale £15 each Wonderboy III, Golvellius, California games, R-Type or swap for Psycho Fox, Dynamite Dux, Wonderboy II, Rastan, phone 0698 832491.

Master System Plus, light phaser and 6 new games 2 control pads and 1 quickshot joystick. £1.50. Phone 0326 561291 between 6 and 7 and ask for Simon.

For sale! Out Run, Casino games, Dead Angle £15 each (excellent condition) or swap for Cloud Master, Dynamite Dux, Psycho Fox. Phone (071) 582 8405 call after 5pm. ask for Matthew.

Master System, 8 games including Wonderboy II and Galaxy Force.

Worth £300 want £150 ono. Phone Simon on 797 9948 after 4pm.

Sega Master System, with Light Phaser, with 3 games, Sega has more than 15 games which include: Rastan, Psycho Fox, and Wonderboy II. Please telephone after 4.00pm thankyou.

Sega Master System Light Phaser 7 games inc Golden Axe. Wonderboy II Double Dragon worth £250 sell for £150 tel: 320 5934 after 5pm. (two control pads) call Graig Please.

Sega £130 2 pads, 3 games, Zillion, Wonderboy and Wonderboy3 (no instructions WB, sorry lost them). Ben 717184 (0272) Sega in axe condition.

Great offer!! Master System + light phaser (still boxed). Worth £320. Will sell for only £200 ONO (£120 cheaper!) Ring (0484) 515322 after 6pm. 11 great games included. Replies from Northern England only please.

For sale Alex Kidd in Miracle World. Perfect condition £15 ONO. Phone 061 485 2163 after 4pm and ask for Paul.

SWAPS

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.

For Y's. Players guide from edition one needed. Also want to swap, Out-Run, After Burner, Great Golf, Monopoly and SpellCaster, for Phantasy Star, R-Type, Shinobi, Power Strike 0670 362513.

Marcus on 07456 87927 (Prestatyn) will pay good money for Rocky, SpellCaster Lord of the Sword, Golden axe, Pro Wrestling, Wonder Boy In Monsterland. Telephone me quickly urgently ASAP.

I will swap Rampage and Shinobi for Phantasy Star. (Must be in good condition with box and instructions) phone John on 041 638 8931 Ta! Phone at 5pm to 8pm.

For swap: My Rastan, Wonderboy III, Transbot for Galaxy Force II, California games, Dynamite Dux. Offers of other games will be considered: Call Edmund on Hertford 589285 after 6pm.

Would you like to buy: Golden Axe £15.00 California games £15 tel: 071 515 0519.

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.

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.

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.

Swap After Burner, Spell Caster for Bomber Raid, Rastan, Phantasy Star, Shinobi, Altered Beast, Chase HQ, Golden Axe, Thunder Blade, Ring Ring Shay on 0795 876797 ring after 3.30pm and before 8.00pm.

Will swap Wonderboy 3, Power Strike, After Burner, Miracle Warriors, Great Basketball or Gangster Town for Shinobi, Altered Beast or any other good games (0772) 720976.

I will swap my Rampage, Out Run, ThunderBlade, Casino Games, Space Harrier, After Burner for Phantasy Star, Y's, California games or W/Soccer contact: 198 Whitehouse Common Road, Sutton Coldfield, West Midlands, B75 6DN.

Will swap Fantasy Zone, Wonderboy in Monster Land, or Aztec Adventure. For Spellcaster or Basketball Nightmare or Casino games call 0603 615140.

I will swap my Dynamite Dux, Spellcaster or Altered Beast for Wonderboy III, Psycho Fox or Golden Axe. Call me at 36 Caernarvon Ave, Burnley. Telephone 0282 35847 after 5.30pm.

Will swap the Ninja, Alien Syndrome, American Pro Football, Wonderboy 1, for Casino games, Psycho Fox, Monopoly, Nightmare Basketball. Phone Andre on 081 397 5812.

Swap my American Pro Football, California games, Rocky, Shinobi, Vigilante, Time Soldiers, Kendeiden, or light gun for Wonderboy 2, World Soccer, Y's, Spellcaster, or Basketball Nightmare. Contact Dominic on (0442) 833121.

Will swap Fantasy Zone, Wonderboy in Monster Land, or Aztec Adventure. For Spellcaster or Basketball Nightmare or Casino games call 0603 615140.

I would like to buy or swap World Soccer or Pro Wrestling for Space Harrier, Out Run or maybe Shinobi phone Wesley on 0272 248407.

3D glasses for sale £15 or swap R-Type, Spell-Caster Psycho Fox, Golden Axe phone London 514 1893 after 5.

Anybody our there got 3-D glasses and 3-D game + light phaser. I'll swap for Time Soldiers and Wonderboy. Tel: 061 998 1539 after 6.30pm any day.

I will swap World Soccer for Golden Axe, Rampage, Altered Beast or any decent games phone Matt after 6pm on weedays on (0734) 477746.

Will swap Zillion One, Zillion Two, Ghostbusters, After Burner, Ghost House for Nearly any game. Phone after 7pm. Gary 04024 46196.

Dynamite Dux £17 or swap for Miracle Warriors, Phantasy Star or World Soccer please ask for David

081 868 2217.

Swap Thunder Blade The Ninja or Cyborg Hunter for Action Fighter, Galaxy Force II World Grand Prix, Dynamite Dux or Basketball Nightmare. 0329 285404.

Will swap my After Burner for Basketball Nightmare ring after 5pm ask for Gareth Tel: 0273 563303.

Swap After Burner for Wonderboy II, Fantasy Zone one of two, Bomber Raid, Y's, Vigilante, Psycho Fox, Rastan, Scramble, Sprits or Zillion, contact Richard on 0977 558264 hurry!

I will swap Afterburner, or Pro Wrestling for Shinobi, Outrun, Psycho Fox, SOS, Shadow Warriors or Dead Angle. Phone (0705) 737376 ask for Steven Lush after 6pm.

Hi I'm Simon I'd like to swap Golden Axe for any of these games Alex Kid in Miracle World or Astak Venture or Rocky phone Simon on London 4457458. (Bye).

Will swap Kung Fu Kid, GhostBusters, Fantasy Zonell, Rampage, Great Golf, for Dynamite Dux, Double Dragon, Golden Axe, Cal. Games, Spellcaster, Thunderblade, Altered Beast, ex. condition. 061 724 7034.

Will swap Double Dragon, World Soccer, for Time Soldiers, Ghostbusters or light phaser and Combo cartridge for Phantasy Star or will sell games for £15 each phone Glen on 061 477 4903.

Swap WB3, Pro. Football, Y's, G. Force, D. Dux, My Hero, FZ2, W. Soccer, for: A. Fighter, R-Type, Spellcaster, Rastan, Monopoly, B. Belt, T. Soldiers, Kenseiden, Rampage 100% reply. K. Law 51 Market St. Torquay, S.Devon, TQ1 3AW.

For swap/sale: Vigilante sell for £10 swap for any good games. Wonderboy, Space Harrier, Golden Axe with a fever thrown in? Contact: David on: (0695) 421521. Around 5pm.

I will swap Psycho Fox and Dynamite Dux and a £10 for 3D glasses plus Outrun 3D phone Steve on (0203) 467846.

Hi there I've got Great Golf and would like to swap it for any decent Sega cart I would prefer a Platform or another sports sim like World Soccer 3309376 (Lancashire).

I will swap my Aztec Adventure, World Grand Prix and Casino games for World Soccer, Great Basketball or Operation Wolf. Phone Clacton on Sea 870 818 and ask for Simon.

I have Dynamite Dux I will swap for WonderboyIII, Thunder Blade, Bomber Raid, or Power Strike or Choplifter telephone Darren (0532) 570262 Leeds. Telephone after 6pm.

For sale or swap Kung Fu Kid. Swap for Fantasy Zone, World Grand Prix. Tel 0728 830461 or write to 49, Abbey Road, Leiston, Suffolk, IP6 4RE.

Altered Beast and Power Strike to swap or to sell. Swap for Psycho fox or any other good games, sell for £15. Contact Mark on 0706 355854.

Wanted Wonderboy in Monster Land or Rastan, will swap for Shinobi, Spy V's Spy (card) or Power Strike. Phone (021) 783 3596 (after 4pm please) ask for John.

Will swap Zillion 2 for either Basketball Nightmare, Psycho Fox, Dynamite Dux, Tennis Axe, Super Tennis, Rampage, Golden Axe, Ghostbusters, Alex Kidd in Miracle World contact Martin on 051 339 7763.

Will swap my Afterburner and Action Fighter for nay two games like Rampage, Vigilante, Ghostbusters, or World Soccer. Interested? Phone Bristol (0272) 632 882 after 4pm, and ask for James.

Swap my Cyborg Hunter, Altered Beast, After Burner, Wonderboy in

Monsterland for Phatasy Star, R-Type, Miracle Warriors, Power Strike, Secret Commander or Spellcaster. Phone Scott (0324) 31365 after 8pm. Thanks.

I will swap my Wonderboy in Monster Land for your Rampage or Basketball Nightmare. Phone Skelmasdale 21058. And ask for Rene. Sell for £20.

I'll swap my Sega Master System with 5 games for a PC Engine which must have at least 1/2 games. Please contact James Murby at 63 Creascent Road, Hugglescote, Leics. LE6 2BE.

I will swap my Basketball Nightmare for R-Type please phone Graeme on 041 644 5541.

Will swap my Golvellius for Rampage, write to Michael Nowell, 2 Vine Villas, Plough Road, West Ewell Surrey KT19 9RW.

Swaps Afterburner, Rastan, Wonderboy, Aztec Adventure, Time Soldiers Alex Kidd III, Zillion II, + more for Psycho Fox, D. Dux, G. Axe, W. Games. Contact Ross on (0276) 681931 between four and six.

I will swap my Golden Axe for you Basketball Nightmare, or my R-Type or Shinobi for your Psycho Fox or Dynamite Dux. Ring Andrew on (081) 458 8746, after 3.30pm.

Wanted Golden Axe, Rampage. Will swap for Altered Beast, Shinobi, Thunderblade or Afterburner have more. Phone Kenny on 03337 354 Fife. Must be in good condition.

Will swap Ninja, Enduro Racer, Shinobi, Vigilante, Thunderblade, Ghostbusters, for Power Strike, Phone (0275811) 3001 and ask for Tony.

Please will help me to swap Psycho Fox, Pro Wres and World Soccer for Quartet, Action Fighter, AfterBurner or Double Dragon (after 4pm phone Mark on 347068 (0244).

I will swap F-16 or Shinobi for Phantasy Star, Golden Axe, Psycho Fox, Rastan, or any Wonderboy game. Tel: Dom on 081 543 8269.

I will swap my Double Dragon, Dynamite Dux, Altered Beast and Bomber Raid for some other good games. Ring (0384) 271384 after 6pm, and ask for Fin.

I will swap my Shinobi Basketball Nightmare, Global Defence for your Dynamite Dux, Cloud Master, Fantasy Zone phone Danny on 061 474 1031.

Will swap My Hero, Power Strike, Ghost House, Space Harrier, Quartet, After Burner, Marksman Shooting, for any other games, Simon (Preston) 0772 745623.

Will swap After Burner, Altered Beast, Rocky, Space Harrier, for any Fantasy Zone game or almost any other games. Phone Stuart on 0354 54375.

I want World Games or Dead Angle for my World Soccer. Want to Swap? Write to: Justin Caddy, 46 Woodmanocott Close, Forest Park, Bracknell, Berk RG12 4XP.

Swap Kenseiden, Ghost House, Golvellius and Fantasy Zone, The Maze all ace condition for DynamiteDux, Captain Silver, World Soccer, and other quality games ring 0533 386726 ask for James.

I have Golvellius, Alex MW, Cyborg, I will swap for Rastan, Lord of Sword, Secret Commander or Shinobi ring 0403 753083 and ask for Tony all must go.

Will swap Alien Syndrome, Dynamite Dux, Golvellius, Kenseiden, Lord of the Sword, Monopoly, Thunder Blade, Rocky for American Baseball, Cloud Master, Cyborg Hunter, Penguin Land, Spellcaster phone 0892 548262.

Will swap Rocky, Shinobi, World Grand Prix or Bank panic for Spellcaster, Rastan or any other good games phone 081 336 7301 ask for Wayne after 5pm.

MAILBAG

I will swap My Hero for any Cartridge please phone (0865) 64440 ask for Duncan phone from 5pm to 9pm on any weekday.

Will swap Secret Command, Alex Kidd, Quartet, Shinobi, Penguin Land for Monopoly or other good games. Pone (0484) 661589 after 5pm and ask for Chris. Will also sell games.

I have Vigilante and Double Dragon will swap for R-Type, Power Strike or cal games. Phone 0925 602757.

Wanted Space Harrier or Bomber Raid or Wonderboy in Monster Land for Cyborg Hunter almost new.

Will swap my Zillion or Ghostbusters for your World Soccer or Psycho Fox if so ring Standish 426111 after 5pm and ask for Dean.

Will swap Shinobi for W.boy in Monster Land for Rastan or any other good game (must be in good condition) 870863 (0633).

Wanted Golden Axe, Psycho Fox, Tennis Ace or R-Type. I will swap Rocky, Double Dragon, Shinobi, Pro Wrestling or Alien Syndrome. Call Gary on 0563 42523 after 4.30pm.

Has anyone got Wonderboy II I will swap for any of these, Kung Fu Kid, Transbot, or Great Basketball. Contact Martin 3 Buckingham House, Turve Green, Northfield, Birmingham B31 4BU.

I will swap my Spellcaster or Cloudmaster for you R-Type or Golden Axe. Phone Fran on 0727 38677 after 4.30pm.

Will swap Altered Beast for Dynamite Dux, Rampage, California games or Psycho Fox. Phone Lee on Pontypool (0495) 753057.

I will swap Enduro Racer, Shinobi for Ghost Busters, Alex Kidd Miracle World, Wonderboy 3, World Soccer, Psycho Fox, Kenseiden, Rocky. Phone 0708 854956 please ask for James thanks.

Will swap my 3D Glasses and Blade Eagle 3D for Phantasy Star. If interested, phone (0442) 833121. Will also swap them for Psycho Fox and Rastan.

For swaps: Sega Master System with 3D glasses inc R-Type, Psycho fox etc. And Spectrum 48K+ with £200 of games, for Amiga 500 or Atari 520ST contact Gary please.

I will swap Ghost Busters for Wonder Boy in Monster Land ask for Andrew.

Calling all California game owners, will swap for any game from these: Shinobi, Alex Kidd in Miracle World, Double Dragon, or Wonder Boy. If interested ask for Ian on Manchester 882565.

I will swap my Action Fighter, Double Dragon or Golvellius for Altered Beast, Tennis Ace, World Soccer, R-Type, Enduro Racer, any Alex Kid, Rastan phone between 6+8 Neil 0429 235882.

I will swap my Vigilante for either World Soccer, Pro Wrestling or Basketball Nightmare contact Richy on (0226) 246961 (Barnsley) after 4pm.

I will swap Kung Fu Kid World Grand Prix and Space Harrier for Double Dragon, Spellcaster or Y's phone 0527 85 2345 after 6pm.

For swaps: Control Stick + £10, Ghost House +£5, Ghost Busters, Alex Kidd The Lost Stars for any Wonderboy or Psycho Fox call Simon (0753) 889986 after 4pm or 882039 before.

Will swap R-Type, Pro Wrestling for Dynamite Dux, Tennis Ace, Golden Axe, Wonder Boy in Monsterland, or ultimately Golvellius. Ring Richard after 4.30pm Leicester (0533) 415680 local swap preferable.

Will swap Ghostbusters, Rastan or Secret Command for Op. Wolf, Spellcaster, Phantasy Star, R-Type, Black Belt or Shinobi. Phone Kevin on 071 458 2475. Thats a London number.

Will swap my Shinobi for good game or will sell £20 phone Tony on Cadiff (0222) 619796.

Will swap a sega Master system (boxed) with 8 games I've got Outrun, Double Dragon, Wonderboy, and more I want a Amiga Badly please tel: 0203 347528.

I have W3 and W1 and World Soccer to swap for any of the following: Psycho Fox, R-Type Cloud Master or Time Soldiers. Dial 0782 810351 and ask for Andrew.

For swaps, R-Type, Wonderboy, Rastan, Great Golf, Choplifter. Will swap for Psycho Fox, Altered Beast, Power Strike, Pro Wrestling. Or swap control stick for fantasy Zone or World Grand Prix. Phone Mark (0383) 830389.

Will swap my Cloud Master for anything, like to swap for World Soccer. Tel: 04868 25675.

Swap: My Enduro Racer and Transbot for Golden Axe or any other good games. (eg. Monopoly, Shinobi, Rocky, Light pahser.) If you have any good games for swaps call 844293 (0604).

Please will someone swap Y's, Phantasy Star or Miracle Warriors for my California games, Out Run, Double Dragon or Time Soldiers and Enduro Racer so phone when you want. 0302 887553.

Swap my Wonderboy III, R-Type, Vigilante, Pro Wrestling, Scramble Spirits, Power Strike for your: Rastan, Dynamite Dux, Ultimata IV, Phantasy Star on one for one basis. Phone (0642) 533847.

I will swap my Ghostbusters for Wonderboy I or Battle OutRun, Ring Jason on 0273 563303 5pm.

I will swap my California games or Wonderboy III for World Soccer or Basketball Nightmare. 8 Southdown Road, Hargenden Herts. AL5 1PD. Tel: 462346 after 6pm.

Will swap Shinobi or Ghost House for any Alex Kidd game, Psycho Fox, any Outrun game. Any FZ game. Phone Alex on (0278) 421968 after 3.30pm. User groups get in touch.

Will swap Phantasy Star, Rastan, Time Soldiers, double Dragon, or Golden Axe for Shinobi, Y's, Cal games, or Spell Caster all games mint condition with instructions tel: Matt 0268 698508.

I will swap F-16, Shinobi, Alex Kidd in High Tech, World and R-Type for

Golden Axe, Rastan, Psycho Fox, or any Wonder Boy game. Tel: Dom on 081 543 8269.

I will swap Rampage, Action Fighter and Altered Beast for Wonderboy, Vigilante and Rastan. Tel: 0932 789594.

Will swap Rastan, Kenseiden, Ghost House, Golvellius and more for Dynamite Dux, Casino games and new titles ring 0533 386726 ring after 4pm on week days and ask for James.

I will swap my Vigilante, Rocky and Enduro Racer for Double Dragon, Monopoly and Action Fighter please phone 071 735 6445 and ask for Darren PS will consider Poseidon Wars.

I will swap my eight phaser and Miracle Warriors for Double Dragon and Shinobi contact Jamile on 081 203 5500 after 6pm.

Will swap Shinobi Space Harrier and Super Tennis for Rambo Three, Wonderboy, Two Thunder Blade, Fantasy Zone World Soccer, Y's or other call Junior on 081 3410774 after 6pm.

I have Galaxy Force and Out Run to swap for Space Harrier or similar phone Luke 0732 848383 after school hours.

WANTED

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.

Wanted Golden Axe will buy for £20 or swap for Secret Command, Zillion or Alien Syndrome phone 0926 882809 ask for Paul.

Wanted any Sega games will pay 310 each. Most wanted: World Soccer, Afterburner, Thunderblade. Tel: (081) 533 3664. Ask for Woody.

Wanted W1.2,3, Psycho Fox, Slap

Shot, or any newish games. Considered pay between £10-£20 pr send list to Dave Miles 137 Repton Road, Orpington Kent, BF6 9HY or phone 0689) 24112.

Wanted Vigilante, Wonderboy, Space Harrier or Fantasy Zone 2. Will pay up to £10 ring Anthony on 504 3161. Must be in the Essex area, games must have instructions, good condition.

Hi I'm Michael I want Time Soldiers wanted very badly I will pay up to £15.00 for it must be in good nick with box & instructions. No Swaps.

Wanted: Golden Axe. Will pay £15. Must be in good condition with box and instructions. Phone 061 477 4217 and ask for Phil (after 6pm) Hurry!

Wanted: Psycho Fox or Golden Axe. For around £15. If interested please contact me on 051 931 1873 after 6.00pm.

Wanted Wonderboy I will pay upto £5 £10 will swap for £W2. Phone after 4pm on weekend days. Phone Mark on 041 427 0939.

Is anyone willing to sell R-Type I will pay £10-£15. Please please phone now I am desperate.

Wanted: Ultima IV, Chase HQ, Operation Wolf, phone Laura: 0280 813053 after 4.30pm.

I desperately need issues 1, 3, and 5 of this 'S' mag will pay £3 each apply A. Walker, 20 Cosford Close, Birchwood, Lincoln LN6 OEG.

Wanted S magazine issue numbers 3 and 5 good condition only will pay £2 each. Ring 0264 51126 after 6pm ask for Andrew.

Extensive repeat extensive collection of Sega games with Sega Master System in any condition ring Ely (0353) 661189.

Wanted urgently Rocky, Golden Axe, Super Tennis, Pro Wrestling, Wonderboy One, Zillion II, World Soccer and Zillion I contact Grant after 6pm on (Mersyville) 6773810 £10 £17.

Games wanted Miracle Warriors, Golfmania, Chase HQ or Pro

Wrestling will pay £18 for each game instruction books included contact Glyn on Rainham 04027 20230 after 4pm weekdays anytime weekends.

Wanted W/Boy/2 for a good price of £20 no swaps as I have no other games call after 4.30pm 081 318 9837. I would also like a Sega Penpal around 12/13.

Do you have monopoly for the Sega? "yes" I hear you shout. Ring Mike on (0925) 601681 after 4pm on weekdays.

HELP!

One Sega genius knows solutions to Wonderboy III and Alex Kidd in HTW. Phone Luton (0582) 391543 and ask for Declan.

Could someone please tell me how to gain the travel pass in Alex Kidd in Hi Tech World, write to Mark 13 Harrow Road, Canvey Island, Essex or phone 0268 690186.

To defeat Lev.1 R-Type Boss, Shoot top eye then shoot Pod (if you have one) at stomach snake and keep firing.

PEN PALS

13 year old boy wanting pen pal of same age. Hobbies are computers, drawing, playing keyboards, ferraris and not school. Write to 223 Ladywood Road, Kirk, Hallam, Derbys, DE7 4NJ.

Sega direct! Fanzine/newsletter which entails reviews tips and news. First issue 50p and also send SAE. Also cover megadrive news. Keiran Garvey, 67 Woodlands Ave, Irvine, Ayrshire Scot. KA12 0PZ.

Pen Pal wanted to swap games hint + tips etc. Send address + games lists to Stephen Mawhinney, 199 Lisneveagh Road, Antrim, County Antrim BT41 2JT.

READER AD ORDER FORM

Name

Address

Telephone

Please tick the category your ad should appear in:

For Sale

Goods Wanted

Swaps

Help Offered

Help Wanted

Events

Miscellaneous

Pen Pals

Write your FREE advert here (max 30 words). Remember to include your name, address and telephone number if you wish to see them in print.

PLEASE NOTE:

- 1 Sorry, NO trade ads! All reader ads must be from private individuals.
- 2 We cannot vouch for the quality of goods and/or services advertised in this section. All ads are accepted in good faith.
- 3 We reserve the right to amend or refuse ads at our discretion.
- 4 No pirated software may be sold through these columns. Any readers being offered non-originals should contact us.
- 5 We cannot guarantee that adverts will appear in specific issues of S.
- 6 The following declaration must be signed:

My advertisement conforms to the terms above and is legal, decent, honest and true

Signed

THUNDER BLADE

There's only one thing to do when rebels invade your country and threaten to overthrow your government and install a radical dictator in its place... fight back!

That's a tall order when you're just an ordinary man in the street, but when you're the greatest helicopter pilot alive, known as the Gunship Gladiator, it's the only option open to you really.

Doubly so when you can also get your hands on the world's most advanced attack helicopter: the Thunder Blade. Sadly, and strange as it may seem, there's only one in the whole world so it looks you are going to have to take on the whole rebel army... all on your tod... with no help at all... gulp.

There are four stages in all, each stage consisting of three rounds with an enemy superfortress guarding the end of the stage.

The different stages (urban, mountain/desert, river and refinery) are presented differently, for example the game kicks off with your chopper viewed from above in a vertically scrolling blast, much like every other vertically scrolling blast that's ever appeared. Make it to the end without losing all three of your lives (as you should, you are the Gunship Gladiator after all) and the view changes to an *Afterburner* style where you view your 'copter from behind and the landscape scrolls towards you.

In every round you've got a mix of ground and air forces to take on, that's T74 Bengal Tiger Tanks and Sparrow Hawk Attack Helicopters and F14 Meercat Jet Fighters and Corsair Fighter Aircraft... apparently.

It's a good job then the ol' Thunder Blade is fitted with both a 30mm chain gun and air-surface missiles. Take out the planes with the rapid firing gun and the tanks with the missiles.

Most, though not all, of the enemy fire back so survival is

usually down to making rapid avoidance manoeuvres in between frantically pressing the buttons to fire back. Thankfully the enemy always attack in the same patterns for every game so it doesn't take too long to learn where they're going to be coming from and position yourself for them. Bomb and blast the pants off the superfortress and you're then thrown right into the thick of it for the next stage. Well they never said a Thunder Blade pilot's life would be easy.

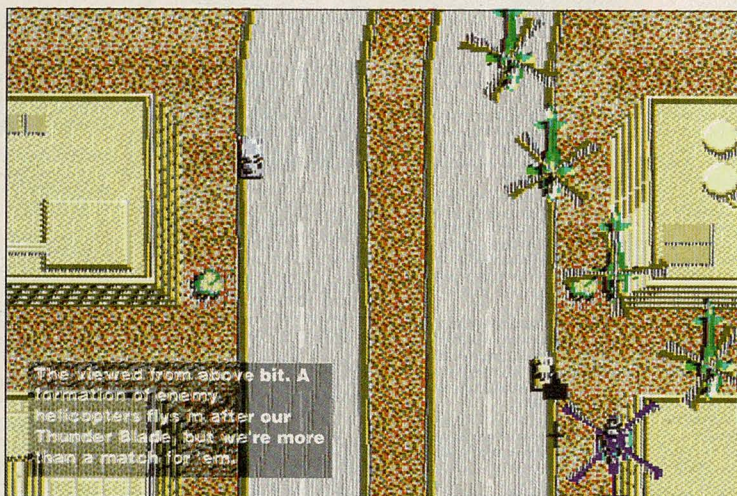
PRICE £29.99

PLAYERS

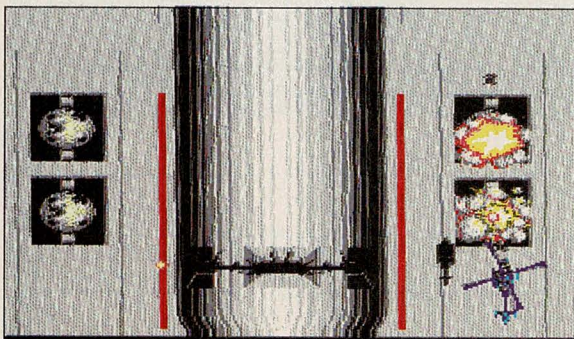
CONTROL

VERDICT

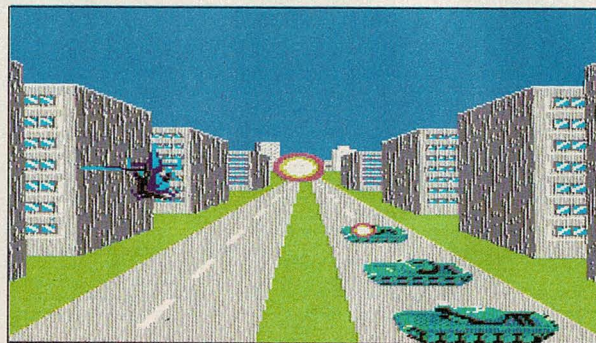
Thunder Blade started life in the arcades and was a smash hit, it was converted to home computer and console and has proved to be very popular in these formats too. There's a good reason for this; it's good. The difficulty tuning is good, it's got lots of variety in scenery and gameplay and it's a game that rewards effort and practice. That is you can usually get a bit further into it every time you play. It lacks that certain something to make it really incredible but it's still a good one to go for if you're looking for a blaster that will provide some challenge.



The viewed from above bit. A formation of enemy helicopters flies in after our Thunder Blade, but we're more than a match for 'em.



Flying over the first end of level superfortress (shaped like one of those stealth bomber thingies).



The viewed from behind bit. Those missiles the tanks fire tend to home in on you so beware of them.



GRAPHICS 80%

- ▲ Great explosions
- ▲ Viewpoint changes for each round
- ▲ Fast, smooth scrolling

SOUND 70%

- ▲ Good explosions and missile launching and machine gun fire sound effects
- ▲ There's even some background music to accompany the action

DEPTH 55%

- ▲ Plenty of variety in the gameplay

which is nice to see, especially in a coin-op conversion

- ▼ Ultimately it's only a shoot-em-up
- ▼ Would have been better if there was a simultaneous two player option

ADDICTION 80%

- ▲ The difficulty tuning keeps you plugging away
- ▲ It's got bags of challenge so you won't be completing this in a hurry
- ▲ Even if you do you'll be coming back to it

S-FACTOR 86%

A great conversion of a great coin-op. Manic blasting action that keeps you gripped for many a playing session. Not in the same league of shoot-em-ups as *R-Type*, but close enough to warrant a gander and a ponder about. It was good enough to be used in the Sega Challenge after all.

TIME SOLDIERS

Lorks a lordy! There are some pretty horrid types in the Universe and one of the meanest is this chap Gyland. He's conquered most of the galaxy already and now he's turned his attentions to good old Muvva Erff.

A plan to defeat him lead by Yohan, Ben and five Earth Command Troopers has gone badly wrong and resulted in the troopers being captured and sent out through time, now they have to be found before confronting Gyland for a final showdown.

Time Soldiers is a viewed from above blaster with a bit of strategy thrown in. Not much but enough to break up the gameplay.

Whether you're playing solo or with a friend the objective is the same, you've got five 'worlds' to wander through, battling the baddies as you go and taking on the middle and end of level Bosses before entering a time tunnel which will (eventually) take you to one of your chums.

Each era (Primitive, Roman, medieval Japan, World War and Future world) is divided in to three stages with a mid-level Boss guarding each stage. Defeat the Boss and a time tunnel is revealed, if you're in the wrong time period to



Battling the Big Boss in the Roman era. Mind that swinging ball!

rescue one of your comrades, then you can enter the tunnel and the game will transport you to another era (the worlds are linked logically but it takes a lot of play to learn where each tunnel will take you).

If, however, you are in the right time zone then you should ignore the time tunnel and you'll move onto another of the era's three stages. Defeat each Boss and ignore the time tunnels and eventually you'll be left to face the real Boss. Blow the smithereens out of it and one of your buddies is freed and you can then go after the next.

Gyland has got loads of helpers out to blast you though (and the weapons change to fit the era, for example, in the primitive age they lob stone axes at you whereas the baddies use guns in the world wars era) unless you can blast em first with your gun. Normally your gun's not the most effective weapon ever invented, especially against the Bosses, but add-ons can be picked up by blasting certain enemies which increase your firepower.

VERDICT 3

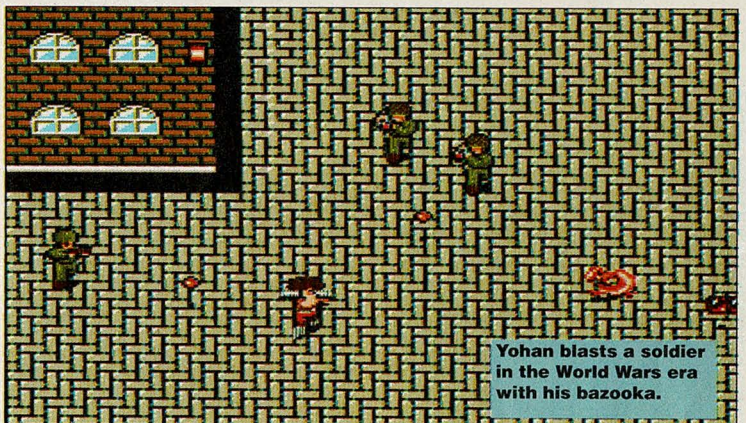
Time Soldiers has all the ingredients for a good game but is let down by the gameplay. The control is awkward and unyielding to the extent that it ruins the fun. There's



So that's a time tunnel! I wonder if Sainsbury's have got one?



Yohan and Ben battle it out in the Primitive era.



Yohan blasts a soldier in the World Wars era with his bazooka.

plenty of challenge and it's not a game you'll finish in five minutes, unfortunately it's also a game you'll find becomes boring much sooner than later. The action is just not frantic enough for a game of this type, the enemy's shots move really slowly and there are so many of them you end up playing the game by avoiding baddies and making tricky avoiding moves the whole time instead of getting stuck in there and blasting things.

What's wrong with that? Some will say. Ordinarily nothing, if the difficulty tuning and pacing of the game is right then there's nothing

wrong with it at all. It's just that the difficulty and pacing is all wrong in *Time Soldiers* so it doesn't work.

PRICE £29.99

PLAYERS 1 2

CONTROL



GRAPHICS 70%

- ▲ Great backgrounds
- ▲ Great effects, like wading through swamps and so on where half your character disappears
- ▲ The backgrounds and sprites change for each time period which is nice to see

SOUND 45%

- ▼ The spot effects aren't up to much
- ▲ The music is much better and goes well with the action

DEPTH 65%

- ▲ The simultaneous two player

mode adds depth

- ▲ With five worlds to explore it provided a fair slice of challenge

ADDICTION 60%

- ▼ The action is too dull to keep you playing if you have to do it all on your own
- ▼ The interest and addiction are killed off by the poor control method

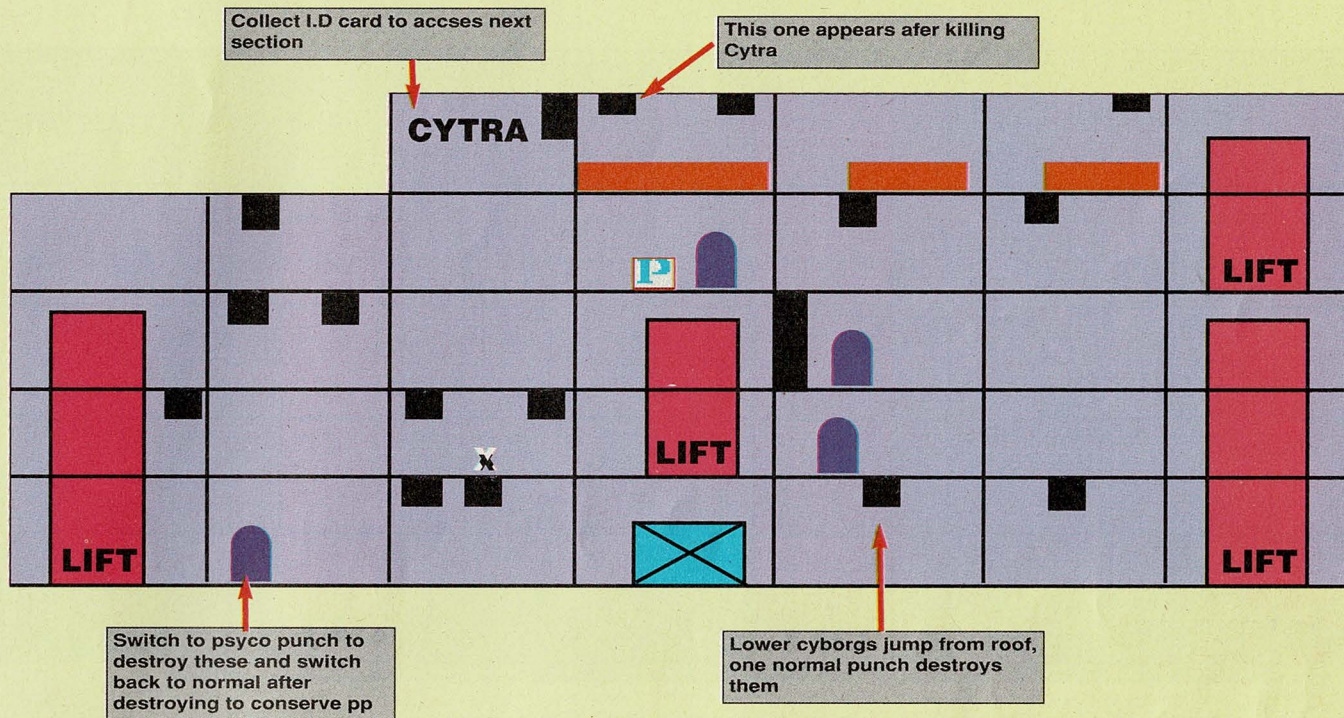
S-FACTOR 45%

A good idea that's been poorly implemented. *Time*

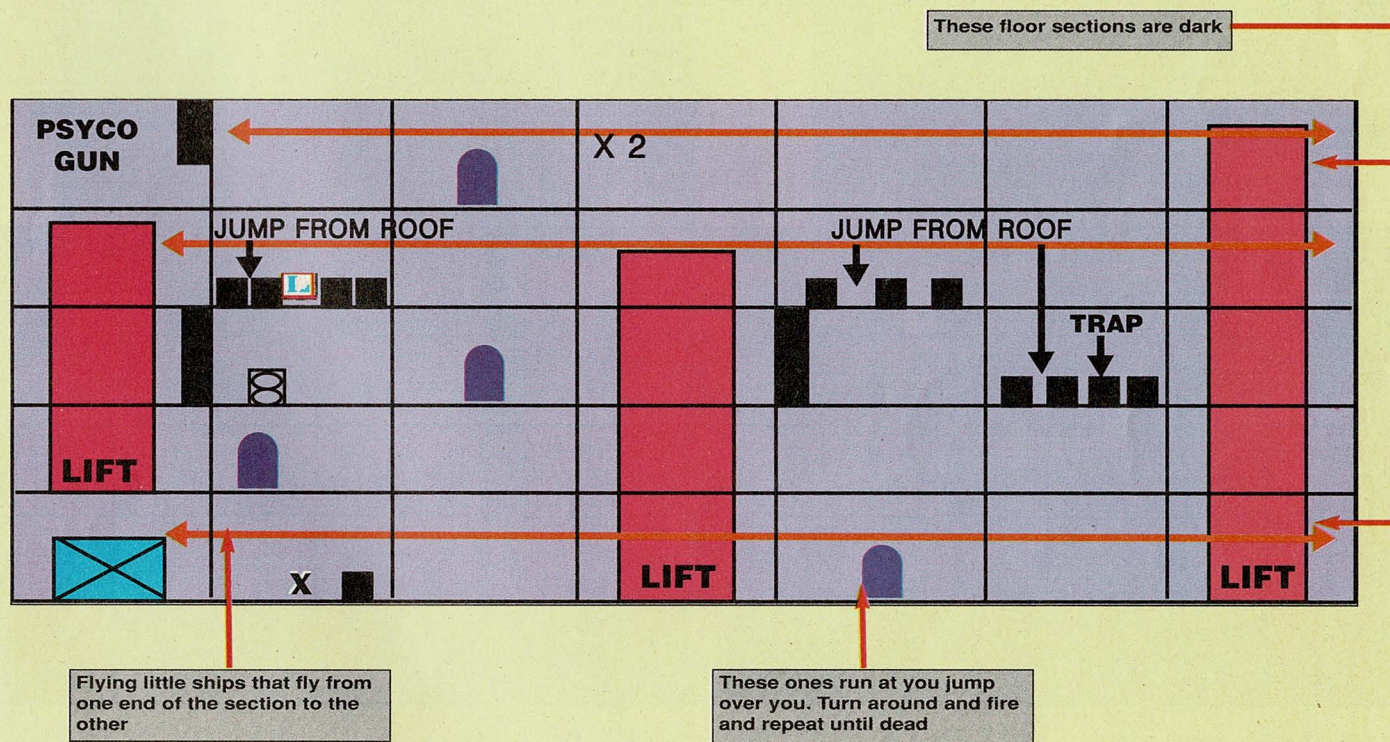
Soldiers just goes to show you that just because it's a coin-op conversion it doesn't mean you should grab your wallet and rush out and buy it. This isn't a fault of the actual conversion (which is very good), but a fault of the original game which is not one of the best to have appeared in arcades over recent years.

GAME TEST

MAP C

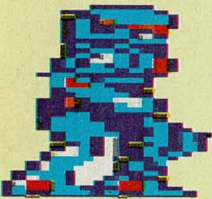
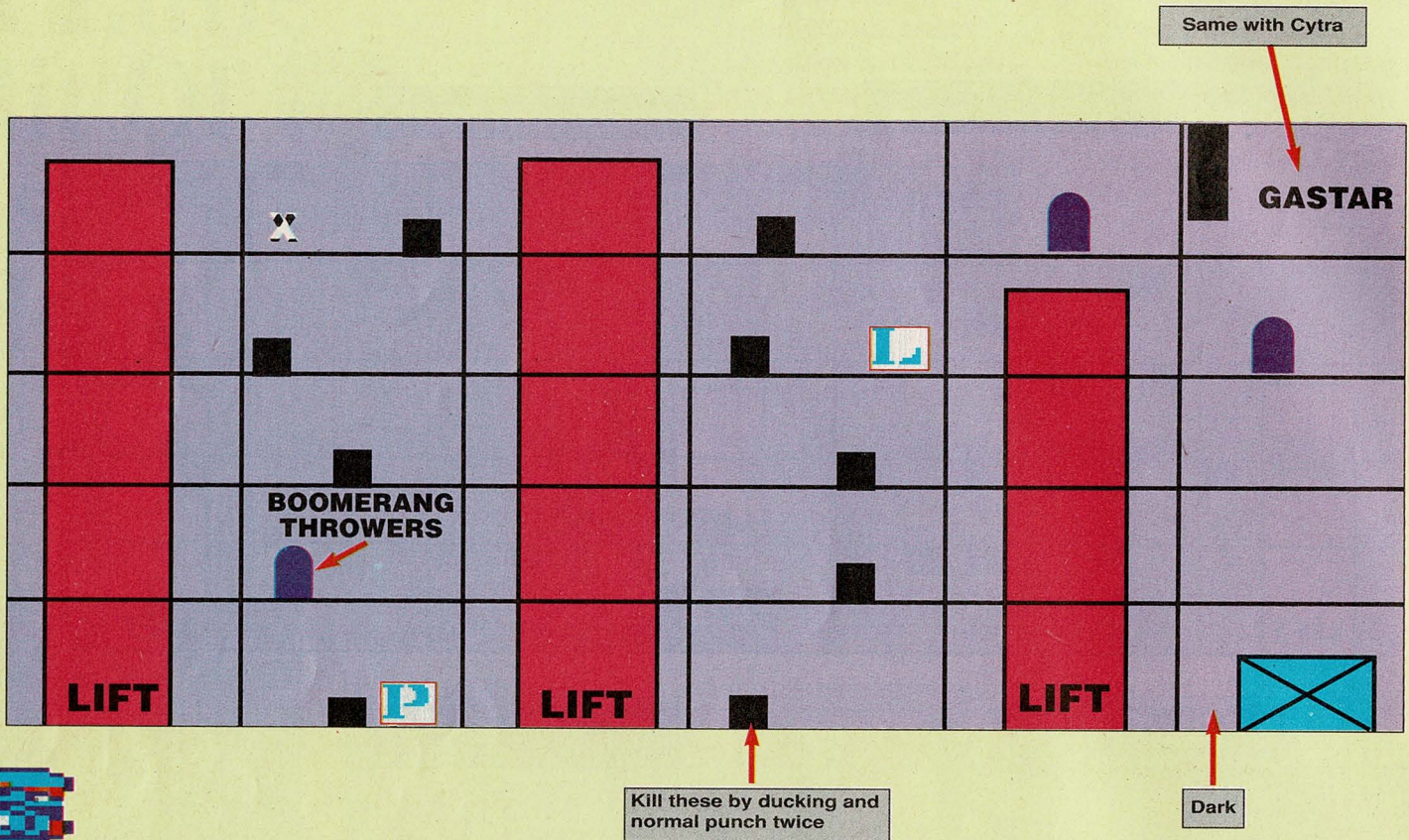


MAP D

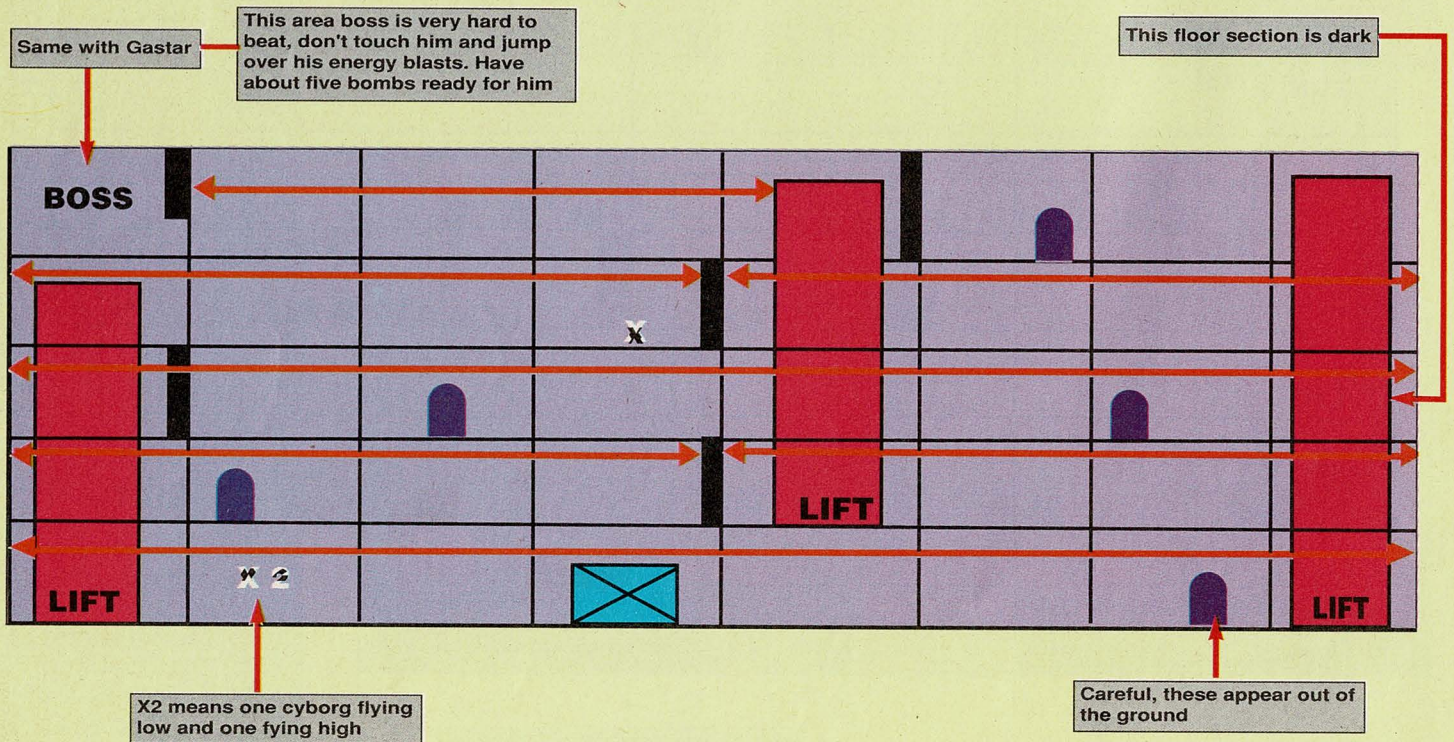


GAME TEST

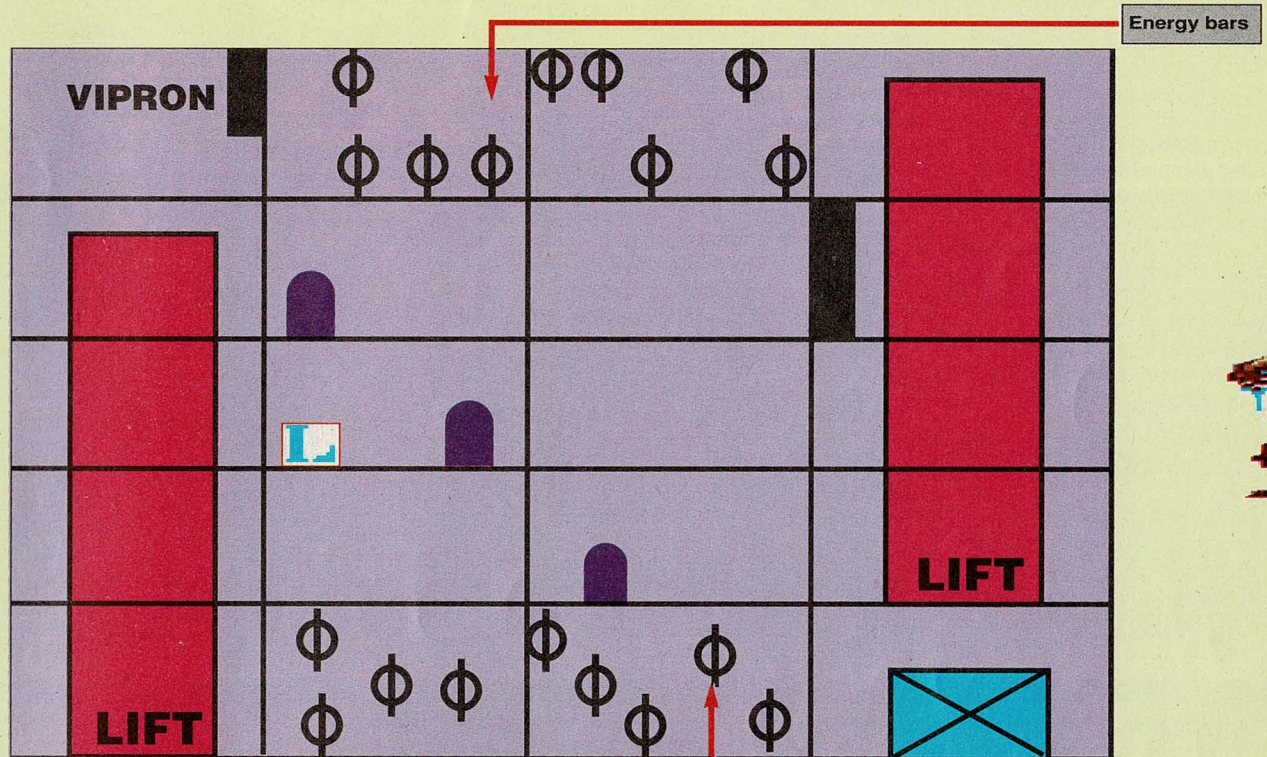
MAP E



MAP F



MAP G



EXTRA GAME TIP 1

Here are a couple of timely hints to help you play the game too. Dan reckons the best way to destroy the Bosses is to "drop bombs on them. Destroy Cytra by dropping a bomb and ensuring you have normal punches hit him 'til he dies. Destroy Gastar by dropping a bomb and using

Psyco punches. The unnamed Boss is the hardest to destroy and takes about five bombs and the ray gun to destroy him. Vipron can be killed by dropping a bomb in his chambers and by then moving as far left as possible and then crouch and keep punching".

When energy bars turn red it means these spikes are going to come out of them. If it's dark red you can pass safely, but move quickly

EXTRA GAME TIP 2

James Dale recommends "keep your Psycho and Life powers up by collecting the symbols and then enter the nearest lift. Come out again without going anywhere and

the symbols will still be there so you can collect them again - keep doing this until your Life and Psycho are fully restored". Nice tip James

ACTION FIGHTER

F Deal with the end of level Bosses easily now thanks to Jason Pitman of Bath.

1. Submarines X3

Direct crossfire above each sub. Bomb each sub three times and then deal with them one at a time.

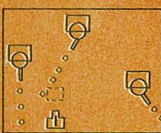
2. Tanks X6

Change into motorbike and move sideways across the bottom of the screen firing continuously.

3. Helicopters X3

As each helicopter enters the top of the screen move sideways until it is in the centre. Follow the helicopter

across the bottom of the screen firing continuously. When your craft is near the side of the screen move up and then back through the gap in the helicopter's missiles. Repeat process across the other side of the screen until the helicopter is destroyed.



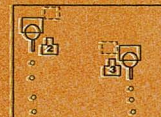
this way you cannot get hit by missiles. Wait until the middle tank has fired three times whilst coming

4. Anti-aircraft tanks X6

Stay at the bottom of the screen - as seen in the diagram -

down the screen. Straight after the third shot go right in front of the tank and bomb its turret. Then return to original position and repeat process until tank is destroyed.

After the middle tank has been destroyed, move across the screen avoiding missiles to position 2 above. Move up and down the screen alongside the tank and after it has fired move across and bomb the turret. Repeat until it's destroyed. Move to position 3 and repeat the process. Next return to



position 1 and repeat whole process.

5. Aircraft carriers X2

The carriers do not fire and cannot be fired upon until in the middle of the screen from the carrier and move up and down, dodging the carrier's missiles. When the carrier gets near to your craft, move across the screen bombing the carrier as many times as possible. Then go to the other side of the screen and repeat process - this takes a very long time 'cos each carrier takes 30 bomb hits to destroy it.

S.O.S.

So, you meassly bunch you're looking to Ssly for ssome help are you? Well ok then I might jusst decide to help (you'd better cold skin, or you're out of a job - Ed). **Sspelcasster** seems to be giving lotss of probss, so here are all the passscodess:
 Izumo Temple before fight:
 FN1FWIIRSceiWX56uQSo99zC
 Attaro Shrine before fight with Jukak:
 BFJtNwAABBDnXa+BuAKGwbeB
 Mount Miwa before fight with old woman:
 gkwVNARx135ZJLQTQw4Kx44C
 Summit Temple after Wakahiko is dead:
 w07gl7MMTVXXnpvUFXXnNcGC
 After fight at Kashima Temple:
 rHTlgXoJOYeSlrghTTnGYpC

Before entering underwater shrine:
 TnLckpBMNj3xS6iv5PZ2Qg3C
 Izumo before going to shrine:
 DTW22aqy13JtYe02d3PnD
 After fight with dragon:
 zLU00o5BCCU0lvP4GIQ3jMC
 Kumano shrine:
 NNP-ftjDmm44JT0v+wyZzLyC
 Kumano shrine ready to leave for Mount Hinokami:
 BNVFF13Y57Nu-pL2UKU7VZUC
 Daikok destroyed and at Kumano shrine:
 Tnvf3r78gi15K17q4suVw0BD
 At Pyramid:
 brzTjZICDwaLOuJ-PP+dhRC
 At pyramid point on top:
 Xn0kEk0cADWWHJp0aKK5TX7C
 Start of Underworld:
 HXZJ6aKWAD2m5-fqGGG9YkfC

Underworld with harp at misty crossing:
 dhwgAkU5knauBoqFhTcTt5zC
 With Sword of Fury:
 YcxRB11pmxk4tUazxjuhs6D
 Izumo, Kuma with necklace:
 HXX3XL7XgD22HNud5LTSswTC
 Space craft stage:
 vDL78cvvQSUUUEuUnbRR3RXnC.

WINNERS

Now'sss the time when you all get jealous. Why? Because **Jason Pitman** from **Bath** (just up the road from the **S** officess) and **Dan** from **Burton-on-trent** will both be getting their mittss on a **FREE** cart! **James Dale** and **Colin**

Billington will also be getting a little sssomething in the post for thier effortss, but we used Dan's map the mosst sssso he'll get the cart. Ssimple issn't it? Jusst play a game to death and then write it all down and ssend it in - if we usse it you get a free cart or little sssomething in the post. Now how's that for generous?

Ssly SCORE HEROES

Jonas Lochner from **Brighton** gets his high score on *Zillion 2* by: "The way I did this is I got to the third level and when I got to a mid-air platform I jumped up a bit so that I hit into the side of it which makes you fall down on to the floor without moving along. When this has happened a Norsa Jet Soldier comes along which you shoot and then another comes along which you also shoot. Keep doing this until you've got a really high score. I sat there for well over an hour pushing the fire button". That'sss dedications eh Jonass!

If you have any tips, cheatsss, mapsss, complete playerss' guidess, special features or anything worthy of inclusion in the besst sssection 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 gamess but please don't include sstamped, addressed envelopes because we just ain't got the time to write everyone personal repliess. Sorry. It's sssomething we'd like to do but the Ed just keepss me far too bussy to make it possible. Any road up, hope you like the *Cyborg Hunter* maps and the *Action Fighter* guide... what's sstopping you doing the same ssort of thing on *your* fav cart?

Ssly's adventures... in Summer Games

By Simon Chittenden



Ssly Scores

GARY WADDILOVE

ACTION FIGHTER
1,300,320 Robert Wigston, Wishaw
1,065,510 Matthew Guite, Manchester
1,060,320 Terence Alford, Devon

AFTERBURNER
31,183,000 Lee Bradford, Bristol
29,876,000 James Tonks, Olton
28,790,600 Sean Goff, 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
140,000 Danny Knight, Irchester
111,000 Jonathan Coulsom, Sheffield

ALIEN SYNDROME
528,100 Paul MacDougall, Kent
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
1,270,200 Daniel Greetham, Tamworth
1,232,700 Michelle Goffer, Cardiff
1,119,500 Andrew Goffer, Cardiff

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
1,429,600 Craig Wood, Redditch
1,084,600 Ben Manito,
1,026,300 Lee Fullard, Bilston

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

FRANK TILY

Yo! Ssslithererss, welcome to the glory page! It takes a cool sslitherer to get hiss or her name on thiss page. If you reckon you're a red hot player then don't hide your light under a bussshel, let the world know by sending in your sscore to Ssly Scores!

Remember this though folks, to get that Ssly Score you have to play hard – we don't allow sscores to appear that have been achieved by using cheats or sspecial devicess. Once you've achieved your all-time high, get a parent or

guardian to witnesss the event and hunt down an old photo of yoursself (a photo of the game's high score table is a good way of proving your sscore too) and sssend it in.

When you've done the biz, shove it all in an envelope, and ssscribble: Ssly Scores, S Magazine, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2AP on the front. OK? Now check out the sscores of these dudes and dudettes and ssee if you're up to the challenge.

SIMON TONKIN

1,690,200 Robert Wigston, Wishaw

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 Barrell, Cardiff
290,900 John Phillips, Walsall

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

WONDERBOY IN MONSTERLAND
9,517,600 Simon Gale, Moffat
9,293,060 Stephen Mawhinney, Ballymena
9,274,150 Richard Ealsbury, Shropshire

WONDERBOY III
9,879,897 Adam Migloranza

ZAXXON 3D
54,400 Matthew Parsons, Blackburn
34,200 Mags Barron, Blackpool
33,200 Colin Billington, Birkenhead

ZILLION 2
3,815,900 Nobby Johnson, Skegness
3,293,500 Andrew Swinbank, Cleveland
3,266,000 Jonas Lochner, Brighton

PETER HEADEN

CAPTAIN SILVER
270,900 Richard Wheat, Rossett
236,400 Robert Hill, Sutton
163,400 Che Hamilton, London

CASINO GAMES
\$1,320,140 Lee Williams, Ilkeston
\$1,300,049 Gary King, Stevenage
\$1,300,040 Frank Tily, Bristol (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
899,700 Scott McGrath, Swindon
896,600 Steve Willingham, Hull
740,000 Paul Fawson, Surrey (UK Sega Champ)

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

DOUBLE DRAGON
948,680 Robert Wigston, Wishaw
830,857 Martin Ward, Rugby
827,450 Richard Ealsbury, Shropshire

DYNAMITE DUX
816,910 'Icy' Cockayne, Merseyside
765,290 Robert Wigston, Wishaw
699,040 Matthew Mobbs, Witney

ENDURO RACER
Time 5:44:17 Richard Wheat, Rossett
Time 5:45:02 Christopher Kitson, Inverness
Time 5:50:29 Keiron Felton, Fareham

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
513,240 Keith Weedon, Aylesbury
477,930 Andrew Mobbs, Witney

478,950 Scott McGrath, Swindon
GALAXY FORCE
424,600 Iain Gentry, Hillingdon
421,600 'Icy' Cockayne, Merseyside
415,400 Andrew Mills, Louton

GANGSTER TOWN
5,390,300 Peter Headen, Oldham
600,750 David Barrell, Cardiff
528,200 Russell Freeman, Essex

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 Ealsbury, Shropshire
\$930,240 Craig Wood, Redditch
\$500,200 Fysal Barlow, Essex

GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall

HANG ON
5,999,950 Craig Francis, Wolverhampton
5,034,700 Gary Hunt, Doncaster
4,890,860 Darran Lacey, Chesham

KENSEIDEN
578,600 Scott McGrath, Swindon
558,400 Paul Houghton, Dorset
548,800 Gary Dorricott, Liverpool

KUNG FU KID
39,130,000 Richard Spillip, Gwent
37,570,100 Maxwell Jebson, W Yorkshire
25,500,000 Richard Wheat, Rossett

LORD OF THE SWORD
2,058,000 Michael Blythe, Cardiff
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

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
211,500 Marek Koss, Kidderminster
143,650 Luke Wilman, Fareham

MY HERO
1,711,300 Sean Lawrence, Manchester
1,409,700 Stuart Ladbroke, Bexley
528,200 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
40,106,345 Paul Reynolds, Hemel Hempstead
30,420,120 Luke Tredget, Shenfield

PENGUIN LAND
117,150 Rachel Taylor, Stourbridge
42,100 Ben Neeue's dad
31,050 Jamie Evans, Runcorn

PIT-POT
114,700 Michael Cawood, Whitehill
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
5,306,240 David Tobin, Cardiff
5,192,340 T Bennet, Bedford

PRO WRESTLING
712,000 James Dear, Northants
660,100 Anthony Franklin, Stevenage
632,100 Robert Hill, Sutton

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
2,528,000 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 Jimman, Rainham

RAMPAGE
1,024,025 Lee Fullard, Bilston
1,002,210 James Evers, Sutton Coldfield
944,055 Daniel Greetham, Tamworth

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

RESCUE MISSION
609,300 Iain Gentry, Hillingdon
589,800 Simon Assender, Gwent
585,000 Gary Waddilove, Bexley

SAFARI HUNT
10,665,550 Hugh McKenna, Holytown
3,490,000 Peter Headen, Oldham
3,421,300 Simon Tonkin, Moseley

SCRAMBLE SPIRITS
2,400,900 Jamie Evans, Runcorn
2,324,800 Scott Stone, Portsmouth

SECRET COMMAND
1,348,370 Simon Tonkin, Moseley
1,347,380 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 Goffer, Cardiff

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

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

THE NINJA
2,560,150 Marcel Price, Swansea
1,495,700 John Newton, Tarleton

THE official biz!! It's the ReAl Thing

THE OFFICIAL SEGA[®] CLUB

Hiya!

It has been a long hot summer and the phone has been sizzling with your calls on the latest Sega blockbusters, Operation Wolf, Chase HQ, Slapshot, Battle Outrun, and Assault City.

A prototype I picked up before nipping off to do my latest User Group was Super Monaco GP. This is loosely based around the coin-op of the same name. The arcade version was pretty amazing with special wind effects and stereo sound, obviously the Master System cannot reproduce these effects. BUT it is still a very playable game with many options. I especially liked the two player mode and there was quite a smell of burnin' rubber in the room as I left the User Group (see next month!).

We have had quite a few enquiries as to S Magazine subscriptions. On sending in your sub for the magazine please allow 28 days before delivery of your first magazine. This is to allow time for processing and also in case your subscription falls just after the latest S Magazine hits the streets.

Virgin/Mastertronic is busy with Sega promotions around the UK, there has been the Sega Splash for Starlight organised by Radio One DJ Gary Davies with a host of pop celebrities, inc. Betty Boo, Sinitta & Big Fun. There is also the Sega Roadshow with the special Sega bus cruising from August 1990 to April 1991 searching for the Sega champ of 1991. The Sega Roadshow has been enormously successful with around 250 competitors a day (over a thousand a week!) entering the special Sega Bus trying to rack up that crucial high score.

By the time you read this the Sega Megadrive should be available in the UK. There are twenty games scheduled on launch and if you are worried about upgrading, then do not be! There will be a power base converter unit you can buy which attaches to the Megadrive and allows you to play all your 8-bit games on your brilliant new machine.

Hot news is that there will be two sizzling Master System titles hot out of Japan, Columns is a Tetris style of game with VERY polished presentation and a real addictive hook. The other title is ESWAT, a popular Sega coin-op with plenty of depth, power-ups and zapping. Both games should be in the shops in the last quarter of 1990.

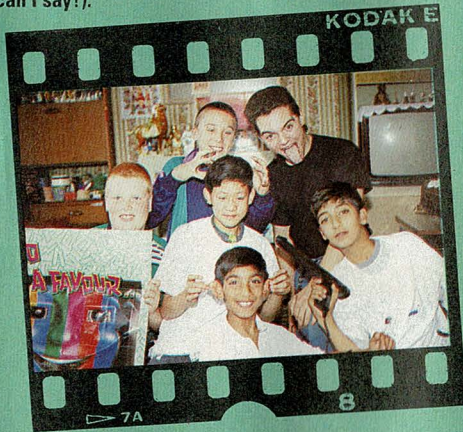
You will be seeing in next months S Magazine a trip I made up North to Blackpool. There was a special Sega promotion with a leading video/Sega rental outlet (Saints Video). Have a word with YOUR local shop and see if they would like a special Sega promotional visit. If they do then get them to contact us on the Sega Hotline number for a date and time to be arranged.

KEEP THOSE CALLS COMING!

TAK



I have been zipping around London this month. My first trip was down to Chiswick to see Robert Chan. There are six people in his group, Stuart Peacock (13), David King (13), Omedh Khan (13), Hanif Baksh (10) and Marcus Akin (16). Marcus is a Chelsea supporter and he boasts that he can beat anyone at Golden Axe (what can I say?).



The gang's collection of games numbers 25 and they are regular customers at the Virgin Megastore and Hi-Tech. Their Light Gun is currently out of commission (it was trodden on!) but they used to while away the hours on Rambo 3 and Rescue Mission.

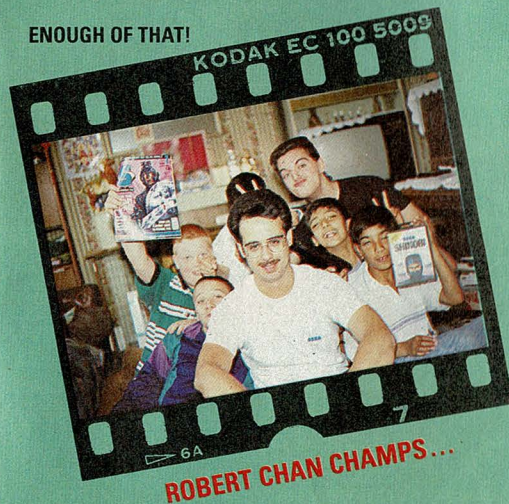
Their current faves are the classic Wonderboy 3, Psycho Fox and Phantasy Star. On the two player front they have sessions on Double Dragon and World Soccer, while American football is a fave of Roberts brother Lawrence Chan.

Robert rates Fantasy Zone and Kung Fu Kid as great games and well worth including in any games collection.

On the rental front the same old problem has reared its head, they cannot find the shops, Robert says "We would prefer renting games so we could decide if we like a game rather than spending our money on a game without seeing it properly".

"We enjoy reading S Mag but we wish it was bigger, and we like the Club pages especially reading about Tony T getting beaten(!)".

ENOUGH OF THAT!



I dug out the prototypes for the group to play, Alex Kidd in Shinobi World, Super Monaco GP and the latest titles to hit the shops.

They got stuck in and were almost fighting to play Alex Kidd! They loved the great gameplay and original touches. Another fave was Battle Outrun with its fast action, detailed graphics and throttling gameplay.

Robert had bought an unofficial imported Megadrive, but having read the warnings from Virgin/Mastertronic he had decided to cut his losses and sold it along with his Megadrive games. Good lad. He is now eagerly waiting for the official machine to be released in September.

The time had come for Robert Chan to take a deep breath, beat his chest and do his duty.

We agreed to play the head-to-head on Assault City. This is a futuristic blaster with the emphasis on fast reflexes and a keen eye.

Just before Robert started his two minutes I just had to ask him if he was nervous.

"Me nervous?, ME!"

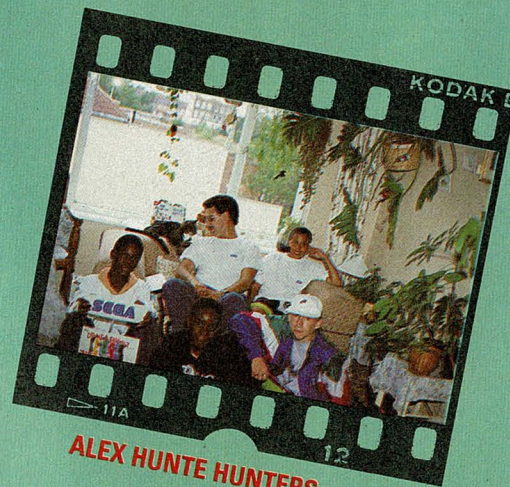
He bypassed the training mode and went straight into the game. His time was ticking away and I was beginning to wonder if he had helped design this game! He was HOT, and at the end of his two minutes he had scored 18,800 (BOO HISS!).

I PICKED UP THE STICK AND WENT FOR IT.

There were times I felt my finger was melting into the joystick but I hung in there and my final score was 17,400.

BEATEN!

I guess I should get beaten occasionally just to prove I am human...



My second User Group was in East London. I visited Alex Hunte in Stratford.

Alex (14) has five in his group, Jason Taylor (11), Andrew Duggan (14), Julian Joseph (14) and Elton Joseph (8).

Their regular shops are Errols Computer Shop in Walthamstow and Virgin. All five have Segas and two have Light Guns. This group has also discovered the range of discounted Sega games and bought Aztec Adventure and Secret Command.

As a group they like to play their own head-to-head on Time Soldiers and Double Dragon. Their favourite games include World Soccer, Outrun and the Wonderboy series of games.

Like Robert Chan's group they really enjoyed Alex Kidd in Shinobi World. Slapshot (a super smooth ice hockey game) proved popular, the gang did not hesitate to foul each other! And it was pedal to the metal time with Battle Outrun.

Andrew played with his SG Commander, it offered rapid fire and a comfortable pad he told me.



To make things as fair as possible I took Alex on to a game that he had little practice on and that I had played at least three times before!!

The chosen game was Assault City (where have I heard that before?).

Alex definitely had sweaty palms, and as he started his two minutes a very strange thing started to happen, his glasses started to steam up!

Alex swears that they were not steaming, BUT they looked mighty steamy to me!

I got so carried away watching his steam that I missed the two minute marker!

I had 2 minutes and 10 seconds to beat his amazing 22,500. How can someone who has only played this game once before score 22,500?

I used my great experience, skill, strength and presence of mind and at the end of my time I had scored 22,400.

OH!!!!!!!

PIPPED AT THE POST BY 100 POINTS.

BY WHICH TIME I THINK MY GLASSES HAD STEAMED UP...!

TAK



Could it be that Tony T. is finally losing his touch?

A Revolution In Ho

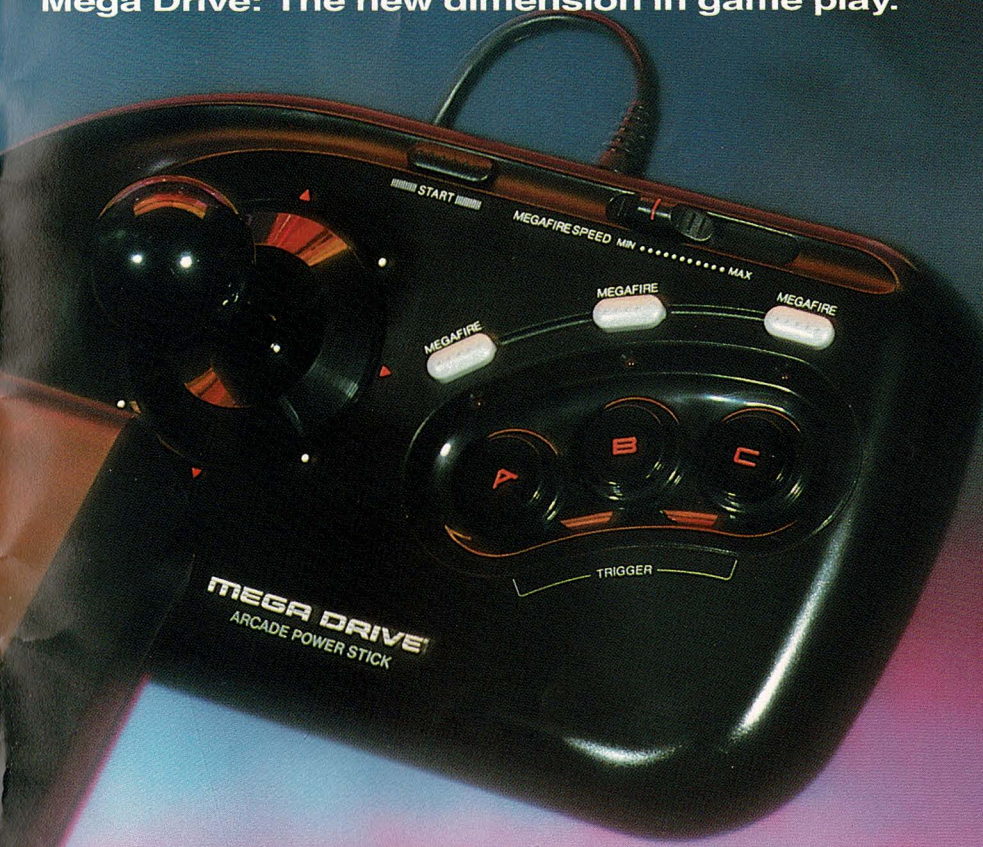
Your TV will



Add the optional Power Base Converter to your Mega Drive system and you've added the capability to play more than 100 game cartridges designed for the Sega Master System. Power Base Converter £29.99.

me Entertainment: never be the same again!

SEGA has created the ultimate in games console technology.
A home system with the power of true 16-bit technology.
High definition arcade-quality graphics.
Realistic sounds and music in stereo.
Mega Drive: The new dimension in game play.



Enjoy first rate arcade performance by adding the optional Arcade Power Stick to your Mega Drive System - a precision crafted stick for pin-point accuracy in the toughest action game. Built to last through the most challenging games.
Arcade Power Stick £34.99

Golden Axe
£34.99



Ghouls 'n' Ghosts
£44.99



Rambo 3
£29.99



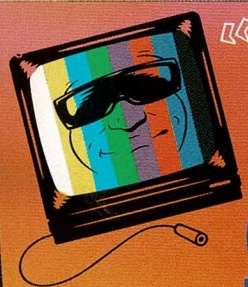
Truxton
£34.99



Thunderforce 2
£34.99



Revenge Of Shinobi
£34.99



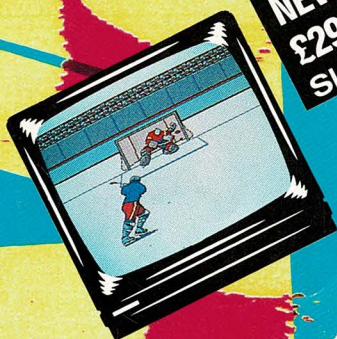
"DO ME A FAVOUR
PLUG ME INTO A
SEGA"



from Virgin

£189.99

NEW



NEW
£29.99
SLAP SHOT



NEW
£29.99
RC GRAND PRIX

MASTER SYSTEM
GAMES

FROM

SEGA



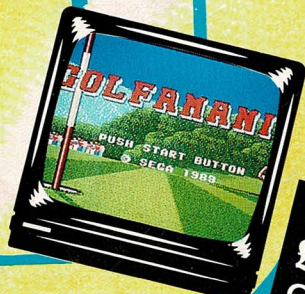
£39.99
ULTIMA IV
COMING SOON



NEW
£29.99
BATTLE OUTFUN



£29.99
AERIAL ASSAULT
COMING SOON



NEW
£32.99
GOLFAMANIA



NEW
£29.99
ALEX KIDD IN
SHINOBI WORLD



DO ME A FAVOUR...

PLUG
ME INTO A
SEGA

from **Virgin**