

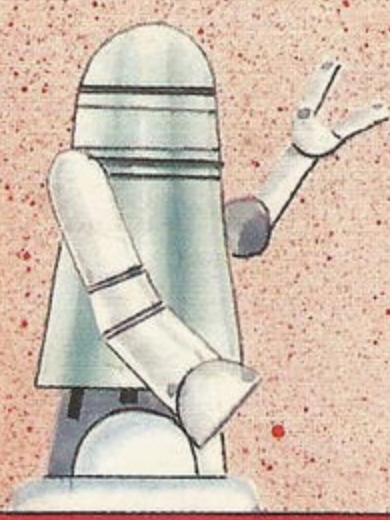
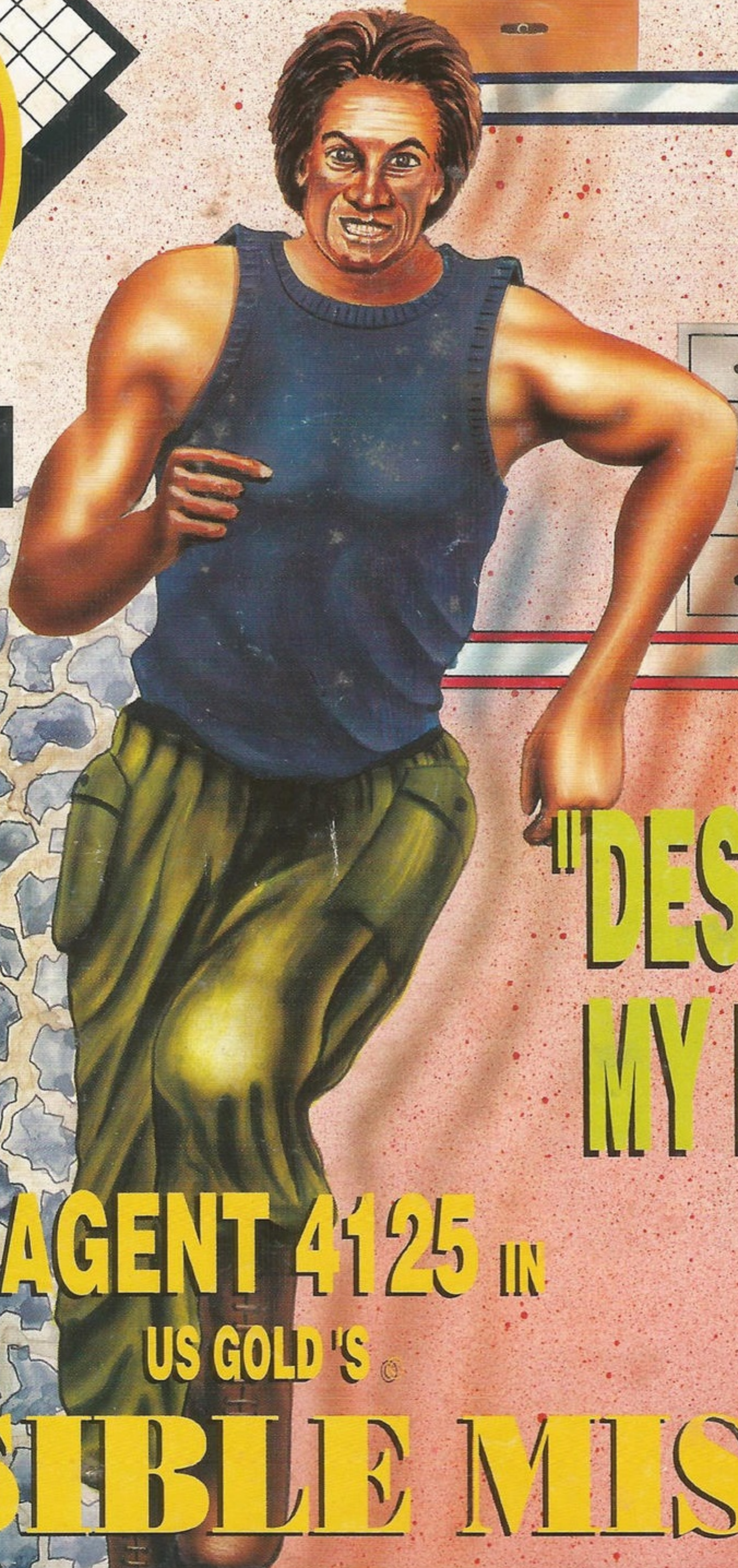
NUMBER ONE FOR MASTER SYSTEM AND MEGA DRIVE REVIEWS!

12

ISSUE
November 1990
£1.25



The **SEGA** Mag



"DESTROY HIM
MY ROBOTS!"

AGENT 4125 IN
US GOLD'S



IMPOSSIBLE MISSION

Starring: GAUNTLET. Co-starring: QUARTET And PRO WRESTLING Past Masters.
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16 bit

mega drive



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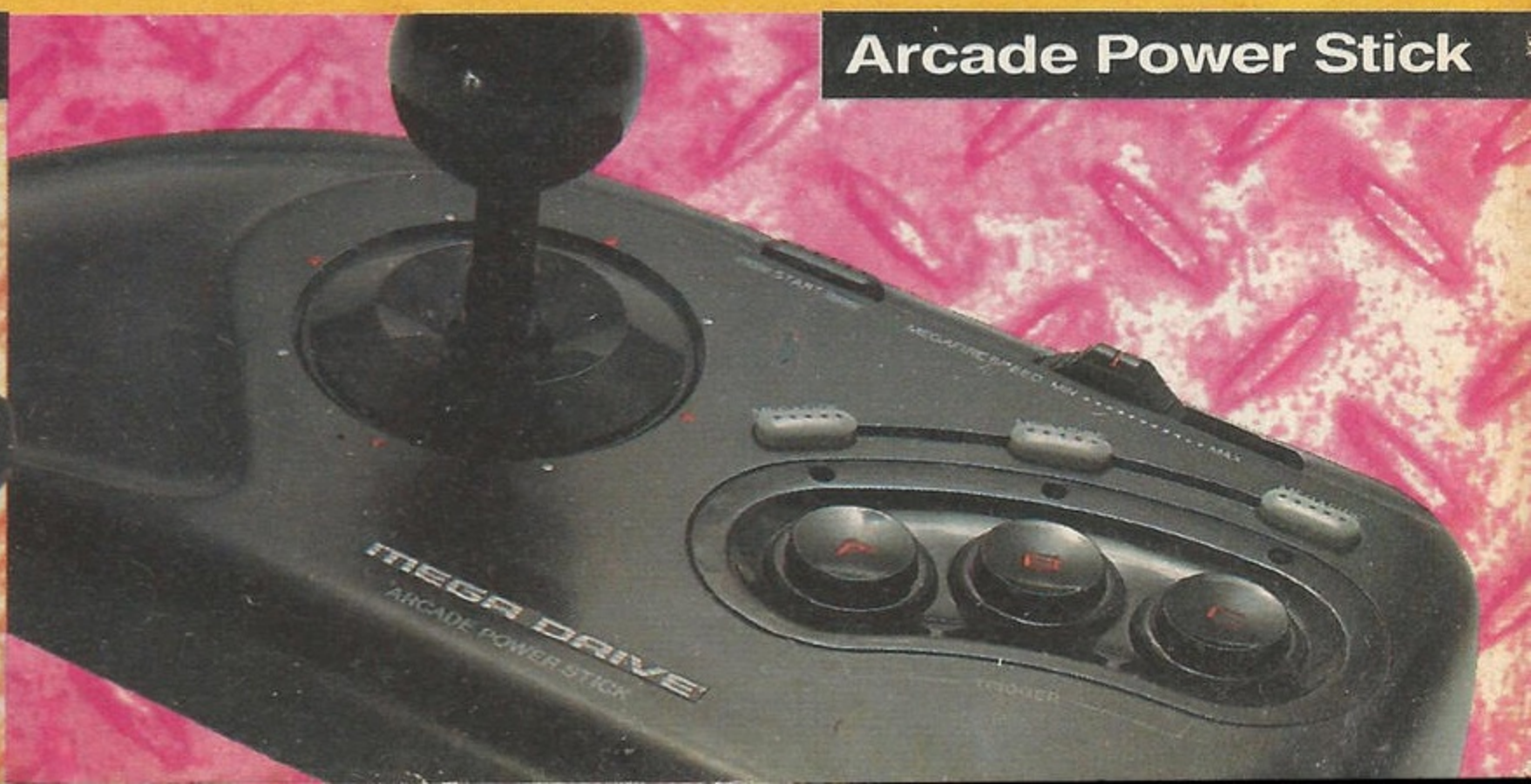
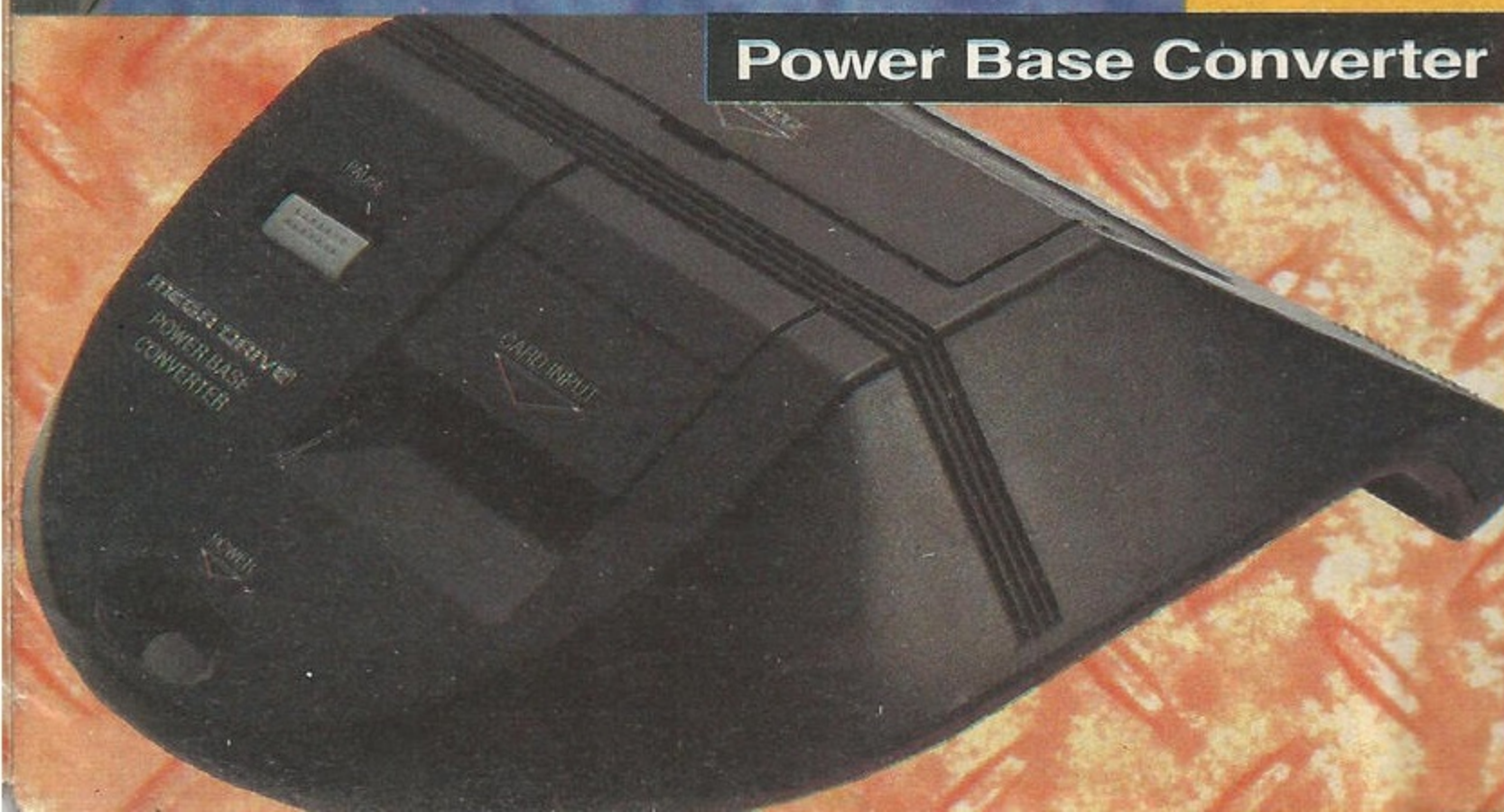
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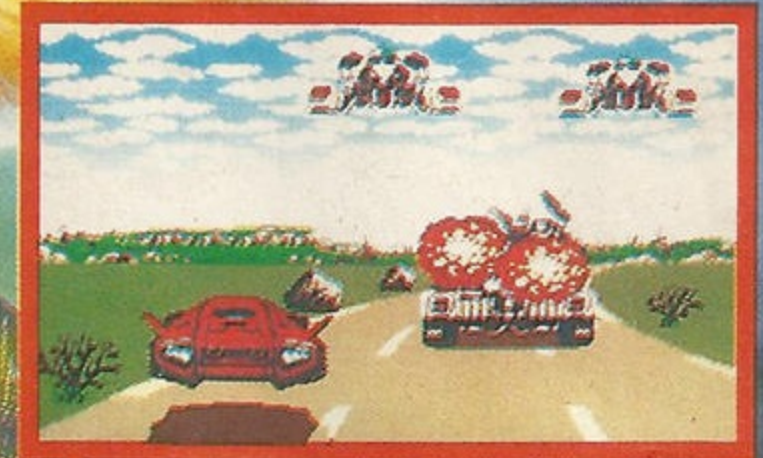
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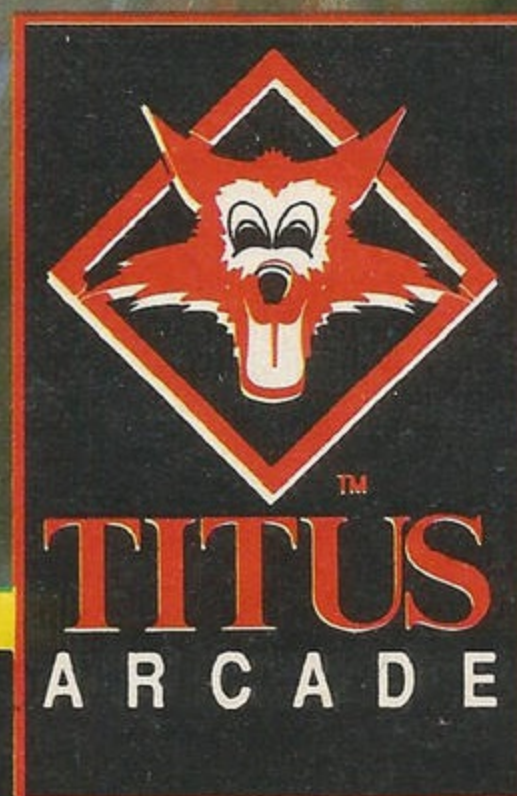
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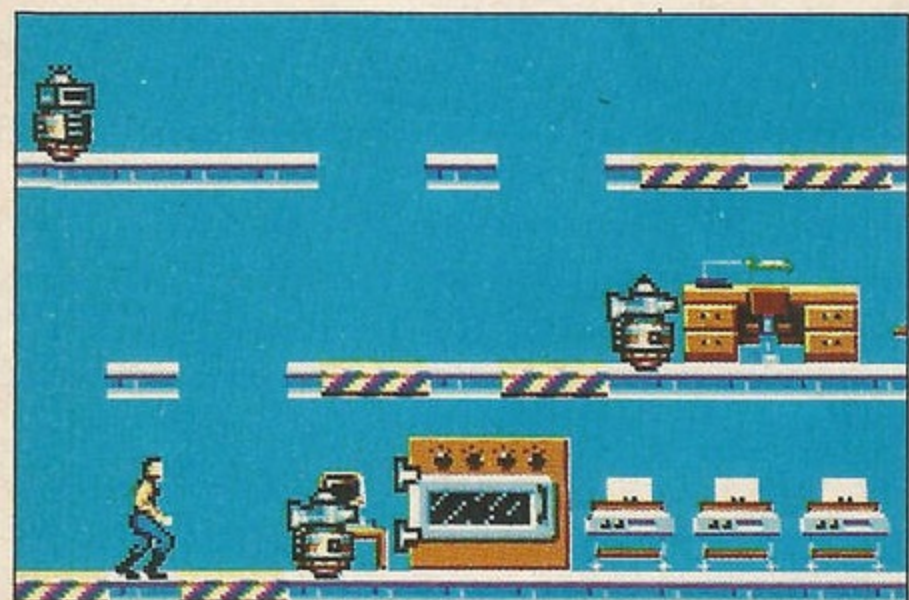


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INSIDE



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ISSUE 12 NOVEMBER 1990

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COLOUR REPRO RCS Graphics, Newton Abbot, Devon
PRINTERS Redwood Webb Ltd., Melksham, Wilts
NEWS TRADE DISTRIBUTION UK & Eire only: MMC Ltd 0483 211222
NEWS TRADE DISTRIBUTION Rest of World: Comag Ltd 0895 444055
CIRCULATION DIRECTOR Sue Hartley 0225 442244
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This magazine is a fully independent publication. The views expressed in these pages are not necessarily those of Sega Enterprises Ltd., nor of Virgin Mastertronic, their UK distributors.



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26 A LITTLE BIT OF SSLY HELP – The tips sack has been full to overflowing, so rather than concentrate on just one game, we've put a whole mixed bag of goodies together for you.

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

STUFF!

THE BIG ED'S BIT



What did I say last month? We were going to be swamped with Mega Drive stuff. And that's exactly what happened Sega chums.

Check out the

reviews of the first couple of games in this very Iss. Naturally, we don't want to tread on the toes of any Master System stuff, so as from next month your super soaraway **S** is going to be even bigger and even better – check out the news story below.

Talking of news stories, a quick glance at the rest of the stories on these pages should set you thinking. All these new

companies producing games, Sega only shops and so on. This can only mean one thing – there's never been a better time to own a Sega. The whole scene is hotting up and we're going to be sat on top of the fire... erm, if you know what I mean.

Any road up, I'm polishing my big whip in readiness to use it on whoever manages to land themselves that stonking job on offer – see the ad below – I'd take the job myself if, erm, I wasn't doing it already! Keep your feet on the ground and keep reaching for the joystick. Enjoy the Issue and send me some jelly and chocolate cake, 'cos Ssly and Kevin pinched the last lot.

Andy Smith

SEGA POWER

Stand by folks, something major is about to happen.

We here at **S** are as hooked on the Sega consoles as you lot are, and in response to your letters, pleadings and grovelling we've decided to give **S** a facelift. Out goes the weird shape and in comes a fabby A4 format. In too come loads more pages – loads more. Now the Mega Drive's launched, we'll be covering that in depth – but not at the expense of

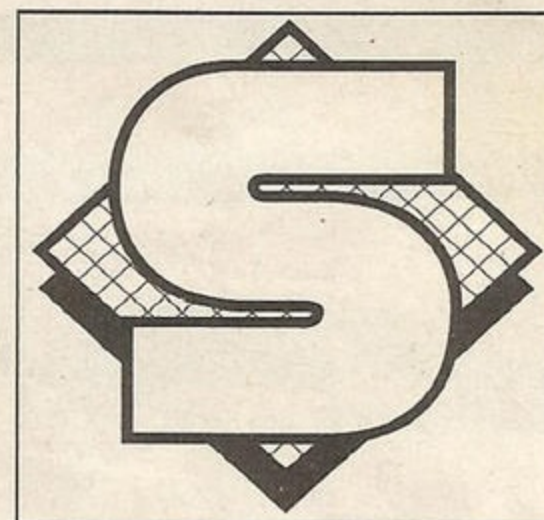
generous lot that we are) means we'll be able to cover both machines with extra pages devoted to more of Ssly's tips (of course I've only done this to give that snake ever more work to cope with, hee, hee), more features and more news, reviews and previews. All this means of course, that we won't have to drop any other stuff to fit things in.

You lot have supported us over the last year and your loyalty is

about to pay off, just you watch this mag take off! If you've got **S**, you've got Sega Power! Now we're cooking!

Master System pages.

Increasing the size of the mag (and not even hiking the cover price either,



TECMAGIK COME ON STRONG

Master System owners will soon be able to get their hands of some of the strongest computer titles released in the last couple of years thanks to the formation of a new label.

Tecmagik, the Sega software label of Lance Investments, were appointed by Sega as a third party licensee back in June (that means they've got permission from Sega to produce games from the Master System) and have just announced that *Populous*, *Pacmania* and *Shadow of the Beast* will be their first three UK releases, each retailing for £29.99.

The games are currently being coded in the

States, with release slots for the games pencilled in for the first quarter of 1991 in the cases of *Populous* and *Pacmania* with *Shadow of the Beast* and a yet to be announced game coming in the fourth quarter of the same year.

Tecmagik, like US Gold and some other third party licensees, will be handling their own marketing of the games, and, subject to a few approvals, they plan to release their own TV advert to be broadcast nation-wide as well as advertising the games through a variety of media including magazines and radio. They still haven't decided whether to follow US Gold's lead and hand over the distribution and sales of the games to Virgin, but we'll keep you up to date with any new developments as and when they happen.

This is excellent news for all Master System owners, all three games have won a string of

awards since their release and if any of you have got Amiga owning friends just ask them how good any of the above games are and it's doubtful you'll hear a bad word about them.

It just goes to show too that the Master System is very much alive and kicking and will be for many more years to come. Tecmagik are dedicated to becoming a very big name in the Sega world and you can bet your bottom dollar we'll be seeing a lot more games coming from them over the next couple of years. Let's hope Tecmagik can secure some more licenses of the calibre of the first three. We're looking forward to getting our hands on the games and telling you lot what we think of 'em.



GREMLINS IN THE MACHINE

Who let those in again? Eeek! You know they only cause damage, why on Earth did you let them in? Issue 11 was a milestone in the history of **S** for one major (and several minor) reasons. Did you read the *Summer Games* review? Great review, but where were the ratings for the game?

What happened Prof? "Vell, vhat happened you zee, der column of der text – dat ist vhat ve call ze vords – vas vhat ve call 'locked to ze baseline grid'. Zis ist not supposed to be happening but convincing zee Apple Mac zat ve really did not vant ze text locked to ze grid proved to be more difficult zan ve anticipated. Last month ve had ze same problems viz ze *Super Monaco GP* and *Alex Kidd* reviews, but ve managed to turn zem off before ze pages ver printed. Zis month zat did not happen."

Ooer! Any road up, here's what we said about *Summer Games* that didn't get printed:

S-Factor 63%
Not the toughest game to have appeared but it's fun to play and will provide a group of you with a good few hours of competitive fun. More events would have lifted its rating so think hard before buying if you're only gonna play solo.

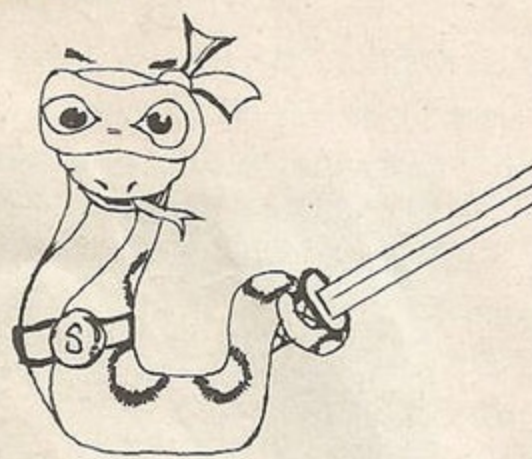
And as a special added bonus, the

Gremlins also managed to mess around with the readers' chart. How did *Wonderboy II (Monsterland)* end up gaining two positions in the chart? It's an outrage ladies and gentlemen, nothing short of an outrage. It happened simply because Ssly is too thick and stupid to be able to put together a simple chart! We've since wringed the slimy devil's neck and put him in a bath of cold custard for a week. That'll teach him to make a slip-up (groan) like this again in the future.

the blank cartridges and cards.
Owen Dale.

If only it was that easy Owen! Programming a Sega cart is a massively complex business which can take a team of several people anything up to a year to do. That's for every game! Then actually getting the code onto blank ROMs and into cartridges is another complicated business. For one person to do this would literally cost several tens of thousands of pounds. That's why it's best left to large corporations who can afford to invest the time and money. If you want to start messing about making your own games (and it's a lot of fun) then what you need is a computer with Random Access Memory rather than a console with Read Only Memory.

COMING TO A THEATRE NEAR YOU...



TEENAGE Mutant Ninja Ssly

Excellent stuff Kenji. It'd be a really boring film though wouldn't it, I mean he can't even run let alone jump!

AS

SYSTEM ADDICT

Dear S

Will games on the Mega Drive be reviewed using a different system to the one used for Master System games? Judging by the screenshots of the Mega Drive games in S10 most of them look set to break the 95% barrier. Could you send me £210 for a Mega Drive and convertor?

Chris Clarke.

Good question. What we will be doing is taking into account the better graphics power of the Mega Drive when we review a game, so the graphics marks for a Mega Drive game will be in relation to other Mega Drive games only. We may give a game 70% for graphics on the Mega Drive which would get 95% on the Master System simply because the graphics should be of a

much higher standard and the ratings have to reflect that. The game may look great compared to Master System games but get a relatively low score because we know they could have been even better because of the extra power available. This will apply to sound as well. Well, as you didn't send a fiver to get your letter printed we're not going to send you £210 (we wouldn't even if you sent us a fiver!).

AS

COME AND HAVE A GO...

Dear S

What is a grey Sega Mega Drive? How would I recognise one? How bad are they? Will European/American games work on a Japanese Mega Drive and vice versa?

P.S. My dad is a trained black ninja (like the one out of *Alex Kidd in Shinobi World*) and he said if you don't print this letter he'll come round with his sword and kick your head in.

Simon Shirley.

Ha! We're not scared of your dad! That's not why we printed this letter... erm... no, it's er, because you raised some interesting points... yes that's it (tell your dad my baby sister could duff him in with one hand tied behind her back - she is a 23 stone Sumo wrestler after all).

Virgin Mastertronic are the exclusive UK distributors of the Euro version of the Mega Drive and any Mega Drives you may have seen around before the official launch have been imported unofficially (that's why they're called 'grey' importers) and converted to run on

the PAL TV standard. This work is unauthorised by both Sega and Virgin and therefore the hardware is not covered by any guarantee of workmanship and will receive no after sales service from Sega or Virgin Mastertronic. 'Grey' imported Mega Drives are also incompatible with the software which is marketed in Europe and so owners of 'grey' machines will be unable to run the software available. You're best off buying a Mega Drive from a reputable dealer like Comet, Dixons, Toys 'R' us, or Rumbelows.

AS

INSTANT ACCESS

Dear S

Here's a character to brighten up your letters pages. It would be a brilliant idea to have a game selector (see picture), you put your cartridges in the spaces provided and plug the thing into the Sega, then you can just press a button on the selector to start that game up.

Jason Tucker.

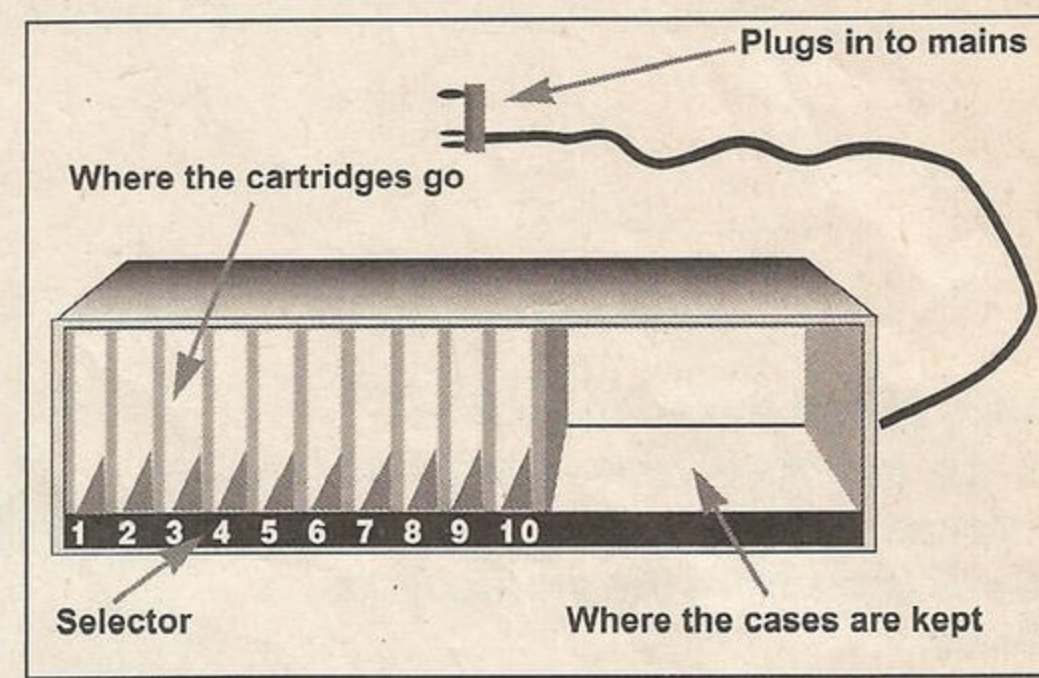
Great drawing Jason, erm... but who is it? That selector sounds like a great idea too, some larger shops use a similar sort of thing to demonstrate games without having to switch carts all the time but I can't see any reason why you couldn't have one at home. Maybe some company will produce a generally available model.

AS



Left - Ooh look! The Ed's sister has arrived - Ssly. Just you watch it, snake - Ed.

Below - All it needs Jason is a lead to connect it to the Master System and we'd be well away!



★★ PRIZE LETTER!★★ PRIZE LETTER!★★ PRIZE LETTER!★★ SLOTH SELLS MS

Dear S

I know you keep on reassuring us that the Master System will be supported for years to come, but why then is everyone and their three toed sloth selling their Master System (as can be seen in your Small Ads section)?

Don't the bods at Virgin get a bit peeved when you give one of their new games (like *Scramble Spirits*) a lousy review? It can't do much for the new game's sales figures.

Martin Furnival.

The Mega Drive is a better machine in lots of ways and those of us who want the best games console money can buy are eager to get their hands on one. Unfortunately, not everyone is in such a privileged position so it's the Master System or nothing. Therefore, to keep them playing there will continue to be Master System games (and good ones at that) for



many years to come.

Of course Virgin (and game producers like US Gold and so on) would like us to give every game a great review, but we're an independant magazine, not tied to Virgin or anyone else and it's our job to give potential buyers our opinions on games. Whether Virgin get peeved or not (I doubt it, they're sensible enough to take the rough with the smooth) doesn't matter one jot to us. It's the readers who are buying the games and we wouldn't want anyone spending good money on a game we'd said was great if we really thought it was a bit naff. We're only doing this

for selfish reasons though, once someone buys a game we've recommended in a review and they think it's awful it's unlikely they'll continue buying the mag and the last thing we want is to lose readers!

AS

TRUXTON

So what can this new beast produce in the way of a shoot-em-up? Better graphics and sound we already expect, but what about the gameplay?

Life on the planet Borongo may not have been idyllic but at least it was peaceful – until the Gidans arrived and upset everyone's plans.

What these nasty types have gone and done is captured a transport ship. A transport ship full of secret weapons on their way to Borongo! Lorks! We can't let them get away with such outrageousness can we? No we blimmin well can't!

Truxton is a single player vertically scrolling shoot-em-up converted from the Toaplan coin-op in which the player assumes the role of Tom (Tom the

Bomb to his mates), a fearless space pilot who's about to take on the might of the Gidan invasion force single-handed.

It's a viewed from above jobby made up of five stages with Boss installations guarding the end of each stage.

You're piloting a Super Fighter (you get three to start with)



which is an amazing fighter armed with a front firing gun and three Destroyer Bombs. The enemy are a mix of flying and ground targets and within the five stages you'll have to do battle over eight asteroids.

The screen scrolls at a continuous pace with the baddies coming onto the screen from all directions (if they're flying). And this is

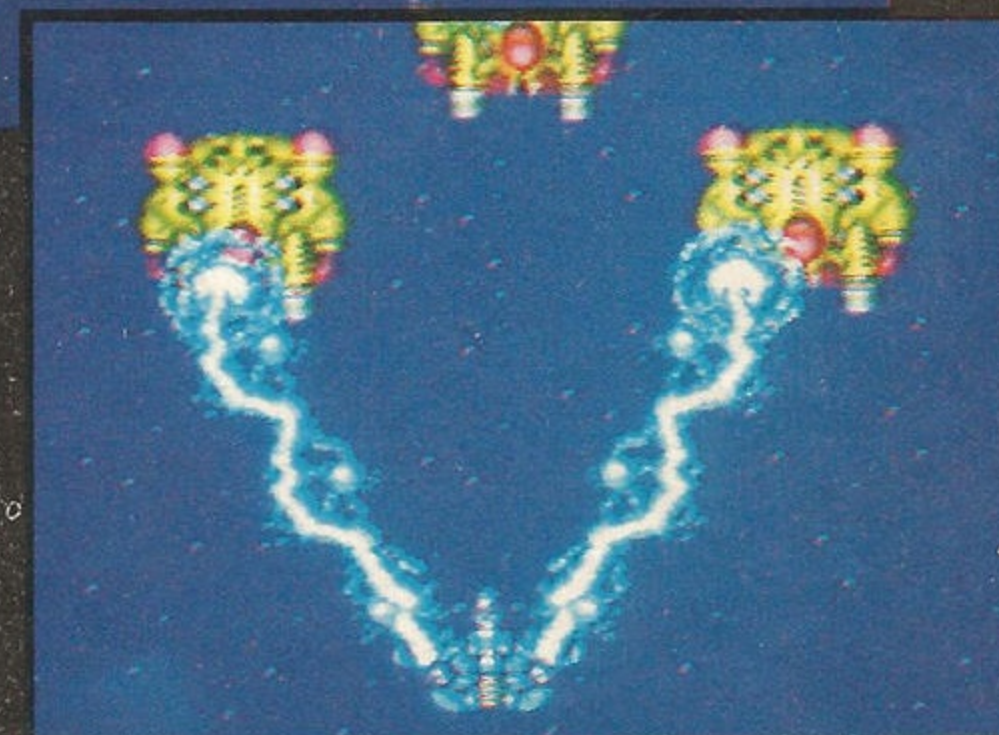
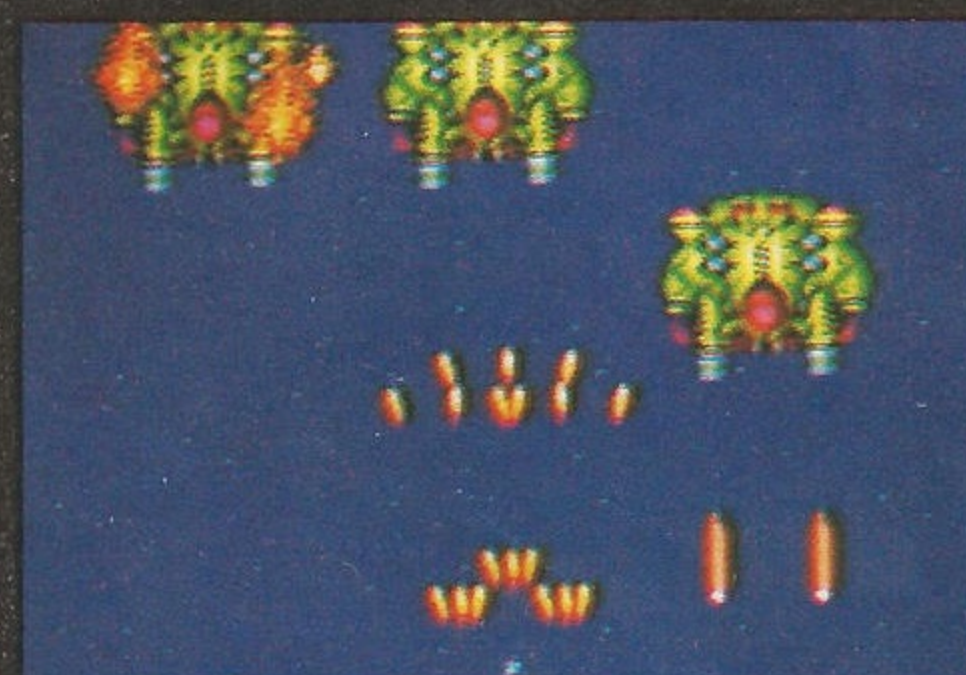


Blam! A Destroyer Bomb goes off and gives you a couple of seconds' respite.

the first neat trick comes in. The playing area is slightly wider than the game screen, move to either side in your fighter and the game scrolls a small way sideways revealing more game area. This can be jolly handy at times, because if an enemy installation isn't on-screen it won't fire at you. Then again, it's a bit of a double edged sword because you can be flying up one side of the screen and then move into the middle to reveal loads of installations that all decide then to have a pop at you.

Because the enemy are so numerous, what you really need are some power-ups. Cue the power-

Blasting some mid-level Bosses with six-way shots.

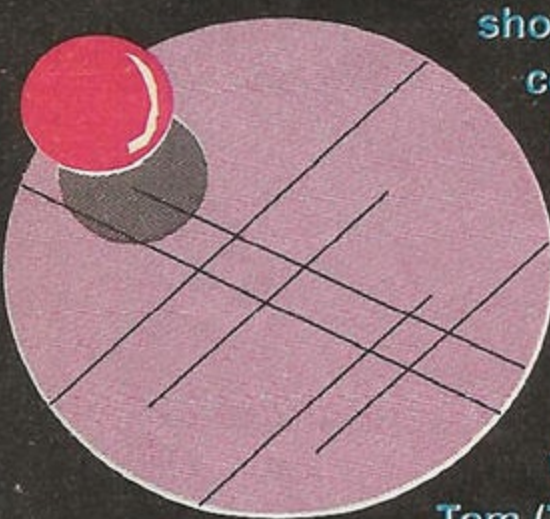


The same Bosses get hit by the electric beams.

ups! Small skulls come floating down the screen at various points in the game and when shot and collected give your ship a number of benefits. First of all, the S

symbols give your ship greater speed, the P symbols do nothing immediately, but collect five and your fire-power is doubled. Collect another five and you then get mini-fighters bolted onto the side of your main craft.

Then there's the different types of shot. You start the game with a three-way shot, power-up



There's a green shot pod there to the left. Note how the exploded baddies have bown away bits of the background.



MEGA DRIVE

PRICE £34.99

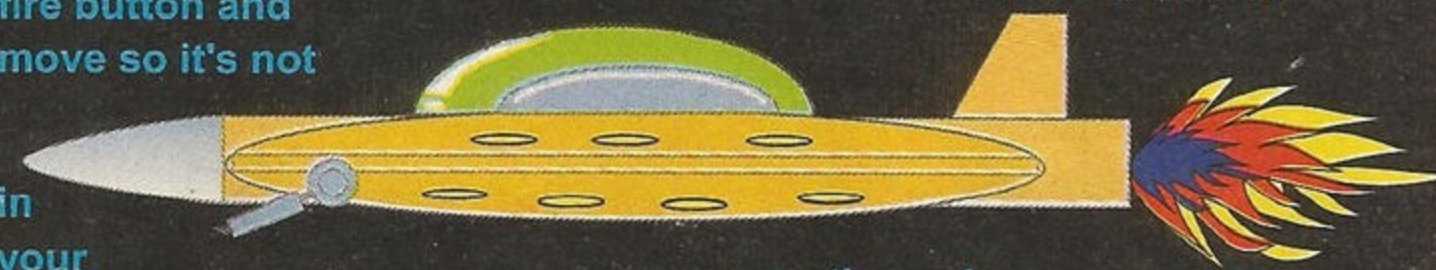
PLAYERS 1

and that becomes six-way, power-up again and your mini-fighter each throw up a small diameter revolving shield around themselves which destroys anything coming into contact with it.

Sometimes the skulls drop coloured pods. Collect one of these and you'll have different shots. A green pod gives you a rapid front firing laser pulse, which may not have the spread of the red three-way shot but it's a heck of a lot faster. Power-up on the green and you get three fast firing pulses per shot, and power-up again and you get two mini-



fighters who each have a single gun. A blue pod gives you a constant screen-length beam of electricity. This beam usually just shoots up to the top of the screen and remains in a straight line blasting anything that gets in its way. When bigger installations make an appearance however, the beam will lock onto that and stay locked until you either release the fire button and move so it's not



in your path or it's destroyed. This is usually OK when you've got the first power-up and have three beams but it can be a bit of a nuisance when you've only got the one beam.

Right, you know what's the game's about, how does it fare for a Mega Drive game?

VERDICT

Mindless? Yes. Entertaining? Yes. Fun? Yes. Addictive? Yes. It's got all the ingredients of a good shoot-em-up: loads of enemies, loads of porky hard weapons to pick up and a fair few continue options. There are three difficulty modes: easy where the enemy tend to treat you with kid gloves (Interesting Fact No 115. The expression 'kid gloves' refers to gloves made out of very soft and supple kid skin). You also get unlimited

continues in easy mode. In normal mode things are a little tougher and you only have six continues. In hard mode the baddies get really bad and with only three continues it'll take a mega player to get to the end. Cracking stuff.



GRAPHICS 75%

- ▲ Loads of different, well drawn adversaries
- ▲ Beautiful smooth scrolling
- ▲ Some excellent alien backgrounds
- ▼ The space sections between asteroids are too empty at times

SOUND 60%

- ▲ Good tunes and lots of them
- ▼ They do tend to drown the effects though

DEPTH 60%

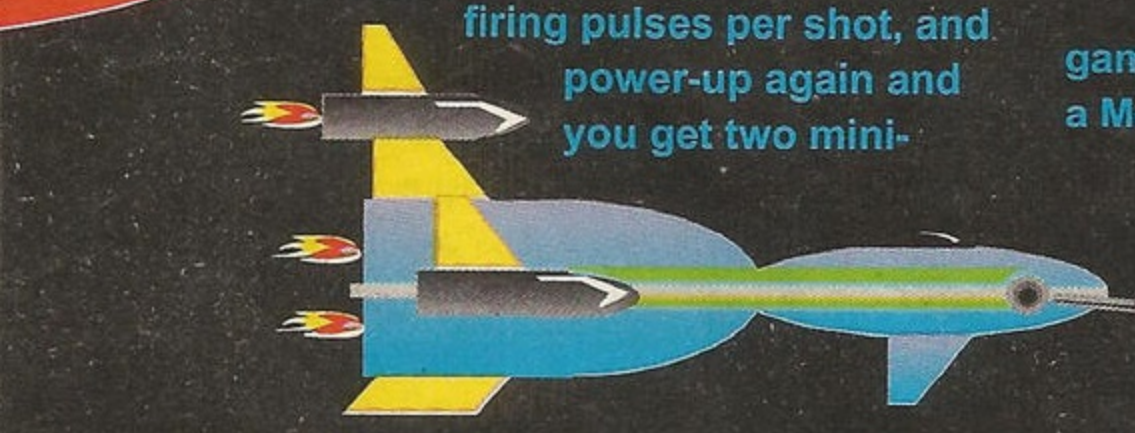
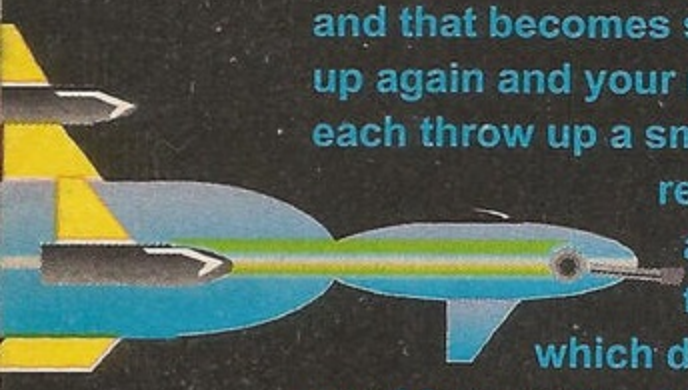
- ▲ 5 different stages, each one being very long
- ▲ Choosing the correct weapon for the correct section takes some thought
- ▼ A bit more variety in the gameplay, not just in weaponry would have been good

ADDICTION 80%

- ▲ Good pacing ensures you want more and more
- ▲ You can learn alien attack waves and learn where to switch weapons
- ▼ Having to keep going through the early stages when you play the game is annoying

S-FACTOR 88%

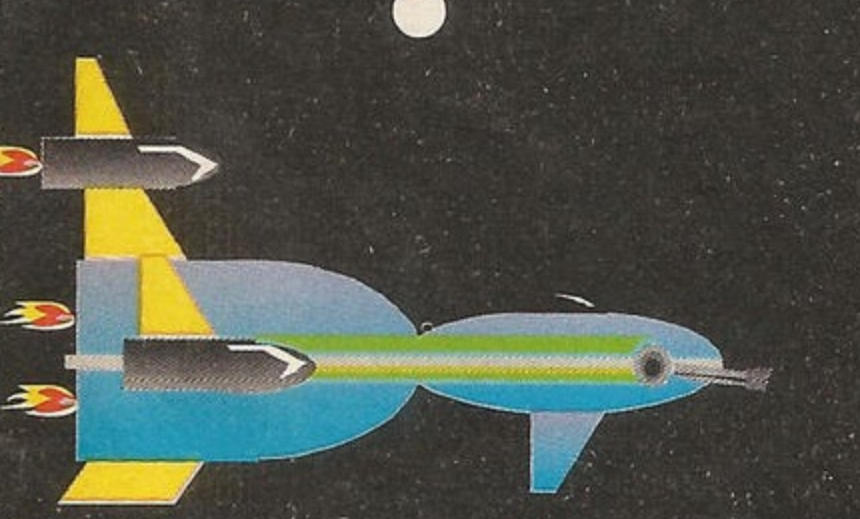
We could be accused of being blinded by the overall brilliance of the Mega Drive thus effecting the ratings. We deny that folks - Truxton gets a very high rating 'cos it's a very good game. Simple as that.



Blasting the homing baddies with green shots. You've already got your first power-up.



Your first encounter with an alien controlled asteroid.



The start of the game. Get that P symbol to start you on the road to the first power-up.

IMPOSSIBLE MISSION

Just to prove there's life in the old Master System yet, the first British third party carts are soon to hit the shelves. Right, where's my Special Agent disguise kit?

Your mission Special Agent 4125, should you choose to accept it, is to infiltrate the secret base of the mad genius Elvin Atombender and defeat him.

Elvin is intent on destroying the world after being sent mad during a high score attempt on his favourite computer game (he was going to get his mum to witness the score and then send it in to Ssly Scores). Just as he was about to clock up a record-breaking high score, the power went off. Unable to cope, Elvin has now gorn completely off his rocker and has locked himself away in an underground location to plan mankind's downfall.

Oy! Agent 4125! Get back here! Right. There's only one way you're going to defeat Elvin. Search every piece of furniture and equipment in the base and find pieces of code. These computer card codes slot together, four at a time to reveal a letter. Once you've collected nine letters you'll be able to open Elvin's strongroom and confront him.

Here's a pocket computer, once you find a piece of code, put it in the computer for safe keeping and when you've got enough you can start manipulating them (turning them upside down and so on) until they reveal a letter. If things get a bit diff then the computer also has a

modem which enables you to hook up with the main computer here at base which may be able to help you orientate the pieces... pay attention 4125... right, got all that? Good. Let's do the tough bit.

Elvin's base is made up of a series of rooms connected by corridors and lifts, entering the rooms and lifts couldn't be easier, even you should be able to handle it. Every room is made up of a series of platforms - which is why we've chosen such an athletic agent for the mission - with the furniture and equipment scattered around. What you'll have to do is leap from platform to platform searching the bits and bobs for the codes.

The base is made up of rooms all connected by corridors, the game map at the bottom enables you to keep a track of which rooms you've been in.

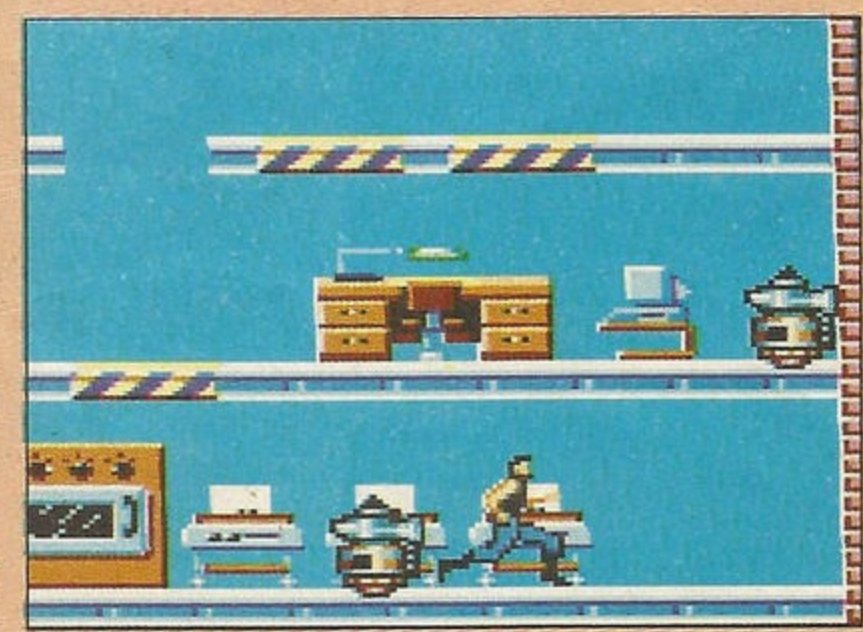
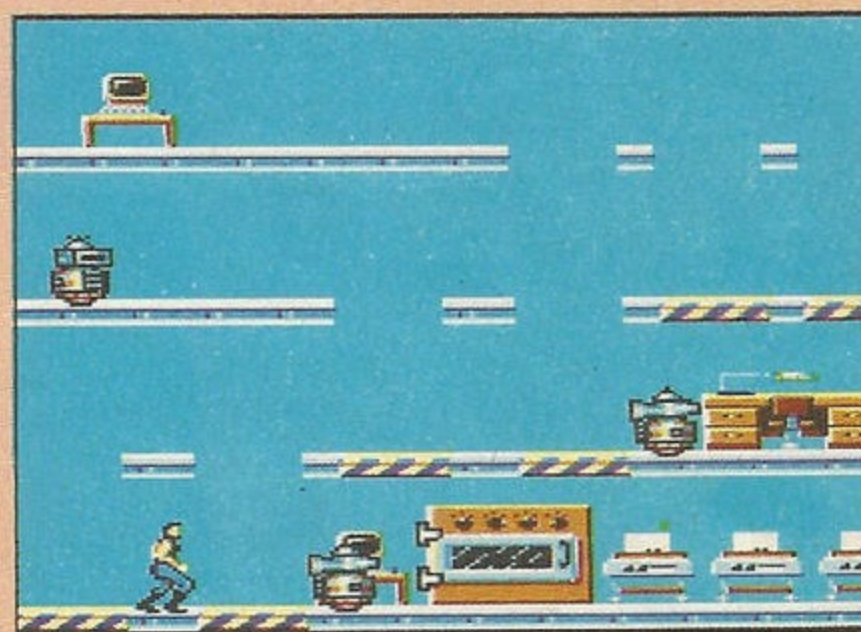
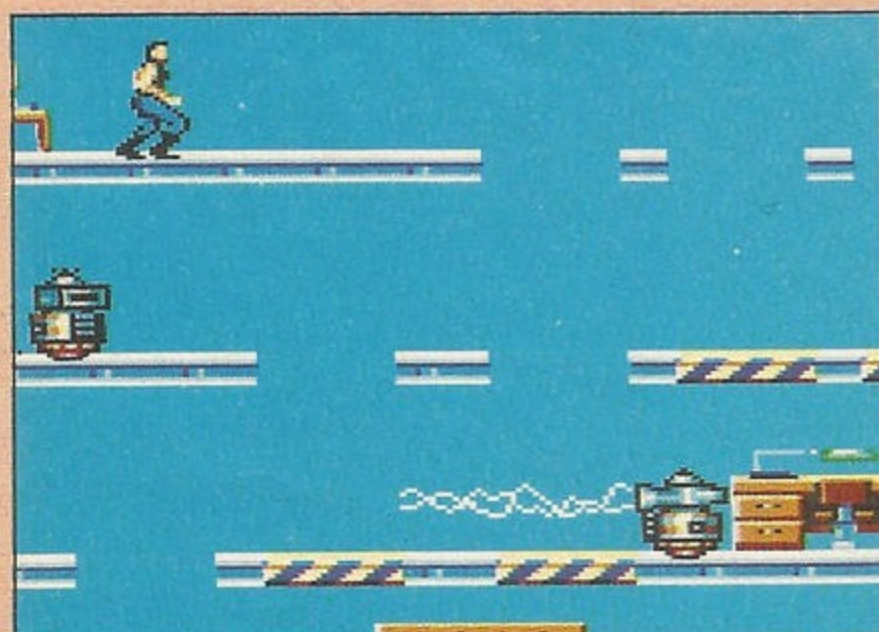
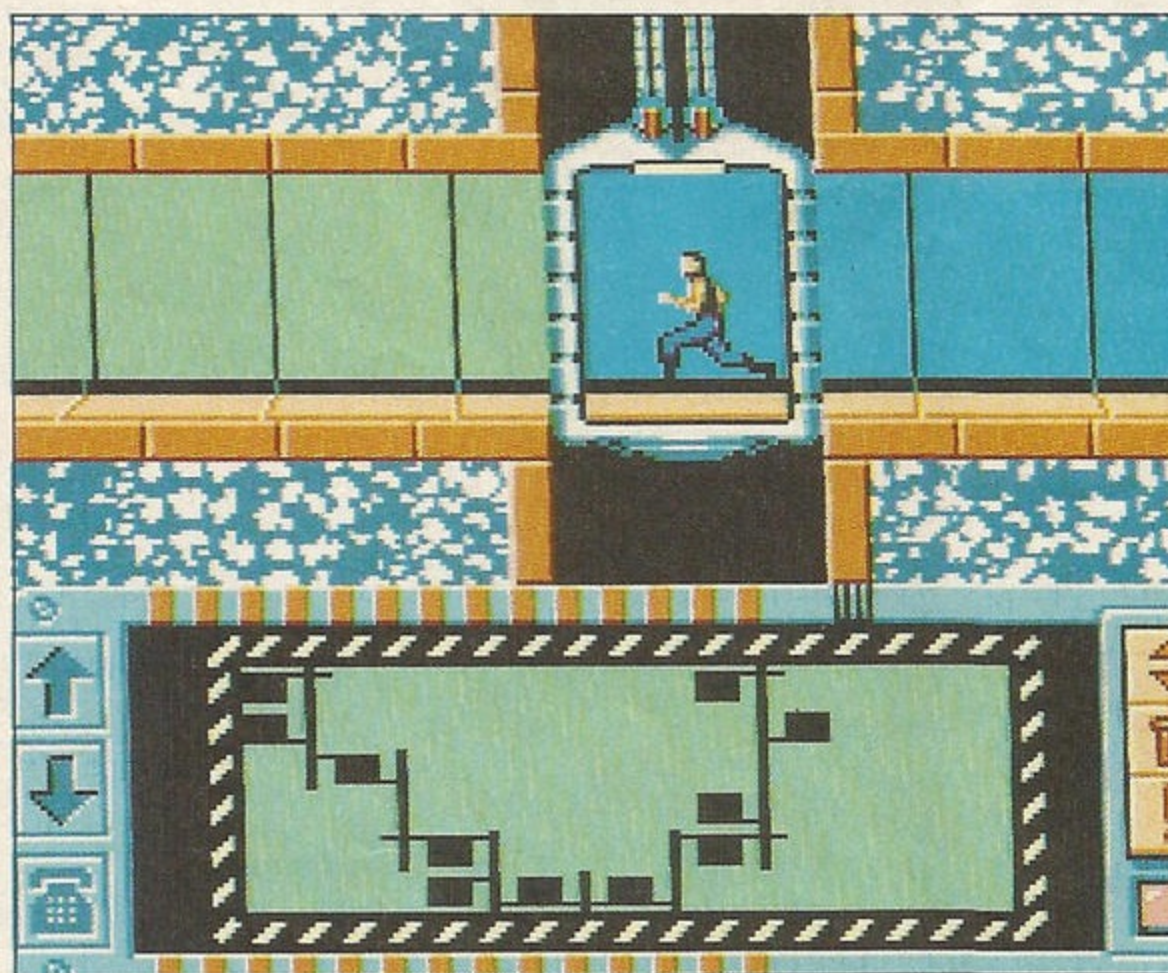
In some rooms you'll find and be able to use small lifts that take you from one level to another. Unfortunately for you, not all the lifts will be working how you'd like them to so it can be quite a puzzle getting from one end of the room to the other and so on... did I mention that you will only have six hours to complete this mission before the whole world is blown to smithereens? Right, well, you've only got six hours to... yes, erm, right.

Don't look so worried 4125, we haven't told you the bad bit yet. Every room in the base is also populated by various types of killer robots - lots of them. Contact with

any of these robots will cause you to lose 5 minutes of time, and a lot of the robots will also fire blasts of electricity at you which has the same effect. Oh yes, falling out of a room - a lot of rooms will have holes in the floor - will cause you to lose 10 minutes.

There are ways to deal with the robots, the best way being to study their movement patterns and avoiding them. Some of the robots will just move about slowly and you should be able to leap over them while others will follow set movement patterns that you can work around. Then again there are others that can sense your presence and will follow you around. To deal with these you will have to log on to the small computer terminals that can be found in most rooms and put all the robots in the room to sleep for a short time. To do this though you'll have to collect 'snoozes'. These can be found in Elvin's furniture occasionally, as can lift resets, which will reset all the lifts in a room to their original position - jolly helpful when you've worked yourself into a corner.

Should you run out of either of these commodities what you'll have to do is find one of Elvin's two code rooms. In these you have to follow a sequence of musical notes played on a large chequered board in front



Working your way through a room can be a time consuming and tricky task. There's no point rushing it though and losing even more time by getting yourself needlessly killed. Treat every room as a mini puzzle and spend a couple of minutes working out just how you're going to crack the room and it'll pay dividends in the long run.

MASTER SYSTEM

PRICE £29.99

PLAYERS 1



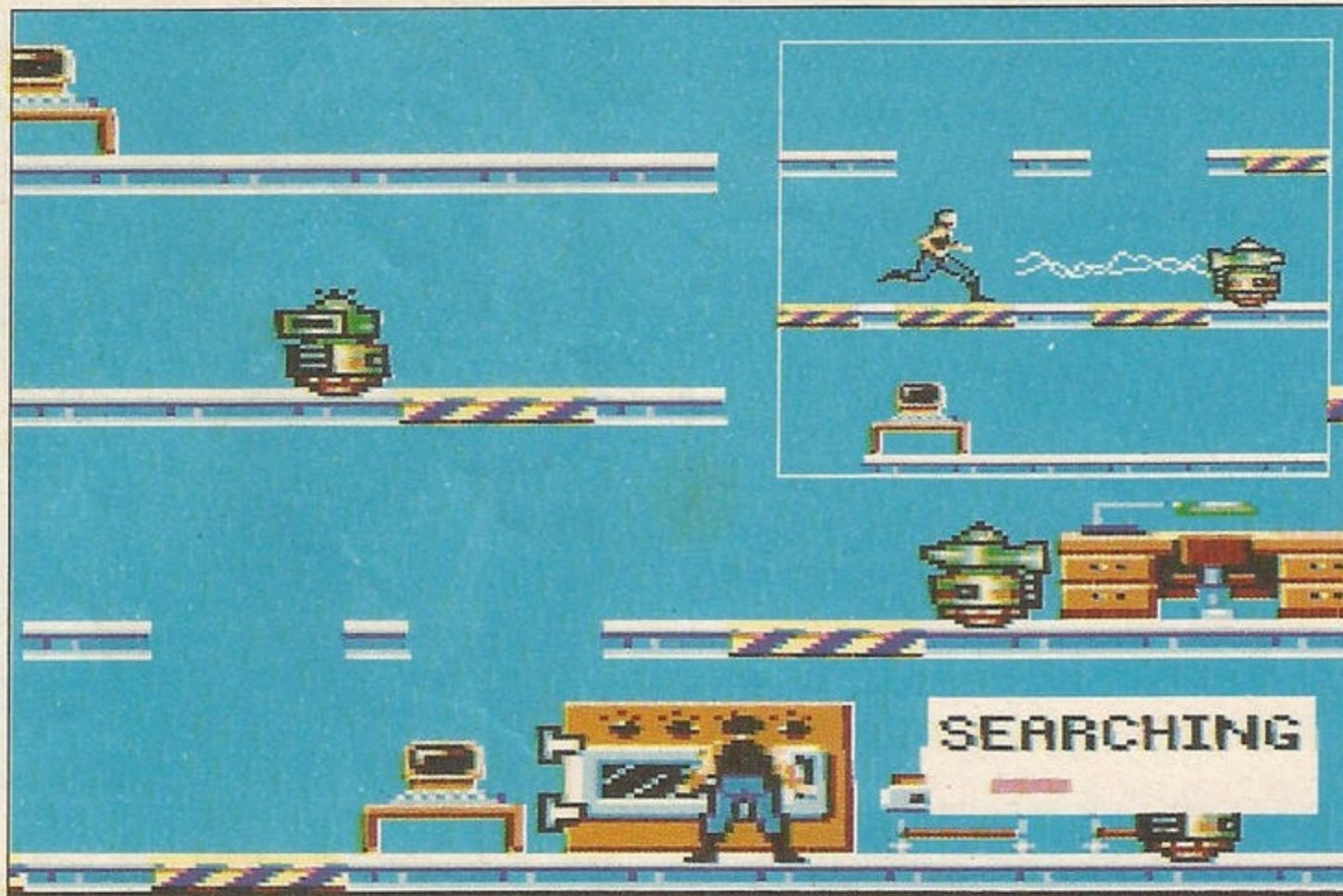
of you, and play them back in ascending order (from low to high). Well, that's it agent 4125, go and get into your running gear, and erm... save us all from oblivion.

VERDICT

US Gold certainly thought long and hard about which games to make their Master System debut with, and they couldn't have chosen better than *Impossible Mission*. The puzzling element makes a refreshing change from shooting or beating every thing up and the game's just so playable! And every time you play it the rooms and layouts and robot positions will be different, so you'll never play the same game twice! It may be an old C64 game, but it was a cult hit in its day and it's easy to see why. If you fancy playing something that will make you think as well as testing your timing and dexterity to the full then *Impossible Mission* has got to be on your shopping list. If all the British Master System games are going to be of this high standard then Master System owners will have plenty to smile about.



A close-up of a computer terminal (these can be found in most rooms).



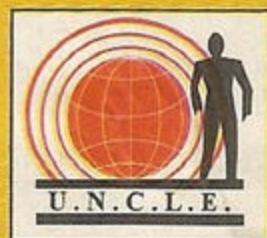
Every piece of furniture must be checked for parts of the code. Inset: 4125 looks like he might be running straight into trouble in the shape of a zapping robot!

World famous Special Agents.

Strange isn't it? Special agents are supposed to be shrouded with mystery and intrigue, like Ssly's wallet, yet they're all famous! Well, the famous ones are anyway. The one's that aren't famous must be really good at their jobs! Anyway, here are some really famous special agents:



James Bond – the most famous of all. A character created by Ian Fleming who has been played by Sean Connery, Roger Moore, George Lazenby (once) and Timothy Dalton in several thrill packed films (not all at once you stupid idiot!).



U.N.C.L.E. – a cult 60's TV organisation dedicated to putting a stop to world crime.



The Avengers (and the New Avengers) – another cult 60's and 70's TV squad that included Purdey who launched the world's silliest haircut on an unsuspecting world.



C.I.5. – in the early 80's attitudes changed and the TV public wanted 'tough' special agents who liked a pint of beer and a chinese take away occasionally – just like real people.



Department S – that's us! No, another 60's gang, headed by Jason King played by Peter Wyngarde who was more famous for selling after shave "Peter Wyngarde smells... great".

Essential gear for Special Agents.

First, you've got to have really expensive suits, about 20 of them. Handmade crocodile skin shoes, slip ons with a gold band across the top (I bought some tortoise skin shoes the other day... it took me two days to walk home!). Black attache case, with O.H.M.S. on the side (this of course stands for Only Holds My Sandwiches). Hats are optional but baseball caps are a no

no. Driving gloves, although you only ever wear them on Sunday afternoons and never during a mad car chase. Lots of gadgets like wristwatches which double up as laser cutters, listening devices, cameras, missile launchers and erm... they never tell the time. False teeth for hiding micro-film in. False eyes for hiding micro-film in. False heels on your shoes for

hiding micro-film in. False legs (so you can take them off to crawl through impossibly small gaps). False arms (so you can take them off to throw at baddies). False ears which are really covers for mini-rockets that can be launched out the side of your head. Erm, lots of other false things.



GRAPHICS 80%

- ▲ Excellent animation on the main sprite
- ▲ Colourful and varied backgrounds
- ▲ Nice little touches like the lift chain

SOUND 70%

- ▲ Good sound effects
- ▲ Good speech synthesis
- ▼ A few tunes would have been nice

DEPTH 85%

- ▲ Large game area
- ▲ You'll need to think all the time to get anywhere
- ▲ Complete it and the next game will be completely different

ADDICTION 80%

- ▲ The game rewards skilful timing and clever thinking
- ▲ It's easy to get quite far and each time you'll want to get a little bit further
- ▼ There's no way to learn the layouts

S-FACTOR 92%

Very playable, very addictive, very thought provoking stuff that makes a good change from blasting things. You get a real sense of achievement when you clear out a room and you've only got yourself to blame when you come a cropper.

GAUNTLET

Back we go. To a time of wizard skelly wags and old chests brimming with... treasure!

Yeah, a time when warriors were warriors and ran around the place in skimpy loin cloths – oooer!

There's a great deal of history surrounding *Gauntlet*. It first saw the light of day in the arcades in the early eighties where it caused quite a stir because it was one of the first simultaneous four player games. It was also a massive machine! When US Gold first converted the game to home computer it became a massive Xmas hit and has since appeared

on most computer formats.

Master System owners can now join in the fun too and here's what you can expect from it:

It's a viewed from above multi-direction scroller for one or two players. First thing to do is choose which character you'd like to be. Thor the warrior has excellent shot power (twice normal) and is very good at hand to hand fighting. His magic is not too hot though and he's only got his skin to protect him (though that's tough and eliminates 20% of damage). Thyra the Valkyrie



There's a key there... and some food. The question is whether you should risk running for it and perhaps take some damage or make a dive for the exit and get the heck out of there – quickly!



We are well into the action now. Destroy the generators to stop them producing those Grunts. Inset: Thor stands in front of a teleport, there's no knowing where he's going to come out should he enter it though!

however has a shield to help her and can eliminate 30% of damage. She's good in a hand to hand fight and not too bad at magic but her shot power is weak. Merlin the Wizard is, unsurprisingly, good at magic, and he's also good at hand to hand and his shot power's good too. He hasn't got any armour at all though. Finally Questor the Elf has poor shot power, good magic, moderate hand to hand skills and little armour (10%).

The object of the game is easy, survive for as long as possible and gain loads of points.

Each level is a maze infested with baddies. Moving around the maze usually involves finding keys and using them to unlock other parts of the maze.

The baddies, which come in several shapes and sizes and various degrees of nastiness include: Grunts who run after you, Lobbers who chuck boulders over walls at you, Sorcerers who keep making themselves invisible and Death, the nastiest chappie ever.

Almost all the baddies come running after you and will bash into you. Every time they do this you lose some health points so it's best to fight them from a distance if possible. The baddies just keep coming though because there are baddie generators in the maze and until these are destroyed they'll keep churning out the baddies.

When it comes to Death however he drains your health like it was going out of fashion and there's no point even thinking about taking him on unless you've got some magic to use (using magic is a lot like using a Smart Bomb in a shoot-em-up in that it destroys most things on-screen).

Regaining health involves collecting the

GAUNTLET

ards, magic, elves, nasty
trimming to overflowing

PRICE £29.99

PLAYERS 

jolly well coded though and is a great game in two player mode. At first you may think the gameplay is repetitive, just trolling about shooting baddies and collecting things, but play it for a while and the further you get into the game the more it opens up revealing puzzles and the like. It's got a lot going for it and is well worth adding to your collection. Right where's my axe Ssly? Ssly... steady Ssly... yikes!

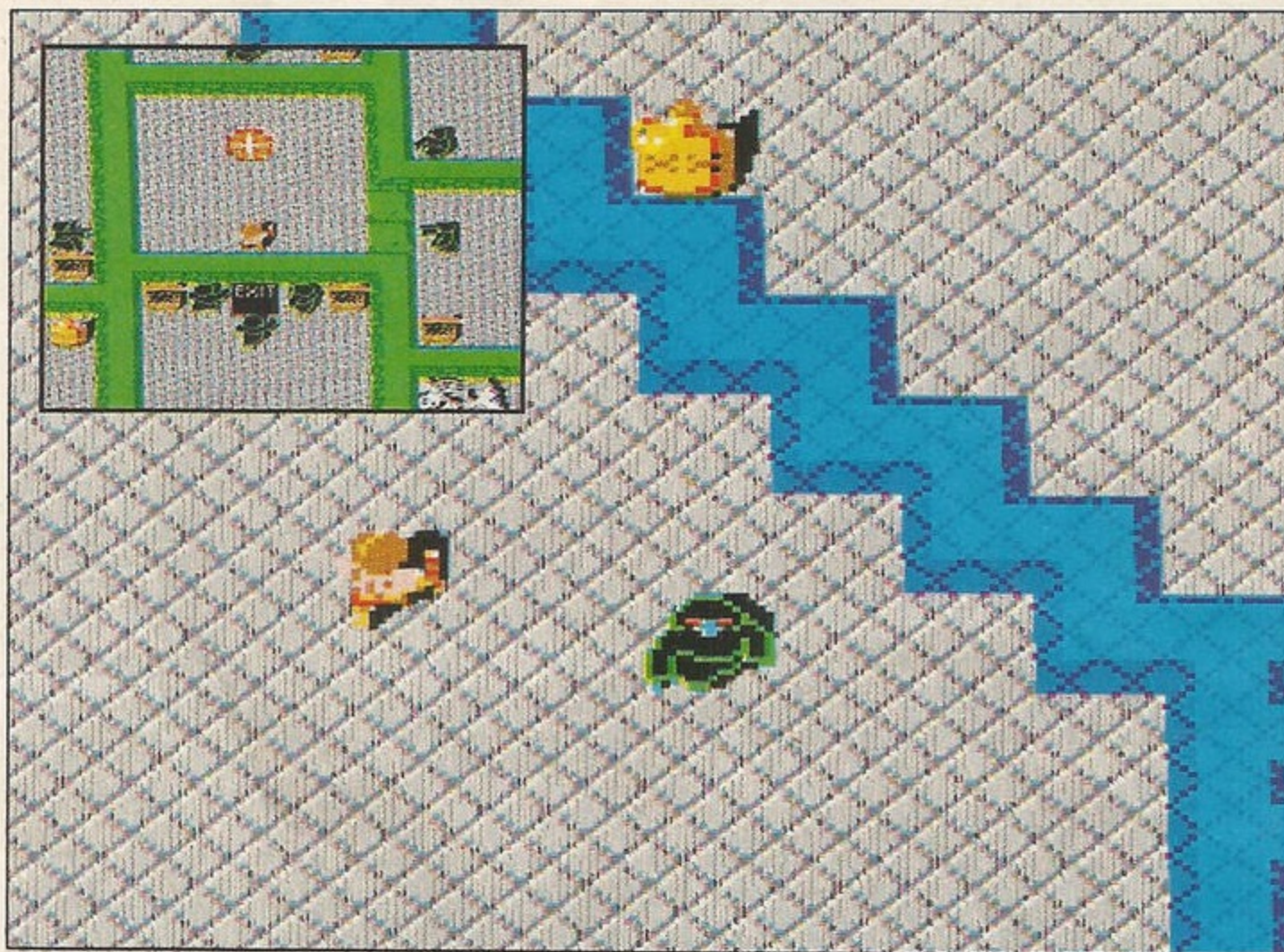
scrummy plates of food and drink that can be found lying around, but there are complications here too because unless you look closely at the grub it could well be poisoned and do you much more damage than good.

Every time a player dies he can join back in simply by pressing the button – as long as they've still got one of their five credits left.

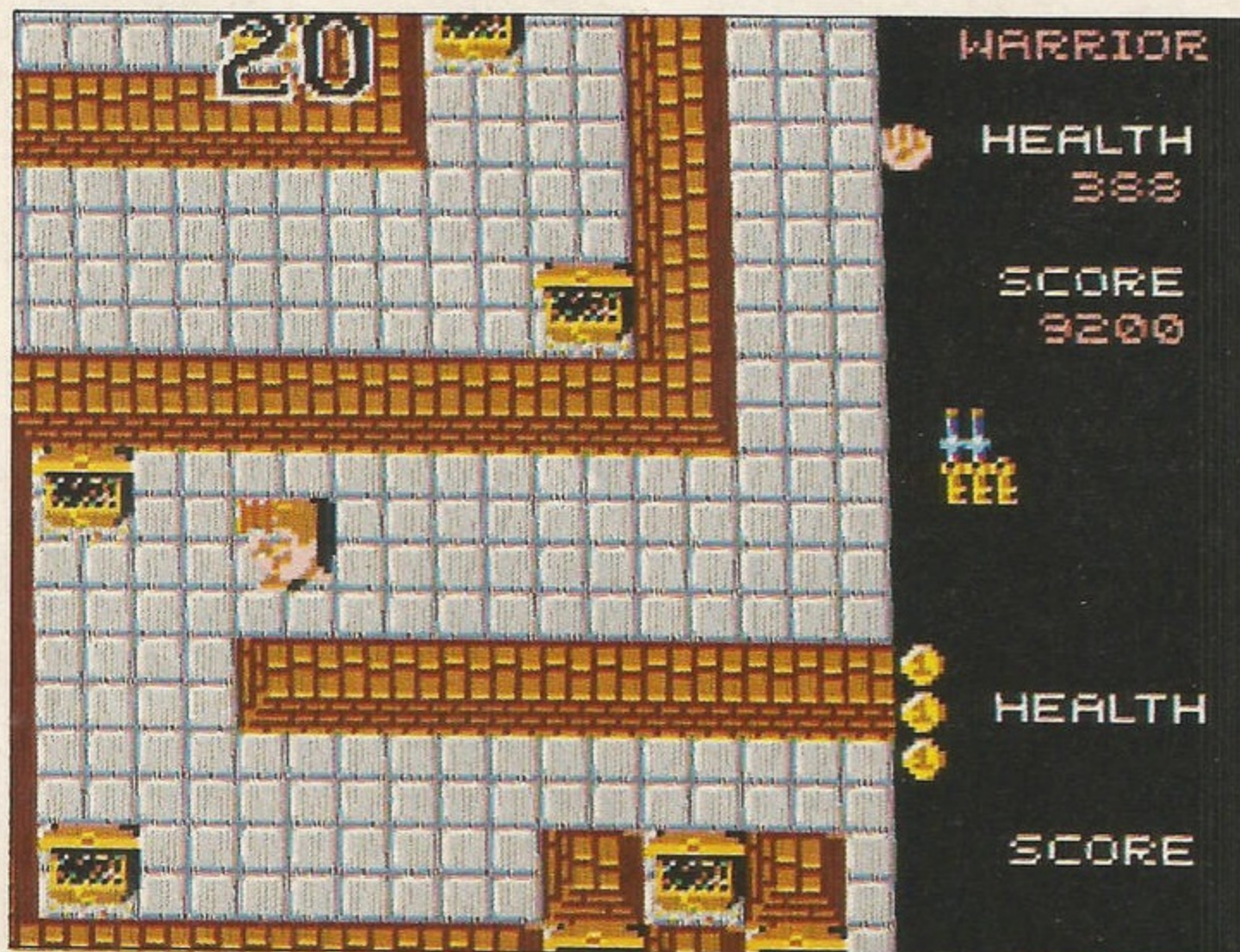
Other entities found in the maze include things like: teleporters, amulets and traps. The best things though are the treasure chest which you can collect for loads of points. Treasure rooms appear at random intervals between the levels and in one of these you get a few seconds to collect as many as possible before finding the exit and escaping.

VERDICT

There's just something that's so addictive about *Gauntlet* you'll be playing it for hours at a time. It loses some of its coin-op appeal simply because you can't get four players in on the action at the same time. It's been



Thor confronts Death. He's a nasty chap this one, though his black and green garb is pretty fetching innit? Inset: That teleport is bound to take him right into the middle of all that lot. None of whom look like they want to party!



Yahoo! A treasure room. Grab the chests as fast as possible but don't get too greedy or the time will run out before you reach the exit and you'll lose the massive bonus!



GRAPHICS 80%

- ▲ Excellent animation and the scrolling's hot too
- ▲ The baddies are well drawn and the backgrounds are great
- ▲ All the detail makes the screen look very busy

SOUND 50%

- ▼ There are some nice effects, but the lack of background music makes them stand out too much. This tends to make them get on your nerves after a short while.

DEPTH 70%

- ▲ Loads of mazes to wander around
- ▲ Battling the baddies with a friend provides most fun
- ▲ Choosing a different character alters the way you'll play the game

ADDICTION 85%

- ▲ It's easy to get far into which tends to make you want to have another go and get even further next time
- ▲ The more you play the game the more varied it becomes
- ▼ Things can be just a little too tough in one player mode

S-FACTOR 87%

A great conversion. The game may be starting to show it's age in gameplay terms but it's still jolly good. *Gauntlet* was one of the first games to launch a thousand clones and there's usually a good reason for copying a game. Not as good a game as *Impossible Mission* because you rarely need to think too much but you can't go wrong if you like simple gameplay.

Scribblings



it's a bib with her number on it because she was taking part in the games. Perhaps when you're famous Sega will invite you to give up your time and help out a worthy charity.

AS

CAPTAIN CONSTRUCTIVE

Dear S

As a potential Mega Drive buyer I reluctantly parted with my dosh to buy what I consider now to be a total rip-off. Yes, I am referring to your feeble 'magazine'. Less than 20 pages for £1.25, I think 60p would be more appropriate, you guys must be laughing all the way to the bank. And don't think that I and many others haven't noticed the appalling colour in the screenshots.

I don't expect this letter to be printed (I don't give a toss) as I have also noticed you don't print any letters criticising you (you must have sackloads). Get your act together.

Darren Huckerby.

Ooer! You're a bit miffed aren't you Darren! For a start, count the pages, we make each issue to have 36 (including covers) so where you got less than 20 from we've no idea. And £1.25 is not so bad, would you rather spend a couple of quid for (if you're lucky) three or four pages in another mag? Actually we get very few letters criticising the mag, probably because the intelligent people out there tend to stop buying things they don't like - I never buy liver to eat because I don't like it but I don't write letters to the butcher telling him what awful liver he's selling! Most people reading S think it's a good mag, keeping them up to date with what's happening on the scene. We try our best but we can't please everyone all of the time and at least most people have the sense to realise we're at least trying to do a good job.

AS

D.I.Y. GAMES

Dear S

Is there a manual that tells you how to make your own games and if so where do you buy the manual and

no guarantee it'll appear on any others. If the producers of the above games get a licence to bring them to the Sega then they may well appear, but the software houses themselves may not think it's worth investing the time and money to produce the games for the Mega Drive. Sorry, but that's the way the world works. Then again will Alex Kidd Enchanted Castle or Thunder Force II be appearing on the Amiga? When choosing a machine you have to take into account the software currently available and the software in development. Then you have to consider the things like graphics, sound and what else you want to do with the machine. No-one's twisting your arm to buy a Mega Drive if you really want an Amiga.

AS

T-SHIRTY

Dear S

In Issue 10 you said you couldn't send someone a t-shirt without them joining the Sega Club. In the Star newspaper (Aug 13) Sinitta was sitting on a Jet Ski wearing a Sega t-shirt. I believe Sega gave her the t-shirt but we have to fork out a load of money to get one!

Paul M.

As you'll know if you read last month's issue, Sinitta was taking part in the Sega Splash 4 Starlight, and it's not a t-shirt she's wearing

Tense?
Nervous?
Headache?

Got something to say?

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

Andy Smith, Scribblings, S magazine, 30 Monmouth Street, Bath Avon, BA1 2BW. This mag is your mag, so don't be shy, give it a try! You might even win something for your trouble!

GET A GRIP

Dear S

For my birthday recently, I got a Handle Controller and Chase HQ. When I first opened the box I couldn't see any instructions (apart from the ones on the side) and my brother and I are baffled by the buttons 'SEL' and 'ST'. Do they have anything to do with 'Quick' and 'Normal' in Chase HQ?

George Duffield.

Come on George! Like it says on the box, SEL and ST stand for SElect and STart! They're the select and start buttons! Oh dearie me!

AS

"GO ON HIT ME IN THE STOMACH"

Dear S

After reading your previews of Gauntlet in S5 and S10, I thought it was about time I dropped you a line saying I've played the game on the Sega - 'no bull' 'cos I know **** *****. He's my mate's brother-in-law. He lent it to me when it was on a card and it's wicked, when it's released I'll be buying it. On the bottom of my Master System there's a bit that clips out, what's it for?

Craig Salisbury.

Alright, so you've got friends in high places, so what? The bit that clips

off covers the expansion slot, but don't worry about it 'cos there's nothing available over here to plug into it (yet).

AS

MEGA GAMES

Dear S

Thank you for a very smart magazine, I've bought it ever since it began and I think it's the best for Sega stuff yet. My cousin recently bought an Amiga and says that if I buy a Mega Drive I will not be able to get some of the top software titles like F29, Stunt Car Racer and Elite. Will these titles become available on the Mega Drive?

Max Toole.

It's a complicated business the software industry, just because a game comes out on one machine is

SCART ISSUE (geddit)

Dear S

After deciding to get a Mega Drive for Christmas I would like to know if Golden Axe is going to be appearing on the machine, and what's the difference between PAL and Scart?

Gavin Hall.



Yes it will. Over to the Prof: " PAL (Phase Alternate Line) ist der TV standard used in

der UK. It is der signal der TV uses to make ein picture on der screen. Scart ist ein 21 pin Audio/Video connector introduced in ein attempt to ensure compatibility between various TV's videos, and ozer appliances (like computers). Unfortunately, zis idea has not takun off as vell as hoped. " Erm, thanks Prof (I think!).

AS

the blank cartridges and cards.
Owen Dale.

If only it was that easy Owen! Programming a Sega cart is a massively complex business which can take a team of several people anything up to a year to do. That's for every game! Then actually getting the code onto blank ROMs and into cartridges is another complicated business. For one person to do this would literally cost several tens of thousands of pounds. That's why it's best left to large corporations who can afford to invest the time and money. If you want to start messing about making your own games (and it's a lot of fun) then what you need is a computer with Random Access Memory rather than a console with Read Only Memory.

COMING TO A THEATRE NEAR YOU...



TEENAGE Mutant Ninja Ssly

Excellent stuff Kenji. It'd be a really boring film though wouldn't it, I mean he can't even run let alone jump!

AS

SYSTEM ADDICT

Dear S

Will games on the Mega Drive be reviewed using a different system to the one used for Master System games? Judging by the screenshots of the Mega Drive games in \$10 most of them look set to break the 95% barrier. Could you send me £210 for a Mega Drive and convertor?

Chris Clarke.

Good question. What we will be doing is taking into account the better graphics power of the Mega Drive when we review a game, so the graphics marks for a Mega Drive game will be in relation to other Mega Drive games only. We may give a game 70% for graphics on the Mega Drive which would get 95% on the Master System simply because the graphics should be of a

much higher standard and the ratings have to reflect that. The game may look great compared to Master System games but get a relatively low score because we know they could have been even better because of the extra power available. This will apply to sound as well. Well, as you didn't send a fiver to get your letter printed we're not going to send you £210 (we wouldn't even if you sent us a fiver!).

AS

COME AND HAVE A GO...

Dear S

What is a grey Sega Mega Drive? How would I recognise one? How bad are they? Will European/American games work on a Japanese Mega Drive and vice versa?

P.S. My dad is a trained black ninja (like the one out of *Alex Kidd in Shinobi World*) and he said if you don't print this letter he'll come round with his sword and kick your head in.

Simon Shirley.

INSTANT ACCESS

Dear S

Here's a character to brighten up your letters pages. It would be a brilliant idea to have a game selector (see picture), you put your cartridges in the spaces provided and plug the thing into the Sega, then you can just press a button on the selector to start that game up.

Jason Tucker.

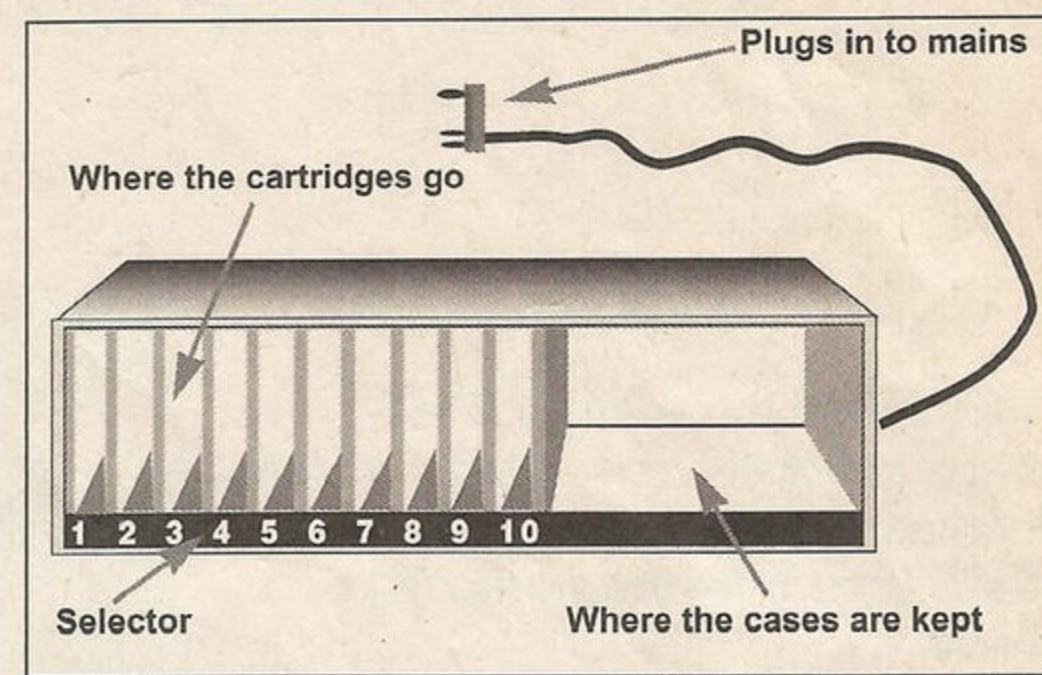
Great drawing Jason, erm... but who is it? That selector sounds like a great idea too, some larger shops use a similar sort of thing to demonstrate games without having to switch carts all the time but I can't see any reason why you couldn't have one at home. Maybe some company will produce a generally available model.

AS



Left - Ooh look! The Ed'ss sister hass arrived - Ssly. Just you watch it, snake - Ed.

Below - All it needs Jason is a lead to connect it to the Master System and we'd be well away!



Ha! We're not scared of your dad! That's not why we printed this letter... erm... no, it's er, because you raised some interesting points... yes that's it (tell your dad my baby sister could duff him in with one hand tied behind her back - she is a 23 stone Sumo wrestler after all).

Virgin Mastertronic are the exclusive UK distributors of the Euro version of the Mega Drive and any Mega Drives you may have seen around before the official launch have been imported unofficially (that's why they're called 'grey' importers) and converted to run on

the PAL TV standard. This work is unauthorised by both Sega and Virgin and therefore the hardware is not covered by any guarantee of workmanship and will recieve no after sales service from Sega or Virgin Mastertronic. 'Grey' imported Mega Drives are also incompatible with the software which is marketed in Europe and so owners of 'grey' machines will be unable to run the software available. You're best off buying a Mega Drive from a reputable dealer like Comet, Dixons, Toys 'R' us, or Rumbelows.

AS

★★ PRIZE LETTER!★★ PRIZE LETTER!★★ PRIZE LETTER!★★ SLOTH SELLS MS

Dear S

I know you keep on reassuring us that the Master System will be supported for years to come, but why then is everyone and their three toed sloth selling their Master System (as can be seen in your Small Ads section)?

Don't the bods at Virgin get a bit peeved when you give one of their new games (like *Scramble Spirits*) a lousy review? It can't do much for the new game's sales figures.

Martin Furnival.

The Mega Drive is a better machine in lots of ways and those of us who want the best games console money can buy are eager to get their hands on one. Unfortunately, not everyone is in such a privileged position so it's the Master System or nothing. Therefore, to keep them playing there will continue to be Master System games (and good ones at that) for



many years to come.

Of course Virgin (and game producers like US Gold and so on) would like us to give every game a great review, but we're an independant magazine, not tied to Virgin or anyone else and it's our job to give potential buyers our opinions on games. Whether Virgin get peeved or not (I doubt it, they're sensible enough to take the rough with the smooth) doesn't matter one jot to us. It's the readers who are buying the games and we wouldn't want anyone spending good money on a game we'd said was great if we really thought it was a bit naff. We're only doing this

for selfish reasons though, once someone buys a game we've recommended in a review and they think it's awful it's unlikely they'll continue buying the mag and the last thing we want is to lose readers!

AS

FREE

SUBSCRIPTION

When you buy any of these top Sega games!

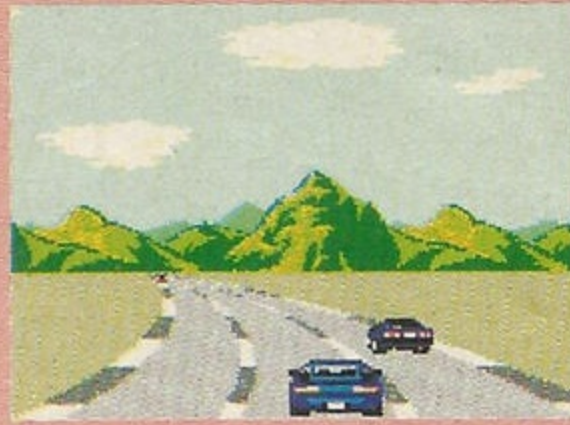
Incredible offer, Sega lovers. Buy any one of these amazing Sega games and you pick up a six-month subscription to S magazine worth £7.50 absolutely free of charge! Or buy two and you can have a full 12-issue subscription for nothing!

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

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

CHASE HQ £29.99

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



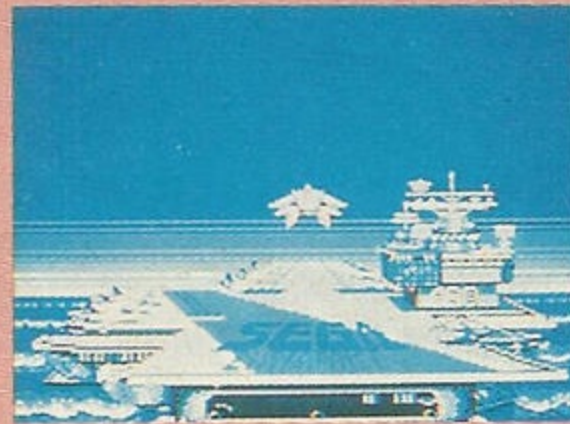
OPERATION WOLF £29.99

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



AFTER BURNER £29.99

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



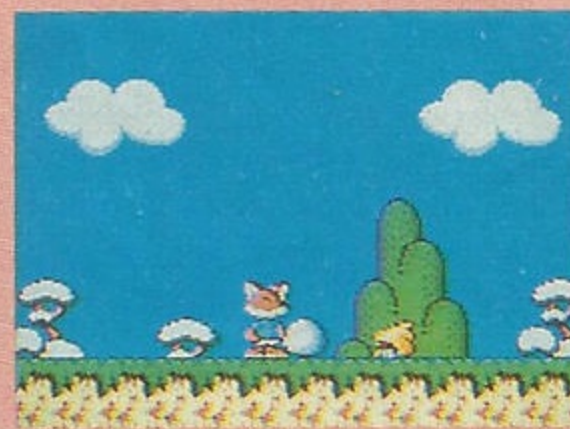
GOLDEN AXE £29.99

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



PSYCHO FOX £29.99

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



THUNDER BLADE £29.99

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



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

24-HOUR CREDIT CARD HOTLINE 0458 74011

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

Europe – airmail £29.95, surface mail £20.50.

America – airmail £54.95, surface mail £20.50.

Health Warning

The mag team and Future Publishing cannot be held responsible for any internal physical damage incurred through over-excitement. S is a pretty hot 'n' raunchy games mag – so watch out! Subscribe at your peril!

EXISTING SUBSCRIBERS

If you already subscribe to S, you can still buy any of the games opposite at £5.00 off the normal price. Do NOT use the order form printed here. Simply write your name and address on a piece of paper together with the statement: "I am a subscriber to S magazine and would like to order the following games, each at a £5 discount from the normal price." Then list the game(s), with their discounted prices, and enclose your payment or credit card details.

Alternatively, use the credit card hotline on 0458 74011.

BACK ISSUES



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

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

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

Issue 3 SOLD OUT!

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

Issue 5 SOLD OUT!

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

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

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

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

Issue 10 Massive feature on the Mega Drive. Brilliant reviews of *Alex Kidd in Shinobi World* and *Super Monaco Grand Prix*. Past Masters reviews of *Rampage* and *Alex Kidd in Miracle World*. Great maps for *Alien Syndrome* and superb complete playing guide to *Space Harrier*. What a corking issue!

Issue 10 Stonking feature on Light Phaser games, including reviews of *Rambo III*, *Wanted* and *Operation Wolf*. Full review of *Summer Games*. Reports on the Sega Splash 4 Starlight and the Sega Challenge. Playing guides to *Action Fighter* and *Cyborg Hunter*. Miss this one at your peril!



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SUPER HANG-ON

Motorcycle races around a nice, clean circuit are all very well, but what about racing a turbo charged machine on the roads...

After *Hang-On* hit the arcades what everyone wanted was some more of the same. *Super Hang-On* was born and became an instant smash. Now lucky Mega Drive owners can stop dropping all those coins in the slot and sit and play the game at home.

Turbo charged motorbikes are the order of the day here and the game has a familiar racing format.

The game plays in two modes: arcade and original and in arcade mode you view your machine from behind and have to race along a road. Each course is made up of several stages and rather than racing the computer controlled bikes you've got a time limit to beat for each stage.

Make it through the checkpoint at the end of each stage and you're

given some more precious seconds to reach the next checkpoint. Fail to reach one though and it's game over.

Controls are basic, steer left and right to avoid coming off the road at bends (going onto the sides usually only slows you down, but it does waste precious seconds) and accelerate and brake. For real speed demons though you do have a turbo charger you can kick in once you've got the bike shifting at 280kph (the speed is displayed at the top of the screen and glows red when it's ready for the turbo). Flames shoot out of the exhausts and you can up the bike's speed well into the 300+kph bracket.

The courses vary in difficulty from beginner to expert, the main difference being the number and tightness of bends. Come off at a

bend and you run the risk of smashing into some roadside obstacle like an advertising hoarding or tree. Run out of luck and your bike and rider go flying through the air in a crash that may be spectacular but is also very time consuming.

In original mode things are very different, and it's a much better game (though there's nothing wrong with arcade mode if you just fancy racing). You're racing against a rival in a series of races (there are some computer controlled bikes on the course too). The aim of the game is to beat your rival across the line (there's no time limit) which will impress your sponsor who'll give you some money. With this money you can buy new parts for your bike and pay a mechanic to tune the thing. This is most important,

PRICE	£34.99
PLAYERS	1

because your bike handles very differently than the arcade bike, and things like racing lines through corners and the like have to be taken into account.

Crashing is also far more risky, not only do you lose time but should you damage the bike you'll have to retire and wait until you can afford to fix the bike before taking part in another race.

It's all about mechanics really. The



Your choice of courses around the world in the arcade game. The harder the level the more stages there are and the less time you'll have to get from one checkpoint to the next.



The start of the race on the beginners' course. The rest of the pack go racing away from you at the start, but worry ye not. They haven't got a turbo fitted to their bikes!



Leaning hard into a corner. Still no sign of the pack which is probably just as well 'cos you've almost reached the magical 280kph mark which is when you can kick the turbo in.



Right, turn on the power now! The hardest part of the arcade game is beating that unsympathetic time limit. Any extra seconds you carry through the checkpoint will be added to your overall time for the next stage.

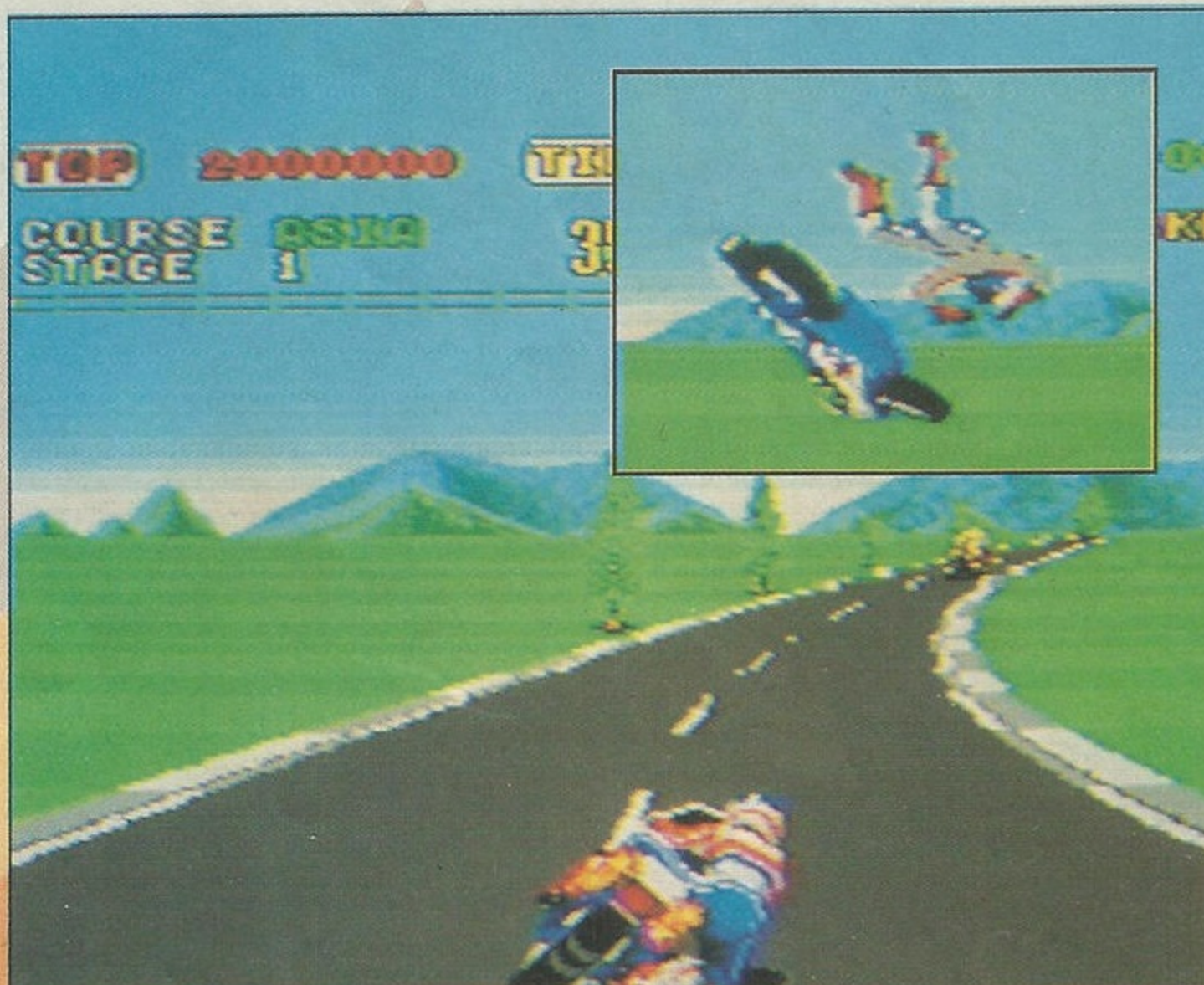
MEGA DRIVE

better the mechanic the better the parts they can get hold of (of course they also cost more, but it's a vicious circle – win a race and you can afford the bits that help you win races, and on it goes).

VERDICT

It's a brilliant conversion from the coin-op. The arcade game is challenging but it's also great fun and the option to choose if you just fancy some fast racing. The original game is much better to play if you fancy some long-term fun. There's a password system to let you come back to the same place at a future date which is nice to see.

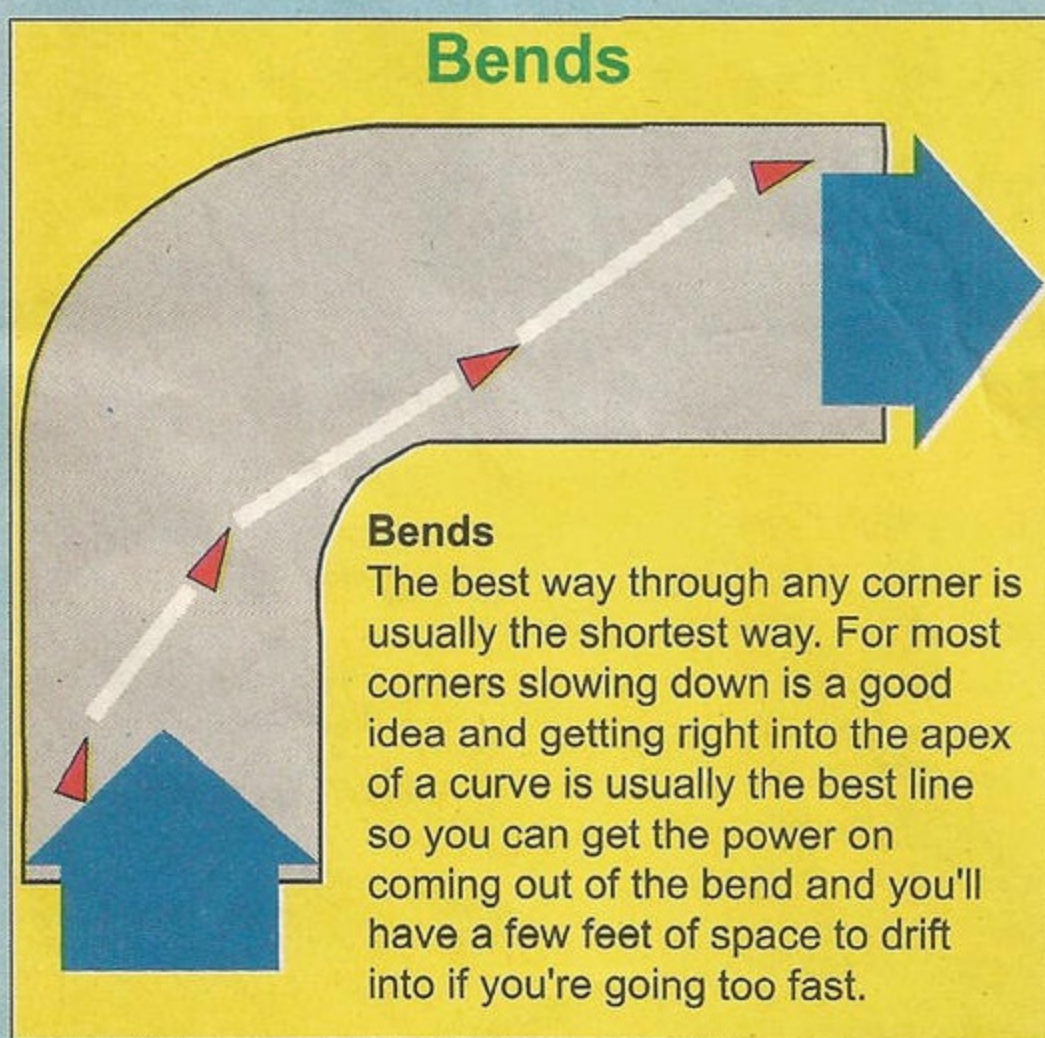
Bike racing fans will get immense pleasure from this one, the only cloud on the horizon being that it's a one player game. Simultaneous two-player racing would have been excellent.



On the Junior course in Asia. Just look at the speed! And those flames out of the exhausts! I wouldn't fancy getting too close behind him – or crashing at that speed! (Inset). Yep, too much speed, too tight a corner!

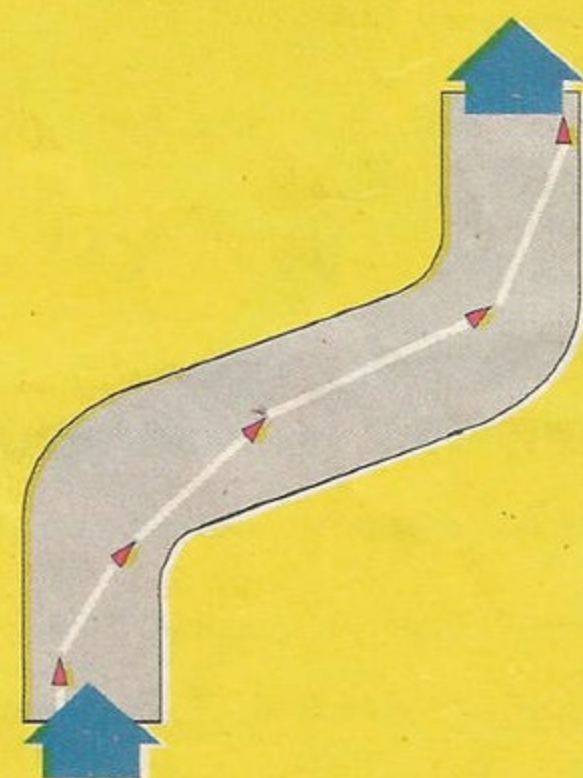
Ride like a Pro.

There are definite ways to get the best out of a bike, and it's not all just knowing when to slow down and when to speed up. Here are a few tips to improve your riding ability.



The same technique is best applied for **chicanes**, but you tend to have to 'flick' the bike first one way then other very quickly. For any bend or corner what you must do is use reference points, trees or advertising boards which you can use as indicators to either brake or start a turn.

chicanes



Braking

Clever braking can often make the difference between winning and losing a race. It's *always* better to stay on the bike through a corner, no matter how slowly you're going, rather than waste valuable time (and risk pranging your bike) by coming off simply because you were going too fast.

The time the place

For real fans of the sport, here are some **Formula 1 bike racing circuits and times:**

Salzburgring (Austria)
Circuit length: 4.42km
World Motorcycle Federation lap record:

1:10:64
Assen (Holland)
Circuit length: 6.09km
WMF lap record: 2:06:61
Imola (Italy)
Circuit length 5.05km
WMF lap record 1:53:36
Paul Ricard (France)
Circuit length 5.81km
WMF lap record 1:48:27
Donington (England)
Circuit length 4.02km

WMF lap record 1:39:74
Laguna Seca (America)
Circuit length 3.51km
WMF lap record 1:34:64
Hockenheim (Germany)
Circuit length 6.79km
WMF lap record 1:48:04
Suzuka (Japan)
Circuit length 5.86km
WMF lap record 1:56:22
Mallory Park (England)
Circuit length 2.17km

WMF lap record 1:00:27
Cadwell Park (England)
Circuit length 3.49km
WMF lap record 1:52:56
Knockhill (Scotland)
WMF lap record 1:09:42
Oulton (England)
Circuit length 4.46km
WMF lap record 1:23:16
Silverstone (England)
Circuit length 4.78km
WMF lap record 1:13:00



GRAPHICS 85%
▲ Loads of different courses to race round
▲ Beautiful smooth scrolling
▲ All the sprites are very well animated

SOUND 70%
▲ Good tunes and sound effects
▲ And you get a choice of tunes to accompany the action

DEPTH 60%
▲ There are lots of different courses
▲ Two very different modes of play
▼ Even so, it's still a basic racing game

ADDICTION 70%
▲ There's plenty of opportunity to learn the courses and do better each time
▲ Start winning races in original mode and it's hard to stop playing
▼ Racing against a real opponent would have put the icing on the cake

S-FACTOR 85%
There's no faulting the conversion and the addition of the extra mode of play really adds something to the game. It's got just about everything a bike racing fan could want – speed, good handling and murderous courses.

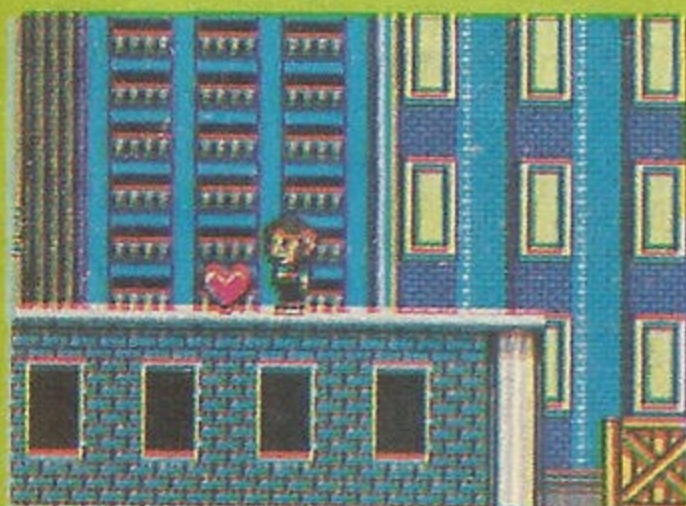
ONE YEAR ON

Believe it or not, your super soaraway S is one year old. To save you hunting for hours for that elusive tip, here's everything that's appeared in this illustrious organ to date.

GAMES REVIEWED

Bimey! And they say a week in politics is a long time! S, a whole year old, corks! Who'd have believed it eh? A solid 365 days filled to overflowing with Sega bits 'n' bobs. Thanks to all our loyal readers, welcome to the new ones, and here's to many more years of Sega and S.

- Action Fighter** Issue 8, S-Factor 42%
- Aerial Attack** Issue 9 S-Factor 82%
- Alex Kidd High Tech World 2**, S-Factor 55%
- Alex Kidd Miracle World 10**, S-Factor 93%
- Alex Kidd Shinobi World 10**, S-Factor 88%



Alex Kidd in Shinobi World. The fourth and latest adventure of the big eared boy.

- Alex Kidd The Lost Stars** Issue 4, S-Factor 47%
- Alien Syndrome** Issue 5, S-Factor 57%
- Altered Beast** Issue 9, S-Factor 53%
- American Baseball** Issue 2, S-Factor 67%



American Baseball. Steve didn't rate this one too much back in Issue 2.

- American Pro Football** Issue 2, S-Factor 79%
- Assault City** Issue 5, S-Factor 69%
- Aztec Adventure** Issue 8, S-Factor 68%
- Basketball** Issue 3, S-Factor 53%
- Battle Outrun** Issue 6, S-Factor 88%

- Bomber Raid** Issue 7, S-Factor 82%
- Captain Silver** Issue 7, S-Factor 70%
- Casino Games** Issue 1, S-Factor 57%

- Chase HQ** Issue 7, S-Factor 70%
- Choplifter** Issue 9, S-Factor 80%
- Cloud Master** Issue 2, S-Factor 63%

- Combo Cartridge** Issue 11, Overall 7/10
- Cyborg Hunter** Issue 6, S-Factor 64%
- Dead Angle** Issue 3, S-Factor 70%

- Dynamite Dux** Issue 3, S-Factor 64%
- Enduro Racer** Issue 8, S-Factor 61%
- Fantasy Zone** Issue 8, S-Factor 91% (Issue 9, 81%)

- Galaxy Force** Issue 3, S-Factor 87%
- Gangster Town** Issue 11, Overall 7/10
- Ghostbusters** Issue 2, S-Factor 58%

- Global Defense** Issue 8, S-Factor 78%
- Golden Axe** Issue 4, S-Factor 88%
- Golfmania** Issue 8, S-Factor 87%

- Golvellius** Issue 7, S-Factor 74%
- Great Baseball** Issue 9, S-Factor 67%

- Great Basketball** Issue 9, S-Factor 52%
- Great Football** Issue 9, S-Factor 70%
- Great Golf** Issue 9, S-Factor 73%
- Great Volleyball** Issue 9, S-Factor 55%

- Lord of the Sword** Issue 7, S-Factor 64%
- Miracle Warriors** Issue 7, S-Factor 77%
- Missile Defense** Issue 11, Overall 5/10

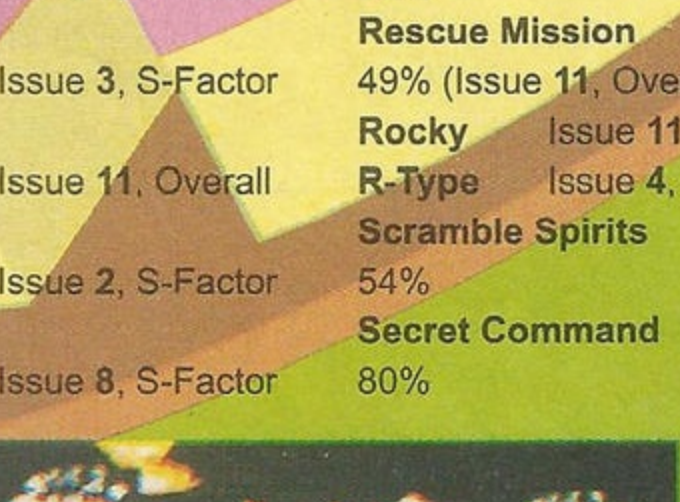
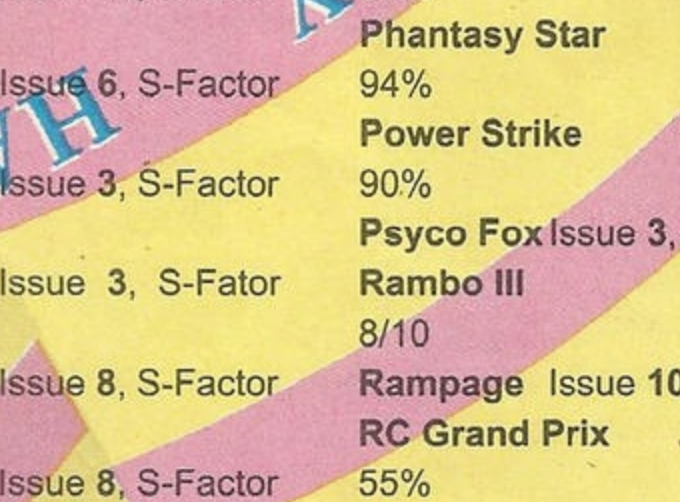
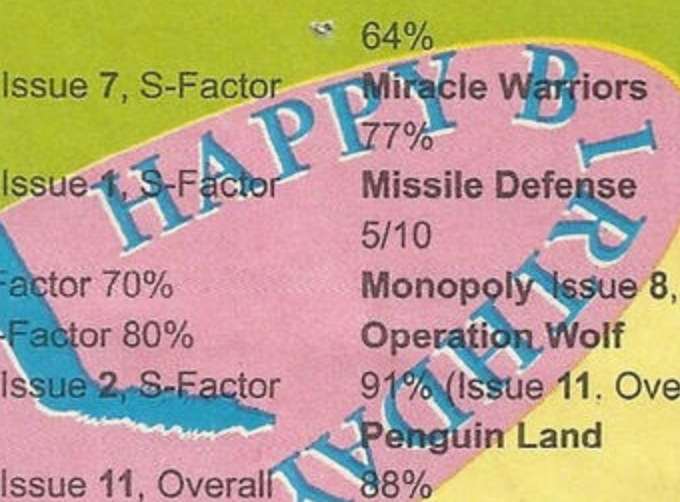
- Monopoly** Issue 8, S-Factor 88%
- Operation Wolf** Issue 7, S-Factor 91% (Issue 11, Overall 9/10)
- Penguin Land** Issue 9, S-Factor 88%

- Phantasy Star** Issue 7, S-Factor 94%
- Power Strike** Issue 5, S-Factor 90%
- Psyco Fox** Issue 3, S-Factor 93%
- Rambo III** Issue 11, Overall 8/10

- Rampage** Issue 10, S-Factor 84%
- RC Grand Prix** Issue 5, S-Factor 55%
- Rescue Mission** Issue 8, S-Factor 49% (Issue 11, Overall 8/10)
- Rocky** Issue 11, S-Factor 64%
- R-Type** Issue 4, S-Factor 91%
- Scramble Spirits** Issue 4, S-Factor 54%
- Secret Command** Issue 8, S-Factor 80%
- Shanghai** Issue 11, S-Factor 91%
- Shooting Gallery** Issue 11, Overall 8/10
- Slap Shoot** Issue 5, S-Factor 80%
- Space Harrier** Issue 5, S-Factor 82%
- Spellcaster** Issue 2, S-Factor 89%



Casino Games, reviewed way back in Issue 1. Strictly for the gamblers.



Golden Axe. The corking coin-op conversion reviewed back in Issue 4.

- Summer Games** Issue 11, S-Factor 63%
- Super Monaco Grand Prix** Issue 10, S-Factor 74%
- Super Tennis** Issue 8, S-Factor 57%
- Teddy Boy** Issue 8, S-Factor 73%
- Tennis Ace** Issue 2, S-Factor 83%
- The Ninja** Issue 8, S-Factor 71%
- Thunder Blade** Issue 11, S-Factor 86%
- Time Soldiers** Issue 11, S-Factor 45%
- Transbot** Issue 8, S-Factor 17%
- Ultima IV** Issue 9, S-Factor 92%
- Vigilante** Issue 8, S-Factor 62%
- Wanted** Issue 1, S-Factor 79% (Issue 11, Overall 7/10)

- Wonderboy III** Issue 1, S-Factor 92%
- World Games** Issue 6, S-Factor 48%
- World Grand Prix** Issue 8, S-Factor 82%
- Y's The Vanished Omens** Issue 7, S-Factor 85%

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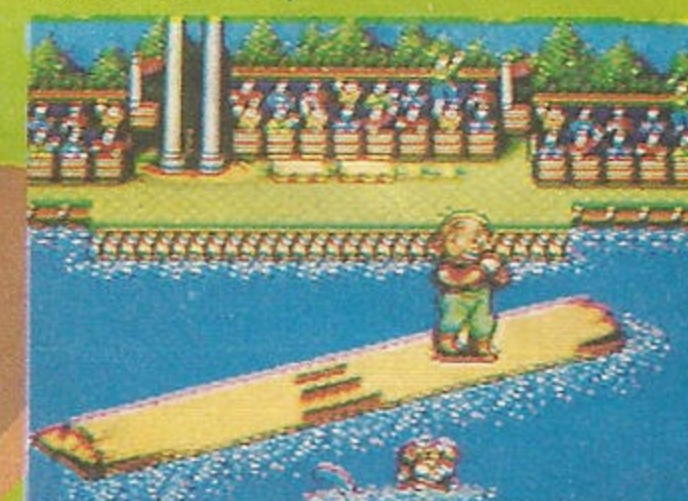
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- Y's The Vanished Omens** Issue 7, S-Factor 85%

- World Games** Issue 6, S-Factor 48%
- World Grand Prix** Issue 8, S-Factor 82%
- Y's The Vanished Omens** Issue 7, S-Factor 85%



World Games. Very silly stuff indeed, that's not a whole lot of fun either.

- Y's The Vanished Omens** Issue 7, S-Factor 85%

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- Y's The Vanished Omens** Issue 7, S-Factor 85%

MAPS AND TIPS

Action Fighter tips, Issue 6. Issue 11
After Burner tips, Issue 2.
Alex Kidd High Tech World tips and maps, Issue 4.
Alex Kidd Miracle world tips and maps, Issue 3. Tips, Issue 5.

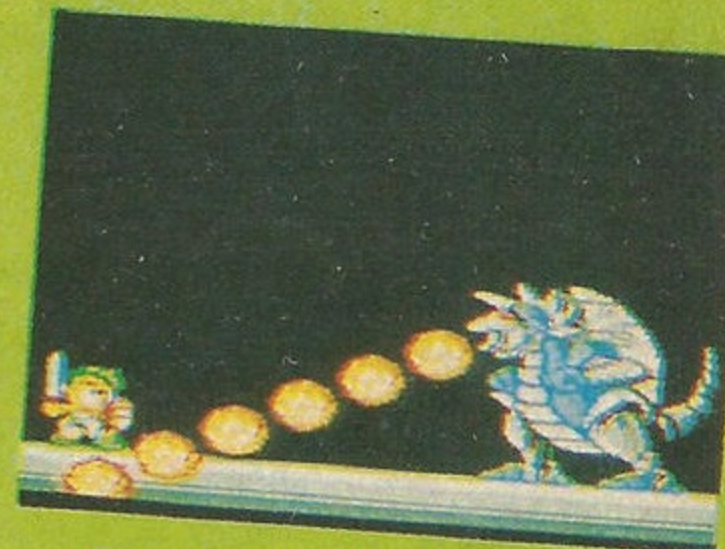


The first adventure – reviewed (surprisingly) in Issue 10.

Alien Syndrome tips and maps, Issue 10.
Altered Beast tips, Issue 5.
Black Belt tips, Issue 5.
Captain Silver tips, Issue 6.
Casino Games tips, Issue 6.
Choplifter tips, Issue 3.
Cyborg Hunter tips and maps, Issue 11.
Double Dragon tips, Issue 1.
Dynamite Dux tips, Issue 9.
Fantasy Zone tips, Issue 3. Tips, Issue 9.
Gangster Town tips, Issue 3.
Ghostbusters tips, Issue 5.
Golden Axe tips and maps, Issue 9.
Golvellius tips and maps, Issue 5.
Lord of the Sword tips, Issue 6.
Outrun tips, Issue 1. Tips, Issue 6.
Miracle Warriors tips, Issue 5.

My Hero tips, Issue 6.
Phantasy Star tips and maps, Issue 2. Issue 3. Issue 4. Tips, Issue 10.
Psyco Fox tips and maps, Issue 7.
Rambo III tips, Issue 1.
Rampage tips, Issue 1.
Rastan tips and maps, Issue 8. Tips and maps, Issue 9.
Rocky tips, Issue 3.
R-Type tips, Issue 1. Tips, Issue 3. Tips, Issue 9.
Shinobi tips, Issue 1.
Space Harrier tips, Issue 3. Tips, Issue 10.
Spellcaster tips and maps, Issue 6.
The Ninja tips, Issue 4.
Thunder Blade tips, Issue 1.
Transbot tips, Issue 6.
Vigilante tips, Issue 1.
Wonderboy Monsterland tips, Issue 1.

Map, Issue 2. Tips and maps, Issue 7. Tips and maps, Issue 8.
Wonderboy III tips and maps, Issue 4. Tips, Issue 9.
YS tips and maps, Issue 1.



Wonderboy. Possibly the most tipped game of the year?

FEATURES

Issue 1.

The Inside Story – taking the lid off the Master System and having a good rummage about inside.
Tony Takoushi's Top Ten – the man's fave games.

Issue 2.

Arcades Special – a look at Sega's System 24.
The Crucial Christmas Box – a round-up of some high tech Xmas toys.



Vroom! Back in Issue 2 we had a look at some different Xmas toys.

Issue 3.

ESWAT – *Cyber Police* – a massive player's guide to the arcade machine by Tony T.

Issue 4.

CES Show Report – a run down of events that took place at the Winter CES.

Issue 5.

Made in England – a special report on the progress of the first UK carts.
Arcades Special – Looking at the latest line up of Sega coin-ops including *Line of Fire*.

Issue 6.

Give it some stick – a round up of the joysticks and other controllers available for the Master System.
Previews – a look at *Indy Jones*,



By the time Issue 6 came round, it was time for a joystick round-up.

Paperboy and *Fire and Forget II*.

Arcades Special – *Shadow Dancer* gets played to death in the arcades.

Issue 7.

Doing the Monster Mash – an in-depth report on Sega adventure games.

Issue 8.

Cheapies – reviews of all Sega's £9.99 range.
Back to the Future – a look at Mirrorsoft's games under development: *Speedball* and *Back to the Future II*.
Arcades Special – *G-Loc* gets put through its paces.

Issue 9.

Great Stuff – reviews of all the 'Great' sports sims.
What's cooking at Chicago CES –

special report on the Summer CES show.

Issue 10.

Introducing the Mega Drive – a special report on the new console.
Previews – latest check on the progress of *Gauntlet* and *Impossible Mission*.

Issue 11.

Shoot to thrill – round up of the best and worst Light Phaser games.
Sega Splash 4 Starlight – the stars get dunked.



Betty Boo raising money for charity.

AND WHAT MADE THE HEADLINES...

Issue 1.

Smart Cards were announced as being on their way out. The Handle Controller was about to make an appearance and *Super Monaco GP* was making waves in the arcades.

Issue 2.

The American Genesis (Mega Drive) was reported to be selling very well across the pond and the Sega Challenge was just getting under way.

Issue 3.

Rumbelows announced they were to take the Master System and Virgin announced they'd struck a deal with **The Master System has given us all so much fun over the last couple of years.**



RCA/Columbia allowing customers to rent Master Systems and games from any one of RCA's 1,200 retail outlets.

Issue 4.

The Mega Drive was rumoured to be launched in September. The first European games licences were signed. Michael Jackson attended the Las Vegas CES show to endorse his forthcoming game *Moonwalker*. Rumours were rife of a new Sega hand-held machine.

Issue 5.

The final of the Sega Challenge was to happen over the Atlantic as the finalists were flown to New York. The first artist's impression of the still unofficial hand-held appeared and it was supposed to be called the Micro Drive.

Issue 6.

Virgin set two new price points, £12.99 and £9.99 for some of the older games. Sega and Disney signed a deal to bring some of the more famous Disney characters (Mickey Mouse, Donald Duck et al) to the Genesis.

Issue 7.

Cheetah released a new joystick. *Dragon's Lair* was signed up for the Genesis and *Wonderboy III* was topping the reader's charts.

Issue 8.

The first pictures of the real hand-held, which was now known as the Game Gear, appeared. Future Publishing launched their very own Hot Air Balloon and *Psycho Fox* had gained the reader's No1 spot.

Issue 9.

The Master System II was announced

and the Mega Drive launched in Paris. Sega of America launched a chain of family arcades called the Time Out Family Amusement Centres.

Issue 10.

S gets a new Ed and Art Ed. Sega sponsor the British BMX Racing Championships and Electronic Arts sign a new deal with Sega of America.

Issue 11.

Virgin Mastertronic move offices. Spectravideo launch a new joystick and US Gold hand over the sales and distribution of their Sega games to Virgin

US Gold, leading the way for British carts on the Master System.



SMALL ADS

FOR SALE

For sale Sega Master System with both pads plus four well known games with the box for only £1.50 contact 081 472 9930 and ask for Jason.

Sega System boxed as new games worth £300 will sell £150 buyer must live in Sheffield if so ring after six on 659254 games include WBIII, WBII, Psycho fox and Shinobi.

Master System, two joypads, one joystick, seven games and built in "Hang-On" worth £320 sel for £200 write to Craig, 132, Newbridge Lane, Old Whittington, Chesterfield, S41 9JA, Derbyshire.

For sale Sega Master with light phaser and 18 games. All in good condition worth £550 will sell for £300 ono. Contact Chris on (0672) 513037.

Master System extra joystick, RFU, 20 games incl. W/Boy 2, W/Boy 3, Rastan, Choplifter, Phantasy Star, Y's, Spellcaster, Golvellius, Miracle Warriors + more cost £585 sell £275 ask for Dave. (0753) 882039.

For sale: Sega Master System including lightgun, Shinobi, Double Dragon, Rampage £150 ono will also swap for Sega Mega drive or PC Engine tel: 0388 602020.

Sega Master+ light phaser, 2 games and rapid fire unit, excellent condition hardly used also includes Quickshot Turbo. Worth £185 sell for £100. Phone (0272) 647287 after 5pm.

For sale: Sega Master System, Konix joystick, 7 games, including Golden Axe, Y's, Astro Warrior, and Powerstrike, worth 3280 a bargain at £180 call chris after 6pm. tel: Pontypool (0495) 757559 now.

Sega Master System with 5 games including Golden Axe and World Soccer worth at least £150 I will sell it for £120 if interested phone Chris on 021 382 2691.

For sale, Sega Master System Plus. With control stick and 3-D glasses. 8 great games (inc) Shinobi, Golvellius, World Soccer, £250 ONO (write) 22 Kenilworth Court Ellesmere Port.

Sega Master System for sale including 2 games and a joystick £40 ono ring 0704 62138 after 5.30pm.

Cheap Spectrum+3 disks, £5 to £6 include California games, Dragon Ninja, Techni Cop and many more.

Or swap any 3 disks for any Sega game. Call (0272) 573372.

After Burner £15, Black Belt £10, Enduro Racer £6, Alien Syndrome £10, Alex Kidd, Lost Stars £12,

or swap for Sport Sims. More games on negotiation phone Colin (091) 4556105.

Spectrum +2 2 interfaces 3Joysticks, mags £800 software leads power pack etc. £180 will split or will swap for Sega games or Atari ST wanted P/Fox (Sega) STE on (0942) 261350.

For sale Golden Axe and Spellcaster £20 each original prices £30 each ring (061) 442 9969 between 5pm and 6pm weekdays except Wednesday.

Master System with 3D glasses and game, Rapid Fire Unit, light phaser, proper joystick and 13 games, including Rampage, Wonderboy III, California games, £350 ONO phone Mick on Wakefield 384497 (0924).

Sega Master System Plus with 3 games £130 tel: 051 356 3321 after 4.30pm.

For sale Commodore 64 with two joysticks, loads of games, inc Double Dragon, Batman, Chase HQ. Six programming books sell for £100 phone Mark after 3.30pm on (0753) 684542, Hurry.

Sega Master System for sale light phaser Rapid Fire Unit. Sega Joystick £370 worth of games. All for £325 ono ring Steven Portsmouth Hants 0705 737376 almost new.

Sell Wonderboy II and III at £15 each if interested write to 75 The Leys Chipping Norton, Oxon OX7 5HJ or phone (0608) 642603 (both with instructions) ask for David.

For sale Sega Master System and two control pads and 12 games including, Psycho Fox, Phantasy Star, Outrun and lots more only £190 ring 081 997 7058 after 7pm.

SWAPS

Will swap Lord Of The Sword, no instruction book for Spellcaster or any other good game: 0902 673221 ask for Scott.

To all Sega dudes I want to swap my Light gun for your Wonderboy 1 +£5 or Rastan may sel for £15. Phone now on 051 486 0278 ask for Carl.

Will swap Action Fighter, Gangster Town, WBIII, Rastan, Black Belt for nearly any other Sega game. Phone 0634 389199 after 6.00pm and ask for ESSE pronounced S.E.

I would like to swap my Dynamite Dux for Golden Axe. Must be in good condition with box and instruction. Call Chris on 0782 624778.

I will swap my Afterburner for Double

Dragon or Psycho Fox. If interested call Marc on Harleston (0379) 853 421. Also I will pay £8 for Spy Vs Spy.

My Lord of the Sword, Global Defence, Alex Kidd 3, Shinobi, Altered Beast. For your Pro Wrestling, Spellcaster, GreatGolf, Rastan, Cloud Master or Y's Vanished Omens. 051 486 6002 weekends.

Will swap my Wonderboy III for any: R-Type, Alex Kidd Hight Tech World phone Paul on Cleveland 242435 after 4pm.

Will swap my Light Phaser for two and my Wonderboy III for Golden Axe, Pyscho Fox, Choplifter, Dead Angle, Penguin Land, or Doube Dragon, others considered 041 334 0454.

Wanted Phantasy Star, Y's, Spellcaster and Ultima IV. Write with prices or any good games you want to swap them for to Murray Lane, 28 Stapleton Road, Formby, Merseyside, L37 2YN.

Is there anyone from Lewisham, Pecham or Bermandsey way that has Y's, Rampage or Monopoly that they would like to swap. I've got Rastan. Gangster Town and more. Phone 071 634 7968.

I'm willing to swap my Light Phaser for Any reasonable offer of games ring Chris on 0909 476746 between 5-6pm.

I will swap any of Shinobi, R-Type & Wanted. Any game considered, but esp. Pyscho Fox, WBIII, Calif games. Tel: (0533) 415225 after 5.00pm and ask for

Nigel. (Leics).

Wanted Rastan, Psycho Fox, Wonderboy 3, will swap for R-Type, F16, Power Strike and Shinobi phone(0925) 223706.

Will swap Shinobi for decent game preferably Rastan, Golden Axe, Cal games or Vigilante, Shinobi in brill condition tel: 08206 26252 or contact 38 Seapattrick Rd, Banbridge Co. Down, N. Ireland.

I will swap my R-Type for either Phantasy Star or Miracle Warriors or I will swap my Lord Of The Sword for World Games. Call Farn 0689 59441 and ask for Paul.

HELP!

On Kenseiden how do you get past the very end Master and how do you hit him. Please ring Grant on 677 3810 ring between 6.30pm and 7.30pm.

Help! Could anyone give me some advice for The Ninja + Afterburner ring 0271 76328 ask for Mike.

PEN PALS

I am 15 years old I'd like to hear from people that live in Ireland. To swap tips write to: Darcy 10, Rosebank Old Bawn, Tallaght Dublin 24.

Mega Drive contact wanted to review games for a fanzine if interested. Write to 30 Newport Road, Barnstaple, N. Devon, EX32 9EU. Please hurry.

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PREVIEW

Indiana Jones and the Last Crusade

Well, what do you know? The man with the hat is nearly in your living room!

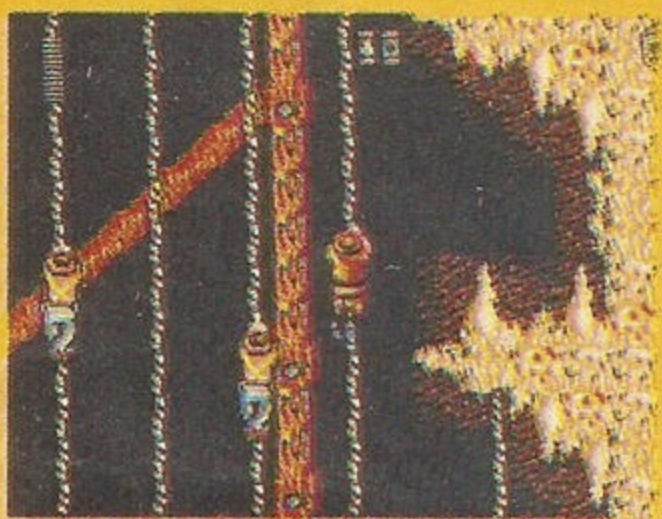
As reported in S6, following *Gauntlet* and *Impossible Mission* will be *Indiana Jones and Paperboy*. We've reviewed the first of these games in this very Iss, but how are the other's doing? They're very nearly there Sega chums, and we'll be reviewing them just as soon as they're completely finished. What we'll do in the meantime is whet your appetite with a few grabs

of the screens and a few words to tell you what you can expect.

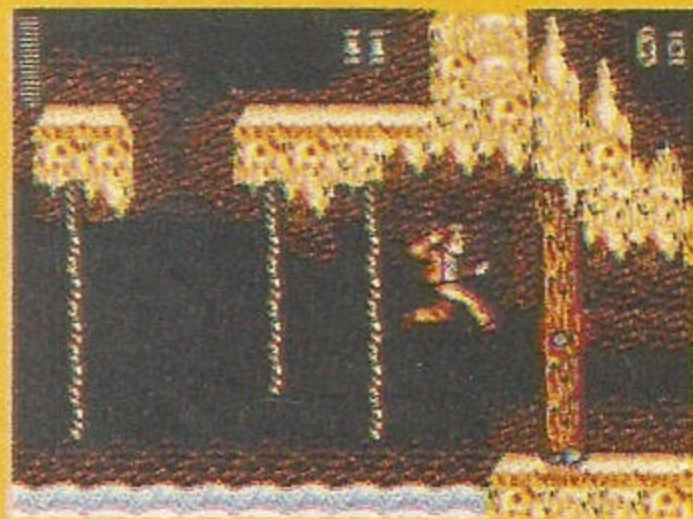
Obviously based on the third and final Indy Jones movie, *The Last Crusade* is an arcade adventure built around the plot of the film. You take the part of Harry Ford and first of all have to grab the Cross of Coronado (which belongs in a museum) from an underground complex where it's been discovered by a bunch of no-good, free-loading treasure hunters. Grab the Cross and

escape from this platty section of the game and you then have to battle across the top of a circus train before restoring the Cross to it's rightful place.

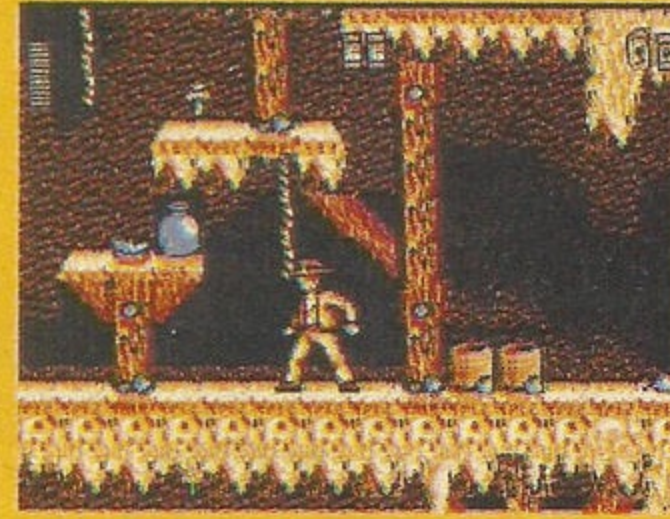
For the rest of the game you're the fully grown-up Indy and have to go rescue your dad who's been grabbed by the Nazi's (sssounds painful - Ssly). Oh, and if you could find the Holy Grail as well while you're about it we'd appreciate it.



It's one of those races you have in the Gym at school! Indy's winning too!



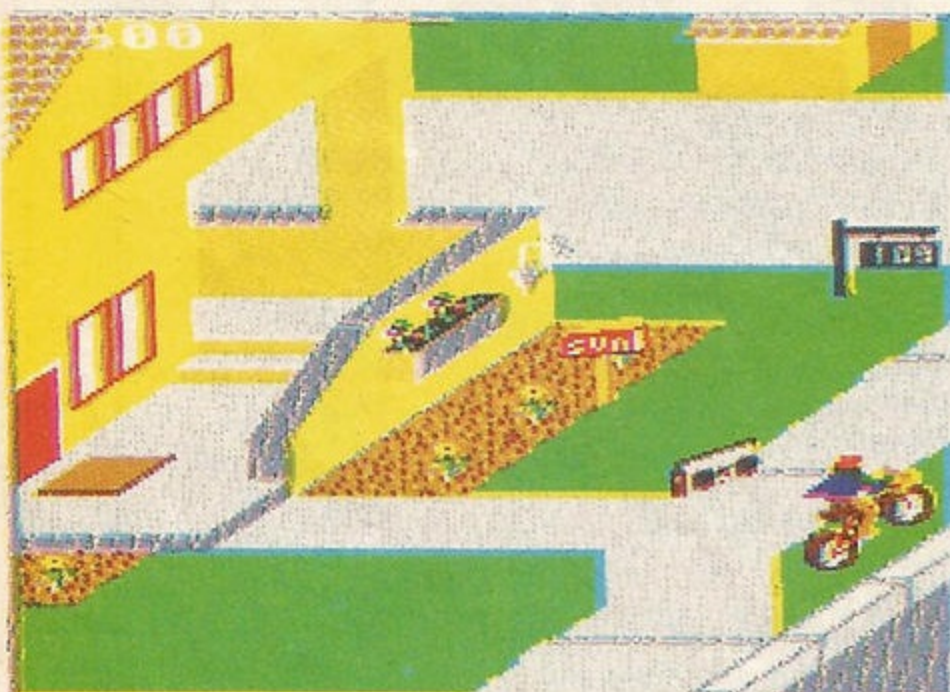
An athletic 'sproing' sees Indy safely across the water to the other side.



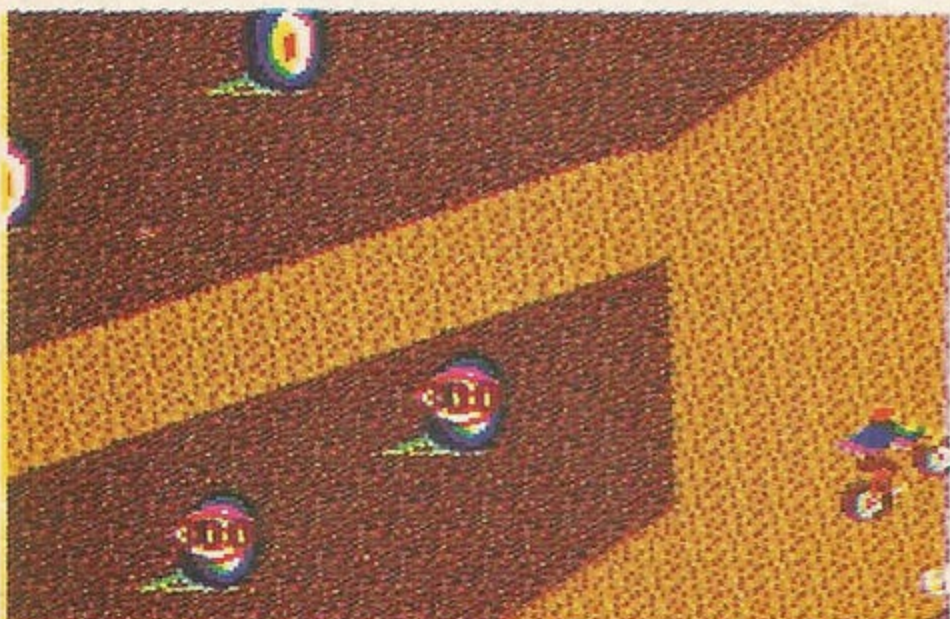
Well there's the Cross of Coronado, but how to get to the blessed thing?



Biff! Indy lets lose with a right hook Rocky-style.



The bright houses take your paper, but mind the windows 'cos if you smash any they'll cancel their subscription.



Target practise on the BMX course at the end of the street. Lots of point-scoring opportunities here.

PAPERBOY

Rarely have coin-op machines caught the Ed's imagination as much as this one did when it first appeared in the arcades (circa 1758). The Ed was on holiday in North Wales at the time, and happened to spot the machine in an arcade in Rhyll. Several hours later and with a lot less money in his pockets he emerged from the arcade, convinced it was the best arcade game he'd ever played (well, it was a very long time ago, and the Ed has always been known as an impressionable sort of person).

Now the game's about to appear on the Master System and apart from the handle bars on the front of the machine it seems to have retained almost all of it's coin-op parent's features. What you got to do you see, is this: you're a paperboy - harmless enough you may think (except when you have to get up at 6:00am on a very cold and snowy winter's morning when it's pitch dark outside), but it's far from that in this town. Each day you have to cycle up a street and fling your papers at the houses who take your paper - taking care not to smash windows or forget them or they'll cancel their subscription. If you're feeling mischievous you can even lob papers at the houses that don't subscribe and try and smash their windows and things - note, this is not recommended in real life!

There are hazards galore in the shape of runaway pets, busy roads to cross and people who just seem to get in the way (what are they all doing up at this time of the morning? That's what I'd like to know!).

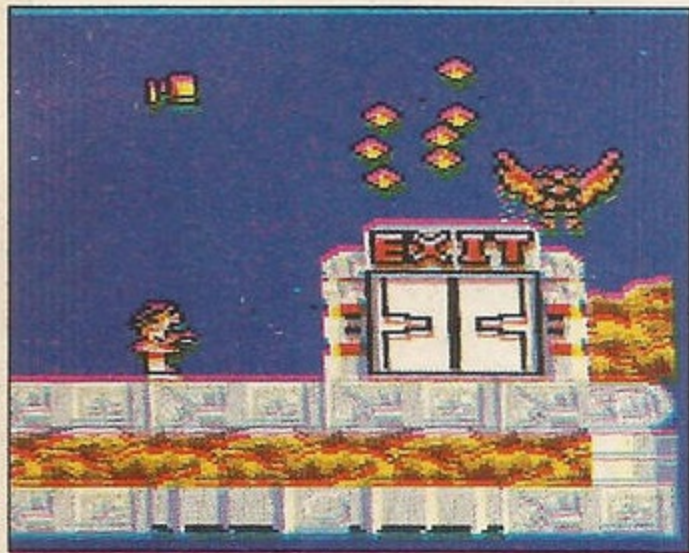


Ah ha! More ammunition in the shape of newspapers. Better mind that kid on the tricycle though.



Smash the windows of the non-subscribers' houses.

I'm glad I'll never get the chance to be a space colonist when I grow up, 'cos if these game scenarios are to be believed they're the first things to be attacked when The Aliens arrive.



That looks like an exit if ever I saw one.

Space colony Number Nine were no exception either. One day the man with the oil can forgot to throw the 'Alien Repellant' switch in the main defence room before clocking out for the night, and next morning the whole place is swarming with ugly great aliens (the bloke lost his bonus for that, but the Union are going to contest the decision at the next AGM).

The colony's only hope now is that Mary and Edger (that's what's known as Japlish, they obviously meant Edgar, but weren't too hot on how it was spelt) are not too busy to come and chase the 'orrible things off again (of course Mary and Edger are you and a mate in disguise really). It's a platty (that's the new S-speak for platform game) with all the action taking place viewed side on. There are five stages to the game, the objective being to clean out Queen Cynthia's tomb (on level five) and thereby force the aliens to go play in someone else's space colony.

PRICE £24.99

PLAYERS



Each level is guarded by a Boss who keeps a special key. To progress in the game you're going to have to persuade each Boss to give you the key – this is best achieved by blasting the slimy devils 'til they blub.

Unfortunately once you've cleared out level one, the next four levels are split between two stages: above ground and below ground. Moving between the levels is easy and simply involves going through the doors.

What's not so easy, and yet is essential to completing the game is finding the special stars that are scattered one to each level.

Thankfully the aliens are pretty easy to kill off (although they have an amazingly annoying habit of re-appearing from the same spot about two seconds later), simply blast 'em. Contact with any of the aliens reduces your health but you can take a few hits before losing one of your three lives.



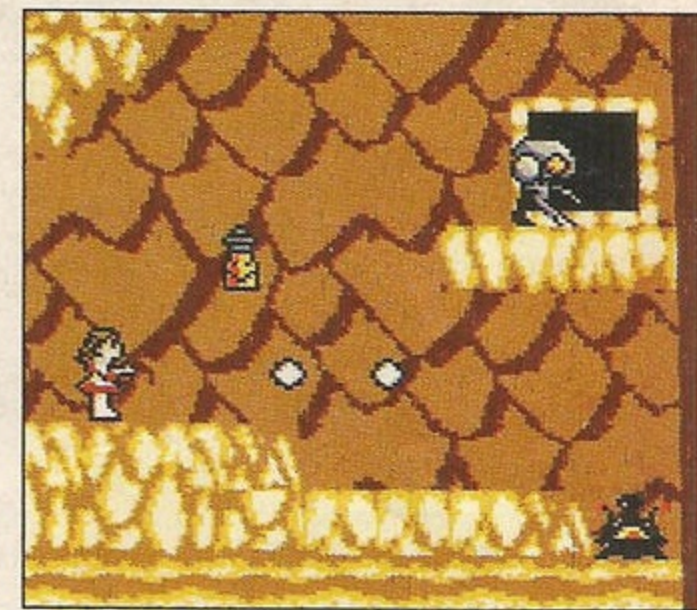
Mary battles it out with a wall-clinging end of level Boss. Mind the bullets Mary!



Mary and Edger blast it out together.

Falling off the platforms however kills you off instantly.

To aid you in your task there are some extras you can pick up, like a



Mary's found a way into an under ground section of the game. Jump for the benefit.

clock which stops all on-screen aliens for a few seconds and a smart bomb. By far the most useful thing though is the jet-pack which enables whoever grabs it to fly around the screen instead of having to jump over gaps and things all the time. Alright? Know what you've got to do?

VERDICT

Platties are curious games, some can be really excellent and others can be awful. *Quartet* is neither. The gameplay isn't good enough to put it in the first division but then again it's not bad enough to relegate it to the fourth.

A bit more tweaking would have improved the gameplay somewhat, but it's got a big task to keep the determined amongst you going.

this one out

S-FACTOR 60%

A classic case of bad pacing that ruins what could otherwise have been a classic. It's not a disaster at all but when you look at it and play it for a while you'll see it has all the ingredients to make it one of the greats, but the potential of the game hasn't been realised.



GRAPHICS 70%

- ▲ Varied and colourful backgrounds
- ▲ Good animation on all the sprites
- ▲ Loads of different aliens to blast

SOUND 75%

- ▲ Lots of different and well wacky tunes to accompany the action
- ▲ The effects are better than average too

DEPTH 65%

- ▲ It's got a hefty game task
- ▲ With only three lives completing the game on your own will be difficult

- ▲ The two player option increases its depth level

- ▼ A lot of the levels are similar and more variety in the gameplay would have been appreciated

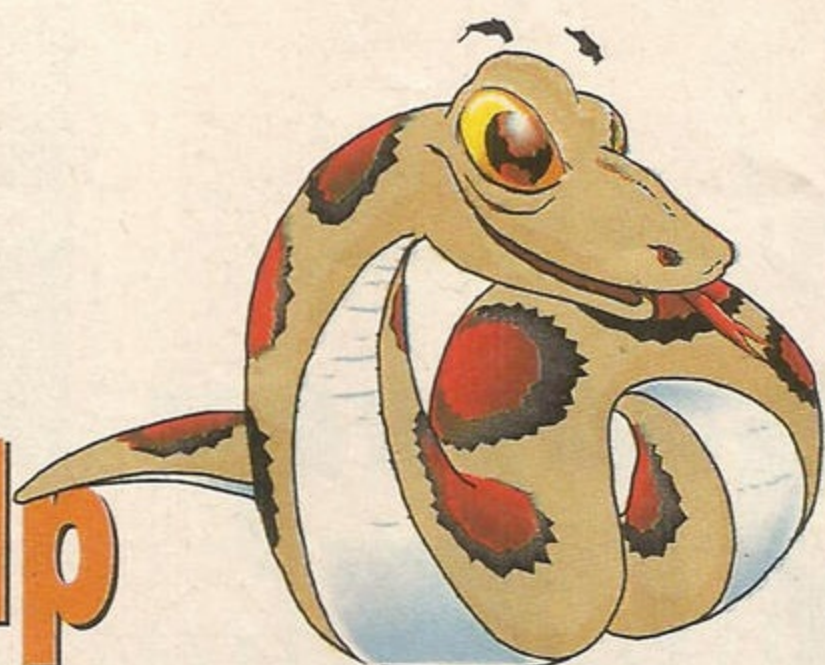
ADDICTION 50%

- ▼ Unless you're very determined you'll find things tend to get tedious quickly

- ▼ Even in two player mode it fails to hold your attention after a short while

- ▲ If you want a game that's really tough and will have you pulling your hair out in frustration, then check

A Little Bit of Ssly Help



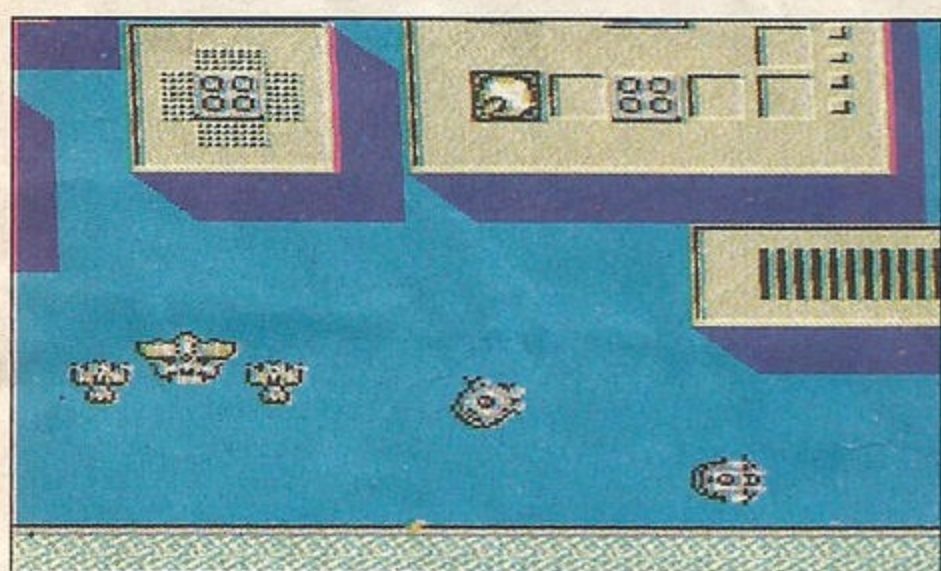
Heh heh heh! Everyone knowss Ssly the Ssplendiferouss iss the coolest snake in the land, and can beat any game yet dessigned. Being ssuch a generous sssoul, I'd like to sshare sssome of my great knowledge with you lesssser beings. I'll even

let some of you ssend in your maps and tipss, and if I think they're worthy enough to appear on my pagess then the authorss will become memberss of my exclusive club – The Order of Sslitherers. Wanna be a member too? Then get writing chumsss.

SCRAMBLE SPIRITS

Stephen Crabtree of Norwich (who's already a member of the **Order of Sslitherers** for ssending in those excellent *Alien Syndrome* mapss a couple of issues ago), hass come up with thesse tipss:

Here are the key points for destroying the Bosses...



Watch out baddies, I've got some mini-fighters in i?

Round 1, Air Zapper.

Shoot the blue circle, in the middle of the ship to the top of the ship, until the outer case splits up. You cannot use the mini-fighters to do this. Then shoot each plane when it's at its biggest.

Round 2, Tank Coupler.

Shoot the tanks with bombs. Try to leave them coupled to each other for as long as possible but this is not essential. You can use the mini-fighters to help you destroy them.

Round 3, Flying Pancake.

Use your mini-fighters to take this one out and keep firing the whole time.

Round 4, Tri-Beater.

Wait until the ship is big then shoot at it from the bottom. While the ships are going up they do not kill you if you touch them. You can use mini-fighters.

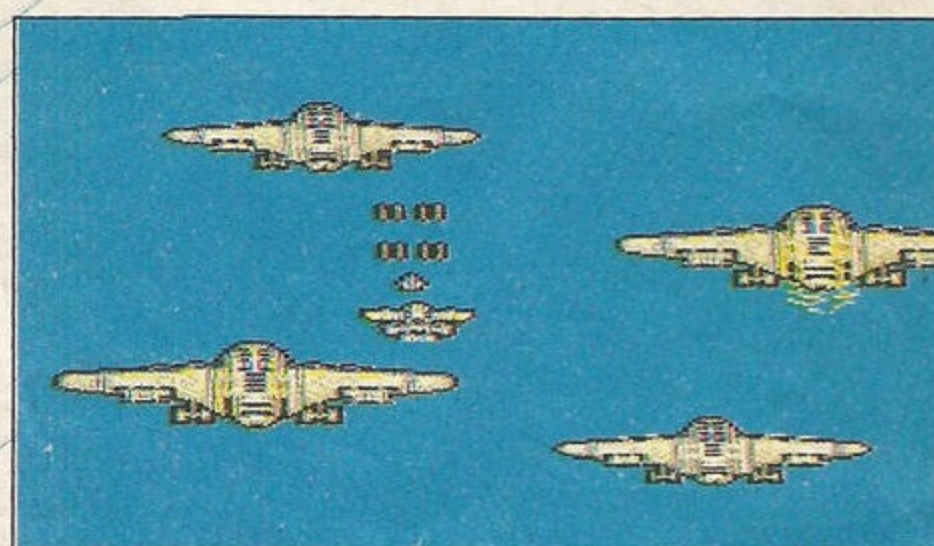
Round 5, Sky Revolver.

Use the mini-fighters to blow this ship up and use

them wisely. Stay roughly in the middle and keep shooting!

1 Round 6, Sting Ray Battle Command.

Shoot the middle first of all and then dodge it when the ship separates. Again, shoot the middle and keep shooting all the time. It is helpful to use the mini-fighters but it is not essential. Shoot the round white circle bullets which turn to stars.



Oh no! Spooky Mr Boss-head. Why are there four?

PSYCHO FOX

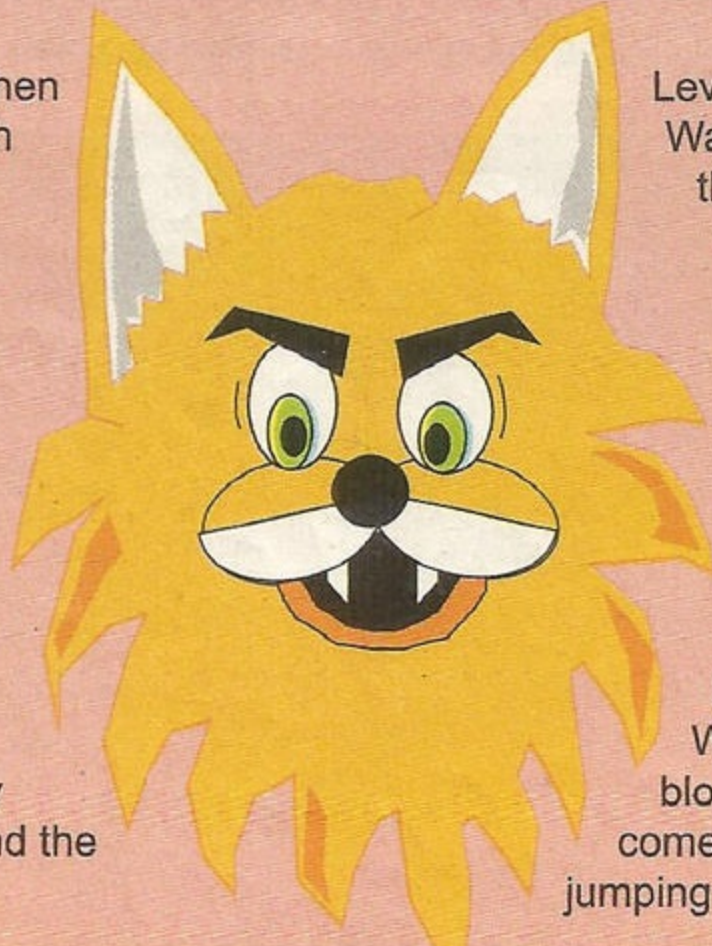
Want to know where the Warp Zoness are on *Psycho Fox*? Well thankss to **William Lakeman** and **James Yates** from

Level 1-2.

At the start of the level kill the three pockly (? – Ed) guys then walk along until you come to a gap in the floor. Fall through the gap but watch out for the three red hoppers who are waiting for you at the bottom. Skim the lake, walk up the steps, past the whiplash pole until you come to four hippo blocks. Smash through the blocks and walk along until you come to a gap in ceiling with a lake above it. Jump up and punch and Ta-daa! A warp zone. In the warp zone, land on the first jumping board and bounce along the boards until you come to an entrance. Stand on top and press down and you'll arrive at level 6-1.

Level 1-3.

At the end of the level bounce on the jumping boards until you reach the top one. Just as you land on it, throw bird fly and there's a warp zone. The first entrance leads to 5-1 and the second leads to 4-1.



Level 2-2.

Walk along until you come to the hippo blocks. Go up past the first set and smash through the second set. Stand on the single block and throw bird fly for a warp zone. The entrance at the end takes you to 3-1.

Level 3-3.

At the end of the level, jump along the small top clouds until you reach a small cloud with nothing near it. Fall off and land on two jumping boards. Throw bird fly to open the warp zone.

Level 6-2.

Walk along the floor until you come to the first hippo blocks. Bounce up above them and walk along until you come to the first hole. Fall down the hole and land on the third jumping board. Throw bird fly to open the warp zone.

CALIFORNIA GAMES

Want to get really good at this game? Now you can thanks to Mark Fenwick from Ryton.



Half pipe skateboarding.

First of all, get used to speeding up as this will be of great help. Start and perform a kick-turn on the opposite side of the pipe. If you build up your speed enough you will be able to do a hand plant on the return. Continue doing hand plants until you are going really fast. Stop this then start doing aerial turns (wait until about half the board has disappeared behind the score bar at the top, then turn). Every time you do this you should get between 850 – 950 points depending on your height. If you are good at this event and can easily beat the game's high scores then you can get onto the high score bonus (more on this later).

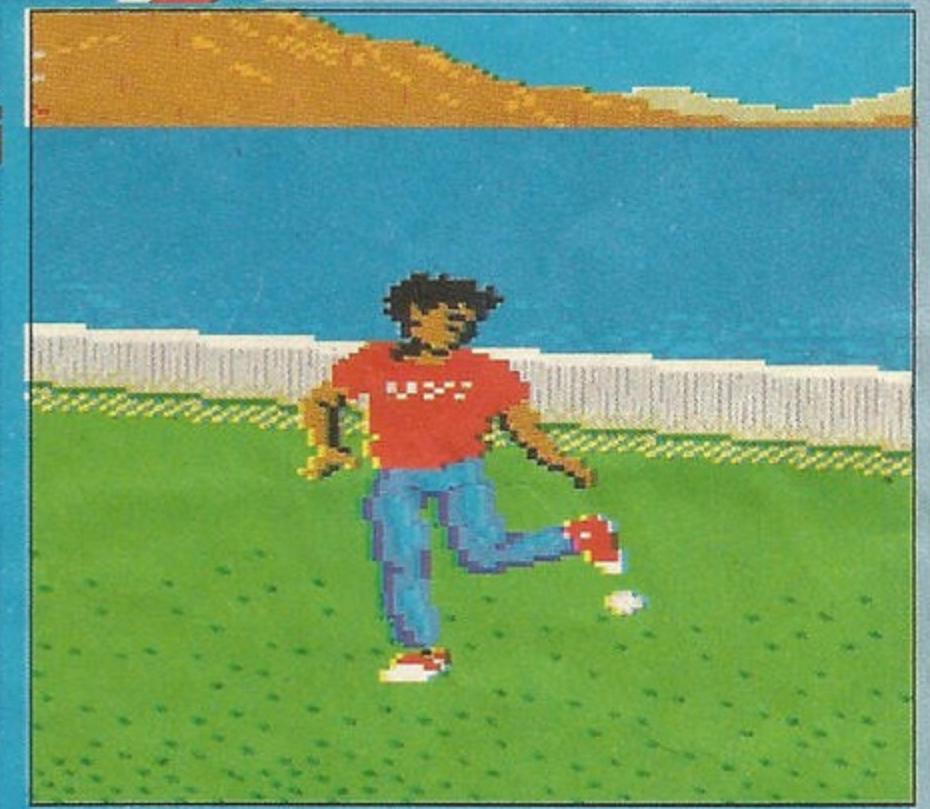


Right, thsts the falling bit sussed, what now?

Foot bag.

Kick the ball into the air while facing backwards, then hit it with the opposite foot you used to start off. This gives you a horseshoe. Continue to get all the other tricks except the doda, reverse doda, dizzy dean and head-banger as these are virtually impossible without fast foot bag reflexes. There are now two ways to get a high score: keep getting jesters while simultaneously knocking the ball off to one side of the screen and catching it when it's thrown back on by doing a jester to knock it off again, getting you about 1500 points in the process. Or you could keep doing double-arches which get you about 2500 points each time. This is a harder method though as you have to be more accurate.

NB: If you get fast foot bag reflexes it is possible to do the moves with lots of practise and it's best to work out a routine and instead of doing double-arches keep hitting the bag with the outside foot again. This means your man is doing dodas and reverse dodas getting you 5000 points each doda and reverse doda.

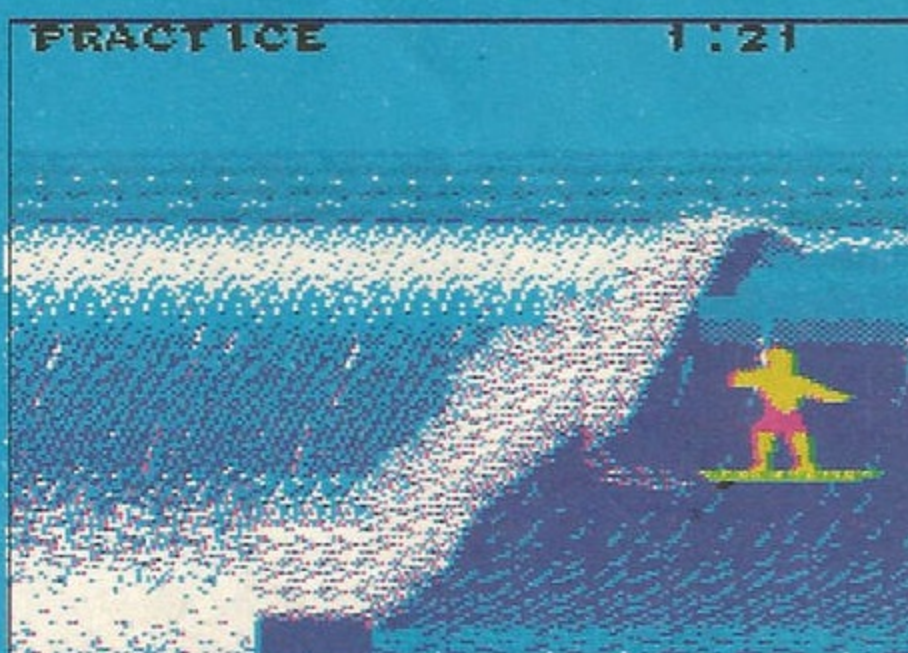


Phew Did i stand in something?

Surfing.

For clarity, jumps will be referred to as 2 pointers, 4 pointers, 6 pointers and 8 pointers (vertical) depending on how many times you have to press the opposite way. A 2 pointer is very shallow and it appears as though you are going to drop behind the wave. Tap the direction twice in the direction you need then you will be put on the wave instead of dropping behind. A 2 pointer goes of at the angle that if you have been going horizontal is one tap to the left, so that you head up to the top of the wave. To start, press button 2 to do a tight turn then weave up and down the wave so the breaking part of the wave catches up to you then speed up by climbing steeply then going down shallowly, you will have completed the tubing part of the game and will get 2.5 points. Start outrunning the wave and start doing jumps, 2 pointers speed you up more, try to do at least one of each. Make sure you are far from the wave when you do an 8 pointer. Continue

jumping until the time runs out and if you are far from the break try jumping backwards along the wave and when you land do a sharp turn to head forwards once again. If you fall off once you will still get a high enough score to get in the charts, but it's not possible to get the maximum nine points without a new surfboard obtained for breaking a record. NB: If you get a new surfboard off the bonus screen use the same method (the tubing bit) but remember exactly how many times you have to press the opposite direction so you don't fall as you only have a fraction of a second when the surfboard reappears from the top of the screen (you only have to worry about this if you are doing 6 or 8 pointers as 4 pointers can just be seen at the top of the screen. Because of the speed the new surfboard gives you you can easily out run the wave and do two or three backward jumps gaining you more points.



Da da da da daaaa ,da da da da da daaaa!

GAME TEST

Flying Disc.

There are no really easy ways of getting a great score but a lot of practice and a good sense of timing and judgement do help a lot! Unless you have a really good sense of timing, don't attempt to do a diving left or a running left catch as these take 100th of a second accuracy to catch the disc. Get used to throwing the disc, get the bar in the two green sections resulting in a good throw. Because you get about 10 points every second the disc is in the air it is vital to get a good throw and a diving catch does help by giving you some extra points. Catching over your head is very difficult but with practice it gets easier. Right diving catches are always good to fall back on.



Bonus section

This occurs when a player breaks one of the game's records. Three tiles appear, then rotate and you have to get them to stop all on one picture. If it's a surfer you get a new surfboard which enables you to do better jumps and stunts. If it's a man then you get fast foot bag reflexes, this slows the bag and the timer down. If

it's a BMX piccy then your new bike allows you to jump higher allowing you to do forward flips. Choose a character on the first tile, when you see it, hit button 1 then say 'car' to yourself as fast as possible and hit button 2 and hopefully both tiles should now show the same picture.

BMX

This event is quite addictive and with some practice it's easy to astound your friends with massive scores. Without a new BMX only do jumps off the second of the two hills (if they come in succession) because if you do jump off the first you won't be high enough to do some tricks and so your score will be reduced.



Who put that rotten lump in the middle?

From every jump try and do a back flip, this may get tedious but it will get you a high score. If you get a new BMX do forward flips instead. Near the end, before the finish, there is a ramp like a right angled triangle - it's possible to do a forward flip off this without a new BMX but don't attempt them anywhere else.

Skating.

This event is pretty simple and to get your character going keep the joystick to the right and then wobble it up and down with your finger or thumb. Remember: The girl jumps when the button is released so get into the habit of tapping the jump button. Jump over all obstacles and turn in the air by quickly pushing left as this gets you more points than simply jumping. Very soon after an up sloping ramp and a pair of shoes there is a tricky section, keep the jump button depressed and release it when the girl drops down. If you have enough speed then the girl will clear the grass line (experienced skaters should try a jump turn here as it gets you loads of points).



What all the best dressed skaters are wearing!

WONDERBOY III

Even more tips for this popular game! These are by David Lewis from Birmingham.

- Lizard-Man
LIZC D6W EN7B PA9
- Mouse-Man
FWOD F2W AYEK 6C2
- Piranha-Man
E2OX D2W B6EK 73U
- Lion-Man
THC3 YTW DE4U R5H
- Hawk-Man
9GC5 YHX XY4V TTJ

There codes have full weapons, armour, hearts and charms the character can possibly have without beating the next dragon. I have also included a huge wad of money into the password.

Tips.
In Mouse-Man's maze, the top route has a hidden room above it. Go left as far as you can, to the very top left of the maze, jump and you'll be in the room. Before entering the door to the Samouri Dragon with Lion-Man (the door

with the white squares in lines above it) go to the end of the corridor, between the two pillars, there's a hidden room where you can get a potion and a full heart refill.

The Legendary Shield is at the Meka Dragon's castle, when you've finished the falling blocks bit and jump out of the pipe thing go back in it and push up for the shop. Also in this castle you get the Legendary Armour off of a monster, and where you get the Legendary Sword is in the Meka Dragon's room, go in there again for the biggest treasure chest in the game.



FANTASY ZONE II

Jon Bond from Weston-Super-Mare is on hand for all thosse ssstrugglin' wiv thiss un.

Level 1.

No real problems here, just buy normal engine, big bomb and the laser. If you have a Rapid Fire Unit you can forget about the laser.

Level 2.

Fairly easy as well. Buy the extra ship in the shop. On the shop level there is a secret red bottle at the bottom of the screen. Use 3-way shots on the Boss if you don't have rapid fire.

Level 3.

There is a secret clock on the level with the red warp zone. The secret shop is on the level with the sea and icebergs in the background. In the secret shop buy a red bottle, then a blue one, big shot and auto beam. If you have rapid fire then don't buy auto beam. If you've got any money left buy a shield. The Boss is easy – just keep shooting.



CaptionWow man, it's like Pink Floyd man, really free...yeah.

Level 4.

There are two shops on this level. Buy a turbo engine from one and an extra life from the other. There is a blue bottle, to get it get in line with the top of the shop on the level with mostly light brown background. You must hit the Boss on the head only.

Level 5.

The rule for this level is: keep moving! There is a secret shop on the level with blue, green and yellow bits in the back, the one with the bases at the bottom. If you have the money buy a rocket engine and twin big bombs. The Boss is easy if you have enough speed and powerful weapons.

Level 6.

There is a blue bottle at the bottom of the screen on the level you start on. There is a secret shop on the mountains background level, in the middle of the screen. In this shop you can buy an extra life for only \$100! But you can only buy one. The Boss is easy, just shoot and move.

Level 7.

This is the toughest level. As soon as you start, stay alert as a load of green things come on at light speed (Interesting Fact No 113, light travels at a constant speed of 186,000 miles per second. Tachyons are theoretical particles travelling faster than light), and you'll die if your health is low. The

easy way is to get big shot, twin big bombs and rocket engine. Then you just pelt along the top, firing like mad and dropping bombs (Interesting Fact No 114, if tachyons exist and travel faster than light speed, they'd have to be moving backwards in time! Wow, try getting your head round that one!). Anything that comes at you will be shot and the bases bombed. It takes about 3 minutes per screen to destroy all the bases but you don't lose any health. The Boss is really tough so buy a fireball weapon and use that on him. If you time it to hit him as his face comes round towards you he should only take a couple of shots to die.

Level 8.

In the shop at the start, buy big shot, twin big bombs and either jet, turbo or rocket engines. This will definately get you from levels 1-6. If you die on 7 just buy a fireball and do as above. On 8 it is best to have big shot and twin big bombs. The engine type doesn't matter as long as you have one. The other opa-opa is quite tough but it is best to stay above him and drop bombs on his head.



Ker-blam!! well, pop and squeak then.

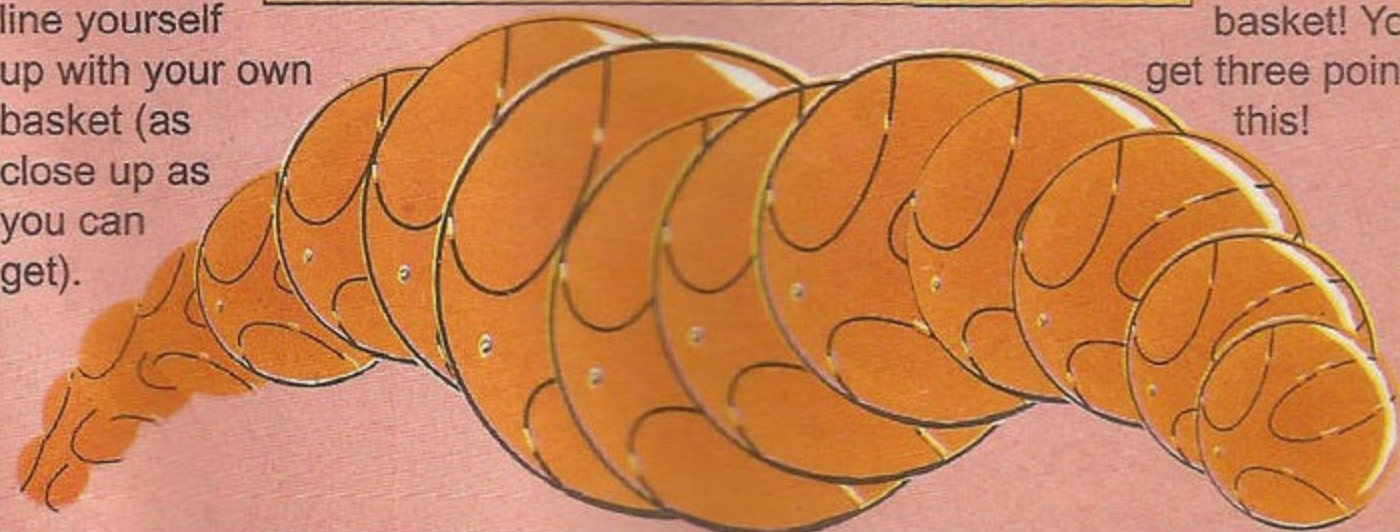
GREAT BASKETBALL

Stephen Hindle from Blackburn hasss come up with thiss:

If you find yourself in your own half and can't be bothered to run to the other end of the court and score, line yourself up with your own basket (as close up as you can get).



Press towards your basket (the one in your own half) then press button 1 and then 2 (as if you are going to score in your opponent's basket) and if you've done it right the ball should shoot across the court and land in the opponent's basket! You'll get three points for this!



WANTED

Calvin Smith of Dromore, Co Down has ssent in thiss nice little cheat...

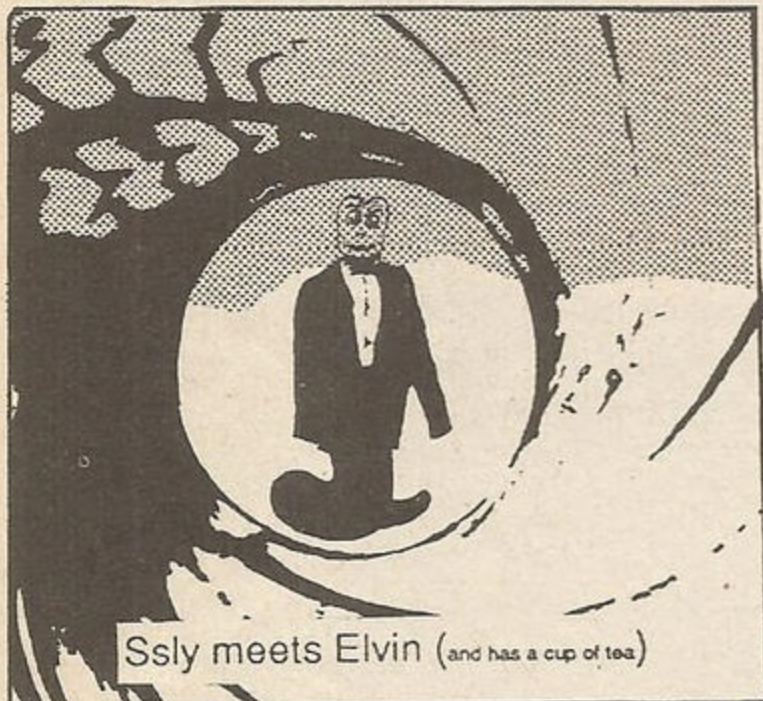
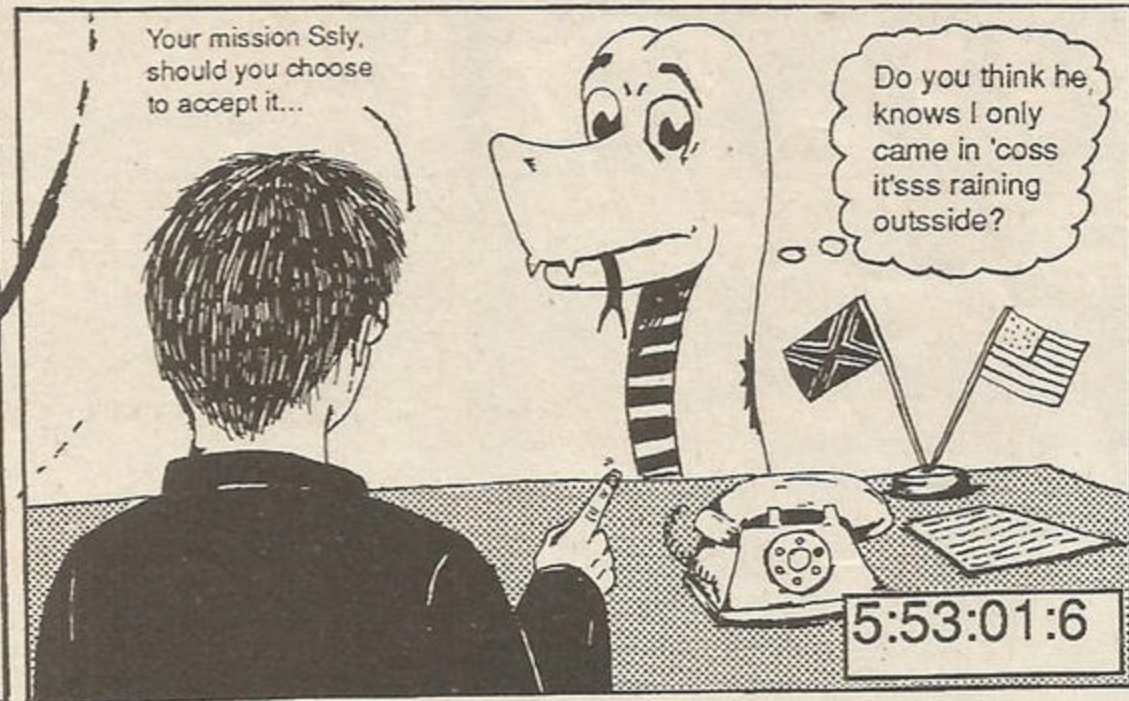
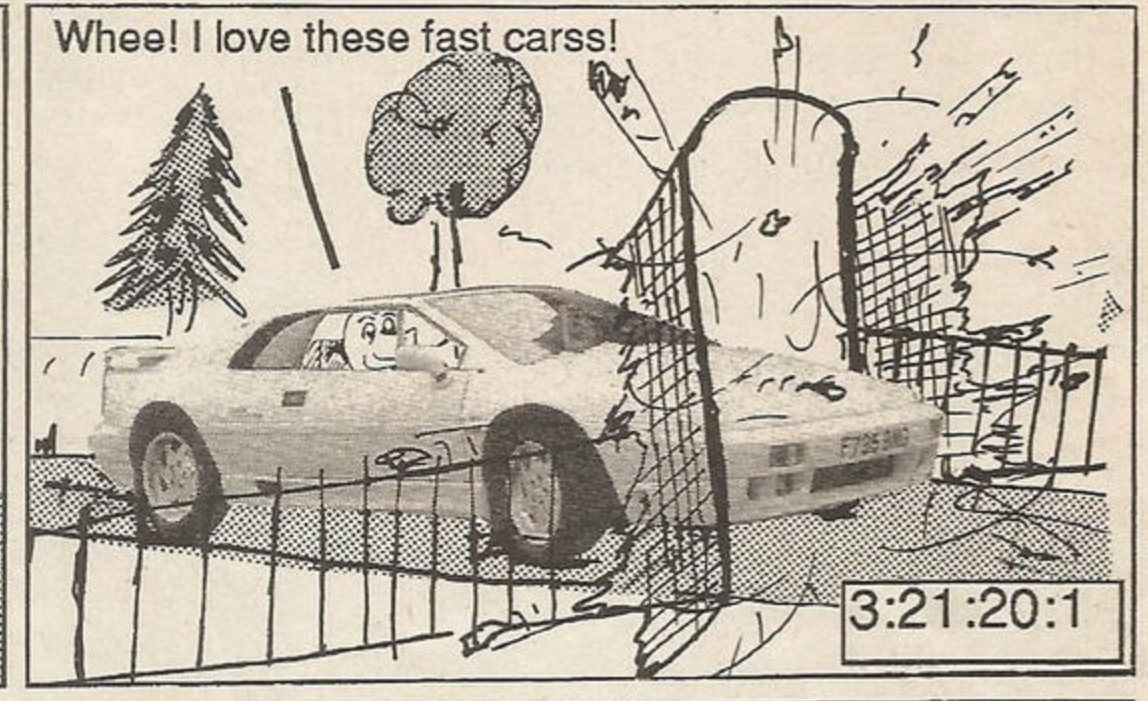
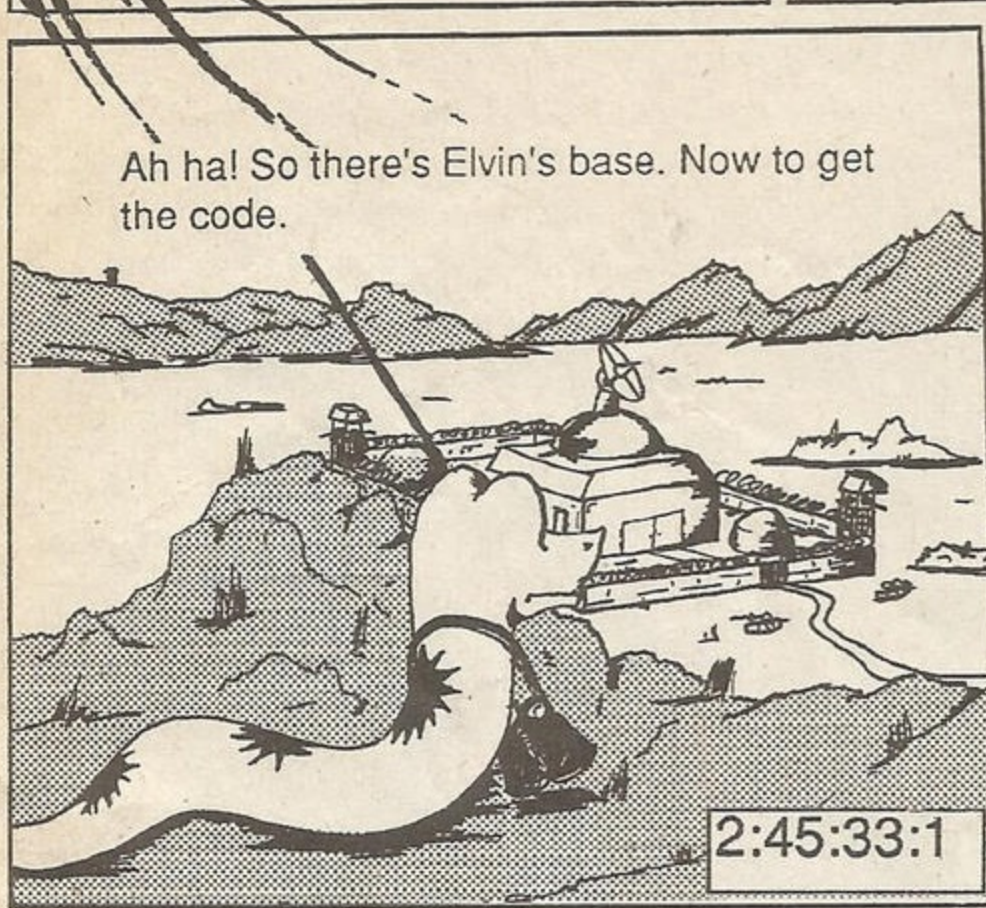
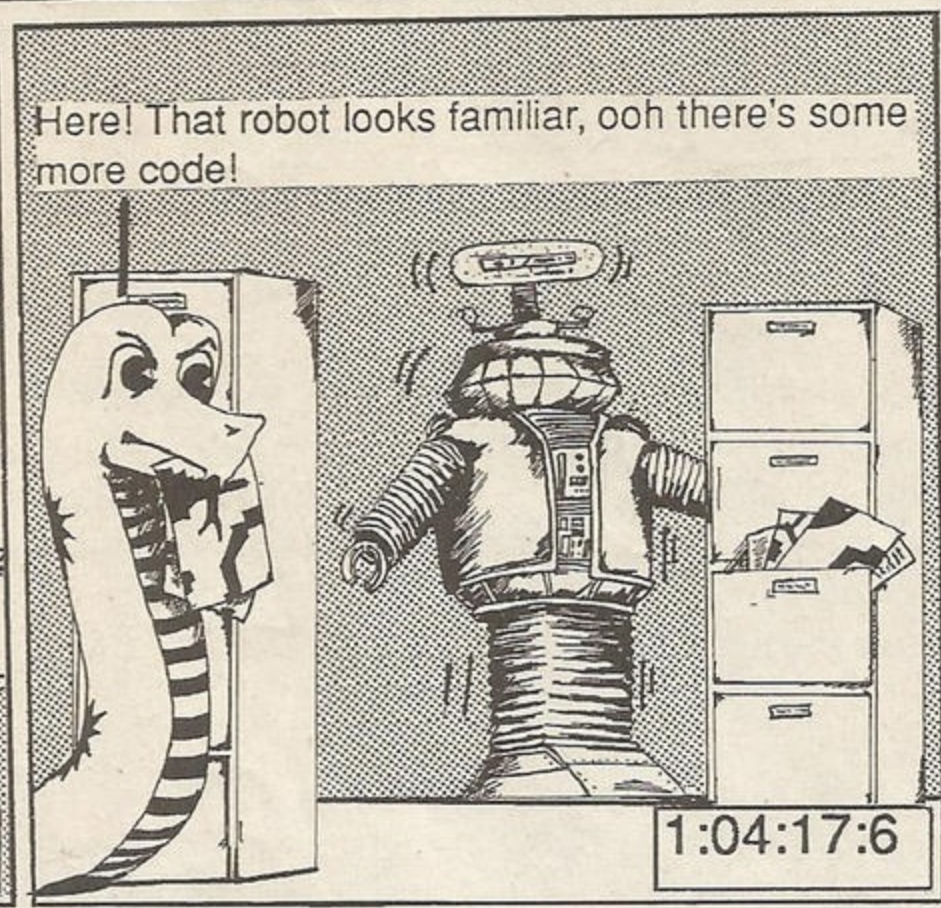

The cheat lets you go to any round you like. To activate it, simply shoot the title screen to get your level select screen. Next shoot either one of the two exclamation marks at the bottom right hand corner of the screen, pressing the pause button at the same time and up should come a round select screen with the numbers 1-7. Then simply shoot the number of the round you want to play.



Try to chew my tobaccy would ya? Take that.

Ssly's Adventures... In Impossible Mission

By Simon Chittenden.

 <p>Ssly meets Elvin (and has a cup of tea)</p>	 <p>Your mission Ssly, should you choose to accept it...</p> <p>Do you think he knows I only came in 'coss it'sss raining outside?</p> <p>5:53:01:6</p>	 <p>Wheel! I love these fast carss!</p> <p>3:21:20:1</p>	
 <p>Ah ha! So there's Elvin's base. Now to get the code.</p> <p>2:45:33:1</p>	 <p>Here! That robot looks familiar, ooh there's some more code!</p> <p>1:04:17:6</p>	 <p>Where are the corner bits, I always start with those.</p> <p>There's no picture on the box! How can I do it without a picture?</p> <p>0:02:01:3</p>	 <p>I love puzzles me!</p> <p>0:00:00:0</p>

0898 **TONY** 299390

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

Ssly Scores

ACTION FIGHTER

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

AFTERBURNER

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

ALEX KIDD AND THE

ROSS GENTLE

LOST STARS

764,000 James Wilcox, Surrey
735,000 Nathan Jarvis, S Humberside
593,900 Robert Hill, Sutton

ALEX KIDD IN MIRACLE WORLD

960,200 Richard ?, London
193,000 Bernie Hines, Shaftesbury
140,000 Danny Knight, Irchester

ALIEN SYNDROME

528,100 Paul MacDougall, Kent
504,000 Chris Hammond, Solihull
491,000 Waqar Shah, Derby

ALTERED BEAST

510,100 Richard Brown, Norwich
478,700 Robert Watkins, Cheltenham
474,400 Stacey Locke, Hereford

ASTRO WARRIOR

1,270,200 Daniel Greetham, Tamworth
1,232,700 Michelle Goffer, Cardiff
1,119,500 Andrew Goffer, Cardiff

AZTEC ADVENTURE

1,672,321 Matthew White, Warley

BANK PANIC

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

BLACK BELT

1,429,600 Craig Wood, Redditch
1,292,400 Christian Locke, Hereford
1,084,600 Ben Manito

BLADE EAGLE 3D

225,400 Robbie Ellmore, Gloucester

BOMBER RAID

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

CAPTAIN SILVER

270,900 Richard Wheat, Rossett
236,400 Robert Hill, Sutton
201,200 Christian Locke, Hereford

CASINO GAMES

\$1,500,010 Ross Gentle, St Neots
\$1,320,140 Lee Williams, Ilkeston
\$1,300,049 Gary King, Stevenage
(PINBALL)
111,270 Carl Marsh, Oldham

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

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

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

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

CHOPLIFTER

6,002,800 Tony Hawk, Birmingham
6,002,400 Matthew White, Warley
6,002,000 Chris Hammond, Solihull

CLOUDMASTER

899,700 Scott McGrath, Swindon
896,600 Steve Willingham, Hull
759,000 Tim Naylor, Leeds

DEAD ANGLE

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

DOUBLE DRAGON

948,680 Robert Wigston, Wishaw
830,857 Martin Ward, Rugby
827,450 Richard Elsbury, Shropshire

DYNAMITE DUX

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

ENDURO RACER

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

FANTASY ZONE

44,747,600 Edward Bowes, Saddleworth
19,791,000 'Icy' Cockayne, Merseyside
8,662,100 Silas Jones, Farnham

FANTASY ZONE II

8,485,700 Bernie Hines, Shaftesbury
8,011,100 Mrs Fenney, Sheffield
7,421,000 Andrew Craven, Cardiff

FANTASY ZONE - THE MAZE

513,240 Keith Weedon, Aylesbury
477,930 Andrew Mobbs, Witney
478,950 Scott McGrath, Swindon

GALAXY FORCE

424,600 Iain Gentry, Hillingdon
421,600 'Icy' Cockayne, Merseyside
415,400 Andrew Mills, Lowton

GANGSTER TOWN

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

GHOST HOUSE

1,773,400 Darren Richardson, Catherington

1,503,800 Ian Neate, Cradley Heath
1,021,200 Scott Jeavons' Dad, Bolton

GHOSTBUSTERS

\$947,160 Richard Elsbury, Shropshire
\$930,240 Craig Wood, Redditch
\$500,200 Fysal



PAUL CAVELL

Barlow, Essex

GLOBAL DEFENCE

541,160 Anthony Hoult, Walsall

GOLDEN AXE

229.2 Stephen Usher, Peterlee
228.0 Tim Stockford, Long Crendon
190 Edward Drake, Huddersfield

HANG ON

5,999,950 Craig Francis, Wolverhampton
5,347,600 Chris Talbot, Manchester
5,034,700 Gary Hunt, Doncaster

KENSEIDEN

1,013,700 Scott McGrath, Swindon
558,400 Paul Houghton, Dorset
548,800 Gary Dorricott, Liverpool

KUNG FU KID

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

LORD OF THE SWORD

2,692,000 Andrew Binks, Wakefield
2,058,000 Michael Blythe, Cardiff
1,550,000 Stewart Robinson, Bath

MARKSMAN SHOOTING

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

MAZE HUNTER 3D

117,900 Ken Goldup, Liverpool
94,200 Robert Hill, Cheam
83,600 Matthew Parsons, Blackburn

MISSILE DEFENCE 3D

721,000 Duncan Simcox, Chilwell, Notts
216,750 Kevin Raisin, Derby
211,500 Marek Koss, Kidderminster

MY HERO

1,711,300 Sean Lawrence, Manchester
1,409,700 Stuart Ladbroke, Bexley
1,258,100 Richard

OPERATION WOLF

1,100,750 Stephen Usher, Peterlee

OUT RUN

88,342,860 Luke Metcalf, Cleveland
79,248,000 Michael Coe, Manchester
71,164,270 Luke Tredget, Shenfield

OUT RUN 3D

41,884,330 Matthew Parsons, Blackburn
40,106,345 Paul Reynolds, Hemel Hempstead
30,420,120 Luke Tredget, Shenfield

PENGUIN LAND

253,700 Rachel Taylor's dad, Stourbridge
121,300 Debbie Hines, Shaftesbury
117,150 Rachel Taylor, Stourbridge

PIT-POT

114,700 Michael Cawood, Whitehill
12,400 Abdul Mokid, Oldham

POSEIDON WARS 3D

168,576 Graeme Evans, Greenford
154,164 William Pearson, Derby
126,960 Garety Price, Cardiff

POWER STRIKE

7,058,440 David Tobin, Cardiff
6,839,000 Justin Dean, Basildon
5,306,240 David Tobin, Cardiff

PRO WRESTLING

800,000 Paul Cavell, Tipton
759,600 Anthony Franklin, Stevenage
734,900 Scott McGrath, Swindon

QUARTET

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

R-TYPE

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

RAMBO III

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

RAMPAGE

1,024,025 Lee Fullard, Bilston
1,00,210 James Evers, Sulton Coldfield
944,055 Daniel Greetham, Tamworth

RASTAN

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

RESCUE MISSION

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

SAFARI HUNT

10,665,550 Hugh McKenna, Holytown
4,776,300 Chris Talbot, Manchester
4,449,300 Adrian Mutlow, Bath (I used to live on the same street as you Adrian!)

SCRAMBLE SPIRITS

9,999,900 Julian Agada, London (WOW!)
3,067,300 Ross Crudgington, Fleet
2,400,900 Jamie Evans, Runcorn

SECRET COMMAND

1,348,370 Simon Tonkin, Moseley
1,347,380 Alan Barratt, Birmingham
1,324,200 Gavin Bacon, Cheshire

SHOOTING GALLERY

1,543,000 Mike Beer, Shaftesbury
127,300 Alan Barratt, Birmingham

SHINOBI

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

SPACE HARRIER

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

SPACE HARRIER 3D

23,410,840 Andrew Goffer, Cardiff
15,352,500 Mark Collins, Kelty
14,781,602 Matthew White, Warley

THE NINJA

2,911,450 Ryan Taylor, Wishaw
2,560,150 Marcel Price, Swansea
1,495,700 John Newton, Tarleton

THUNDER BLADE

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

TIME SOLDIERS

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

TRANSBOT

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

TRAP SHOOTING

535,400 Alan Barratt, Birmingham
337,100 Keiron Felton, Fareham
334,300 Michelle Hines, Shaftesbury

VIGILANTE

300,900 Adam Miglioranza, Worcester Park
276,800 Ian Hutchinson, Dukinfield
252,920 Luke Tredget, Shenfield

WANTED

420,720 Paul MacDougall, Kent
300,500 David Barrell, Cardiff
290,900 John Phillips, Walsall

WONDERBOY

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

WONDERBOY IN MONSTERLAND

9,517,600 Simon Gale, Moffat
9,293,060 Stephen Mawhinney, Ballymena
9,274,150 Richard Elsbury, Shropshire

WONDERBOY III

9,879,897 Adam Miglioranza

ZAXXON 3D

54,400 Matthew Parsons, Blackburn
41,400 Mags Barron, Blackpool
33,200 Colin Billington, Birkenhead

ZILLION 2

3,815,900 Nobby Johnson, Skegness
3,500,600 Paul Cavell, Tipton
3,293,500 Andrew Swinbank, Cleveland

TIM NAYLOR

SCOTT McGRATH

PRO WRESTLING

Saturday afternoons used to be such fun, before the boring horse racing started there was always the wrestling. Watching a TV wrestling bout was like watching a pantomime they were so funny! What really made them worth watching though were the little old ladies who'd sit at ring-side and attack the 'baddies' with their handbags – they really stole the show. The Americans are even more into the sport and the big American wrestling personalities are massive stars who earn vast quantities of money each year – there are worse ways to make a living (like putting up with the Ed – Ssly).

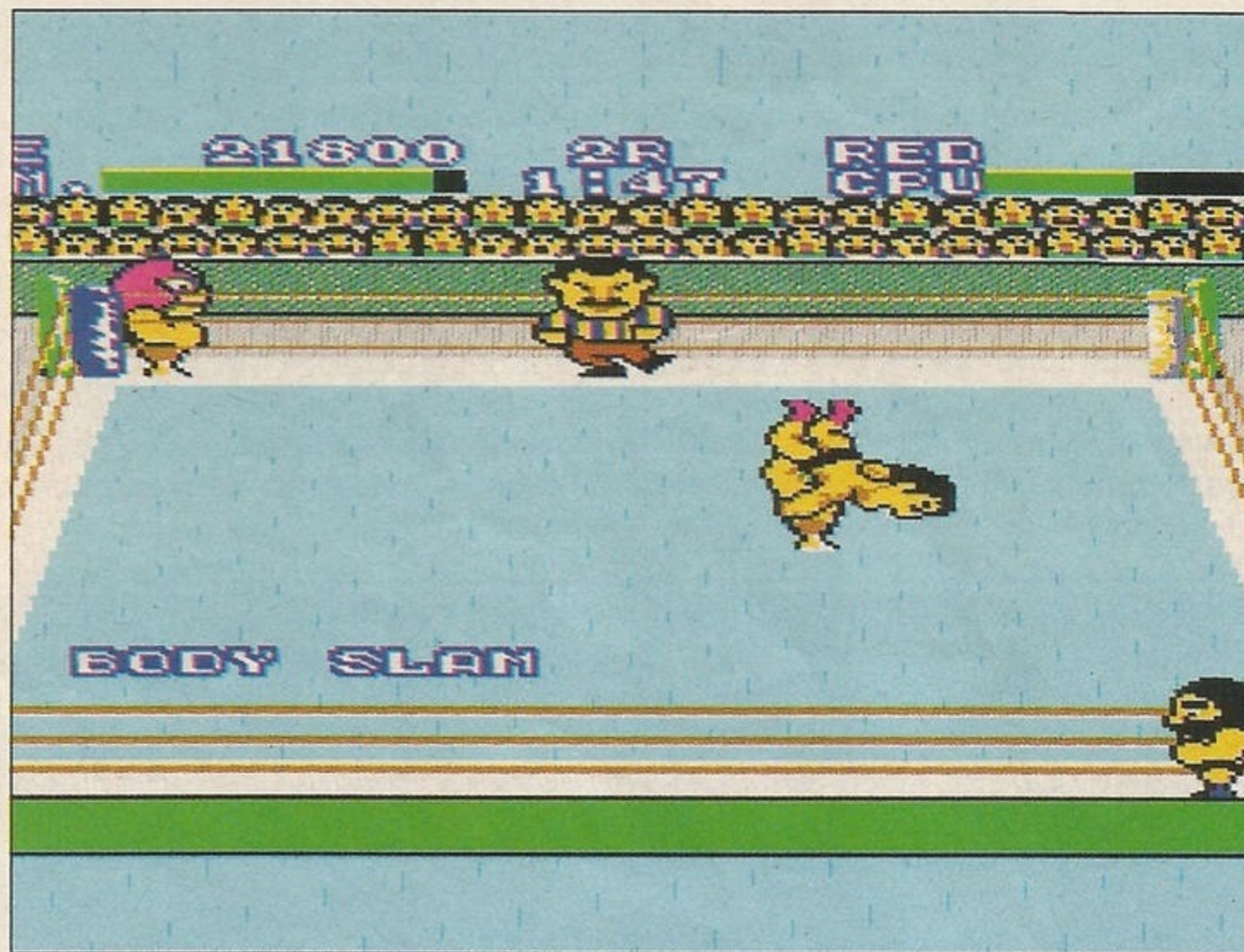


The team select screen. Take your pick.

Fortunately for the rest of the world, the closest most of us are ever likely to come to being wrestling stars is when we play a game of *Pro Wrestling*.

The game's a one or two player affair that gives the player the chance to control both members of a tag team. Tag team wrestling is notorious for it's lack of discipline and outrageous showmanship. Both teams seem to do their utmost to flout the rules as blatantly as possible and the ref always manages to be looking the wrong way at the right time.

Almost anything goes in *Pro Wrestling* too as you kick and punch your opponents around the ring and try and reduce their energy meter enough to allow you an attempt to pin them to the canvas for a count of



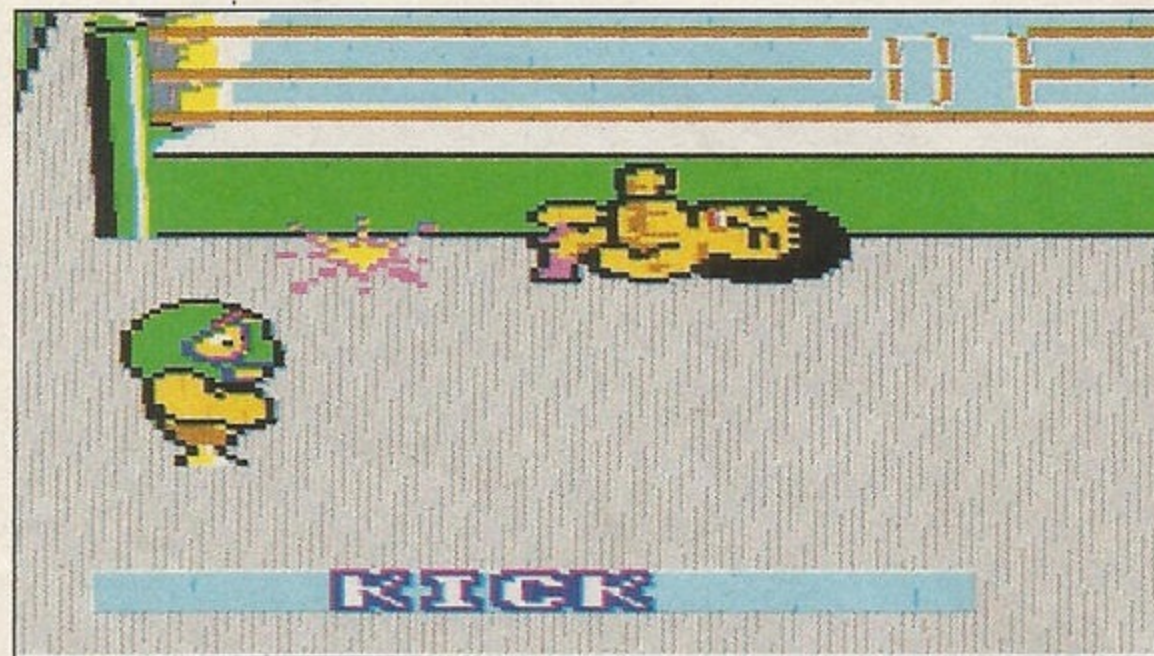
One of the Great Maskmen delivers a punishing body slam to his opponent – ooch!

three and gain a fall.

Each bout is a three minute, one fall affair (although there's no time limit when you're playing a human opponent) and there are three leagues to take part in: Mexican, Pacific and toughest of the lot, World.

Working your way through the rounds involves winning a number of bouts against the same opponents before moving on.

Defeating your opponents requires skill, timing and a lot of use of special techniques. Each wrestler has a peculiar speciality like headbutts, elbow drops and pile-drivers and which ones you use depends on the situation. For example, kick your opponent to the deck and depending on which button you press and your proximity to the downed wrestler your character will execute a move. If it



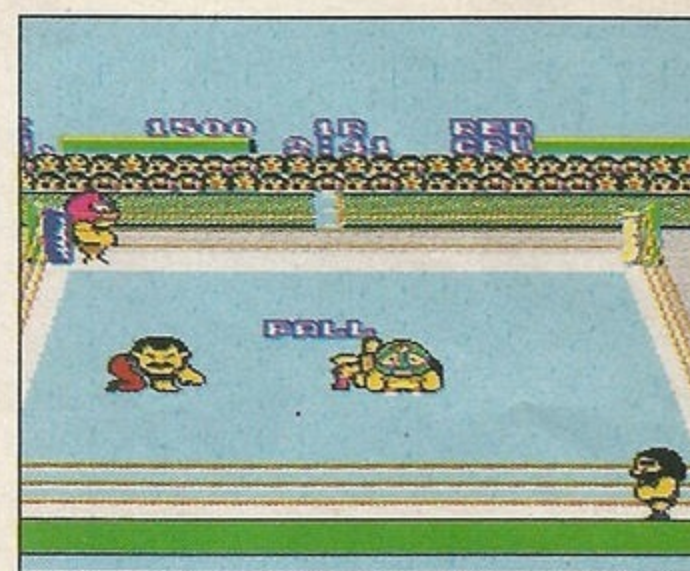
Oh no! It's an outside ring free-for-all!

comes off you'll have reduced his energy even further and once it's low you can go for a pin to clinch the bout. Simple enough eh?

It wouldn't be the same without some really dirty tricks though, so you can even get yourself involved in an out-of-ring free-for-all where you can pick up a chair and bash it over your opponent's head!

VERDICT

Getting used to the controls and which buttons to be pressing when can take a while. Once familiar however and the game becomes all too easy to beat. All you have to do is work out how to defeat a particular opponent and stick with the same method. Alright so there maybe different teams to choose and fight against but each one is pretty easy to master. Saving the



Aaaa threeeeeahhh! The bout's won!

game, as is the case with a lot of these sorts of games, is that good ol' two player option. Play against a friend and the whole game is lifted. It's then fun, humorous and highly entertaining. Avoid if you're going to be playing solo, but one to grab if you've got a friend who wants a regular battle.

PRICE £24.99

PLAYERS

GRAPHICS 55%

- ▲Big, colourful sprites
- ▲Animated crowd
- ▲Smooth animation on the main players
- ▼The ring becomes a bit dull to look at after a while

SOUND 35%

- ▼The tunes played throughout tend to get on your nerves very quickly and will have you running for the volume button
- ▼The sound effects aren't the best to have come out of the Master

System either

DEPTH 50%

- ▲There are certainly plenty of bouts to be fought before you get the World crown
- ▲And there are plenty of different teams to be or take on
- ▼Once you've sussed an opponent though things tend to become less interesting

ADDICTION 70%

- ▲Play against a friend at it's immensely addictive (especially if you lose a couple of bouts)

▼Play on your tod and the interest dies very quickly

S-FACTOR 76%

Like so many two-player games, that's how they're designed to be played and you're only getting your money's worth if you've got someone to play against. Great fun if you have though.

COMPETITION

THE WIN A
YAMAHA
KEYBOARD
COMPO

See that keyboard? Well, it could be yours. The musical one you idiot, not the computer one, cor I dunno why I bother with you lot sometimes! All you've got to do is prove yourself worthy to be a Special Agent by cracking the code. Code cracking is an essential part of any Special Agent's training and to make things really tough, we're going to give you no clues whatsoever.

Oh, alright we will give you some clues, sort of. The letters and symbols all go together to make up a sentence. It's a perfectly normal sentence, in English, and we haven't cheated in any way shape or form to make it impossible to solve. It's really easy in fact. All it takes is a little bit of lateral thinking and the code's easily cracked.

Perhaps we've moved all the letters of the alphabet up one, like b's in place of a's

and c's in place of b's? Perhaps we've moved them down one, or up for consonants and down for vowels? Of course, we haven't done that at all or we wouldn't have told you! Then again we could be bluffing and we have in fact done that just so you'll think 'well they haven't done that or else they wouldn't have told us!' It's all a case of bluff and double bluff in this game.

If you're still convinced we've cheated, then have a look at the keyboard we've drawn. This is just your bog standard Apple Mac keyboard just like the one we wrote the code on. Perhaps there's a clue there? Or perhaps it's a complete red-herring? Special Agents have got to learn to sort out the facts from the fiction. Hee hee hee! We are rotten aren't we? Making you do all this hard work to win such a groovy prize. Tough!

Right, here's the code then:

:ptld O'f ;olr yp hry ,u jsmfd
pm yjsy gsnnu lrunpstf gtp,
ID Hp;/f/

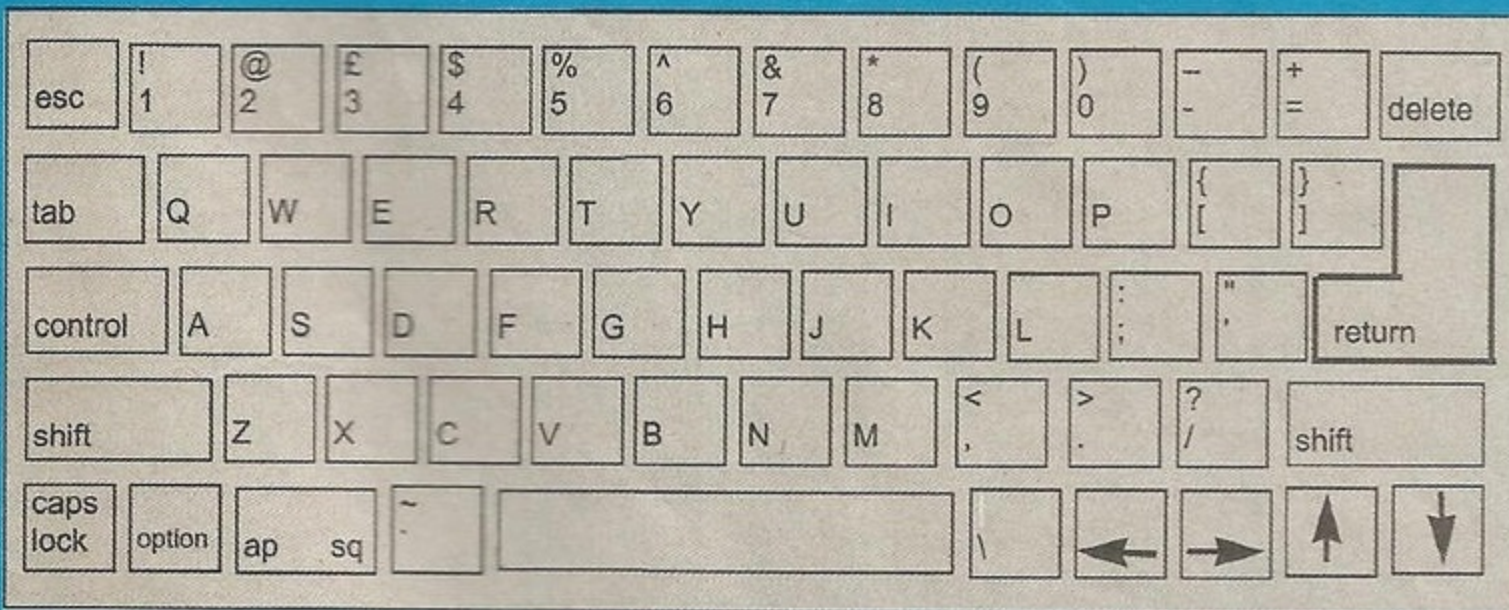


YAMAHA PSS 790!!!

Cool! what a groovy looking piece of kit eh? But what can it do? I hear you cry (what can it do?).

Alright sarky, here's what it's got:

61 keys, 100 voices, 50 styles. The polyphony (that's music speak Sega chums) is 28 notes max. It's got eight drum pads...erm, loads of song memory, voice effects, pitch bend, 50 keyboard percussions, MIDI, accompaniment control and erm... a headphone socket. Brill or what? Get your mitts on one of these and you'll be the envy of all your friends and the bane of your mum's life for months! You could even write your own songs and sing along (awfully probably) at the same time. You never know, you might end being a pop star one day and you'll have us to thank!



Those all important details.

Right, reckon you've cracked it do you? Well, all you have to do now is jot down the answer in the spaces provided, cut the thing out and send it to: **Sssh! Top Secret Code Cracked! S Magazine, 30 Monmouth Street, Bath Avon, BA1 2BW.** Make sure your entry arrives before **November 20th**, and the first correct entry drawn out of the hat will win this excellent, stonking, corking, sexy, fab and very groovy prize!

If you don't want to cut up the

mag, and let's face it, doing such a thing is almost a crime, then you can photocopy the entry and send that in instead. Only one entry per person though eh. Oh yeah, if you (or any members of your immediate family) work for Future Publishing (or any subsidiaries thereof,) or you (or any members of your immediate family) work for US Gold (or any subsidiaries thereof) then you can't enter at all! Well, you'd have an unfair advantage wouldn't you?

ENTRY FORM.

Think you're pretty clever do ya? Well not smart enough Mr Clever Trousers, 'cos I've cracked your code, and it was jolly easy too! Call yourselves Code Setters? I've done tougher puzzles in *Woman's Weekly* (what a fine publication that is too). So here's the answer:

Easy peasy, lemon squeazy!

THE official biz!! It's the ReAl Thing

THE OFFICIAL SEGA[®] CLUB

Welcome!

Was it really just a year ago that S magazine was launched!?

Indeed it was, and over the last 12 months S magazine has established itself as the leading magazine for Sega Master System owners. Let's have a look at some of the SEGA milestones of the last twelve months.

Well, even though many of Sega's games for the Master System have an arcadey feel some of the most popular have proved to be the arcade adventures. The likes of Golvellius, Y'S and Wonderboy 3 have had you pulling out your hair and then reaching for the phone to call us at the Sega Club! The game which caused most problems over the last year, and quite rightly so I might add, was Phantasy Star. This is a 4 megabit cartridge (the biggest cart Sega do) and the mass of mazes and lands to explore caused real problems.

A close second was Spellcaster, this has more of an arcade style feel to it, but still caused quite a few problems!

I was pleased to see what I consider to be one of the most compulsive blasters, Power Strike, became more popular and there were quite a few desperate players ringing in asking for the 10 life cheat on the title screen (good on ya!). Other items worthy of mention were the release of a budget range of games, which helps in the pocket-money stakes. A whole host of Sega promotions nationwide, including the Sega champ shoot 'out over the Atlantic, Sega Splash for Starlight and not forgetting the BMX competition. There was also the release of the Handle Controller and SG Commander for those of you wanting to grade up in the joystick stakes.

Keep an eye out this Christmas for the new Sega ads on TV, Virgin/Mastertronic the official distributors of Sega are committed to Sega and to keeping Sega at its NUMBER ONE slot.

The next twelve months will see a new phase for Sega with even more quality titles for the Mastersystem and the superb Megadrive firmly establishing itself.

The Sega Megadrive is finally here and we're sure you feel it was worth waiting for! There are initially 14 games for the Megadrive with an absolute mountain of software to come (You are going to enjoy climbing it!).

As was announced the MEGADRIVE sells for £189.99 and software starts at £29.99.

The converter unit retails for £29.99 and allows you to play all your eight-bit games on the Megadrive system.

Games lined up for the last quarter of 1990 are Ultima 4, Aerial Assault, Super Monaco GP, and the amazing Alex Kidd in Shinobi World.

As you will see from this months User Group visit I hosted a special promotion courtesy of Saints Video, it was very enjoyable and with a little help from YOUR local computer shops there will be a few more!

If you local shop is interested get them to contact us at the club, and we will work out the details. First come first served!

KEEP THOSE CALLS COMING!

This months User Group visit is a little different from normal!

On a Friday morning I caught a train up north to Blackpool to visit Saints Video who had arranged a very special Sega Club promotion.

As the train pulled into Blackpool station the first thing I saw was Blackpool Tower!



Gerry Cummins, the owner of Saints Video gave me a lift from the station to St Helens (about 7 miles from Blackpool). He took the long way round and gave me a tour of the sights. WOW!!

You name it and Blackpool has got it. Funfairs, food galore, trams, arcades, the sea (hmm), cabaret acts, absolutely WALL-TO-WALL entertainment.

We arrived in St Helens and I settled into my room preparing for the Promotion on the Saturday.

Early Saturday morning I met up with Gerry and his son Gary, they had set up an extensive Sega lending library in their video store in St Helens. Posters had been placed around town advertising the event at the local YMCA and we headed down there to set up the Sega consoles, software and posters.



Gary explained that both he and his dad felt that consoles were going to be major entertainment items in the future and especially over the coming Christmas. So they had decided to set up a rental scheme (with the help of RCA) within their video shop and to carry a wide range of games. These were to include some of the very latest titles so Sega owners could check them out, before parting with parents(!) hard earned money.

They had been running the club for 12 months and they have a catalogue of 90 games to choose from (that is B-I-G), they have three consoles and light guns for newcomers to test games on. Gerry and Gary worked on the assumption that if parents decide to buy a Sega for their children then they could come and rent rather than buy them outright.

They had already placed orders for the Sega Megadrive and were keen to sell this hot piece of hardware as soon as possible.

To date their Sega Club has around 25 members and was still going strong.

By 9.30am we were ready, the Sega's were fired up and the doors were open for business. There were club members and members of the public. Loads of goodies were handed out, posters, badges, stick ons, brochures, THE WORKS!



A reporter from the local paper turned up and took a few piccies of me having a head-to-head with the local Chase HQ hotshot (more on this later).

It was getting closer to Head-To-Head time. The chosen game was Chase HQ and I started off some preliminary heats. Almost everyone had a two-minute session and I noted their score. Within an hour it had been narrowed down to just 6 players from almost 30.

They played off against each other and just three players were left, Jonathan, Mat and Mog. They offered each other some very helpful advice, "don't get sweaty palms! Good luck as long as you don't win! Try playing from outside the room!".

And you lot thought I was mean!!

Jonathan went first and decided to use his turbo early, he soon caught up with the criminal but his recklessness caused him to crash twice. At the end of his two minutes he had scored 135,800.

Mog went next. I asked him if he had sweaty palms yet, he replied he had not and almost immediately crashed! Mog's score was 128,300.

Mat was last to go. Before starting Mat told me he did not have sweaty palms because he had wiped them on Mog! As Mat careered around the course I told him there was NO WAY that he would not qualify to which he replied "shut up TAK". Mat scored a staggering 532,000.



So it was to be Jonathan versus Mat for the honour of playing me in the Head-To-Head. It was a tight fight, Jonathan went first but was pipped at the post by Mat who drove an almost immaculate first round, final scores were Jonathan 428,600 and Mat 530,000.

There were two minutes on the clock and Mat went first in the big final.

As you may have noticed Mat had scored over 500,000 in each of his previous rounds and was one tough cookie. He thrashed his turbo button and screamed past cars as he flung himself around corners and slammed his machine into the criminals car. He was a little bit too nervous and he hit the grass verge a few times and took a corner too fast and ended up hitting a post and he did not have any turbos in reserve!

At the end of his two minutes he had scored 274,900.

I had to do better!

Mat advised me not to be nervous, and to check my palms in case they were oozing with sweat (HAH, what do you think this is just another game!).

I used my turbos early and kept a steady eye on the road. I soon caught up with the object car and started to ram it. I kept a cool head and rolled through corners so I did not crash or lose my car passing bonus.

With only 6 seconds on the clock I caught the criminal and my passing bonus would decide it . .

I had scored 356,900 !!!!!!!

Tak wins against all comers. Mat tried to play it a little TOO cautious in the final and my cool head gave me the edge.

My thanks to Gerry and Gary Cummins of Saints Video for arranging a really enjoyable Sega thrash.

COME ON RETAILERS, GET YOUR FINGER OUT, ARRANGE A LOCAL SEGA BASH AND LET US KNOW





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