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**ISSUE**  
January 1991

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**S**

The **SEGA** Mag

I'M NOT  
READY TO  
**DIE!**

# SPELLCASTER

**BATTLING EVIL WITH THE  
POWER OF THE GODS!**

ISSN 0958-



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**PLUS** PLAYING GUIDES ♦ TIPS ♦ ARCADES ♦ NEWS ♦ PREVIEW



BEEEEEP!



Ohhh, isn't life dull.



What we need is a Sega...



That's a games console.



Plug me in and things will really liven up.



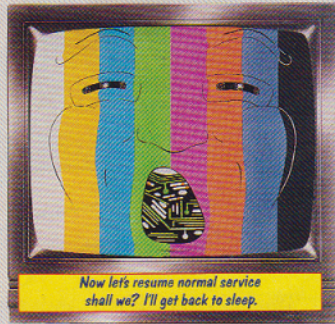
You can get loads of Sega games like "Outrun", "Double Dragon", "Shinobi", "Ghostbusters."



And you can buy extra bits like these... 3D. You look weird.



OK? Do us a favour. Plug me into a Sega.



Now let's resume normal service shall we? I'll get back to sleep.



**SEGA** FROM *Virgin*

**"DO ME A FAVOUR...  
PLUG ME INTO A SEGA"**

SEGA MASTER SYSTEM R.R.P. £79.95 SEGA GAMES FROM R.R.P. £14.95.

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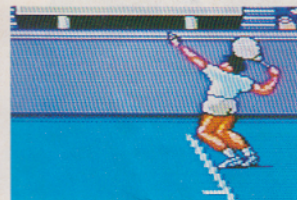
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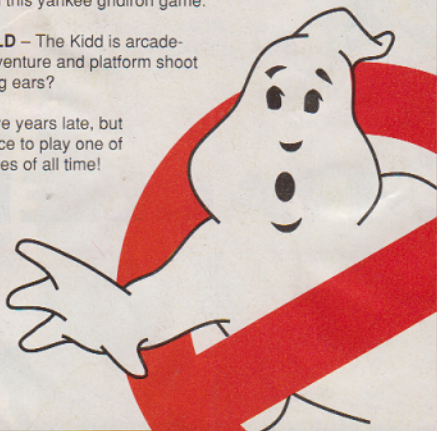
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Tennis Ace – court in the act!



**S**ince our first launch issue of **S**, there have been loads of great games released for the Master System, and rather than simply check out the best ones, we've squeezed in SEVERAL reviews – just in time for you to make a Christmas list! We also promised a review of *Psycho Fox* in the last issue, but the game has been put back until the new year – full review next month (hopefully!).

This issue also sees the appearance of the Official Sega Newsletter as a regular section of the magazine, packed with all the latest goings-on in the Sega Club. If you want to join in the fun, why not drop TT a line?

The next issue of **S** should appear just after the last of the turkey and Chrimble pud has gone green and crumbly, so until then good gaming and a fiercely mega Xmas!

Steve J

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# What's Happen'Nin'

## OUT TO LAUNCH

A recent Hallowe'en party held by Virgin Mastertronic heralded the launch of the Sega TV ad campaign, the launch of the Sega Challenge and also the launch of *Ghostbusters*.

Virgin supremo Richard Branson was on hand to test out the merchandise, and there was a no-expenses-spared live satellite link-up with Nick Alexander (Managing Director of Virgin Mastertronic) in the States!



## SEGA - TV STAR

The old Master System is really becoming a small-screen star these days: telly addicts (and especially those with access to a satellite dish) might have spotted their favourite machine making guest appearances on a number of regional and satellite TV stations.

You didn't need to be eagle-eyed to have spotted Sega's TV ad campaign, though, featuring the telly character from Virgin Mastertronic's press ads (see back cover).

The 20 and 30 second ads were shown around children's TV time, and were set to run up until the end of November. If you missed them, there's a possibility that they will also be shown sometime over the first week of December - so keep your eyes peeled.

Meanwhile, the Master System and games have been getting

plenty of coverage on the gogglebox...

- Sega Master Systems were given away as prizes on The Satellite Show, during September and October, and the producers are now interested in using the Sega for a whole quiz slot in the next series.

- The popular TV science show QED filmed the Sega stand at the PC show recently for a forthcoming programme on kids and high technology.

- The Sega has made it onto video tape for a future feature on games consoles for the Saturday morning show, Motormouth. Also, the winner of the Sega Challenge is to do battle in the International Sega Challenge on Motormouth in the new year!

# SEGA CHALLENGE

At last, it can be told! Here are the dates and venues for the remaining heats of Sega's national competition (apologies to all those whose local heats were held before we went to press). The Sega Challenge Roadshow is currently belting around the British Isles in order to reach all their wonderfully dedicated Sega owners. So far, the event seems to be doing extremely well and with around 100 entrants at each venue, it's certainly drawing the crowds.

The challenge is being held with the game *Astro Warrior* - the aged but damn fine combo cart blaster. As a guideline, the first heat in Chelsea was won with a score of 214,000, so if you think your trigger finger is up to the test, make your way to the nearest venue and join in the fun!

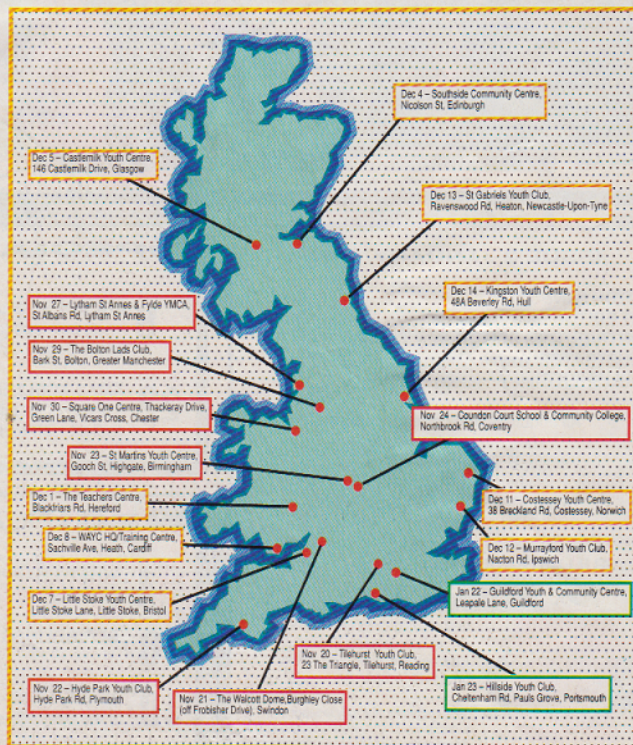
There are some great prizes up for grabs at each event, and the winners from around the country will eventually meet at four regional finals taking place early next year.

The Grand Final itself is due to take place in London, with the eventual winner receiving the star prize of a trip to America and entry into the Sega International Challenge. This competition is to be televised live on ITV's Saturday morning Motormouth show next easter, and promises the Sega champs of the UK, USA and Japan crossing joysticks in battle!

For more information, and to check for last minute venue changes, call Beatrice on 01 724 6777.



(Left) It's tough at the top: two of the challengers at the first Chelsea shoot out! (Right) The remaining heats on the Challenge Roadshow's round-Britain tour!



## COMING SOON

Basketball Nightmare is an original game based on the antics of various monsters, beasts and ghosts who square off against you on the



basketball court! Play takes place across a scrolling backdrop, and includes some great close-ups of the action. If it plays as well as it looks, we could have another winner on our hands!



Converted from Fabtek's arcade game, *Dead Angle* puts you on the trail of evil gangster Bosses. The coin-op fared reasonably well, so *Dead Angle* should meet with a sizeable audience.

*Dynamite Dux* is a conversion of the cutesy Sega coin-op, in which you play the part of a punky blue duck armed to the bill with bombs. The arcade version wasn't utterly brill, so we'll have to wait and see how the Master System's version fares...



## NEXT MONTH:

Conclusion of *Phantasy Star* players guide; the new Master System yolk controller revealed; full players' guide to *ESWAT*; more snippets from the States; plus all the biggest news and reviews from the gaming world of Sega!

# STATESIDE SNIPPETS

The latest news to come from America is that the Sega Genesis is selling in vast numbers - outstripping even the American PC Engine (which goes by the naffo name, TurbografX-16!). This bodes well for the Megadrive's launch in the UK next year, since Sega are busy building up the third party support which is sadly lacking from the Master System's line-up of games.

Already, there are over 15 games available, including such drool-worthy notables as *Forbidden Worlds*, *Super Thunder Blade* and *Ghouls 'n' Ghosts* (acclaimed as 'The Best Video Game Ever Made'). Third party software support is also starting to happen, with 20 companies already signed up, including Capcom, Data east, Activision and even Spectrum Holobyte - watch out for the best-selling flight combat sim, *Falcon*, on the Genesis soon!

As well as drooling over the



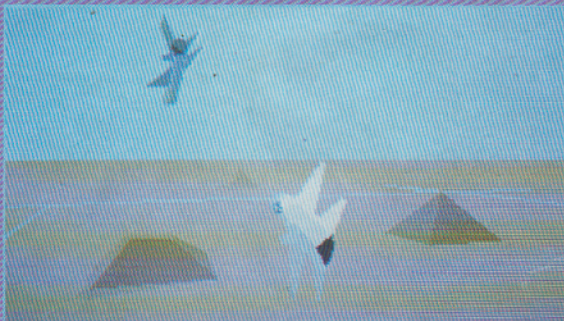
Japanese Megadrive system with tele-modem attached. Long-distance gaming is slow and expensive - will it catch on?

for the system, *Tele-Genesis Baseball*, which is rumoured to be slow in use and expensive to set up and run (you need two Genesis machines, two modems and two game cartridges, not to mention the long-distance bill of an inter-state phone call!).

goes well, Japanese owners can soon look forward to plugging in a 3.5" disk drive and keyboard, turning the Mega Drive into its alter-ego, Mega home computer. Those fiendish Sega engineers have also designed a light tablet and software so that the more artistic gamers can make use of the machine's great graphic capabilities to draw on screen. Like, heavy, man. And all we can do is wait...

Recent releases for the Master System in the good ol' US of A include the majority of UK-released products plus one or two home-grown products such as *Ultima IV* - a classic computer-based RPG.

However, one piece of bad news for US Sega players is that Activision and Absolute Entertainment have unofficially ceased producing third party software for the Master System.



Spectrum Holobyte's *Falcon*. Due for conversion to the Genesis - how they'll manage with only three buttons is anybody's guess!



Shots of the pre-production disk drive, light tablet and computer keyboard. If these add-ons become popular, the Genesis/Megadrive could be a strong challenge to the Amiga and ST's stranglehold on the 16-bit market.

games, the Yanks are also going gooey for the Tele-Genesis game modem, which allows games to be played head-to-head by people in different parts of America! At the moment there is only one game available

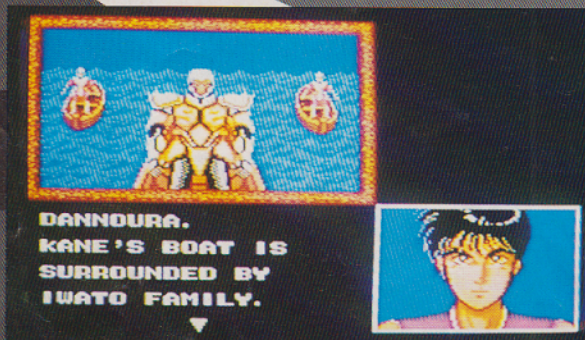
Whether the same system will become available in the UK, we will have to wait and see.

Unlike the unused expansion port on the Master System's bum, the Mega Drive already has its ports catered for. If all

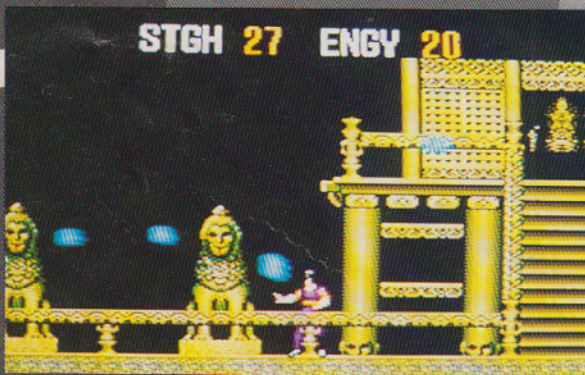
Finally, to stop complaints that gamers in the UK always get the goods after everyone else, one of the latest games to be released in the US is *Captain Silver*, which Brit players have had for some six months!

# SPELLCASTER

Enter a magical world of demons 'n' dragons!



On the sea of Dannoura, Kane finds himself in deep water (groan...)



In an underground temple of gold, and under attack - again!



Kane frowns fiercely as his allies are attacked by a giant creepy-crawly!

There is an evil force at large. Small, peaceful temples high in the mountains have been attacked and plundered by an unknown army of humans and sinister creatures, who strike like lightning and then disappear into the night. In an attempt to fend off these mysterious attackers, a small band of warriors was despatched to guard Enriku Temple - and were all slaughtered.

Suspecting the start of a major disturbance, Daikak, the wise leader of the central Summit Temple, summons the mystic warrior Kane to his aid. Years before, Kane Tensen entered into the Summit Temple to learn the noble art of war. Forsaking his last name, Kane studied the ways of the warrior - and the wizard. Receiving powers greater than he had previously thought possible, Kane was soon able to call upon the gods to invoke the ability to shoot fireballs, cast lightning bolts and even fly. He had become a Spellcaster.

Now, his strength is needed to protect those who taught him. The land is in chaos: gods and demons from the Otherworld have been brought back to life; ancient relics of power and magic are being unearthed and reactivated; and the individual Clans of the land are gathering their forces to do battle.

Kane's first destination is the fallen Enriku Temple, where he must run the gauntlet of bizarre enemy creatures to reach the temple itself. On surveying the destruction, he spots a warrior who is still alive - but the weakened soldier only manages to utter the word 'Izumo' before kicking the oriental bucket.

Returning to Summit Temple, Kane goes to see Daikak. The wise man recognizes Izumo as the town where the council resides. Kane has his first clue, and the quest is on...

## ON THE TRAIL OF EVIL

Playing the part of Kane, you set about locating the unknown evildoers and avenging the deaths of your fellow warriors, on what amounts to a mediaeval Japanese detective mission.

Your quest is represented by a mixture of alternate arcade action and adventure sequences, where you must prove your worth with the joystick before reaching each new adventure location.

During the arcade section, you can run, jump and use Ki force to blast away any opposition. This is fired as single shots and by pressing and holding down button 1 you can build up the power for an R-Type-like megablast. As a Spellcaster you can also draw upon stronger



Watch out for the whirlpools!



Well, lucky old Kuma.

# GAME TEST

forces, with a catalogue of eight spells at your disposal which you can invoke at any time – as long as you have enough energy. These spells call upon the gods to unleash their wrath on your enemies, and provide a series of smartbomb-style weapons plus a shield and the ability to fly around the screen.

Before setting forth on your mission, Daikak provides a ninth spell: Password. You can use this at any time during the adventure section to call upon the wise Kangiten who provides you with a 24-digit code. This can then be entered at the beginning of the game, restoring you to the location where the password was called for.

## GIVE ME STRENGTH!

You start the quest with Strength and Energy ratings of 20 each. Strength is reduced by contact with the enemy, while Energy is used up in casting spells. Destroying the swarms of enemy beings often results in blue or orange spheres being released. Collecting the blue ones increases your Strength rating, while the orange ones boost your Energy. Once your Energy level is high enough, the different spells can then be cast when required (ie, when you're in trouble!).

On reaching a new location, the display switches to static screens showing your current location, your character, Kane, and an option menu. At this point you can examine your surroundings, collect any new objects that appear, and converse with the more talkative characters to discover just what the hell's going on. Conversations often carry on automatically: Kane's script is already set, you just have to prompt him at the right times.

Whenever your Strength is reduced to zero, Kane dies and is brought before Daikak who says that he can't die just yet (which is probably fine by Kane!). At this

point you can continue the game at the same point, with renewed Strength (but the same level of Energy) or quit back to the opening sequence to restart the game using a password.

## SUMMING UP

It's difficult to find many faults with *Spellcaster*: The main drag is that it takes about 20 seconds to continue once you've died, and the 24-digit code is a real pain to enter. If you can live with that, you're laughing!

Once the game starts, it looks like it's going to be a boring mixture of arcade *Shinobi*-type screens, with a bit of text and pictures linking them together. But after the first few sections have been conquered, the game really grabs you by the throat. The adventure section becomes more than just narrative, providing interesting puzzles to solve and some intriguing twists in the plot.

Similarly the arcade sections get better and better, progressing from the first forest/temple sections into underwater scenes plus subterranean caves and temples. These sequences have increasingly smart graphics, and grow more challenging as the story unfolds.

The game style is unusual, in that it's not really possible to diverge from the storyline. Rather than getting wildly lost as in normal adventures, you just get stuck at one point until that particular problem is solved – then it's back on the trail. This makes it easy to play (and fairly easy to finish) but very addictive.

*Spellcaster* is pure magic: you just won't want to stop playing!



Beware: flame-spitting fire demon!



Good old trustworthy Kane. Gawd, what a nice bloke he is...

PRICES **£29.95**

PLAYERS 

SIZE 

CONTROL 



There's plenty of bug-blasting action for anyone who's into pesticide!



Mid-way through the game, Kane hits problems in the Lava pit.



GRAPHICS **74%**

- ▲ Heaps of beautiful static screens – many with neat animated sequences
- ▲ Some gorgeous detailed graphics in the later arcade sections
- ▼ Many of the sprites are flat and lack animation
- ▼ Early scrolling sections slightly repetitive
- ▼ Main character moves smoothly but looks odd

SOUND **71%**

- ▲ Generally foreboding soundtracks help add atmosphere
- ▲ Decent arcade-style spot effects during action sequences
- ▼ Sparse sound effects during adventure section

DEPTH **88%**

- ▲ The plot just gets thicker and thicker!
- ▼ Straightforward style of gameplay doesn't provide much room for exploration

ADDICTION **93%**

- ▲ Continue option and password make it really easy to keep on playing
- ▲ Plenty of game variety keeps the interest level high
- ▲ Interesting storyline gets you hooked and the action just doesn't let up

S-FACTOR **89%**

This amazing arcade adventure is more like an interactive story than a game. Once you start playing it'll take men in white coats to drag you away! Not to be missed.

# R

eusable arcade systems are a relatively new breed of coin-op, and although many of the standard upright units are able to accommodate different PCBs

(Printed Circuit Boards) with the minimum of modification, the advent of complex hydraulic and pneumatic deluxe cabinets has made it difficult to swap PCBs alone (can you imagine trying to slam **Super Monaco GP** into a **Thunderblade** cabinet?).

These new mega coin-ops are big earners for arcade owners, but most dedicated arcade machines become obsolete in the space of only a few months, at which point they have to be hauled out and replaced with another – expensive and equally mammoth-sized – machine.

A cabinet that can be used to play different games (much like a huge console) therefore makes a useful addition to the showroom line-up.

There have been several attempts at producing a reusable coin-op, beginning with Atari's System 1 which could run **Marble Madness**, **Indiana Jones** or **Road Runner**.

Multi-choice arcade machines have also taken a swipe at the market in the shape of Mastertronic's Arcadia Super Select System, employing juiced-up Amiga hardware and three built-in games. Meanwhile, arch-enemies Nintendo and Sega offered their own selectable game units with the Playchoice 10 and Mega-Tech 8.

The latest chapter was opened a few years ago by East Midlands Leisure who produced their own Intec Video System. Powered by the guts of a modified Atari 1040 ST the games were simply loaded in from disk.

This use of disk-based software set the stage for Sega's System 24, which was launched in 1988 with a rally game called **Hot Rod** – a large, four-player extension of Atari's **Super Sprint**. This prototype was redesigned and the concept extended into a truly flexible system, which first appeared running **Scramble Spirit**.

The contents of a System 24 cabinet are pretty minimal, with one mother board, behind which sits the disk drive, shielded in metal casing to prevent

# ARCADES SPECIAL

**A 16-bit console with 2,048 sprites, 4,352 colours and games on disk? Got £3000? Get System 24!**

corruption of the disk by the strong magnetic fields generated by the power transformer and motherboard.

Games are released approximately one per month and the changeover couldn't be simpler: the front is opened, the 3.5" floppy disk swapped over and a few ROM chips replaced on the mainboard. To help prevent some devious pirate-types lifting the ROM set and copying the disk, there is a specially encoded security chip which must be in place before the motherboard logic will function properly.

The concept of adaptability is even extended to the game controllers, which range from microswitch joysticks to rollers and spring-loaded flippers. Again these are specially designed for



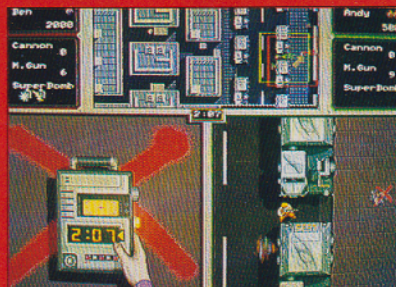
**Super Masters** – Teeing off on the first hole. The gauges on the right enable you to set power and timing of the shot, in conjunction with a spring-loaded lever.

## TECH SPEC

- 2x16-bit fast 68010 processors
- 2048 sprites for animation and scrolling
- 4 screens of simultaneous scrolling: 2 windows, 2 background scroll
- 4352 colours from palette of 32768, 32 shades of 1024 colours
- FM sound chip with Digital to Analogue converter for samples.



**Super Masters** – Smart aerial view of the course as your ball goes sailing, hopefully, towards the green.



**Crackdown** – X marks the spot. Place the explosives... and get outta there!



quick and easy replacement. The machine currently represents the latest in 'portable' arcade technology and a System 24 cabinet will set you back a cool £2,795, while the replacement games cost around £400 apiece.

But enough history. Here's a sneak peek at the system's two latest titles, **Crackdown** and **Super Masters**.

## CRACKDOWN

This is a one or two player game which transports you into the 21st Century, where some devo boss is busy creating an army of artificial life forms in order to take over the world!

To thwart his plans, you have to negotiate 16 sections of the boss's maze-like territory, and place explosive devices at marked locations. Once the last bomb is in place, flashing arrows point the way to the exit. At this point you leg it out of there pronto before the whole section gets totalled. Then it's on to the next, more dangerous stage.

Play features a split-screen environment, where both players work in conjunction to escape from each maze.

Danger lurks at every corner with some weird life form intent on blowing you away. But you are provided with a mean arsenal, including machine gun, cannon and a super weapon powered by pods which are collected from around the maze.

If an alien starts blasting, a nice touch is that you can squeeze up against the sidewalls in true gun-battle tradition. And should your weapons fail, you can always go in close for some hand-to-hand combat (not for the faint hearted, though - these mothers are BAD).

**Crackdown** is a relatively simple maze game but is slickly presented, has plenty of action and is an exciting blast when played with one of your mates. Check it out.

**CONVERTABILITY:** Split screen could cause problems. Possible as a one player game, perhaps.

## SUPER MASTERS

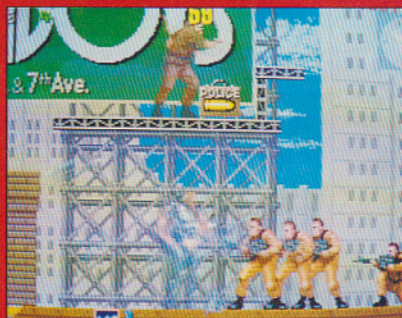
Sega has had a rethink of the normal pay-by-time golf game and come up with a better idea: by giving you a set number of balls to play with, removing the pressure of playing against the

clock, play becomes a lot more relaxed.

The action starts with an option sheet, allowing you to choose your club and stance. There is a close-up of your position, information about the hole (yards/par/shot/total) and a couple of gauges for actually making the shot. To the left lies a cloud-strewn mini map of the hole showing wind speed and, to make life easier, you are given some tips on the hole before teeing off.

To make the stroke, a spring-loaded lever is used to set two meters, for power (how far the ball travels) and timing (whether you hit the ball straight, hook or slice it).

You are given an over-the-shoulder view of the course while teeing off, and once the ball is



**ESWAT** - (Above) Don't worry, they ain't Ghostbusters - so waste 'em! (Below) Facing the armoured first level Boss and his cronies.

struck the screen flips to an impressive plan view as the ball flies across country. Play carries on in this fashion until the ball is holed, or too many shots are taken and the next hole is begun.

**Super Masters** rates as the best golf sim to date. A lot of attention has been paid to detail and it pays off in realistic, exciting and satisfying gameplay.

**CONVERTABILITY:** No reason why the Master System shouldn't make a decent job of it.

## PREVIEWS :

Sega has been busy lately, and arcade addicts should watch out for two new games ready and rarin' to hit the streets: **ESWAT** and **Line Of Fire**

### ESWAT

The Cyber Police of the future: swathed in massive exoskeletons and armed to the teeth with ultra high-powered armament.

To make it to the elite ESWAT team, you have to work your way through the ranks as a normal street cop. By tracking down and successfully arresting three Bosses, you are promoted from Captain to Assistant Chief, Chief and then ESWAT.

On making the rank of ESWAT, your cop dons the huge armour suit and attacks the enemy with high-powered cannonfire. Extra weaponry can be collected which is then strapped to the cop's back, and

The action doesn't really hot up until you join ESWAT on the fourth level, which is a pain because you have to work your way through the ranks every time you play.

**ESWAT** is worth a couple of goes, but extended play might grow dull after a while.

**CONVERTABILITY:** Should work quite well on the Master System. Probably be a bit flickery.

### LINE OF FIRE

A new mega sit-in cabinet which is still under production is **Line Of Fire**, a combined two player game which is something of a cross between **Operation**



**Line Of Fire** - (Above) Taking potshots at the local wildlife! (Below) Shootout at the OK checkpoint - Mercenaries, four; Guerrillas, nil!

lets rip with different types of smart-bomb style armament. The effect is pretty devastating, but only lasts for a few paltry shots.

Each level parallax scrolls from right to left through urban scenery, and moves up and down as you jump to and from platforms and balconies above to collect extra ammunition or combat thugs. In this respect, **ESWAT** plays like a cross between **Rolling Thunder**, **Shinobi** and **Robocop**, and really isn't that amazing or original.

### Thunderbolt and Thunderblade

Basically, you and a friend are given a sub-machine gun-cum-grenade launcher, and move around the countryside, annihilating anything that moves (and any stationary stuff which is silly enough to get in your way).

Amazing 3D graphics, enough firepower to destroy Luxembourg and heart-stopping action throughout. Utterly fab - get your pennies ready!

**CONVERTABILITY:** Forget it!

# TENNIS ACE

**W**ith winter upon us and the tennis season well and truly over, what more could fans ask for than a version to play indoors by the fire? *Tennis Ace* follows in the Reebok-treads of the smartcard game, *Super Tennis*, but improves upon this early sport sim by miles.

Having selected a character from the 16 provided, solo players may then take part in an Exhibition Match, Grandslam Tournament or a Training Match. Invite one of your friends round, and you can both compete in an Exhibition Match or Open Tournament.

Exhibition Matches are single one-off games, played with any combination of human and computer opponents in singles or doubles matches. You can also decide whether to play on lawn, clay or hard surfaces, select either a one or three-set game, and pick a backing track from the six on offer.

Successfully defeating your opponent rewards your character with points which are added to his or her speed, technique and power ratings. A password system then allows that player's attributes to be used again and improved – as long as you keep winning!

The Grandslam and Open Tournaments allow you to compete in six knock-out competitions against computer opponents for selected trophies. The Grandslam is only open to solo players and requires that you play the singles and doubles championships in all six tournaments – a total of 36

three-set games (should keep you occupied for a while...)

Play begins with an overhead view of the court, giving you the chance to check your position – whether you're serving, receiving or simply covering the return in a doubles match. The view then switches to a close-up of the server, either human or Sega-simulated.

Manual serves are achieved by throwing the ball into the air and then pressing button 1 or 2 for a fast first serve or slow second serve.

Pressing both buttons at the same time creates a slow serve with spin, where the ball hits the ground and then shoots off at a strange angle. You can also serve down the line by holding the joystick to any direction while the ball is hit.

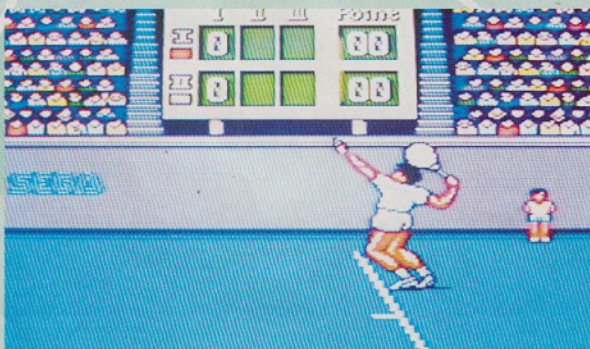
The viewpoint then switches back overhead, as the ball crosses the net. The ball is played by simply pressing fire as it approaches your player. Depending upon the buttons pressed, and the speed and direction of the ball, you can hit a

PRICES £29.95

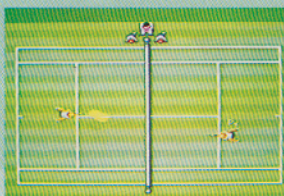
PLAYERS



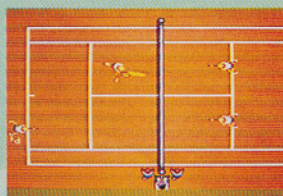
CONTROL



Caught in mid-serve, your player strikes a professional-looking pose!



The Sega player attempts a high lob.



A clay court doubles match.

volley, a lob or a short drop shot.

Also, by guiding your player to right or left of the ball, you can direct shots as you want them. With practise, it soon becomes possible to place the ball almost exactly on court. Well, nearly.

## SUMMING UP

The overhead viewpoint used in *Tennis Ace* is a lot less fussy than the over-the-shoulder view of *Super Tennis*. Play is smooth, fast and uncomplicated but still manages to involve enough tactical play for it to hold your interest.

There are enough different variations of the game to keep solo players occupied, and in two-player mode it's brill. The main object of any game is playability – and *Tennis Ace* is just loaded with it!



One of your potential alter-egos.

## S RATINGS

GRAPHICS 88%

- ▲ Smooth eight-way scroll across court
- ▲ Great serve animation sequence
- ▲ Good movement on players and ball during play

▲ Neat intermediate screens, with some smart still piccies

SOUND 79%

- ▲ Choice of six decent backing tracks
- ▲ Reasonable range of spot effects
- ▲ Neat tunes and jingles during separate menu screens
- ▼ Sampled speech is a bit scratchy

DEPTH 48%

- ▲ Strategic choice of shots during play
- ▲ Plenty of variety in game set-up and competitions
- ▼ Generally simple sports gameplay

ADDITION 85%

- ▲ Variety of good computer opponents to beat
- ▲ Two player games are ace!

- ▲ Useful save option allows your character's abilities to be gradually improved
- ▼ Pause between serves gets frustrating

S-FACTOR 83%

A superb tennis game which is loaded with playability and should be a serious target for anyone's cash – not just tennis or sports sim fans.

# CLOUD MASTER

Anyone who thinks they've seen it all on the shoot 'em up front should be pleased to get an eyeful of *Cloud Master*, a horizontally scrolling blaster from Taito which doesn't have a space fighter, helicopter gunship or grotesque alien blob in sight. The setting for this unusual action is the mysterious (and often downright weird) far east, where the main character, Mike Chen, takes to his own personal cloud on a seven-stage mission to earn the title of Chuka Taisen – Cloud Master.

Mike gracefully glides on cloud-back across a series of typically Chinese backdrops, and his oriental air cruise is continually interrupted by all manner of creatures. Flying mandarins, bowls of rice, tiles, monkeys, spinning animal heads, tortoises, tigers with shields(!) and pigs with guns(!!) all conspire to do our hero over by lobbing out missiles with Chen's name on 'em.

To help sustain his life, Mike fires single-shot missiles and can improve his basic armoury by blasting whole formations of the more inanimate objects, like tiles and bowls. A coloured icon is frequently left behind which is collected to add extra speed, autofire and firepower. Mike's arsenal grows in strength through double and triple shots, to a wide-beam plus missiles, making him one very hard Cloud Mutha'.

Mid-way through each round, other human characters appear, boasting their own cumulo-nimbus

and furiously flinging out lightning bolts. These have to be avoided and the opposing Cloudperson blasted, to reveal a shop doorway. Here one of four extra weapon systems can be obtained, taking the shape of



A sleepy-looking Mike Chen faces a mid-first level meanie and an approaching army of rice bowls(!). Good thing he's got extra firepower.

spinning fireballs, bouncing bombs, four-way shots and so on.

At the end of each round, you'll find the inevitable end-of-level Boss, in the form of some large missile-gobbing creature. To conquer each beast and reach the next stage, you must avoid the barrage (which calls for a nifty bit of flying) and plant enough shots on their vulnerable head region.

There's a brief pause in the action while Chen is brought before his god-like tutor, who awards 100,000 bonus points for completing the level, improves his title and sends him on to the next stage.

## SUMMING UP

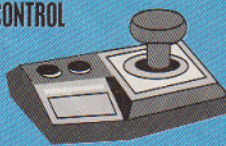
There's plenty of action on offer here – and no small challenge either. Things look a bit easy until

PRICES **£24.95**

PLAYERS



CONTROL



you reach the third level, and then it's brown trousers time again!

The only real problem with *Cloud Master* – as with most progressive shoot 'em ups – is that death relinquishes you of one of your four lives plus ALL the hardware you've collected. One stray shot and you find yourself in the middle of the fifth level with no weapons and under attack from zillions of enemy creatures. And this is especially annoying when you die facing one of the Boss creatures and have to repeat half of the previous level!

With this in mind, *Cloud Master* isn't a bad shoot 'em up, and since horizontal scroller fans are limited to the *Fantasy Zone* games, *Choplitter*, *Transbot* and *R-Type* for their kicks, it should find plenty of takers.

## S RATINGS

GRAPHICS **54%**

- ▲ Good animation on many of the enemy characters
- ▲ Large and smart-looking end-of-level meanies
- ▼ The seven different

backdrops are all a bit plain  
▼ Tatty explosions on guardian

SOUND **72%**

- ▲ Variety of different oriental tunes for each level, guardians, the shop and intermediate screens
- ▲ A range of appropriate arcade-style spot effects spice up the action

DEPTH **21%**

- ▼ Simple shoot 'em up theme with the minimum of strategy
- ▼ Seven levels, but the gameplay remains the same

ADDICTION **74%**

- ▲ Shoot 'em ups are ALWAYS addictive!
- ▲ Three continue options help sustain the offensive

▼ Loss of all progressive weaponry on death is a real pain

S-FACTOR **63%**

Straightforward blasting action with an oriental twist. Smooth, slick and smart, this zapper should have you tearing your hair out – but keep you glued to your joystick!



Welcome to our new monthly slot in **S** magazine. As you can see there have been a few changes and all for the better! The newsletter is now MONTHLY and is a regular section within **S**. It's bigger and brighter than ever before and you can look forward to some VERY special offers, competitions and exciting club visits.

But first, back in September it was great meeting many of you at the PC show and the general opinion was that **S** magazine is a great success and you are looking forward to future issues. On the Sega stand we had *Power Drift* and *Super Monaco* coin-ops, Sega goodies (badges, balloons, mags, T-shirts, sweatshirts and even the odd game for sale!) and *Super Wonderboy* on the Master System. *Wonderboy III* caused great interest (and so it should) and many of you were all dying to get your mitts on this chunk of solid gold silicon(!). Don't worry: it should be in the shops by the time you read this.

Perhaps you are wondering why you should join the club if you can read club news in **S** magazine? Well, club membership is £19.95 for a year and as well as 14 issues of **S**, this also entitles you to use of the Sega Hotline. You can ring in on the Hotline for tips, cheats, general info on Sega product or to leave a highscore. So, if you find yourself stuck in a game and are going around in circles, who ya gonna call?

As a club member you are entitled to discounts on Sega games and hardware. The offers vary on a month to month basis, but typically you can save around £5 on a game. You are also eligible to enter VERY EXCLUSIVE club competitions - this month we have a hand-painted Sega up for grabs, and all you have to do is answer a very simple question.

One of the most popular aspects of club membership are club visits. If you get together a group of Sega owners (they don't all have to be members of the Sega Club) and ring in on the Hotline or write in, a date can be arranged for a club visit. I will come along with the latest prototypes from Japan for you to have a zap on, and there'll be plenty of free goodies, badges and T-shirts.

There will also be a head-to-head between one of the group and the man himself (me!) on a Sega game. The full gory details of the battle will feature on the club pages, and if you should beat me you will earn the right to wear a badge with a slogan 'I BEAT TONY TAKOUSHI!'

Why not zoom over to the entry form and join up now?

**SEE YA NEXT MONTH!**  
**Tony Takoushi**

# THE OFFICIAL SEGA<sup>TM</sup> CLUB

## SEGA CLUB USER GROUP SECTION



Let's start this month's User Group section with a round-up of two recent visits: Dominic Legros and Simon Scott.

Something I have discovered since I started visiting User Groups is just how dedicated you all are to your machines and Sega games in general - and both Dominic and Simon are no exception!

**This month's two featured user groups: (left) Simon Scott and friends at home in Kennington, London and (below) Dominic Legros and chums - complete with freebie T-shirts and Ninja balloon weapons - at their base in Beccles, Suffolk.**

I visited Dominic at home in Beccles, Suffolk and he introduced me to his friends, after which we headed for the local chippie for some grub. Half an hour later and it's down to the nitty gritty!

After handing out the customary freebies (T-shirts, Sega carts, balloons and badges) we got down to some serious zapping on some of the exciting games currently available, including *Rastan*, *Bomber Raid*, *Outrun 3-D* and *Rampage* to name but a few, plus a couple of prototype cartridges.

We had a heavy session on all the goodies I had brought down and a long chat about likes and dislikes on the Sega



# JOIN THE CLUB!

**S** magazine features a special Sega Club section in every issue where members can get the latest gen on club events and special offers. The Club is a total backup service, and the benefits include:

**Sega Hotline:** A telephone service where members can ring in and get tips on the latest games, info on hot new Sega products, leave high scores and try to reach that elusive MASTERBLASTER status.

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

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

**Sega competitions:** There will be exclusive competitions with VERY exclusive prizes. These will be held through the club and at special venues through the year.

**Sega Promotions:** These will be special events held throughout the country, with plenty of Sega goodies on display and a chance to meet the faces behind Sega in the UK.

**REMEMBER, ALL CLUB FACILITIES AND SPECIAL OFFERS ARE ONLY AVAILABLE TO FULLY PAID UP MEMBERS OF THE OFFICIAL SEGA CLUB. TO JOIN, ALL YOU HAVE TO DO IS FILL IN THE FORM BELOW, INCLUDING A CHEQUE OR POSTAL ORDER FOR £19.95 MADE PAYABLE TO THE SEGA CLUB.**

NAME.....

ADDRESS.....

TELEPHONE NO.....

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

Send to:

VIRGIN/MASTERTRONIC  
2-4 VERNON YARD  
PORTOBELLO ROAD  
LONDON W11 2DX

## SEGA CHALLENGE

Come on all you Sega fans – get on down to your local Sega Challenge and show what you're made of! It's only fitting that a club member should be the Challenge winner! If you're hot stuff on *Astro Warrior*, you stand a very good chance of making off with one of the BIG prizes. For more details on dates and venues, call TT on 0736 810875 NOW!

## HIGH SCORE TABLE:

It's high score time again, folks, and the nominated game for the next newsletter is *Bomber Raid*. We will be running a Top Ten Masterblaster high score list every month that will include some of the latest hot Sega games to hit the UK.

Listed below are ten titles and we need your high scores for them. You can either telephone them into the club via the the Sega hotline (0736 810875) or write in with them. Don't forget to include your name and address, plus your club membership number.

AFTER BURNER  
ALTERED BEAST  
BOMBER RAID  
DOUBLE DRAGON  
POWER STRIKE  
RAMPAGE  
RASTAN

R-TYPE  
SHINOBI  
SPACE HARRIER 3D

Remember, the best score for this month's nominated game gets a free T-shirt!

front. Dominic and his friends love the graphics and sound on the Sega Master System but they aren't too keen on the price of the games. Prices do vary on Sega carts but if you compare them to other 8-bit or even 16-bit home computer games they really do stand up quite favourably when you look at the quality, depth and sheer playability of the games. You must also bear in mind that Master System games are usually produced by Sega themselves and are as close to the arcade version as you are likely to get!

I also brought down a pair of 3-D glasses and copies of *Space Harrier 3D* and *Zaxxon 3D* (two of my personal faves!). Dominic's gang had good taste as they agreed with me that *Space Harrier 3D* is a stunning game and is a must if you own a pair of the super cool specs.

Simon is based at Kennington on the outskirts of London. His group really enjoyed playing *Rastan* and *Bomber Raid*. There were a lot of Sega balloons, badges and games given out. We even ended up having a bit of a balloon fight!

A good time was had by all and many thanks to both groups for making me welcome.

Do write in or phone in (0736 810875) if you have a Sega User group set up so a visit can be arranged. It's first come first served so get BUSY!

NEXT MONTH YOU'LL GET TO SEE THE RESULTS OF MY VISIT TO KULDEEP CHOPRA IN BALHAM, LONDON. DID I MANAGE TO BEAT STEVEN WONG IN A HEAD-TO-HEAD ZAPPER OR DID HE POUND MY BONES INTO THE GROUND? STAY TUNED SEGA FANS!

# SEGA™

# COMPETITION TIME

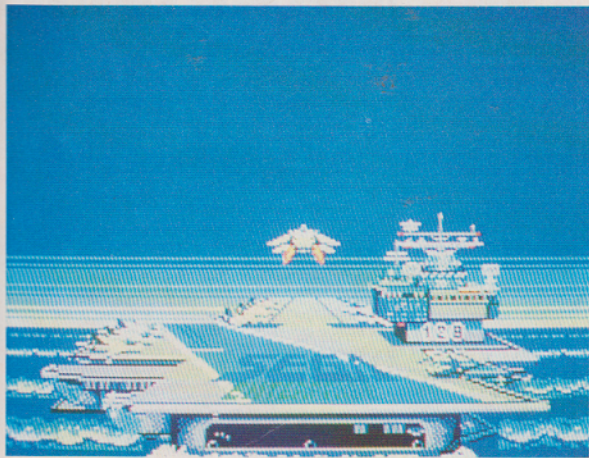


**W**e have a very special competition for Sega Club members, where the winner receives a hand-painted Sega – one of a very few special editions that Virgin Mastertronic have had commissioned. All you have to do to enter is answer the following question:

**WHAT IS THE NAME OF THE CROSS  
THAT WONDERBOY IS LOOKING FOR IN  
WONDERBOY III?**

OK. All answers should be sent to Virgin Mastertronic at the usual address, with your membership number and expiry date. The winner will then be announced in a future Sega Club section of **S**.

# SPECIAL OFFERS



## THIS MONTH'S OFFER:

AFTERBURNER OR TIME SOLDIERS -

NORMALLY £24.95 EACH -  
AVAILABLE TO CLUB MEMBERS FOR  
ONLY £19.95

A SAVING OF

# £5!

## SPECIAL CLUB OFFERS:

Each month, Sega Club members will be entitled to discounts on Sega games, peripherals and merchandising. These are not wimpy little offers but designed to save club members substantial amounts.



## SEGA CLUB-SPECIAL OFFERS

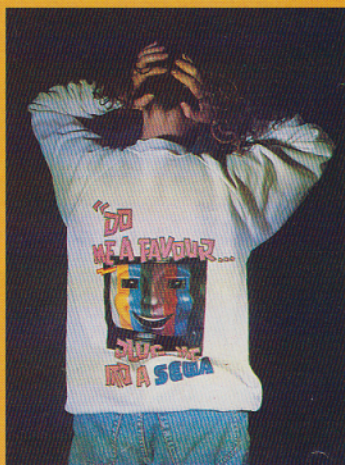
### IT'S SPECIAL OFFER TIME!

As visitors to September's PC Show in London will have seen there are now new T-shirts and sweatshirts emblazoned with the Sega logo.

These have been designed specially with the character from the Sega TV commercials as the star. The front has the Sega motif and on the back there is a tasty piccy of the Sega TV character with the message, "Do me a favour... plug me into a Sega!"

The T-shirts and sweatshirts normally sell for £5 and £10 respectively, BUT to you, T-shirts are £2.50 and sweatshirts only £5 pounds!

To take advantage of this offer simply send a postal order or cheque, made payable to Virgin Mastertronic, to:



SEGA CLUB, VIRGIN MASTERTRONIC  
2-4 VERNON YARD  
PORTOBELLO ROAD  
LONDON W11 2DX

And don't forget to state your size (small, medium or large)!

# AMERICAN BASEBALL

If the words 'World Series', 'Strike!', and 'Pitcher's Mound' are familiar to you, then there's a good chance you're a fan of American Baseball – the hard man's version of Rounders. In that case, you should also be interested in Sega's latest sport sim, which gives you the chance to take a turn on the diamond without having to wear the silly uniform or even break into a sweat.

Both you and a mate can take part, playing in an Exhibition Match, Tournament (which sadly lacks a continue passcode) or Home Run contest. And for anyone who's too tired to join in, there's also a Watch Mode, where you simply view a game being played by the machine.

If it's a straightforward one-on-one game you're after, then an Exhibition Match is the one to go for. Choose your teams (there are 26

available) and a digitised voice tells you to "Play Ball!". Your view of the game starts from behind the batsman, as the pitcher winds up for his throw. You can select slow, fast, high, low or curve pitches, plus the pitcher's speciality (whatever that might be).

Once the ball leaves the pitcher's hand, the batting player has a split second to suss out the pitch and move accordingly. The batsman can be shifted left and right, and his bat swung centrally, high or low to hit the ball. You can also 'bunt' by putting the bat over the zone, so the ball just hits it and falls to the ground (useful for moving people to second and third base).

Assuming you've managed to get the ball in the air, the screen flips to an overhead view of the diamond which scrolls around, following the path of the ball. If you

have your fielders on 'Auto', they try their best to get under the ball and catch it. Selecting 'Manual' puts the nearest player under your control, so you have to chase and catch the ball yourself!

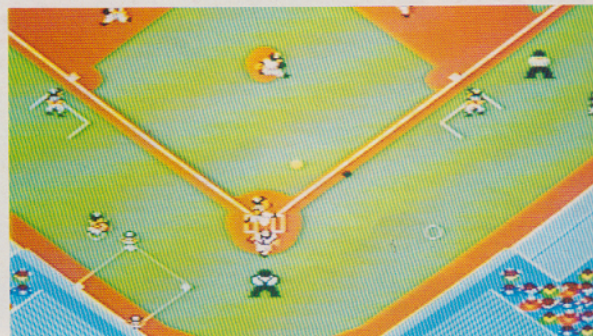
A jab of the fire button returns the ball to a base, specified by pushing the joystick up, down, left or right. When throwing to home base, an impressive close-up appears showing the runner sliding to the base plate, as the fielder catches the ball.

The game sticks like glue to real baseball rules, and all the ref's calls are accompanied by clear sampled speech. Each game is played over nine innings (this sounds a lot, but they go real quick when you first start playing!)

There are heaps of neat touches which make play interesting, such as a tele-screen scoreboard for end-of-innings results with smart animated graphics, and a mid-game punch-up whenever the batter gets hit by the ball!



The ball ends up on the boundary.



And it's a good hit! The ball goes sailing into right field. Note the small diamond at lower left to show the position of men on bases.

## SUMMING UP

*American Baseball* is tricky to get on grips with: it's fast and relies heavily upon quick reactions and good timing (if you ain't got these, you're in trouble!) Be prepared to get a raw deal when playing the computer teams – you'll probably get a solid thrashing in your first few matches!

Once you get used to the responsive controls, *Baseball* provides some fast and exciting entertainment – and is best played against another human. Only a lack of variety causes it to fall short in the lastability stakes.

PRICES £24.95

PLAYERS



CONTROL



First innings: there's a man on first base (ready to steal) and the batter winds up for a big one...

## S RATINGS

**GRAPHICS** 84%  
 ▲ Great animation on the pitcher and batter  
 ▲ Superb close-up of home base slide  
 ▲ Impressive full screen scroll across the pitch  
 ▼ Overhead crowd graphics are

a bit tacky  
**SOUND** 81%  
 ▲ Eight pieces of clear sampled speech  
 ▲ Good spot effects add to the realism  
 ▲ Several decent soundtracks alternate during the game  
 ▲ Annoying jingle while fielding  
**DEPTH** 36%  
 ▲ Good selection of tactical

plays during game  
 ▼ Minimal options to alter gameplay  
 ▼ Only one tournament competition

**ADDITION** 70%  
 ▲ Great head-to-head two-player action  
 ▲ Computer makes a worthy opponent  
 ▼ Repetitive play grows tame after a while

▼ No passcode option for tournament play

**S-FACTOR** 67%  
 A smart sport simulation and a huge improvement over *Great Baseball*. Fans of the game will go nuts! Enjoyable two-player action makes it a worthwhile choice, although non-Baseball freaks might find it a bit short on variety.



# AMERICAN PRO FOOTBALL

If you prefer the comfy sofa to the refrigerator, and a warm front room to Mile High Stadium, then Sega's second version of the Americans' favourite pastime should be right up your alley. Taking the role of player/coach you get to handle all aspects of play, right through to calling the passes and controlling one of the players.

To start a game, you select either a one-player game versus the computer, or a two-player game versus another, vaguely humanoid being – if you can find one. The game can be a one-off Monday night match, or first on the road to the Superbowl.

You then get to choose your teams from the 28 provided in the West, East and Central divisions of the AFC and NFC (and, of course, if you've got any sense you'll choose the LA Raiders – Ed).

Further options include a difficulty level for your computer opponent, a choice of running time or real time and 5 or 15 minute quarters. Toss a coin to see who gets to receive, and then it's time for the big kick off! A close-up view of the kicker appears as you set the strength and spin of the kick, which goes sailing toward the enemy's end zone. One of the receiving players picks the ball up and is directed back down the pitch until stopped by the opposition.

An option screen appears with two main menus for making offensive and defensive plays (for

the finer points of American Football tactics, read the manual!). There are 16 offensive manoeuvres on offer which can be reversed (so the play goes from right to left or vice versa) giving 32 plays plus the option to try for a field goal or punt to the opposition on a fourth and long.

On the flipside of the gridiron, the offence have three manoeuvres against running plays, and three against passing plays. It's up to you to pre-guess the opposition and decide which is the best tactic to play.

Once both players have settled on a course of action, the view flicks back overhead, where the play begins with a digitised "Hut, hut, hut". The ball is snapped to the

Quarterback and depending upon the play called, you then control one of your team directly (QB, running back or receiver) who is guided as far up the pitch as possible.

Play follows normal rules, with conversion kicks, interceptions and time outs. At the end of each quarter, there's even a stats sheet which shows the total yardage, turnovers, downs etc for each team – a real treat for statistics fans everywhere (both of them).

which has been around for a couple of years now, and looks decidedly naff compared to *APF*.

The tactical element has been improved substantially, and the mix of strategy and hands-on action provides some thrilling action. Play is generally smooth although the collision detection is a bit tight: it's difficult to make a clean running pass through the centre of the pack without getting stomped on almost immediately.

The computer teams make good opposition, but you should really play against a friend for maximum effect. Well worth a look even if you do prefer 'Songs Of Praise' on Sunday evenings.

## SUMMING UP

This latest football game beats the pants off so-called *Great Football*



Field goal attempt: note the sliding meters for power and spin of the kick.



On their own 30-yard line, the Buffalos go for a short range 'post' throw.

**PRICES** £24.95

**PLAYERS**

**CONTROL**

## S RATINGS

### GRAPHICS 74%

- ▲ Good detail on the small player sprites
- ▲ Referee graphic is well drawn and nicely animated
- ▲ Attractive kick-off and field goal visuals

### SOUND 59%

- ▲ Several racy get-up-'n'-go soundtracks beef up the action
- ▲ Effective 'crunching' tackle sounds
- ▼ Digitised speech isn't very clear
- ▼ Scratchy "Hut, hut, hut" speech interferes with music

### DEPTH 45%

- ▲ Plenty of strategic calls for the

### tactical players

- ▼ Invariant football action drags after a while

### ADDICTION 75%

- ▲ Realistic play really grabs the attention
- ▲ Ever-popular two-player option
- ▲ Continual Superbowl competition provides long term interest

- ▲ If you get bored, you can always practise set-piece calls ready for the big game

### S-FACTOR 79%

Solid two-player footballing action, with enough scope of play to keep you entertained and enthralled. Not everybody's favourite sport, but it's more fun playing than just watching from the sidelines!

Write to: SCRIBBLINGS, S, 4 Queen Street, Bath, Avon BA1 1EJ.

# SCRIBBLINGS

## Past Masters?

Dear S  
Please could you tell me if *Power Drift*, is going to be released on the Master System soon because it is my favourite coin-op.

In your magazine I would like to see maybe one or two reviews a month of older games which you have not reviewed before.

Paul Harris, Kent

*Power Drift?* Hmm, dunno. It's possible there's a version in the pipeline, but we haven't heard anything about it. As soon as we do, though, you will.

We already intend doing reviews of older games, and there should be one in next month's issue. If there's a specific game which you want to see get the S treatment, write in NOW!

SJ

## Club questions

Dear S  
I found your new magazine informative and nicely presented, although the playing tips seemed to rely heavily on previous Sega Club newsletters. What concerns me is that I only received two or three newsletters in eight months for £5, so how long will S magazine last?

The Sega Club hotline only takes recorded messages now, so is there any benefit in being in the Sega Club?

J Bateman

I tried to find Sylvester to ask about the source of his tips, but he was surprisingly absent from his cage...

The reason you only received three newsletters in eight months is because, as stated on the newsletter itself, it is only produced quarterly. However, from this issue onwards, S will include four pages each month devoted entirely to Sega Club members. And there are still many benefits to be had from staying in the club: you'll find many special discount offers, club merchandising and competitions held through the club pages, which are only open to club members. Also, if you get a User Group together, you can arrange for Tony T to visit with armfuls of freebies and all the latest pre-pro games from Japan. And all for a fiver!

S will be around for as long as there are Sega Systems being used. With

massive sales over the last few months and the Megadrive due next year, S can only go from strength to strength.  
SJ

## Too much dosh

Dear S  
I have been a Sega user for a while now and I think it's a very good machine – easily a rival to the ST and Amiga for games-only players – but it suffers from over-inflated prices. You can get the best ST games mail order for about £15, but the better Sega games come no less than £23 – and that's cheap. Often they cost more, such as *R-Type* for £30!

The sole reason for this is Sega's monopoly on games production. Konix have the right idea, by inviting other software houses to write and sell games for their console with a price tag of £15.

Mark Lewis, Berkshire

Konix have decided to release games for their machine on disk, rather than bring the price of the games down. A 3.5" disk only costs only around 60p to manufacture and reproduce, while a cartridge is far more expensive to produce since it actually contains a dedicated circuit board and memory chips. As you said yourself, though, most Sega games are easily comparable with ST and Amiga products and the quality is steadily rising – California Games is easily the best version on ANY format, and *R-Type* was arguably better than either 16-bit version. You always have to pay for quality, but at least the reviews in S can now help you decide which games are the best ones for you to spend your money on!

SJ

## Mail order Megadrive

Dear S  
I think that your Sega magazine is an excellent idea. Your reviews are just the right length, and the playing tips are also good. The reason I am writing is to ask if you think it's worth sending away to a mail order company for a Megadrive. I already own a Master System and am wondering whether you will eventually be able to upgrade it to a Megadrive.

Andrew Bell, Glasgow

Thanks for the compliments! If I were you, I would seriously consider waiting until the Megadrive is officially released

## S READERS' TOP 10

- 1: R-TYPE
- 2: RASTAN
- 3: SHINOBI
- 4: WONDERBOY IN MONSTERLAND
- 5: WORLD SOCCER
- 6: WORLD GRAND PRIX
- 7: GOLVELLIUS
- 8: RAMPAGE
- 9: AFTERBURNER
- 10: DOUBLE DRAGON

Compiled from readers votes, this is the chart that matters. And there were no surprises for the top spot which went to *R-Type* with a large margin. If you disagree with the readers' top 10, then why not write in and change it? Send your vote to the usual address.

in this country through Virgin Mastertronic. There have been rumours of dodgy PAL compatibility and poor picture quality with these 'grey imports'.

Also, it stands a good chance that you'll want to buy some games for your new mega machine – and mail order companies are asking the earth for theirs at the moment! If you can wait until around Easter of next year and content yourself with some of the great Master System releases which are due over the next few months (which will also run on the Megadrive) then you'll probably save yourself some money – and possibly some grief – in the process.

SJ

## Gun 'n' glasses to go?

Dear S  
Is it true that the Light Phaser and 3D glasses cannot be used with the Megadrive? If so, why not?

Would a Megadrive be more expensive than an eight-bit Master System? If so, by how much (roughly)?

As the Megadrive becomes more popular will you start filling S with reviews of its games and equipment, leaving only a small part of the magazine for the eight-bit console?

Gary Heron, Ayr

It IS true that the Light Phaser and 3D glasses won't work with the Megadrive as it stands. There's no real reason why the devices shouldn't work with the

Megadrive, but presumably they weren't successful enough on the Master System for inclusion with its 16-bit wonder.

However, the Megadrive Power Base Converter allows you to run Master System cartridges, and you WILL be able to use the gun and glasses as you did with the eight-bit games.

When the Megadrive (finally) becomes available in the UK, the machine will fall within the £150 – £200 price range. And S will be giving equal coverage to both Sega machines. It's as simple as that. Considering that the Master System is selling better now than it has ever done, you needn't worry about the machine dying out just yet!

Thanks to Nikki Gordon of London for the piccies of Sly, plus Wonderboy and his mates. And well smart they were too!

Got something to say on the subject of Sega? Then why not write in and get your name in print. There's also a prize awarded for the best letter each month. Sorry, but personal replies just ain't possible.

Right: that's yer lot for S2. See ya in the next issue – 1990-side!

## SMALL ADS

### FOR SALE

Dear readers, want to buy *World Grand Prix*, for £7.50 or *After Burner* for £10 for the Sega master System? If so, please contact Gerrards Cross 889642 now!

For sale: *Space Harrier* in very good condition, hardly used and still in its box with instructions for £18 or swap with *Wonderboy III*. Call Tony on 01 609 1572.

For sale, *Wonderboy In Monsterland* £15. Also *Enduro Racer* £

Sega Master System with Light Phaser, four joysticks, rapid fire unit and more games than you can shake your granny at. Will separate goods. Ring Kinver 873968 and ask for Mark.

*Blade Eagle 3D*, *Fantasy Zone Maze*, *Golvellius*, *Lord of the Sword*, *Miracle Warriors*, *Phantasy Star*, *Penguin Land*, *Thunderblade*, *Space Harrier 3D*, *Ys*, *Zaxxon 3D*. All half price, phone 051 922 4979 after 6 pm.

Sega games and Light Phaser. Games are £10 each, including: *Rastan*, *R-Type*, *Out Run* etc. Light Phaser and three games £25. As new. Contact Gary after 6pm. Ring 0625 876649 for details.

Sega game for sale, *Penguin Land*. Half price o.n.o. Call Tom on 0993 775945 after 6 pm.

Yamaha synth keyboard, plus Sony 'Digital' headphones. Only £68, worth £180 (keyboard) PSS 470. Write only to: 15A

Military Road, Canterbury, Kent. CT1 1LN (we'll split postage!).

*Penguin Land* (1 mega plus) very good condition. Price £10 P.S. Only selling because I've got 2 copies. Phone Joe on 01 394 0959.

Sega Master System, joypad, dust cover, leads, manual etc. Four games including *Zillion 2*. Perfect condition, only £59. Write: Chris Jackman, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynn, Norfolk. PE32 ZQQ.

For sale, *Ys*, *After Burner*, *Space Harrier*. £10 each, £30 the lot, or will exchange. Tel 0474 567009 and ask for Nick.

Excellent games for sale. Including: *Out Run*, *Soccer*, *Rambo III*, *Rocky*, *American Football*, *Wrestling*, *Volleyball*, *Tennis*, Shooting cartridge. £8-£15 each, inc. P&P. Contact Jonathan Low: 147 Bennochy Road, Kirkcaldy, Fife, Scotland. Telephone: 0592 200889.

Atari ST Super Pack with over 100 games, joystick, utilities, mouse, excellent condition, boxed £340 O.N.O. Will accept Sega and cash. Buyer must collect. Tel Blackpool (0253) 43561 after 5pm.

Sega Master System for sale, 5 games + light gun will sell for £100 O.N.O. Phone Rainham 22177, ask for Mark.

For sale Sega System. Excellent condition, includes 11 games and rapid fire unit. Will sell for £200 O.N.O. Tel (0922) 615049.

Game for sale - *After Burner*. If you've seen it but didn't have £25, now's your chance. Yours for £10, call mark on (0344) 50092 after 7 pm.

For sale: Sega, brand new. Light Phaser + 2 Joysticks. 17 games including *Rampage*, *After Burner* and *Vigilante*. Would be £550, sell for £400. Contact Sam, Guildford 811185, soon as possible.

*Rampage*, *Double dragon*, *Time Soldiers* and *Ys*. £15 to £20 each. Write to Dave Bardwell, The Firs, Gt. Hornead, Nr. Buntingford, Herts SG9 0NO

*After Burner* for sale, £21. Hardly used, original box and instructions, will swap for any *Wonderboy* game. Please contact Graham Collins, 12 Hollyfield Avenue, Friern Barnet, London N11 3BY. Phone 01 368 2015.

Sega games for sale, *Double Dragon*, *Lord Of The Sword*, *Zillion*, *Spy Vs Spy* etc. I will also swap for any that I don't have. Call David on (0623) 31296. 12. 021 772 8365.

Yamaha stereo mega synth for sale. Comes with hi-tech CD Digital Dynamic headphones. Only £79. Write: 15A Military Road, Canterbury, Kent CT1 1LN. Or swap for printer.

Sega Master System, Light Phaser, control stick and 16 great games, including *Out*

*Run*, *Space Harrier*, *Double Dragon* and many more big titles. Will sell for £18. Call 01 551 3644.

For sale, Sega games £10 each. E.g. *Penguin Land*, *Kenseidon*, *California Games*, *Rocky*, *Gangster Town*, *Zillion*, *Choplifter*, *Black Belt*, *Space Harrier*, *My Hero*, *Spy vs Spy*. Call 051 547 3747.

Out Run £17, Ghost House £8, Action Fighter £14, Zillion II £14, Space Harrier £17. Apply Phillip Bennett, (0332) 771792. 110 Moorside Crescent, Sinfen, Derby.

Missed any releases? Choose form my lot at under half price. I have 17 for you, including *Thunderblade*, *After burner*, *Wonderboy In Monsterland* - £10 each! At least choose one! Call 01 204 5906.

For sale, *World Soccer*, *Alex Kidd*, *Lost Stars* and *Time Soldiers*. For details ring John McCarthy after 5pm at Newry (0693) 65361.

### GOODS WANTED

I am looking for anyone who is willing to sell any decent Sega games cheaply. Will pay cash. Any type of games wanted. Contact Ciaran on 0580 212073

Cheap Sega games wanted. Send your lists with prices, your address and telephone number (if possible) to Dom Carr, 3 Turner Ave., Withernsea, North

Humberside HU19 2PF. (Games must work!) Tal! Send list for game swaps. Mine are *Space Harrier*, *Rambo III*, *World Soccer*, *Captain Silver* and more. Contact Jason Smith, 186 Boulton Grange, Randlay, Telford TF3 3AJ. Go on, please.

I would like a second hand *Rampage* cartridge and also a control pad at a reasonable price. Shane Argue, 58 Rathby, Cookstown, Co. Tyrone, N. Ireland.

Unwanted Sega games, cards or cartridges, £7-£15 paid for games in good condition with instructions. Paul: 19 Hockstone Way, Woodford green, Essex IG8 7LF.

I would like to know if anyone has these game for sale: *Out Run*, *Vigilante*, *Thunderblade*, *Double Dragon*, *Altered Beast*, *R-Type*, *Rastan*, *Wonderboy In Monsterland* and *Wonderboy III*. Call Phillip on (0446) 748593.

### PEN PALS

My name is Calvin Holbrook. Write to me about Segas and any help and vice versa, to my wicked address - 3 Wilton Road, Shanklin, Isle of Wight PO37 7DA

Write to: Joseph Morgan, 34 Osborne Road, Dagenham, Essex. 595 9322.

My name is miss Rupal Shah. I am 7 years old. My interests are computer games, reading and dolls collection. Please write to 6 Ainsdale Close, Links Way, Northampton NN2 7NQ.

Write to: David Maddison, 16

Whitby Drive, Stockton Lane, York. Reading, music, computer games and making new friends are my interests. My age is 11 years. Please write to miss Banshi Shah, 6 Ainsdale Close, Links View, Northampton NN2 7NQ. All letters answered.

### HELP WANTED

Problem. Ninja can only find four scrolls. made Castle twice, one game 750,000 score - still only four scrolls. Can you tell me where the fifth scroll is, please.

*Space Harrier*. Does anyone know how to make the game easier or go further through the game?

Could you please help me with *Lord Of The Sword*. I just go round and round in circles. I can't find where to throw the book in the fire.

*Miracle Warriors* - can't find keys to Earth and Hell. Maximum power on all. *Phantasy Star* - possibly killed Lassic in sky? Governor gone - can't kill Dark Felz. Maximum power on all.

### MISCELLANEOUS

For swaps: *Wonderboy*. If possible, *Alien Syndrome*, *R-Type*, *Wonderboy 2*, *Rambo*, *Zillion 2*, *Wrestling*. Ring David Lewis on 0942 44543.

Will swap *Enduro Racer* and/or *Zillion II* for any Sega games (on negotiation). Phone Dave on (0760) 337246.

And **Happy Christmas** from S!

## READER AD ORDER FORM

Name

Address

Telephone

Please tick the category your ad should appear in:

- |                                       |  |
|---------------------------------------|--|
| <input type="checkbox"/> For Sale     | <input type="checkbox"/> Help Wanted   |
| <input type="checkbox"/> Goods Wanted | <input type="checkbox"/> Events        |
| <input type="checkbox"/> Pen Pals     | <input type="checkbox"/> Personal      |
| <input type="checkbox"/> Help Offered | <input type="checkbox"/> Miscellaneous |

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


### PLEASE NOTE:

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

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

Signed

# ALEX KIDD

## HIGH TECH WORLD

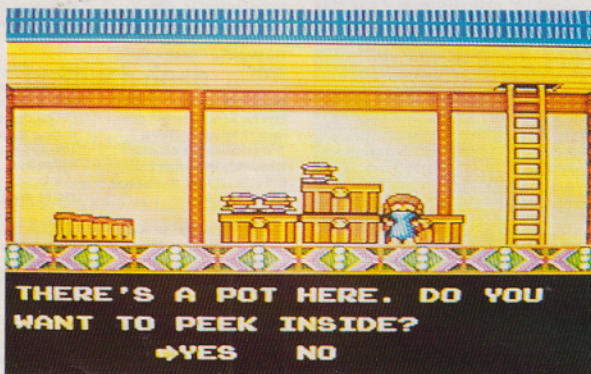
**C**rown Prince Alex of Radactian is in a fix. His friend Paul has told him of a cool new arcade that's opened up in town called High-Tech World (drool, drool!) However, the one and only map giving directions on how to get there has been split into eight pieces of note-paper and hidden around his home palace. The arcade shuts at five o'clock, so Alex is in a hurry to locate the map sections and piece them back together again – without the map he cannot leave the palace.

Taking control of the big-eared Kidd, you guide him through the scrolling corridors of the palace, visiting rooms, collecting objects and talking to people in order to find the eight sections of map. Sometimes the piece of note paper is just hidden in a container, other times Alex has to pass a test or solve a puzzle to find it – and watch out for fakes!

When Alex has finally resurrected the map he can escape his palatial home – but his troubles are only just beginning. To reach the arcade in town, he has to negotiate a large forest and pass through a village which lies in the middle.

Now forests don't usually pose much of a problem, but this one's filled with blue-clad Ninjas who come out of the woodwork to plug the prince with a shuriken. Alex isn't ready to go croakside just yet, though, so he leaps from branch to branch to avoid injury and defends the Royal butt with throwing stars of his own! In between all this leaping and shuriken-chucking, AK also has to collect the gold coins which are strewn around, in readiness for some shopping in the village (tip: keep an eye out for yellow clouds!).

The small village consists of a few shops, hot dog stand, burger bar, and a temple plus the all-important checkpoint which provides access to the next part of the forest. To go through the checkpoint, Alex must visit shops, talk to people to



In the palace, Alex looks high and low for his precious pieces of note paper.

gain information and trade goods with storekeepers in order to obtain his vital Travel Pass (more fakes – watch out!). Once through the gate, Alex then has to negotiate more Ninja-and-snake-infested forest on his way to the town and the fabled High-Tech World.

Alex – like most people – has only one life, and whenever he dies the game ends. Thankfully, a ten-digit code allows you to restart from

the first forest section, and thereafter you can simply continue from the beginning of each stage.

### SUMMING UP

Alex Kidd's third venture is a colourful, jolly game – but has a real vicious streak! The first palace section isn't too tricky, but Alex moves slowly and you have to plod



Beware blue water-leaping Ninja!



Taking a brief break in the village.



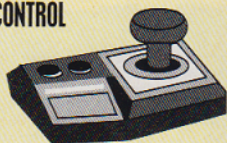
Heed the wizard's words of wisdom.

PRICES **£24.95**

PLAYERS



CONTROL



all over the place before finally completing the map. And having just the single life is maddening: as soon as one simple mistake is made you have to start all over again (aargh!)

This is also true for the forest sections – but worse – since you must complete each scene in one go. One touch from Ninjas, shuriken or woodland creatures sends you back to the beginning again (double aargh!) This is really frustrating at first, but neither section is too long, and you can at least work out a strict gameplan to get you through each time.

Fans of the previous Kiddie games will find this one a bit of a departure in game-style, but it's still entertaining and very challenging. The biggest disappointment is that we finished the game with only two weeks' hard play! It's fun (and often infuriating) while it lasts, but is not exactly a long term investment.

## S RATINGS

GRAPHICS

61%

- ▲ Nice detail in rooms and corridors of puzzle sections
- ▲ Forest backdrops are bold and colourful – if a bit simple
- ▲ Nice animation on small worm sprites and leaping Ninja

SOUND

65%

- ▲ Standard selection of bouncy tunes and jingles accompany the different stages
- ▲ Some nice – if rare – spot effects in the arcade sections
- ▼ Unimaginative 'jumping' and 'shooting' sounds during forest sequence

DEPTH

56%

- ▲ Puzzle sections keep the

brain ticking over

▼ The arcade sequences are very similar, and offer nothing new or original

▼ A puny four sections, with just two game styles

ADDITION

74%

▲ Both arcade sections are well 'ard – but really challenging

▲ Puzzle sections aren't too difficult and are interesting to

solve

▼ Being sent back to the start of each stage is frustrating in a BIG way

S-FACTOR

55%

An unusual and enjoyable mix of platform shoot 'em up and arcade adventure which is too tough for younger Sega players, and too short for experienced die-hard gamers.

# GHOSTBUSTERS

**B**ased closely on the supernatural goings-on surrounding Dan Aykroyd, Bill Murray and co. Activision's game-of-the-film pits you against the reawakened spirit of Gorza. Lost souls from across the country are being drawn to the Temple of Zuul, and once Gorza's PK (Psycho Kinetic) energy hits max, it's showtime, folks!

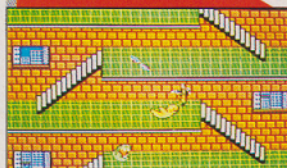
Starting with \$10,000, you take a trip to your local ecto-outfitters to select the equipment necessary for the coming battle against the spooks. Transport comes in the shape of one of four vehicles, and you can load up your newly acquired wheels with various electronic ghostbusting gadgets, such as Ghost Traps, Laser Confinement System and even a Ghost Vacuum!

As the white sheet brigade moves in, so buildings become haunted – time to get Ecto 1 in gear! An aerial view of the city streets

scrolls past as you steer the 'bustin wagon between swerving cars and stationary roadworks.

On arrival at the haunted building, the Ghostbusters leap into action. Dropping their ghost trap on the sidewalk, the two 'busters are directed to either side of the building and their Ion Beams activated. The ghosts can then be 'herded' into a space above the trap, and drawn into the containment vessel (or 'box' for you). Any uncaptured ghosts swoop down and slime one of the 'busters, but unfortunately the "He slimed me!" speech from the original hasn't survived the conversion process.

As more and more spirits move in, the city's PK energy redlines, causing four of the ghosts to join forces as the Marshmallow Man. You can prevent his appearance by dropping ghost bait to divert the spirits, but if you're too slow, the huge confectionery trashes a building – and who gets the bill?



Inside Zuul, and under attack. Now, who you gonna call, buddy?

Eventually, the portal to Gorza's world is opened, but you must possess at least \$10,000 before trying to sneak past the Marshmallow Man, who guards the temple's entrance.

Once inside the building, you then have three attempts to ascend the winding staircase to the top of the tower, avoiding the hovering slimers and ghosts which hurl plates at you. You can blast them with your beam, but one touch from a spook or his missiles and you have to start from the bottom step again.

If you finally manage to reach the top of the tower, a battle between the Ghostbusters and Gorza ensues where you have to shoot the

PRICES £27.95

PLAYERS



CONTROL



creature while avoiding its deadly laser beams. Defeat Gorza and the city is saved – lose, and you start right from the beginning again. However, a passcode system allows profits from the last ghostbusting venture to be used in the next game.

## SUMMING UP

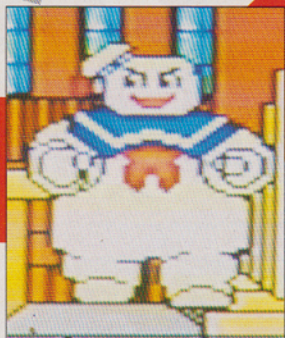
So, has it been worth the wait? The gameplay is a bit dated now, and is simpler than it sounds. It only takes a couple of goes to suss out a strategy for catching ghosts and getting into Zuul. Climbing the stairs and defeating Gorza should take a while longer to master, but once the big G has been tried you probably won't want to slog your way through it again (unless you're a high score junkie, of course).

Play is all fairly comfortable except during the city map, where the Ghostbusters logo refused to be directed into certain junctions without much fiddling around – and when you're racing to bust some spooks, this is really annoying!

*Ghostbusters* is an entertaining game, but don't expect to be still playing it in a few months' time. You have been warned!



A quartet of ghoulish green slimers about to get busted – with any luck.



Zuul's sweet bouncer!

## S RATINGS

- GRAPHICS** 45%
- ▲ Great bouncing Marshmallow man on second section
  - ▲ Smooth scrolling during the driving stage
  - ▼ Minimal animation throughout different sections
  - ▼ Backgrounds are adequately

clear, but they fall far short of stunning: could be better

- SOUND** 23%
- ▼ Terrible warbly version of Ray Parker Jr.'s soundtrack!
  - ▼ Spot effects are unimaginative
  - ▼ Sampled speech of the original has gone walkies

- DEPTH** 52%
- ▲ Five different sub-sections

offer a reasonable variety

▼ Simple gameplay doesn't exactly strain the grey cells

- ADDICTION** 67%
- ▲ Once you get into the game, it becomes quite a challenge to finish off Gorza
  - ▲ Passcode entry system allows you to build up a big bank account
  - ▼ Only the last two sections offer any lasting challenge

▼ Trapping ghosts in the first part of the game does get repetitive quite quickly

- S-FACTOR** 58%
- A decent conversion of an old and simplistic game, with average graphics and a very dodgy soundtrack. Despite all the faults, it still manages to grab the attention to an extent and provide an entertaining game – for a few weeks.

SPECIAL

# THE CRUCIAL CHRISTMAS BOX

**B**y now, you must be getting itchy fingers, waiting to open your Christmas presents. And we all know what happens if you leave Mom and Dad to their own devices when it comes to choosing the all-important Big Pressie. If you're racking your brains but can't think of anything for Santa Claus to shove down your flue this year, **S** proffers a few suggestions to get the ball rolling...



How about your very own R2-D2?

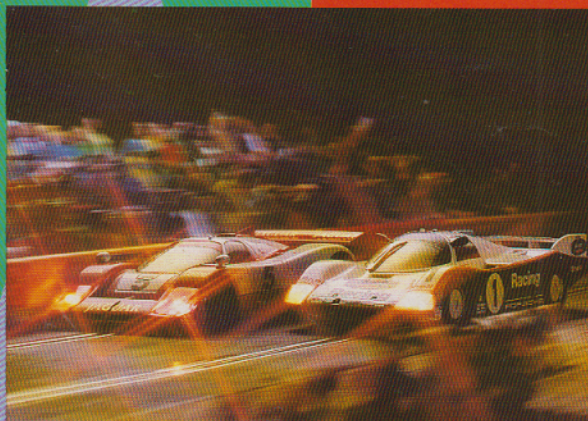
● Electronic rent-a-friend. These Tomy robots are real good fun to have around the place, 1) to impress the girlies (they think they're dead cute) and 2) for scaring the Christmas pud out of Fido who's been lazing away in front of the fire since Hallow'e'en.

Each of these 'droids is remotely controlled and has a range of different functions, from digitised speech to in-built tape decks and programmable movement.

The only thing to watch out for is the 'batteries not included' sign (the big one uses enough Evereadys to power Bolivia).

**Tomy Omnibot 2000** – £385(!)  
**Tomy Omnibot** – £160  
**Tomy Omni Jr.** – £60  
**Tomy Chatbot** – £35

**Yes folks, it's almost that time of year again! Santa Claus is revving up his reindeer in readiness for his annual chimney-escapades; Val Doonican, Disneytime and The Wizard of Oz are dragged out of the TV cupboard and the Queen (Gawd bless 'er) is probably scribbling down ideas for her speech at this very moment. So, having established that it's nearly prezzie time again, what should you ask old Dad Chrimble for this year? S takes a look at some of the more essential tech toys to be seen with this Yuletide.**



● Just about the coolest thing to have is a Scalextric – anyone who says they're boring is living down a very deep hole on another planet. And don't think this is kid's stuff either: there are plenty of 30-year olds who would sell their first-born to have one of these beauties set up in the back bedroom!

The LeMans 24Hr kit pictured here is one of the smartest, with loads of track, chicanes, plus real head and brake lights on the motors. And if the price tag is too much, you can get always get a cheaper set for around £30, and add extra track to it later on.

**LeMans 24 hr** – £70



RC Buggies: off-road street cred!

● Of course, if you prefer your motors more freewheelin', then a radio controlled buggy should fit the bill. These speedmobiles have really taken off again this year – and with loads of clubs where you can race them, they are definitely a happenin' commodity.

There are plenty of model shops around which sell them fully built or – if you're more technically-minded, and prefer to build the thing yourself – in kit form. Prices start from around £40 for a good 'un – and go as high as you want (even Dad'll be amazingly keen!).

The Nikko vehicles in the pic are fully built models with all the gear to get you burnin' rubber ASAP. They're good lookers and movers, but parts are slightly difficult to get hold of.

For more info, get on down to a model shop now and ask the nice man behind the counter.

**Nikko Black Thunder** – £140  
**Nikko Thunderbolt** – £75  
**Nikko Cosmo 3** – £50

● Techno-freaks with an engineering bent (hoot, snort) could do worse than check out Lego's mega Technic sets, which allow you to build working models of various vehicles and equipment. Now don't start imagining red-roofed houses,



Hard drivin' or tough building?



**Vorsprung Durch Technics!**

digger-trucks and Lego people. This ain't kids' stuff - try getting your Dad to build the gear-shift car with moving pistons!

Lego doesn't come cheap these days, and you can expect to blow anything from a fiver for the small kits up to £40 and upwards for the more sophisticated sets. Still, it's incredibly addictive and should keep you occupied well into 1990.

**Lego Technic Small - £5**  
**Medium - £15**  
**Large - £42**

● There's never been a better time to make electronic noises and whether you're an acidhead or rappin' master, the guys to check out at the cheap end of synthesisers are Yamaha and Casio. The Casio SK5 lets you to sample sounds (glass breaking,

Fido trapped in the door etc.) and play them back as notes across the keyboard.

Yamaha's digital drum machine lets you out-drum Luke Goss (which ain't diff) and provides a full set of skins which sits on your lap. There are even two pedals for authentic four-limbed operation.

If you're as musical as a howler monkey with fingers to match, then try getting your music second-hand. A radio/tape player makes a good companion on long winter nights when you're snowed in and there's nowt on the telly (which is pretty often these days). Happy shopping!

**Sharp WQ250EW - £35**  
**Phillips Roller 2 - £50**  
**Sharp X Bass - £80**  
**Yamaha DD1 Digital Drum - £95**  
**Casio SK5 keyboard - £70**



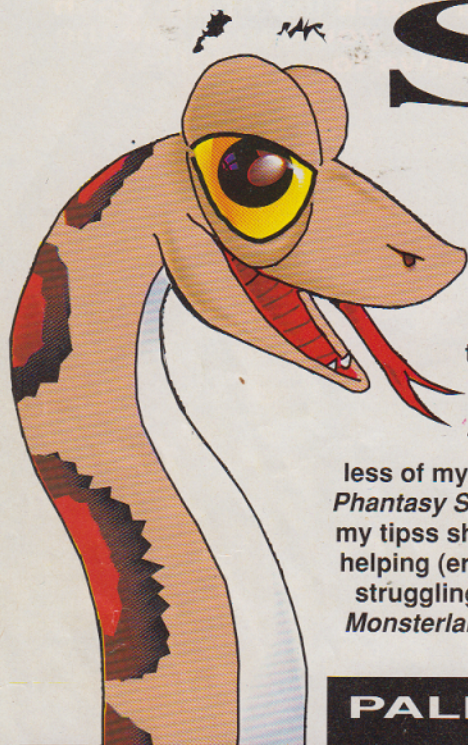
And of course, there's always the possibility of something to plug into the old black box. You've got a terrific selection this year, with over 90 games to choose from. Or how about a Light Phaser or 3D Glasses? Here's a check list of the dosh damage, so you can break the bad news to your folks...

CONTROL PAD .....	£6.95	LORD OF THE SWORD .....	£24.95
RAPID FIRE UNIT .....	£5.95	MARKSMAN/TRAP SHOOTING/SAFARI	
LIGHT PHASER .....	£29.95	HUNT .....	£22.95
CONTROL STICK .....	£14.95	MAZE HUNTER 3D .....	£24.95
3D GLASSES .....	£39.95	MIRACLE WARRIORS .....	£32.95
		MISSILE DEFENCE 3D .....	£24.95
ACTION FIGHTER .....	£22.95	MONOPOLY .....	£29.95
AFTER BURNER .....	£24.95	MY HERO .....	£14.95
ALEX KIDD: HIGH TECH WORLD .....	£24.95	OUT RUN .....	£24.95
ALEX KIDD IN MIRACLE WORLD .....	£22.95	OUT RUN 3D .....	£24.95
ALEX KIDD THE LOST STARS .....	£24.95	PENGUIN LAND .....	£29.95
ALIEN SYNDROME .....	£24.95	PHANTASY STAR .....	£39.95
ALTERED BEAST .....	£24.95	POSEIDON WARS 3D .....	£24.95
AMERICAN BASEBALL .....	£24.95	POWER STRIKE .....	£22.95
AMERICAN PRO FOOTBALL .....	£24.95	PRO WRESTLING .....	£19.95
ASTRO WARRIOR/PIT POT .....	£22.95	QUARTET .....	£19.95
AZTEC ADVENTURE .....	£22.95	R-TYPE .....	£24.95
BANK PANIC .....	£14.95	RAMBO III .....	£24.95
BLACK BELT .....	£22.95	RAMPAGE .....	£24.95
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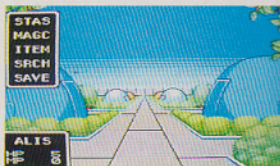
If you're having difficulty getting hold of games, try your local branch of Toys 'R' Us, Virgin Megastores, Comet, Dixons, Laskys, Harrods, Hamleys, Index Stores (in the bigger Littlewoods) and most good computer shops. Failing that, you can always get in touch with Virgin Mastertronic themselves on 01 727 8060 and ask for the Customer Services Department.

# A Little Bit Of Sly Help

## PHANTASY STAR



Welcome to the interesting part of the magazine – my bit! Devoted to all you devious human-types who play to win – by any means necessary! This month I've come up trumps (but less of my problems). If you're struggling with *Phantasy Star* or hassled over *Afterburner*, then my tips should put you right. And I also give a helping (er...) hand to some poor human who's struggling on the last level of *Wonderboy in Monsterland*. What would you do without me?



Oh yesss, now this is more like it! No more muscle-bound pencil heads, waving their weapons around and being generally hard and macho. *Phantasy Star* follows the fate of Alis – a sweet, blonde-haired beauty (even if she does have limbs), who attempts to take on some heavy-duty evil guy called Lassie. Sorry, Lassie.

To help you put this nasty geezer where he belongs here, free of charge, is a complete player's guide to *Phantasy Star*, with maps to all the trickier bitss. There's a catch, though: this is only covers the first half of the game. If you want to see Alis take all her clothes off at the end of the mission\*, you're jusstt going to have to get next month's issue aren't you?

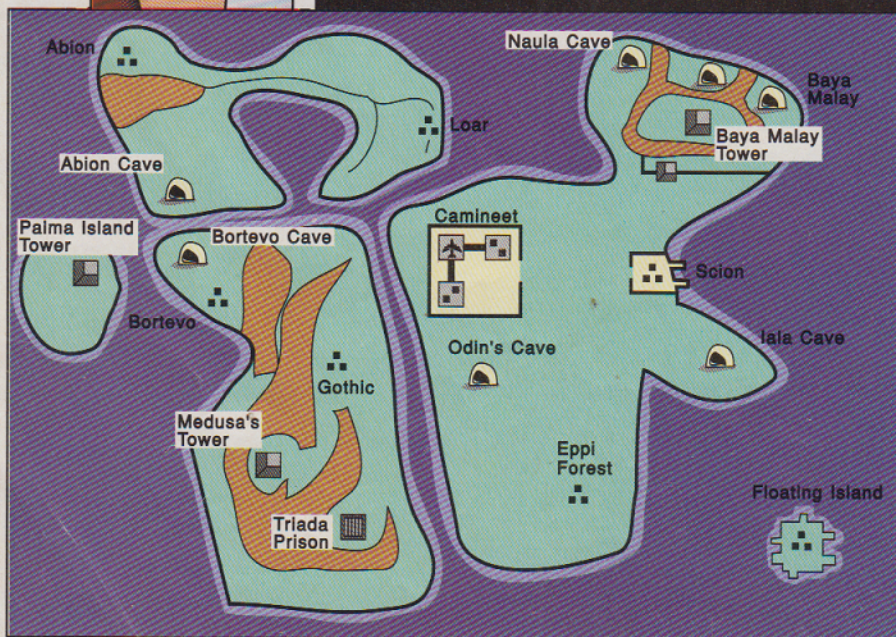
Okay, ssneaks, off we go: head for the house in the upper left corner where the Laconian pot is automatically given to you. When you have gained 200 mesetas (you can do this by slaughtering sswarms of ssscorpions), head for the town of Scion which is to the right of Camineet. Go to the ssecondhand shop that ssells ssecrets and try to buy secrets three times. On the third attempt, you will be given a Road Pass.

Return to Camineet and replenish your Hit Points in the rest house. Remember this is where you can be replenished for free.

Head left to the sspaceport and purchase a Passport for 100 mesetas. Fly to Motavia and find the shop that ssells rare animals in the city of Paseo. When you are asked to buy one, say "No". When asked to trade, say "Yes" and offer the Laconian pot. You will then receive Myau. This cat-like creature looks absolutely delicious and bears a potion called Alsulin around her plump and juicy neck (check your items).

Return to Palma and exit Camineet. South of the fortss is a cave containing Odin who has been turned to ssstone. Use the Alsulin and you are able to enter the Eppi Forest, which lies south of the cave (use Flash).

### PALMA





# GAMEPLAY

Talk to the leader in the Eppli Forest and he tells you where to locate the Dungeon Key, providing access to locked dungeons. To find the key, return to Camineet and go back to the ssame cave where you found the chest with the 50 mesetas in it. There is another chest there containing the dungeon key.

Exit Camineet and head north to the coastline (far north of Scion) and enter Naula Cave. On the fourth level, you can buy a Sweetcake (yuk! Prefer a Sweethamster – preferably liquidised into a milkshake) from the cake shop for 1000 mesetas.

Return to Motavia, and the city of Paseo. Enter the cave defended by two guards. Give the large robot cop the sssweetcake and he lets you pass to see the Governor (follow the gold hallway to the Governor's mansion). The Guv will then give you a Letter.

Return to Paseo and exit the city via the upper left corner. Walk around the antlions to the left and follow the mountains to the northwest. Eventually you will arrive at the Mahara Cave. Here you find Noah: give her the letter and she follows you.

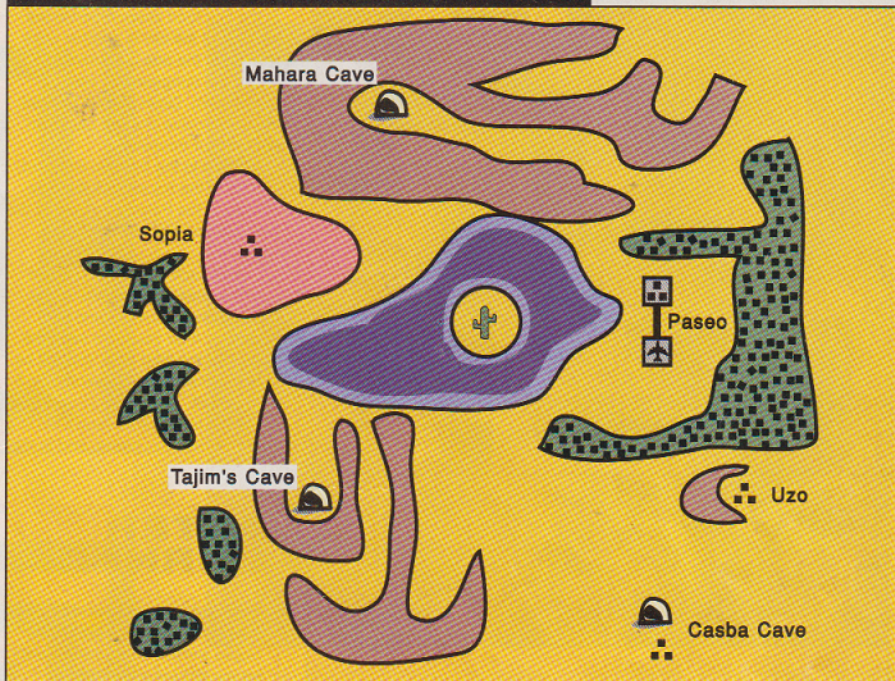
Return to the spaceport. In the lower left corner there is an orange manhole which leads to Gothic. Exit Gothic and head ssouth to Triada Prison in the mountains: here you find Dr Luveno. See the doc three times and he agrees to accompany your group.

Return to the tunnel connecting Gothic and the sspaceport. When a fork in the tunnel appears, take the right hand branch: on the other side of the door lies Dr Luveno's Assistant. And as long as you have the Doctor, the assistant follows you as well.

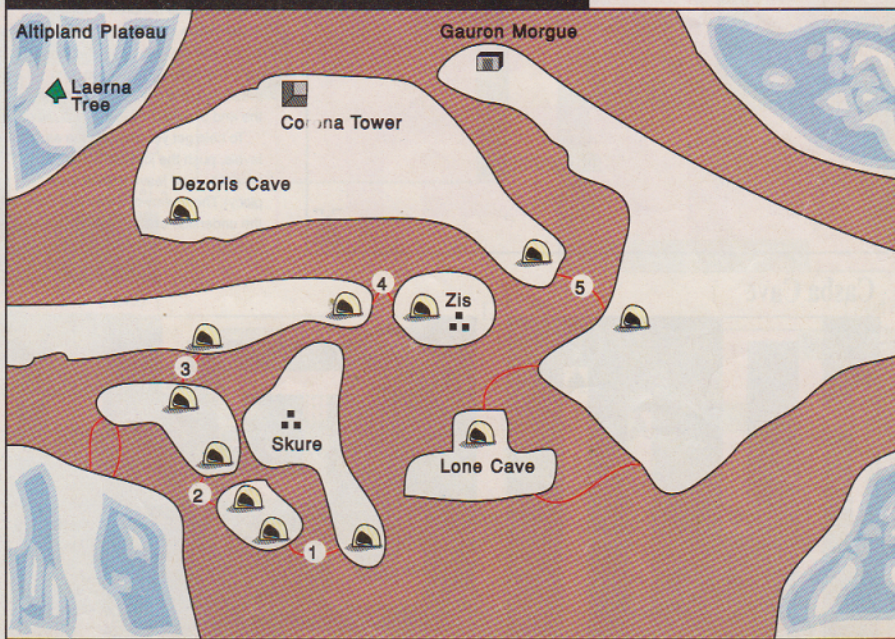


Return to Gothic and exit to the right. Head down to the coastline and then go up and around the mountains. Cross the lava pit near the sssides (be quick – don't sstop to fight, or you'll get a burnt bum!). Immediately to the left is the Bortevo junkyard. Above Bortevo is a tunnel that takes you to the other side of the water. Follow the coastline around to the right and you should arrive at the city of Loar, where you can replenish yourself after the fun-

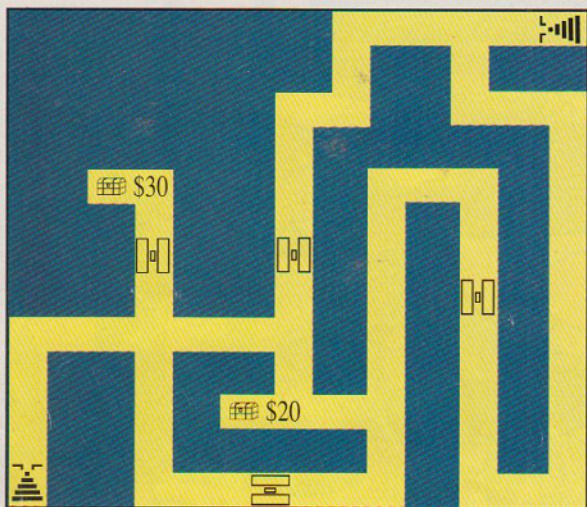
## MOTAVIA



## DEZORIS



## Abion Cave



filled lava pit trip.

Proceed up and around the mountain, then head left to Abion where you should find the Polymtrl in the first food shop. Also, on the left side of the city is another cave (similar to the one in Camineet, where the dungeon key was discovered). Go in and kill Dr Mad: you will receive another Laconian pot for your troubles.

Return to the Bortevo junkyard, and go to the house with the blue door. Use the Polymtrl in front of the junk pile and Hapsby the Robot appears.

Head back to Gothic. The two intact houses in the middle of the town house Dr Luveno and his assistant. After you have seen the doctor for the third time, you will be able to collect the Spaceship which he has built.

To the left of Dr Luveno's lab is a monk: he lets you pass, and to the

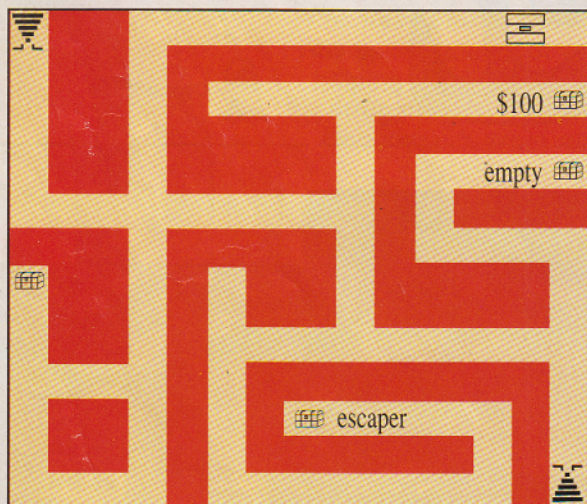
left is the completed ssspaceShip.

Fly to Uzo on Motavia and head ssoutheast to the Casba cave. Enter and kill the Casba Dragon to receive the Amber Eye. On the other side is the city of Casba: here you can buy the Landrover (ah, good old British workmanship, even in the 33rd century!) and talk to a villager about the Hovercraft (another British invention!). When he asks you if you have heard of the Hovercraft, say "Yes".

Return to Uzo and talk to the villagers there. One tells you where the flute is buried. Return to Bortevo junkyard and enter the very first house on Alis' left. Go in and 'Search' - you will automatically receive the Hovercraft.

And then... you can just wait until next issue to find out what you have to do next! Anyway, this lot should keep you going for a couple of weeks.

## Bortevo Cave



## AFTER BURNER

Sega's coin-op conversion requires you to be a cross between Tom Cruise, Biggles and Luke Ssskywalker - and I bet you ain't any of 'em!

There are a couple of ways to an easy victory, one of which is to increase your number of continue options from the measly three provided. Turn the machine on and press the pause button EXACTLY one hundred (yep, 100) times before the demo sstarts. When you die, you can use the continue option (joystick up, and press both buttons) anytime, up to the end of level 17.

To help get you through the early levels, push the joystick far left or far right - and leave it there (see piccy). The enemy missiles just skim the underside of the F-14 and then

fly off. This even works against the Russian Grantanoff TU-1000 big mother nutter ship.

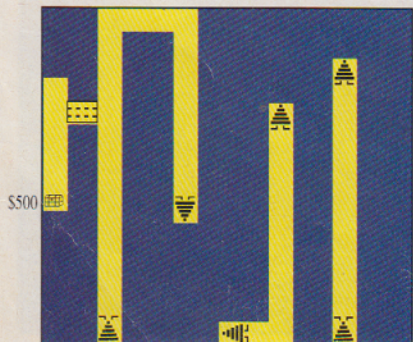
However, this trick can only be used up until around level 13: after that the missiles start getting wise to your tricks. Try moving the plane just vertically to avoid missliles, rather than wobbling all over the screen.

Using both cheats, you'll find that you can reach level 18 without putting too much of a strain on your single brain cell. After that, er...

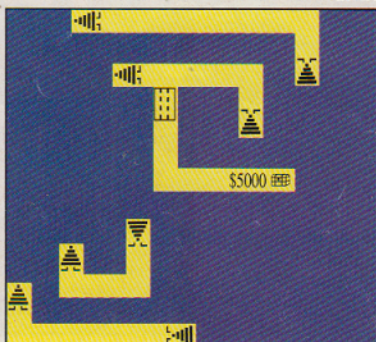


## Casba Cave

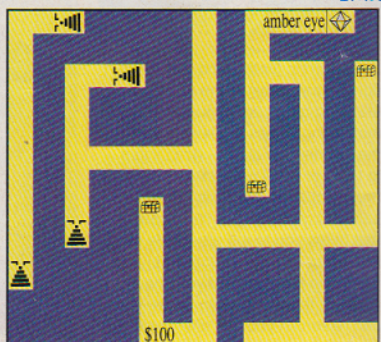
Level 1



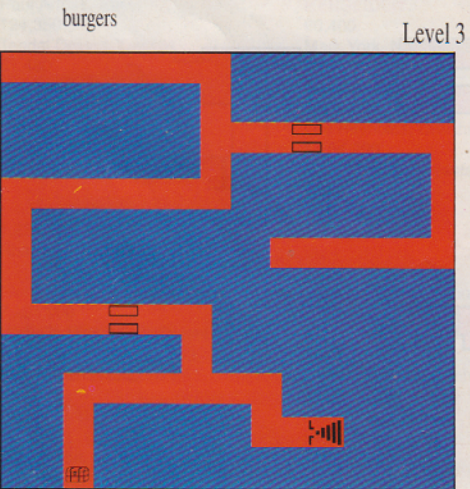
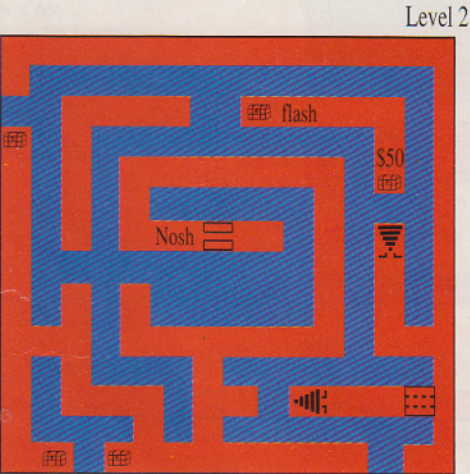
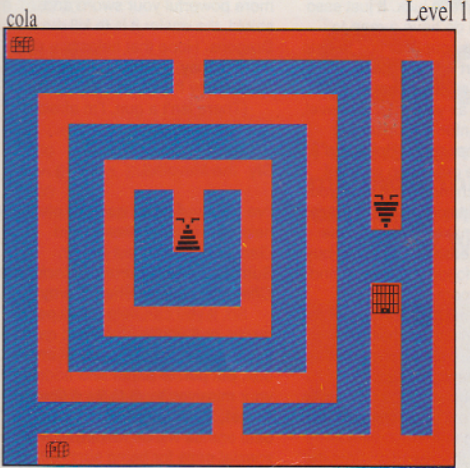
Level 2



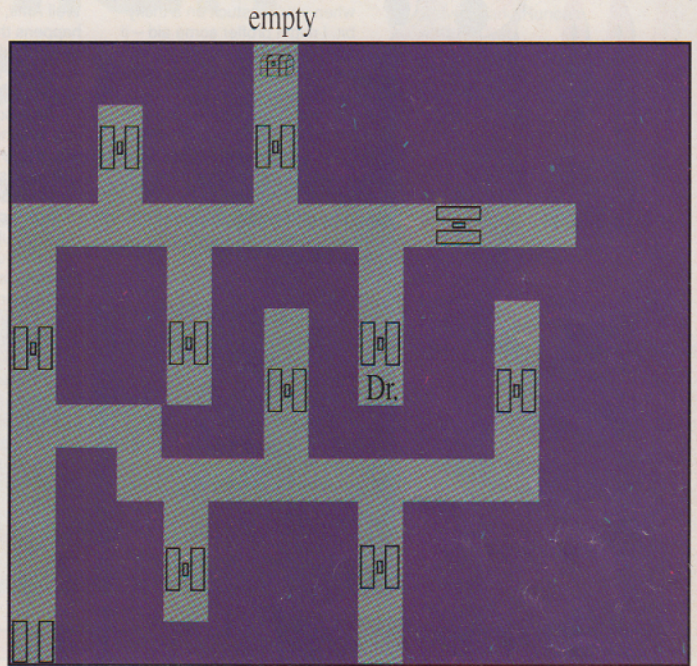
Level 3



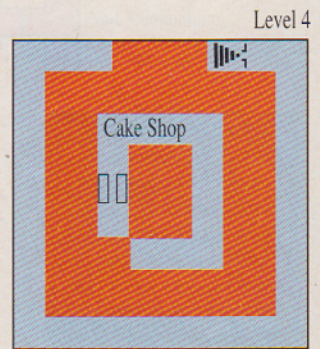
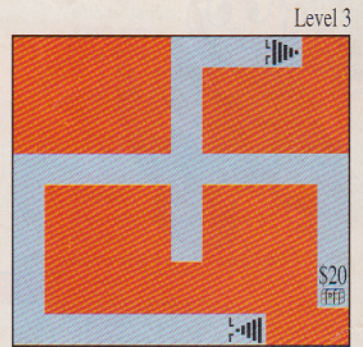
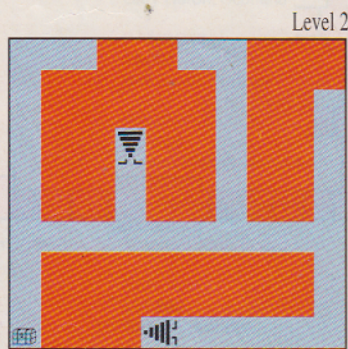
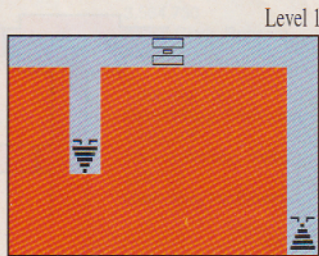
## Maharu Cave



## Triada Prison



## Naula Cave



Short Sword

# GAMEPLAY



Thisss is the gamester's version of 'Children in Need', where you miserable lot can ask for help when you're sstuck on a tricky bit. I might proffer some aid – if I'm feeling generouss – but otherwise it's up to your more successful comrades to help by sending in the requisite piece of help. To kick off with, Sssly the Benevolent (tha'sss me) saves one of your chums from ending his worthless days wandering aimlessly around the final sstages of *Wonderboy in Monsterland*...

### Dear Sly

*I'm having trouble with Wonderboy 2. I can't get to the Dragon on level 12, could you please give me directions or a map to show how to get to the Dragon's room. Also could you point out where I can get a gun (as you pointed out in your first issue), and could you point out the*

*shops on level 12. Please help me.*  
**Amir Zaidi, Middlesex**

Well Amir, you're in luck. It just sssso happens that I do have a map to level 12, plus a couple of tips to help you make short work of the Meka Dragon (what a traitor I am!).

As sssoon as you enter the level, you will encounter a shopkeeper who offers to sell you a Ruby and a Bell (this is the only shop on level 12). The Bell chimes each time you take the correct course in the maze, but the Ruby makes defeating the Dragon much easier. It's best to buy the Ruby and follow my map to find the Dragon's room.

On finally reaching the end of the maze, you're in for another sssurprise: there aren't one but TWO flame-spewing Dragons to defeat! To vanquish these unfriendly lizards (unlike my good ssself of course!), avoid their oncoming fire balls and use the sword against the Dragon's head. To destroy the green

Dragon, you must get in close, jump and hit his weak sspot 16 times.

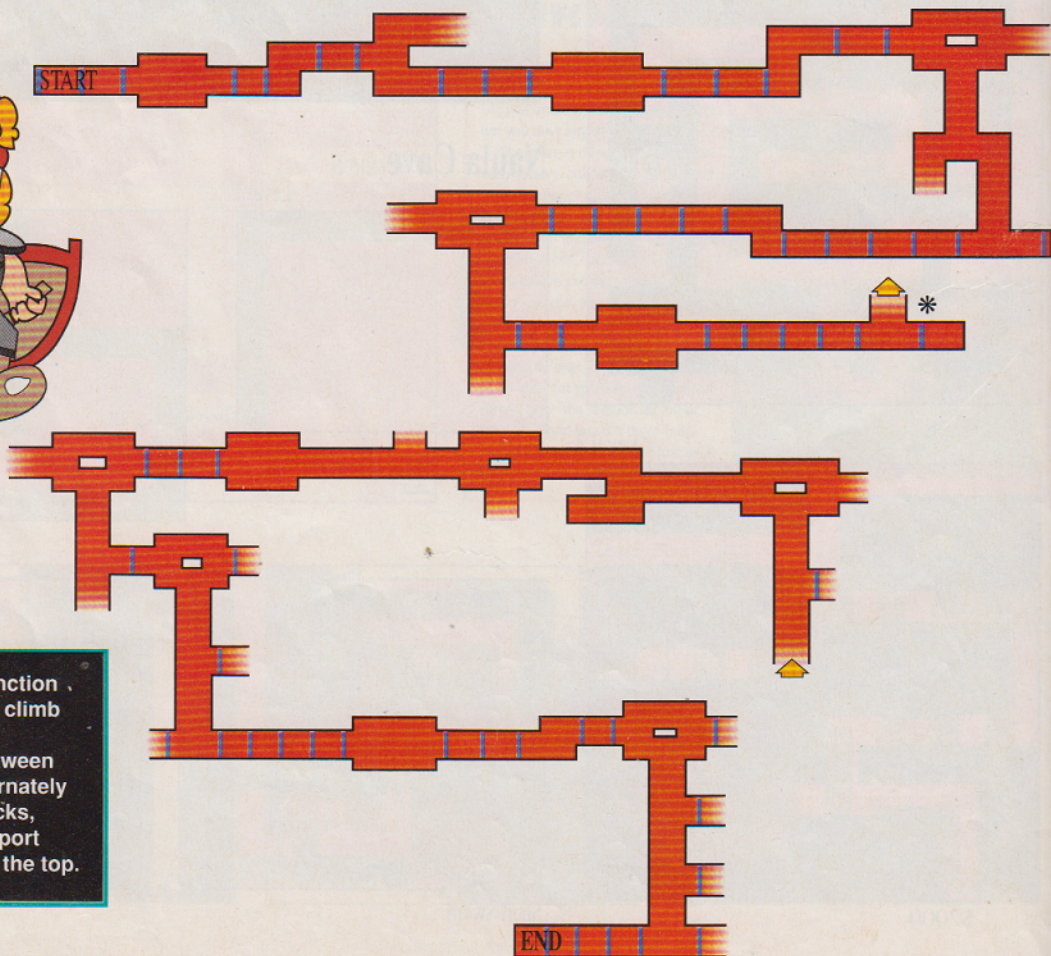
You don't need the gun, but the more powerful your sword and shield, the easier it is to kill the Dragons. Hope that helpsss – don't send money (but if you have any spare baby hamsters...).

(There isn't a gun, I'm afraid. I lied last month).

### Sly the Merciful

I've also had some pathetic pleas for help on: *Rescue Mission* and *Gangster Town* (Paul Arthur, Surrey), *Alien Syndrome*, *Rocky and Choplifter* (Waqar Shah, Derby).

So, if you can help these poor guys, or if you're stuck and can't even get the cartridge out of the box, put pen to paper and address your missives to: **S.O.S., 4 Queen Street, Bath, Avon BA1 1EJ**. The best entries will be rewarded with a special prize for being such jolly nice chaps and chapesses.



\* At this junction, you have to climb the shaft by jumping between the two alternately moving blocks, which transport you right to the top.

# High Scores

I've had an overwhelming response to my calls for high scores, and although I can beat most of 'em blindfold, I'm sure you lot will be suitably impressed!

I'm sure you've all managed to get a high score on your favourite game (WITHOUT the aid of any cheats or special devices!) sso why don't you send it in to me? If it's good enough to make the top three, it'll end up in my high scores table, with your name in black and white to the envy of everyone else.

Jsust write them down on a postcard or the back of a sealed envelope (get a grown-up to help if you're having problems) and on the other side sscribble: **Sly Scores, S, 4 Queen Street, Bath, Avon BA1 1EJ.** And why not include some tips to explain how come your score is so big?

**AFTERBURNER**

10,001,060  
Darren Paul, Cheltenham  
9,794,700  
Paul Arthur, Surrey  
9,283,400  
Anthony Hoult, Walsall

**ALEX KIDD AND THE LOST STARS**

77,600  
Simon Bunford, Birmingham  
71,200  
Mark York, Northhants

**ALEX KIDD IN MIRACLE WORLD**

98,000  
Michelle Hines' Mum, Dorset  
97,410  
Lee Reynolds, Cheshire  
73,200  
Mark York, Northhants

**ASTRO WARRIOR**

1,114,800  
Darren Paul, Cheltenham  
974,000  
Tony Fry, London  
370,200  
Steven Rush, Tyne & Wear

**BANK PANIC**

810,850  
Paul Arthur, Surrey

**BOMBER RAID**

1,416,020  
Tony Fry, London

**CHOPLIFTER**

658,600  
Tony Fry, London  
116,100  
Timothy Lyons, Clwyd  
67,500  
Lee Reynolds, Cheshire

**DOUBLE DRAGON**

215,660  
Paul Arthur, Surrey  
124,350  
Tendal Devera, London  
51,480  
Neil Smith, Preston

**ENDURO RACER**

Time 7:06.67  
Anthony Hoult, Walsall

**FANTASY ZONE**

1,237,300  
Rhodri James, Dyfed

**FANTASY ZONE II**

7,294,000  
Michelle Hines' Dad, Dorset  
1,834,300  
Kelvin Clark, Runcorn

**GANGSTER TOWN**

179,150  
Paul Arthur, Surrey

**GHOST HOUSE**

954,400  
Michelle Hines' Mum, Dorset

**GLOBAL DEFENCE**

541,160  
Anthony Hoult, Walsall

**HANG ON**

3,042,540  
J M Pitman, Bath  
2,725,190  
Paul Arthur, Surrey  
2,133,080  
Steven Watson, Selby

**KENSEIDEN**

60,400  
Mark York, Northhants

**KUNG FU KID**

1,674,800  
Lee Reynolds, Cheshire  
1,154,200  
Mark York, Northhants  
1,109,630  
Tony Fry, London

**MY HERO**

1,128,240  
Stuart McLaren, Stroud

**OUT RUN**

70,150,890  
Darren Paul, Cheltenham  
64,330,720  
Paul Arthur, Surrey  
54,344,210  
Tony Fry, London

**POWER STRIKE**

4,500,140  
Steven Watson, Selby  
4,447,980  
Anthony Hoult, Walsall  
3,564,730  
Kelvin Clark, Runcorn

**QUARTET**

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

**R-TYPE**

1,003,700  
Jason Naidu, Burton-on-Trent  
391,000  
Simon Bunford, Birmingham  
383,300  
Gary Heron, Scotland

**RAMBO III**

43,000  
Neil Smith, Preston

**RAMPAGE**

851,600  
Steven Branch, Norwich  
112,600  
Lee Reynolds, Cheshire  
92,645  
Timothy Lyons, Clwyd

**RASTAN**

491,890  
Tony Fry, London

**RESCUE MISSION**

574,300  
Kelvin Clark, Runcorn  
429,700  
Paul Arthur, Surrey

**SECRET COMMAND**

1,293,000  
Anthony Hoult, Walsall

**SHINOBI**

957,840  
Steven Branch, Norwich  
713,140  
Paul Arthur, Surrey  
555,350  
Mark York, Northhants

**SPACE HARRIER**

26,998,420  
Paul Arthur, Surrey  
24,722,210  
Tony Fry, London  
6,625,682  
Tendal Devera, London

**SPACEHARRIER 3D**

14,125,890  
Jason Naidu, Burton-on-Trent

**THE NINJA**

263,350  
Simon Bunford, Birmingham

**THUNDERBLADE**

5,832,900  
Simon Bunford, Birmingham  
4,569,000  
Rhodri James, Dyfed  
3,697,500  
Paul Arthur, Surrey

**TIME SOLDIERS**

207,700  
Steven Watson, Selby

**VIGILANTE**

199,800  
Elian Matheson, Scotland  
99,900  
Simon Bunford, Birmingham

**WONDERBOY**

2,892,312  
Robert Newson, Bristol  
1,198,760  
Darren Paul, Cheltenham  
976,950  
Peter Smith, Abingdon

**WONDERBOY IN MONSTERLAND**

8,925,670  
Paul Arthur, Surrey  
2,401,600  
Tony Fry, London  
1,954,600  
Alex Wild, Harbourne

**ZILLION 2**

191,000  
Neil Smith, Preston

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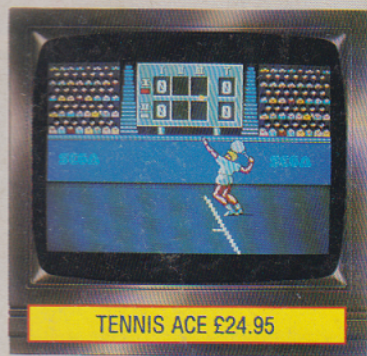
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