

BRITAIN'S BEST-SELLING SEGA MAGAZINE!

# SEGA

ISSUE 23 OCTOBER 1991  
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# POWER

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Quick - race to  
page 20!

## BAT OUT OF HELL!

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*Road Rash*



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THIS  
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SPIDER - MAN AVAILABLE FOR **OUT NOW**  
MASTER SYSTEM & MEGA DRIVE



# NEW FROM SEGA SPIDER-MAN

**OUT NOW!**

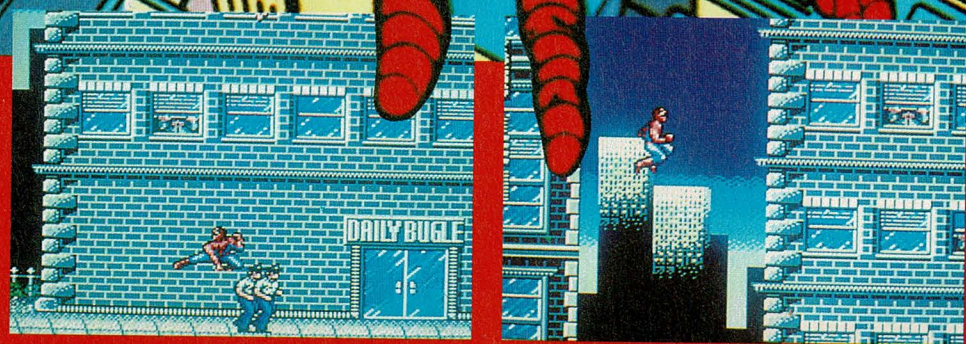
**24 HOURS-AND NEW YORK IS HISTORY!**  
SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING RADIOACTIVE WASTELAND.....



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WITH THE HELP OF DR. STRANGE- THE SORCERER SUPREME, SPIDER MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS- DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY... **THE CLOCK IS TICKING!**

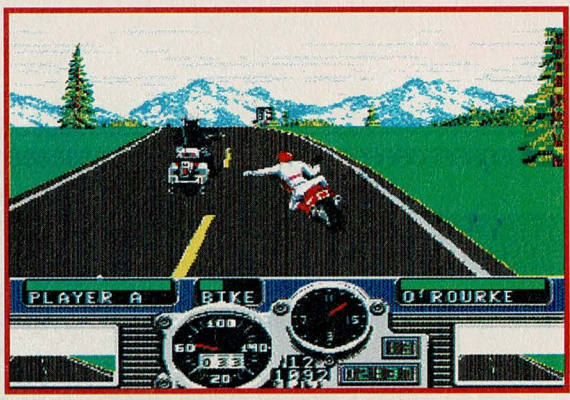


# SEGA

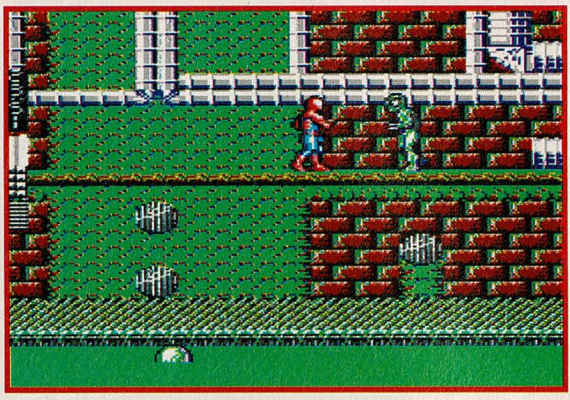
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• Britain's only 100% Sega mag for the *real* game-players! •

## THE BIG REVIEWS



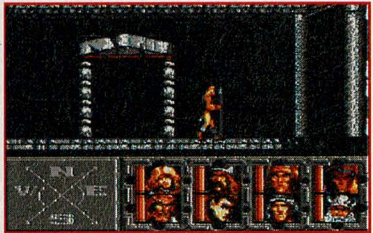
**24 ROAD RASH**  
Fancy yourself as the leader of the pack? Well now's your chance to prove it. Electronic Arts open the throttle and head for the front with this brilliant new motorbike race-game for your Mega Drive. Bash your opponents, avoid the police and maybe – just maybe – you'll earn enough winnings to upgrade your bike.



**28 SPIDER-MAN VS THE KINGPIN**  
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**30 KING'S BOUNTY**  
This is one for Mega Drive owners! Ever fancied yourself as a bounty hunter in a mythical land? Well these folk have and they're here to help you. Yes, even the one in the red dress!



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## WOW! AS IF THAT WASN'T ENOUGH, THERE'S EVEN MORE?

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**20 COMPETITION**  
Fail to enter this and you must be barmy – free games for the next five years! Think about it, that's a lot of free games. Turn straight to page 20 (brace yourself– there's a big picture of the Ed.) for a chance to win yourself the prize of a lifetime!

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

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# WELCOME TO THE NEW LOOK SEGA POWER!

**W**ELL? PRETTY AMAZING, ISN'T IT? THE new look mag, of course! Didn't I tell you you'd be impressed! Even if you haven't started to read anything yet, just flipping through the magazine will tell you how much it's improved - but that's only half the story.

The really great news is that this isn't just some one-off, this is how your *Sega Power* is going to look next month too, and the month after that and the month after that. In fact, although it's pretty incredible as it is, we'll still be striving to make it even better as time goes on! Just you wait and see, you lucky people!

You'll also notice that there are some totally new sections in this spanking new issue of *Sega Power* as well. *Curly's Challenge* (on page 64) should keep all you competitive types busy every month - trying to beat high-scores set by the European Sega Champion himself! And should you beat any of them you ought to feel really chuffed with yourself because they aren't easy! I couldn't

beat them and I'm a pretty good game-player! (Read all about what happened on page 44.)

Then there's our new regular *Hard Line* section starting on page 52. This is the first time every single Sega game has been gathered together and properly reviewed and rated - not an insignificant feat! We'll be keeping the *Hard Line* up-dated every month - we've even included the *Small Ads* section on page 57 so you can check out what people are offering against what we think of the games.

Have a good read - we're sure you will anyway - and we'll chat again next month (I bet you can't wait, can you?). See you then.

## WHO WE ARE AND WHAT WE DO AT SEGA POWER

**N**OW'S YOUR CHANCE TO meet the team who slave away each month to bring you your luvverly *Sega Power*. See what we all look like and what each of us get up to during the month.

Okay, so we're not as glamorous as you thought but you wouldn't look too pretty yourself if you had to throw together (*shouldn't that be carefully craft? - Ed.*) the finest Sega mag in only a few measly weeks!

But we're strong enough to bear it. Well, almost strong enough - Neil's been a little bit wobbly these last few weeks, the Ed. felt a twinge of normality, but then that soon passed, even Dan, Mark and Gary felt the need to wander around and blither insanely.

You see! We're just as excited as you about this fabulous new look issue. And next month's (out Thursday 3 October) will be even better, you'll see!



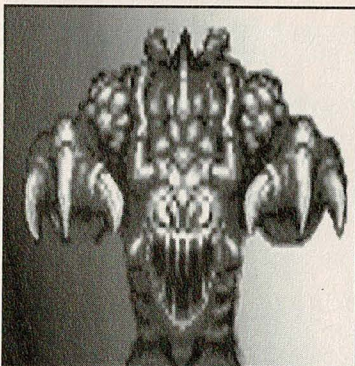
**Andy Smith** Editor

■ Leader and person who's generally in charge. Andy plays all the games and gets to review a fair few of them. He also decides what goes in the mag and where, and gets to sort out all of the problems that crop up each month. He also gets first pick of any freebies on offer and actually has the authority to tell the rest of the team what they should be doing!



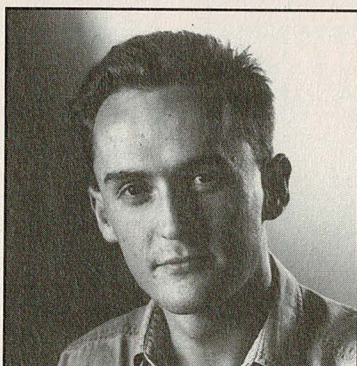
**Neil West** Deputy Editor

■ Those in the know realise that Neil really runs the magazine. He does most of the reviews, writes all the news and pre-views and then has to do all the bits the Ed.'s incapable of (like going through your tips!). Neil also talks on the phone a lot and is generally kept busy researching and writing features for future issues. He also sings a mean "New York! New York!"



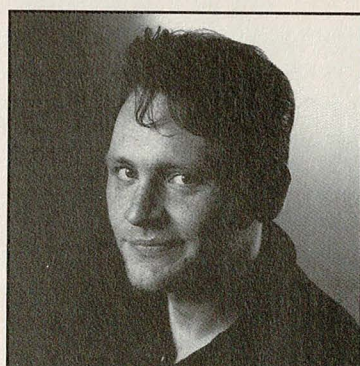
**Mark Nottley (?!)** Art Editor

■ Now he's re-designed *Sega Power*, Mark (or "Nobber" to his enemies) spends most of the time bashing his head against the wall trying to make our words look really interesting. Once he gets the cleaned up words from Dan, he then decides what the pages should look like so that the mag's even easier for you, dear readers, to read!



**Dan Goodleff** Production Editor

■ Dan spends a lot of his day caught in the crossfire between the writers and the artists, both of whom usually have strong ideas about what a particular feature should look like. Dan irons out these "production hiccups," spots all the mistakes, takes them out and even finds time to write the occasional piece himself



**Gary Penn** Writer

■ Gary's been playing games and writing about them for years and years. He owns a Mega Drive, a Master System and can always get his hands on a Game Gear when he wants to. He doesn't hold back when it comes to speaking his mind about games so we'll be using him to review more of them in future issues

# NEWS

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

## SEGA'S NEW SUPER MACHINES!

**S**EGA'S PROPOSED CD-ROM and the new Teradrive "wonder machines" have finally been unveiled. No-one was really sure if the machines ever existed - let alone whether Sega had prototypes up and running or not - but now Sega Power can reveal that both machines do exist and that they look set to totally transform the world of console gaming.

### THE MEGA CD

Sega have just revealed their CD-ROM unit as the **Mega CD** - a bolt-on piece of hardware that is surely going to reaf-

**"A game is limited only by your imagination because the CD can store so much more information!"**

firm the Mega Drive's position as the king of the consoles.

So what is a CD-ROM? Basically it's an ordinary CD player that you can plug into your home computer or console. So what's that got to do with the Mega Drive? Quite a lot, actually, especially when it comes to games!

The main factor that determines how big, detailed or sophisticated any game can be is the speed with which the com-



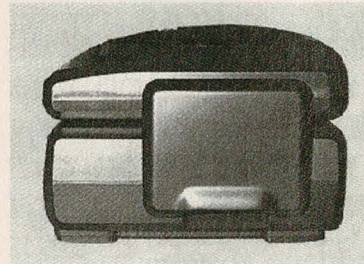
■ Pretty sleek, eh? This little box of tricks (also known as the Mega CD) will turbo-charge your Mega Drive. You can also use it as a Karaoke machine. The Ed. has even thought about getting one to help him do a six-hour marathon Hank Williams sing-a-long session. Help!



■ Every way you look at the Mega CD...

puter's RAM (or memory space) can be refilled with information.

This is why computers with floppy drives have a larger capacity than tape-



■ It's a real sexy looking piece of kit!

loading machines; and why those with hard drives have even more room to play with. Cartridges - the Mega Drive's carts for instance - used to come at

the top of the tree with regard to speed of access (even though they have a limited amount of space). But now the CD-ROM has arrived - and it's even faster!

Because CDs can store so much information and then access it at liter-

**"Memory size will no longer be a problem with the Mega CD - the possibilities are just endless!"**

ally the speed of light, a game's size and complexity is limited only to the programmer's imagination.

Memory size is no longer a problem either. Have 50 levels instead of just five, devote ten times more memory to graphics, have a hundred different baddies instead of just ten - the possibilities are endless.

And as if that doesn't sound good enough, Sega have gone one step further and chucked in some extra electronic gadgetry as well!

### BIGGER AND BETTER

At the heart of the Mega CD is a 68000 processor. Bolt on a Mega CD to your Mega Drive and you'll now find your machine equipped with sprite rotation and enlargement capabilities. This means it can create graphics the likes

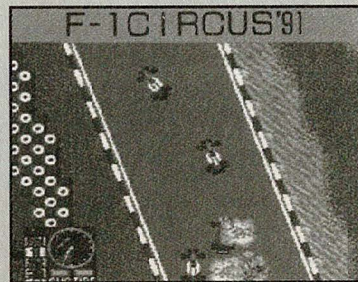
## IN THE BEGINNING... FOUR STARTERS FOR THE MEGA CD!

It's all very well having a brilliant new machine like the Mega CD, but it won't get very far if there aren't any decent software houses developing games specifically

for it. Luckily it looks as though that's happening. Below you can see four games which are currently under development - and there's more planned for the future!



■ **Cosmic Fantasy** should be a great game but this girl doesn't look too happy about it! The graphics here are just a taster of what you can expect to see in later games



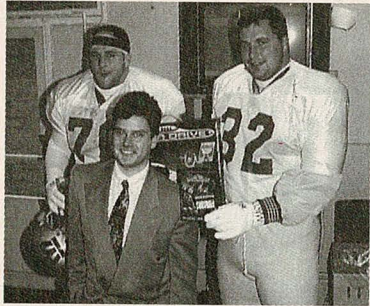
■ **Formula 1 Circus**. These guys look as if they took more lessons from Ayrton Senna (boooo!) than Nigel Mansell (hurrah!). In other words they cheat like hell!



■ **Nostalgia** is the name of this offering. Look at that girl! It's disgusting. Who wants to see semi-naked girls on a TV screen? Well, er, we don't mind...



■ **Rise Up The Dragon?** What a mysterious name for a game - even more mysterious than a very mysterious thingy. Anyway, that chap looks a bit strange too...



■ "The Mega CD is an exciting step forward for the console market." – Simon Jeffery, Electronic Arts' Product Manager

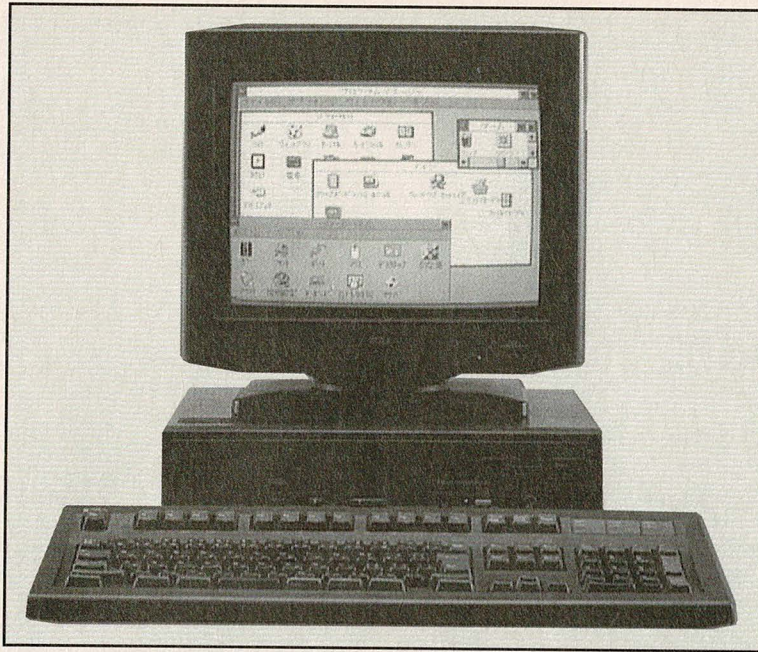
of which you've never seen before. Add to this eight-channel digital stereo sound and enhanced sampling facilities – as good as arcade coin-ops – and you can be sure that the Mega CD will sound as good as it looks!

**WHAT DO YOU THINK?**

Electronic Arts are quickly gaining a reputation as the developers of some of the world's best Mega Drive games.

Although they are yet to officially confirm their plans to develop for the CD-ROM, it seems certain that if the CD-ROM is to take off, E.A. are going to be one of the first software houses to produce software specifically for it.

We talked to E.A.'s Product Manager, Simon Jeffery, to find out more.



■ The Teradrive is sleek, black and powerful – a bit like the Ed. actually (okay, okay, it's nothing like him). Aimed at the serious user, the machine is basically a personal computer which also enables you to play all of the Mega Drive's fantastic games!

"Electronic Arts have long believed that the marriage of a CD storage medium with a gameplaying unit would provide the ultimate gameplaying system," claimed Simon.

"The massive memory afforded through CD storage lets you create real

life situations within a game – and game-players are forever demanding a higher level of realism. We believe that it marks an incredibly exciting step forward for the console market."

Tom Kallinske, Chief Executive Officer of Sega America, is equally as enthusi-

astic. "CD-ROM will forever change the way video games are played," he said. "Our games will give kids thousands of hours of more challenging gameplay." And he should know!

Sega have 21 CD-ROM titles under development at the moment: eight RPGs, three sims, two racing games, four adventures and four action titles.

The Mega CD will sell for 49,000 Yen (approximately £200) when it is launched in Japan later this year. There are no plans for a UK release yet, but our advice is this – start saving!

**THE TERADRIVE**

The Teradrive is basically a PC (or personal computer) that can also play Mega Drive games. There are three different models available: the cheapest costing around £635, with a jazzier model at £807 and the most expensive coming in at around £1,065.

So what's the idea behind the new Teradrive? Basically, Sega intend to offer business users a machine capable of running some fantastic games as well as serious software. The Teradrive isn't due for release in the UK yet, but it really takes off in Japan, who knows?

Even so, it could mark the end of Japan's eternal business success. Especially if all the owners in Japan turn to Sonic the Hedgehog every time their boss's back is turned!



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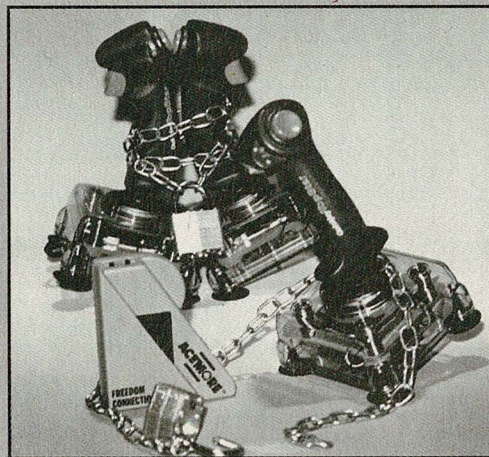
**T**HOSE CLEVER CHAPS AT SPECTRAVIDEO have invented a new gizmo that turns your ordinary bog-standard joystick into a snazzy infra-red rod of joy (ooh!). This will be a blessing for all of you who are fed up with being tied to your Master System just because your joystick doesn't have a lead that's long enough!

The **Freedom Connection** comes in two parts – a widget that plugs into your Master System and a gizmo that bolts onto your joystick. But the great thing is – and this is the really clever bit – there is no

lead connecting them. It's all done by infra-red! Just like the remote control for a TV, video or CD player.

Now you can still play on your Master System while at school, in the toilet or even if you've nipped round to see smelly old Aunt Violet! You might not be able to see the screen, but hey, you're not going to let that hold you back, are you?

The **Freedom Connection** costs **£19.99** but for more info call the chaps at **Spectravideo ☎ (081) 900 0024**. (For more info on joysticks and other Sega add-ons see our fab guide on page 62!) ⤴

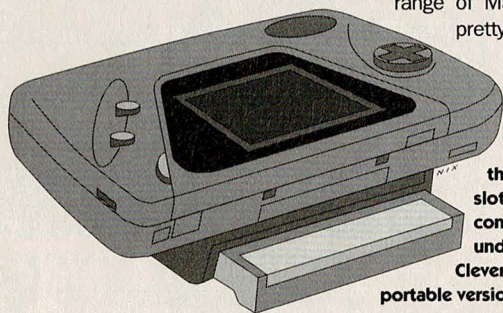


■ Break down the barriers! Use the Freedom Connection to liberate your joystick – even interfere with your dad's remote control! The miracle of technology brought to your door every month by the Sega Power team

## PLAY MASTER SYSTEM GAMES ON YOUR GAME GEAR

**G**AME GEAR OWNERS WILL SOON BE ABLE TO BUY A DEVICE enabling them to play Master System cartridges on their portable handheld. You simply plug the gizmo into the cartridge port on your Game Gear and then insert your favourite Master System game into the slot!

At only **£34.99** this little adapter could end up saving you a lot of money. Cartridges are expensive enough as it is without you having to buy the same cart twice just so you can play at home or away. Think about it: you only have to fork out for one cartridge and you get to choose from the vast (and fabulous) range of Master System games – pretty neat, huh? Check out your local dealer for more details. ⤴



■ An artist's impression of the new converter for the Game Gear. The carts slot into the front of the converter which slides neatly underneath the Game Gear. Clever, eh? Now you can have a portable version of every Master game!

## STUFF YOUR FACE!

**F**EELING HUNGRY? FANCY A pizza? Want to learn all about the Earth's origins with the aid of a great stickers album? How about the chance to win a Master System Plus or one of the hundreds of Sega goodie bags (laces, baseball caps, T-Shirts, you know the sort of thing)?

Well, get down to your local Pizza Hut and you could well be winning these prizes! Order yourself (and maybe your mates as well) the largest thing on the menu and once you've polished that off (it should take you a couple of hours) ask for the crayons!

Pizza Hut (in association with Panini Stickers) are running a unique Sega promotion until Thursday 21 September. 200 Pizza Hut restaurants nationwide are involved with the competition. All you have to do is colour in your placemat and that's all there is to it. If yours is seen as the best by the judges, you'll win yourself a Master System Plus!

But that's not all, 'cos even if you don't win the main prize, all kids eating

at Pizza Hut during the promotion will get a free Panini "Living on Earth" sticker album complete with stickers!

These take a fun look at the Earth and how it was formed, paying particular attention to the planet itself and its early inhabitants – cavemen with low mental capacities, for instance! (Hmm, I wonder... they're probably the guys who developed later on into the modern species of Nintendo owner!)

To ensure the word gets out, some major independent radio stations around the country are supporting the campaign – including London's Capital Radio (Sega Power's most favourite radio station – their D.J. Pat Sharpe is an avid Sega gamer! Read his brilliant Blockout review in Sega Power 21. If you missed it see if you can nab a back issue on page 42!).

Jump to it then, folks, have a blowout and get yourself into that colouring competition. Even if you don't win it's brilliant fun laughing at your mates' appalling attempts at colouring! ⤴

## ARE SEGA REALLY TRYING TO BAN CARTRIDGE RENTAL?

**S**EGA HAVE APPARENTLY teamed up with deadly rival Nintendo in an attempt to put a stop to people renting out game cartridges. Sega are refusing to comment at the moment, but there is plenty of speculation in the rental business that this could pose a serious threat to any kind of cartridge rental in the future.

Both console giants have also joined an association called F.A.S.T. (The Federation Against Software Theft) to help them in their campaign. The dynamic duo are aiming their campaign at Blockbuster Video.

Blockbuster (who are, interestingly enough, also refusing to comment) claim to have the largest chain of rental stores, with 1,800 branches worldwide. And although they only have 30 stores in the UK, these could soon

be forced to abandon cart rental if Sega have their way.

It's not only Blockbuster who will suffer. If Sega and Nintendo are successful in their campaign, the pressure will then fall on all cartridge rental shops around the country. And this could have some very serious consequences for the cart rental business.

Officially, Sega have the law on their side – it is illegal to rent out carts without the permission of the owner. But how do other rental stores feel about the proposals?

Sega Power talked to Mr O'Shea, Manager of Ultimate Cartridge Rental in Hertfordshire, to find out.

"We feel it is unfair if Sega and Nintendo take Blockbuster Video to court for renting out cartridge games," said Mr O'Shea. "Many young people

would surely prefer to rent than buy because to buy a game outright is far more expensive than renting. And, of course, there would be a far greater variety of games for them to use.

"Surely Sega and Nintendo would in the long term only benefit from rental companies bringing so many of their games to the public.

"After all, the rental companies themselves have to pay for the games, so Sega and Nintendo get the benefit of a rental companies' large orders to enable them to keep large stocks."

Sega Power agree. With new cartridges costing at least £30, renting is the obvious answer to the thousands of Sega fans who can't afford a new game every month.

There are also far too many games around that are bad value for money,

and renting out a cart for a couple of nights becomes an ideal way of deciding whether you want to buy or not.

We at Sega Power like to think that we sort out the gems from the duds – enabling our readers to make an informed choice about which games to buy. Who can afford to waste £30 on a game they won't enjoy?

No, if Sega want to put a stop on rental then fine. But first they should make sure that every game deserves a 90% (and over) rating, every game takes a lot longer than just a couple of days to finish and that every game comes down in price too.

Until then, we feel that by stopping the rental business Sega are shooting themselves in the foot. After all, rental is such a great way of spreading Sega to more and more people. ⤴



# THE CHARTS

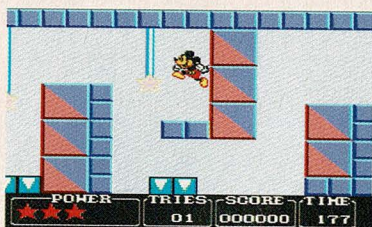
• The *official* charts for the Mega Drive and Master System! •

Whether it's on the Mega Drive, the Master System (or ultimately the Game Gear) here's where you can see just what's going on in the Sega games world.

**W**ELCOME TO THE NEW look charts pages. They're based on the Official Sega Chart, and the Top Tens aim to show you the current best-selling games that are available for your Master System and Mega Drive.

And underneath them you can also find your very own charts. These show (surprise, surprise) the games *you* like to play. Strange how the two are so similar, isn't it?

What's more, you can always find out a bit more about the hottest titles by turning to our spectacular Hard Line section starting on page 52.



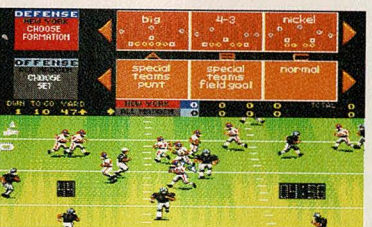
Official Master System: Yo! Mickey is back again - still at the number one spot



Readers' Mega Drive: Sonic's trainers help the prickly guy straight into the top spot!



Readers' Master System: Golden Axe is hack-'n'-slashing its way up to number two



Readers' Mega Drive: Touchdown with John Madden's, up to the number two slot!

### OFFICIAL MASTER SYSTEM TOP TEN

1	↕↕	<b>MICKEY MOUSE</b>	↕↕17: 96%
2	↕↕	<b>Golden Axe</b>	↕↕4: 88%
3	↑	<b>Ninja</b>	↕↕8: 71%
4	↑	<b>Moonwalker</b>	↕↕17: 83%
5	↕↕	<b>World Soccer</b>	see Hard Line
6	NE	<b>Impossible Mission</b>	↕↕12: 92%
7	↓	<b>Dick Tracy</b>	↕↕17: 30%
8	↕↕	<b>Wonderboy 3</b>	↕↕1: 92%
9	RE	<b>World Grand Prix</b>	↕↕8: 82%
10	NE	<b>Golfmania</b>	↕↕8: 87%

### OFFICIAL MEGA DRIVE TOP TEN

1	NE	<b>SONIC THE HEDGEHOG</b>	↕↕22: 97%
2	↓	<b>Mickey Mouse</b>	↕↕18: 94%
3	↓	<b>Golden Axe</b>	↕↕13: 82%
4	↕↕	<b>PGA Tour Golf</b>	↕↕20: 90%
5	↕↕	<b>Super Monaco GP</b>	↕↕16: 92%
6	↕↕	<b>World Cup Italia '90</b>	↕↕15: 44%
7	↕↕	<b>John Madden's</b>	↕↕14: 92%
8	↓	<b>Revenge Of Shinobi</b>	↕↕14: 93%
9	↓	<b>Moonwalker</b>	↕↕17: 90%
10	NE	<b>James Pond</b>	↕↕18: 83%

### CHART KEY

↑	Going Up	↓	Going Down	RE	Re-Entry
↕↕	Non-Mover	NE	New Entry	↕↕	Non-Mover

### WIN A T-SHIRT!

If you fancy winning yourself a free T-shirt by guessing next month's Top Three, send in your entries on the pack of a postcard to: Readers' Top Three, 29 Monmouth Street, Bath, Avon BA1 2DL.

Remember to mark down what machine you're predicting for - either the Mega Drive or the Master System - and don't forget your address either. Otherwise we won't know where to send your stonkingly gorgeous and fashionable *Sega Power* T-shirt if you win!

### READERS' MASTER SYSTEM TOP TEN

1	↑	<b>MICKEY MOUSE</b>	↕↕17: 96%
2	RE	<b>Golden Axe</b>	↕↕13: 82%
3	↕↕	<b>Wonderboy 3</b>	↕↕1: 92%
4	↕↕	<b>Psycho Fox</b>	↕↕3: 93%
5	↑	<b>Populous</b>	↕↕21: 96%
6	RE	<b>Strider</b>	↕↕19: 95%
7	RE	<b>Moonwalker</b>	↕↕17: 90%
8	RE	<b>Super Monaco GP</b>	↕↕10: 74%
9	↓	<b>Gauntlet</b>	↕↕12: 87%
10	NE	<b>Gain Ground</b>	↕↕16: 70%

### READERS' MEGA DRIVE TOP TEN

1	NE	<b>SONIC THE HEDGEHOG</b>	↕↕22: 97%
2	↑	<b>John Madden's</b>	↕↕14: 92%
3	↓	<b>Strider</b>	↕↕19: 95%
4	↓	<b>Mickey Mouse</b>	↕↕18: 94%
5	↓	<b>PGA Golf Tour</b>	↕↕19: 90%
6	↑	<b>Altered Beast</b>	see Hard Line
7	↑	<b>After Burner 2</b>	↕↕18: 86%
8	↓	<b>Golden Axe</b>	↕↕13: 82%
9	NE	<b>Wonderboy 3</b>	↕↕20: 41%
10	NE	<b>James Pond</b>	↕↕18: 83%

■ Mickey gets to the top spot again but that's no surprise. Congratulations should go to Sam Cleave of Beckenham in Kent because he was the first out of the hat and has just won himself a brand new *Sega Power* T-shirt! Cheers, Sam.

■ It's no surprise that *Sonic* is top of the heap but what is a surprise is that Samantha Williams of Upton-On-Severn, Worcs., is this month's winner of a bill *Sega Power* T-shirt. She correctly guessed the Mega Drive Top Three - no probs!

# THE SHAPE OF T

● Bravely go where no man has gone before, save the world from in

What's hot and what's not - the most up-to-date info at your fingertips. *Sega Power* pull out the old crystal ball and (with a bit of spit and polish) reveal the great up-'n'-coming games for your Sega machine!

## A CHAT WITH DOMARK

**T**HE KREMLIN, A TEAM OF TOP game programmers based in Addleston, Surrey, are currently putting the finishing touches to two new Master System titles that look set to become classics: *Super Space Invaders* and *Prince Of Persia*. These will be the first Sega titles from The Kremlin's parent company, Domark.

You'll have to wait until the next huge and juicy issue of *Sega Power* (see page 65) to discover more about *Prince Of Persia*. But for this month, see what the father of all coin-ops, the fab *Super Space Invaders*, looks like over a decade down the line.

### SUPER SPACE INVADERS

This is what *Space Invaders* should have looked like ten years ago. Take the addictive formula of the original, add features from the old classics like *Phoenix* and *Galaxians* and what have you got? A game that combines the best features of all the great coin-ops - and has end-of-level guardians, bonus levels and tons of power-ups!

*Sega Power* asked John Kavanagh, The Kremlin's General Manager, and Andy Taylor, *Super Space Invaders'*

Chief Programmer just what the game is about.

**Sega Power:** How closely will the game resemble the arcade coin-op?

**Andy:** "There are only a couple of differences: an option to select an arcade or advanced mode and a simultaneous two-player option."

"There's also a couple of secret levels in the coin-op that you can only get to in the advanced level of this version. We're hoping to include some, but we're not telling you where they are!"

**John:** "Although we've stuck as close to the coin-op as possible, this is an interpretation rather than a simple reproduction. This doesn't mean we've taken out all the complicated bits. We've just tailored them according to the Master's strengths and weaknesses."

"For example, we could have faithfully reproduced the formations of the alien waves - sometimes in the coin-op there are 15 rows - but on the Master System that would have caused a lot of screen flicker. So instead, we modified the patterns and now there's no flicker

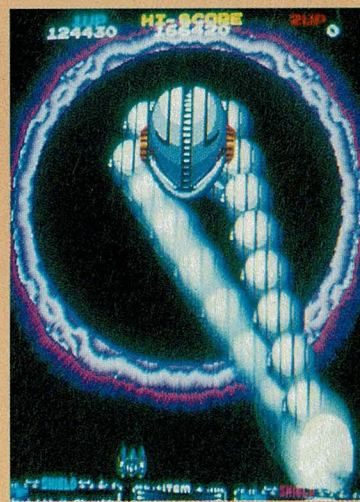


## THE SUPER SPACE INVADERS ARE HERE!

Take a look at these screenshots of the arcade coin-op and see if you can spot any differences when *Super Space Invaders* comes out on the Master System!



■ **Question:** is this bonus screen taken from the coin-op or the Master System? **Answer:** well, it's actually taken from the arcade coin-op, but the Master System version looks as if it's going to be just as wonderful - honest, guv!



■ **Heeelp!** This guy is one mean dude. His arms retract and extend Inspector Gadget-style, so you'd better keep moving. The Master System "interpretation" of this screen isn't quite ready yet but Andy Taylor reckons it's easily up to the task

whatsoever. There's just as much action and it makes for a better game."

**Sega Power:** Is the Master System a good machine to work with?

**Andy:** "I've found working with the Master System fantastic. It's a brilliant little machine - there's so much you can do with it. I've found that the extra

256K memory space gives me some great opportunities.

"Obviously the graphics and sound take up more space, but there's still a fantastic amount of room to play with."

**Sega Power:** Has everything gone according to plan?

**Andy:** "So far, yes. But we're keeping

## VIRGIN GAMES GIVE YOU THE CLASSICS...

**N**OW NO LONGER DIRECTLY affiliated to Sega's distributors, Virgin Games have a whole barrow full of juicy releases lined up for the Mega Drive.

A conversion of the classic arcade coin-op *Marble Madness*, *Corporation*, *Terminator* (based on the film of the same name), and a three-game compilation cart called *Arcade Classics* are

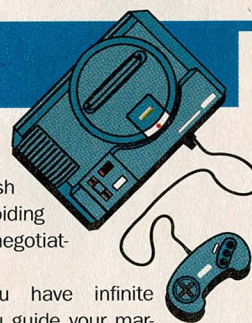
just four of the exciting new releases to look out for in the near future.

### MARBLE MADNESS

The original *Marble Madness* was a huge arcade hit about six years ago, used tracker-ball control and had a deafening soundtrack guaranteed to send shivers down your spine. You must guide a marble around an artificial land-

scape in an attempt to cross the finish line while avoiding baddies and negotiating obstacles.

Luckily you have infinite lives so if you guide your marble over a cliff or get eaten by a monster you get a shiny new marble to play



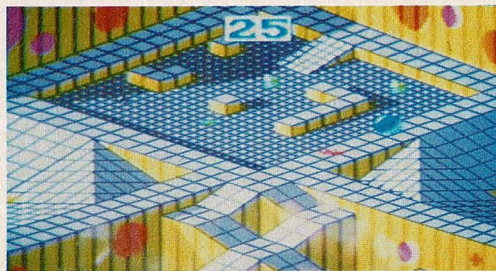
with. Unfortunately, it's not all easy going - there's a very strict time limit. Crash your marble too many times, take the wrong route around a pool of glass-guzzling acid and you're in deep trouble.

Steve Lamb is the man behind this epic conversion and at the moment, the only problems are with the control mechanism - how do you make a Mega Drive control pad behave like a tracker-ball? - and "masking."

"Masking" ensures that objects on-screen disappear when they move



■ This one's got more curves than Kylie Minogue and Madonna put together! But I bet you didn't know that *Marble Madness* is our Production Editor's favourite game?



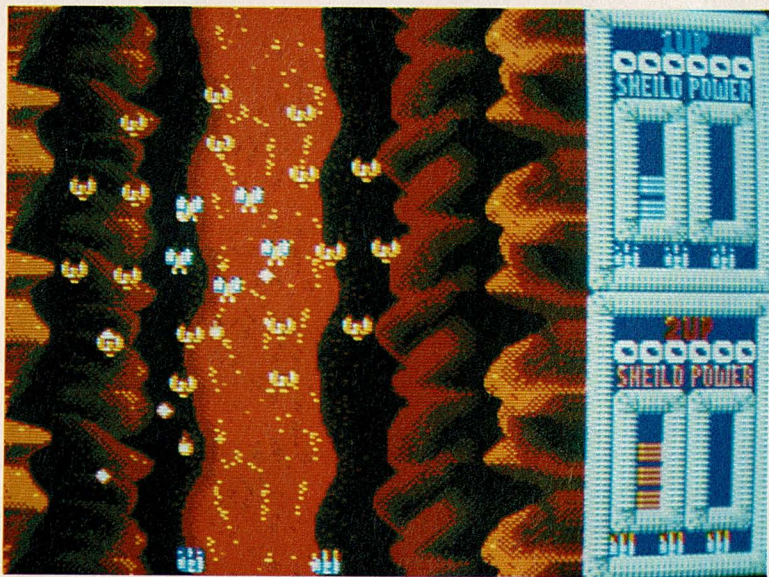
■ Don't fall into this pit 'cos you'll never get out again if you do. Actually, you could escape up that ramp but the nasties would get ya! It's a hard life being a shiny marble



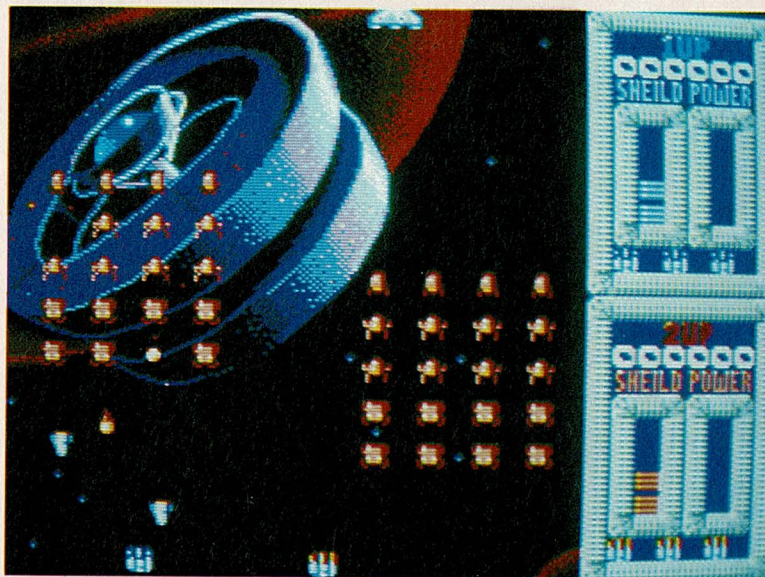
■ Yo! Well done! You've reached the goal which marks the end of another level. You've even finished with 61 seconds to go. Cor! You've played this before, haven't you?

# THINGS TO COME

vaders and take on Arnie – it's all in a day's work for *Sega Power* ●



■ The backgrounds in *Super Space Invaders* scroll smoothly along as the two amigos take on the fiendish invaders from space. This level just oozes *Galaxians* – can't you see it oozing? See how the biggest, baddest aliens hide behind swarms of defenders for instance



■ The only way to tackle this two-wave attack is for two players to each take on a side of aliens. Shoot the flying saucer zipping across the top of the screen, collect the falling pod and it's power-ups ahoj! Just try this in one-player mode – you don't stand a chance!

our fingers crossed. We started by playing the coin-op over and over and painstakingly noting down all the different alien formations – how many, how they move and in what order. We then set about the really tough process of seeing how the Master could emulate it.

"We've had to create a lot of special techniques and routines, and the only real problems will come when we have to send the game over to Japan for Sega's approval. It has to be rigorously tested there before they'll let you manufacture the carts.

"This process can take anything from three to six months, and they're very

strict. Hopefully we should be able to get the cartridges into the shops just before Christmas."

**Sega Power: Do you have a special kind of philosophy when you program for the Master?**

**Andy:** "You've got to say 'what can this machine do,' as opposed to 'what can't this machine do.' That's why Master System games developed over here are usually

**"The machine shouldn't be able to do what we've got it doing" - Andy Taylor, Chief Programmer"**

far superior technically to those produced in Japan – the programmers are often spoiled by working on other 16-bit machines. "We're used to cramming everything into the smallest possible space, and now with the Master System we can really go to town."

**Sega Power: Do you think the Master System is being pushed far enough?**

**John:** "It's incredible how lazy a lot of programmers are. Have you noticed how most Sega games get rid of the backgrounds when it comes to the end-of-level bad guy sequence for instance?"

**Andy:** "We've actually developed a secret technique that enables the bosses in *Super Space Invaders* to be larger than the Master System is 'officially' capable of.

"The machine shouldn't be able to do what we've got it doing. This could be the start of a whole new standard of Master System games..."

■ *Super Space Invaders* should be out sometime in November. (←) (→)

behind each other. Not only do you have to tell the Mega Drive to draw just one of the objects, but you also have to account for what part of an object is visible? Getting it right is a laborious and time-consuming job.

These glitches aside, *Marble Madness* looks set to become a big hit and should be out next January.

## CORPORATION

Is *Corporation* the first real 3D adventure game for the Mega Drive? Virgin reckon it is, and they also reckon it's going to be a cracker.

Your adventure is set in the headquarters of the Universal Cybernetics Corporation or UCC. The UCC has made wadges of cash by developing household robots that do the washing up, walk the dog and make the coffee.

Anyway, now they've turned their scientific expertise to developing something a lot more sinister and as a ZODIAC special agent, it's your job to infiltrate the building and find out if the reports are true. Are they really develop-



■ You are ZODIAC agent Allen and about to infiltrate the Corporation. Are they really developing military cyborgs? If they are, you'd expect to find one or two about the place...

ing killer, military cyborgs? If they are, you must find an experimental embryo and escape with it. Nothing could be simpler, right? Wrong.

All the building's security systems are out to get you, so you'll have to find money, weapons, security passes and medical supplies if you're going to sur-



■ Ahem. Perhaps if we just ignore him he might go away. No chance, pal. You either have to blast him to bits or run away very quickly indeed – and I know which option I'm going for. Bye!

live. Expect to see *Corporation* on the shelves in November.

## TERMINATOR

It's Arnie time again. Except this time our bulging-buddy is the bad guy. Why do people have to keep producing games involving time travel? It fair

makes the braincells ache. *Back To The Future* was bad enough last month, but here we go again. Oh well, take a deep breath. Are you ready?

You play the part of Kyle Reese, the man with the unenviable job of following Arnie (the Terminator) back in time in order to stop him murdering the mother



■ This is *Terminator* and here you can see Reece (the one who goes back in time to stop the killer cyborg) exploring the underground labyrinth of level one. Guide him to the exit before the whole building explodes! Quick!



■ Phew! Made it. One level down, four more to go. I think it's time to nip back in time (!) to Los Angeles, 1984. Are you man (or woman) enough to follow in the *Terminator's* footsteps? Remember: the future of the world is at stake!



■ Oh no! It's that *Centipede* chap legging it (literally!) down the screen towards your defenceless little pod. Well, you're not entirely defenceless. You do have an incredibly powerful creepy-crawly exterminator at your disposal...

➤ (Sarah Connor) of his buddy from the future (John Connor).

John Connor will ultimately become the leader of a dangerous resistance movement (which is proving to be such a pain to the evil machine establishment of the future) so Arnie's been sent back in time in order to kill John's mother and prevent him being born.

Five levels of shoot-'em-up action await our pixel pal. The shots shown

here don't include the bad guys, but don't worry – the finished version will have all too many. *Terminator* should be out sometime in November.

## ARCADE CLASSICS

Remember *Missile Command*, *Blockout* or *Centipede*? You don't? Well, Arcade Classics will refresh your memory – it's got all of 'em! *Missile Command* places you in the responsible shoes of a mis-

sile commander (surprising, eh?) and it's your job to defend cities from a rain of incoming missiles. Using your limited arsenal you must shoot them out of the sky before they destroy your cities. (I wonder if Ronnie Reagan played this?)

*Centipede* is a *Space Invaders*-style shoot-'em-up in which you must destroy the approaching centipedes before their wiggly path takes them to the bottom of the screen. You control a small pod

which can fire at all the horrible things in the garden – like scorpions!

*Blockout* is the classic old ball-bouncing, wall-breaking romp that spawned thousands and thousands of clones and was one of the very, very first console games way back in the late '70s. It's still a great game though.

*Archie Classics* will be available next spring but we'll be doing a review as soon as we have a finished copy. ☺

## ELECTRONIC ARTS

**Y**ES, IT'S QUIZ TIME, FOLKS! Can you Spock, I mean spot, (ahem) which famous TV series this next game is based on? Write down the answer on a postcard and then throw it away. Please don't send it to us whatever you do!

### STARFLIGHT

Is there no stopping them? E.A. seem to be chucking out almost as many new releases for the Mega Drive as Sega and now they're attempting to "boldly go where no game has gone before." Hmm. Even "seek out and explore strange new worlds." Hmm, again.

*Starflight* is based on (yes, you guessed it) *Star Trek* and is billed as a "massive space opera" set in a galaxy of 270 star systems and 800 planets.

You captain a powerful starship on a mission to seek out strange new worlds, establish contact with alien beings and generally save the galaxy.

Not only do you get to wear a spanking new space suit, but you have to

select and then train five Federation officers to help you run the ship as well.

In deep space, you must make contact with nine alien races, each with their own cultures, personalities and languages.

The way you handle these encounters can mean the difference between eventual alliance or warfare. Especially watch out for the Spemin, Teh Veloxi or the deadly Uhek – these guys are tricky.

Your ship is the interstellar equivalent of an XR3i Turbo, and comes complete with more arms than you'd find at the annual Octopus Ball. Missiles and lasers are used in real-time space battles so if you find yourself unprepared you can always call out "Coward Factor Five, Mr Sulul!" and hightail it.

Additional high-tech equipment includes an on-board starmap, a computer with a digitised female voice (cor!) and a multi-purpose land terrain vehicle



■ Get close enough to a planet and you'll find yourself sucked into its gravitational field. Once you've found a planet and have fixed an orbital approach route, you can start landing procedures. Don't forget to pack some clean undies – landing on planets can be a little bit scary!

which you can use to explore planets for mysterious aliens, minerals and artefacts. But beware! Many worlds have hostile environments.

The Mega Drive version is considerably better than its predecessors: planet landings are in real time for instance, and the game is battery backed on an eight Megabit cart too.

The original *Starflight* was released five years ago and designed by a guy



■ Oh no! It can't be, can it? It's Ssly's great, great, great uncle Norbert who mysteriously disappeared without a trace thirty years ago! Will wonders never cease? Ssly always maintained that he had vanished through a rip in the space-time continuum but no-one really believed him – we didn't

called Greg Johnson. He's worked on this incarnation so you can expect a good version on the Mega Drive.

We actually rang him up for an exclusive *Sega Power* interview, but it was the middle of the night in America so we had to pretend it was a wrong number and put the phone down. Oops.

So if you fancy a *Star Trek* play-a-like, *Starflight* should be out early next year. (The price has yet to be fixed.) ☺



■ Stopping off on planets in *Starflight* is officially for "boldly going where no man's gone before" and "bravely seeking out new worlds and new civilisations" etc. etc. Not for topping up the tan. (Make sure you pack the Ambre Solaire next time though!)

## WANTED! GOOD GAME-PLAYERS



kay, so you've played a lot of games, you've seen how some of the world's top programmers set about designing a game. But could you do better? Do you know what makes a great game great and a bad game toilet-fodder? Now's your chance to prove it.

Once a new game nears completion, a panel of top game-players sit down and really put it through its paces. Is it too hard? Is it too easy? Top software houses Tecmagik, Virgin Games, Domark, US Gold and Electronic Arts want *Sega Power* readers – the real game-players – to test their

games for them. Can you come up with original ideas to make a game even better? They're offering you the chance to play on some of the potential game hits of the future.

Tell us why you think your views should count, where you live and how old you are. Every month, successful applicants will spend an afternoon at a top software house talking to the programmers and the designers. If you're lucky, they might even make you a cup of tea. Simply send your application to: Now if I could design a game..., *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

# SEGA MASTER SYSTEM PRICE LIST

Master System	£59.99
Master System Plus	£79.99
Control Pad	£6.99
Quickshot Python 1	£9.99
Quickshot Maverick 1	£16.40
Quickshot Flightgrip 1	£9.25
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# SCRIBBLINGS

Welcome to the new letters pages! We're so darn good to you guys we're even giving away a *Sega Power* T-shirt to the winner of this month's Star Letter. If you want to air your views then write them down on some paper and send 'em in to Scribblings, *Sega Power*, 29 Monmouth Street, Avon, Bath BA1 2DL

**BRILLIANT!**

Dear *Sega Power*,  
I think your new-look magazine is absolutely brilliant! I mean, I can't imagine how I lived without it - strange when you consider I used to think the old *Sega Power* was brilliant too! Keep it up, that's what I say!  
The Ed.'s Mum, London

Thanks, Mum. We'll do our best to make it even better, just you see! **Andy**

**FRIENDS DOWN UNDER**

Dear *Sega Power*,  
Hi from Australia. Believe it or not, I bought the *Sega Master System 2* for my two daughters and became a *Sega* addict myself. I have just bought the April issue of *Sega Power* (issue 17) and couldn't believe my luck in finding a mag that is totally devoted to *Sega*.

All the reviews, previews and hints-'n'-tips are really unbelievable. In Australia the magazines only devote two pages at the most to the best-selling games console over here. Finding your magazine on the stand was like getting through *Wonderboy 3* for the first time!

I would really like to correspond with fellow *Sega* players with a view to exchanging carts. I am 35 and my family would love the opportunity to become pen-pals with other *Sega* families.

Thanks again for such a great mag, and here's hoping you can help.  
**Ricky Packett, Victoria**

After saying such nice things how could we not possibly help? I hope you like the new, improved *Sega Power* as well!

If anyone out there fancies dropping Ricky a line, then write to Ricky Packett, 1 Lewin Street, Sunbury, Victoria, Australia 3429.

Actually, Ricky, if I ever fulfil my ambition and get down to Australia could you put me up on the sofa for a couple of weeks? **Andy**

**WHEN, WHEN, WHEN?**

Dear *Sega Power*,  
When will *Bubble Bobble* and *The Flintstones* be coming out on the *Master System*? My favourite *Sega* games are *Mickey Mouse* and *R-Type* and I love your step-by-step guides.

I'm really looking forward to the last part of *Mickey Mouse* because that's the bit I can't finish. I think your mag is excellent and your reviews are a lot better than *Mean Machine's*.

**David Knibbs, Newcastle**

Well, David, it seems you're in luck. Both *Bubble Bobble* and *The Flintstones* are going to be here real soon (hopefully at the end of October). Sadly, we've

**SEGA WORRIED BY RENTING?**

Dear *Sega Power*,  
My local video shop rents out *Sega* cartridges (which I think is all well and good) but I can't help wondering how it's going to affect *Sega* gaming in the long term.

Aren't *Sega* going to lose loads of sales because people would rent the cart, play the game and then not bother to buy it? What do you lot at *Sega Power* think?  
Mrs D Hooper, Bristol

We at *Sega Power* are all for video shops renting carts. I'd rather see

people rent a cart and realise it's duff than buying it outright. I also reckon that people will still buy games that they've rented before.

In fact that's one of the worries the video producers had when the first video stores appeared - would people still buy the tapes if they'd already seen the films? It's turned out that renting out films helps to increase and not decrease sales. I reckon that's how things will go with carts too but it is a situation we're monitoring closely - see the news feature on page 8. **Andy**



had to give the *Mickey Mouse* guide a rest just for this month because even in the new, bigger and better *Sega Power* we just ran out of space!

But turn to page 45 and see what great stuff the Prof and his Tip Lab crew have come up with for this issue - four maps for *Alien Syndrome*, a guide to duffing in the baddies in *Sonic The Hedgehog*, and loads more besides!

We'll be finishing off the *Mickey Mouse* guide next month, but thanks anyway for saying such nice things about the mag. We're sure you'll like the new one even more! **Andy**

**WHAT ONE?**

Dear *Sega Power*,  
Please could you tell me which would be the best investment: a *Super Famicom* or a *Mega Drive*? How much does a *Super Famicom* cost? Is it true that the *Mega Drive* has only got 54 colours while the *Super Famicom* has around 32,000?  
**Jamie Millard, Birmingham**

I'm completely fed up with answering these sorts of questions - get whatever you want! No-one is telling you to buy a *Mini* if you really want a *Jaguar*! But if you really want my opinion, go for a *Mega Drive*.

The *Super Famicom* has a better tech-spec but is horrendously expensive (about £400 at the moment) and won't even be launched over here until 1992 at the earliest. If you've got loads and

loads of money and can wait until then - fine, get one.

On the other hand if you want a machine that's almost as good and which has dozens and dozens of great



■ **Nintendo's Super Famicom and Sega's Mega Drive: you pays your money and you takes your choice really. See What One?**

games available already then go for the *Mega Drive*. It has a palette of 4,096 colours - not 54 - and that's more than enough really. Just how many shades of white or yellow do you need? **Andy**

**PHONE GROAN**

Dear *Sega Power*,  
I am writing to complain about a phone line competition you advertised in *Sega Power* (issue 21). The prize offered was a *Simpsons* arcade game so I rang the number and spent five minutes answering relatively easy questions. Sadly, I couldn't answer the last question. The question wasn't too hard though - it

**SEGA POWER: WHAT DO YOU SAY?**

Okay! So what do you think of it so far? Pretty good, huh? Whether you're a new reader or just a loyal *Sega Power* devotee, you couldn't fail to have noticed just how bigger, better and brighter everything is!

● Bigger pages just filled to bursting point with colourful and in-depth reviews. See at a glance what's hot - and what's not!

● Better quality paper. Yeah, we admit the old stuff was less than brilliant but you can't moan now because every page is just so glossy you're going to have to wear sunglasses all year round.

● Not only bigger and better pages, but more of 'em too! And every month we're gonna be making sure that *Sega Power* is the place to go when

you want to know anything and everything about the *Sega* games world!

● And don't forget our incredible *Hard Line* section regularly updated every month, starting on page 52, which rates and reviews every single *Sega* game that we can find!

We know getting *Sega Power* every month can be difficult, so why not subscribe? Remember, this is the very, very last time you can subscribe for the old price (turn to page 43 and fill in the form - it's as easy as that!).

So we want to know what you think of it. Even if you hate it, write in and tell us! We're here to provide you with what you want, and we won't know unless you write in! Next month we're devoting a part of *Scribblings* to what you have to say, so get writing!

was because 'the phone line wouldn't accept my answer. This is extremely annoying because I think the competition people are trying to rip me off.

I think you should investigate the competition or better still not let these people advertise with you at all.

**Jamie Sweet, King's Lynn**

We got straight onto the blower, tried the competition and had no problems at all! We don't know what you were doing wrong, Jamie.

I think it would be extremely unfair to stop these people advertising. After all, you do stand the chance of winning a fantastic prize - and only for five minutes of (okay, admittedly expensive) telephone time.

As to your other complaint, there are all sorts of British Telecom governing



■ Phone comos: are they a rip-off or do they offer good value? Read Phone Groan

bodies that monitor these services anyway so the days of people being ripped off are long gone.

If you don't want to enter the competition then the simple answer is: don't do it. And if you do - always check with whoever is paying the phone bill before you ring up. Otherwise someone else could end up having to pay it off for you!

Companies who run these competitions do tend to keep you on the line for a few minutes because that's how they make their money. **Andy**

## DRAW THE ED!

Dear Sega Power,

Will Sonic the Hedgehog be coming out for the Master System? One other thing: why don't you have a page of characters drawn by readers?

**Matthew Campbell, Liverpool**

Yes. Sonic The Hedgehog will be coming out on the Master System! Check out our special report on Sega in Japan on page 17 for more information about just what this prickly hero is doing!

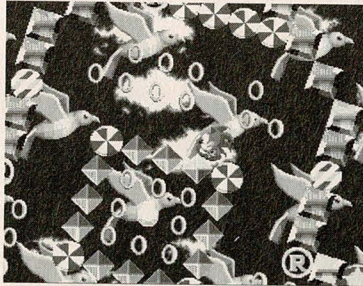
We'd also like a page of characters drawn by our readers, but we still haven't got any that are good enough to print! Come on, you scribblers! Get your best colouring pencils out and start drawing. If we get some decent ones we'll print them. And - if we go all light-headed - we may even hand out a cou-

ple of fivers to the best artists. Then again, we might not. **Andy**

## SONIC THRASHED

Dear Sega Power,

Am I the first to complete Sonic with all six Chaos Emeralds? At the very end,



■ Is Christopher Chopdar the first to get all six Chaos Emeralds? See Sonic Thrashed

instead of juggling the remaining emeralds, Dr Robotnik jumps up and down on the word "end."

**Christopher Chopdar, Epsom**

I don't know. Perhaps you are! **Andy**

## SMALL REVIEWS

Dear Sega Power,

I think you have too many Mega Drive reviews. I'm not complaining but in Sega Power 20 you reviewed six Mega Drive games and only three got over 75%. I think you should do some small

reviews for games too. That way you can fit even more games into the mag.

**Colen Mcalister, Linlithgow**

Spook! Actually, we don't like small reviews because what may be one man's meat may be another man's poison when it comes to games and in an ideal world every game should have at least two pages.

This is not an ideal world however and we've had to introduce just such a system so we can get all the games that are coming out into Sega Power (just take a look at pages 40 and 41!).

It's not ideal but it's a sign that the Sega games world really is exploding right now - just check out our reviews starting on page 23 for graphic evidence of this phenomena! **Andy**

## ASSAULT THE BATTERY

Dear Sega Power,

I was thinking of getting a golf game for the Mega Drive but I'm not sure which one to get because I don't like buying games with a battery-backed memory - I reckon they're a waste of money.

PGA Tour Golf looks good judging by your review (Sega Power 19: 90%) but I was wondering if I could complete the game in one sitting or does it last so long that you have to use the battery back-up? If the battery runs out would I

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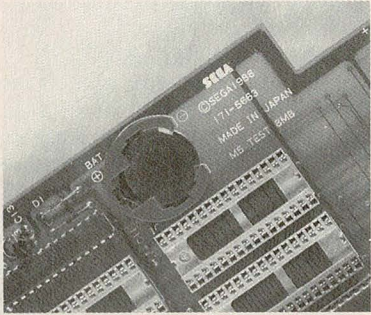
Telephone using your Credit Card Details, or send cheque payable to: TCF (allow 5 working days for Cheque clearance). All goods subject to availability. Orders for games over £20 Post Free (under £1). Hardware Postage as shown. ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE.

CALLERS WELCOME (PHONE FIRST IF THERE IS A PARTICULAR GAME YOU WANT).

➤ have to sit there for hours on end just to finish all the holes?

**Scott Stone, Portsmouth**

PGA Tour Golf is an excellent game and the battery inside it should last between three and five years. Battery-



■ **Battery-backed memories: Do they let you play for an age or are they just a waste of money? Find out in Assault The Battery**

backed memories are not cheap so if a software house can avoid them, they will. In the case of PGA Tour Golf, there's just no way you could play the whole game in one sitting! **Andy**

## NEW READER

Dear *Sega Power*,  
I'm a new gamer and I'm a bit confused by some of the things that other gamers take for granted. For example: what is a CD-ROM? What is a modem? And is there one available for the Master System? What is the Master System 2? C+VG gave the Master System version of *Impossible Mission* 97% and called it the best game around. Is this true?

**Michael Donkin, Stockport**

Phew! Here goes!. A CD-ROM is a unit which plugs into the Mega Drive and enables you to play games that are stored on CD rather than the normal cart. (For more info check the news on

page 6 and also our great *Sega in Japan* feature starting on page 17.)

A modem is a unit that plugs into the telephone line and enables your computer to talk to another machine that's hundreds of miles away (as yet there isn't a Master System modem available). The Master System 2 is just a re-designed Master System - little has changed inside.

*Impossible Mission* (reviewed *Sega Power* 12: 92%) is a great game, but we reckon *Populous* (*Sega Power* 21: 96%), *Pacmania* (*Sega Power* 16: 94%) and *Mickey Mouse* (*Sega Power* 17: 96%) are miles better! **Andy**

## FREE CARTS?

Dear *Sega Power*,

Could you please tell me why Amiga, Atari and loads of other computer magazines give away free disks on the cover and *Sega Power* doesn't do the same with cartridges?

**Mark Wakefield, Swindon**

Simply because it only costs a few pence to put an Amiga or Atari disk onto the front cover of a magazine. To put a cartridge on every issue of *Sega Power*, on the other hand, would cost a lot of money and we'd then have to push up the cover price to between £10 and £15. Pretty expensive, huh?

Would you be prepared to pay that much for your favourite read? Well, we certainly wouldn't - even for the brilliant new issue of *Sega Power*. **Andy**

## FUNNY LOOKING

Dear *Sega Power*,

1. Who are the funny looking people wearing the *Sega Power* T-shirts and bum bags on the subscriptions pages?

2. I have heard that there's a firm in Hong Kong working on an adapter which will enable you to play Master System

games on the Game Gear. Will this be coming over here?

3. Can you save games in *Populous* on the Master System?

**L Li, London**

1. That's us! Funny indeed! Anyway, as you'll notice, the subscriptions pages (see page 42) are different now. But for anyone who has some older issues here's the line-up (from the bottom of the stairs to the top):

Neil West (Deputy Editor), Kate Hodges (she helps out in the circulation department, ensuring copies of the mag go all over the world), me, Tamara Ward (publisher's assistant) and good ol' Kev the crayon (the old Art Editor).

2. You heard right! (Turn to page 8 for a *Sega Power* exclusive on this add-on.)

3. Each world in *Populous* has a unique name which enables you to continue from the same world at a later date. It's just like saving a game! **Andy**

## HOW MUCH IS IT?

Dear *Sega Power*,

I was wondering if you could tell me how much *The Ninja* costs, because our local computer shops (and Woolworths for that matter) are selling this game for £30. Before Christmas last year it cost £9.99 and in *Sega Power* you said it would cost £9.99 as well. Who's right?

**A Duggins, Tamworth**

According to *Sega UK*, the price of *The Ninja* is £9.99, and has been for the last six to nine months! Anyone who sells the game for more than that is asking for far too much money. **Andy**

## THE CASE OF THE MISSING SPRITES

Dear *Sega Power*,

Recently I bought the Master System version of *Paperboy*. I read the instruc-



■ **The *Sega Power* crew, plus a few others. And ignore Kev 'cos he doesn't work for us, and, erm, Dan and Mark aren't in it. Bang up to date, eh? Find out who's who in Funny Looking (or take a look at page 5 instead!)**

tions and noticed that four of the obstacles - the small lawnmower, the burglar, the fire hydrant and the motorbike - weren't actually in the game itself. I went through the levels several times but could't see any of them.

On the back of the cartridge box were four pictures and the last one had the lawnmower sprite in it! As a result I took the game back to the shop and swapped it for a different cart. But even this version of *Paperboy* had the very same problem. Is there a logical explanation for this? By the way, I think your mag is brill. Keep up the good work!

**David Allen, Gloucester**

We aren't even sure why the shop let you change the game in the first place, David! If a sprite is missing it's because it shouldn't be there. A faulty cart won't work, full stop. We counted plenty of lawnmowers in our version of *Paperboy*, so perhaps you need some new specs instead of a new cart! **Andy**

# WANTED

**WE WANT YOUR HONEST OPINION OF SEGA POWER - SO WE CAN MAKE IT EVEN BETTER!**

**This questionnaire helps us monitor what you, our readers, think of SEGA POWER and so keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views!**

1. Which machine do you own?

- Master System                       Game Gear  
 Mega Drive

2. How do you rate *SEGA POWER* in terms of value for money?

- Excellent value  
 Good value  
 Reasonable value  
 Poor value  
 Ripoff

3. How much does the cover of this issue appeal to you?...../10

4. How much does this issue appeal to you overall?...../10

5. How does this issue of *Sega Power* compare with previous issues you've seen?

- Much better  
 Slightly better  
 The same standard  
 Slightly worse

6. Please rate out of ten this and any other computer magazines you read:

*SEGA POWER*...../10  
...../10  
...../10  
...../10

7. What is it you like most; and then least about this issue of *Sega Power*?

I most like.....

And I least like.....

**■ You don't need a stamp. Simply return to:-  
Reader Survey, SEGA POWER,  
Future Publishing Ltd  
Freeport, Avon, Bath BA1 2XF**



# SEGA POWER IN JAPAN

• When Danny Curley won the European Sega Challenge, he also collected what is surely the ultimate prize - a chance to visit the Sega headquarters in Japan •



■ Here's a prime example of Tokyo at night. Yes, Japan does have a McDonalds - it's the only place with edible food. Time to get some nosh, methinks

We lent the lad a (simple!) camera and told him to cover the visit exclusively for *Sega Power*. Find out what the budding young newshound discovered in the land of the rising cart...



■ Even the pilot who flew us across to Tokyo kept going on autopilot just so he could catch up with *Sega Power* and all that's been happening in the Sega world. Well, it just goes to show you, doesn't it? *Sega Power* are reaching new heights! Hurrah!

SEGA (AS REPORTED IN *Sega Power* 20) are currently giving Nintendo a really hard time in Europe. They now own approximately 70 to 80% of the European video games market. And while we know that

1993-94 is going to be the year of the yankee Sega in the US, what's going on in the Far East - in Japan, the land of

the rising cartridge? I went to the Sega HQ in Tokyo, Japan to find out.

## HOW DID IT ALL GET STARTED THEN?

If you think Sega started in 1576 as a launderette in southern Egypt, you'd be wrong. Sega came into the world in 1951 and originally specialised in dealing with jukeboxes!

Unfortunately, in 1960 the company folded and it wasn't until 1965 that they were bought up by another company, called Nihon Goraku Bussan, who dealt

with Japanese amusement machines. Not long after, they merged with Rosen Enterprises and changed their name to Sega enterprises.

And then in 1969, the American company Gulf & Western Industries joined the ever-growing Sega company. The next big change occurred in 1984 when the Sega management bought back Sega from Gulf & Western and then became a member of one of Japan's biggest companies - the CSK group.

Now that's got the potted history out of the way we can get on with the interesting stuff!

**"If you think Sega started in 1576 as a launderette, you'd be wrong!"**



■ Here I am in one of Tokyo's most famous arcades, Lunar Park, advertising the mag by wearing this highly embarrassing *Sega Power* T-shirt (I was paid to wear it, honestly!) (No you weren't! - Ed.)

In the arcade business, Sega are ahead of the competition by a huge margin. In Japan alone Sega own 1,200 arcades. And they're hoping to bring a chain of arcades to Britain too!

You see, in Japan arcades are designed for the family - unlike British arcades which tend to have a very seedy reputation. Sega hope to improve things by bringing in more modern surroundings, bet-

**"Lunar Park has some of the world's most advanced arcade hardware"**

ter staff and cleaner toilets. They also hope to introduce no smoking policies and a ban on fruit machines. They'll hopefully get rid of the no "Over 18s" signs on the entrance too (yippee!). Sega are also working on plans to build an amusement park in Europe on a similar scale to Disneyland in America!

While I was in Japan, I visited one of Tokyo's most famous arcades, Lunar Park, to have loads of goes

on a variety of games - and more importantly I didn't have to pay a penny (er, Yen) either! Well, I am the undisputed Sega Champ, after all!

As well as the "normal" arcade games like *Columns* or *Final Lap*, Lunar Park also has some of the world's most advanced technology inside its coin-ops.

You'll probably already have heard of Sega's R360 which, unlike their basic hydraulic machines, moves in every direction possible. While I was there, I saw *G-LOC* running on the machine - a technically amazing but still fairly unoriginal *After Burner*-type game - but for some reason that escapes me you don't seem to take much notice when you're playing!

Another game for the R360 which is still only in development is a racing game with loop the loops. Sounds good.

Another machine which caused quite a stir was the *CYBER DOME*. Well, machine isn't really the word - cinema is

more appropriate. There are eight cockpits in a line which face a large screen on which you all play simultaneously - shooting hordes of aliens, robots

and mutants. Sound pretty good, doesn't it? Sadly it's an unoriginal game and the end result isn't too good.

It gets fairly repetitive after about 30 seconds and at £2.50 a shot I'd much rather save my cash and play something a bit cheaper and a bit more exciting. Oh, by the way, the *CYBER*

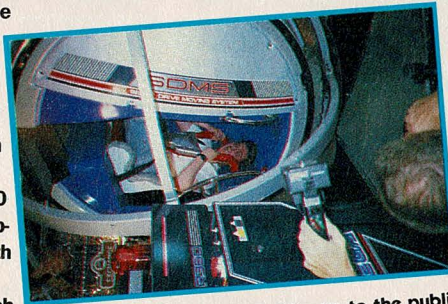
*DOME* is apparently the only one in existence at the mo' - probably because it costs around £300,000!

The *CCDI Cart* was another notable attraction. It's actually more like game of bumper cars. Eight players drive around an area of the arcade trying to collect coloured symbols off the floor. You earn points by collecting four symbols of each colour.

The players' only view of the outside world is relayed via a video camera mounted on the front of the cart. Again it's £2.50 a go but it's definitely worth it if you're in a group.

## INTO THE ARCADES!

**"The CYBER DOME arcade machine is more like a cinema than a coin-op!"**



■ The R360 costs around £2.50 a go to the public but nuffin' to a European Sega Champ! Ho! Ho!

# COMING SOON! SONIC THE HEDGEHOG ON THE MASTER SYSTEM

Are you one of those Master System owners who keep waking up in the middle of the night with nightmares about *Sonic The Hedgehog* being a Mega Drive only game? Do you constantly want to curl up in a ball and hibernate like our prickly friend?

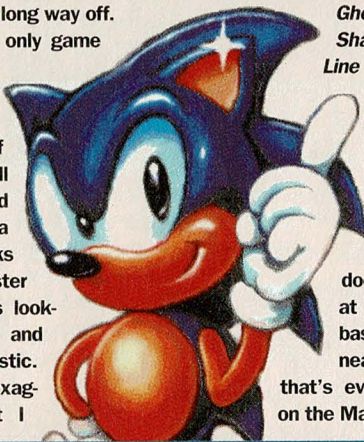
Well, you can sleep soundly from now on because – yes, it's true – *Sonic* is finally coming to your Master System. Not only that, he's going to be appearing on the Game Gear too! At last you'll be

able to get in on the action and play the game everyone's talking about.

What's more, Sega are currently working on a *Sonic the Hedgehog 2* for the Mega Drive. And on the drawing board are a *Sonic The Hedgehog 3* and possibly even a *Sonic 4!*

It's also likely that these will eventually be released on the Master System and Game Gear. But don't start saving your money just yet – they're still a very long way off.

*Sonic* isn't the only game that's going to be big because I also managed to get a glimpse of *Donald Duck* on all three formats and although the Mega Drive version looks superb, the Master System version is looking absolutely and unbelievably fantastic. And that's no exaggeration. At first I



actually thought it was for the Mega Drive! Straight up!

There are also a whole load of new games being worked on in Japan. Coming soon on the Mega Drive are:

- Final Fight*, *Rad Mobile*, *Golden Axe 2*, *Four Trax*, *Mercs*, *G-LOC*, *Dino Land*, *Bare Knuckle*, *Master of Monsters*, *Streets of Rage*,

*Rolling Thunder 2*, a Formula One racing game (which I don't know the name of), another *Wonderboy* game with a working title of *Rent A Hero* (this looks excellent), and *Powerdrift*.

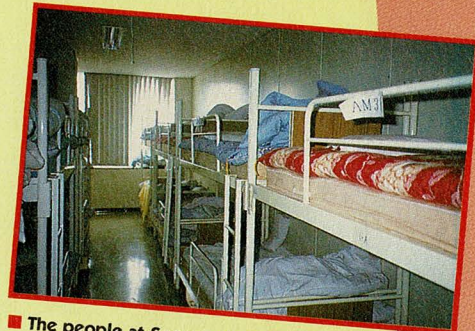
Master System owners needn't feel left out either because there's a mountain of games coming for your machine too. Take a look at these:

- Asterix*, *Bubble Bobble*, *Bonanza Brothers*, *Alien Storm*, *Lazer Ghost*, *Dragon Crystal*, *Shadow Dancer*, *G-LOC*, *Line of Fire*, *Tom & Jerry* and *Mercs*.

And for the Game Gear you can expect to see *Frogger*; a very weird platform game (that doesn't have a title at the moment); a baseball game, plus nearly everything else that's eventually coming out on the Master System.



■ And this is the building where everybody (but the cleaner) walks around in suits. In the background you can see the staff's own little playground. The jammy peeps even get free goes!



■ The people at Sega work so hard and finish so late that sometimes they sleep at Sega headquarters in these beds! Actually, when I visited the *Sega Power* offices they had some beds like this – but they were in the local pub! That's a joke! Honest!



■ Haven't we seen this before? (Yeah, but it hasn't got your ugly mug in it – Ed.) Another shot of the Sega building in Tokyo. This is where it all happens – the source of *Sonic* and a zillion other games!



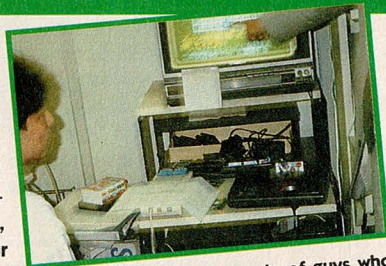
■ The 52 star Tokyo Hilton Hotel where a small can of Coke sets you back a measly £2.50!

## GAMES AND BASEBALL SCORES

Do you remember the news feature in *Sega Power 21* about the Japanese modem that enables owners to access up-to-the-minute share figures on the Tokyo Stock Exchange? Even baseball scores? (What d'ya mean, no? Quick! Turn to page 42 and find out how you can order a back issue.) Well, while at the Sega HQ in Tokyo I was shown

around the heart of the system. If you have a modem you can just phone up a certain number and find out about all the latest baseball scores, even how your shares are doing in the Stock Exchange. At Sega they even watch the baseball games and then re-enact some of the winning plays. I didn't see

“People who work at Sega watch baseball and then re-enact some of the more exciting winning plays!”



■ Here you can see a couple of guys who are using a Mega Drive and modem in order to scrutinise last night's baseball scores much about the Stock Exchange while I was there but what I did see didn't look very interesting!



■ And here's Mr Sega himself – the President of the company. As soon as I pulled out the best mag in the world he said “*Sega Power* is the best magazine and I subscribe to it because I reckon it's flipping brilliant!” Well, he didn't actually say that but I knew that's what he was thinking

# LOOKING INTO THE CRYSTAL BALL...

- How much is a CD-ROM unit going to cost?
- When's the 32-bit coming out?
- Will there be a portable Mega Drive?

These are just some of the questions on the lips of Sega gamers all over the country, and it was these same questions that I put to the Big Wigs at the Sega HQ in Japan.

The CD-ROM is to be released in the UK late next year and will probably set you back around £200 (this is fairly cheap for what you're getting).

There's big news on the handheld front too because Sega are currently putting the finishing touches to a new 32-bit handheld! The only game I saw running on the machine, which is to be

called the "Quatrodrive," was *Super Monaco GP* and the graphics are even more impressive than the arcade game! Sadly it won't be available until

**"The CD-ROM is to be released sometime next year and will set you back around £200"**

around 1994 so you'd better start saving your pennies right away!

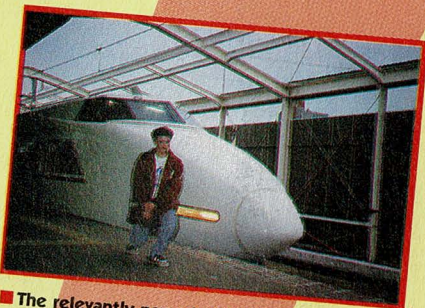
(By the way, if you believed what I just said about the handheld you'd believe that *Sega Power* isn't the best mag in the world! Ever been had?)



■ Yes! It's me holding the only CD-ROM unit in existence - well, it's actually one of only a few prototype versions. The finished machine should be in the Japanese shops later this year



■ The building you've always wanted to see but couldn't because you're not the European Sega Champ! This is where Sega's engineers put in all of them funny little lights on their exotic coin-ops

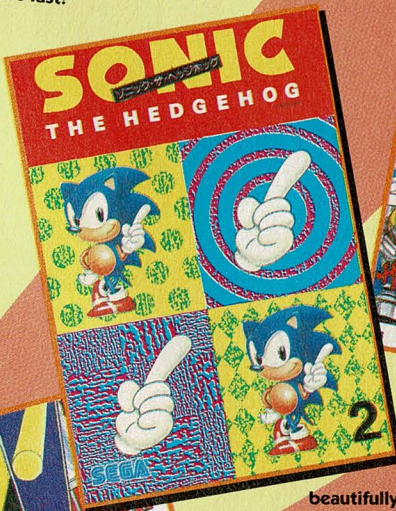
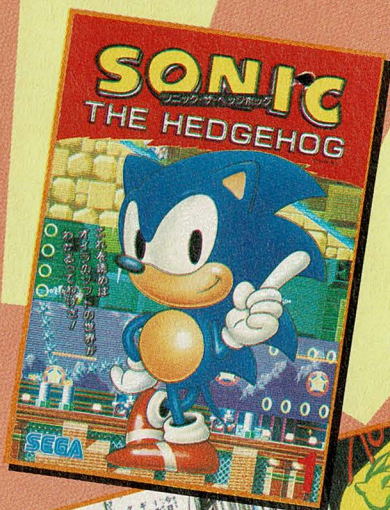


■ The relevantly named bullet train which at its fastest travels at 214 kph! Now that's fast!

## WHAT? SONIC GETS HIS OWN COMIC?

Believe it or not, *Sonic* was released in Europe a couple of weeks before it was released in Japan. Obviously Sega want him to be a *Mario* beater so to help the spiky sprite, they are circulating *Sonic* merchandise around the country.

This will include keyrings, cuddly toys, notepads, pens, T-shirts and loads of other stuff which will hit the shops sometime early next year. There's even going to be a *Sonic* comic which will be given away free by software shops! Cool!




■ The *Sonic* cartoon book in all its glory. You can tell the Japanese take their comics seriously. These books aren't cheap or tacky but beautifully drawn and full of character - unlike some of the freebie merchandising we're forced to put up with over here. If anyone out there speaks Japanese, drop *Sega Power* a line and tell them what's going on in these pictures. I'm afraid I haven't a clue meeself!

## "AND I'D LIKE TO THANK MY MUM..."

A massive "Thank you!" to Virgin (now Sega Europe of course) for my prize (and that much needed last minute fax) and an equally big thank you to Mr Ota and Mr Sakakino for giving up their weekend to show us around Japan and for being superb guys. Thanks also to everyone at Lynne Franks PR (Virgin's PR agency)

for making me famous (*bigheaded creep* - Ed.). And to those of you who didn't win last year - better luck next time. You're all going to need it because I'll probably be there!

And now I've got a taste for winning these glamorous prizes I'm going to be even harder to beat, just you wait and see... 



# T FREE GAMES T FIVE YEARS?

at offers fantastic prizes and the chance to have some brilliant fun ●

Master System). They've already released four excellent games for the Master. Take a look at these four corkers – *Gauntlet* (in *Sega Power* 12, 87%), *Paperboy* (in *Sega Power* 14, 84%) *Indiana Jones* (in *Sega Power* 14, 65%) and *Impossible Mission* (in *Sega Power* 12, 92%) – and try to imagine what their future releases could be like. Awesome!

For example you can soon expect to see *Super Kick Off* for the Master – a version of one of the best games ever – as well as the great *Out Run Europa!*

But that's not all. US Gold have also just acquired the rights to publish games on the Mega Drive and Game Gear. After five years the US Gold catalogue could well be running into the hundreds!

## TECMAGIK

What a start Tecmagik have had on the Master System! *Pacmania* (*Sega Power* 16, Power Factor 94%) is one of the best coin-op conversions we've ever

## "BUT WHAT SHALL I WEAR, DARLING?"

When it comes to the cossies, don't feel restricted – let your imagination run riot! We're not interested in the technical competence of your cossie either – or how wonderful it looks – just how much effort you put into it.

The chap (or chapsess) that pops down the local joke shop and buys a mask won't score as many points as the chap who made a mask all on his own – who cares if he doesn't look anything like Indy Jones!

There's nothing in the rules to stop you asking for some outside help either – get a gang of mates together and have a joint entry. Why the devil not? Get mum and dad in on the act

too! Even if you don't win one of the prizes you can still have a lot of fun making the outfit!

Remember, there's plenty of room in here for representing the feel of the game, rather than looking exactly like the game's main character. The main themes are:

*Paperboy*, *Populous*, *Pacmania*, *Indiana Jones*, *Speedball*, *Xenon 2*, *Super Kick Off*, *Terminator 2*, *Gauntlet*, *Shadow of the Beast*, *Out Run Europa* and *Back to the Future* (1, 2 or 3).

Don't forget, folks – you've only got until Sunday 20 October to get your photo to us. Go for it, dudes!

■ Here's just a handful of some of the excellent games that these three premier software houses have managed to bring out already. Just think – these games are only their first attempts. Imagine what sort of things they'll be able to create in five years' time!

seen. Then they went and stunned even us by bringing out *Populous* (*Sega Power* 21, Power Factor 96%). What a

track record the company have already – and after just two releases!

Future projects include a version of *Shadow of the Beast* for the Master System and a whole load of other games too – whatever system you own you won't be disappointed after receiving free Tecmagik games for five years!

## HOW TO ENTER

Because this is such an amazing competition we've decided you're going to


have to work that little bit harder for the chance to win one of the prizes. Yes, it's dressing up time again!

Way back in *Sega Power* 13 we printed the finalists of the "Win A Mega Drive compo," and the entries were just so brilliant we're going to ask you to do the same again! We're going to impose a few limitations on

you this time though. But you can still dress up to your heart's content. In the boxout is a list of a couple of "themes" based on some of

the three software houses are responsible for. All you have to do is pick a theme – say *Paperboy* for example – and then dress yourself up in the appropriate style.

We'll give you until **Sunday 20 October** to get your entries in to us and the lucky winners (we'll pick the five best entries no matter what they're based on) will receive all the games released by the three software houses for their machine over the next five years! You can only claim your prize for one machine though and remember to keep us informed when you move. Otherwise some other envious Sega owner may nab your well-earned prize!

Get someone to take a photo of you all dressed up and then send it to the: **Wow! Games For Five Years Compo, Sega Power, 29 Monmouth Street, Bath, Avon BA1 2DL.** And don't forget to mention what machine you own – Master System, Mega Drive or Game Gear – so we can send you the right prizes if you win! 

## THE TWIDDLY 'N' FIDDLY RULES BIT

1. We can't have any employees of Future Publishing entering the compo or anyone who works for any of the companies who are offering prizes.
2. Apart from that anyone can enter – as often as they like too. Enclose an SAE if you'd like your photos back and we'll do our best to return them. Now that isn't very hard, is it?
3. *Sega Power* have arranged this competition in good faith. However, we cannot be held responsible for circumstances beyond our control (meteor storms and suchlike) affecting the prizes offered.

# TOE JAM & EARL

two hip aliens in a serious jam



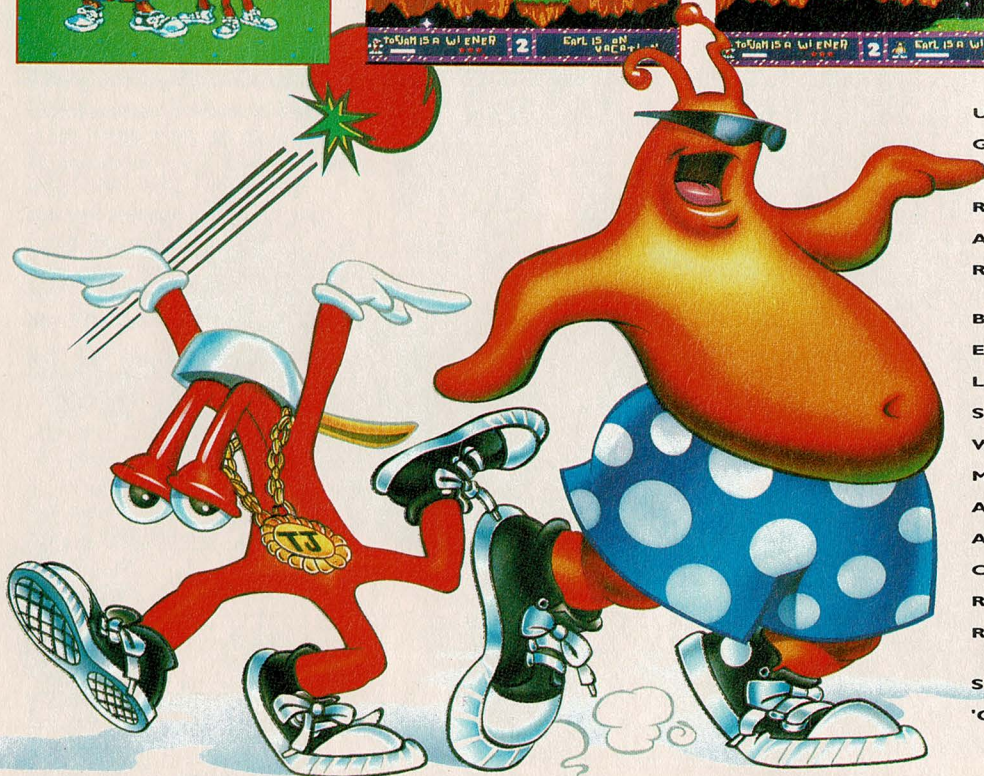
YO, WHAS'UP? TJ AND HIS HOMEBOY BIG RAPPIN' EARL ARE A COUPLE OF COLD BUSSIN ALIENS FROM THE PLANET FUNKOTRON.

WHOA! EARL'S CRASHED THE CRUISER ON THE MOST FUNKED OUT PLANET IN THE

UNI' - EARTH! THE DUFUS DUO ARE GONNA' HAVE TO HIP-HOP AROUND THE SCENE TO SCORE RIGHTEOUS RAPMASTER ROCKETSHIP PIECES AND ALL THE MUNCHIES NEEDED FOR THE RIDE HOME.

BUT YO, CLOCK THE TIME! TOE JAM AND EARL MUST GET TO SUPREME FUNK LORD STATUS BEFORE MAKIN' TRACKS. SAY WHAT, OH YEAH - AND ON THE WAY DIS THE FREAKY LOCALS LIKE THE MAD DENTIST, THE CRAZED SHOPPER AND WORST OF ALL THE NERD HERD. TJ AND EARL WILL BE LIVIN' LARGE IF THEY CAN FIND AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON ROUTE.

SO CHILL OUT LAZY EARTH DUDES 'CAUSE TOE JAM AND EARL ARE JAMMIN'!



CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX FINGER LICKIN' FUNKY GROOVES PLUS THE MIND WARPING 'CRAZY SOUNDS' - YOU CAN EVEN ADD YOUR OWN BEAT BOX EFFECTS BUT ABOVE ALL -

CRANK IT UP!



**1 OR 2**  
**PARTY TOGETHER!**

THIS GAME IS OODLES MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

"Oi mental! You've got to be seriously barking to play this"

Mean Machines



# SEGA

SEGA MEGA DRIVE

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAKES AGES

# POWER REVIEWS

● All the latest Official and Import games reviewed and rated! ●

Welcome to the new and improved *Power* reviews. You thought it was good last time? Well wait until you see this! More games rated in even greater depth than ever before. And, of course, there's always the extensive *Hard Line* starting on page 52 if you're new to Sega – or just interested in every single game that's out at the moment!

**W**HATEVER YOU ARE looking for, check out these pages before you spend your money. We know forking out £30 for a game can be a bit daunting and always bear that in mind when doing our reviews. We also know it can be bewildering sorting out the good from the bad – even if you know the Sega scene. Our reviews give you the chance to decide for yourself.

Check out all the mega-stonkingly good games we've got for you this issue and get used to it – because there'll be even more next month!

**Castle of Illusion starring Mickey Mouse**  
Yo! The famous big-eared Mickey (and we're not talking about Wacko Jacko) is now out on the Game Gear. **page 38**

**G-LOC**  
Is it humanly possible to cram a huge arcade machine onto a handheld? We had our doubts... **page 39**

**After Burner**  
The classic coin-op gets the all-star Master System treatment, so take to the skies with this scorcher. **page 40**



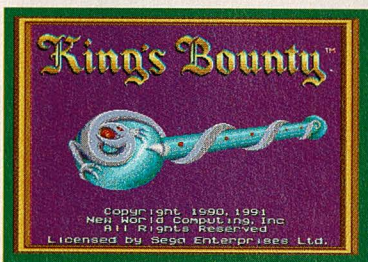
**Road Rash**

Try out this new road racing game from veteran Mega Drive game masters Electronic Arts. And get yer gloves and goggles ready, 'cos this one's got a hell of a punch! **page 24**



**Spider-man vs The Kingpin**

Be a superhero and tackle Kingpin and his thugs! Spidey comes to the Master System in this fast and furious web-'em-up (with just a sprinkling of strategy!). **page 28**



**King's Bounty**

An RPG for your Mega Drive? Could be, but the king does like tender coconut, wrapped in thick milk chocolate! (You call that a joke? – Ed.) **page 30**



**Herpes Of The Lance**

Dungeons, dragons, and more advanced than anything before. Honest! But is it any cop? More role-playing fun in a world on the brink of chaos! **page 32**



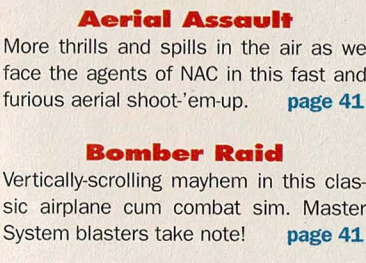
**Turrican**

Ballistics' new Mega Drive game gets a stonking good going over, so keep your head down when you open the page or you just might get hit! **page 36**



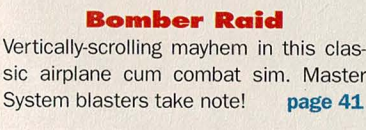
**Alien Storm**

Aliens, aliens, aliens everywhere, and not a Stormin' Norman in sight. Rid the world of terrible green greeblies in this red hot Mega Drive import. **page 40**



**Aerial Assault**

More thrills and spills in the air as we face the agents of NAC in this fast and furious aerial shoot-'em-up. **page 41**



**Bomber Raid**

Vertically-scrolling mayhem in this classic airplane cum combat sim. Master System blasters take note! **page 41**



**Double Dragon**

Kung Fu your way through the mean streets to find your true love in this classic Master System beat-'em-up. There's no room for softies here! **page 41**

## GAMES OF THE MONTH

**W**E ASKED AROUND the office to see what games everyone liked best this month and after all the "Go away! I've nearly finished this level!" and "Do you have to?" we managed to get some sort of answer.

- Andy: "It has to be *Road Rash*. I can't stop playing it!" (It's true. We've only seen the back of the Ed.'s head all month!)
- Mark: "*Alien Storm* is good." (A typically broad and incisive review from our Art Editor there.)

- Dan: "*Sonic The Hedgehog* is my favourite. Mark likes this one as well but I said it first, so there!" (Short pause while Art Editor and Production Editor beat each other to a pulp while wrestling for the Mega Drive joystick.)
- Neil's extremely quiet today – oh, he's on his hols. Oops!
- Phil: "I think *Columns* is good but then I'm a bit boring really." (*Who is this Phil? Oh, the temp! Tell him to get on with his work – Ed.*)
- Gary: "Er, oh, erm, I'm not really sure..." (Thanks for that, Gary...)

## THE NEW RATINGS!

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

These little red squares tell you about all of the game's good points. All those things that make it stand out from the crowd.

The two arrows on the left are split so you can see if the good points outweigh the bad at a glance! If the blue arrow is bigger, then watch out!

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

**SEGA POWER SAYS**

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

**99%**



# ROAD RASH

● Mega Drive ● Electronic Arts ● £39.99 ● UK Official Release

**Excellent gameplay and great graphics ensure yet another hit from the E.A. stable. Skill, determination and a fair slice of bravery are what it takes to survive in this fast paced racing game – fabulous!**

**Y**OU AND A BUNCH OF OTHER like-minded guys and gals are into racing each other along the country roads of America, ya'see. Why? Well, just for the fun of it of course – and also for the thousands of dollars offered to the fastest riders!

There are five courses in the game, each about five miles long to start with. You all set off together and the first three or four to make the finish get

**“You may not be as fast as the other riders to start with, but with good riding you can catch up with the leaders”**

shares of the prize money. But that's only if you make it!

Unfortunately, there are several things that can trip you up, not least the course itself. Though each one is different and while some are harder than others – the Palm Desert course is the

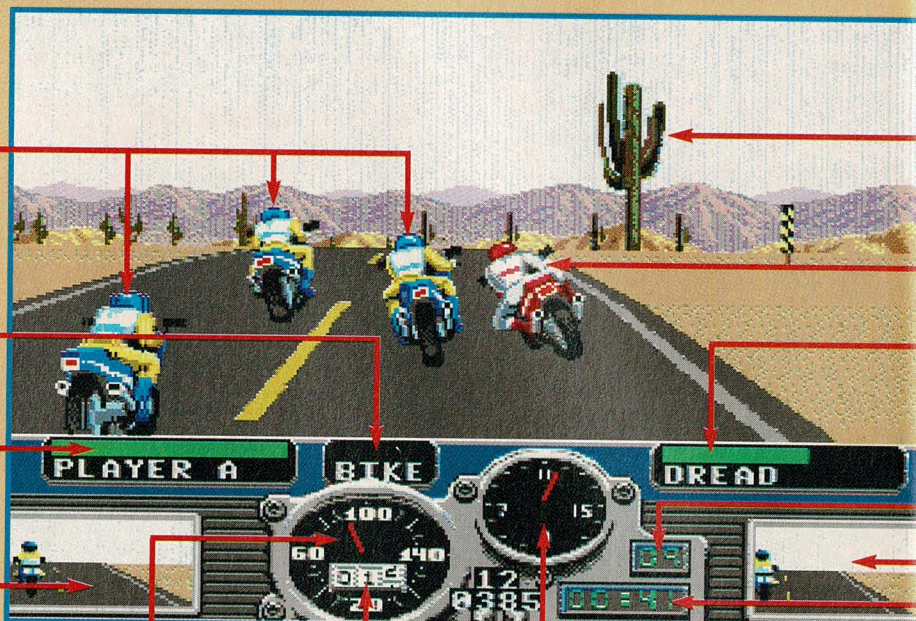
## HEAD FOR THE HILLS AND THRASH YOUR OPPONENTS!

Your opponents. There are 15 of these guys in total, and at the start things can get quite congested. Slip into Ayrton Senna mode and carve 'em up!

Crashes cause damage and notch up hit points. Use up your quota and it's game over time, dude...

Energy meter. Reach zero and you're history. Avoid the enemy and stay on yer bike

Left rear-view mirror – see the others coming!



The speedo. If you're doing anything less than a constant 140mph you're a poof, so there. Even so, keep an eye out for the rotten rozzers!

Mileometer. Keep a note of how far you've still got to go before the finish line

The rev counter. Doesn't really do much but adds to the realism no end. Lift up that front wheel and wheelie away, leaving nowt but burning rubber!

hardest, for instance – you must ride each and every one. You can't simply stick to your favourite track or dodge the particularly difficult ones just 'cos you don't feel like racing on 'em!

Unlike the majority of driving games, *Road Rash* really develops your racing skills and road sense – and quickly too. You can't just keep the throttle open,

stick yourself in the middle of the track and close your eyes. You have to break for the tight corners, get a racing line through them and generally imagine you're on a real bike because that's how the game works. What's more, you can

spend ages getting the hang of your machine, when all of a sudden zillions (well, it seems like zillions anyway) of other riders come racing past you out of the blue. They want to beat you – and we mean *literally* beat you! When

**“The impression of speed is excellent!”**

## ZEN AND THE ART OF MOTORCYCLE MAINTENANCE – CHAPTER 2

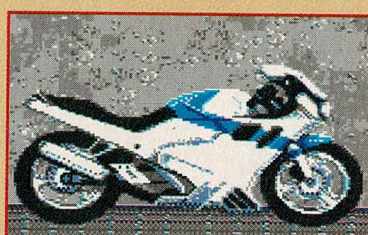
The whole key to *Road Rash* lies in a sensible choice of bike for the particular course you're riding on. Choose a bike that's short on acceleration and you could end up at t



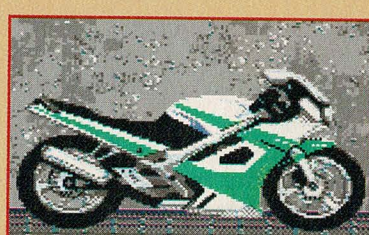
■ The Shuriken 400. This is your starting bike and not a bad one either. The straight-line speed is reasonable and with its good cornering abilities you shouldn't find beating the other bikes a problem



■ The Panda 600. Upgrade to this as soon as you can. If you're still on level one then you'll burn off the opposition easily. But more importantly, you'll need the bike to be competitive on level two and beyond



■ The Banzai 750. While the Banzai 750 (100 horse power and weighing in at 465 pounds) is quicker than the Panda, you still have to use the brakes on corners if you don't want to end up on the tarmac!



■ The Kamikaze 750. At 105 horse power this one's just a tad quicker than the Banzai 750 but a lot harder to corner with. Don't buy it unless you really can't keep up with the other riders in the race



# RASH



● Fancy riding some fast bikes and biffing people on the nose? ●



● A Cactus (also known as hurtus bummus)

● It's you! Yes, your bike is certainly the best-looking machine on the road

● Nearest opponent's energy meter. With only a few well-aimed bashes this geezer called Dread should soon be dead

● Current position. You're ninth at the moment but sort out these two in front and you can roar into seventh place!

● Right rear-view mirror – watch that rider!

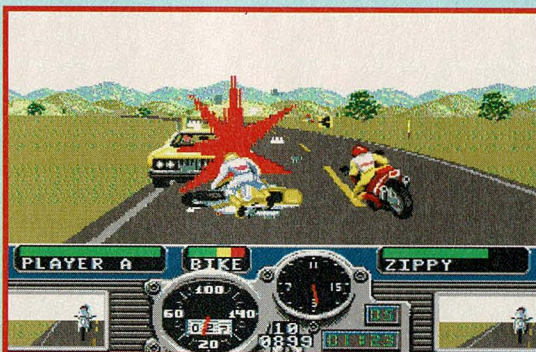
● 41 seconds into the race and you're doing okay. The great thing about *Road Rash* is that you can time your races and then compare your score with yer mates!

you pull alongside a rival they'll often start kicking and punching or even beating you with clubs – anything to get you to fall off! And they really mean business too.

It's not the end of the race even if they succeed in their dastardly attempts at pushing you off though. You'll find your not-so-trusty steed fifty or so yards

## WITH A CRASH AND A BANG AND A JOLLY BIG WALLOP!

You'd better get used to this. It happens quite a lot of the time. Whether it's a car, a cactus or just one of your less than friendly fellow racers, you'll frequently come a cropper, fall spectacularly off your bike and skid 200 yards down the road!



■ Smack! You're on the wrong side of the road so a crash is that bit more likely! The Panda 600's generally good for powering through the corners but it still can't argue with the cars! Oops!



■ Fortunately, no-one ever gets hurt in *Road Rash*. All you have to do is pick yourself up, dust yourself off, get back on your bike (if it's still working!) and try to catch up again

back down the track. Just run to your bike, get back on the thing and try to make up for lost time.

Sadly, bikes aren't indestructable, so after several collisions you'll eventually find yourself coming off your bike for the last time. Fall off while the cops are after you, for example, and you're in deep, deep trouble.

Yup, that's right. There are several motorbike cops en route who'll actively try to get you to fall off your machine so that they can arrest or "bust" you. Luckily, there's a tell-tale siren every time one approaches, so you can make a special effort not to fall off or collide with anything.

Normally you'll get away with just a fine, but that doesn't necessarily mean

## ROAD RASH™



NATASHA

SOME OF THESE JERKS WOULD RATHER FIGHT THAN RACE. WATCH YOURSELF OUT THERE.

■ Before you get involved in a race, the other riders often give you helpful (and not so helpful) hints and tips. As you can see, Natasha is a good 'un – she often gives you some sound advice. Biff on the other hand is a real cad and will tell you a load of porkies!

## ARAGRAPH 12 "GETTING HOLD OF A DAMN FINE SET OF WHEELS!"

back of the pack! Each bike has its own feel so it's important to get some practice in. As always, the final deciding factor has got to be the price. Take a look for yourself!



■ The Ferruci 850. A good bike. Fast and great for cornering, although you need to slow down for the tight bends. Go for this bike once you're up to level three – it holds out until you can get a snazzier one



■ The Panda 750. A great bike because it's fast enough to burn off level three riders and can just about keep up with level four bikes. Great cornering too though it tends to slide wide if you're not careful



■ The Shuriken 1000. None of the courses are really suited to this bike's superior straightline speed (135 horse power). It's difficult to handle on corners as well – not worth investing in. Try the Diablo 1000



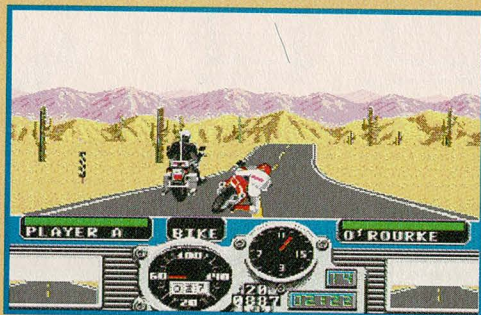
■ The Diablo 1000. Wow! Top of the range and an absolute must when you're riding on level five. The Diablo is also a light bike (only 450 pounds!). Don't smack it up too much tho' because repairs are expensive



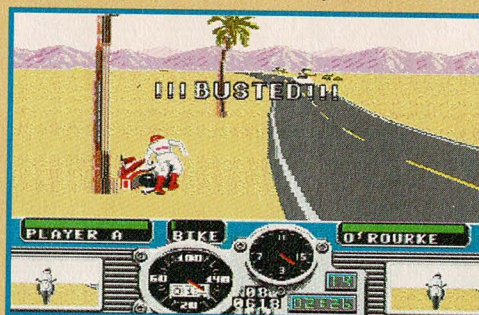
# GETTING PICKED UP BY THE FUZZ (SOUNDS PAINFUL!)

Before too long, you'll have a run in with the rozzers. Speed-limits don't figure in your calculations, you see, but you can be sure that there'll be a policeman to

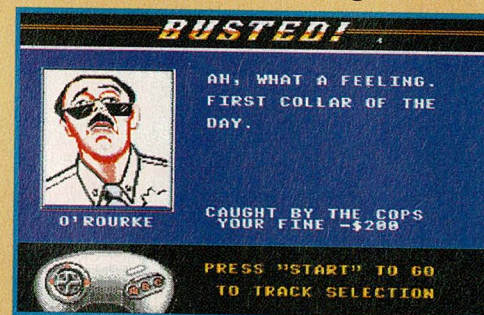
remind you. You can outrace him, and as long as you keep on your bike he can't touch you. But crash and you'd better start praying that he's in a good mood...



■ O'Rourke's on your tail so you'd better concentrate. He's no problem as long as you stay on your bike. Luckily (ha! ha!) the police cannot knock you off your bike, so your best policy is to burn rubber and lose him



■ Crunch! Rubber-burning is all very well as long as your route doesn't take you through the middle of a telegraph pole. O'Rourke's cruising over the horizon to find his first ticket of the day sat waiting for him. Boo!



■ Well, if he's so happy, how come he isn't smiling? Now you've been fined £200 you may not be able to afford that new bike you'd promised yourself. Oh dear! Smash your bike up any more and it'll be game over time

SEGA POWER OCTOBER 1991

➤ you're safe. if you're short of money and can't raise the dosh then it's game over time. You're also forced into prematurely hanging up your helmet if you wreck your bike and can't afford the costly repairs.

Falling off or crashing your bike not only wastes time, it also damages your bike. A small meter on the dashboard display keeps you informed of how much damage your bike has sustained. Smack it up too much and not even the very

nicest of AA men will be able to get your motor running. In other words, the race is over. Right, so we've got the other bikers, the cops and the course itself to watch out for. Anything else you need to know about? Yep - cars.

Though the roads are generally quite quiet during a race (apart from your fellow racers, of course!) there are still other road users who are pottering about the place. And they don't just come on one side of the road either!

You've got to remember that you're racing in America, you see. So for the first few races you'll often find yourself on a collision course with cars travelling on the wrong side of the road!

Learning the hard way certainly makes the message stick, however. And you'll soon find yourself staying in the righthand lane. You have to be brave though because all too often this simply isn't possible.

There are so many blind corners and humpbacks on each course that you just have to blast round them and hope nothing's coming the other way. Sometimes you're lucky, but more often than not you'll meet metal and it's not a

pretty sight having a head-on collision with an unsuspecting Sunday driver.

Suppose you win a race, or at least manage to finish in the top three. Keep that standard up for all five races and you can move up a level.

When this happens your purse at the end of each race swells. But then you've got to weigh that against the fact that the race is longer, the other riders are better and there's more traffic!

Still, the extra money you earn means you're that little bit closer to affording one of the better bikes. There are eight to choose from in all and you can upgrade as soon as you can afford one. Beware though! Your new bike may

**"It's such a good feeling when you manage to smack the other riders off their bikes"**

## ALL THE WAY FROM THE STARTING GRID TO THE FINISH LINE -- A MI

Come on! Grab your helmet, nab some racing goggles and we'll take you step by step through the ten mile long race in the Redwood Forest stage.

We're riding a Panda 750 which has good cornering abilities and is fast on the straights. Just the sort of bike you want for a level three race. (if you're unsure about all the bikes take a look along the bottom of page 24 and 25.)

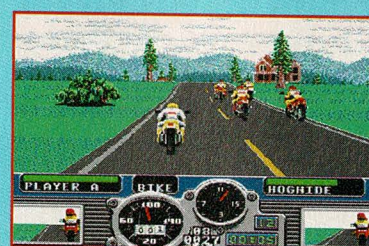
That still doesn't mean the result is guaranteed though - there are far too many other people on the road. So what are you waiting for? Let's go!



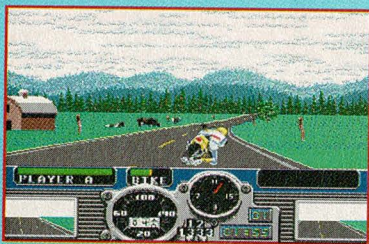
■ The Redwood Forest is just one of the first five courses you'll have to master. On this course you even get the chance to crash into giant fir trees. Variety is the spice of life, so they say



■ The start. No matter how well you're doing, you always have to start from the back of the pack. That means there are 14 other riders ahead of you - and they'd rather you didn't pass them too!



■ We're off! Swing into the lefthand lane and blast past the first four or five slow starters. On the Redwood course you should really be up to the eighth or ninth position before the first real bend...



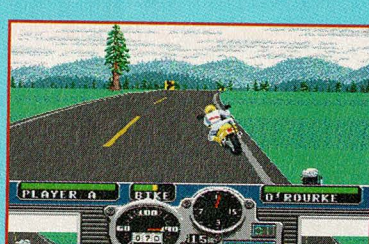
■ Four miles in and we're still working our way through the faster riders. The best way to get past them is to take good corners (and a few risks) 'cos they tend to slow down for corners and cars. What girlies, eh?



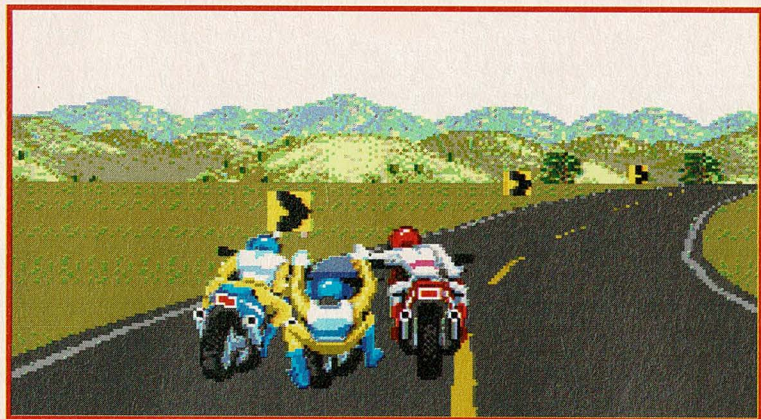
■ Five miles in and we're still only half way. You've just passed that yellow car in the righthand lane but watch out for that one up ahead! Blast past them both and try to pick up another place nearer the lead



■ Fast into a bend at the six mile point. The problem with meeting cars on bends is that you tend to slide out of the corner right into the path of the oncoming car unless you step off the power and play it carefully



■ We're now seven miles into the course. Be careful of that sharp bend up ahead - you can see it in the distance. Oh by the way - you're in the lead too! Just make sure you hold onto it and don't crash meanwhile



■ If you're really getting hassled by another rider, simply smack them right in the face! Lester has just learnt not to mess with you. He flies off the back of his bike thanks to a swift blat from your club! Who cares about etiquette at a time like this? Sock it to 'em!

be faster, but the chances are it will also be very different to handle.


That's the gist of the *Road Rash* then. Work your way from race to race, on better and better bikes and against increasingly tougher opposition. The impression of speed is excellent and

**“All Road Rash really lacks is a simultaneous two-player mode”**

there's also a great feeling of risk – especially when you're constantly shooting past other fallen riders! And while you may not be as fast as the other rid-

ers to start with, this just adds to the realism. After a bit of practise, you realise that your bike *is* fast enough to catch up with the leaders. It's all a matter of technique. That, of course, and sheer violence – it's such a good feeling to be able to smack other riders off their bikes or watch them come a cropper at some intersection in the road!

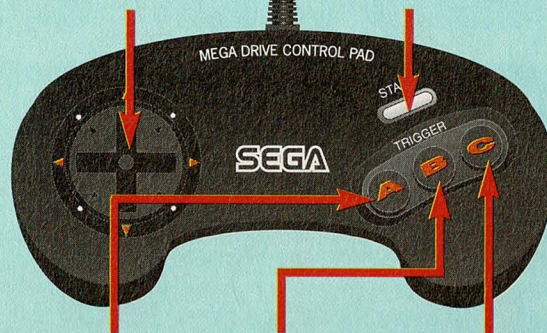
All the game really lacks is a simultaneous two-player mode – although two players can play alternately. Even so, the game more than stands up for itself in just one-player mode. The graphics are fast and although there's a little bit of jerkiness the great gameplay more than makes up for it.

*Road Rash* is brilliant! Everything just seems so real – from the way your bike handles to the terrific racing atmosphere! Go out and buy it now! 

## TAKE CONTROL OF ROAD RASH!

■ Left/right (surprise, surprise) as well as course select. Also guides you back to your bike after a crash

■ Pauses game and enables you to progress through the various menus at the start of the game



■ The brakes. Yes, you can still be a hard man and slow down a bit

■ Throttle. Brilliant for sudden wheelies and hitting the odd tree

■ Wallops opponents and buys new bikes (if you've got the cash!)

● ROAD RASH ● MEGA DRIVE ● E. A. ●  
● £39.99 ● UK OFFICIAL RELEASE ●



- Great and fast graphics provide a real impression of speed
- Loads of different courses
- Variety of bikes to ride
- Rewards skillful play
- Very addictive
- Computer riders are not infallible and have their own personalities
- Good music and effects
- Password system enables you to skip levels once you're good at 'em
- Two-player mode
- Loads of lasting interest

### SEGA POWER SAYS

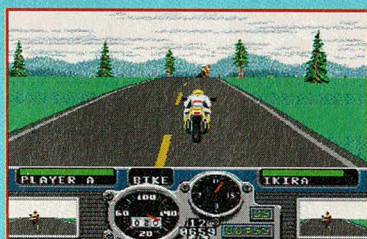
“*Road Rash* is an action-packed road racer set in a tremendously believable game-world. It's tough, challenging and offers bags of lasting interest. The graphics are great too. It's the best bike racing game yet to appear on the Mega Drive and easily takes the crown from *Super Hang-On*.”

**93%**

## LE-BY-MILE GUIDE TO WINNING A LEVEL THREE RACE IN ROAD RASH



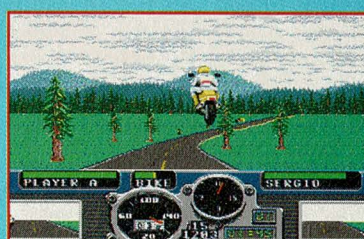
■ After one mile we've taken this corner too fast and nearly slid right onto the grass. Not a disaster by any means but you do lose speed and it enables the other riders to get away from you for a while



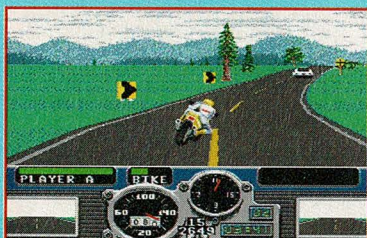
■ At two miles things are looking good. Because the road rises and dips so much you often don't know what's over the crest of the hill, so watch out! Piling into the back of a car is not a very good idea



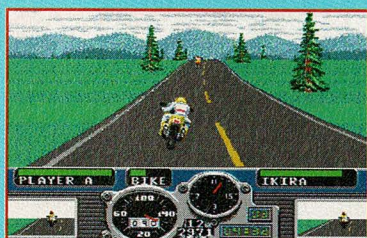
■ At three miles we meet up with the first traffic cop. These guys try to bump you off the road, so give them as wide a berth as you can. Crash anywhere near a cop and you get busted and must start again



■ Woah! At three and a bit miles we've hit a big humpback and are getting some serious air! Don't admire the view though because landing is tricky and you're probably going far too fast for that corner up ahead!



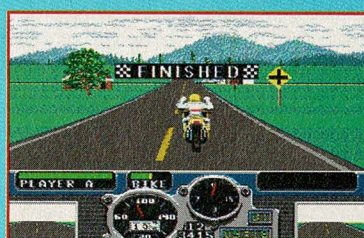
■ Still looking good at the eight mile point. The black bar on the left tells you there are no other riders in close proximity. But don't get complacent. There's plenty out there that can knock you off!



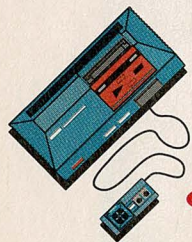
■ Mile nine and looking good. Always move into the right lane whenever you can – it's just not worth the risk of piling into an oncoming car when you're so close to the finish – and you've only got a mile to go!



■ Ten miles gone and you're nearly there. There's no-one around to challenge your lead now but always brake for these sharp bends (you can tell they're sharp because of the big warning arrows at the roadside)



■ Hurrah! You've won the race and you're \$3,000 nearer to buying that great-looking Diablo machine! Still, there's no time to congratulate yourself. Get a new bike, hit the road and aim for first place again!



# SPIDER-MAN V

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

Here's your chance to play the Lycra-clad comic book hero in this slightly better than average arcade romp. Nice touches help plaster over the gameplay cracks, but the poor attention to detail shows through.

**A** PART FROM A FEW NOVEL twists *Spider-Man* is very much your average "run about, shoot things, punch things and do a couple of other things" kind of game. If you're expecting anything more from it, then steer well clear.

You're Spidey and currently being blamed for planting a big bomb in New York City. Unfortunately, you've only got a mere 24 hours to de-fuse the bomb and clear your name.

To do this you're going to have to confront the real villain - Kingpin. He's a nasty piece of work and hiding some-

**"You can move from platform to platform just by throwing up webs and swinging on them Tarzan-style"**

where in the city along with six of his insane henchmen.

And there's another thing to bear in mind too. When you're not Spider-Man you're the mild-mannered journalist Peter Parker. So before you can go after

## "9, 10! COMING, DOCTOR OCTOPUS - READY OR NOT!"

Look out, here comes that Spider-Man chappy. Talk of using other Marvel characters in games is always buzzing around, but it's unlikely that we'll see many more. Still, we haven't finished this one yet - so grab that web and get moving. Spidey's got to clear his name, defuse the bomb set to blow up the entire city and catch the evil villain Kingpin!

■ **Spidey Sense.** Whenever Spidey senses that there's danger near, this icon will flash on and off for a short time. It usually means that one of Kingpin's fiendish friends is around.

■ **Timer.** Kingpin must be defeated within a strict time limit, keep a check on how long you've got left

■ **Life Bar.** This shrinks as Spider-Man gets hit. It eventually turns red - and then it's game over time

■ **Web Cartridges.** Go easy on those swinging routines 'cos your supplies are limited. But sell some pictures, buy some fluid and you can make loads more

■ **Web left in your current cartridge.** A shot costs a notch on the gauge



the henchmen you have to pop into work and get your camera.

Because Spider-Man's identity is a secret, you have to do two jobs at once: take pictures of the baddies for your newspaper as good ol' Peter Parker, and deal with the henchmen as the heroic Spider-Man. You see, the henchmen have keys which you must collect in order to defuse the bomb.

It's handy taking photos of the baddies because the newspaper pays you for good shots and you need the money

to be able to buy more web fluid.

**"The gameplay is tricky and not that good even when you get used to it"**

Anyway, the camera's loaded so off we go after the first baddie - Doctor

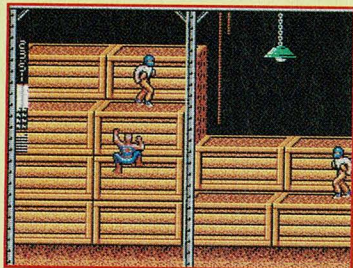
Octopus. You get rid of the wandering minions by sticking them all up with a web and then either socking them in the jaw or kicking them in the ankles.

You can move from platform to platform by throwing up webs and swinging on them Tarzan-style. You can also sometimes grab hold of the background scenery and clamber around that way.

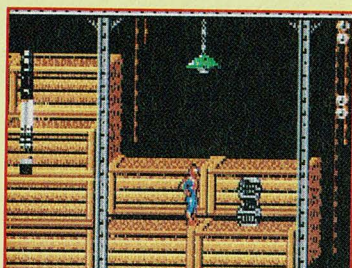
Whatever methods you use, once you've cleared away the lesser nasties, Doctor Octopus appears. You must first photograph him, beat him up and then

## SPIDER-MAN, SPIDER-MAN - DOES WHATEVER A SPIDER CAN. CAN HE SWING FROM

This is the style of play throughout *Spider-Man*. Go to where the baddie boss with the key is, dis' his minions, take him on and then get the key. Sounds simple, eh?

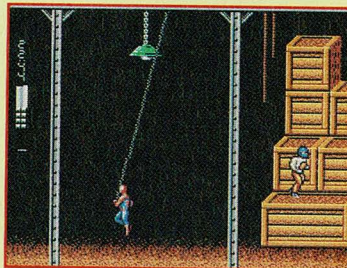


■ **Spidey hides and times his attack on Doctor Octopus's minions.** Hanging about like this can often lead to some really "sticky" situations though! (groan)

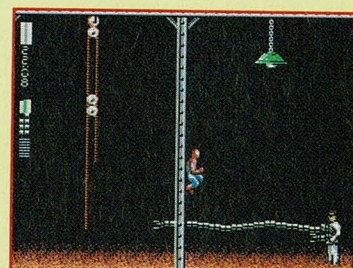


■ **Ha! Get out of that without moving!** Spider stands by all nonchalant while a baddie struggles in one of his webs. Sorry, dude, but that's put a stop to you!

Cheesed off, Kingpin may be - but you can't afford to give him a moment's respite. This dude means business and there's only one guy in the city who can



■ **Swinging from platform to platform is simple stuff** when you throw up your own Tarzan vines! Altogether now - "AAAAA AARRRR-AHH-AHA-AHHHHHHHHH- AHHH!"



■ **Ah ha! Doctor Octopus, I presume!** Handy chap, isn't he? Make sure you dodge his arms. He can be beaten, but he's certainly not 'armless! (groan, again)

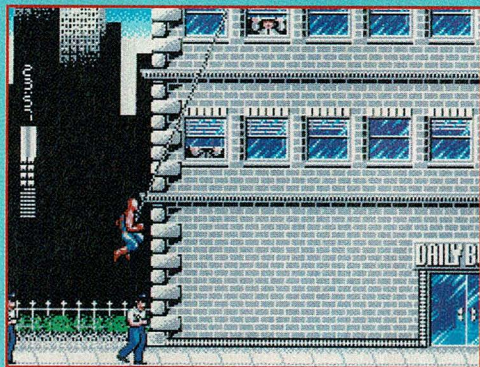


# S THE KINGPIN

Platform and beat-'em-up action in this web-slinging adventure

## DO YOU KNOW OF ANYONE WHO'S A SUPER-HERO IN THEIR SPARE TIME?

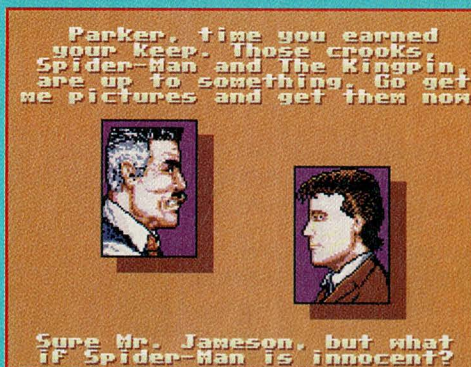
As well as being a chap with arachnidan powers, Spidey's also got a day job – writing for a newspaper. (*Hmm, I wonder... Neil writes for Sega Power and... – Ed.*)



■ I'm the king of the swingers! Kingpin's set him up so even the cops are after him. The last thing Spidey needs right now is to be picked up by the fuzz! (*I thought I banned that joke after the Road Rash review? – Ed.*)



■ Hang on, Spidey, hang on! At the top of the "Bugle" building, Spider-Man crawls along the walls to his office. *Sega Power* warning: don't try this at home, kids. You'll only ruin your dad's new (and expensive) guttering



■ Eek! *Spider-Man's* out of his cossie (cor!) and, as far as his Ed. thinks, off to work. (His Ed.'s even more of a tyrant than ours, although at least he has been known to make the coffee once or twice – a year, of course!)

get his key. This shouldn't take you too long and afterwards you can flog the photos, buy more webs and maybe have a kip at your flat to get your strength back.

Should your energy meter fall dramatically during the game you can always break off the mission and return home and have a kip.

This restores your energy but can waste valuable time. What's more, wherever you came from is swarming with bad-

dies again when you return.

The gameplay is tricky and not that good even when you get used to it. The collision detection is awful – but good job it works in your favour because it lets you bash the baddies from afar.

*Spider-Man* is one of those horrendously frustrating games. You only get one life and having to go through the early stages again and again (and again) soon gets very tiring. And while it captures the comic "feel" very well, the gameplay just isn't good enough. *SP*



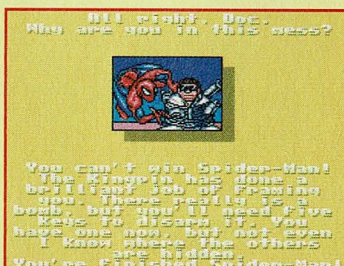
■ Here you are, pursuing The Lizard through the underground city sewers. There are lizard men to fight, rats to kick and noxious gas bubbles – not forgetting the horrid acid drips – to avoid. Spidey squats down and surveys the area

## ON A THREAD? TAKE A LOOK OVERHEAD!

stop him – and that's you. Remember to use your webs sparingly because you'll have to sell your photos before you can buy some more fluid. Go for it, Spidey!



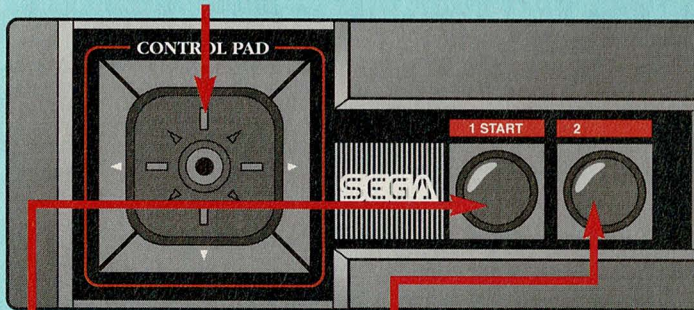
■ Now get him in a web and kick his teeth in! Hooray for spiders, justice, webs, blue and red Lycra, journalists, magic potions and the good ol' US of A



■ After you've got the key, it's time to chat and hope the Doc starts to sing. It can't sound any worse than the Ed.'s unique Hank Williams impression

## TAKE CONTROL WITH SPIDER-MAN

- Walks Spidey left and right
- Moves Spidey left, right, up and down when he's on a web
- Push down and press Button 2 to get Spidey to drop off a platform onto the one directly below him
- Makes Spidey crouch down



- Press this to punch, kick or throw webs at the baddies
- Press Button 1 and up on the Control Pad to throw a web to the roof so that you can swing on it
- Jump
- Cling onto the walls
- Press Buttons 1 and 2 together to call up the options screen (this enables you to take photos and so on)

• SPIDER-MAN • MASTER SYSTEM • SEGA •  
• £29.99 • UK OFFICIAL RELEASE •

- You can try out loads of different tactics for each end-of-level boss
- Several varied stages
- Thoughtful play is rewarded
- Chucking webs around is fun
- Photography adds a twist
- Good comic in-between screens

- Repetitive gameplay makes things a trifle boring in the long term
- Bad collision detection
- More frustrating than addictive
- Controls are awkward

### SEGA POWER SAYS

"*Spider-Man* could have been a lot better. It's similar to a load of other games except this time you're a guy in a funny suit. It's not awful – but there could have been more effort on the programming side and while the extras add variety they can't improve the fundamentally boring gameplay."

57%



# KING'S

● Mega Drive ● Electronic Arts ● £39.99 ● UK Official Release

**For an RPG, the graphics in *King's Bounty* aren't good, but it does have a believable game world. Is that really enough though? Or are you better off doing it the old way with blunt pencils, bits of paper and some dice?**

**H**ow much fun can you have chasing criminals and fighting dragons? Not too much it seems. At first glance, the graphics of *King's Bounty* don't suggest very much. But hang on! Never judge a book by its cover (as they say). Perhaps E.A. have sacrificed the graphics to make room for more complex gameplay?

But sadly it doesn't seem that way at all. Essentially *King's Bounty* suffers from poor workmanship: the graphics

**"There is a kind of addictive quality about *King's Bounty*"**

aren't up to scratch and there isn't even a high level of sprite detail to compensate for the blocky movement.

And that's not the only problem. On the battle screen, it's not unusual to find your army going through the

## ONCE UPON A TIME, IN A LAND FAR AWAY...

Here you are at the start of your quest. The horseman represents your army and you move around the countryside using the control pad. The buildings above you are all part of the main castle and rest on one of the four continents which make up the game world. You buy your army from here so it's effectively your home. Makes you feel all warm inside, doesn't it?

- Days left: this counts down from the three optional starting dates - the fewer days you have left, the tougher it becomes to complete your task
- Name: this is your character, showing what level you've reached. The more crims you catch, the more likely the king is to promote you. This increases your leadership points and enables you to buy better and 'arder soldiers
- Town: here you can get contracts on criminals, hire boats, buy spells or listen to the local gossip. Just like a Post Office!
- Signpost: often these just tease you with little comments but sometimes they give good clues or advice that help you in your quest - check them out
- The Coffers: when you find a treasure chest it sometimes turns out that the surrounding area is rich in mineral deposits. The king rewards you for this bit of good luck by increasing your weekly income. Be careful! Run out of money and your armies suddenly start to desert!
- Here's the villain you're after, Murray the Miser. He's a right wimp too, so go sort him out
- Siege machines: you have to buy these from a village before you can attack a castle. They'll set you back 3,000 coins
- Magic: once you've paid to learn how to use magical spells this icon becomes coloured
- The Sceptre: this is the Sceptre of Order which you're on a quest to find. These blocks represent the missing pieces of the map showing where the Sceptre is. Every time you catch a crim or find one of the sacred artefacts you get another piece of the map

motions of fighting even when they are nowhere near an enemy. Even your horse looks as though it's on ice-skates - it's always animated as if it's moving horizontally across the screen.

Clearly, these problems are signs of laziness. Either that or a rushed job, and Mega Drive owners deserve far bet-

ter. The game underneath is okay, but it doesn't manage to compensate for the sloppy presentation.

Chasing criminals around certainly conjures up an air of excitement, but basically the game doesn't offer anything that hasn't been done better in other Mega Drive RPG titles.

There is a certain addictive quality about *King's Bounty*, but then again every game should provide a certain degree of "hook" to pull you in in the first place. It's the minimum you should expect from any game, as far as *Sega Power* are concerned.

Surely what makes a corker of a

## YOUR GUIDE TO FIGHTING FOR KING AND COUNTRY

You've run headlong into a battle so there's no time to lose - it's time to position your troops. There are a few restrictions though: you can't move any of them into an occupied area and the degree of movement you can have depends on the type

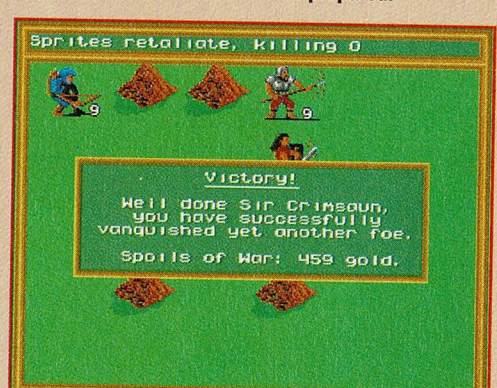
of troop you're moving. Success in battle is fundamentally crucial to success in an attempt to complete *King's Bounty*. Remember that your choice of character may be strong or weak in certain aspects of combat - so be prepared!



■ You're moving the militia and the large circle shows where you intend to stop. If you don't use all your moving points you can attack the enemy halfway through a move. This makes battles slightly more tactical



■ Time for the archers to have a go. Because they've got ranged weapons, they don't have to move anywhere and can just start shooting. Position the red ring on the target and fire away. And on Bully's prize board tonight...



■ When you've moved your troops, the enemy moves and battles take place. When an army is completely exhausted the victor is declared. Hurray! You've won, so it's time for a bit more exploration and treasure hunting

# BOUNTY



● Journey to a land filled with monsters and loads of treasure! ●



■ When you're far from home and you need some reinforcements pop into a hill or dungeon and buy yourself some more! Beware though: if you buy too many new recruits and the army's total fighting points outweigh your leadership points then the troops go loopy and start fighting anything

game is all those brilliant little extra features that keep you coming back for more? While *King's Bounty* may technically have nothing missing, it just doesn't offer anything new or exciting.

Electronic Arts have slipped up with this one really. There are plenty of other RPG titles around that are a lot better – *Phantasy Star 2* for instance.

Sometimes it's hard to understand

**“Sadly, your horse looks as though it's on ice-skates!”**

how E.A. – the same people who bought you *John Madden's*, *E.A. Hockey* and now the stunning *Road Rash* (check out our stonking review on page 24) – can come out with disappointing titles. But I guess everyone has to have an off day.



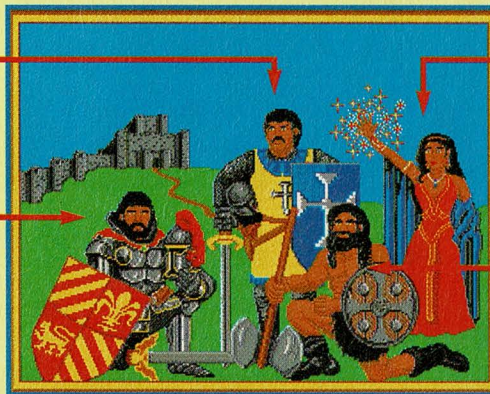
■ Pop into a town, any town, and you can get a contract on a criminal. At the start of the game the perks you get to go after tend to be on the wimpy side – small armies and not much bounty – though you can elect to go after a tougher opponent if you're foolish enough. The wimpy ones are good to start off with because it's unlikely you'll have built up a huge army anyway. You can see the first crim here but where do you have to go to find him?

## THE GUYS AND GALS WHO HELP YOU

Choose from four characters, each with peculiar abilities. In fact it's a bit like *Blind Date* really. Will you choose number one? – the muscle-bound barbarian from Leicester who likes picnics and alligator-juggling? Or will you choose Lydia?

■ Sir Crimsaun the Knight gets the best troops to start with. His leadership points are high and he gets a good weekly income from the king. Sadly, he's a bit of a duffer when it comes to using spells

■ Lord Palmer the Paladin gets really good leadership points and his troops aren't bad either. He's damn fine with spells too and can remember loads



■ The Sorceress Tynnestra is the only one who starts the game knowing how to use magic. Her starting troops are wimps and her leadership points begin fairly low too

■ Mad Moham the Barbarian has high leadership points and good troops. He makes the fastest progress and is also the most successful in battle. His magic is awful though



■ You're very close to the end of the game now (only 30 days left!) and you've got a couple more crims to catch. Plodding across the sands of the Saharia continent is unfortunately incredibly time consuming

As it stands, *King's Bounty* is an okay game with some good ideas which just haven't been fully explored.

## TAKE CONTROL OF KING'S BOUNTY!

■ Use this to guide your army around the countryside and to position your troops during battles

■ Pauses game and enables you to progress through the various menus at the start of the game



■ Use this to confirm a choice

■ Calls up the spell screen during battle and cancels the menu if you call it up accidentally

■ Calls up the game menu in normal mode and confirms a choice during a battle or when you're in a town

● KING'S BOUNTY ● MEGA DRIVE ● ELECTRONIC ARTS ● £39.99 ● UK OFFICIAL RELEASE ●

- Believable game world
- Good "pacing" of difficulty
- Loads to explore
- Tons of battles to fight
- Different characters to play with
- You can decide what you want to do and when you do it

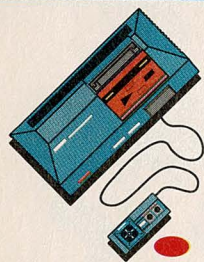
- Awful (and simple) graphics
- Repetitive gameplay
- Crazy things happen when you start using the password system
- The game's over far too quickly

### SEGA POWER SAYS

"The bad graphics let *King's Bounty* down because otherwise it's fun to play. It just smacks of sloppy programming and this is inexcusable. The way characters develop isn't as good as it could have been either. "*King's Bounty* has some good ideas but they haven't been fully explored."

**57%**

# HEROES OF THE LANCE

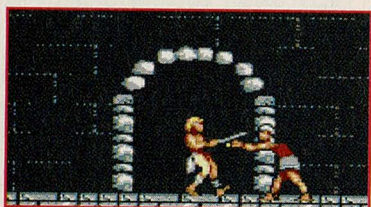


● Master System ● US Gold ● £29.99 ● UK Official Release ●

Take up your lance and go forth against the powers of an evil Queen. Based on the world famous AD&D role-playing and combat system, *Heroes Of The Lance* boasts some heavy-duty graphics but sadly suffers from difficult gameplay.

Over 300 years ago a great cataclysm (cat of what? - Ed.) occurred in which the kingdom of Krynn fell under the spell of the Queen Of Darkness. Her minions, the evil Draconians, terrorise the inhabitants of this once happy land waiting for the day when their Queen will break out from the Abyss - in which she has been imprisoned - and bring death and destruction to the land.

The only thing that stands between Krynn and the Queen is - you guessed



■ Ouch! You've just taken a blow from a nasty Draconian. I bet wearing those skirts ain't half draughty in this cold, damp castle

it - you. In the form of the Companions of the Lance, you are a group of would-be heroes who must prevent the rise of evil and restore faith in the old gods.

To do this you must help them recover the Disks Of Mishakal from the ruins of Xak-Tsaroth. Once faith in the old gods is strong enough, the gods can take on the Dark Queen and restore light to the kingdom.

Sounds like a tall order - especially

**"The nice graphics are all very well but they don't help you much with your quest"**

for a dwarf. But with a lot of role-playing and fighting in this new epic adventure from US Gold, it can be done. Eventually.

Like most role-playing games, you have a party of characters to take with you around the maze and each one has their own strengths and weaknesses. At

## BEFORE YOU KNOW IT YOU'RE FIGHTING FOR YOUR LIFE!

The Advanced D&D-style combat system in *Heroes Of The Lance* is something you really have to pay attention to. Otherwise you could end up just a little bit dead! And that's not a good way to defeat the evil Queen and her minions.



■ When your heroes meet up with demons and nasties in the dungeons, they can lose valuable points - even though they may be knocking the spots off the opposition. Ah well, that's life...



■ Every bout of combat has an effect on your players' attributes, so check them regularly if you don't want to snuff it. Another good idea is to use spells between conflicts so you can renew lost energy



■ Or this will be the result. General all over death in large quantities. Oh dear. (I hadn't even seen the Queen either) And what? Not a single point? Hmm, just as well it's only a game, eh?

the start you even get some pretty pictures as well as your players' statistics. These give you information on all your characters' strength, health and so on.

The nice graphics are all very well but this doesn't help you very much on your

**"Guide characters around the maze and try to defeat the Dark Queen"**

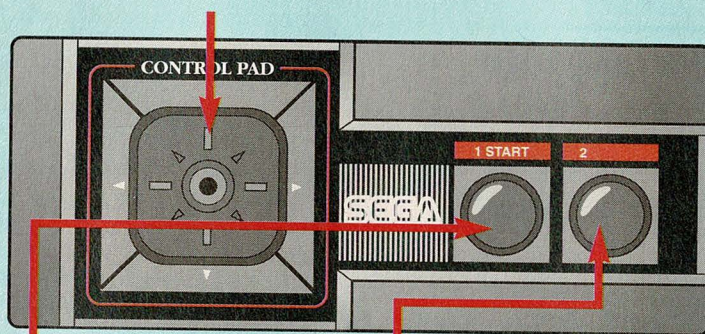
quest - the game is far too slow. The characters plod around the screen and you're left frantically jabbing at the joypad trying to get them to go in the right direction! It's a right pain.

After a few minutes you also end up with cramp in your finger because you constantly have to push the joypad hard over to the left or right in order to make the characters move faster.

Apart from this, the game goes along well enough eventually. And although it's not easy, you can get something out

## TAKE CONTROL OF YOUR HEROES!

■ The control pad moves your character left and right along the endless dusty corridors of the castles of Krynn. It also directs your line of fire or aims your characters' blows so you can duff in the Draconians



■ Using Button 1 and the joypad you can either fire or select a menu option. When you select an option you return to the game so it takes effect more or less immediately

■ Activates the game's options menu from which you can pick up, drop or use objects as well as change characters. This is where the nub of the game control lies

## THE (NOT SO SECRET) MAGIC OF THE BLUE CRYSTAL STAFF

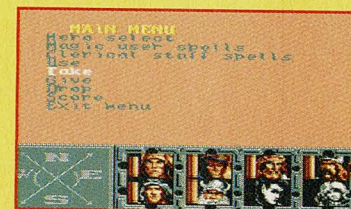
The female cleric Goldmoon carries the valuable Blue Crystal Staff. Just take care of it and her - and don't lose it!



■ Goldmoon runs into battle (brave girl) but she is easily destroyed by the evil minions of the Dark Queen. Oh dear! She had a big part, didn't she? Never mind...



■ When a character snuffs it you'll find a little tombstone that marks the very spot they perished on. Sturm tries to help her but it's too late now - oh dearie me!



■ He foolishly tries to take the Crystal Staff but it bursts into flame and he cannot touch it. Luckily, one of the other members in the party can handle it



# THE LANCE



Loads of lance bending action in this role-playing high adventure

## YOUR GUIDE TO THE CHARACTERS WHO MAKE UP THE TEAM FIGHTING THE QUEEN

This party of budding heroes consists of eight beings with special powers. Some are masterful swordsmen, others cast magical spells – some can even use magic weapons. Remember to take care of them – they are all thou gettest! The Companions of the Lance (as they're known) are all lined up below for your delectation!

### Goldmoon



■ Goldmoon is a cleric who will soon marry the human Ranger. She has the ability to carry and use the Blue Crystal Staff whose unknown powers can help the party in ways you can't possibly imagine!

### S Sturm



■ Sturm Brightblade is a human Fighter, son of a knight from the lost kingdom of Solamnia. Taught to fight in his youth by Flint the Hill Dwarf, Sturm is bound by a code of honour not to use any range weapon

### Caramon



■ The warrior Caramon is an experienced fighter, having travelled far and wide with both Flint and Tanis before the Darkness came. His favoured weapons are the sword and the deadly spear

### Raistlin



■ Caramon's brother, Raistlin, is a powerful magic-user. During his initiation he acquired the Staff Of Magius, a very powerful weapon, which can burn all non-magic-users with its touch! Just make sure no-one touches it

### Tanis



■ Although known as Tanis, his real name is Tanthalas, a half-elven master of the sword and bow. He's the fastest fighter and fastest thinker – which makes him the natural leader for the team

### Riverwind



■ His love for Goldmoon made him an outcast, but Riverwind preferred to leave the Que-Shu tribe than sacrifice his love for her. He is a Ranger whose preferred weapons are the longsword and the bow

### Tasslehoff



■ A thief (although many have died for calling him that) and a master of the deadly Hoopak. Other people's possessions just seem to leap into Tasslehoff's pockets at every opportunity. He just can't help it!

### Flint



■ The Hill Dwarves are known for three things: their meanness, their ability to forge metal into anything they want, and their fierce fighters. Flint Fireforge is no exception and he is an incredibly skillful axeman

## "I SPY WITH MY LITTLE EYE..."

Using her cleric's powers, Goldmoon can fortunately detect invisible objects. This is a pretty nifty ability to have – especially when you're on the look-out for any bit of magic or treasure that you can find in the castles of Krynn.



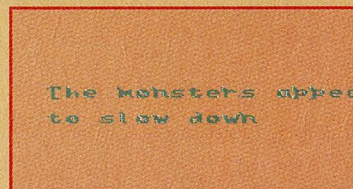
■ As a cleric, Goldmoon can swiftly call upon her divine powers to reveal invisible objects. She's a clever old gal really



■ In the first corridor, for example, Goldmoon casts the spell and a casket is revealed. What's inside? Quick! Open it!



■ Inside is a red potion that just might come in useful. I wonder what it does? I suppose you'd better drink it and find out (just cross your fingers, that's all!)



■ Brilliant! Now the monsters have slowed down almost to a stop. This enables you to let the other characters loose on them! Well done, Goldmoon!



■ Yo! It looks like another one of the Dark Queen's cronies. And he's standing by a chest as well. If you duff him in you may find something that's of use to you in your quest

of it if you really apply yourself to the nuts and bolts of the game. However, the lack of a quick and instant hit may

spoil your enjoyment in the long run, and unless you persevere you may not even bother in the end.

• HEROES OF THE LANCE • MASTER SYSTEM •  
• US GOLD • £29.99 • UK OFFICIAL RELEASE •

- Stunning graphics and lots of them
- Detailed character attributes
- Nice range of evil baddies
- Good tactical play
- Ranged combat lets you lob arrows and lances about the place
- Magic adds a twist to the game
- Good but complex AD&D combat

### SEGA POWER SAYS

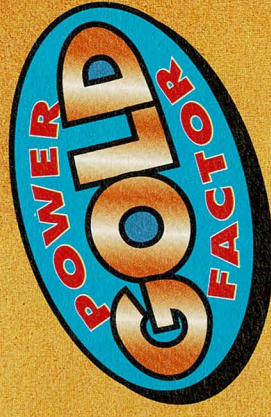
"Although a very nice looking game, *Heroes Of The Lance* ultimately sacrifices speed for the 16-bit quality graphics. While it has hidden benefits for those willing to persist, the difficulty in getting the darn thing moving is very likely to put off a lot of people. Worth it if you're the patient sort!"

- Lack of good sound effects
- Difficult to move characters
- Far too easy for the members of your team to snuff it

64%

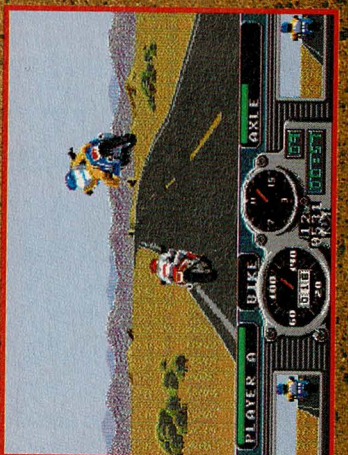
# ROAD RASH

# SEGA POWER



**“Road Rash is an action-packed road racer set in a brilliant and believable gameworld. It’s tough, challenging and offers you bags of lasting interest”**







# TURRICAN

● **Mega Drive** ● **Ballistic** ● **£39.99** ● **UK Official Release** ● **One**

**Fancy yourself as a bit of a sharp-shooter on the side? Then check out *Turrican*. This colossal platform shoot-'em-up is one of the hardest games we've seen at *Sega Power*. If you think you're ready for it, slap in that cart and get ready to find out whether you're a man or a mouse!**

**T**HE ORIGINAL *TURRICAN* HIT the computer world with a bang when it first appeared two years ago. And unlike all the games that merely challenged your ability to stay awake, hardened game-players relished the way *Turrican* challenged their reflexes like nothing else.

Although strictly a platform adventure, *Turrican* is really more of a shoot-'em-up – especially if you take into

**“Despite its many faults, *Turrican* hasn't quite lost its old magic”**

account the power-ups and sustained enemy bombardment.

While the conversion to the Mega Drive has kept all the fast-'n'-frantic features of the original, the game still looks rushed. Collision detection is at best sloppy, but at worst it ruins what could have been a classic game.

There's no excuse for failing to exploit a great game design though. Classic titles aren't two a penny these days and Mega

## MORE WEAPONS THAN YOU CAN SHAKE A STICK AT!

Temperatures are rising down below in these cold (and deep!) caves, but is it just a dead end? You can only find out if you explore. And you need to do a lot of exploring in *Turrican* before you can even contemplate finishing the game!



■ Number of continues

■ Timer

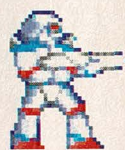
■ Number of crystals collected. 300 earns an extra continue!

■ Score

■ Power meter

Drive owners deserve more than to be flogged rubbish which is going to sell solely on the strength of its previous incarnations.

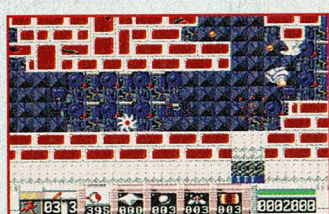
The graphics are pretty lousy: there's little parallax scrolling, the many flickering sprites are poorly



detailed and our hero has the miraculous ability to stand in mid-air!

But despite Ballistic's attempts, *Turrican* hasn't quite lost its old magic. Because the game is so hard, there is still a hook that keeps you coming back

### BUZZSAW



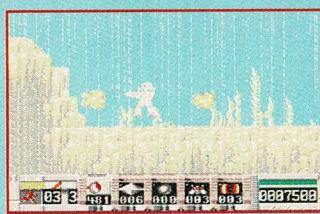
■ Just what you need if things get a bit too much – the ability to mutate into a spinning disk of death. Press Jump while crouching down and off you roll, knocking out the nasties!

### LIVE THE LIFE!



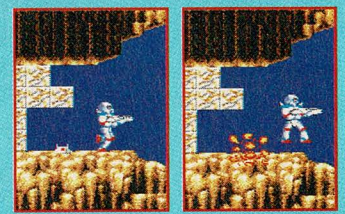
■ Take a good look because this can mean the difference between life and death in a tight corner! You might not see many of these around, but when you do – grab them, okay?

### GRENADE



■ You fire these weapons from your gun and they explode on contact with any solid object – the heads of your enemies, for instance! Just in case you're not sure, the screen flashes too

### LAND MINES



■ Drop a mine with pleasure, but don't forget to run like the clappers once you've activated it or you'll get caught in the blast. (A mine explodes only seconds after it's been dropped)

# I CAN



of the toughest shoot-'em-ups ever. Have you got what it takes? ●

## A GIFT FROM THE GODS - AND ICONS GALORE!

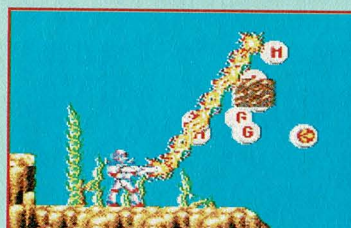
Dotted around the landscape are hidden power blocks. When you shoot a block it reveals itself. Continue to fire at it and you can earn yourself wedges of power-ups. It's always a good idea to learn where they are - you'll need 'em later on!



■ Look around you. There's nothing but blue skies (and your lightning, of course!)



■ Take a random potshot into the air with your lightning blast and what do you find?

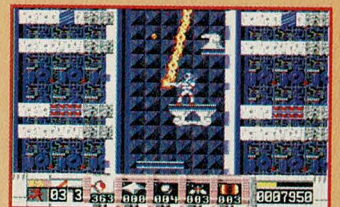


■ More power-ups and add-ons than you'd find in a Kenwood food mixer!

## POWER UP!



■ A Sonic-style forcefield surrounds our hero for a briefer time than you'd like once you've nabbed a power-up. But for those few precious moments you are indeed totally invincible



■ Now this is a really useful weapon. Stand still and hold down the Fire button. You can rotate the resulting lightning bolt about your body and destroy everything in its wake. The length of your beam depends upon how many icons you've collected



■ As well as your bullet gun, you can also get hold of a laser blaster. Grab a "multiple shot" icon and your bullets are re-engaged. Grab more and more laser icons on the other hand, and you can soup up your blaster instead

## TAKE CONTROL OF TURRICAN!

- Crouch, left, right and jump
- Rotates energy beam
- Steers jetpack (but you'll have to find it first!)

■ Luckily you can swap around all the control buttons via the useful option screen.



■ Pause

- Fire
- Hold down to create lightning
- Sets land mine while you're crouching

- Press this to jump
- Turns Turrigan into a buzzsaw while crouching

- Selects weapon: Grenade - Screen Wipe - Back to gun

## JETPACKIN' IT!

Satisfy that "I wanna fly" feeling by picking up the brilliant jetpack!



■ Lovely wallpaper! But at the moment you'd better concentrate on the blasting and not on the state of the décor



■ Crikey! This place looks even worse! Still, you can always clean up after you've wiped the alien scum out! Yo!

for more. The eight-way scrolling is smooth and the action remains clear - if fairly basic. There are also some nice sound effects, as well as a

decent soundtrack, and these help to create a suitably frantic atmosphere.

There are five stages for you to tackle. Two of these have two levels each, and the remainder have three levels each, so there are 13 levels in all.

So what's the secret of successful play? Basically, know your power-ups,

## SCREEN WIPE



■ Not as devastating as the grenade, but still pretty useful for clearing the screen of flying nasties. You can just see the two vertical gold beams moving horizontally across the screen

*"The graphics are lousy - our hero can even stand in mid-air"*

tread carefully when it counts and realise that a man (even a pixelated superhero) has gotta know his limitations. Even so, if you manage to finish the initial stage on your first day, we'll be dead impressed.

● TURRICAN ● MEGA DRIVE ● BALLISTIC ●  
● £39.99 ● UK OFFICIAL RELEASE ●

- Five mammoth stages of blasting
- Highly challenging
- Loads of baddies and power-ups
- Great weapon design - learn how to use gear as you go along
- It's hard!
- Great music and spot effects
- Frustratingly addictive

### SEGA POWER SAYS

"Turrigan is the toughest shoot-'em-up we've played in ages. But that doesn't mean it's good. The sloppy programming and bad graphics make it more of a mediocre rather than a classic game. Don't buy it for your first title. Try something easier - like water buffalo wrestling."

- Lacklustre graphics
- Perhaps too hard
- Sloppy conversion of one of the classic games of all time

67%



# CASTLE OF ILLUSION

## STARRING MICKEY MOUSE

• Game Gear • Sega • £24.99 • UK Official Release •

Walt Disney's rodent star makes his Game Gear debut in this handheld adventure. It should ring a few bells with Master System owners because it's already appeared on their format. Gary Penn becomes the famous mouse for a while...

**T**HE STORY BEHIND THIS RUN-'n'-jump romp is that Mickey's girlfriend has been whisked away to the Castle Of Illusion by the evil witch Mizrabel. She wants to take Minnie's beauty for herself, you see.

The only way Mickey can defeat Mizrabel and save Minnie is to enter the Castle Of Illusion and collect the seven Gems Of The Rainbow.

There are six stages for you to explore, each with a different theme and all of them are filled with platforms and Mizrabel's evil minions.

Mickey's journey takes him through the Enchanted Forest (where he's hassled by trees and insects), Toyland (full of - you guessed it - animated toys), the Dessert Factory (packed with things that make you go "Mmm" - until they attack, that is), the Library (a giant one at that), the Clock Tower (complete with a huge mechanism), the Haunted Castle and ultimately Mizrabel.

When Mickey reaches the end of a stage he takes on a boss - one of the Masters Of Illusion. And once he's



■ **Woah!** Whenever Mickey stands just a bit too close to the end of a platform he loses his balance and attempts to regain it by flailing his arms! At the moment Mickey's standing on a "Bounce-able" stone. If he removes the stone immediately to his right he can Bounce the treasure chest below it and collect the special item from within. On the far right you can see a deadly spitting tulip! And this is only the Enchanted Forest

defeated it, he gets a Gem Of The Rainbow and can go on to a new stage.

Fortunately, Mickey's an agile little mouse. He can jump at different heights, climb ladders, pick up and throw objects he finds lying around - even swim!

But his greatest skill is his Bounce Attack. Leap into the air and Mickey can use his botty to bounce on his adversaries. If he doesn't, he loses a unit of energy (represented by Power Stars).

Mickey's Bounce Attack also comes in handy for breaking open special

### TAKE CONTROL OF MICKEY MOUSE!

- Use joystick to move Mickey left or right. Press up or down to climb or descend a ladder. Press down to duck
- Press to skip through the story screens or to have a look at the game selection screen



■ Press to continue through all between-level screens

- This has three functions:
  1. Press to make Mickey jump.
  2. Press repeatedly to keep Mickey afloat in water.
  3. Press to speed Mickey up when he's going down one of the ladders.

blocks which contain useful objects. These include gold coins for bonus points or mouse ears for an extra life.

So does *The Castle Of Illusion* translate very well to the small screen? Unfortunately, no. This style of game simply doesn't suit the Game Gear's limited display - or its tiny battery life.

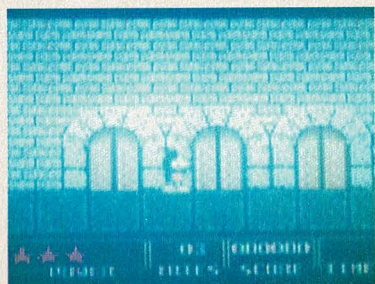
Another unimpressive feature is the messing around involved before you can begin or resume play. As neat and tidy as the introductory sequence is, it takes an age to get into the action. Don't get me wrong - there's plenty of



■ Mickey's Bounce Attack on a special block has released an extra life token in the form of a pair of ears. And just in time too! (This is the Dessert Factory by the way)

fun to be had here, but only really for those who have an external power supply. And that completely defeats the object, surely? <3>

**"The Castle of Illusion simply doesn't suit the Game Gear's limited display"**



■ Mickey can choose to enter the Castle Of Illusion through any one of these three doors. Each one leads to a different level: the first to the Enchanted Forest, the second to Toyland and the third to the Dessert Factory. Which one would you choose?



■ Mickey takes a running jump in Toyland. The small train at the bottom of the picture is harmless - but it's also useful. By jumping onto the smoke it produces, Mickey can float across to the otherwise inaccessible platform on the far right. Easy, innit?

• CASTLE OF ILLUSION • GAME GEAR • SEGA •  
• £24.99 • UK OFFICIAL RELEASE •

- Good fun
- Exciting gameplay
- Bright and colourful graphics
- Endearing cartoon cum comic feel
- Attractive introductory sequence
- Jolly soundtrack and spot effects
- Your effort is always rewarded
- Six fairly large levels to explore

- Slim battery life makes the game unplayable without a power supply
- All the lavish graphical detail is lost on the tiny characters

### SEGA POWER SAYS

"The castle in *Castle of Illusion* is an attractive place filled with colour but despite the high level of detail, Mickey and his enemies lack character at this small scale. A playable run-'n'-jump romp with plenty to see and do but not as well suited to the Game Gear as the Master System."

**78%**

# G-LOC AIR BATTLE



• **Game Gear** • **Sega** • **£24.99** • **UK Official Release** •

**The last time Gary Penn had bogeys all over his jumper was after he'd caught a very nasty cold. Now it happens every time he gets round to playing Sega's new G-LOC Air Battle for the Game Gear. Urgh!**

**T**HE G-LOC IN G-LOC AIR BATTLE has nothing to do with the aeronautical term for Loss Of Consciousness experienced by a pilot under extreme gravitational duress.

No, this G-LOC is an experimental superplane in the thick of a sensitive military situation. The Future World Army intends to take over the world and it's up to you to kick their butts and save the world from catastrophe.

Nine missions stand between you and the chance to blow up the enemy base. The objective behind each one is simple: destroy the proper number of fighters, tanks or warships and you can then move on to the next mission.

You shoot the fighters using either cannon fire or missiles, but you can only blow up the more resilient tanks and

**"A head-to-head option enables you to dogfight with a pal!"**

warships with missiles. Unlike the cannons, these are in limited supply.

Between missions you get the chance to trade your points for



■ Yoiks! An enemy missile is heading straight for us. This calls for some sharp shooting or some evasive manoeuvring! Make up your mind – and quickly!



■ Choose your missions from this map screen. The enemy base is in the centre and you can't tackle it until you conquer every single one of the eight surrounding areas

## TAKE CONTROL WITH G-LOC!

■ The joystick provides you with three different functions:

1. Manoeuvres the G-LOC superplane.
2. Moves the missile and cannon sights.
3. Two quick upward presses make the G-LOC superplane loop the loop.



■ Activates the Boost function – great fun! Wheel!

■ Fires the G-LOC superplane's cannons

■ Lets loose a deadly missile

firepower and equipment in the Supply Hangar. The better the equipment, the more points it'll cost you.

As well as being able to improve your cannons and buy extra missiles, you can also beef up your fighter's armour and bolt on a bigger fuel tank and more fuel. You see, the larger your fuel tank,

the more fuel the plane holds and the more hits it can take from the endless barrage of enemy missiles.

It's surprising but you don't actually crash when you run out of fuel (don't ask me why). It just means that you can't use the Boost function to double the plane's speed (it uses twice as

much fuel anyway) or take evasive action with a loop the loop (during which the fighter is invincible).

There is also a head-to-head option available which enables two players (each equipped with a Game Gear and a G-LOC Air Battle cartridge) to dogfight against each other in the skies.

## POWER OPINION

Okay, so G-LOC was a brilliant coin-op. But this version isn't really up to much, is it? Why? Perhaps it's because the original coin-op just isn't suitable for a portable games machine like the Game Gear.

Think about it. Coin-ops are designed to offer you about half-an-hour's worth of fun and that's about it. What's more, they house dedicated chips which are specifically designed for particular games.

How can software houses reasonably expect a machine like the Game Gear to cope?

Sega should forget about putting a game on a system that simply isn't suited to it. Something like *Bubble Bobble* is fine simply because the strength of the game lies in its playability and addictiveness – not in all the high-powered features you find in the coin-op.

The Game Gear needs games that are easily playable on the small LCD screen and fun to play. Not ones that rely on the hype of the arcade to sell them.

A good game is a good game no matter what it's running on.



■ "Riding along over the crest of a wave and the bogeys are in the sky..." The scenery's either land or water, but neither is particularly interesting. Come to think of it, shooting and dodging the enemy craft isn't very exciting either. Oh dear!



■ The radar (in the centre of the panel at the bottom of the screen) shows you every target in your vicinity. Now you can take evasive action when you see any warning blips! One tip: don't let fighters get behind you or you'll need to fly like the wind!

• **G-LOC AIR BATTLE** • **GAME GEAR** • **SEGA** •  
• **£24.99** • **UK OFFICIAL RELEASE** •

- Easy to get to grips with
- Simple blasting action
- Quite fast
- Good for a quick blast
- Plenty of opportunities to soup up your plane with loads of gizmos
- Good sound effects

### SEGA POWER SAYS

"G-LOC Air Battle fails to generate any feeling of high-speed flight to compensate for the lack of content. Coin-ops are more than capable of providing such thrills on a large screen but the Game Gear – with its four square inch LCD – is not. A no-nonsense blaster with plenty of kills but few thrills."

- Visually uninspiring
- Few types of enemy have limited abilities and provide little variety
- Only nine "samey" missions
- Head-to-head battles are dull

**51%**



# ALIEN STORM

• Mega Drive • Sega • £35 • Japanese Import •

Prepare to unleash electric death onto hordes of mean, nasty and very dangerous aliens in Sega's spectacular and fast shoot-'em-up.

**T**HE ALIENS HAVE LANDED. AND it's your job to do something about it. You're one of a group of heroes who must venture out into alien infested territory and splatter the said aliens over the pavement – nice work if you can get it.

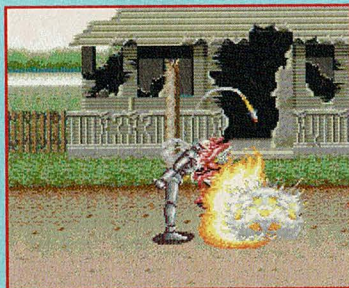
Before play starts, however, you get to choose which hero (and, of course, which weapon) you can use. After that it's all fast alien-splattering action.

It's not so much The Day The Earth Stood Still, as The Day The Earth Went All Green And Wriggled A Lot. The aliens are a clever lot. Besides the very visible big green aliens marching six abreast down the road (eek!) there are also a few which have taken on human form.

Others assume the shapes of ordinary objects in the street. So beware!

## "WHAT DID YOU CALL ME? EAT PHOTON, SLIME HEAD..."

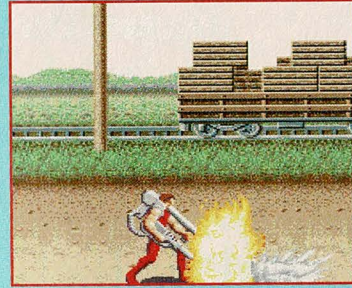
As your heroes wade through streets full of slime-dribbling aliens, you have a number of different ways to wipe them out...



■ Scooter the Roboman sends a homing missile into one of the intruders and turns it into a green purée. (One for all you alien culinary freaks out there!)



■ Scooter gets more than he bargained for when he takes on the first end-of-level monster. Watch out for his evil eye beams 'cos he can kill you with a glance!



■ Incineration is just one way of dealing with the aliens. Gordon blasts a troublesome greeny with his over-the-shoulder smart cannon. Take that, sixteen eyes!

Nothing is quite what it seems in this game. Don't sit on that park bench – it might bite yer bum off! And what about that suspicious looking oil drum?

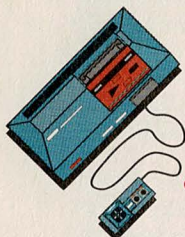
The game is, if anything, pitched a little too easy, and although the sound

effects, music (especially the dance tunes) and graphics are excellent, there is little left to grab you after you've heard and seen them all. But as an original theme for a blast-'em-up, it's got a lot of guts (urgh!). Easily a worthy

addition to your Sega collection.

83%

SEGA POWER OCTOBER 1991



# AFTER BURNER

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

Climb into the pilot seat and prepare yourself for some real airborne action! Battle for supremacy in the skies against all manner of enemy aircraft and deadly heat-seeking missiles.

**T**HIS IS A FAST AND FURIOUS airborne attack game in which you pilot a modern jetplane that faces wave after wave of missile-spitting enemy aircraft. Doesn't sound too healthy, does it?

At the start of play, your plane takes off from an aircraft carrier, but after that you're on your own. Head straight up

into the sky and play "cop that!" with some of the finest pilots the enemy can throw at you.

Once you're in the sky you must avoid heat-seeking missiles by flipping the plane right over. It's not as hard as it sounds – honest!

Although After Burner is a good enough shoot-'em-up, it's a bit too easy



■ Choom! That was a close one. You managed to shoot the missile with your cannon before it hit the nosecone – but only just!

## A DAY IN THE LIFE OF YOUR AVERAGE MILITARY AIRCRAFT

He flies through the air with the greatest of ease – but only if he can avoid the heat-seeking missiles and enemy planes.



■ Kerchow! At the very start you're thrown into the thick of it. One of your missiles hits home and turns a huge enemy plane into so much pretty glitter



■ Later on you're forced to take evasive action. Banking hard to avoid the many missiles, you send off a salvo of your own to keep 'em busy – then scarpers!



■ Phew! After all that incredibly hectic action, you've used up quite a bit of your precious fuel. Luckily you can refuel your aircraft en route to the next level!

really. And it's not nearly as hard as the vintage arcade engine from which it originally came.

If you keep the plane banked hard over to the right or left, for example, then you can easily avoid the missiles, no worries. And while you can escape a good strafing this way, it soon makes the game just a little bit tedious.

Although After Burner has its origins way back in the early days of the Sega Master System, it still holds up remarkably well. Fans of the original arcade coin-op will love it because it's a real blast from the past.

51%



## DOUBLE DRAGON



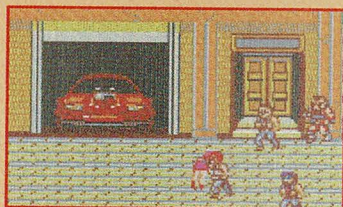
● Master System ● Sega  
● £29.99 ● UK Official Release

**C**LASSIC BEAT-'EM-UP ACTION from the stonking arcade game of the same name. You are a quick-witted, two-fisted street punk who must beat his way to the den of the Big Boss!

He's stolen your girlfriend, you see, and you have to reach his lair – using your martial arts skills to defeat his thugs en route. What's more, it's just as tough on your hands as it is on the streets. There's also a great simultaneous two-player mode. A great joystick-bursting tour de smash. **CD**



■ Oof! That hurt. You'd better wise up and give as good as you get in this town 'cos there are two other dudes just waiting to take this guy's place. Not fair!



■ The baddies grab your girl and make off! There's only one course of action open to you now – find a new girlfriend!



■ Sometimes video game life really kicks you when you're down. Just when you think you've beat the biggest badie on the street, you round a corner only to face another wave of thugs!

85%

## RASTAN

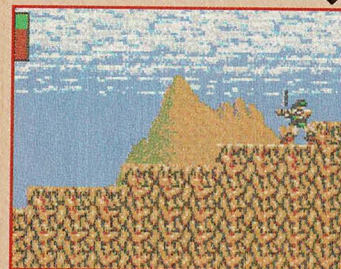


● Master System ● Sega  
● £29.99 ● UK Official Release

**E**NTER THE DARK LANDS OF Semia and behold Rastan the Barbarian striding forth (and occasionally fifth) to save a princess.

This would be okay, of course, if it weren't for the hordes of disgusting monsters that bar your way.

Just slice and dice your way through the nasties with your trusty sword and make your way to the ultimate rendezvous with the terribly evil master of the kingdom. This is a classic Taito arcade convo with a good dose of slice-'em-up action. **CD**



■ While on an uphill climb, it's best to pause between jumps so as to avoid any baddies who are running down the hill. Just make sure you've got your chopper!



■ Down in the dungeon, slime slides down the walls. And so will the baddies when they come near this mean dude



■ Use the ropes in the dungeon to escape. You can fight while you're on them luckily! *Rastan* aftershave ("The mark of a real barbarian") is now available from a stockist near you!

79%

## BOMBER RAID



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

**T**HIS IS AN OLDIE TO BE SURE, but you can bet your cockpit it's a goodie. Following the old vertically-scrolling shoot-'em-up scenario, you zoom up the screen taking out waves of fighters and ships until you reach the end-of-level horror.

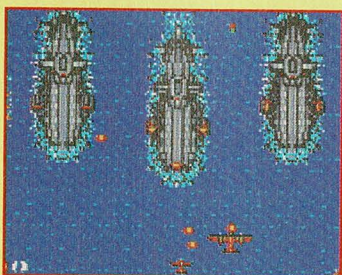
On the way you can get some power-ups which build up your firepower to something resembling the whole of Desert Storm coming from one single aircraft! Keep your trigger finger loose and keep blasting. It's an airborne blastarama. **CD**



■ More dogfights than Crufts and more bite than a crocodile. For a quick dose of pixelated blood-'n'-guts, *Bomber Raid* gets the big *Sega Power* thumbs up



■ Watch out for the subs because they only surface long enough to fire directly at you. Keep moving and fire at will



■ Shape up or ship out. Take out the turrets and the control towers or you're a dead man! These baddies never learn, do they? Still, it's your noble duty to shoot everything that moves (sigh)

82%

## AERIAL ASSAULT



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

**T**AKE BOMBER RAID, TURN IT on its side, and what have you got? A cricked neck? Yes, but you also have a fair idea of what it feels like to play *Aerial Assault*.

The world is under threat from an evil military force and it's your job to penetrate their defences and destroy the deadly ozone -destroying laser!

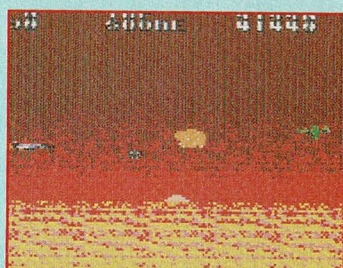
Gasp! A modern game? Yes! And with stunning parallax scrolling and the occasional change of viewpoint, *Aerial Assault* really manages to keep you on your toes. **CD**



■ Ack, ack, ack! Take that, flyboys! Uh-oh, I feel the grandfather of old jokes coming on – "Bandits at ten o'clock!" "Good. Only half an hour to wait then!"



■ The message bar in the cockpit tells you about your next mission. Sink the Vinsk – or don't! See if I care!



■ From the look of that sunset the damage to the ozone laser is already pretty bad. You know what they say, "Red sky at night, oh my God! Let's make like a shepherd and get the hell outta here!"

78%

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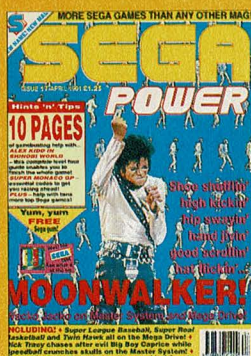
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- Sorry, issues 1-7, 11, 13, 14 and 15 are completely sold out!
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**17** Moonwalker on the Mega Drive and Master System! *Dick Tracy* and *Mickey Mouse* on the Master System! Final part of the *Alex Kidd Shinobi World* special. The best yet!

**18** James Pond, Mickey Mouse, Dynamite Duke, Arrow Flash and more on the Mega Drive. *Cyber Shinobi* and *Sub Attack* on the Master System! Loads games!

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**21** Populous on the Master System, Centurion, Hard Ball and a whole load of other Mega Drive games. Excellent interview with Sega of America and a groovy CES report. Yet another corking issue to get your hands on!

**22** *Sonic The Hedgehog*, *E.A. Hockey* and more reviewed on the Mega Drive! *Master Chess* and *Forgotten Worlds* on the Master System. *Woody Pop* on the Game Gear. Exclusive interview with E.A.!

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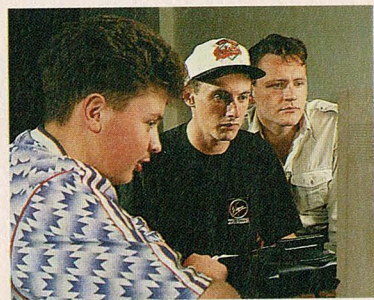
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# COME ON THEN, CURLY!

## • Sega Power vs the European Sega Champ •



■ Time for the Ed. to do his stuff. Just look at that eager concentration on his face! the hole before. If you dropped a shot you were out and that was that.

### ROUND THREE

The Players' Championship at Sawgrass was the designated course and Gary was first to tee-off on the first hole (par four). He crashed out after finishing the hole in six, which put all the pressure on the Ed. This was his last chance.

The first hole was simple – a nice par. The second was parred as well but the third hole, a par three, proved too much and the Ed. dropped a shot.

Curly started disastrously but managed a brilliant second shot and parred the first hole. Then the second. Then the third. Then we turned the machine off and declared him the winner.

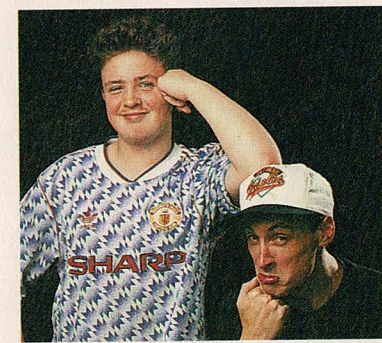
### AND FINALLY...

The Ed. was distraught, he couldn't beat Curly at anything. Curly was feeling particularly chuffed and in a hasty moment suggested taking him on at John Madden's. Danny picked New York, the Ed. picked San Francisco and both agreed to play just one half.

And the Ed. actually won! Don't look so surprised! He beat Curly fairly and squarely 35-21! Okay, so Danny won the challenge – but we at Sega Power still remain the champs when it comes to John Madden's.

### NOW IT'S YOUR TURN

Maybe you reckon you're better? You've thrashed your best friend a zillion times and he's just fed up with it. How do you fancy taking Curly on instead? You can always tell your mates how you beat the European Sega Champ? Just turn to page 64 and see how easy it is to take part in Curly's Challenge. ↪



■ Curly smugly declares himself the winner while the Ed. has to admit that, on the day, the best Sega game-player won. Never mind, Andy. You can always go and thrash Neil at something he's not very good at!



■ The Ed. (he's the one in the cap) squares up to Curly. All right, lads, this is serious – stop being mates and prepare to kill each other on the joystick! I dunno. Give 'em an inch...

THE ED. WAS TENSE, NEIL WAS on holiday and Danny wasn't going to take pity on him. After all, he was out to prove that he was the best in Europe and the Ed. had to prove he could keep up with him.

Not only was the Ed. taking on the Champ, he'd also managed to get Gary Penn, game-player extraordinaire, in on the act – and Gary isn't known for his kindness to small furry animals.

### LET'S PLAY!

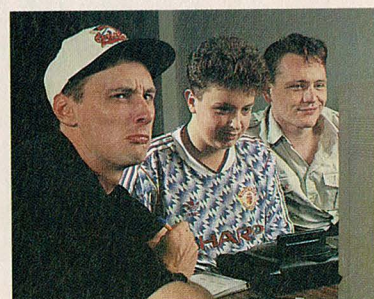
The Ed., Gary and Curly would play three games together and the winner would get five points, the bloke in second place, three points and the loser, one point. The person with the highest score at the end of the challenge would be declared the out and out best player in Europe – erm, unofficially, of course.

### ROUND ONE

Super Monaco was the game for the first round. We'd all play the arcade game and the person with the most driver's points after the two races would be declared the winner.

Gary was first up but we soon noticed that, although Gary's an excellent Amiga game-player, the Mega Drive was just too hot for him to handle. He crashed on the first lap.

Generous souls that we are, we decided to let him have another go.



■ Curly gets down to the job in hand while Gary sits amazed and the Ed. gets worried

There wasn't much point, actually – the cars all zoomed past him and he lost his position during the first race. "Game Over" appeared and he'd only scored

642 points. Never mind, Gary. Better luck next time, eh?

The Ed. was next. Everything went smoothly in the preliminary and he took pole position in the first race. He also drove well in the second though he did clip a barrier at one point. He finally finished with a very respectable score of 4,539 points. But then it was Danny's fateful go!

And he was smiling when he picked up the joystick. The Sega Champ sailed through the preliminary race, and the first – and then the second. He didn't even hit anything and finally romped in with 4,567 points. Round One to Curly!

### ROUND TWO

Twin Hawk was next. Whoever had the highest score after five minutes' play

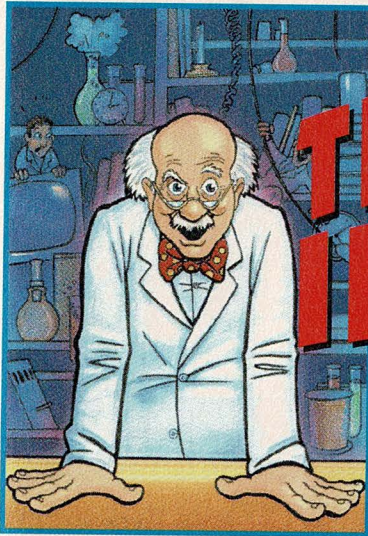
would win the second round. Up came the Ed. and after five minutes and one lost life he'd amassed an excellent and inspiring 70,300 points.

Curly flew straight into it. At the end he'd lost no lives and scored 75,140 points. Only Gary could stop him taking the second round. But he didn't. He crashed out with a measly score of 31,310 points.

After two rounds the scores stood at: Curly, 10, the Ed., 6 and Gary on 2. Could the Ed.

come back? Could Gary save his reputation? It all rested on the last game – PGA Tour Golf – and to make it really tough each person had to play as many holes as possible until they dropped a shot. Scoring birdies or whatever would not enable you to carry any shots over so it didn't matter how well you did on

“Sega Power are still the champs when it comes to John Madden's”



# THE PROF'S INCREDIBLE TIP LAB

• Join the Prof and the ever helpful Tip Lab Boys as they attempt to solve more of your problems in the spankingly new Tip Lab! •

Welcome, ladies and gentlemen, to the amazing world of the Prof's Incredible Tip Lab. The Tip Lab Boys and I are here 24 hours a day to help you with any of your gaming problems. Whatever your needs, we'll do our best to help you out.

**B**UT MOST OF ALL, WE NEED your tips! Every month, we'll be awarding £25 to the person who sends us the best tip: maps, solutions, infinite lives cheats – just write 'em down and send 'em in to **The Prof's Tip Lab, Sega Power, 29 Monmouth Street, Bath, Avon BA1 2DL.** Starting from next month, the Tip Lab will also be opening its doors to any homework, social or emotional problems. Cool!

If you're feeling low, then just remember that the Prof can help. And to all our faithful readers, sorry! No *Mickey Mouse* this month – but don't worry! He'll be back in next month's issue.

## ACTION FIGHTER

Sega

■ I was wondering if there's a cheat for *Action Fighter* on the Master System? Invincibility would be nice! I think *Sega Power* is the best mag in the world!  
**Irfan Mughal, Birmingham**

Well, here's an interesting password! It should provide you with: the car; the letters A, B, C and D; auto-firing missiles and surface-to-air rockets. And you'll find that your craft is bullet proof! Just enter the code **DOKI\_PEN.** What more could you ask for, eh?  
**The Prof**

## ALTERED BEAST

Sega

■ I have *Altered Beast* for the Master System. The only problem is, I can't kill the big baddie boss who appears at the end of level three.  
**Barry Taylor, Glasgow**

Well, Barry, this guy's real name is *Crocodile Wurm* and he's really a big softy – if you know how to deal with him.

First of all, avoid the dragon's fireballs by jumping and ducking.

Now move weretiger about a third of the way into the screen and fire repeatedly with *Button 2.* Move up and down slightly to destroy the smaller eyes which are released but if they get too near, use the shield. There you go, now good luck with level four!  
**The Prof**

## E.S.W.A.T.

Sega

■ Please could you tell me how to get off level two on the Mega Drive version of *E.S.W.A.T.*? I can kill all of the prisoners in the cells and all of the guards on all of the platforms, but I don't know what to do next.  
**N Cavallino, London**

*I'm afraid I can't really see what you're doing wrong. Get to the top left of the*



■ *E.S.W.A.T.: Having problems getting off level two? The Prof gives you the lowdown*

*level, then climb into the cells where there is a gap in the fence.*

*All you now have to do is work your way down the building. Go left along some levels and right along the others until the end-of-level arrow shows you to head right onto the next stage.* **The Prof**

## FANTASY ZONE 2

Sega

■ I'm having a lot of trouble with level eight of *Fantasy Zone 2* on the Master



■ *Fantasy Zone 2: Finding level eight a real tester? The Prof and his Boys can help out*

System. Have you got any tips? Please, please help!

**Tony Rice, Blackpool**

*Get the twin Big Bombs and the Big Shot, stay above the end-of-level nasty, and drop bombs on his head!* **The Prof**

## GHOSTHOUSE

Sega

■ Please, please can you help me with *Ghosthouse*? Is it impossible?

**Jeni Chester, Essex**

*No! Unlike balancing a gigantic eight foot long bratwurst on the very end of*



■ *Ghosthouse: It's not impossible! Honest! Okay, okay. We admit it's not easy either!*

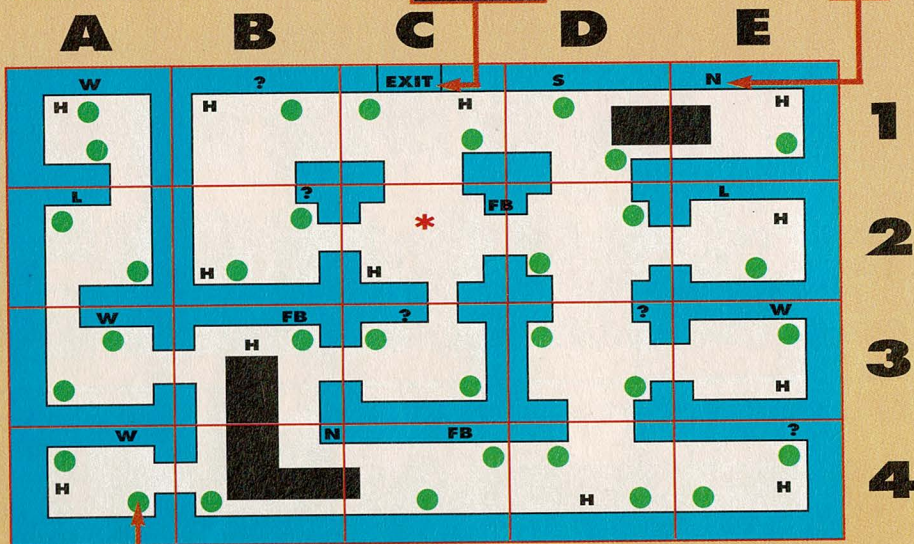
*your nose while doing the can-can, Ghosthouse is not impossible.*

*Try jumping on the arrows fired at you. You'll find that you turn golden and*

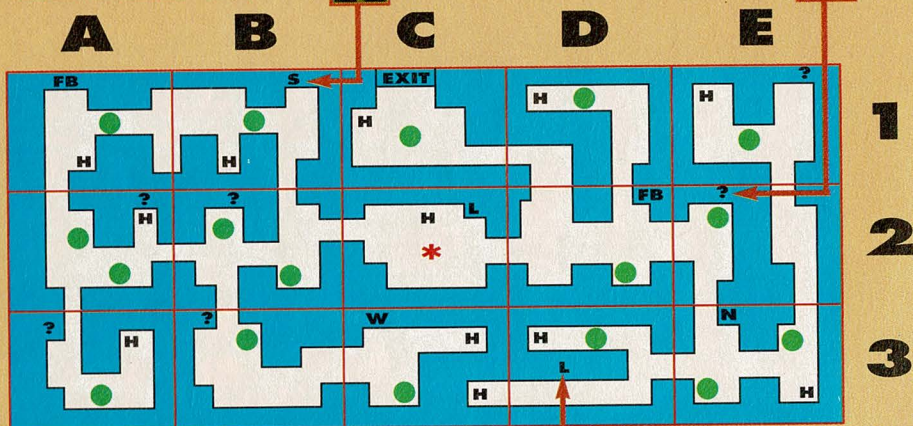
# FOLLOW THE FACE

**MAPS AND ROUTES FOR THOSE SUFFERING FROM THE ALIEN SYNDROME**

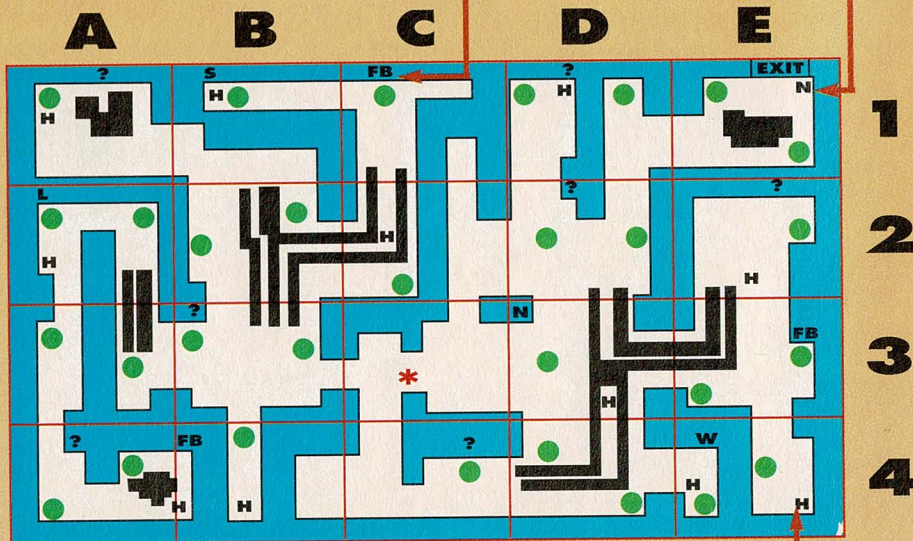
**LEVEL 1**



**LEVEL 2**



**LEVEL 3**



**ALIEN SYNDROME**

Sega

■ I am going completely mad! Do you have a map of Alien Syndrome?

Peter Harkins, Preston

There's no need to go mad, Peter (I know it's tempting, believe me!). All you have to do is talk to the boys and we can sort out any problem. They managed to knock this beautiful map up in no time at all. Even when the roof was leaking.

The Prof

The Prof and all the Tip Lab Boys would like to thank Stephen Crabtree of Norfolk for his obvious cartographic (er, mapping) skills.

**LEVEL 1**

**Route Guide**

Start in C2, then move to B2, B1, C1, D1, E1, D1, D2, E2, D2, D3, E3, D3, D4, E4, D4, C4, B4, A4, C4, D4, D3, D2, D1, C1, out.

DEALING WITH THE BOSS: kill the boss by shooting at the red strip at the bottom.

**LEVEL 2**

**Route Guide**

Start in C2 then move to B2, B1, A1, A2, A3, A2, B2, B3, C3, E3, E2, E1, E2, E3, E2, D2, D1, D2, D1, C1, out.

DEALING WITH THE BOSS: kill the boss by shooting at the bottom of it while it's moving.

**WHAT'S WHAT!**

- - DEFENDER
- \* - START
- L - LASER
- W - WARP
- N - NULL
- FB - FIRE BALL
- ? - MYSTERY
- S - SMART BOMB
- H - HOSTAGE
- - HOLE

**LEVEL 3**

**Route Guide**

Start in C3 then move to B3, B4, B3, A3, A2, A3, A4, B4, A4, A3, A2, A3, B3, B2, C2, C1, B1, C1, C2, B2, B3, C3, C4, D4, D3, D4, C4, D4, E4, D4, D3, E3, E4, E3, E2, E3, D3, D2, D1, E1, out.

DEALING WITH THE BOSS: kill the boss by shooting at the eyes while they're wide open.

**LEVEL 4**

**Route Guide**

Start in D3 then move to D2, D3, D4, D5, D4, D3, C3, C4, D4, C4, B4, A4, A5, A4, A3, A4, A3, A4, A3, A4, A5, A4, B4, B3, B2, C2, C1, out.

DEALING WITH THE BOSS: kill the boss by shooting at its legs from the side while it's moving.

USEFUL SNIPPETS: On level four, if you go left from B3 or B4 you come out in A4. But going right from A4 always takes you to B4.

Likewise going right from A4 or A5 takes you to B4. But go left from B4 and you'll always finish up in A4. Confusing isn't it?



■ **Indiana Jones:** Hold onto your hat, Indy, 'cos The Prof knows a man who can help

become invincible! Unfortunately, the effect doesn't last for long, but it can help you through a good few tricky situations later on in the game. **The Prof**

**INDIANA JONES**

**US Gold**

■ Can you please tell me how to get to the second level in *Indiana Jones* because I'm stuck on the first level.

**Darran Lloyd, South Wales**

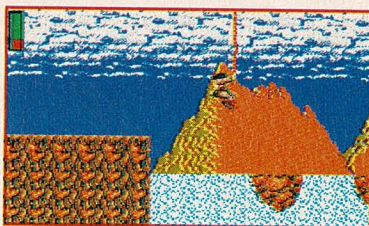
I know someone who can help you, Darran. You see, US Gold have a helpline – just for people like you.

The number to ring is ☎ (0839) 654274 – but remember, this line is for US Gold games only. **The Prof**

**RASTAN**

**Sega**

■ On *Rastan* for the Master System I can't seem to get past the dragon. The trouble is, when I get to him, I'm usually



■ **Rastan:** The Prof isn't as young as he used to be but he's still a dab hand at this one!

right out of continues. Is there a way to get more continues – or even a level select? If so, please tell me how! **Mark Slinger, Lancashire**

Continues are really no problem at all, Mark. Reset your Master System, press Buttons 1, 2, and then down-left on the joypad. You'll know that you've got infinite continues because the *Rastan* logo turns blue. **The Prof**

**REVENGE OF SHINOBI**

**Sega**

■ I'm stuck on *Revenge Of Shinobi!* Please can you send me some tips, hints or advice – especially for the Breakwater level and onwards. **Luke Dunn, London**

Okay, no problem! Most of you should already know this tip but here it is again. First get yourself fully armed up.

At the start of the game when you're asked how many shurikens you want, type in 00. After a couple of seconds the 00 should change into an infinity symbol. You're now set up with just a little more firepower!

Okay, so you've got to level seven. You can now kill the dinosaur. But first you have to blow yourself up three times. It's costly but it should do the trick. If the repulsive reptile refuses to do the decent thing and keel over, then force it into premature extinction with the help of some Kario magic. **The Prof**

**SHINOBI**

**Sega**

■ Hopefully with your brains and intelligence you can help me with the superb game *Shinobi*. I am able to complete the first four missions, but the third incarnation of the masked Ninja on level five always beats me.

All I seem to be able to do is jump over him without ever getting any hits on him at all. Please, Mr Prof, tell me how to beat him!

**Daniel Morris, Dublin**

Hmm, Daniel, this is a tricky one and no mistake! Anyway, all you've really got to do is keep your cool at all times.

First off, hit the Ninja with the chain as he runs towards you and fire bullets at him as he runs away. You should



■ **Shinobi:** Level five is a problem for some. Just how do you thrash that darn Ninja?

send him to meet his maker quicker than a very quick thing. **The Prof**

**Y'S**

**Sega**

■ Please help me! I'm having a crisis over Y's. Could you help me with the green door towards the end of the game? When I walk into it I'm told that an evil presence surrounds me and I jump back. Thanks, oh great bald-headed one!

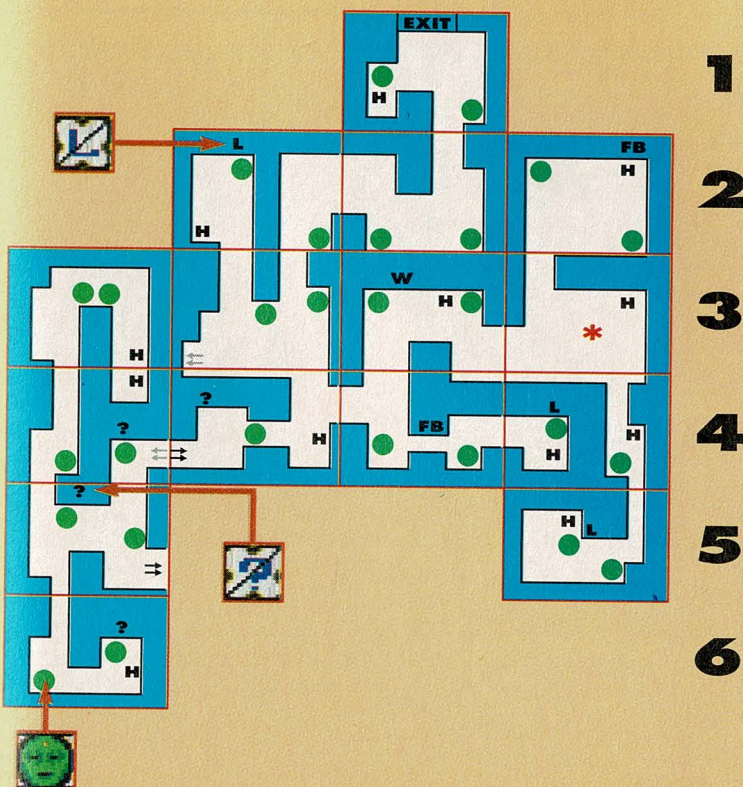
**Shane Frost, Suffolk**

What a charming letter! I haven't been called "oh bald-headed one" in ages.

Anyway, I've been reliably informed that all you have to do is put on the silver arms and everything will be hunky dory. Actually, I'm not too sure about this one – it came from old Auntie Volkenvumblevagen and to be perfectly honest she's one sandwich short of a lunch pack. **The Prof**

**LEVEL 4**

**A B C D**



# HOW TO GET ALL FIVE SCROLLS IN THE NINJA

■ Every time I play on my Master System I end up headbutting my TV. I have just bought a game called *The Ninja* and it's driving me mad! I can collect three of the five scrolls but I can't find the other two anywhere. Tell me where they are, please!  
Jonathan Weir, Kent

Well, Jon, you aren't the only one having this problem. Jamie Buchanan from Warrington – the man who's going to strangle that daft princess when he finally rescues her – is also having trouble, and Carl Morgan from Leicester AND Neil Smith from Clevedon. It would seem that *The Ninja* is getting everybody's back up.

But there's no need to fret – 'cos the Prof and the Tip Lab Boys are here to help.

So no more headbutting the TV. It's not good for the telly, your brain or indeed getting anywhere with all those brilliant Sega games.



■ *The Ninja*: This has been around for donkey's years (Sega Power 8: 71%). For an update on this, and other games, check out the Hard Line starting on page 52

### SCROLL 1:

Find it on the first round after killing the fourth transforming ninja.

### SCROLL 2:

On round four, shoot the bottom of the dog statue on the left five times.

### SCROLL 3:

On round six, cross the last bridge on the left and walk straight to the tree above the first Samurai home next to the wall.

### SCROLL 4:

Find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.

### SCROLL 5:

You've made it this far? Good! Now for the final scroll which appears in round nine. Keep to one side when reaching the top of the wall, but make sure you don't kill the ninja immediately. Take your time! Wait for a while and the final green scroll will appear. Collect this and you'll receive instructions as to how to enter the Temple. And that's it!  
The Prof

## PHANTASY STAR SOLVED!

■ I have had my Master System since Christmas and have been playing *Phantasy Star* ever since. Although I've got nearly all the items, I desperately need to find the hovercraft and the crystal.

Please, please help me, as my dad has promised to buy me a new cart but only if I complete *Phantasy Star*. Do you think I should get him to buy *Mickey Mouse* or *Spellcaster*?

A Frustrated Michele Jackson

Well, this one's also for Michelle, "Pleading" Tony from Brighton and for Richard Hughes from Leeds. First of all, let me just tell you that we intend running a complete playing guide for *Phantasy Star* in a future issue of *Sega Power* – so keep a look out for that!

But back to the business in hand – the hovercraft. Fly to Uzo on Motavia and head SE to the Casba Cave. Kill the Casba Dragon and receive the Amber Eye. On the other side is the city of Casba. Here you can buy the Landrover and talk to a villager about the hovercraft. When he asks you if you have heard of the hovercraft just reply "Yes."

Return to Uzo and talk to the villagers. One of them will tell you where the flute is buried. Return to the Bortevo junkyard and enter the very first house on Alis's left.

Go in, "search," and you will automatically receive the hovercraft! There you go, Michele, now you'll just have to wait for our complete playing guide (which is in preparation) for the rest of it.

By the way, I'd go for Mickey Mouse if I were you. The Prof

## GHOSTBUSTERS

■ I am stuck on the Stairs of Zuul in *Ghostbusters* on the Master System. Could you please help?  
Rory O'Connell, London

The Stairs of Zuul? Tricky, but basically all you have to do is keep moving up and down the stairs once the ghosts have appeared. This way, you can hit more of them. Sorry to be so brief, but, er, that's it. The Prof

■ Prof, me old mate. Could you give me a hand with the last level of *Ghostbusters* on the Mega Drive? I

can never find my two Ghostbusting friends after the hunchback lets me into the castle. And have you got any other tips for *Ghosbusters*?  
Tom Barfield, Oxfordshire

Those were the days, eh? Gone, but not forgotten I assure you, Tom! Of course I'll help an old mate in distress. After all, was it not you, Tom, who taught me the inverted underwater foxtrot? All I can offer is this little pearl of wisdom: keep climbing ladders – because when you're on a ladder you're invincible. The Prof

## PACMANIA

■ Any ideas for *Pacmania* on the Master System? I think the ghosts follow certain patterns but I don't know what they are.  
Frank O'Connor, London

Yes, Frank, you're right! They do follow certain predetermined patterns. Some of the ghosts simply pursue Pacman while others follow particular set routes.

We've had a word with Tecmagik and next issue we'll be printing a guide. So remember to look in on us next month! The Prof

## SONIC THE HEDGEHOG – LEVEL SELECT



■ Yo! This is one of the end-of-game screens. Sonic returns victorious to his Green Hill home with all his fluffy chums. But has he got enough emeralds, eh?

■ Any advice for *Sonic the Hedgehog*? A guide to each of the bosses would be a great help, or how about an infinite lives cheat? Thanks very much. I'm sure the Tip Lab Boys can come up with something to help me. Cheers, baldie!  
Douglas Jones, Bristol

Yo, Doug! Well yes, the Tip Lab Boys did really go to town on this one. In fact young Cecil worked up such a lather at one point that the poor boy had to go and have a quick lie down.

He was left in bed chewing on a small and very hot sausage while we sought medical attention.

But it was worth the effort. May we present to you a full guide to each of the bosses and a level select cheat enabling you to start the game at any level you want. Three cheers for Cecil and the Tip Lab Boys.  
The Prof



■ Fancy a level select? You got it. At the start of the game (when Sonic appears and waves his finger during the intro sequence) just press the following buttons at the same time: up, down, left, right, START and BUTTON A.

You should now hear a ring-collected chime and be able to access the secret level select function!



## LABYRINTH ZONE

■ Sorry guys, but no can do. You'll just have to work out this one for yourself. Just keep your cool – if you have to choose between taking a bad risk or waiting a second, then wait. You have more time than you think. Good luck!

As a general rule, while working your way towards the boss, never pass by a bubbler without taking a good gulp of air. Even if you've just had one. This way, you always give yourself the maximum amount of time to get to the next bubbler.

Oh yes, just one more tip – before you get to the boss sequence, don't forget to hit the mile-post on the left. Otherwise you'll have to go all the way back to the beginning when you lose a life





# SONIC: THE GREEN HILL ZONE AND THE MARBLE ZONE

**THE GREEN HILL ZONE:** Sonic's first encounter with the fiendish Dr Robotnik! Pluck up courage, grit your

teeth, and do what every hedgehog has to do! This boss sequence is dead easy. Just remember to keep

well to the left side of the screen and move fast when his back's turned. (That's not very fair, is it?)



■ Don't look now, Sonic, but here comes Egg-head with a blimmin' great ball and chain. Stay underneath that platform inbetween bashes and you'll be okay

■ As soon as the ball starts swinging from left to right, leap up onto the platform. You'll have to get the timing right, but basically leap when the ball is at the top

■ Then leap up and give him a really good bashing! Sonic one, Egg-head nil. A good result for the young prickly lad, but don't rest on your laurels - there's work to do!

■ Quickly get back under the platform before he comes back again - you're safe here. All you've got to do now is carefully repeat the process from stage one

**THE MARBLE ZONE:** No problems here - just take it easy on the levels leading up to the boss sequence.

Tread carefully over the fire and don't be too impatient. But then you knew that anyway, didn't you?

This is the easiest boss of them all, but don't jump across the gap too soon or you'll burn your toes!



■ Let's just wait and see what he's up to this time, shall we? No spikes, no balls and no bombs - what else could he have up his fiendish, dastardly sleeve?

■ I see, so he wants to play with fire, does he? Well, you can't run away immediately because the other side is covered in flames. But hang on for a few seconds...

■ ...and we can give him a good pricking while we're waiting! If there's one thing that makes old Fur-face really angry, it's getting pricked. So don't hang around...

■ Before he gets the chance to drop his volcanic load on Sonic, jump to the other platform. Now you can do exactly the same all over again - but in reverse!

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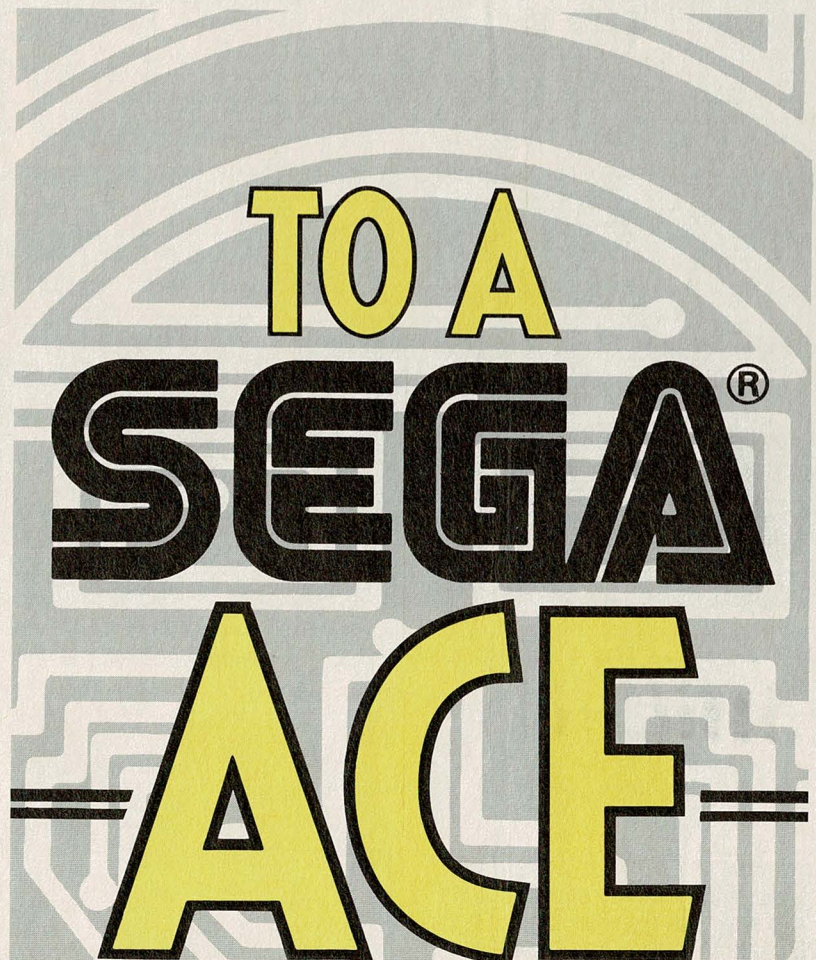
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## SONIC: STAR LIGHT ZONE



■ Things now start to get very complicated. Just tread carefully and go for the really big jumps. Go gett'im, kid!



■ Is it a bird? Is it a plane? No, it's a low-flying hedgehog. Hmm, doesn't quite have the same ring about it, does it?



■ Okay, are we ready? Watch out for falling debris and find a place to take your stand. This time he looks serious



■ Right, so he's dropped a spiked ball on one end of this see-saw. All you have to do now is get the timing right...



■ ...and give him a taste of his own medicine! Just look at the groovy graphics, man. Is this high-tech stuff or what?



■ Before too long, old gut-rot gives up and goes home crying to his mummy. Can you imagine what she looks like? Ooer!

## SONIC: SPRING YARD ZONE



■ This is one of the trickiest levels. Have fun on the pinball sections but don't forget to slow down when you need to



■ Eek! Egg-head tries to turn you into a kebab with his spike. He's always trying to stab Sonic, so start on the far left...



■ ... and as soon as he starts to swoop, run! Just make sure you don't touch any part of his ship - let alone the spike!



■ Then give him what he so rightly deserves! After landing, quickly stand on the next block and repeat the process



■ No wonder Sonic's looking so worried, here comes the spike again. Just keep him destroying the blocks on the left...



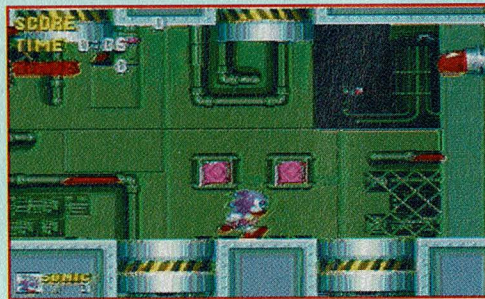
■ ...and before too long you'll find that our blockbusting pal is laughing on the other side of his face. Ha ha! Let's go!

## SONIC THE HEDGEHOG: FINAL ZONE

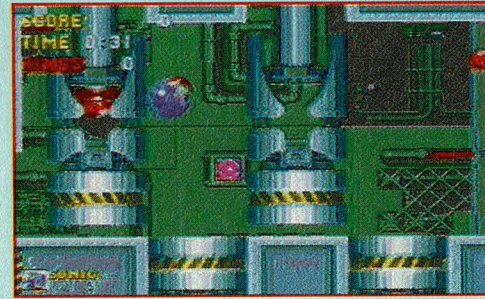
Just send old rubber-head packing one more time and the glory of victory is yours! Feeling good? Then let's go show him who's *really* the boss around here...



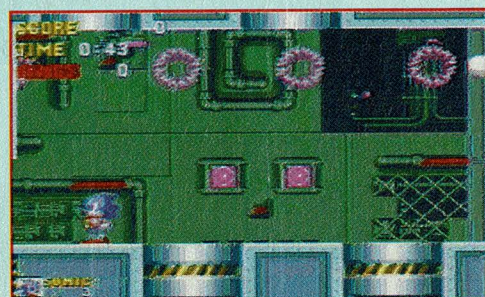
■ Almost there now! This boss just takes patience. He's really just a big pansy so there's no need to be afraid



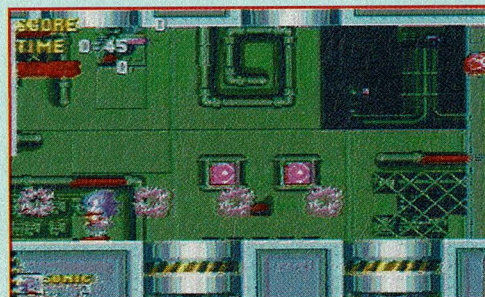
■ You must first get to the middle of the screen and then react quickly once you know which pistons are moving



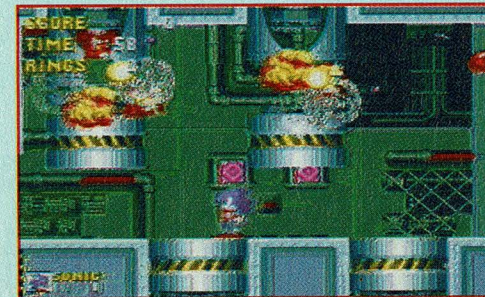
■ Place Sonic between them and then give old slap-head a good going over. There's not much time, so move quick



■ This looks a bit tricky. Don't worry! Just stand between the sparks which have the biggest gap between them



■ Dadaaaa! The sparks fall safely past the stationary Sonic and it's time to have another go at smelly Dr Robotnik!



■ Job done, c'est complet, finis, kaputt, good bye, adios toilet-breath, etc. etc. There you go! Well done! The Prof



# KEEP THE PACE

# BUY A SEGA ACE!



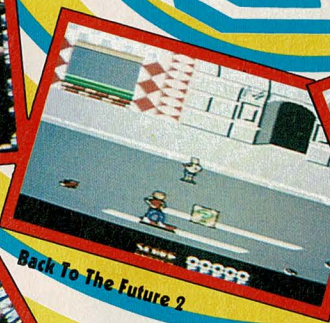
Xenon 2



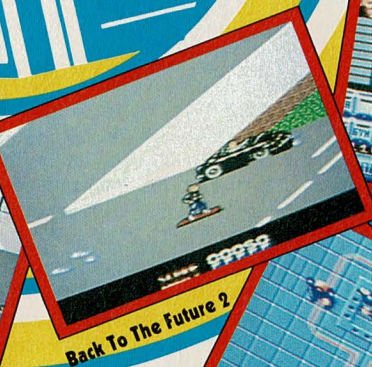
Speedball



Xenon 2



Back To The Future 2



Back To The Future 2



Speedball



Xenon 2



Speedball

**Image works** has got 3 of the hottest titles for your Sega Master System.

**Xenon 2** - the best shoot 'em up ever! 3 waves of supernatural alien attacks PLUS the awesome version of the soundtrack by Bomb The Bass.

**Back To The Future 2** - fast and furious arcade action based on the film starring Michael J. Fox as Marty McFly.

**Speedball** - a future sports simulation like no other. Lead your team into the arena and fight for a place at the top of the league. Winning is all that counts - by fair means or foul!

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# THE HARD LINE

Steve Jarratt, ye olde Editor, has spent many a restless night in order to bring you the Hard Line – a comprehensive guide to over 300 titles for your Mega Drive, Master System and Game Gear

**The supreme and definitive guide to EVERY single Sega title in the known gaming universe. We not only review it – we rate it too – so you can see everything you need to know at a glance!**

**O**KAY, SO YOU'VE GOT YOUR machine and you're ready to play some games. But where do you start? Right here, of course, with Sega Power's unique and comprehensive Hard Line guide to over 300 Sega titles!

Whether you've got a Mega Drive, a Master System or a Game Gear, the Hard Line covers everything! And we mean everything.

## OFFICIAL GAMES

Officially launched games are widely available in computer software shops and in some of the high street chain stores like Boots. Master System games tend to hover around the £30 mark, Mega Drive games around £35 and Game Gear games at around £20.

The main problem with official games to date is that they often come out after first being released abroad – and this can mean having to wait up to two years for your favourite game! This has created a large demand for **import games** which enable you to play the most up-to-date titles before they're officially released in the UK.

## IMPORT GAMES

Some companies buy games directly from Japan and America and sell them in the UK. These titles are known as **grey imports**.

The main advantage with grey imports is that you get to see software released in Japan and America long before it officially reaches our shores. And what's more, they're not too difficult to get hold of either.

Because the grey importers don't bother distributing the games they don't

usually have to pay any distribution costs. As a result, you can pick up the games at a substantially reduced rate.

For example, the official Mickey Mouse was in the shops selling for £40, but you could pick it up on grey import several months before its official launch for between £30 to £35.

Bear in mind though that sometimes you have to pay to get the big games first. If you can't wait you sometimes have to fork out an extra £5 to £10 for the privilege. The prices do tend to drop once the game's been officially launched so it's worth being patient.

Don't forget that if you buy a foreign game then the instruction manual is likely to be in a foreign language! This may not be too disastrous if it's a shoot-'em-up, but imagine trying to play a complex role-playing game when you can't understand the lingo!


## GETTING HOLD OF IMPORTS

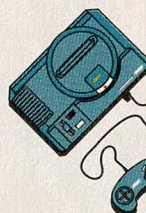
So just how do you get hold of grey imports? There are several places to check out – our very own Small Ads section (starting on page 57) is a good place to start.

Then there are the main advertisers throughout Sega Power. And don't forget the traditional method of popping into your nearest software shop and handing over some good ol' cash.

Now you know exactly what it's all about, check out our comprehensive guide to all the widgets and gizmos to make your machine even better on page 62! Cor! Now don't say we never do anything for you!

■ If you've got a Master System then the chances are you'll be able to find all you need at your local computer shop.

The same goes for Game Gear too but because it's so new there isn't much available on grey import that you can't already get over here – things will soon change as the sales of the Game Gear start to pick up. By and far the largest section of grey import titles are for the Mega Drive. 



## MEGA DRIVE

Please note that import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

**1943 (Import) £20**  
Known as Dai Senpu, this is the latest in the 1940 line of vertical, side-sliding shoot-'em-ups. Nicely detailed with plenty of planes and ships to destroy. Nothing special. \*\*\*

**AERO BLASTERS (Import) £30**  
Ultra-rapid horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major guardians. This is fierce and frantic but one of the best. \*\*\*\*\*

**AFTER BURNER 2 £34.99**  
The After Burner coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Ultrarapid 3D plus meaty explosions. \*\*\*\*

**AIR DIVER (Import) £30**  
First person perspective shoot-'em-up where you view death "from the cockpit." Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability. \*\*\*

**ALEX KIDD IN THE ENCHANTED CASTLE £29.99**  
Alex goes 16-bit in this colourful platform exploration romp. As with previous Alex Kidd games, the jolly atmosphere belies the testing gameplay. Fun and very polished. \*\*\*

**ALIEN STORM (Import) £35**



Horizontally-scrolling blast-'em-up in the vein of a high-tech Golden Axe. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. \*\*\*

**ALTERED BEAST £34.99**  
Once free with the MD, this title is now available in the shops. However much you enjoy the coin-op, give this a miss. Poor scrolling, jerky animation and limited gameplay. \*\*

**AMBITION OF CAESAR (Import) £35**  
Typical wargame – plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for beginner and seasoned campaigner alike. \*\*\*

**ARNOLD PALMER TOURNAMENT GOLF £34.99**  
Impressive-looking game with convincing 3D courses, good player animation and a hidden

Fantasy Zone game! Simple play-style grows dull so seasoned golfers should go for PGA Tour Golf instead. \*\*\*

**ARROW FLASH (Import) £20**  
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. \*\*\*

**ASSAULT SUIT LEYNOS £20**  
Known as Target Earth in the US. Eight-stage scrolly shooter involving different locations which restrict your movement accordingly. Tricky control and very hard. \*\*\*

**ATOMIC ROBOKID (Import) £25**



Pretty, multi-directionally scrolling shoot-'em-up. Suffers from frustrating gameplay (beaten baddies reappear if you move backwards) and an unreliable control method. \*\*\*

**688 ATTACK SUB £35**  
Detailed sub sim with enough arcade action for blasters, lots of missions, smart visuals and some decent sampled speech. \*\*\*\*

**AXIS FZ (Import) £30**  
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right. Add some rather stale gameplay and, well, it's not fabby. \*\*\*

**BATMAN (Import) £35**  
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. \*\*\*

**BATTLE GOLFER (Import) £30**  
A golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know Japanese to know what's going on. \*\*\*

**BATTLE SQUADRON £39.99**  
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hot. \*\*\*\*

**BIMINI RUN (Import) £30**  
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and whizzy craft. In two-player mode, one controls the boat, the other the machine gun. Jolly. \*\*\*

**BLOCK OUT £34.99**  
Take Tetris, add a new dimension and different perspective, and voila! Easily as addictive as Tetris, especially in head-to-head mode. Suffers only from a high price. \*\*\*\*\*

## SEGA POWER'S STAR RATING

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**Get it now!**  
**Almost excellent**  
**Okay, but merely average**  
**Not worth spending money on**  
**Urgh! Don't touch it! It's got worms!**





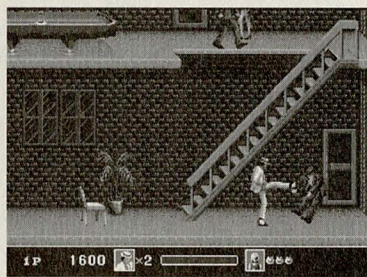
**MICKEY MOUSE CASTLE OF ILLUSION** £39.99  
The prettiest Mega Drive game to date. Mickey's antics are delightfully portrayed using subtle shading and beautiful parallax effects. The scrolling platform play is great too. Wonderful. \*\*\*\*\*

**MIDNIGHT RESISTANCE** (Import) £38  
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. \*\*\*

**MIGHT AND MAGIC: GATES TO ANOTHER WORLD** £49.99  
Incredibly deep RPG, slightly marred by an out-of-date combat method and basic visuals. The high price is also off-putting - not the first choice for new adventurers. \*\*\*\*

**MONDU'S FIGHT PALACE** (Import) £25  
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. \*\*

**MOONWALKER** £34.99



Platform dance-'em-to-death (!) starring Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. \*\*\*\*

**MUSHA ALESTE** (Import) £30  
Also known as MUSHA, this is another vertical scroller with standard power-ups and an easy task. Graphics are nothing special and the game just doesn't shout out. \*\*\*

**MYSTIC DEFENDER** £34.99  
Looking for all the world like Spellcaster on the MS, this curious platform beat-'em-up is quite a good game. Visuals are atmospheric and gameplay moderately appealing. \*\*\*

**NEW ZEALAND STORY** (Import) £35  
Some seem disturbed by the different layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles of playability. \*\*\*\*\*

**PGA TOUR GOLF** £39.99  
Possibly the best golf game to appear on the MD! Good 3D views, loads of options, a multi-player mode, a Save Game option and classic golfing play. A must for all golfers. \*\*\*\*\*

**PHANTASY SOLDIER 3** (Import) £35  
Strider without knobs on. The action is just as enthralling and the smooth visuals are atmospheric - with even more detail. With the fab cartoon sequences it's a winner. \*\*\*\*\*

**PHANTASY STAR 2** £59.99  
Long-awaited sequel to the MS RPG. With a massive quest set over different worlds and four characters to control, you should be thankful for the battery back-up! \*\*\*\*\*

**PHELIOS** (Import) £25  
Colourful vertical scroller which looks like a Master System title. There's some neat gameplay, but the level select option means no surprises after the first day. \*\*\*

**POPULOUS** £39.99  
Play God in this strategy game. Destroy your enemy's people with natural disasters and take control of the land. Incredible 3D visuals and curiously addictive gameplay. \*\*\*\*\*

**POWERBALL** (Import) £35  
Violent future sport in this Speedball clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred Speedball 2. \*\*\*\*

**RAIDEN TRAD** (Import) £40  
Detailed vertical scroller, with neat background touches and mean parallax. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. \*\*\*\*

**RAINBOW ISLANDS** (Import) £38  
The sequel to Bubble Bobble has Bub and Bob back on the platform trail, this time throwing rainbows instead of bubbles. This boasts all the coin-op features plus a second, harder game. Brilliant. \*\*\*\*\*

**RAMBO 3** £29.99  
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. \*\*\*\*

**RASTAN SAGA 2** £30  
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill throughout. For hack-'n'-slash only. \*\*\*

**THE REVENGE OF SHINOBI** £34.99  
Arcade quality Shinobi sequel with stunning backdrops: parallax, colour fades and special effects. Compelling martial arts action with some fab thumpin' soundtracks. \*\*\*\*\*

**RINGSIDE ANGEL** (Import) £30  
Dubious or what? Scantly clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. \*\*

**ROAD RASH** £39.99  
Terrific two-wheeler with brill 3D and great animation (remount your bike and seal!). Win races, earn cash and update your bike. Loads of levels and action - a stunner! \*\*\*\*\*

**SAINT SWORD** (Import) £35  
Multi-directionally scrolling barbarian hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Worth it if you're Rastan-starved. \*\*\*

**SHADOW BLASTERS** (Import) £30  
Multi-character scrolling beat-'em-up in the Mystic Defender mould. Poor control, limp gameplay and a serious deficit of excitement. No-sir-ee! \*\*

**SHADOW DANCER** £34.99



This sequel to Shinobi is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as The Revenge Of Shinobi, but pretty damn fine anyway. \*\*\*\*\*

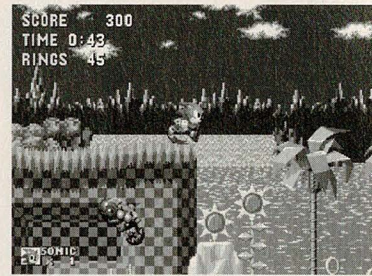
**SHINING AND THE DARKNESS** (Import) £38  
From the makers of Dragonquest 3 and 4

comes this fabulous RPG adventure. Startling graphics, supersmooth animation and brilliant labyrinths to explore. A corker! \*\*\*\*\*

**SHOVE IT! THE WAREHOUSE GAME** (Import) £30  
Known as Boxxle or Soko-Ban, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game. \*\*\*\*

**SKY SHARK** (Import) £30  
Also known as Fire Shark, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and guardians. Too easy in "easy" mode though. \*\*\*

**SONIC THE HEDGEHOG** £34.99



Sega's answer to Super Mario Bros, Sonic is the fastest parallax scrolling collect-'em-up ever! A stunning rotating bonus round and a feast of visual effects - a classic. \*\*\*\*\*

**SPACE HARRIER 2** £34.99  
Suffers from coin-op-itis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. \*\*\*

**SPACE INVADERS '90** (Import) £30  
Classic Invaders brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. \*\*\*\*

**STAR CONTROL** £34.99  
Huge game squeezed onto a cart! Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode - not for Han Solos. \*\*\*\*

**STAR CRUISER** (Import) £35  
An almost unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence. Great if you like the first level... \*

**STORMLORD** (Import) £35  
Gorgeous fairies-'n'-goblins-style beat-'em-up - difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sounds and piccies. \*\*\*\*

**STREET SMART** (Import) £30  
Limp version of the Fighting Street coin-op. Standard slug-it-out fare with poor animation, an awful control method, repetitive action and win-in-one-go difficulty. \*\*

**STREETS OF RAGE** (Import) £35  
Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrillas. \*\*\*\*\*

**STRIDER** £44.99  
This version is as close to the arcade coin-op as poss. A huge multi-directionally scrolling hack-'em-up with beautiful scenics and bostin' sonics. Great gameplay! \*\*\*\*\*

**SUPER AIRWOLF** (Import) £35  
Neat mix of vertical scroller, Alien Syndrome and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. \*\*\*\*

**SUPER HANG ON** £34.99  
Brilliant biking coin-op conversion. Terrific sensation of speed and movement, with good graphics and smooth 3D update. Thrilling to play and lasts ages. \*\*\*\*\*

**SUPER HYDLIDE** (Import) £30  
Fantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. \*\*\*

**SUPER LEAGUE BASEBALL** £34.99  
As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. If you're into baseball, go for Hard Ball instead. \*\*\*\*

**SUPER MONACO GRAND PRIX** £34.99  
Conversion of the coin-op which only sacrifices visuals. There are plenty of options to improve your car, controls and play modes. Sound is disappointing, but play is fast and gripping. \*\*\*\*\*

**SUPER REAL BASKETBALL** £34.99  
Boasting detailed close-ups of the slam-dunk action, realistic court views and decent sound this is an okay sport sim. However the lack of depth and difficulty means that its potential is only realised in two-player mode. \*\*\*\*

**SUPER REAL VOLLEYBALL** (Import) £37  
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). \*\*

**SUPER THUNDERBLADE** £34.99  
A spruced-up version of the slotty, but not very super. The 3D is too ambitious and the scrolling scenes too average. If it's trigger-finger fun you want, look elsewhere. \*\*

**SWORD OF SODAN** £39.99



A direct and not very good Amiga port-over. Technically ambitious hack-'em-up with amazing stills but ropey animation. Weak gameplay grows monotonous all too rapidly. \*\*

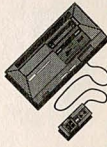
**SWORD OF VERMILLION** £49.99  
Role-players take heed 'cos this is one of the better RPGs. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! \*\*\*\*

**TECHNOCOP** (Import) £30  
Interesting mixture of racing and almost Impossible Mission-style shootin-'n'-searching. Very violent but lacking the gameplay which made IM a classic. \*\*\*

**TETRIS** (Import) £30  
No introduction needed! The Russian falling block puzzle game fares well and is colourful and smooth. The two-player options just slap icing on this scrummy cake. \*\*\*\*\*

**THUNDERFORCE 2** £34.99  
Alternate eight-way and horizontally-scrolling blaster with power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces lasting interest tho'. \*\*\*\*

**THUNDERFORCE 3** (Import) £30  
Show-offy horizontal scroller with huge ene-



mies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. \*\*\*

**TIGER HELI (Import) £35**  
Vertically-scrolling coin-op conversion, with choppers, planes and tanks. Good aesthetics and that indefinable something which makes it more enjoyable than its relatives. \*\*\*

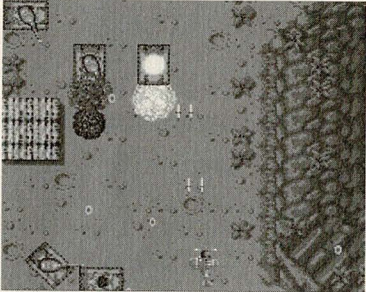
**TORA! TORA! (Import) £35**  
Flying Shark play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroller your way through all ten levels in a few goes. One for beginners maybe. \*\*\*

**TRAMPOLINE TERROR! (Import) £30**  
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport - nice and cartoony for younger players and tough enough for dedicated gamers too. \*\*\*

**TRUXTON £34.99**  
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension. Called Tatsujin in the Orient. \*\*\*\*

**TWIN COBRA (Import) £30**  
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs. \*\*\*

**TWIN HAWK £34.99**



The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else - power-ups and so on - you'll have seen before. \*\*\*

**ULTIMATE TIGER (Import) £37**  
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes. \*\*\*

**VALIS 3 (Import) £30**  
Swords and sorcery scroller with excellent visuals, smart intermission screens and astounding music. Characters join you as you go along. A quality slash-'em-up. \*\*\*\*

**VERYTEX (Import) £35**  
Visually impressive scrolling shoot-'em-up with massive end-of-level bods and unusual parallax. There's little else to do but survive once you power up. Above average. \*\*\*\*

**VOLFIED (Import) £25**  
Version of Qix with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone. \*\*\*\*

**WARDNER SPECIAL (Import) £35**  
Mega platform shoot-'em-up conversion, with extra levels and features. Coin-op quality graphics and some extremely good tunes. Beware of the numerous continues. \*\*\*\*

**WHIPRUSH (Import) £15**  
Shoot-'em-up which scrolls in a variety of directions - often changing its mind mid-level! Collectable weaponry, tough adversaries and long levels add to the excitement. \*\*\*\*

**WONDERBOY 3 MONSTER LAIR £34.99**  
Wonderboy, of MS fame, dips to an all-time low in this scrolling collect-'em-up. Gameplay is very 8-bit - you'd be better off with MS Wonderboy 3 and the converter. \*\*

**WORLD CUP ITALIA '90 £29.99**  
Coming from Virgin, who have plenty of coding experience, this soccer game is disappointing. Tired old gameplay and average graphics make this one for soccer fans only. \*\*

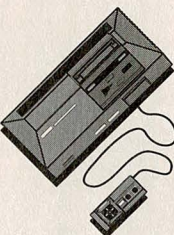
**WRESTLE WAR £34.99**  
With loads of moves, some nicely detailed characters and lots of dynamic animation, Wrestle War is the best of its type and recommended to fans of the, er, sport. \*\*\*

**XDR (Import) £35**  
X-Dazedly-Ray believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Very simple gamestyle with dodgy collision detection and nothing new. \*\*

**ZANY GOLF £39.99**  
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. \*\*

**ZERO WING (Import) £35**  
Toaplan provide their most polished horizontal blaster to date with Zero Wing. Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a Hellfire beater, but close! \*\*\*\*

**ZOOM £29.99**  
Quite simply a spiced up version of the ancient Painter coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. \*\*



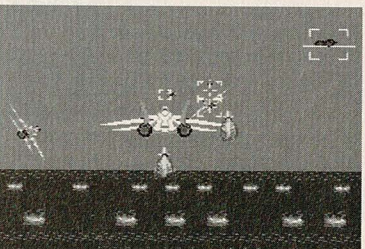
**MASTER SYSTEM**

**ACE OF ACES £32.99**  
Dated but competent version of an old game. Fly sorties against the dreaded Hun, go on bombing raids etc. Fiddly joystick control and falls short between arcade and sim. \*\*\*

**ACTION FIGHTER £12.99**  
Vertically-scrolling blasting action with cars, bikes and jets. Plain graphics and plain gameplay. Put it near the bottom of the scrolly shoot-'em-up pile. \*\*

**AERIAL ASSAULT £29.99**  
P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers - it's all here. Unoriginal but good looking and busy. \*\*\*\*

**AFTER BURNER £29.99**

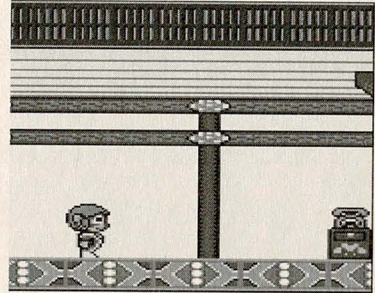


Reasonable conversion of a tedious coin-op. Surprisingly good to look at, with speedy visu-

als and plenty of movement. It just goes on a bit, that's all... \*\*

**ALEX KIDD AND THE LOST STARS £29.99**  
Worst of the Alex Kidd games because of its lame, tame platform action. It's a good looker though, and might keep the younger Sega player happy. \*\*

**ALEX KIDD IN HIGH-TECH WORLD £29.99**



This three stage arcade adventure has nice features but is slow and too easy. Recommended for youngsters only. \*\*

**ALEX KIDD IN MIRACLE WORLD £24.99**  
Alex's first outing is now the standard built-in Master System game. Colourful arcade adventuring with tough puzzles and loads of variety. Excellent. \*\*\*\*

**ALEX KIDD IN SHINOBI WORLD £29.99**  
Novel twist to the Alex line-up - it's really a cute, but very slick, Shinobi meets Super Mario. Possibly too easy to complete but you get plenty of laughs along the way. \*\*\*\*

**ALF (Import) £30**  
Appalling scroll-'n'-collect-'em-up based on that appalling character from the appalling TV show. Only available via US import and not worth the effort of filling in the form. \*

**ALIEN SYNDROME £29.99**  
Classic coin-op without the graphic frills and lacking a two-player mode. It's tough, if a little repetitive, and could throw down the gauntlet to die-hard blasting fans, maybe. \*\*

**ALTERED BEAST £29.99**  
Sega's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. \*\*

**AMERICAN BASEBALL £29.99**  
Competent translation of America's favourite sport with standard behind-the-player and overhead views - plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. \*\*\*

**AMERICAN PRO FOOTBALL £29.99**  
One for the grid-iron fraternity. Nice mix of tactics and hands-on, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls. \*\*\*\*

**ASSAULT CITY £29.99**  
Horizontally-scrolling shoot-'em-up in the style of Operation Wolf. Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robotic baddies. Colourful, hectic and average. Graphics are flat and the guardians too easy. \*\*\*

**ASTRO WARRIOR/PIT POT COMBO CARTRIDGE £24.99**  
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. Pit Pot is nothing to shout about, but Astro Warrior is still one of the better blasters on the Master System. \*\*

**AZTEC ADVENTURE £12.99**  
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. \*\*\*

**BANK PANIC £17.99**  
Wild West antics as you try to defeat the gun-toting baddies. Watch the doors closely but don't hit the good guys! Nice quick-draw gameplay with bright and jolly visuals. \*\*\*

**BASKETBALL NIGHTMARE £29.99**  
Well, it's basketball played by monsters, of course. Good close-ups of shots and enjoyable in two-player mode. Nightmare league is too easy for solo players though. \*\*\*

**BATTLE OUT RUN £29.99**  
Goes up against Taito's Chase H.Q. and wins by a bumper. (Very) fast road racing with some demolition derbying thrown in too. Adrenalin glands at the ready! \*\*\*\*

**BLACK BELT £24.99**  
Oriental scrolling beat-'em-up similar to Kung Fu Master but with decent end-of-level bosses. The mid-level action is painfully repetitive and it takes ages to reach the interesting stuff. \*\*

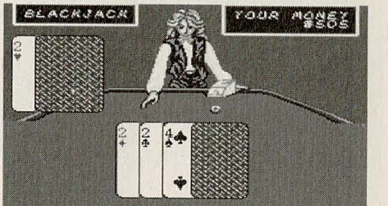
**BLADE EAGLE 3D £19.99**  
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target baddies. The only innovative feature. \*\*\*

**BOMBER RAID £29.99**  
Another vertically-scrolling Fire button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. \*\*\*

**CALIFORNIA GAMES £29.99**  
First and the best Games game, featuring beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX. All events beautifully portrayed, especially stunning surf-up. Fun in the sun! \*\*\*\*

**CAPTAIN SILVER £29.99**  
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. \*\*\*

**CASINO GAMES £29.99**

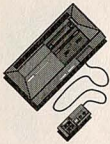


Includes slot machine, pinball and card table. Pinball is dull, the slot machine pointless and the only card game with long-term playability is poker. Not worth the gamble. \*\*

**CHASE H.Q. £29.99**  
Taito create a version of their own cops 'n' robbers coin-op. Pacy race action with collisions, but short on adrenalin. Just pipped to the post by Battle Out Run. \*\*\*

**CHOPLIFTER £24.99**  
Pilot your chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with parallax, great controls and fab detail. \*\*\*\*

**CLOUD MASTER £24.99**  
Known as Chuka Taisen in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs. Cute but tough. \*\*\*



**COLUMNS £24.99**

Nintendo practically own Tetris, so Sega came up with Columns instead. Similar gameplay, but success is a bit random. The simultaneous two-player option is superb. \*\*\*

**CYBER SHINOBI £29.99**

Shinobi 2, more or less, but not a patch on the original. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues mar the challenge. \*\*

**CYBORG HUNTER £24.99**

Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. \*\*\*

**DANAN THE JUNGLE FIGHTER £29.99**

Take Rastan, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little too hairy (groan!). \*\*\*

**DEAD ANGLE £29.99**

Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. \*\*\*

**DICK TRACY £29.99**

Just when you thought Dick couldn't do much worse than the movie, up pops this Master disaster. It's a horizontally-scrolling shoot-'em-up that's tedious, ugly and overpriced. \*

**DOUBLE DRAGON £29.99**

The Lee brothers come to the Sega in this

two-player scrolling beat-'em-up. Horribly flickery (especially in two-player mode) and scenically unimpressive. Simple gameplay shows its age. \*\*\*

**DOUBLE HAWK £29.99**

This Cabal play-a-like is appalling – the graphics are obviously the result of simian effort and the slug-like gameplay is dull beyond belief. Ignore. \*

**DYNAMITE DUKE £29.99**

A mindless Operation Wolf-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. \*\*\*

**DYNAMITE DUX £29.99**

As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. You can finish it first go though! \*\*\*

**ENDURO RACER £9.99**

Definitely not the coin-op, the course scrolls diagonally as you steer your bike across a tortuous dirt track. Five different courses (played twice), and you can finish it in a week. \*\*

**E.S.W.A.T. £29.99**

Dull coin-op makes way for an even duller MS version. A sort of armoured Shinobi, but lacking that game's complexity and finesse. Continues also make it easy to finish. \*\*

**F16 FIGHTER £17.99**  
**Previously available on card**

Supposed 3D flight sim which is neither. Jerky vector graphics and confused gameplay make this one to avoid, however cheap it may be. \*

**FANTASY ZONE £12.99**

Simply the best Defender-style horizontal scroller on the MS. Bright, colourful, tense and very unusual, with great level guardians and power-up shops. At the price, this is simply unbeatable! \*\*\*\*\*

**FANTASY ZONE 2 £24.99**



Similar to the original Fantasy Zone but beefed up with zippier aliens, meatier weaponry and tougher bosses. Just as tight, just as energetic and just as playable. What the hell, get 'em both! \*\*\*\*\*

**FANTASY ZONE 3 THE MAZE £24.99**

Pac Man meets Fantasy Zone in this labyrinthine shoot-'em-up. Few games like it on the MS so it may appeal to fans. Blasting addicts should steer clear though. \*\*\*

**FIRE AND FORGET 2 £29.99**

Copied from the tedious computer versions, this is the best of the bunch. Speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Flash – and plays well too. \*\*\*\*\*

**FORGOTTEN WORLDS £34.99**

Stunning shoot-'em-up conversion totally

ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, p'raps... \*\*\*

**GAIN GROUND £29.99**

Innovative combat game set over a series of static screens. Choose a team member to clear each area. Interesting strategy element, underwhelmed by mediocre visuals. \*\*\*

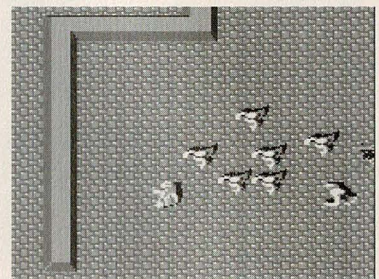
**GALAXY FORCE £29.99**

Stunning 3D shoot-'em-up with some amazing visual effects. Not the coin-op exactly, but a damn fine attempt nonetheless. \*\*\*\*\*

**GANGSTER TOWN £24.99**

Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. \*\*\*

**GAUNTLET £29.99**



Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! \*\*\*\*\*

# STUDIO SOFTWARE

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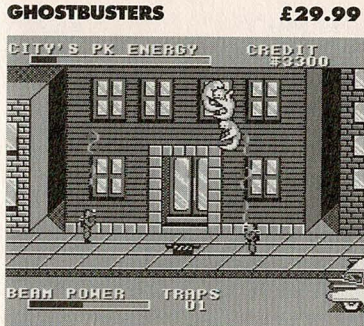
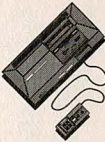
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Pot-pourri of driving, trapping, climbing, and shooting make Ghostbusters not half bad. Activision's prehistoric title could do with taring up a bit though – especially the cringeworthy soundtrack! \*\*\*\*

**GHOST HOUSE £17.99**  
*Previously available on card*  
Spooky little platform romp with ghosts, ghouls and a big Drac' baddie. Ladder climbing, shooting and punching gets dull after a while, but this is playable and cheap. \*\*

**GHOULS 'N' GHOSTS £29.99**  
Entire Capcom coin-op crammed into the Master! Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. \*\*\*\*

**GLOBAL DEFENCE £12.99**  
Take the Strategic Defence Initiative with this version of Sega's slot machine. A sort of Operation Wolf meets Missile Command with some very pretty graphics. Just that little bit different. \*\*\*\*

**GOLDEN AXE £29.99**  
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. \*\*\*\*

**GOLDEN AXE WARRIOR £32.99**  
An arcade adventure based on the Golden Axe characters. Akin to Golvellius, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. \*\*

**GOLFAMANIA £32.99**  
Indulge yourself with this tidy golf simulator. It features overhead rather than 3D views of the course and is fast and unfussy. The sound-track is appalling though so you'd better play this with cotton wool in yer ears! \*\*\*\*

**GOLVELLIUS £29.99**  
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure, which tests your powers of reason and reaction. \*\*\*\*

**GREAT BASEBALL £24.99**  
This baseball sim was superseded by American Baseball, but there's little to choose between the two. This one lacks the graphical frills, but is a fiver cheaper. \*\*\*\*

**GREAT BASKETBALL £24.99**  
Dated sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the occasional head-to-head, but don't rely on it for any long-term thrills. \*\*

**GREAT FOOTBALL £24.99**  
Not soccer but American Football. Tough competition from American Pro Football, and this

is left wanting: few tactical plays, heavy sprite glitch and a poor solo player option. \*\*\*

**GREAT GOLF £24.99**  
Leaderboard-style 3D golf sim with the emphasis on simplicity. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. \*\*\*

**GREAT ICE HOCKEY Deleted**  
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. \*\*\*\*

**GREAT VOLLEYBALL £24.99**  
A sim which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and lack of options ensure a short life. \*\*

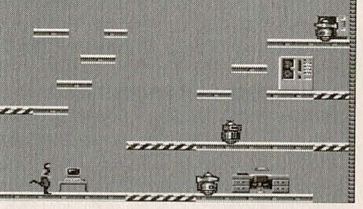
**HANG ON £9.99**  
*Previously available on card*  
Coin-op two-wheeler without the handlebars! Fast road racer, lacking in visuals but making up for it with sheer speed. Very entertaining and pretty much timeless. \*\*\*\*

**HANG ON/ASTRO WARRIOR COMBO CARTRIDGE Not applicable**  
New Sega owners could do well to pick this up on the cheap 'cos it originally came free with the Base System. Two titles: a fine racer and a very playable vertical scroller. \*\*\*\*

**HANG ON/SAFARI HUNT COMBO CARTRIDGE Not applicable**  
This came free with early Master Systems. A choice between a tense road racer or one of the better Light Phaser pot-shooters. New owners could do worse than try this. \*\*\*\*

**HEAVYWEIGHT CHAMPIONSHIP BOXING £24.99**  
Fisticuffs à la Final Blow (also known as Buster Douglas Boxing in the States). Big, meaty sprites but lacking good animation. Fine for two players – too easy for one. \*\*\*

**IMPOSSIBLE MISSION £29.99**



Platform puzzler requiring pixel-perfect control. Avoid the killer robots and search for code sections. Gorgeous graphics, gripping gameplay – and check out the speech! \*\*\*\*\*

**INDIANA JONES AND THE LAST CRUSADE £29.99**  
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. One of the neatest looking Master games available, but marred by finicky gameplay. \*\*\*

**JO MONTANA FOOTBALL £29.99**  
A lacklustre sports sim overshadowed by American Pro Football in all departments. Heavily flawed by the lack of varied play calls, especially in defence. \*\*\*

**KENSEIDEN £29.99**  
Scrolling oriental slice-'em-up with very pretty backdrops. Main character is slow and unresponsive but if you can master that, there's a lot of game to be had. \*\*\*\*

# SMALL ADS

Welcome to the *Sega Power* bazaar! The place where you can pretend to be in the Far East haggling for the latest and the cheapest in Sega paraphernalia. Can't you smell the sweaty camels and – er – other things? Whether it's a cart or a chip, a Phaser or the latest joystick, swap the stuff you're bored with for the goodies you want. Just turn to page 61, fill in the form and send it off to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW

**FOR SALE**

Mega Drive games: PGA Tour Golf £25, Super Real Basketball £20. As new, will swap for other good Mega Drive games – must live in or around the Birmingham area.  
**Tel: (021) 422 4159**

For Sale: Populous on Mega Drive, in perfect condition. Will sell for £30.  
**Tel: (0268) 411651**

Master System, joypads, motor bike handles, Light Phaser plus 11 games, including Operation Wolf, Mickey Mouse, Indiana Jones plus 11 S magazines. £190 o.n.o.  
**Tel: (0322) 762436**

Sega Master System plus two control pads, 4 good games, including Impossible Mission, Gauntlet, R-Type, World Soccer. Joystick also included. Worth £180, sell for £80.  
**Tel: (0772) 35320**

Master System for sale with Light Phaser, 2 pads, 1 joystick and Mickey Mouse, Parlour Games, Slap Shots and more. Only five months old. Bargain at £180  
**Tel: (081) 578 9928**

One month old official UK Mega Drive with 2 control pads and 3 games (Revenge of Shinobi, Moonwalker and Altered Beast). Sell at £200, normally costs £275.  
**Tel: (061) 445 4867**

**21 Master System games for sale, including Golden Axe, Wonderboy 3, Alex Kidd 1, Y's and R.C. Grand Prix. Will sell all 21 games for £320 or will sell separately.**  
**Tel: (061) 445 4867**

Spectrum 128 for sale. Good condition with 32 games, including California Games and Paperboy, joystick also included. Worth £120, will sell for £40.  
**Tel: (0277) 216966**

Commodore 64 for sale. 32 games, hardly been used. Selling for £100.  
**Tel: (500) 1502 after 5pm**

Amstrad CPC 464 with colour monitor, joystick, magazines, manual and over 70 games, including Coin-Op Hits, The In Crowd and Operation Wolf. £199 o.n.o.  
**Tel: (0608) 61617**

7 Sega games for sale, including World Soccer, Double Dragon, Thunder Blade, Bomber Raid. Prices from £5 to £15 or will sell together for £60 (worth £170).  
**Tel: (0992) 29781**

Master System versions of Action Fighter, World Grand Prix, £6 each.  
**Tel: (0703) 462490**

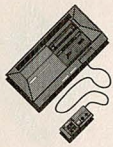
Sega Master System, still boxed, with 13 games, including Golden Axe, Psycho Fox, Y's – all in good condition. Will sell for £220 o.n.o.  
**Tel: (0772) 729720**

Spectrum + for sale with over £100 worth of games, tape recorder and interface. Very good condition – been reserviced. All for £50.  
**Tel: (0509) 266823**

**Sega Master System, excellent condition, plus Light Phaser, joystick, control pads and 12 great games, including Mickey Mouse, Golden Axe and all 3 Wonderboys. Worth £358, sell for £200 o.n.o.**  
**Tel: (0283) 44559 after 4.15pm**

Sega Master System games: Transbot, Space Harrier, After Burner, Shinobi, Alex Kidd in High Tech World. £13 each and all in excellent condition.  
**Tel: (0732) 358716**

Sega Master System, R.F.U., 8 games, including Psycho Fox, R.C.G.P., Wonderboy 1, World Soccer and control stick. Worth £300, will sell for £180.  
**Tel: (071) 431 4653**



**KUNG FU KID £24.99**  
Flying kicks aplenty in this scrolly Kung Fu Master variant. The mission is a tad more interesting than Black Belt and the visuals a lot more appealing. Good. \*\*\*\*

**LORD OF THE SWORD £29.99**  
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. \*\*\*

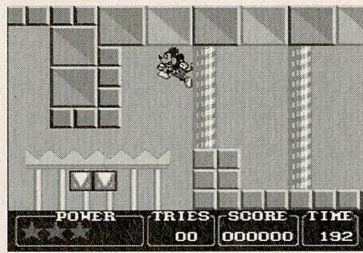
**MARKSMAN SHOOTING/ TRAP SHOOTING COMBO CARTRIDGE Deleted**  
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have Safari Hunt as well if you go for the Marksman/Trap Shooting/Safari Hunt Combo cart? \*\*

**MARKSMAN SHOOTING/ TRAP SHOOTING/SAFARI HUNT COMBO CARTRIDGE Not applicable**  
Free with the Light Phaser, this packs three shooting games – the best being Safari Hunt. Lots of nicely animated targets to hit and plenty of high scores to go for. \*\*\*

**MASTER CHESS £29.99**  
Chess – straight and simple. If you can't play, it won't teach you, but lonely chess lovers will love it. 3D and 2D views, plus loads of options. Superb. \*\*\*\*\*

**MAZE HUNTER 3D £19.99**  
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables. \*\*

**MICKY MOUSE CASTLE OF ILLUSION £29.99**



This first major Disney tie-in is a stonker. Mickey is beautifully animated, the backdrops are pretty and the Super Mario-style gameplay brilliant. There's a mammoth task ahead, so help Mickey out – now! \*\*\*\*\*

**MIRACLE WARRIORS £32.99**  
Control four heroes in this Japanese fantasy RPG. With spells to cast, creatures to kill and a huge quest to complete you'll be thankful of the battery back-up. \*\*\*\*

**MISSILE DEFENCE 3D £19.99**  
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... \*\*

**MONOPOLY £29.99**  
Classic boardgaming on your MS. Includes an option for up to ten players plus battery back-up! The graphics and sound are below par, but the gameplay is where it's at. \*\*\*\*

**MOONWALKER £29.99**  
Wacko gets pixelised for this oddball platform

beat-'em-up, where you defeat baddies with fatal dance moves. Michael looks better than he sounds in this repetitive title. \*\*\*

**MY HERO £17.99**  
**Previously available on card**  
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the Ninja action's pretty decent. Bit pricey in its current cart format. \*\*\*

**THE NINJA £9.99**  
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and all for less than a tenner! \*\*\*\*

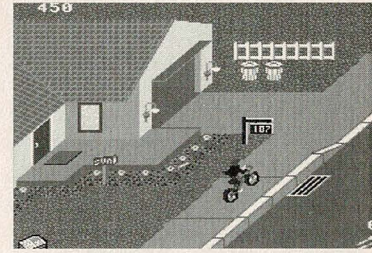
**OPERATION WOLF £29.99**  
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past and rescue the hostages. Play with joystick or Light Phaser – but whatever you do, play! \*\*\*\*\*

**OUT RUN £29.99**  
Take away the steering wheel and snazzy graphics and all you're left with is a competent road racer. The junctions don't work very well and the action is a bit lacklustre. \*\*\*

**OUT RUN 3D £29.99**  
Asking the MS to run a detailed racer and do it in 3D is hoping for a bit much. Effective visuals, but the gameplay suffers because of them: less smooth and less pacy. \*\*\*

**PACMANIA £29.99**  
Blimey, this one's ancient – remember the original Pac Man? This a four-way scrolling isometric version, except that now you can get Pacco to jump over ghosts! Smooth, slick and extremely playable. \*\*\*\*

**PAPERBOY £29.99**



Guide your paperboy through diagonally-scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, this job's more than just part-time! \*\*\*\*\*

**PARLOUR GAMES £17.99**  
What an odd program! It offers you pool, darts and "world bingo," which has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. \*\*

**PENGUIN LAND £29.99**  
Vertical platform puzzler and a cross between Pengo and Boulderdash. Guide penguin and egg through each level, avoiding monsters and keeping the egg intact. Brilliantly designed and very addictive. \*\*\*\*

**PHANTASY STAR £39.99**  
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months. Huge. Astounding. Get it. \*\*\*\*\*

**POPULOUS £34.99**  
Unbelievably good rendition of the God game that launched a thousand clones. Wreak

## FOR SALE

Master System with 17 games, including R-Type, Shinobi, Rastan, Golden Axe, Wonderboy 3, Phantasy Star, After Burner, Ghostbusters, Spellcaster. Boxed, perfect condition. Cost over £500, bargain at £200.  
**Tel: (0474) 332164**

For Sale: Sega Master System plus four games, including Fantasy Zone, Rastan, Y's, and Altered Beast. Brand new (still boxed). Worth £200, sell for £100.  
**Tel: (0256) 477918**

Sega Master System. Two control pads, Rapid Fire Unit plus 7 games, including Rocky, R-Type, Mickey Mouse, Gauntlet, Out Run, Golf, Hang On. Worth £270, will sell for £170 o.n.o.  
**Tel: (071) 511 5220**

Loads of Spectrum games for sale. Starting from £1 upwards.  
**Tel: (061) 442 8809**

For Sale: Sega Master System + 10 games, 3D glasses and 3D game. Games include Spellcaster, Altered Beast, Double Dragon, World Soccer, Wonderboy 3. Will sell for £130 o.n.o.  
**Tel: (061) 736 4481**

Sega Master System plus Phaser gun, control stick, joypads, 5 games and 3 built-in, including Rampage, Operation

Wolf, Shinobi, Y's. Worth over £250. Will sell for £150.  
**Tel: (061) 432 0099**

Battle Out Run £15, After Burner, Thunder Blade, Choplifter, Zillion 2 all £10. Will consider swaps.  
**Tel: (0242) 242591**

Sega Master System games: World Soccer, American Baseball, Out Run, Zaxxon 3D, Golfmania, £15 each.  
**Tel: (0923) 263161**

**Sega Master System plus 8 games, including Slapshot, World Soccer, Wonderboy, joystick control pads, Light Phaser. As new, hardly used. Cost £250, will sell for £150.**  
**Tel: (0942) 895191**

Mega Drive, extra joypad, 7 games including Mickey Mouse, Monaco G.P., After Burner, Moonwalker, Italia '90, Twin Hawk. Good reason for sale. New, £300.  
**Tel: (081) 504 4324**

Official Sega Mega Drive with 7 games, including John Madden Football, Mickey Mouse, Golden Axe, E.S.W.A.T., extra joypad and Japanese converter. A bargain at £220.  
**Tel: (0406) 224411 after 5pm**

I simply must sell 22 Master System games – £5 to £15. They must be sold. Phone now and keep trying if you

don't get through the first time.  
**Tel: (04865) 3918**

Sega System Master ten games: Altered Beast, Zillion 2, Great Golf, Out Run, Miracle Warrior, Hang On, After Burner, Alien Syndrome, Rastan and so on. Sell for £200 o.n.o.  
**Tel: (0727) 48231**

C64 with over 35 games disks, tapes arcade joystick and mouse. All for only £140.  
**Tel: (081) 8761 907 after 5pm**

Sega Master System, boxed, in excellent condition and with 2 games, £50. Rambo 3 and Light Phaser, £25. Super Sabre, 4 wheel drive remote-controlled car, £130.  
**Tel: (081) 464 2104**

I have: Mickey Mouse, Magical Hat, Ghostbusters, James Pond. Will swap for Crack Down, Revenge of Shinobi or any other good platformers.  
**Tel: (0603) 404716**

Sega Master System, A1 condition plus 7 games, complete with manuals, including Golden Axe, Golfmania and so on. Worth £250, will sell for £150.  
**Tel: (0483) 769721 after 6pm**

Sega Mega Drive, arcade stick, 17 games, including Mickey Mouse, Sonic, Moonwalker, E.S.W.A.T., Ghostbusters, Strider, Golden Axe, John Madden, plus Atari Lynx with 4

games. Worth £980, sell for £500  
**Tel: (061) 429 8118**

Master System for sale plus free 1 game: Golden Axe, Secret Command or Casino Games, only £59.99. Also for sale: Wonderboy 3, Dead Angle, Cloud Master or Black Belt £20 each.  
**Tel: (0272) 655345**

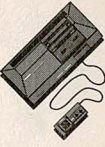
For Sale: Operation Wolf and Jungle Fighter. Worth £60, sell for £40.  
**Tel: Rotherham 367513**

**Master System joystick £6, World Soccer £10, Zillion £6, World Grand Prix £6, Light Phaser £10. No box but instruction booklet.**  
**Tel: (0737) 244300**

For Sale: 4 Sega Master System carts, all in excellent condition. Golden Axe, Shinobi, Tennis Ace, Casino Games – all with full instructions. One month old, £20 o.n.o.  
**Tel: (0262) 675875 after 6pm**

Mega Drive in excellent condition, 2 months old, boxed, plus Altered Beast, Sword of Vermillion, Mickey Mouse and Hellfire. Japanese converter. Offers around £180.  
**Tel: (061) 427 1114**

Master System, 2 control pads, 10 games, including Wonderboy 3, Golden Axe and so on. Three months old,



havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. \*\*\*\*

**POSEIDON WARS 3D £19.99**  
Sea combat pre-dating Operation Wolf, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. \*\*

**POWER STRIKE £24.99**  
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy. A real test for even the most battle-hardened of blasting fans! \*\*\*\*

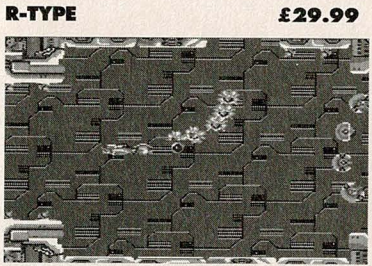
**PRO WRESTLING £24.99**  
Have a solo bout or join a chum in a tag team. Wrestling is better than boxing (it offers you far more moves) but these sport sims always fall short on lastability and this one is no different. Briefly entertaining. \*\*\*

**PSYCHIC WORLD £29.99**  
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look. \*\*\*

**PSYCHO FOX £29.99**  
With some of the fastest, smoothest eight-way scrolling on the MS and some massive levels, this was almost the perfect platformer. Shame they made it too easy... \*\*\*\*

**QUARTET £24.99**  
Originally a four-player coin-op, this version should be called Duet. The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Playable, but lacks that vital spark. \*\*\*

**R.C. GRAND PRIX £29.99**  
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. \*\*



**R-TYPE £29.99**  
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master. BUY IT! \*\*\*\*

**RAMBO 3 £29.99**  
This visually impressive Light Phaser blaster borrows heavily from Operation Wolf. Shoot the Ruskies as they scroll into view! Tough, gritty and challenging. \*\*\*\*

**RAMPAGE £29.99**  
Want to star in a Japanese monster movie? You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun - and a laff it is too! \*\*\*\*

**RASTAN £29.99**  
Play Rastan the barbarian in this superb conversion from Taito. Moody, atmospheric, action-packed and very playable. Best sounding game on the Master System. \*\*\*\*

**RESCUE MISSION £9.99**  
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but needs more variety. \*\*

**ROCKY £29.99**  
A boxing sim. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys. \*\*\*

**SCRAMBLE SPIRITS £29.99**  
A bit too close to Sega's coin-op original. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling. \*\*

**SECRET COMMAND £12.99**  
Two-player vertical scroller in the true tradition of Ikari Warriors. Jungle graphics are fine and the action heavy enough for most mercenaries. Known as Rambo in the US, and Secret Commando on the title screen! \*\*\*\*

**SHANGHAI £24.99**  
Curious Chinese puzzle game: pair up tiles to remove them from the pile, and clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! \*\*\*\*

**SHINOBI £29.99**  
This aged Ninja beat-'em-up is still the best on the Master so far. Long varied levels (scrolling vertically and horizontally), smart bonus rounds, tough bosses, good graphics and captivating gameplay. \*\*\*\*

**SHOOTING GALLERY £24.99**  
Strictly for Light Phaser owners, this game

presents a series of animated targets just asking to be plugged! Variety in visuals and victims and a few nice effects (like the backdrops falling apart!). \*\*\*\*

**SLAP SHOT £29.99**  
Ice hockey with slippery players and a hands-on punch-up option! A good two-player sports sim but lacking in long term interest. \*\*\*\*

**SPACE HARRIER £29.99**  
Old coin-op conversion which still looks good. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a blast any day. \*\*\*\*

**SPACE HARRIER 3D £19.99**  
Impressive arcade action, and the 3D visuals really add depth! Sufficiently different from Space Harrier to warrant a second purchase if you're a fan (and have the goggles!). \*\*\*\*

**SPEEDBALL £29.99**  
Violent future sports are all the rage, and this very attractive game started it all. A cross between rugby and rollerball, gameplay is superb for two players, while a league provides the one-player challenge. \*\*\*\*

**SPELLCASTER £29.99**  
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too - thank heavens for the Save Game! \*\*\*\*

**SPIDER-MAN VS THE KINGPIN £29.99**  
Yet another Shinobi-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this lame web-'em-up. \*\*

great condition, and surely a bargain at only £100?  
**Tel: (0734) 403719**

Three month old Sega Master System with built-in game. Plus seven games which include Mickey Mouse, World Cup Italia '90, World Soccer and Super Tennis. Only £150 o.n.o.  
**Tel: (0634) 722560**

Sega Master System for sale. Controllers, 12 games, including Psycho Fox, Wonderboy 3, Columns and Moonwalker. A bargain at £160. Fully boxed with instructions.  
**Tel: (081) 658 2041 after 6pm**

Sega Master System plus controllers, Light Phaser and F16 Fighter. Worth £115, will sell for £60. Only six months old.  
**Tel: (051) 423 1569 after 4pm**

## HELP WANTED

How do you get past the tanks on mission four in Action Fighter? Thanks for your help.  
**Tel: (0256) 473240 between 4 and 6pm 9pm (Monday to Friday)**

HELP! Does any Sega player out there have a cheat for R-Type?  
**Tel: (0629) 734487 after 4pm**

I want some help with Rocky. I've beaten Apollo Lang but I want to know

how to beat Drago. Can somebody help me? Write to: **176 Pogmoor Rd, Barnsley, South Yorkshire.**

Has anyone out there got a cheat for Secret Command please? I can only get to level three! I will pay 40p to anyone who has.  
**Tel: (0908) 562994**

Any dudes with a cheat for Alex Kidd in Miracle World?  
**Tel: (0279) 443139**

Information needed. Can anyone who has Wonderboy 3 please send me a photocopy of the instructions?  
**Tel: (081) 969 9702 after 7pm**

Can somebody please send me the playing guide to Action Fighter in issue 11 of Sega Power? Write to **Adam Buss, 11 St., Georges Road, Hastings, East Sussex, TN3 43NH.**

Issue 4 of Sega Power urgently required or any help to complete Alex Kidd in High Tech World.  
**Tel: (0695) 576270**

Tips to finish Wonderboy 3. Also cheats for many other games. Send S.A.E. for 75p to: 30, Grange Park, Waik Raheny, Dublin 5, Ireland.

Help! Spellcaster is driving me nuts. Stuck on a spaceship. Send hints to:

**Basement Flat, 162a Croydon Road, Anerley, London SE20 7SN.**

Alex Kidd in Miracle World: how do you get past the part with all the pink stones because when I run over them the monsters kill me. Can you help?  
**Tel: (0895) 673801**

## GOODS WANTED

Wanted: Spellcaster, Golfmania, Kung Fu Kid, E.S.W.A.T., Altered Beast, Chase H.Q., Time Soldiers on the Master System. Will pay £10 to £12 per game.  
**Tel: (0442) 826858**

Wonderboy 3 or Golden Axe, £15 waiting for someone who can provide.  
**Tel: (071) 272 1361**

Wanted: World Soccer or R-Type (Master System). Will pay up to £15 for each game.  
**Tel: (0772) 313361**

I am willing to pay £10 for each of the following games in good condition: Rocky, Golden Axe, Moonwalker.  
**Tel: (0388) 772851**

My Wanted List: American Pro Football, Gauntlet or Tennis Ace. I will buy each for £10.  
**Tel: (0829) 41426**

Wanted: Mega Drive plus any games.

Will pay £200. Also any tips on Alex Kidd in Miracle World.  
**Tel: (0483) 575847**

California Games or World Soccer. Must be in good condition. Will pay £15 for each.  
**Tel: (021) 428 1627 after 6pm**

Old issues of Sega Power or S wanted.  
**Tel: (0205) 369340**

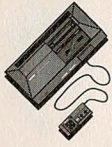
Wanted: a pair of 3D glasses for the Master System, buy or swap brand new and completely unused Master System converter.  
**Tel: (0204) 29912 after noon**

I will buy Golfmania, Summer and World Games, Aerial Assault, Ultima 4, Pro Wrestling, Phantasy Star, Cloud Master, Golden Axe if in good condition. £10 each.  
**Tel: (0527) 74940**

I will pay £10 for Golden Axe and £5 for Transbot for the Sega Master System if in good condition.  
**Tel: (021) 554 0356**

Shinobi, Double Dragon, Vigilante or any other good games wanted. Will pay £10 to £15.  
**Tel: (0226) 247326**

Dynamite Dux wanted. Will pay up to £15 if boxed and with instructions. Many thanks.  
**Tel: (081) 679 4945**



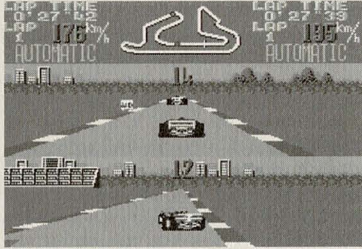
**SPORTS PAD FOOTBALL Deleted**  
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal jypad, it would be great - if only you could get hold of the thing! \*\*\*

**SPY VS SPY £17.99**  
**Previously available on card**  
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode - not so hot alone. \*\*\*

**SUBMARINE ATTACK £29.99**  
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and, sadly, easy: the end is just a little bit too high. \*\*\*

**SUMMER GAMES £29.99**  
Multi-player sequel to World Games. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. \*\*

**SUPER MONACO GRAND PRIX £29.99**



With dual viewscreens, two players can race

head-to-head in this conversion. It's fun, but the cars handle badly and you won't see much in the way of scenery. \*\*\*

**SUPER REAL BASKETBALL £24.99**  
Marked improvement over Great Basketball and Basketball Nightmare, but still left wanting in the lastability stakes. More a fault of the sport than the game itself. \*\*\*

**SUPER TENNIS £9.99**  
**Previously available on card**  
Tennis, super? 'Fraid not. The ball movement is awful, the control is poor and there's little in the way of options (except increasing the difficulty, which it doesn't need anyway). \*

**TEDDY BOY £9.99**  
**Previously available on card**  
Weird, multi-directional scrolling platform game with the oddest enemies. Cute, addictive and ridiculously cheap, but don't play it late at night! \*\*\*

**TENNIS ACE £29.99**  
Simply the best tennis game. Two-player modes, singles, doubles, tournaments - the lot. Recommended to anyone - whether you're a tennis fan or not. \*\*\*

**THUNDER BLADE £29.99**  
Bold attempt at converting the Sega coin-op. The scrolling blast-'em-up sections work well, but the 3D suffers. Saved by hectic action, pleasant graphics and a long mission. \*\*\*

**TIME SOLDIERS £29.99**  
Multi-directionally scrolling Commando variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look - just. \*\*\*

**TRANSBOT £9.99**  
**Previously available on card**  
Tedious horizontally-scrolling shooter, with a few puny power-ups. The game doesn't seem to have an ending and is a lot more "bot" than "trans." \*

**ULTIMA 4 £39.99**



First of the Ultima series of role-playing adventures available for the Master. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill a dictionary, this is one astounding cart! \*\*\*\*\*

**VIGILANTE £29.99**  
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with an oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid too soon tho'. \*\*\*

**WANTED £24.99**  
One of the better Light Phaser games in which you battle against Wild West outlaws. Bonus screens and scrolling stages provide variety but it could do with more levels. \*\*\*

**WONDERBOY £24.99**  
Archaic scrolling jump-'n'-shoot. Terrific con-

version with lots of playability, but getting on a bit: few frills, not many thrills and takes too long to get to the meat of the action. \*\*\*

**WONDERBOY IN MONSTERLAND £29.99**  
The original's action is exchanged in favour of an arcade adventure. Lots of places to visit, enemies to destroy and hidden items to find. Captivating and very entertaining. \*\*\*

**WONDERBOY 3 THE DRAGON'S TRAP £29.99**  
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area! Restart codes act as vital Save Game. Definite must buy! \*\*\*\*\*

**WOODY POP Deleted**  
**Available on card only**  
Ancient Arkanoid clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. \*\*\*\*

**WORLD CLASS LEADERBOARD £29.99**  
This old 3D golf game looks dated but the course view works well - and there are plenty of trees, bunkers and other hazards to avoid. It lacks options, but in multi-player mode it's heaps of fun. \*\*\*\*

**WORLD CUP ITALIA '90 £24.99**  
This soccer sim viewed from above just missed the whole competition when released. And good job too! This is best viewed from a long way away. It isn't dire, but it's getting there. \*\*

## SWAPS

I will swap Psycho Fox, Golvellius or Vigilante for Alex Kidd in High Tech World, Alex Kidd in Shinobi World or Alex Kidd and the Lost Stars.  
**Tel: (0543) 376489.**

I will swap my Altered Beast for Double Dragon or Psycho Fox on the Sega Master System. It really doesn't matter if you don't live in or around the Nottinghamshire area.  
**Tel: (0949) 51169 after 6pm**

I will swap Out Run or After Burner for R-Type. What a bargain!  
**Tel: (061) 793 8525 after 6pm**

I will swap my Double Dragon or World Soccer for Rocky or Out Run.  
**Tel: (021) 783 6672**

Will swap my Altered Beast, Quartet, for California Games, Golden Axe, Psycho Fox, Shinobi or any others considered.  
**Tel: (0922) 56110**

I will swap Vigilante for Super Monaco G.P., After Burner, R-Type or Wonderboy in Monsterland.  
**Tel: (0509) 853459**

I will swap Casino Games for Wonderboy in Monsterland.  
**Tel: (0272) 810797**

I will swap my Ghost House and Rocky

for Wonderboy 1 or 2 and Altered Beast, Psycho Fox or Golden Axe.  
**Tel: (0226) 294190**

I will swap Golden Axe and Secret Command for any other good games on the Master System.  
**Tel: (0923) 545 438**

I will swap my Chase H.Q., R-Type, Wonderboy in Monsterland, Super Tennis or Fire and Forget 2 for just about any good game.  
**Tel: (0484) 642245**

Straight game swap. I will swap Basketball Nightmare for Kenseiden.  
**Tel: (0602) 288199 between 5pm and 7pm**

**I will swap my Double Dragon, Altered Beast, Rocky or Pro Wrestling for Super Monaco G.P., Summer Games, World Cup Italia '90, Tennis Ace or Speedball.**  
**Tel: (0462) 436368**

I want to swap Thunder Blade, Galaxy Force and Black Belt for Golden Axe, World Soccer and Rocky; or Basketball, Night Mare, Golfmania or World Games.  
**Tel: (0928) 566640**

SLAP! Wonderboy or Cloud Master for Monopoly, Pacmania or Scramble Spirits.  
**Tel: (811) 5809 between 6pm and 7.30pm**

I will swap Super Monaco Grand Prix for Light Phaser, Out Run, Double Dragon, Choplifter, After Burner or Battle Out Run.  
**Tel: (0454) 776782**

I will swap my Ghost House or Double Dragon for your Wonderboy 2, Alex Kidd in Miracle World or any good game. Both games in mint condition.  
**Tel: (0740) 20289**

I will swap my Bank Panic and Global Defence for any other good game.  
**Tel: (0703) 601847 after 4pm**

I will swap my Double Dragon, Enduro Racer, Wonderboy 3 and Mickey Mouse for your Altered Beast, Lord of the Sword, Moonwalker and Rastan with instructions.  
**Tel: (0224) 816862**

I will swap my Light Phaser for your copy of Pro Wrestling.  
**Tel: (0603) 744153**

I own Shinobi and you own Golden Axe. How about swapping? I might throw in F16 Fighter.  
**Tel: (051) 428 69 57 after 6pm**

Will swap Sword of Vermillion or Sword of Sodan, both as new, for any MD games. Will also sell.  
**Tel: (081) 451 5424 after 6pm**

I will swap Altered Beast or Dynamite Dux for Basketball Nightmare or Great

Volleyball. But any others may be considered.  
**Tel: (0253) 391754 between 6pm and 9pm**

Will swap Cyber Shinobi for Ghouls 'n' Ghosts, Dynamite Duke, Heavy Weight Champ, Mickey Mouse or any other good game.  
**Tel: (0597) 822971 after 6pm**

**I will swap my Shinobi, Alex Kidd in High Tech World, Golvellius or Psycho Fox for Rampage, Mickey Mouse, E.S.W.A.T., Space Harrier or Pacmania.**  
**Tel: (0462) 436368**

I will swap Transbot, Psycho Fox, Aztec Adventure, Operation Wolf for Golden Axe, Ghostbusters or any other good game you can offer.  
**Tel: (0501) 30343 between 9 'n' 5pm**

Hello, Sega fans. I would like to swap Pro Wrestling and Transbot for R-Type, Summer Games or Galaxy Force. I am also very interested in buying any Sega games you've got.  
**Tel: (0235) 848610**

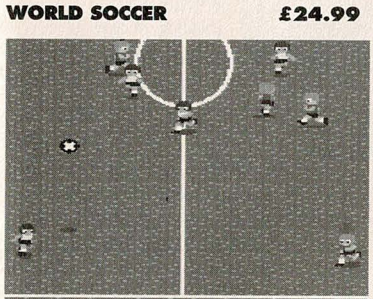
Will swap Choplifter and Rampage for Double Dragon, Vigilante, Golvellius or Phantasy Star.  
**Tel: (0392) 213888**

Will swap my After Burner or Rambo 3 (boxed, instructions) for E.S.W.A.T.  
**Tel: (0708) 724370**



**WORLD GAMES** £24.99  
A collection of wacky sport sims from around the world: caber tossing, bull riding, log rolling and barrel jumping. This follow-up to California Games is rubbish. Avoid. \*

**WORLD GRAND PRIX** £12.99  
Now five years old, this first class racer is still as good as ever. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! \*\*\*\*

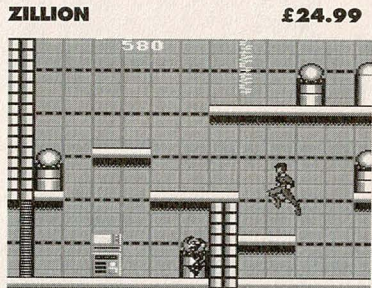


**WORLD SOCCER** £24.99  
Tidy scrolling soccer sim, viewed from the stands. Unusual gameplay could be faster, but its nice range of options gives the newer Italia '90 a good tackling. \*\*\*

**Y'S THE VANISHED OMENS** £32.99  
This fantasy RPG boasts large scrolling maps and a variety of puzzles and plots. If you've finished Phantasy Star and yearn for more, check it out. \*\*\*\*

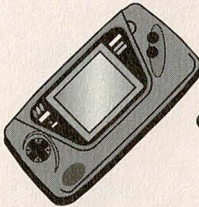
**ZAXXON 3D** £19.99  
Take the prehistoric coin-op, turn it towards you and throw in some perspective. Effective

3D, but wasted on weedy old gameplay. Early US version uses the Light Phaser! \*\*



**ZILLION** £24.99  
Expansive Impossible Mission-style explore-'n'-shoot. Lots to do, lots of hidden goodies and quite nice looking into the bargain. Awful control of main character though. \*\*\*\*

**ZILLION 2 TRI FORMATION** £24.99  
Sequel to Zillion which misses the point entirely. Gone is the adventurous gameplay in favour of a drab scrolling shoot-'em-up. Repetitive and ultimately unrewarding. \*\*



**GAME GEAR**

**COLUMNS** £19.99  
Tetris gamestyle and Dr Mario gameplay.

Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. \*\*\*\*

**DRAGON CRYSTAL** £24.99  
RPG arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows very tiresome. Poor "statistical" combat puts the final nail in the coffin. \*\*

**G-LOC** £24.99  
Superb intro followed by not-very-superb gameplay. Fast, After Burner-like, but repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money! \*\*\*

**HALLEY WARS (Import)** £25  
Taito's vertical scroller isn't anything innovative, but in the vein of the coin-op, it's a darn good blast. Enough variety to stifle yawns and more than enough action. \*\*\*\*

**HASTLE GOLBY (Import)** £25  
Conveyor-belt-switching reaction puzzler in which you must direct the goodies to the right place. Simple, arcadey fun with great sound. Gameplay is repetitive though. \*\*\*

**MICKEY MOUSE CASTLE OF ILLUSION** £24.99  
Mickey in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. Only problem is that the tiny display makes this fiddly game all the more tricky! \*\*\*\*

**PENGO** £19.99  
Ancient gameplay but it's wonderful! Slide the ice blocks to squash the enemies! Wonderful

mix of speedy reactions and strategic thinking. Simple, cute and very playable. \*\*\*\*

**PSYCHIC WORLD** £19.99  
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure. Not meaty enough for discerning game-players, but neat and certainly playable. \*\*\*

**SHINOBI** £24.99  
First dedicated GG title, and what a stonker it is! This beautiful Shinobi game has level select, gorgeous graphics, super sonics - but hell's teeth, is it tough! A lasting challenge for mobile gamers. \*\*\*\*

**SUPER MONACO GRAND PRIX** £19.99  
Compromised graphics and unrealistic handling make this for racing freaks only. Saved to a great extent by the head-to-head option, but don't expect a mini coin-op. \*\*\*

**WONDERBOY** £19.99  
Old scrolling jump-'n'-shoot with plain visuals. It takes a long time to get into the action, and then it's undercooked. Addictive for a while, but don't expect months of play. \*\*\*

**WOODY POP** £19.99  
Cute Arkanoid clone but with its own style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type. Very difficult but worth it. \*\*\*\*

**WORLD CLASS LEADERBOARD** £24.99  
Wonderfully playable golf sim boasting four courses and 72 holes! Realistic 3D, good ball movement and great animation. Portability increases its appeal. \*\*\*\*\* (-j)

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**Signed**

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# THOSE IMPOR

• What to get, where to get it and how much – it's all here: the

Sega gaming in Britain can be a bit confusing if you're just starting out – what exactly is a grey import? What's a Powerbase Converter? Where can I get one? Should I buy a Japanese game? And most importantly, how much does it all cost? Andy Dyer answers all these questions and more in the definitive *Sega Power* guide.

**W**HETHER YOU'RE A new Master System, Mega Drive or Game Gear owner or just an old hand at Sega, there's so much available at the moment – add-ons, joysticks, doobries and so on – that it's really difficult trying to decide what to buy when you want to spice up your machine! This *Sega Power* guide aims to help you out. Just take a look at what's out there!

## GREY IMPORTS VS OFFICIAL MACHINES

When companies (independent of Sega) saw that the Mega Drive was such a sought after machine, they decided to get in on the act and sell Sega stuff too. This meant they had to import machines directly from either Japan or America (usually Japan). Any Sega gear (joysticks or whatever) obtained in this

## SEGA POWER'S STAR RATINGS

\*\*\*\*\*  
\*\*\*\*  
\*\*\*  
\*\*  
\*

Put your old gizmo in the cupboard and buy this one, now! Pretty damn hot. You won't be disappointed. There's nowt wrong with it. It'll do the job. Rubbish or weird. If it's weird, try it first. Tell 'em where to stick it.

way is called a **grey import**. Most grey import machines have to be adapted to work in Britain because they're originally configured for another country.

Nowadays not too many people bother grey importing Master Systems because they're very easy to get hold of. The same goes for the Game Gear – it's just as easy to buy in the high street as it is to obtain through a grey import dealer.

**Official machines** on the other hand are manufactured specifically to work in Britain, and the games that are readily available for them are designed to work on these machines.

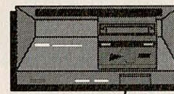
For more info on the various types of games you can get, see our unique Hard Line section starting on page 52.

## THE SEGA POWER PERIPHERALS GUIDE

What has a Sega console got in common with a small pastry ball, piped full of fresh cream and topped with a rich chocolate sauce?

Frankly, I haven't got a clue but Andy Smith reckons there are loads of these sugary delights for use exclusively with the Sega range. (*No, no! I said Sega peripherals – not profiteroles – Ed.*) Oh

right! Sorry! All you Sega lovers have a wealth of joysticks and joypads to choose from, not to mention one or two other less conventional bits of hardware. And, Good Lord, if I'm not mistaken, here they are...



## MASTER SYSTEM EXTRAS



**3D Goggles**  
Sega £49.99

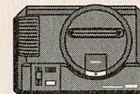
Snazzy looking plug-in goggles that give you a more rounded perspective on such Master System classics as *Out Run 3D* and *Space Harrier 3D*. The effect isn't brilliant but they're worth it for the novelty value alone. \*\*\*\*

**Light Phaser** Sega £29.99

Wot a hoot! A plug-in pistol for use with games like *Operation Wolf*, *Safari Hunt* and *Assault City*. No more messing around with crosshairs – just shoot to kill with this involving gizmo. \*\*\*\*

**Sega Rapid Fire Unit** Sega £5.99

An effective unit which plugs into your Master System and joystick. Gives both buttons the kind of firepower that would put an Uzi 9mm to shame. \*\*\*\*



## MEGA DRIVE EXTRAS



**Megaplay**  
To Be Announced

An adapter that enables you to plug in ten Mega Drive games at once then instantly access any one at the flick of a switch. Looks as though it could be good but we don't have a release date as yet.

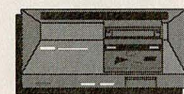
**The Powarcade** Active Consoles  
£299.99

An arcade cabinet complete with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage (but only if you can afford it). \*\*\*

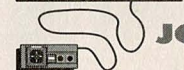
**Powerbase Converter** Sega £29.99

Well, what can you say? For a measly 30 quid you can make your Mega Drive look even more spanky.

More importantly you can now use those splendid Master System carts on your Mega Drive! A fabby add-on for an even fabbier piece of kit (but we knew that already, didn't we?). \*\*\*\*\*



## MASTER SYSTEM JOYPADS AND JOYSTICKS



**Camerica Freedom Stick** Camerica  
£39.99

Large tabletop, infra-red jobby. This is a bit unresponsive, the stiff stick is tiring

## WHAT YOU NEED TO KNOW BEFORE BUYING A NEW MEGA DRIVE!

Are you confused when it comes to the differences between Japanese, American and British Mega Drives? Well, you needn't be, because here's the *Sega Power* guide to each and every one.

• Japanese Mega Drives cost around £135 and are available from a number of importers. Check out the adverts in *Sega Power* for the best prices.

1. They can run Japanese carts.
2. They may only have a SCART output. Unless your TV has a SCART connector, you won't be able to use it with your telly.
3. Some Mega Drives are modified by importers to output a PAL signal. Usually their adverts will inform you of this. Check that you can plug the Mega Drive straight into your TV and that you can buy any extras you might need. Always ask if you're unsure.
4. Japanese Mega Drives can run British and American software once they've had the cartridge lock removed. A lot of people selling Japanese

Mega Drives will already have removed the cart lock. Again, check before you buy.

5. They are often a bit cheaper than the official British machines.
  6. Because they are often modified (to output a PAL signal, for instance) their Sega warranty is invalid. Most importers issue a warranty with the machines they've altered. Make sure you can return the Drive to wherever you bought it in case it goes wrong.
- American Mega Drives (called the Genesis in America) sell for around \$170 (about £80). Pick up a copy of an American mag from your local newsgagents and scour the ads for the best prices.
1. Don't get one! Buying a Genesis machine is a mistake. They can run British and Japanese games, but are configured especially for the American TV standard. They output a TV signal at a frequency of 60MHz while we in Britain run our tellys at 50MHz.
  2. Sometimes the machines will work over here, but

more often than not you'll just have a black and white screen. Some games are unwatchable too.

- British Mega Drives are available in most high street electrical shops – Dixons, Currys, Rumbelows and also Boots. Current prices are around £149.
1. They can run British and American (Genesis) carts without problems and you don't have to modify the Drive to run them either.
  2. You can run Japanese carts on them in two ways: physically hacking out a piece of the cartridge slot on the machine to take the Japanese carts which are a slightly different shape. Or you can plug the cart into an adapter which connects easily to the Drive. Adapters are widely available from most importers and cost about £15. Hacking out pieces of the machine obviously invalidates any warranty so a £15 adapter is sensible.
  3. Because the machines are designed for the European market they are the easiest of the three to install and use.

# TANT EXTRAS!

Info, the prices, the phone numbers – and the stuff to avoid too!

and the base will probably break before very long. \*\*

**Cheetah 125+ Cheetah £9.99**  
Nice Fire buttons plus auto-fire switch but the whole thing just feels cheap, tacky and built to bust. \*

**Konix Speedking Konix £12.99**  
A robust, responsive and very able stick. But the weird design may not be everyone's cup of tea. \*\*\*

**Powerplay Crystal Powerplay £12.99**  
Awkwardly placed Fire buttons make good gaming impossible and its strength could be a major downfall too. No thanks. \*

**Quickshot Deluxe Digital Quickshot £9.99**  
A tough, handsome stick but buttons on the base unit would have helped when you've got tired hands. \*\*\*\*

**Quickshot Game Controller Quickshot £8.99**  
Weird-looking handlebar affair. But it looks good and it's definitely made to take anything you would dare to throw at it. A spiffy joypad if ever there was one. \*\*\*\*\*

**Sega Control Pad Sega £6.95**  
Durable but very ugly stick with a wobbly joypad and good Fire buttons. A fine meat-'n'-potatoes stick but with absolutely no street cred. \*\*\*

**Sega Control Stick Sega £14.95**  
There's nowt wrong with this one apart from its business-like looks. It's strong and responsive so you can't go far wrong with it. \*\*\*\*

**Sega Handle Controller Sega £39.99**  
Basically this joystick mimics an aircraft yoke. It looks tacky and feels weak but if you're desperate for an extra bit of realism, go for it. \*\*\*

**Sega SG Commander Sega £9.95**  
This is better than the Control Pad – but only just. Good to see the Rapid Fire switches but how long they'll last is another matter. \*\*\*\*

**Ultimate Superstick Beeshu £37.95**  
Caters for both left and right-handers with dial-a-speed auto-fire. The stick feels horribly weak though and looks a sight. Not very responsive either. \*\*

**Zoomer Beeshu £44.95**  
Another stick that thinks it's an aircraft yoke. Looks cheap and feels weak. An unresponsive pile of plastic poo. \*



## MEGA DRIVE JOYPADS AND JOYSTICKS

**Arcade Power Stick Sega £34.99**

Blimey, this one's well hard. But while it's built to last and the buttons are great, the stick itself is a bit spongy. The Mega Fire switches on all three buttons work well. \*\*\*\*

**Control Pad Sega £14.99**  
An excellent if basic joypad. No Rapid Fire gimmicky bits, just good looks, responsive controls and a lifespan that would put a tortoise to shame. \*\*\*\*

**Explorer A Dan Ltd. £29.99**  
Microswitched tabletop stick with two-speed turbo fire and slow motion. Okay, so it isn't what you'd call an oil painting but it still performs well. \*\*\*\*

**Freedom Connection Spectravideo £19.99**  
Not a joystick as such but a doobie that can turn your Master System joystick into an infra-red "remote" controller. Don't be tied down by the length of your leads ever again! Just released

**Gizmo Beeshu £44.95**  
A designer's nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, this isn't recommended. \*\*

**Mega Drive Joypad Honest £19.99**  
Looks a lot like the joypad but with three extra buttons. The pad feels cheaper than its Sega counterpart but the buttons are okay. A cheap and cheerful alternative. \*\*\*\*

**Quick Gun Turbo Jong Rich £16.95**  
Smart grey stick with nice clicky buttons and shaft. Feels rugged enough and it's nice and responsive. \*\*\*\*

**SG Fighter Quickjoy £14.95**  
Posey beyond belief, this is a responsive but weak stick. Fire Button C and Start Button are small and too close together. Over the top. \*\*

**Stingray Logic 3 £16.95**  
Vile. Vaguely gun-shaped with awkward buttons, a naff trigger and an unbelievably inaccurate stick. \*

**Striker Beeshu £26.95**  
Barf! Buttons are garish, with no feedback and the joypad is vile – it's too easy to accidentally select the diagno-

als. It also has a useless headphone extension socket. \*

**Thunderstick Kraft £39.99**  
Aargh! The stick travels about three inches in every direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. \*

**UP-'N'-COMING Gravis Spectravideo, Around £40**  
This tabletop stick looks well impressive from the photos we received. It boasts adjustable stick tension, three independent Fire buttons, a foam-covered stick and comes in either a black or a transparent casing.

We can't wait to see it – it looks stunning and has been consistently voted Number One in the US.

**Manta Ray Logic 3 £16.95**  
From the people who bought you the Stingray, this stick looks like a blue clam with three Fire buttons along the side. It's got a stick on the top and fits snugly in your palm – and Logic 3 say it's going to be brilliant. Well, it looks good anyway.



## GAME GEAR EXTRAS

**Master System Adapter £34.99**  
Play any Master System game on your Game Gear with this handy add-on! For the price it's unbeatable! Check out your local Sega dealer. Just released

**TV Tuner Sega, Not Yet Available**  
Small oblong doobie that plugs into your Game Gear's cartridge slot and enables you to pick up TV stations and use the Game Gear as a portable mini TV. You'll never have to miss your fave programmes ever again

It's not out yet, but if the picture is good, and the price is right you can bet

they'll sell faster than truckloads of *Sonic The Hedgehog*.

## THE BEGINNING OF SOMETHING SPECIAL...

This is a weird one. We don't quite know what it looks like and we don't even know what it actually does – or who makes it! Mmm, we'll come back to you on this one.

One thing's for sure, before long people will be making all sorts of strange little widgety items for use with this stunning handheld. And if you want all the best advice on what's what on the Game Gear scene there really is only one place to look – *Sega Power*.

Save yourself that monthly trudge to the newsagent and subscribe – simply fill in the coupon on page 43!

## SEGA POWER RECOMMENDS

So what exactly should you buy? Here's what we at *Sega Power* think you ought to have!

A British Mega Drive is a definite must. Then you need a Japanese games converter so you can play all those great import games. The Master System converter is a good idea too. There are some great Master games around so this widget is well worth it.

As for joysticks and joypads, the pad that comes with the machine is good enough but if you want a decent stick, then check out the list here. Sometimes we whip out our Honest's Mega Drive Joypad because it has such a great feel.

Master System owners only really need a Sega Control Stick and a Light Phaser. The Rapid Fire Unit is a good buy too.

## THOSE USEFUL TELEPHONE NUMBERS

Active Consoles	☎ 081 752 0260
A Dan Ltd., Active Sales	☎ 081 752 0260
Beeshu, Euromax	☎ 0262 601006 or 602541
Camera, Telegames	☎ 0533 813606
Cheetah	☎ 0222 555525
Honest, Active Sales	☎ 081 752 0260
Jong Rich	☎ 010 337 227 8917
Konix	☎ 0495 350101
Kraft, Viztrade Company Ltd.	☎ 0444 239999
Logic 3, Solution PR	☎ 0273 675503
Powerplay	☎ 0273 601882
Quickjoy, Solution PR	☎ 0273 675503
Quickshot	☎ 081 365 1993
Sega, Virgin	☎ 071 727 8070
Spectravideo, Solution PR	☎ 0273 675503

# CURLY'S CHALLENGE

• Here's your chance to thrash the Champ at his own game! •

**"Right! Listen, you lot! It's time Ssly moved out. I'm the undisputed champion of Europe and that's the way things are going to stay. I don't reckon any of you lot out there can beat me so I'm laying down this ever so ever so easy challenge!"**



■ Take a good look at the miserable wretch you're trying to beat. It's none other than Danny "Curly" Curley - the Sega Champ!

**T**here's nothing clever about getting 15 million points on Zillion. Especially when you cheat: standing in a doorway and racking up the points, for instance. No, that's not what being a champion's all about - I want to give you a real challenge. Something that will really sort you out.

In fact, I'm so confident that none of you can beat me I'll give you money if you can! Yeah, a crisp, purple twenty pound note will go to whoever beats my score by the biggest margin.

Send in your entries to: **Curly's Challenge, Sega Power, 29 Monmouth Street, Bath, Avon BA1 2DL** and at the end of each month I'll shove £20 to the person who managed to beat not only me, but everyone else as well!

**READ THIS BIT...**

You're all a bunch of lying rotters though, so before I challenge you on this month's games I'd better lay down some ground rules:

1. To enter Curly's Challenge you must provide some photographic evidence. If you haven't got a polaroid to take a snap of the high-score, then borrow one! Normal photos will do if you can't get hold of one.
2. For each challenge there are some game specific rules. In fact, this is sort

of a proper challenge because if you're under 18 you'll have to get someone over 18 to witness the challenge and sign the form to swear you took the challenge in the spirit it was meant.

3. The particular versions of games I set in the challenge are the ones that you must challenge me with. Your challenge will be on the same game and using the same equipment I used.

I can't be there to monitor you which is why I need the signature from a responsible adult to ensure you have no unfair advantage. That way we know you won fair and square and without any sneaky cheating. Okay, so it's tough, but that's all part of the challenge!

Remember: you don't have to enter all the challenges - you can do all of them if you want, but if you'd prefer to stick with one, feel free! Over the next few months I'll be setting Master System and Game Gear challenges as well, just to mix things up and ensure

you all get the chance to beat me (not that you're going to, of course).


**JUST YOU TRY IT!**

Okay, okay! So it all sounds a bit wire fences and spotlights at the mo, but if you beat my score legitimately then brilliant! I'm dead chuffed for you.

To get things started though, how about doing the same challenges I thrashed the Ed. at? (What d'ya mean, you missed it? Turn to page 44 to find

out about my glorious victory). What a brilliant idea, eh?

Follow the rules and (if you beat me) you'll get your name in Sega Power and be able to hold your head up high when you show it to your mates. If you're really good, you'll even have a crisp £20 note to flash around as well!

Next month I'll be doing some totally different games, so don't practise too long before having a go at this month's challenge. So long, losers! 

## HOW TO DO CURLY'S CHALLENGE

### FIRST CHALLENGE: SUPER MONACO GRAND PRIX

**WITNESSES!** Please ensure that the challenger sticks to the rules! No cheating! Practise as much as you want, but you only get one shot at the real thing. Once you're ready to take the challenge, get the witness to watch, make sure you've got a camera ready and simply follow these steps:

1. Plug in the normal Mega Drive joystick (the one with the machine).
2. Reset the machine.
3. Select Super Monaco, not World Championship.
4. Select your transmission type.
5. Have your preliminary, first and second races.
6. Photograph your score (try photographing the screen on a practice lap just so you know what to do when the real thing comes up).

If you can beat a score of 4,567 points on one attempt then you've won! Fill in the form, enclose your photo and get your witness to sign it!

### SECOND CHALLENGE: TWIN HAWK

Again, practise as much as you want but you only get one attempt. Witnesses, you're going to have to have an active role in this because you must hold the stopwatch (and maybe photograph the score as well). Here's the challenge: play *Twin Hawk* for FIVE minutes and get as many points as possible. When you're set for the real thing, follow these steps:

1. Plug in a normal Mega Drive joystick (the one you get with the machine).
2. Reset the machine. The time starts as soon as the Sega logo appears.
3. Keep pressing START until you get the "planes taking off" bit. Now you're in the challenge.
4. You may not go to the options screen. You must play the game as it comes on normally.
5. There's no pausing the action halfway through. It's five minutes of play at once. If you die completely during the challenge, tough. Just keep going until the time's up - and no, you can't start again.
6. When the time's up, press START to pause the game and then photograph your score.

If you've beaten a score of 75,140 points then brilliant! Fill in the form, enclose your photo to prove it and get your witness to sign!

### THIRD CHALLENGE: PGA TOUR GOLF

Practise away, but you only get one shot at this challenge too. When you're ready to go, follow these steps:

1. Plug in a normal joystick - the one you get with the machine.
2. Go to tournament mode. Select one-player, human and New Player. input a name and don't change the club selection. Go for the TPC at Sawgrass.
3. Play the game. As soon as you drop a shot, you're out. It doesn't matter if you score under par on a hole and then drop a shot on the next hole, making your score even - you're out of the challenge and that's that!
4. Photograph your score card.

If you've got past round eight then well done! Fill in the form, enclose your photo to prove it and get your witness to sign!

## I CHALLENGE YOU, CURLY!

Name.....

Address .....

FIRST Challenge score:.....

SECOND Challenge score:.....

THIRD Challenge score: .....

Witness' signature.....

■ Don't forget to include a photo of yourself, the high-score and note down any hints or tips that helped you. Then post the lot to: Curly's Challenge, Sega Power, 29 Monmouth Street, Bath, Avon BA1 2DL.



# FROM THE MAKERS OF SEGA POWER COMES...

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# THE BACK PAGE

● Find out just what's happening in next month's chillin' issue! ●

## OKAY! YOU'RE REALLY BIG NOW, BUT SO WHAT?

**W**E'LL TELL YOU WHAT. We're not only bigger – we're also better, that's what! And like Radion, we're not just better, we're the best yet! So listen up!

This is the bit where we tell you what you've got to look forward to in next month's fabulous issue of Sega Power.

We cover the very latest Sega games every month, and we also have the biggest, best and brightest reviews. And that's no lie.

We would be lying though if we said we'd painted ourselves blue and stood on top of a chicken saying "I'm a Cornish Pasty, cover me with gravy." Yes, that would be a lie.

Teams of experts have been labouring around the clock to redesign the magazine, and the Sega Power crew have been labouring night and day, writing reviews, laying out the pages, thinking up ideas and delivering that real Sega taste – slice after tender slice.

Everything about Sega Power has been shaved, honed, sharpened,



Take a look at these great shots from *Fantasia* – Sega's new Mickey Mouse game

dusted, dressed up in a suit and given a lick of new paint.

So what have we got lined up for you next month? Well, we've got loads! It's all so completely mega-stonk-tastic that we can hardly contain ourselves.

Apart from all the latest games news, competitions, hints-'n'-tips from the Prof and his Boys, exciting features, another great poster – and, of course, the ever-growing Hard Line section – there'll be even more game reviews!

First we take an exclusive look at the Mega Drive version of the fantastic Disney movie, *Fantasia*.

Featuring the kind of great graphics and sound that you expect from Disney, this game looks like being as good as (if not better than) the last great Mickey



As Mickey you must collect the missing musical notes so the music can play again

Mouse hit, *Castle of Illusion*. But that's not all – not by a long shot!

We've also got the new 16-bit version of *Spider-Man* on the Mega Drive (we reviewed the Master System version this issue on page 28!). We've had a sneaky peek at it and it looks hot!

The other thing we can tell you about is the exciting preview of *Prince of Persia*, the great new Sega game from Domark. This is a version of the famous platformer cum death-dealing puzzle game which caused such a hell of a storm recently.

So you see, you'd better remember Thursday 3 October – because that's when the next issue of *Sega Power* (bursting with more things than you can imagine!) hits the streets.



You can even fly through the sky with a handy broom that takes you over the water!

## TEN THINGS TO DO WITH A WARM GLASS OF GRAVY

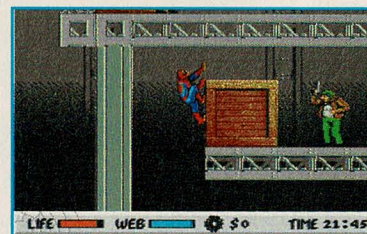
1. Drink it (Obvious choice for the top slot there!)
2. Rub it on your earlobe (But wait until it cools first)
3. Sell it to a Japanese tourist as a souvenir of the Thames (Get as much as 50p!)
4. Borrow a 50p coin from a tourist and drop it in (Laugh a minute that one, but not for the tourist)
5. Gently dip a heron's bill in it (One for RSPB members, there)
6. Get all excited and spill it (Easily done. In fact I just did it. Oops!)
7. Pour it into a pond and fish for it (Messy, but worth it)
8. Give it to your granny as a present (Ah, nice. Oh dear! A bit sentimental)
9. Swap it for a Sega game with a very stupid person (A vague link there, but worth making)
10. Lob it in the air and head it about like a football (What can we say? Spectacular!)

(Our special thanks goes to Mr Arthur Cheesecake for this exhaustive survey.)

SEGA POWER OCTOBER 1991



Look! No hands! The Mega Drive version of *Spider-Man* makes it to the small screen



Spider-Man! Spider-Man! (Cue spidery music...) Watch out for that thug, Spidey!



Wow! With his web shield, nothing can stop Spider-Man. Cool! What a hero!

## DON'T MISS SEGA POWER EVER, EVER AGAIN!

The fabulously delicious November issue of *Sega Power* "enters the world" on Thursday 3 October, so why not fill out this coupon, hand it to your newsagent and get your copy before anyone else?

Yo, Newsagent! Please reserve a copy of *Sega Power* for me each (and indeed) every month, beginning with the November issue which is out on Thursday 3 October. Thank you ever so, ever so much.

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

● Newsagent: *Sega Power*, published by Future Publishing, is available from your local wholesaler

## JUST WHERE IS MY SEGA POWER?

So when and where can you get your hands on the next stonking issue of *Sega Power*? The when is Thursday 3 October. And the how?

Well you could just turn up at your local newsagent and hope they've still got some left, but that's not as sensible as making sure you've reserved yourself a copy.

There are basically three ways to be sure of getting your *Sega Power* every month and with no fuss – short of starting your own newsagent:

1. Fill in the coupon on the left and hand it to your friendly newsagent. This way the newsie holds a copy of it for you and makes sure they're not all gone by the time you get to the shop.
  2. Subscribe (See page 43!)
  3. Er... subscribe again.
- Anyway, the reason we mentioned

subscribing twice? Well, it makes the best sense, of course!

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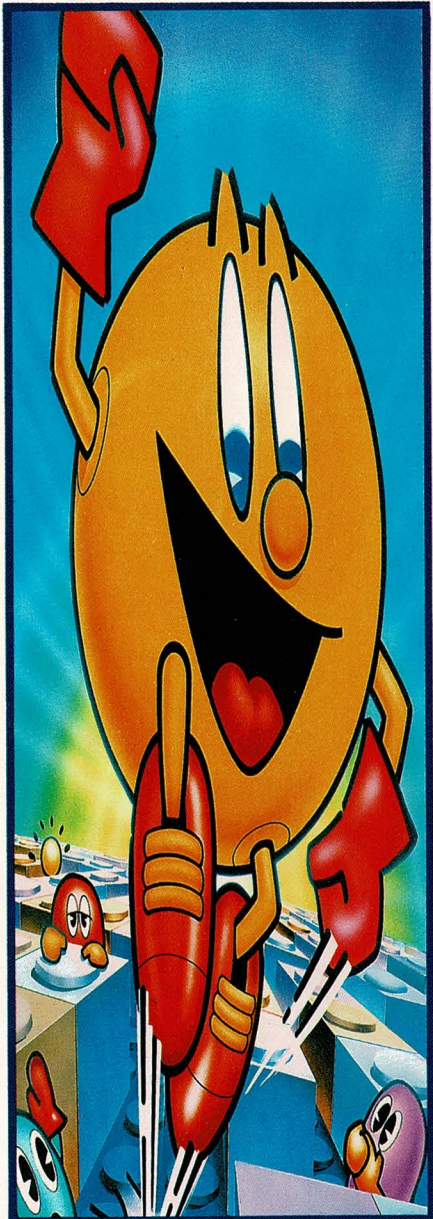
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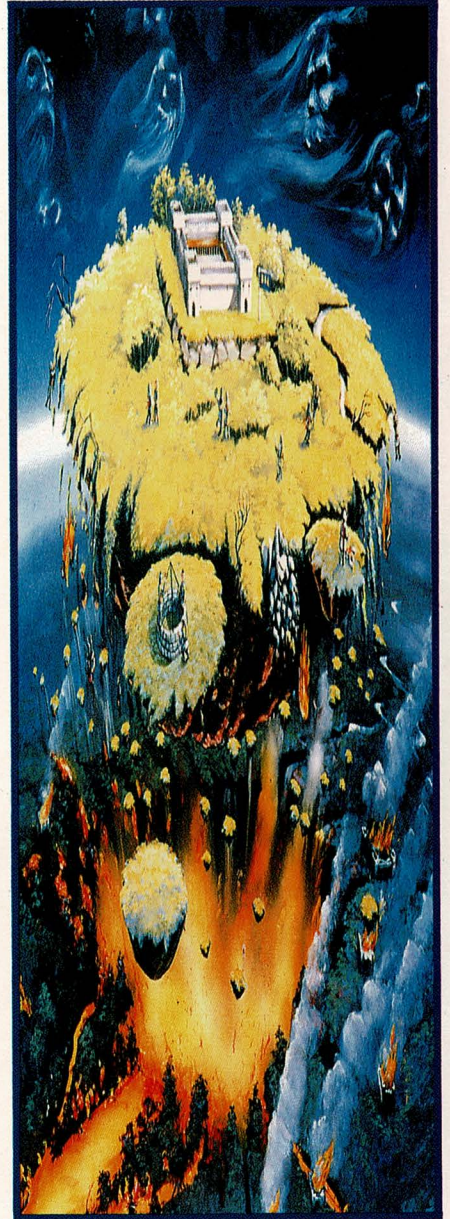
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