

FREE MAG FOR SEGA® AND Nintendo PLAYERS!

ACTION STATION

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NINTENDO



MEGADRIVE



SEGA



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FROM THE MAKERS OF

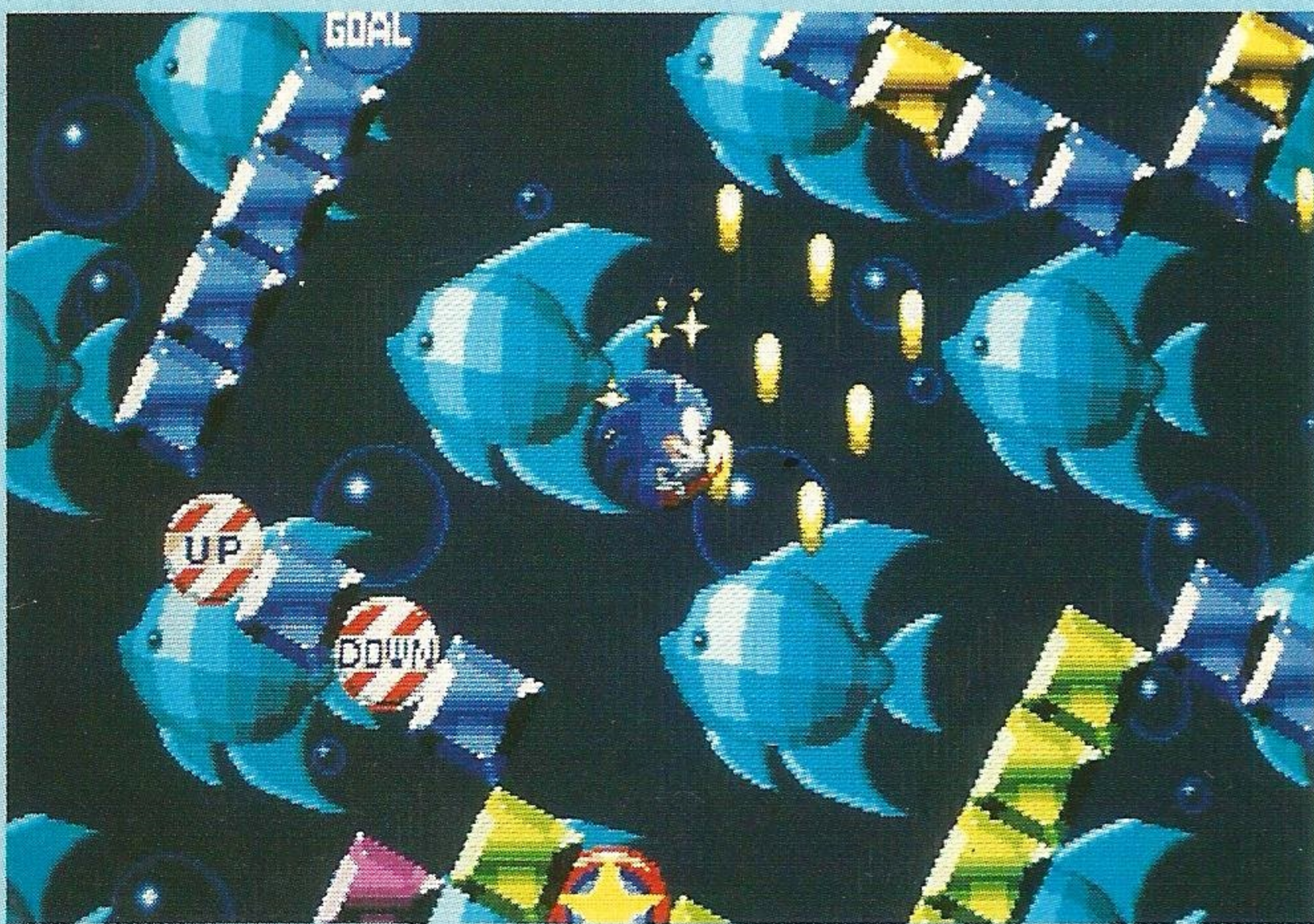


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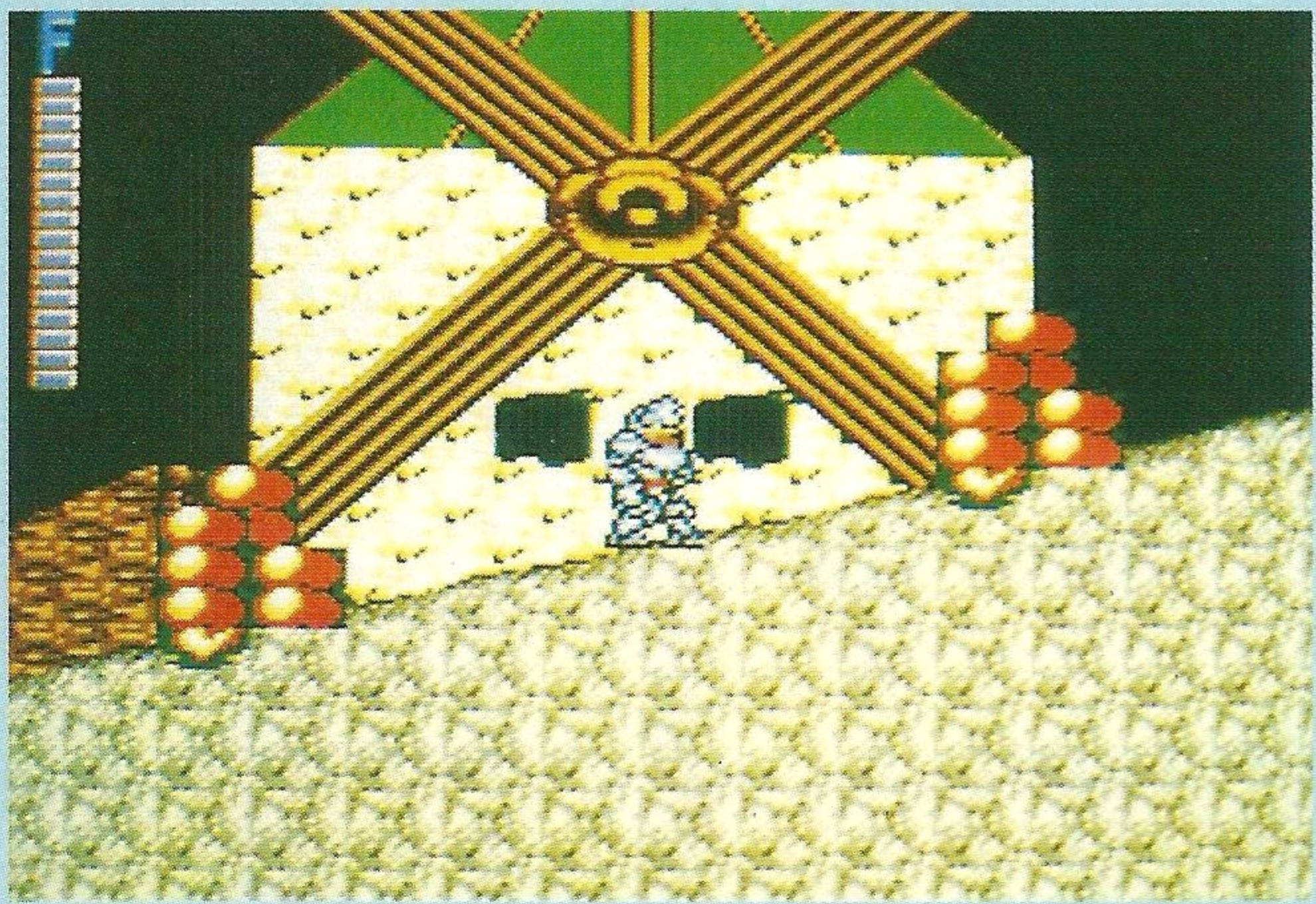


WELCOME!

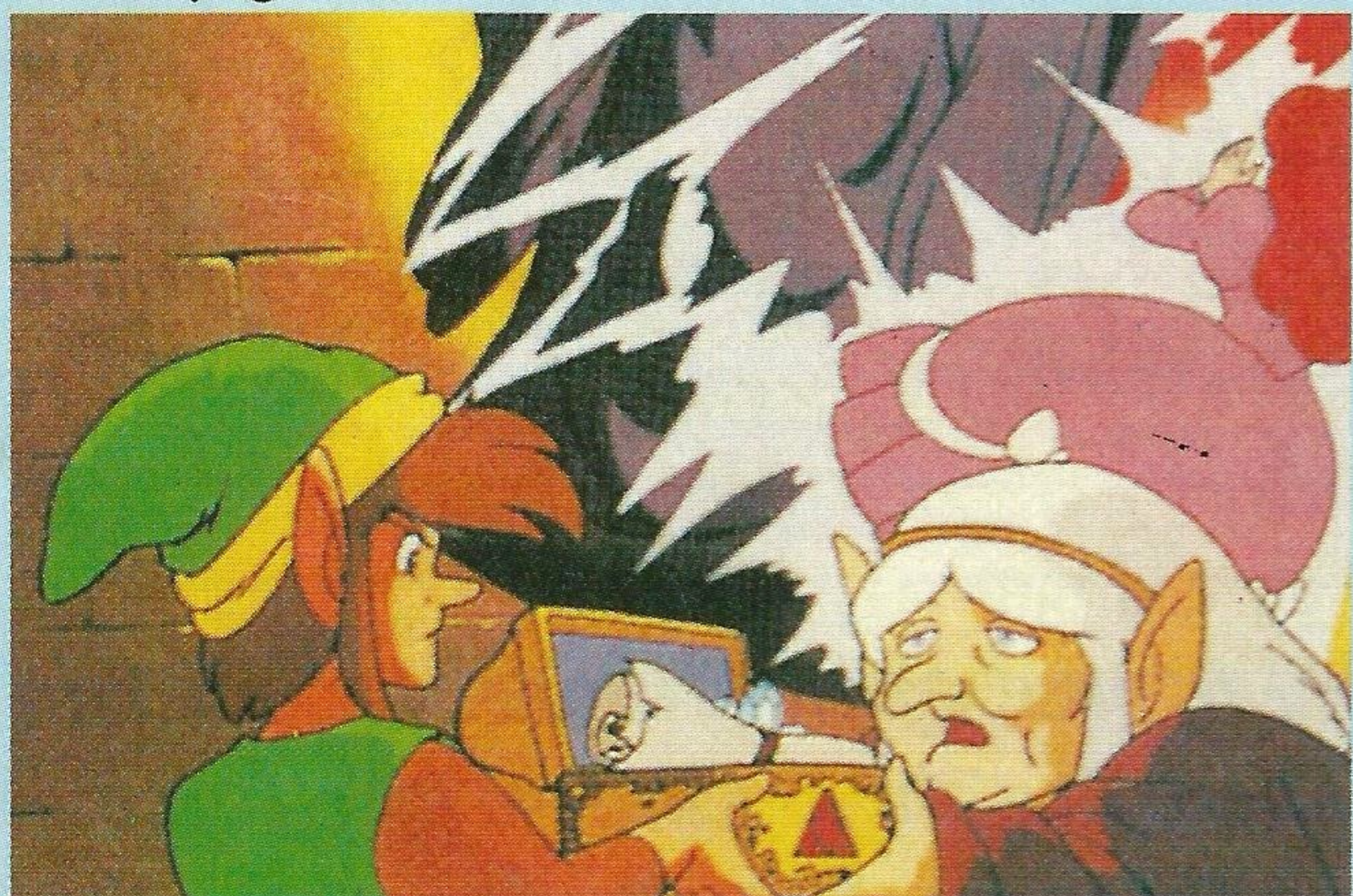
REVIEWED INSIDE



▲ Check out *Sonic the Hedgehog* on page three!



▲ *Ghouls and Ghosts*: classic action on page five.



▲ *Zelda 2: Adventure of Link* is reviewed on page four!

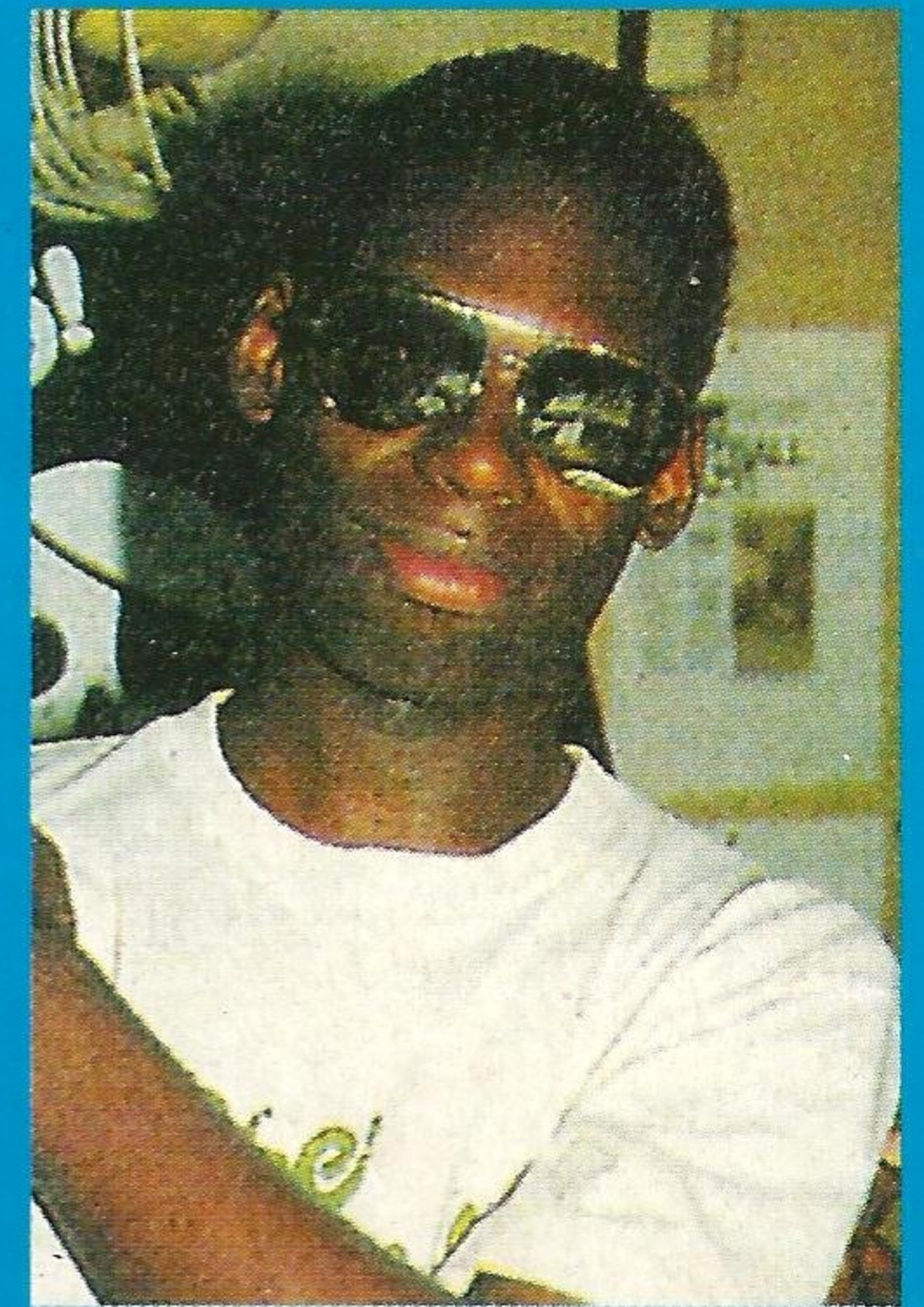
Welcome to the first issue of **ACTION STATION**, the **FREE** consoles magazine brought to you by Woolworths in association with the people behind Computer and Video Games and Mean Machines magazines!

Within these pages you'll find a wealth of information about the Nintendo Entertainment System, Sega Master System and Sega Megadrive. There's an avalanche of console reviews along with a round-up of recent releases and a golden oldies section too, where we give you the lowdown on older games that you might consider adding to your cartridge collection! Be sure to check out page 15, where you'll find a coupon that could save you £2.00 off your next purchase from the **ACTION STATION** stand at Woolworths!

We hope you enjoy this magazine, but if you have any comments or suggestions that could make **ACTION STATION** even better, write to us at **ACTION STATION**, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



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16BIT

MEGADRIIVE



REVIEW



SONIC

THE HEDGEHOG

SEGA

In a deal that shocked environmentalists everywhere, vile Dr Eggman has bought up a load of land just so he can capture its small furry inhabitants, brainwash them and put them inside his rocket-powered Cyberfauna suits. With his army of armoured animals, Eggman plans to terrorise the people of the world until they relent and promise to pay him lots of money.

Sonic, being a speedy little devil, is the hedgehog that got away. Now, of course, he's resolved to free his forest buddies by doing over Eggman and he has to leg it through six hazardous zones, each made up of three scrolling areas.

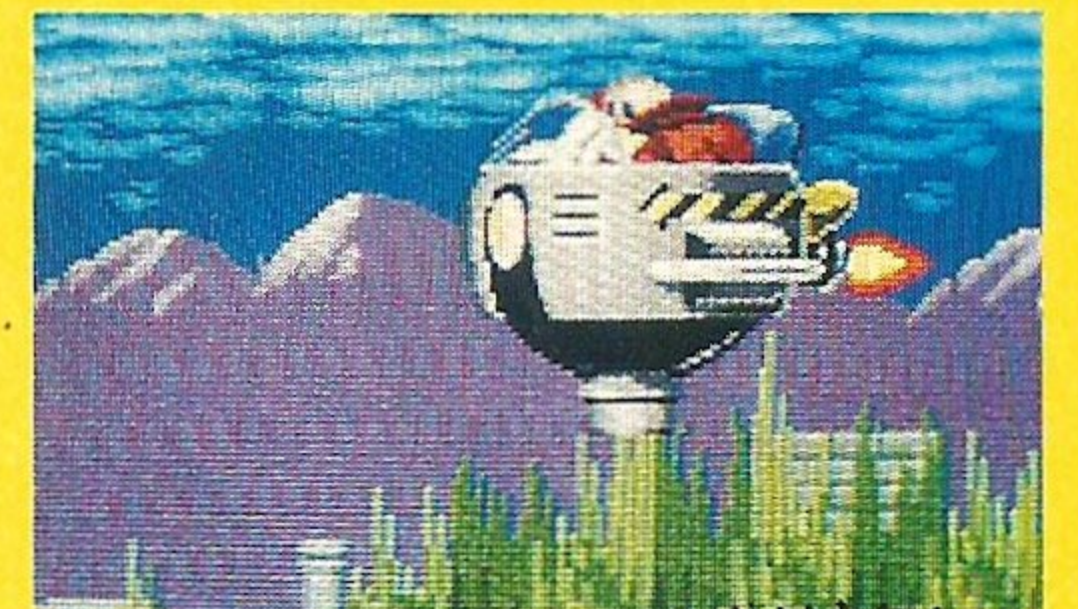
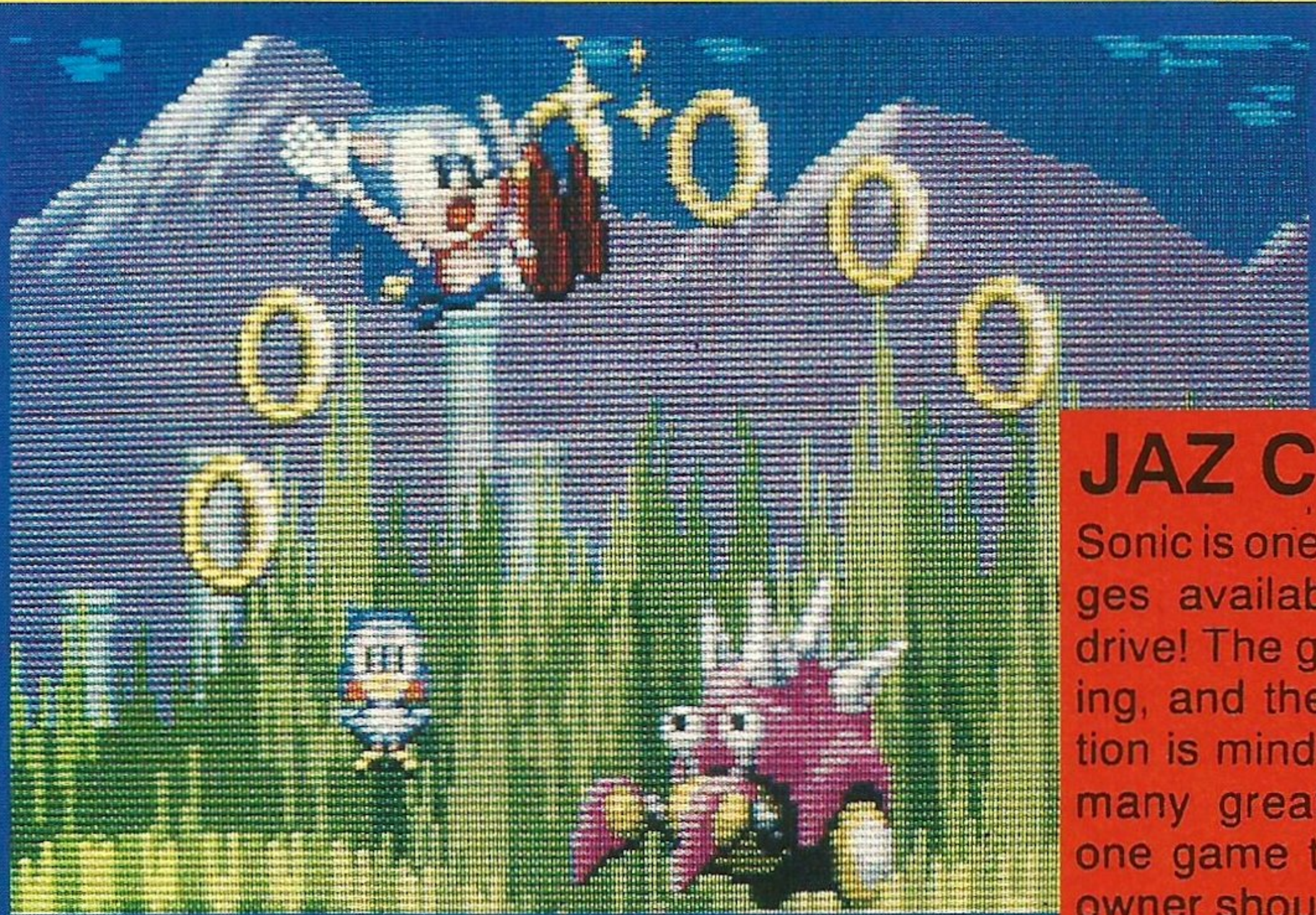
The landscape is packed with platform-type puzzles and terrifying terrain! Not only that - Eggman has dispatched his robot-like forces to destroy Sonic before he can catch up with him! Luckily, Sonic is a powerhouse of athletic ability, and he can protect himself by curling into a ball and somersaulting into any enemies, skewering them on his spines!

To protect him still further, Sonic has to collect the power rings which are scattered throughout the landscape. If he bumps into an enemy the rings will protect him, but the collision makes him drop all those he was carrying. If Sonic stays out of trouble, every ring he gets to the end of the level earns him 100 points, and if he has over 50, he is instantly warped to the weirdo bonus game!



SPECIAL INFO

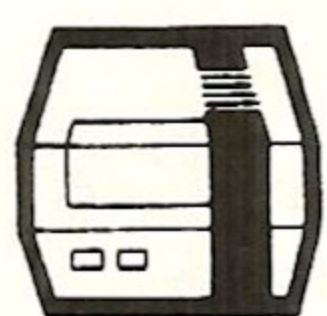
If Sonic collects over 50 rings when he hits the end of a level, a massive ring appears. Travelling through this ring warps Sonic to a strange revolving maze, where bonus rings and mysterious Chaos Emeralds are hidden. What these emeralds actually do isn't revealed until later on into the game, but if he collects enough points during this special stage, Sonic is rewarded with a continue for his efforts! Hurrah!



JAZ COMMENT

Sonic is one of the best cartridges available on the Mega Drive! The graphics are amazing, and the speed of the action is mind-boggling. With its many great touches, this is one game that no Megadrive owner should be without.

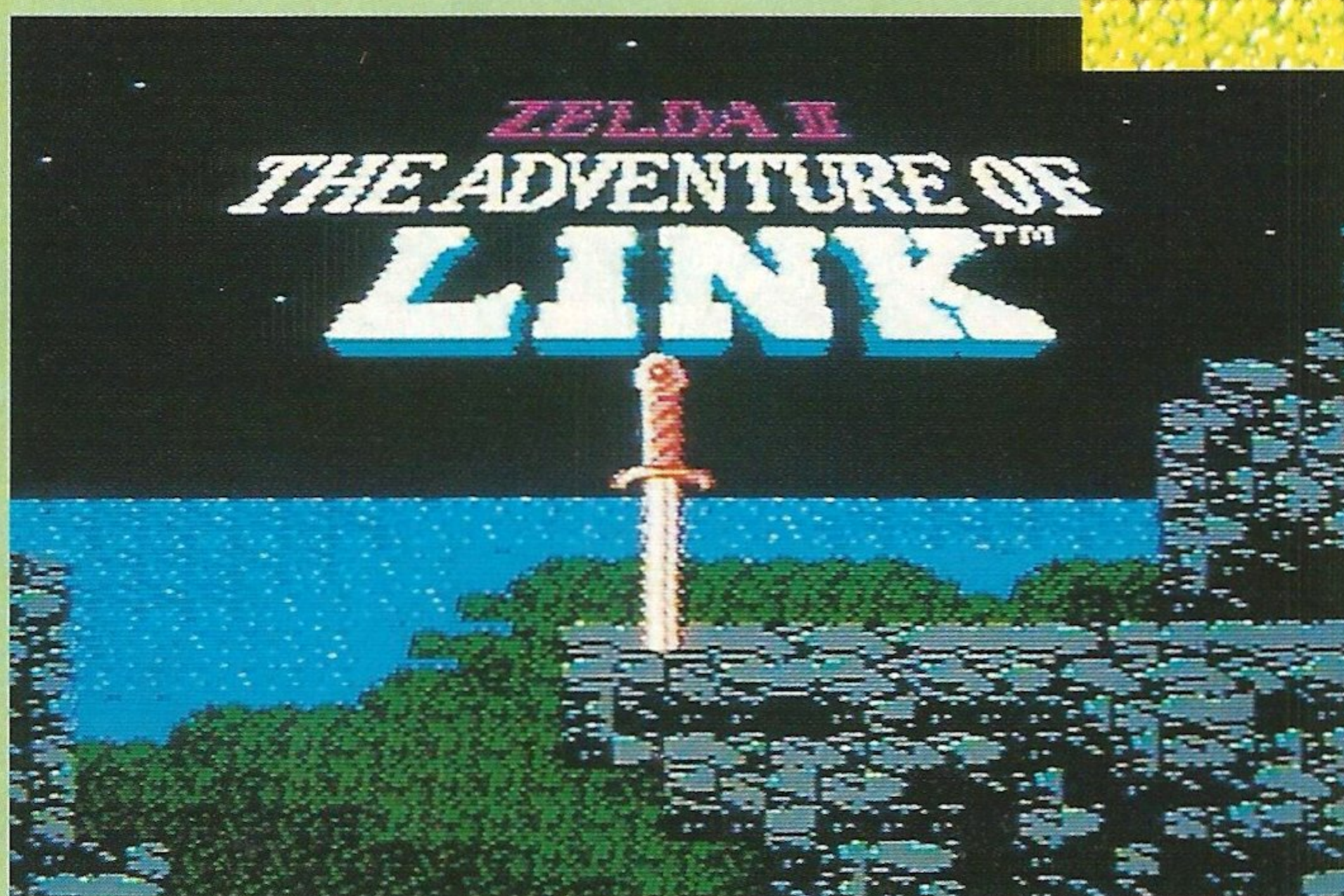
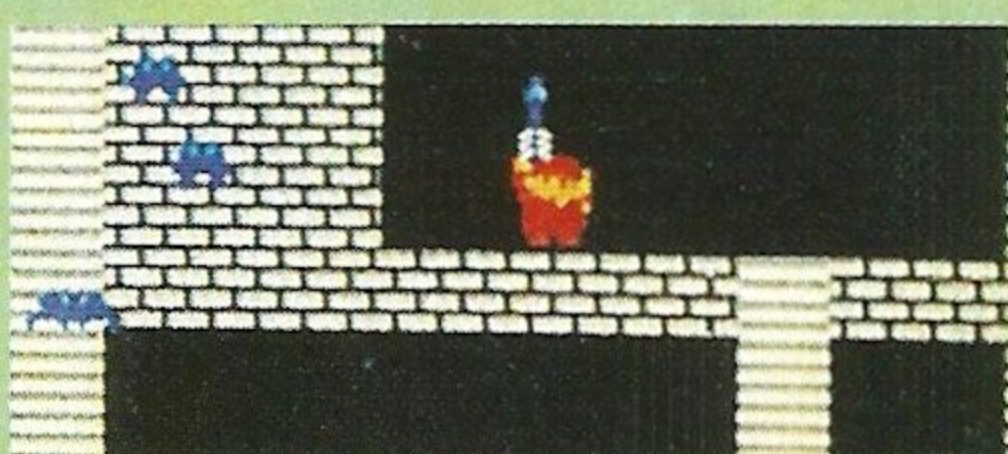
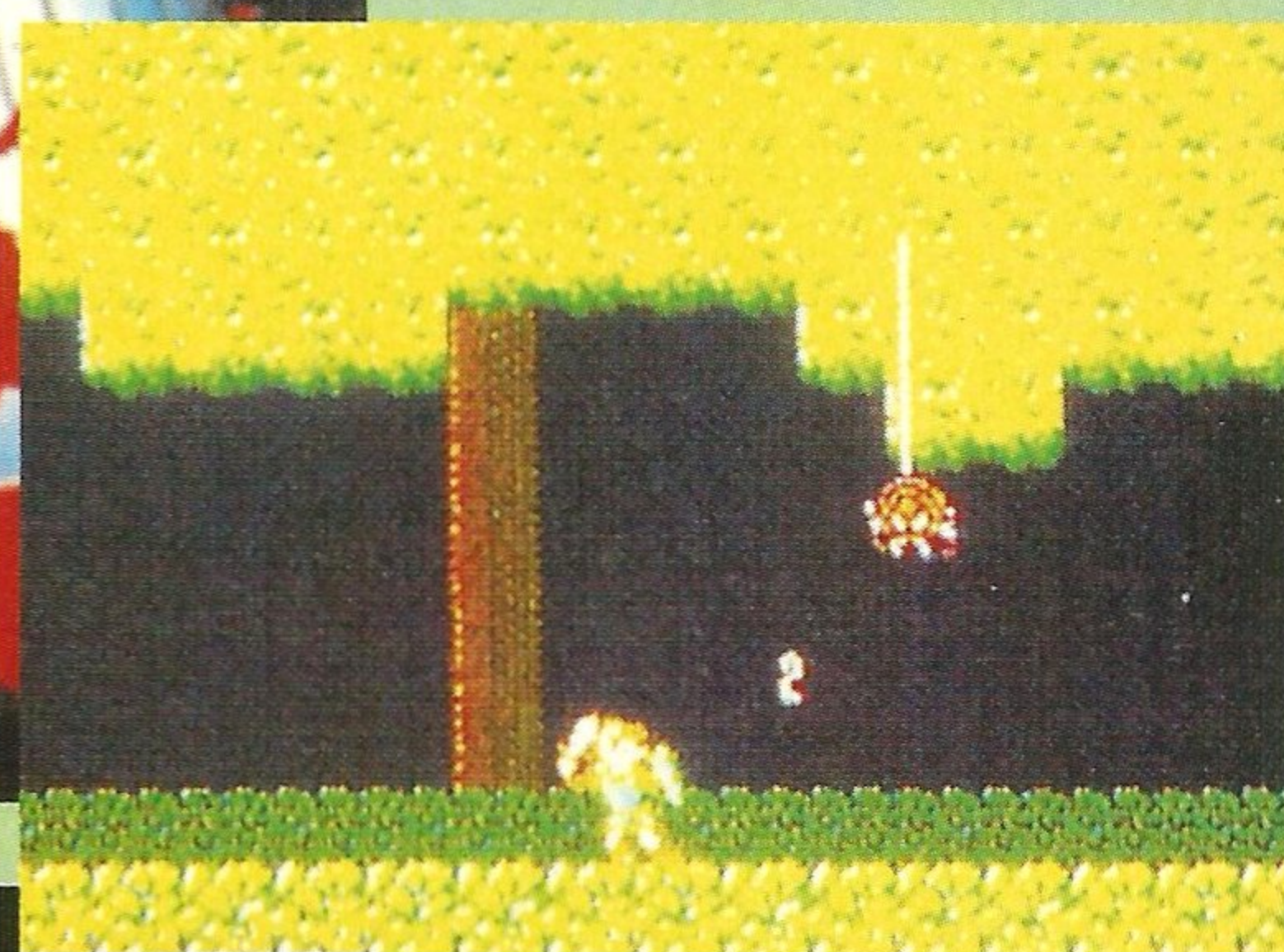
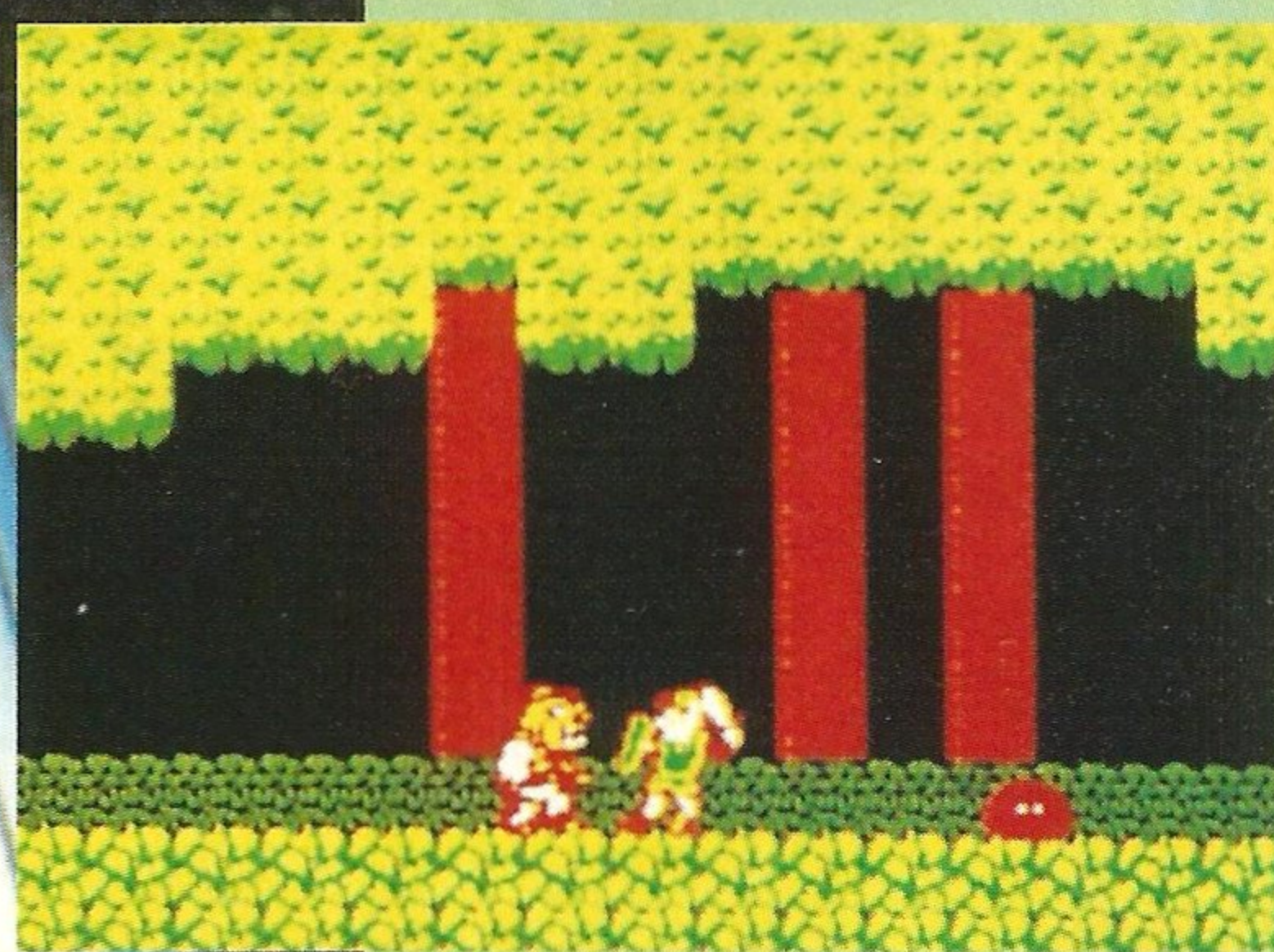
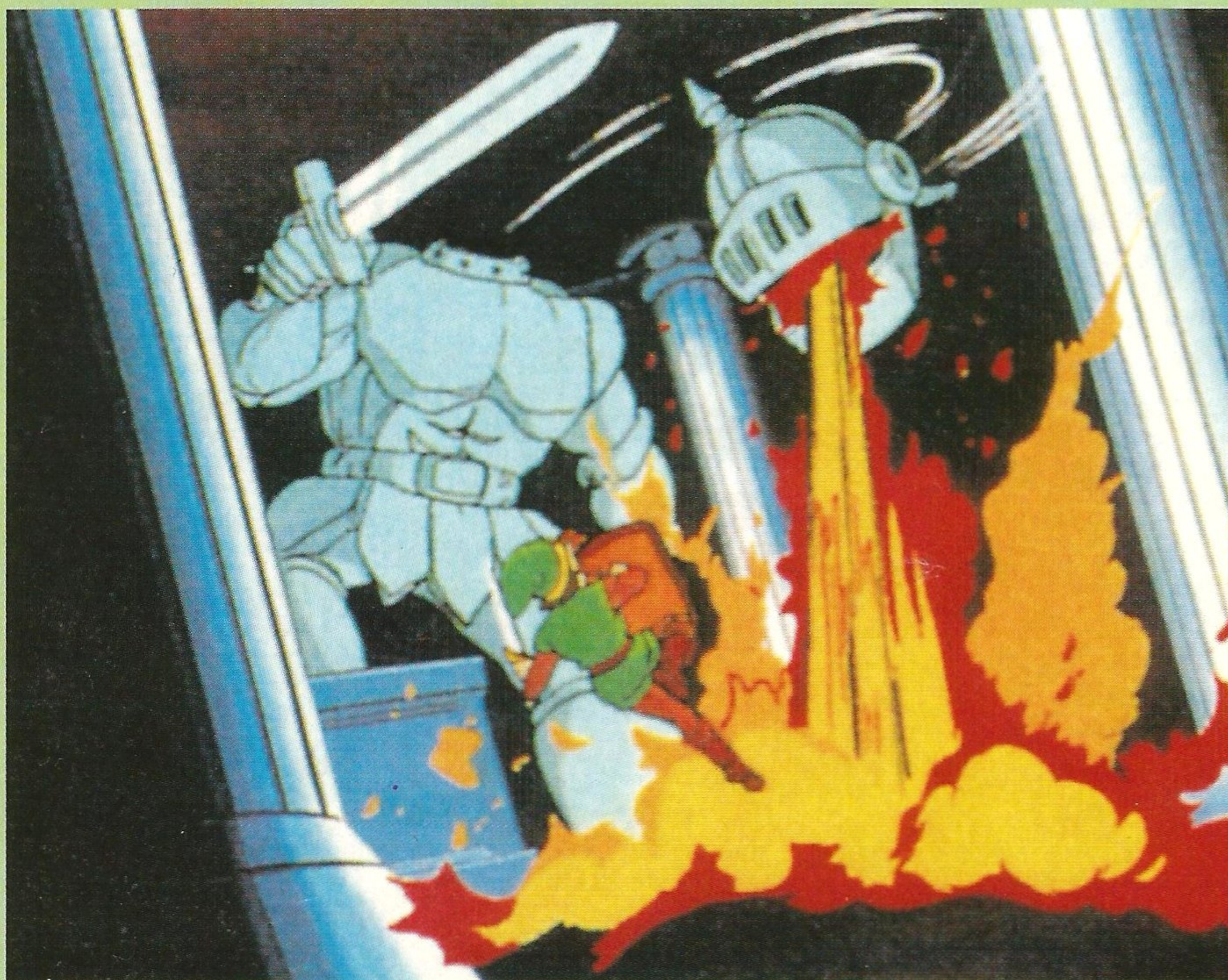




ADVENTURE OF LINK

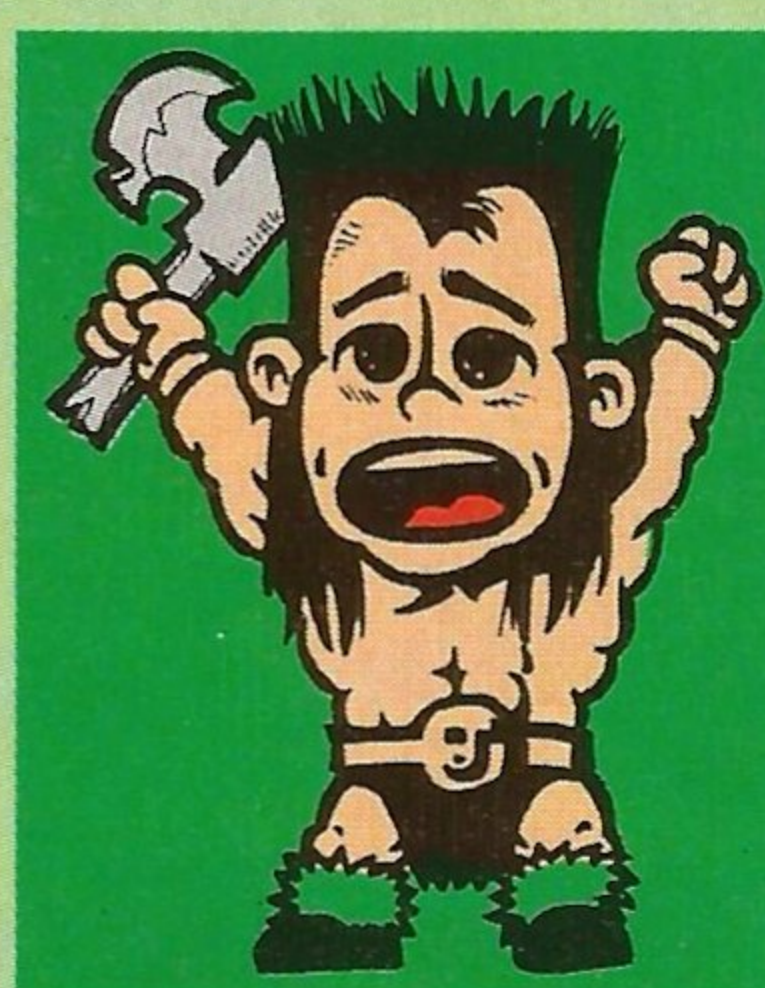
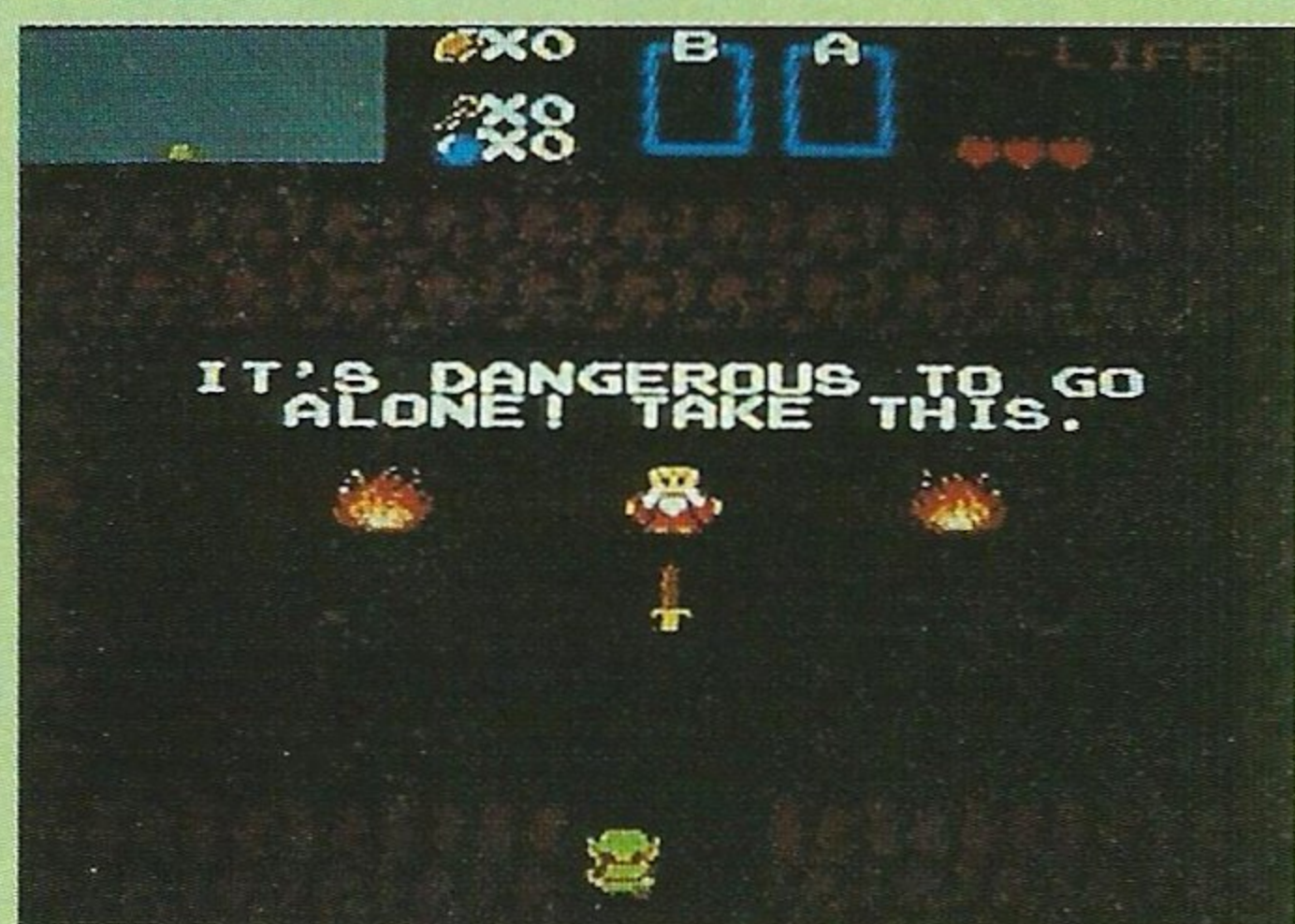
Nasty Ganon is back! After Link foiled his attempt to claim the mystical Tri-Force in *Zelda I*, he has returned to cast a "Sleep-For-A-Zillion-Years" spell on Princess Zelda. Once again, Link has to sally forth into the wildernesses of Hyrule, this time to retrieve another bit of the Tri-Force which will revive Zelda.

Unfortunately, the land is full of Ganon's cohorts, who love nothing better in their sandwiches than goody-goody adventurers. Link has come prepared, though, and when confronted by evil, he just whips out his sword and ventilates his adversaries. Successful combat provides experience points which can be turned into attack strength, health points and also magic power for use with the spells the local villagers pass on if you carry out little sub-quests for them.



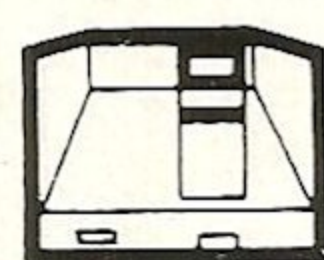
SPECIAL INFO

Although it takes quite a while, once you've created your character it's best to spend time building up his strength. Finding treasure troves is a good way, but fighting someone or something is the best. Keep battling the baddies until your strength is built up - then you're strong enough to embark on the quest proper.



JAZ COMMENT

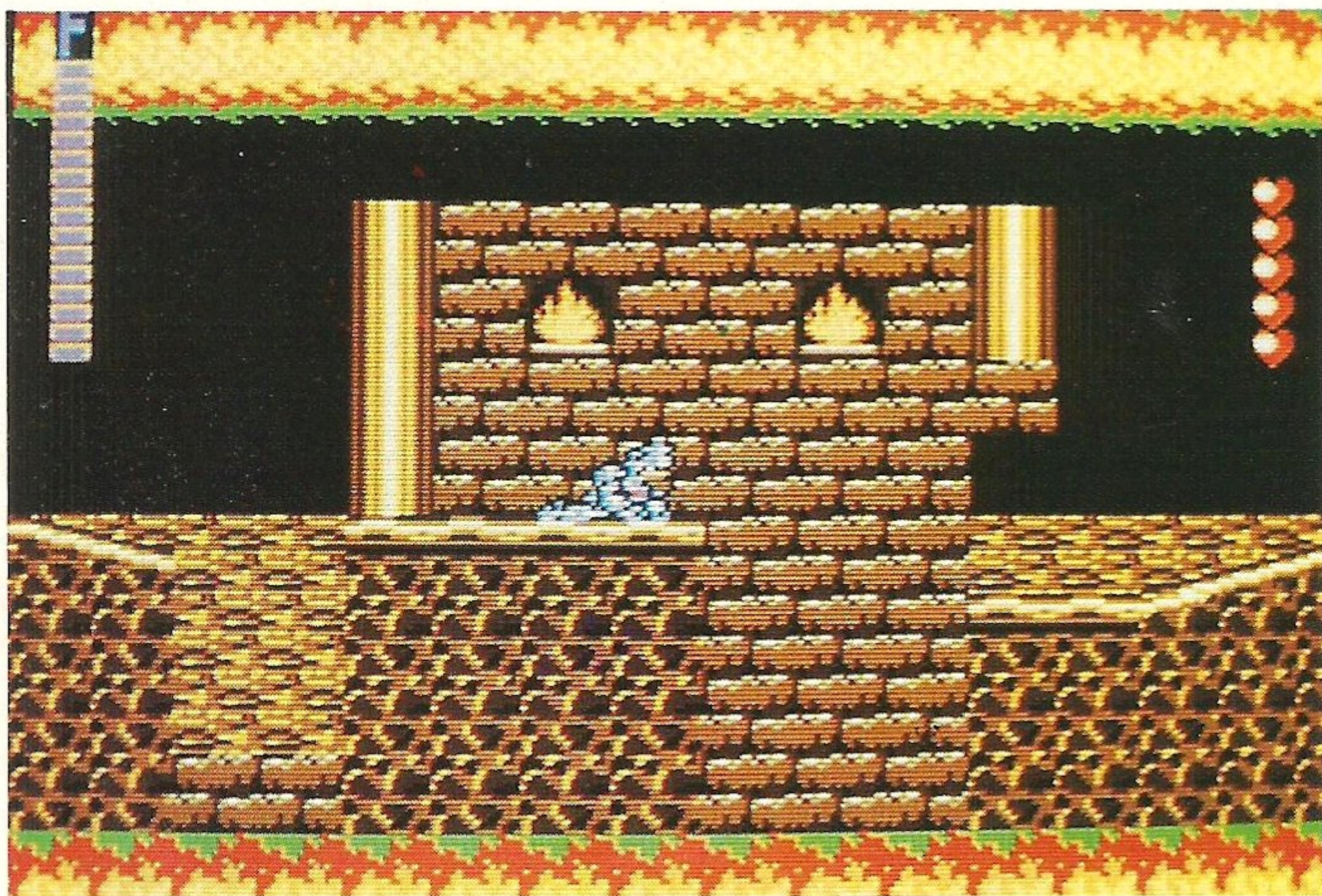
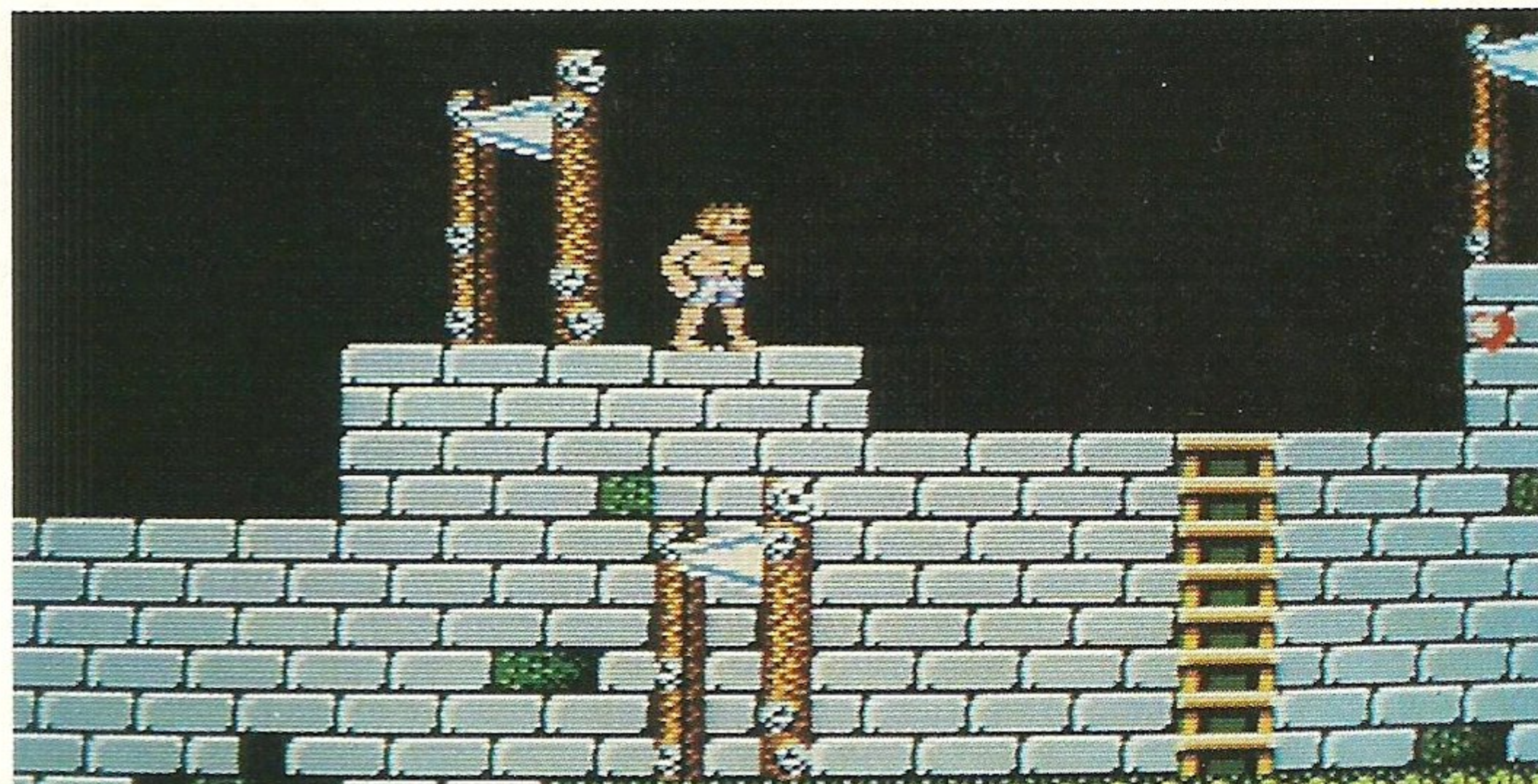
Featuring beefed-up gameplay and beat 'em up-style action, this is bigger and better than the original *Zelda* game. The quest is huge, and there are weeks of gaming in store for players! This is definitely the top Nintendo RPG - make sure you give it a try.

8BIT**MASTER
SYSTEM****REVIEW**

GHOULS AND GHOSTS

The evil Prince of Darkness has returned to our fair pleasant lands, leaving a trail of death and destruction wherever he goes. Sir Arthur the Knight is one man who is particularly annoyed with this evil being's antics - mainly because the cunning demon has kidnapped his girlfriend!

Pausing only to jump into his special hardman's suit of armour and collect his magical lance, Arthur sets off for the final confrontation with this twisted creature. But five levels of scrolling action await before his woman can be safely returned - and the Prince of Darkness has infested the route with all manner of ghouls and ghosts. Not surprisingly, all of these creatures won't be satisfied until they've got Arthur's head on one of their demonic lances...



SPECIAL INFO

Some treasure chests enable Arthur to take a trip to an equipment shop - but this is a shop with a difference - the items are free! The only downer is that only one object can be taken per visit. Among the items available are:

HELMET: Gives our hero a higher jump.

ARMOUR: Makes Arthur take more damage from the evil demons.

SHOES: Arthur's running speed is improved.

WEAPON: Makes Arthur's weapon more powerful.

Four levels of power are present in each item. From the lowest to the highest they are: silver, red, green and gold. The shoes and helmet should be got first - they're vital to help you progress further into the game!

JAZ COMMENT

Ghouls 'n' Ghosts is a challenge-packed conversion of the brilliant arcade game. The graphics and sound are good, but it's the addictive playability that makes this a must-buy for your Master System.

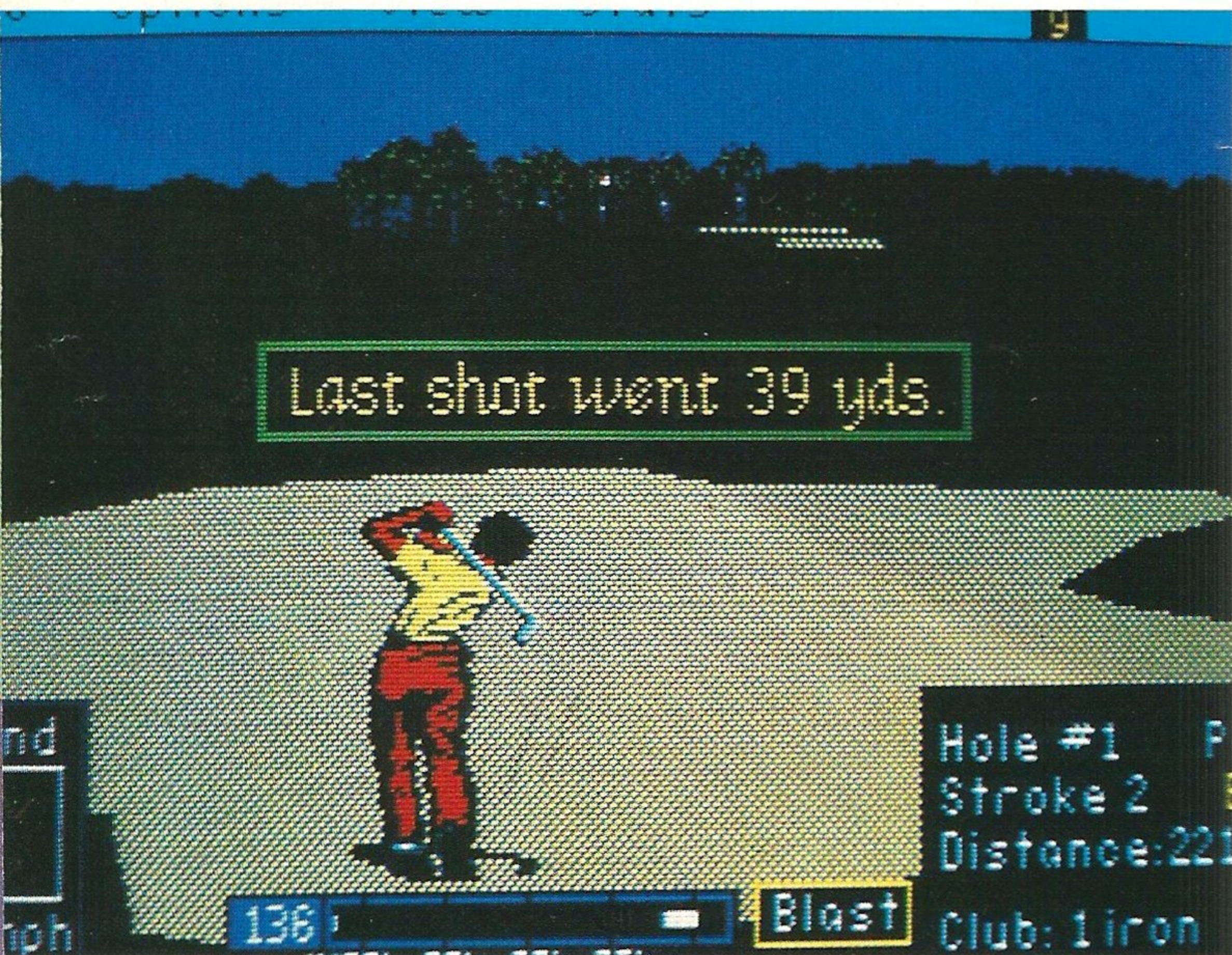


PGA TOUR GOLF

Time to dust down that silly hat, bright yellow woolly jumper and outrageous golfing trousers and mosey on down to four of the most skill-testing golf courses in the whole world. Each of the courses has 18 holes and the object in each is simple. Just get that dented little white ball from your starting position down the fairway and onto the green, where it's your express purpose to putt the little white item into the hole. Easy eh?

Well, matters are further complicated when more than one player takes to the course. This game enables up to four players to take each other on and any player can be controlled either by a human or by your trusty Megadrive.

PGA Tour Golf was originally a PC game, which came complete with a wealth of options to make your round of golf that more rewarding. Megadrive owning golf fanatics will be pleased to know that all of these options have been crammed into this cart - and with the aid of a battery back-up, your best golfers can be saved off to tee off another day.



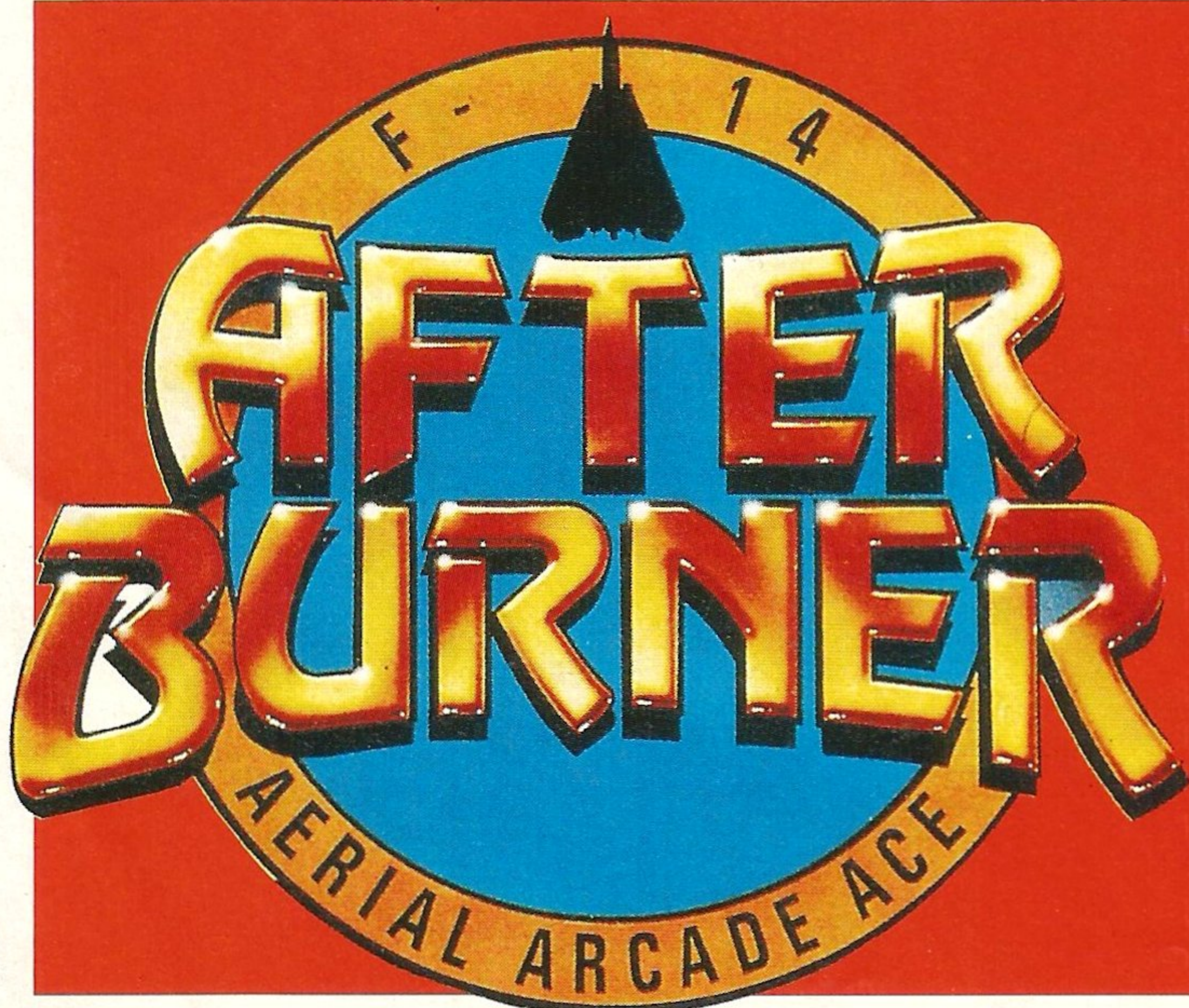
MEGA ROUND



PINBALL

SPECIAL INFO

You'd think that whamming the ball towards the green would be pretty simple. Unfortunately, a lot of things contribute to making the shot a tad more difficult. For starters, the wind has to be taken into account when hitting the ball. A small indicator enables you to judge how powerful the wind is. The courses themselves are also designed to make life a bit more difficult. Trees and lakes abound and both can spell potential doom to your pitching antics. Should your ball land in the rough ground you can expect your next shot to be very tricky...



Twenty-one areas of US territory have been captured by the evil might of an unknown airborne empire. Their powerful MiG fighters have decimated the entire US airforce, and now only one lone F-14 Tomcat remains.

Tom is the US Top Gun (mainly because he is the only fighter pilot left) and it's his mission to take to the skies and blow away as much of the empire as possible with the aid of his super-deadly Vulcan cannon and his fire-and-forget Sidewinder missiles. Simply by running the on-screen sight over the approaching MiGs, the F-14's computer system locks on and a missile can be dispatched. Missiles have a far longer range than the cannon and they never miss. The trade-off is that you get more points by using the more old-fashioned cannon-method.

The action is depicted in sprite-based 3D, with enemy fighters arriving from all angles with Tom's death at the top of their agendas. They have much the same weaponry as Tom, though their missiles are a lot less accurate and since Tom is such a good flyer he can dodge them with ease.

The action only lets up when the F-14 makes a routine rendezvous with a tanker aircraft, where more fuel and extra missiles are given.

DRIVE ID-UP

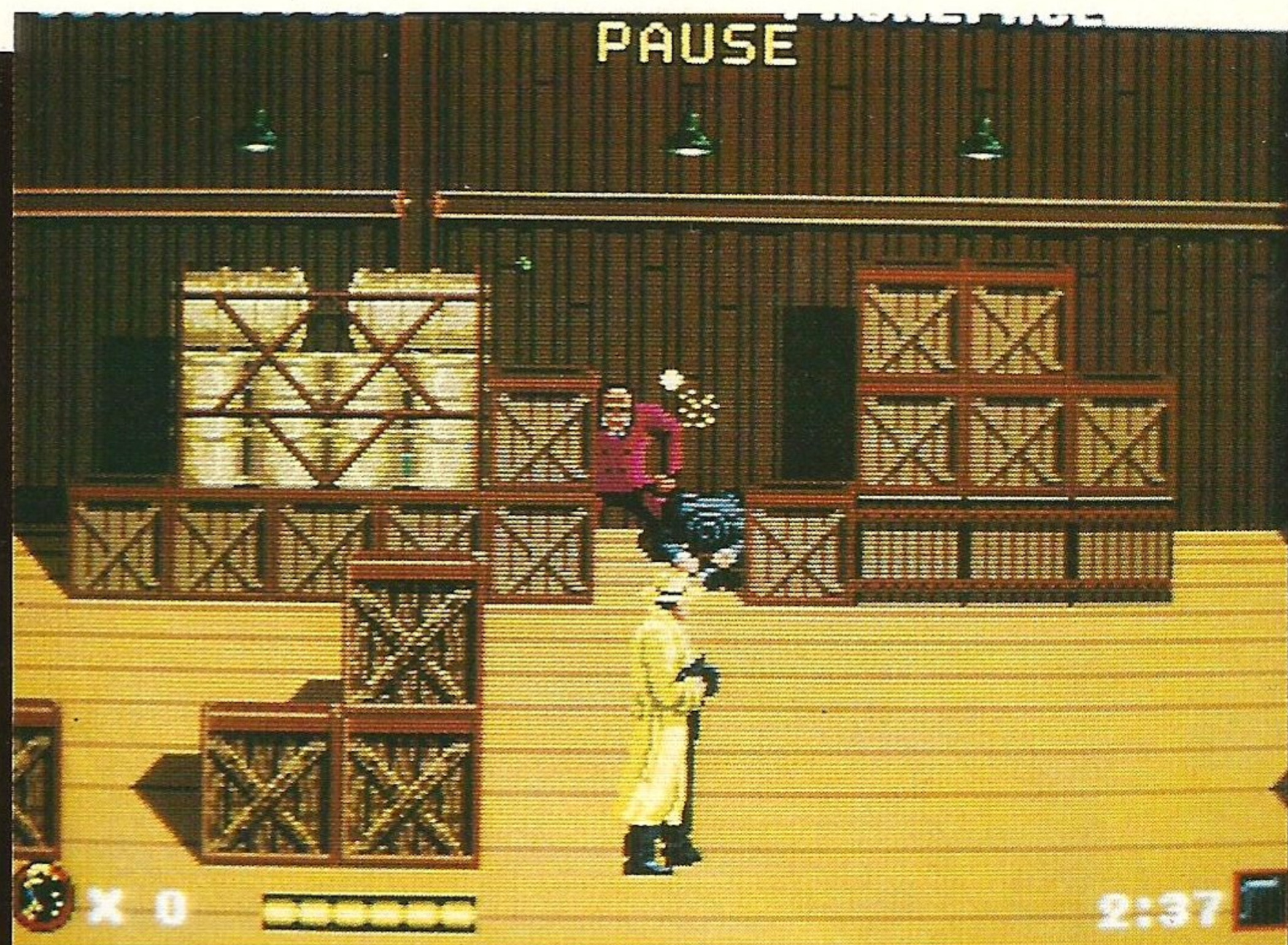
CK RACY

Big Dick's in town! Sworn to eradicate crime, the vigilante Private Investigator has decided to meander the environs in search of mendicants, panhandlers, and buskers. Well no, he's actually after Big Boy, Flattop, Itchy, and other crooks in order to clear the city of their evil presence.

A horizontally scrolling game, Dick Tracy is set over 18 levels of action, starting outside the police station and progressing to the underground HQ at the end of the game. Dick walks along, and is able to punch and shoot the villains in his path, as well as spray bullets from his tommy gun at those foes in the distance. Other levels have our hero standing on the running board of a car, trying to survive the hail of lead coming in his direction.

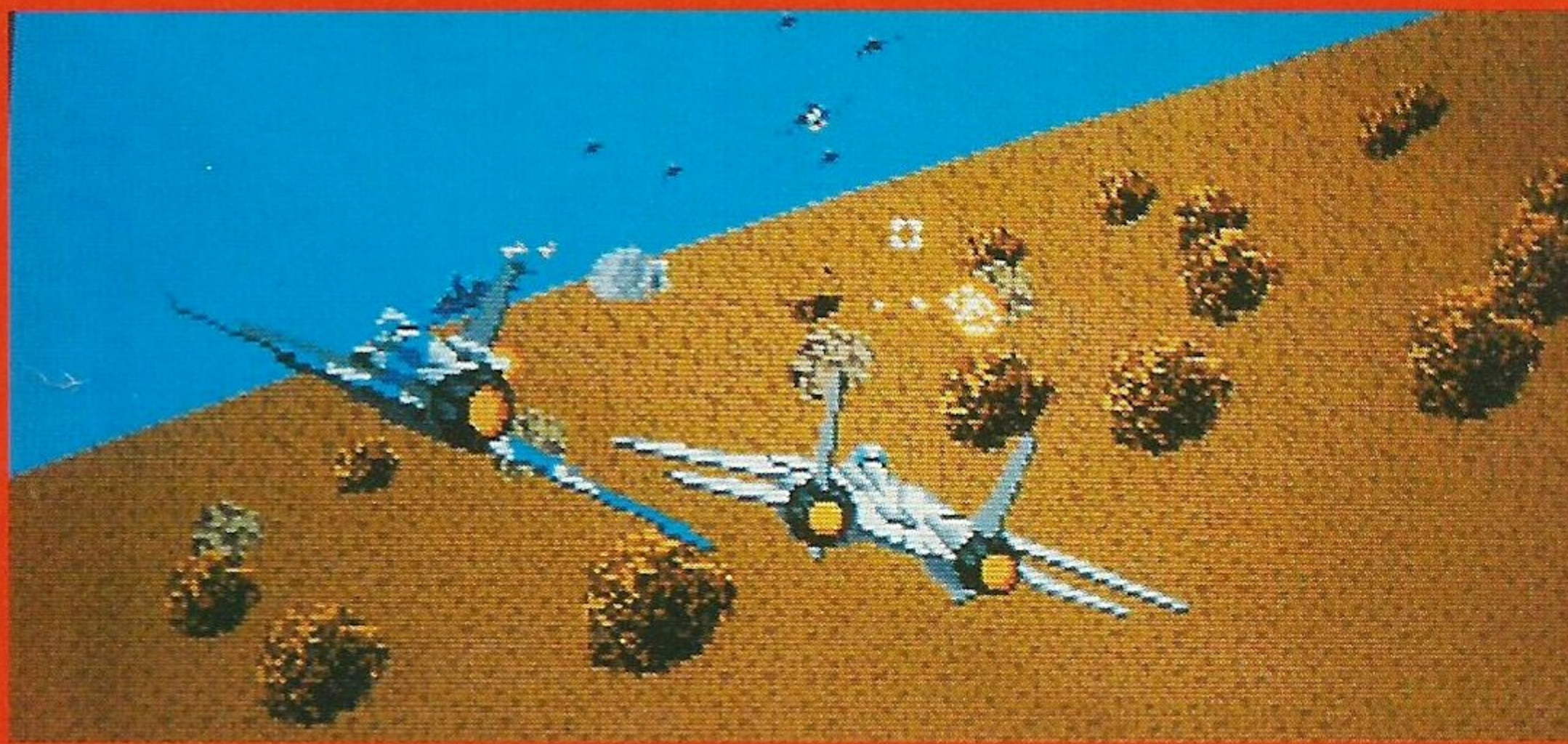
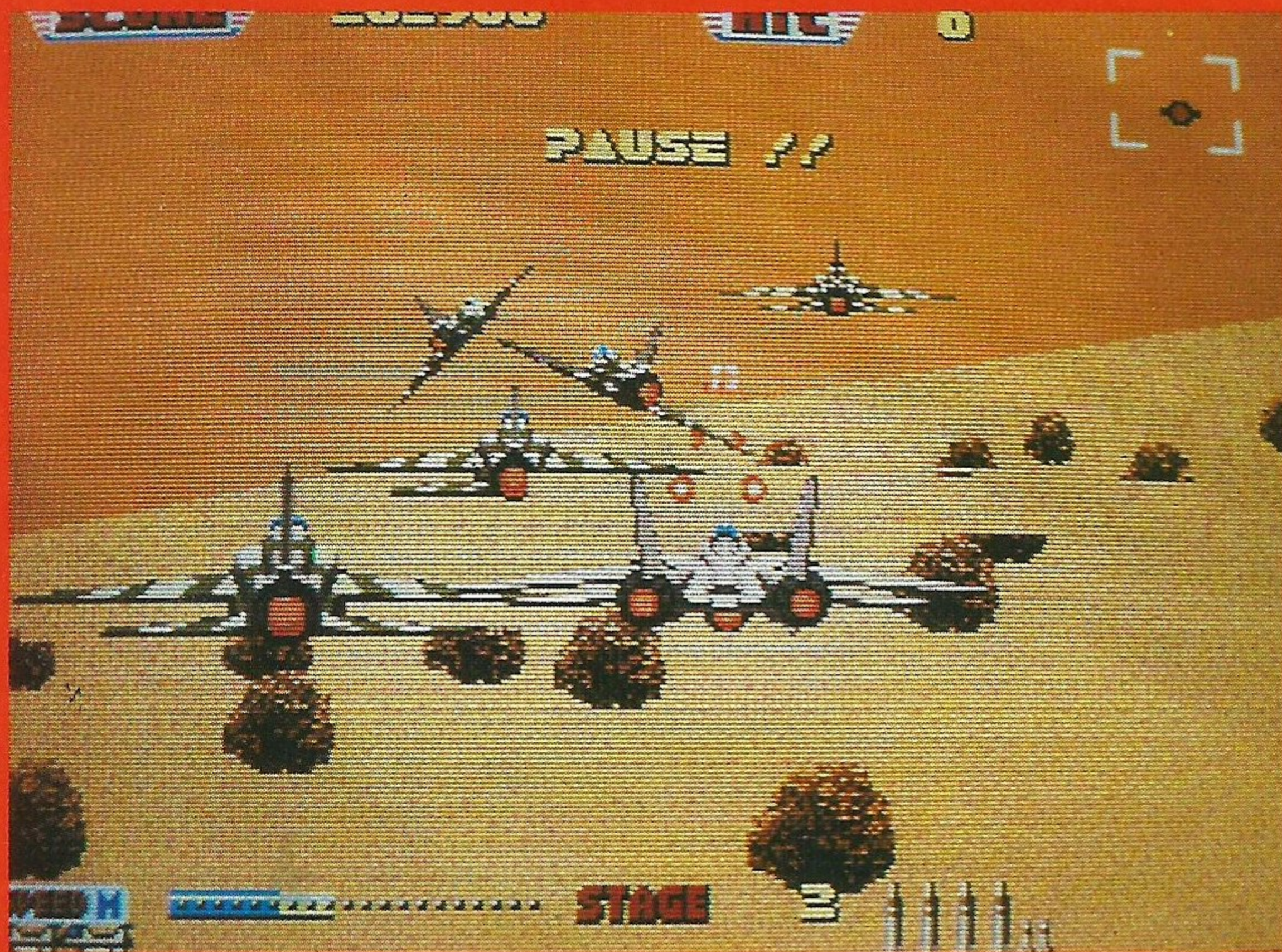
Bonus stages appear from time to time, where Dick shoots pop-up targets for extra points - providing he doesn't hit too many good guys! This also gives a welcome break during the eighteen levels.

Although he has unlimited bullets in his revolver, Dick only has up to three magazines for the tommy gun. So accurate shooting is needed if the man in the yellow mac is going to triumph over the forces of evil.



SPECIAL INFO

The bonus level consists of cardboard pictures, portraying civilians, gangsters and policemen, that spring up every couple of seconds in a random order. The player must quickly shoot the bad guys, taking care not to kill any of the civilians or cops. It's worth taking a second or so to check targets before opening fire!



SPECIAL INFO

The joypad buttons allow you to change the speed your F-14 travels at. Travelling at low-speed is essential for the canyon attacks in levels eight and seventeen. When your F-14 is at top speed another stab at the speed button engages the afterburners for a short burst of extra speed - perfect for the quick getaway.

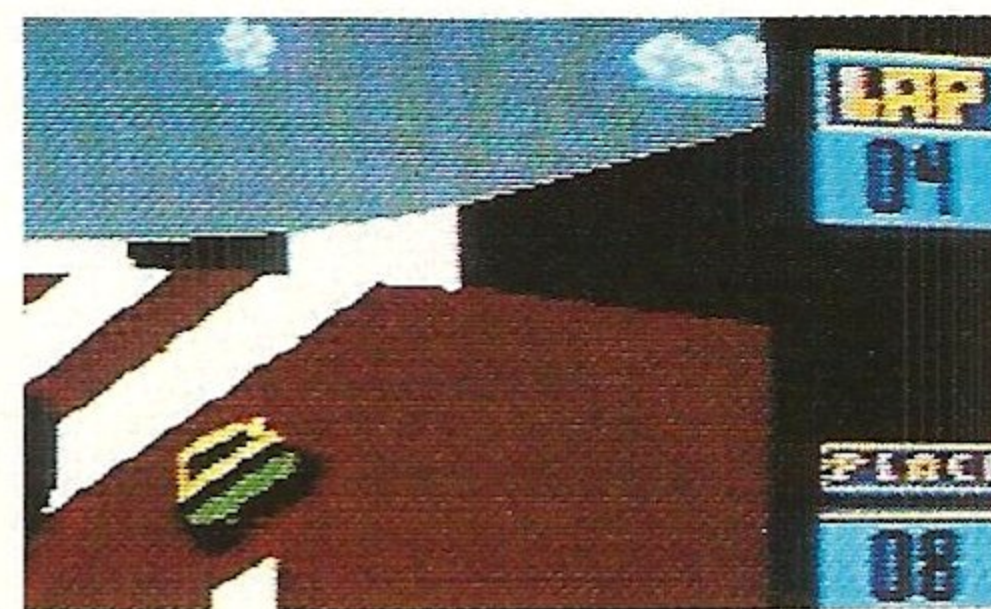
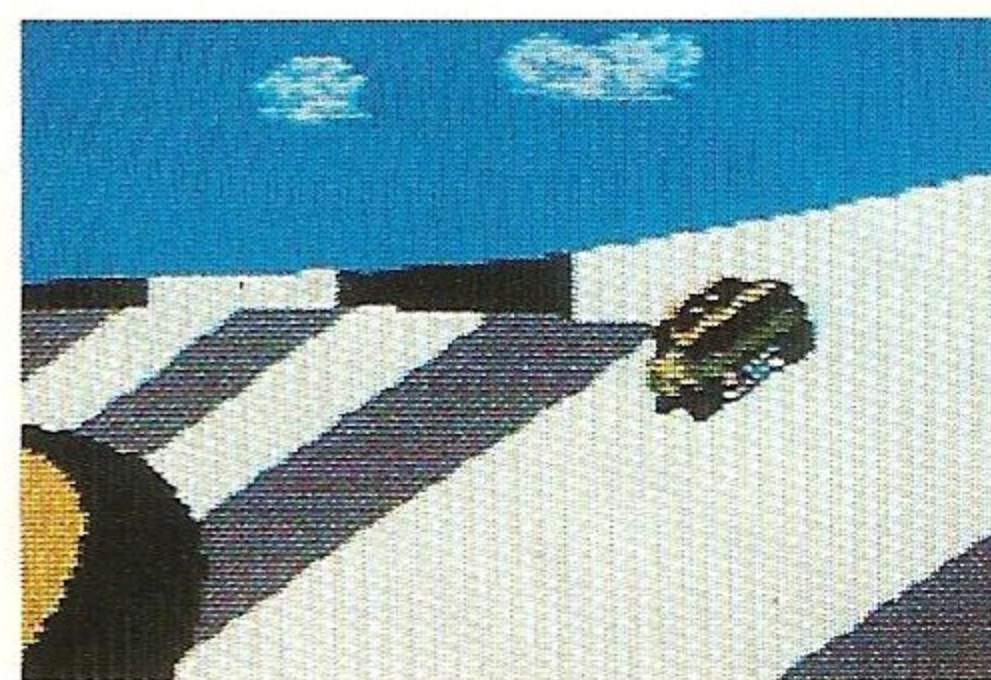
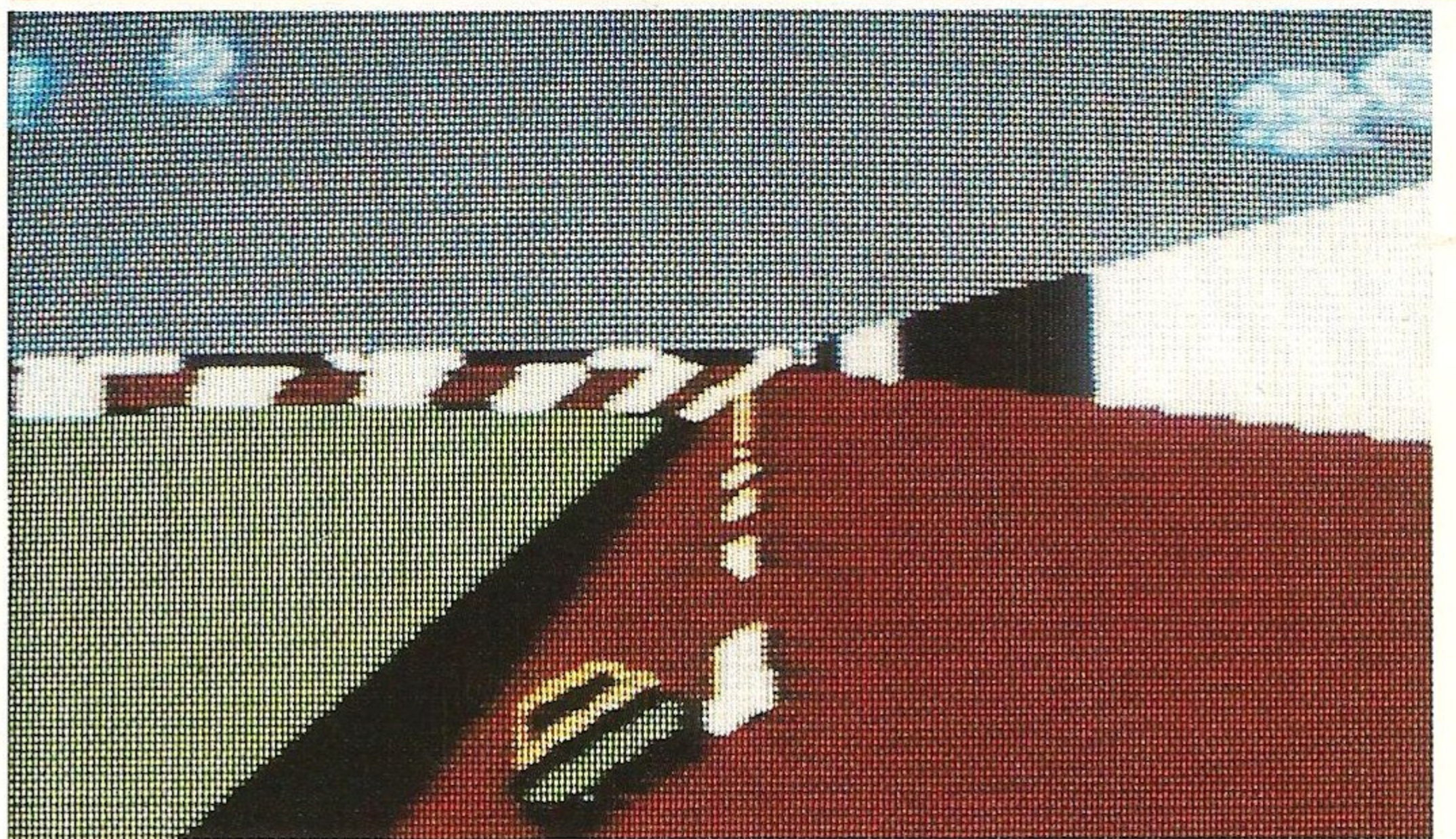
DAYS OF Thunder

The game of this film has reached the Nintendo, bringing with it all the thrills, spills and downright speed of Tom Cruise's celluloid adventures.

With an intro showing our hero's arrival at the race course, the action then switches to a qualifying round where the racer has the chance to learn the circuit and establish his or her position on the starting grid.

NASCAR racing (the type in the game) differs from normal car racing because the oval track curves upwards at the corners. Centrifugal force obviously plays a major part, and it's a good idea not to go flying off the side of the bend as the car takes the corner.

The buttons control the accelerator and brakes, but otherwise the player simply steers the car around the corners and overtakes the other vehicles.



SPECIAL INFO

It's always wise to get used to the course before the race proper, and the free practice provides the opportunity for this. Learn how to take the corners and accelerate through the straights. Once mastered, the driver moves on to the race itself, where the previously empty track is now littered with other cars that have an annoying habit of drifting into the way!

ROBOCOP



Robocop is set in the future, and the city of Detroit is caught in the grip of a crime wave the likes of which have never been seen before. The police force is now run privately by Omni-Consumer Products, a giant multinational corporation. One officer, Alex Murphy, critically injured in the line of duty, is encased in a suit of titanium body armour, and let back on the streets as the ultimate in law enforcement - Robocop.

Controlling the laminated lawman, your task is to clean up Old Detroit by wiping out hordes of mindless thugs, and eliminate both Clarence Boddicker (drug dealer, and the leader of the gang of crooks responsible for Murphy's condition), and Dick Jones, the corrupt Senior President of OmniConsumer Products (the corporation who rebuilt Murphy's shattered remains).

Robocop is essentially a multi-level horizontally scrolling platform affair, with additional weapons and energy refills - and loads of bad guys!

Every so often, you need to get your targeting system recalibrated, so it's off to the firing range, to test your skills on some poor, defenceless cardboard cutouts. Once this is done, it's back on the beat, and time for more thug-mashing! It's you against them, so get to it - Old Detroit's depending on you!

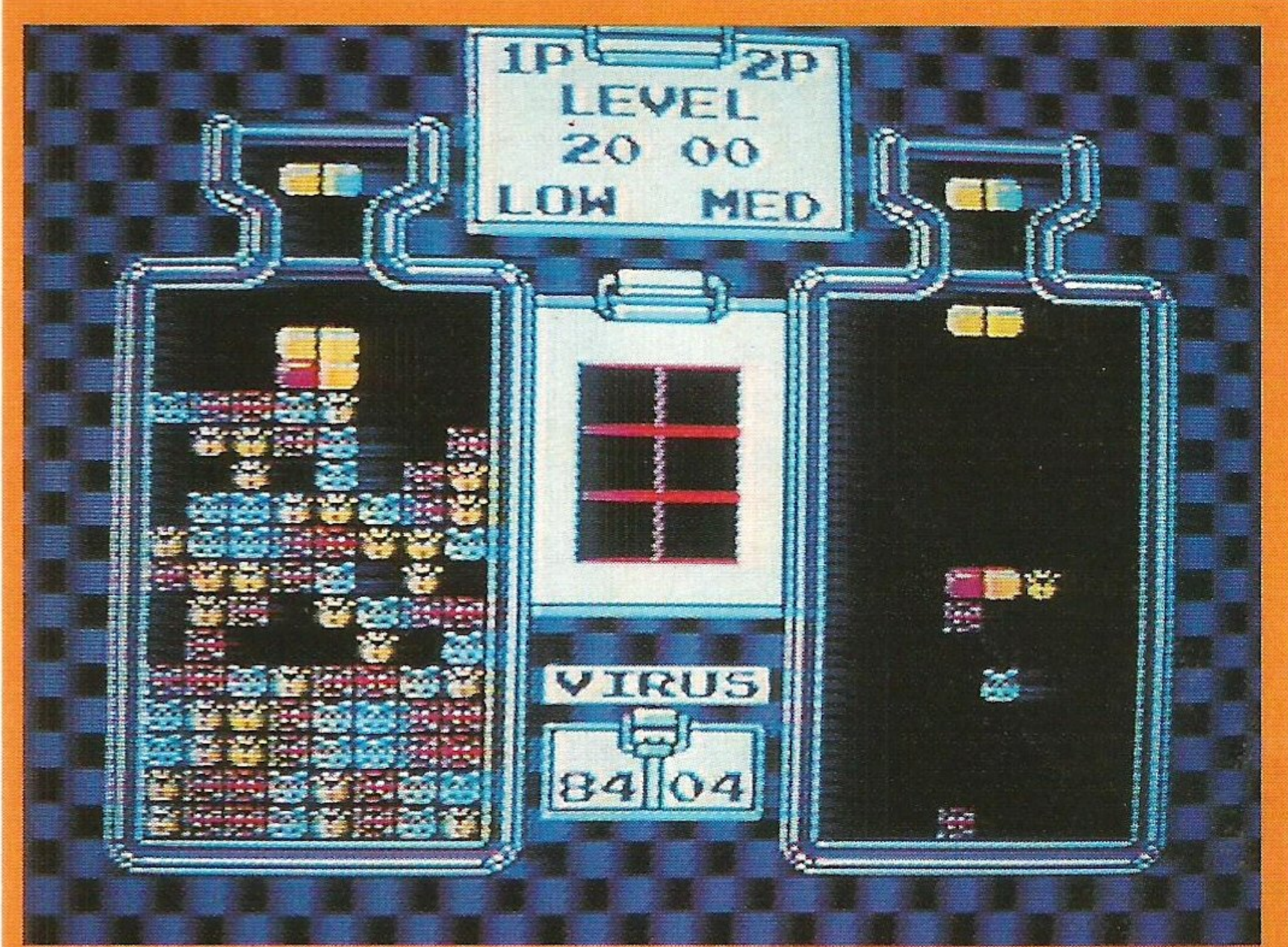
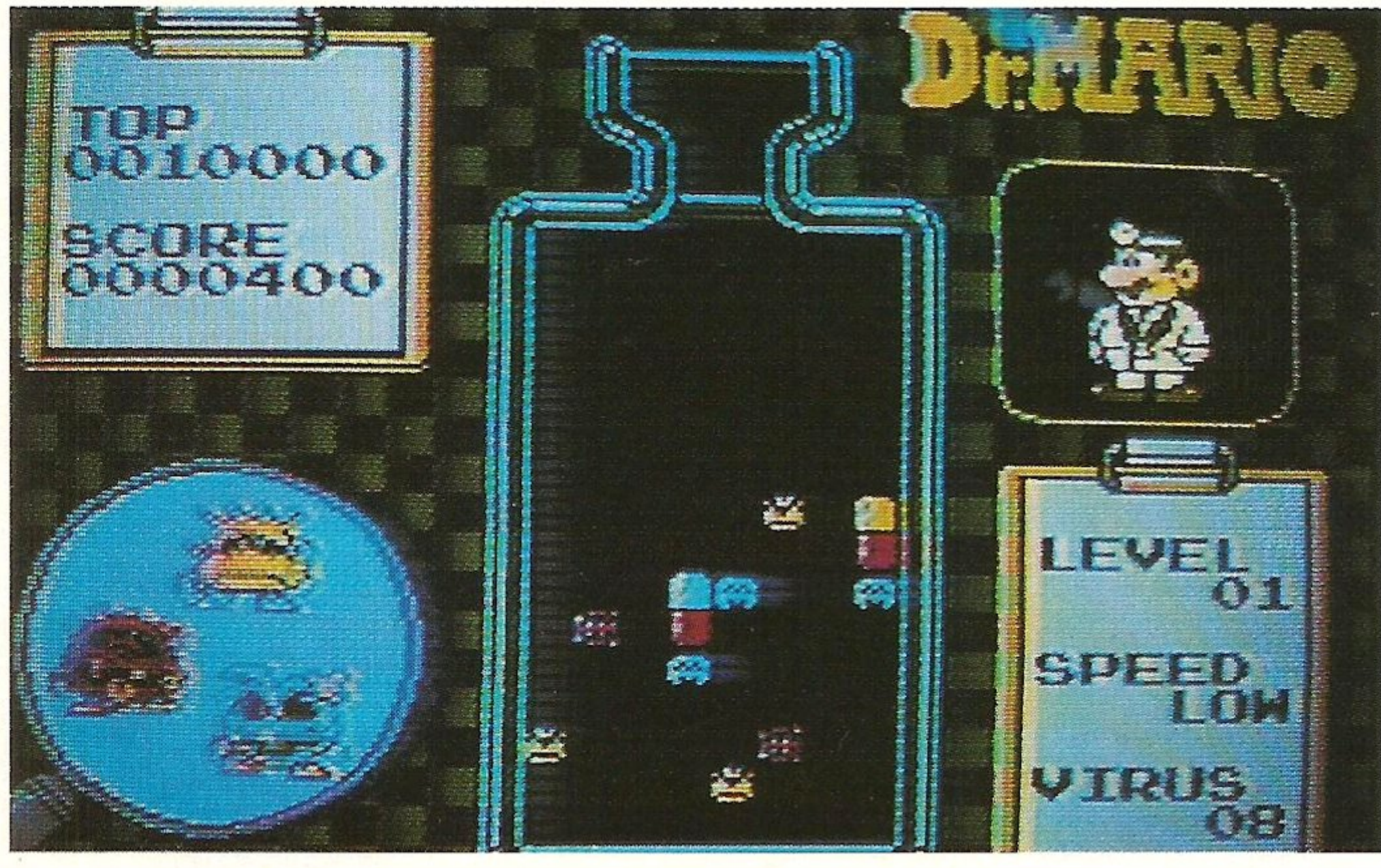


ENDO ID-UP

Dr. MARIO

Mario's been involved in some pretty wild adventures of late what with the Nintendo Super Mario series, but with this all-new puzzle game, Mario's moved into medicine! And a good thing he has too, because one of the experiments in the Mushroom Kingdom Hospital has gone drastically wrong and horrid viruses are spreading everywhere!

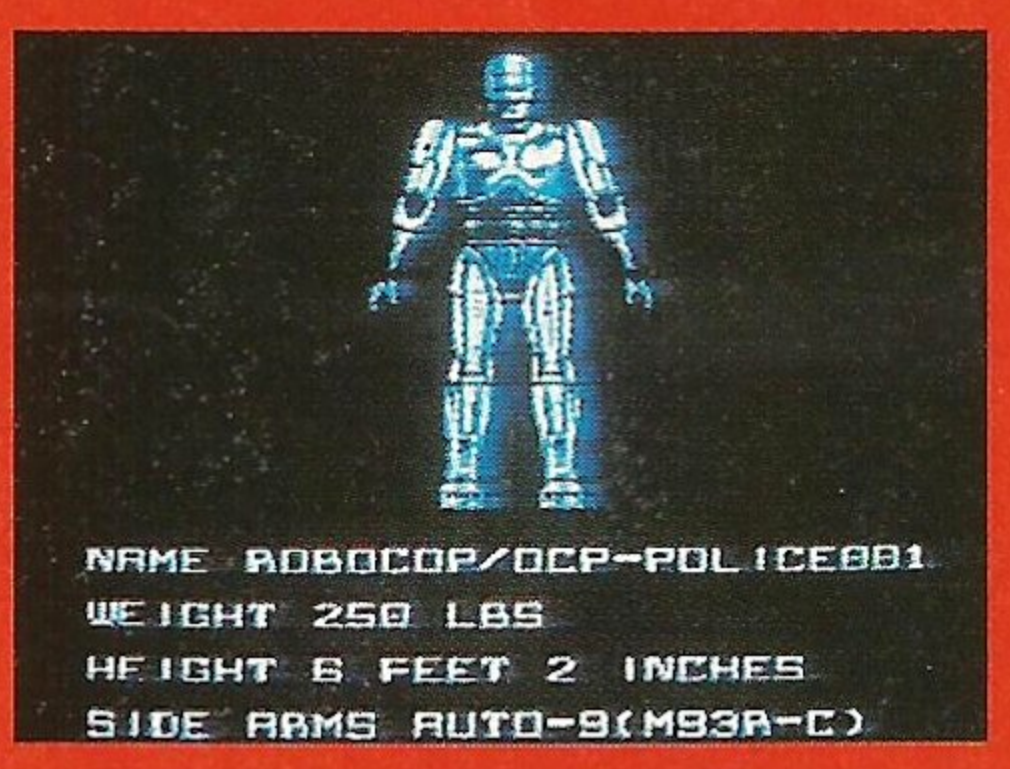
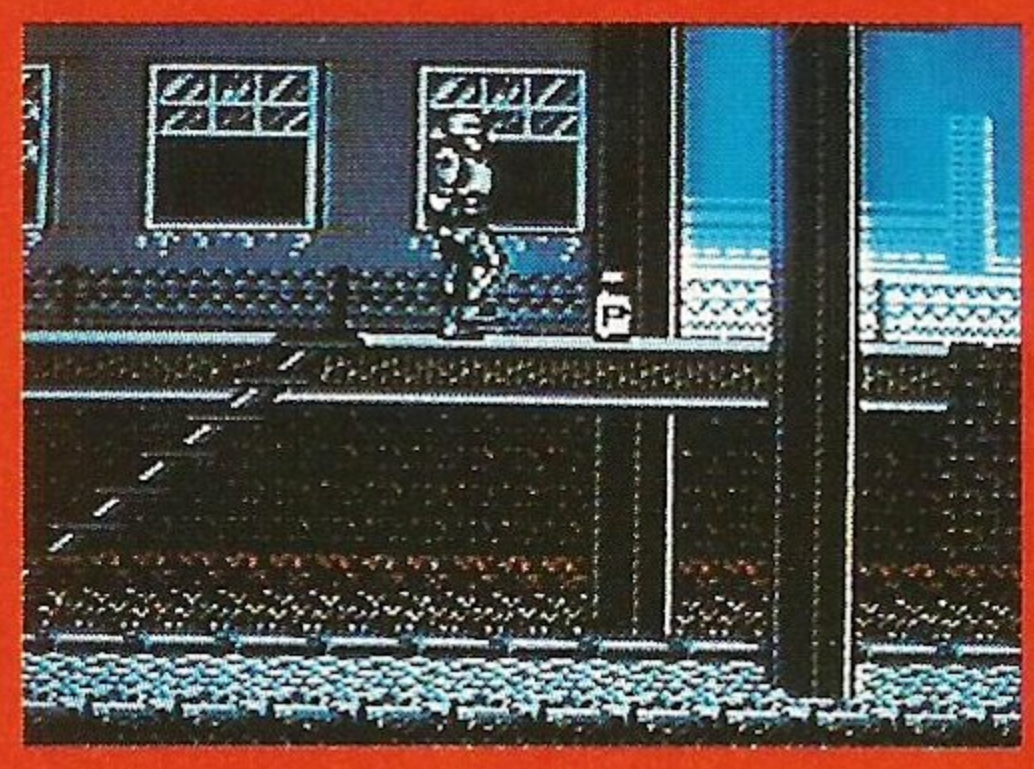
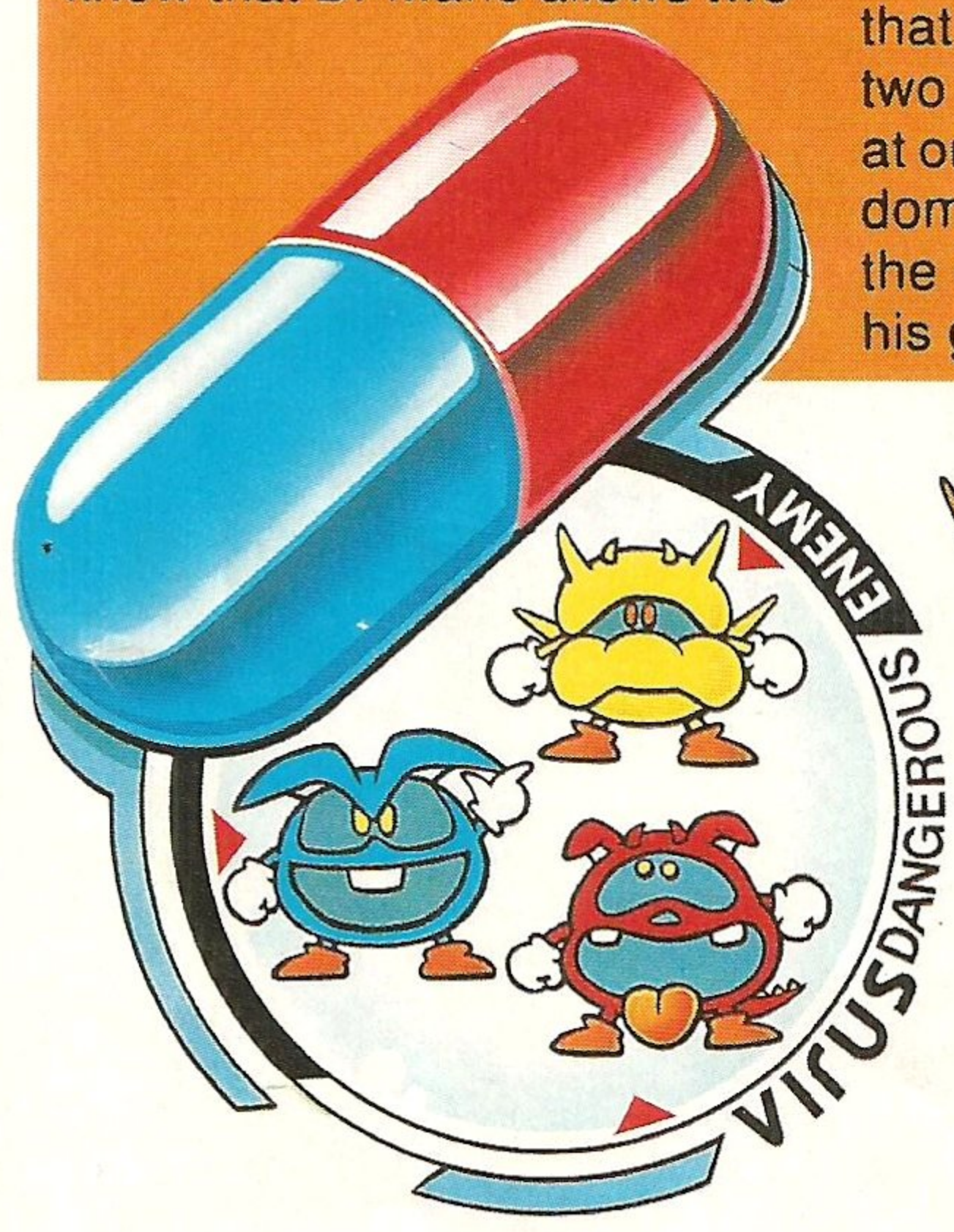
Luckily good old Mario has developed a super vitamin with which to combat the menace - but he needs your help in dealing with the molecular meanies!



SPECIAL INFO

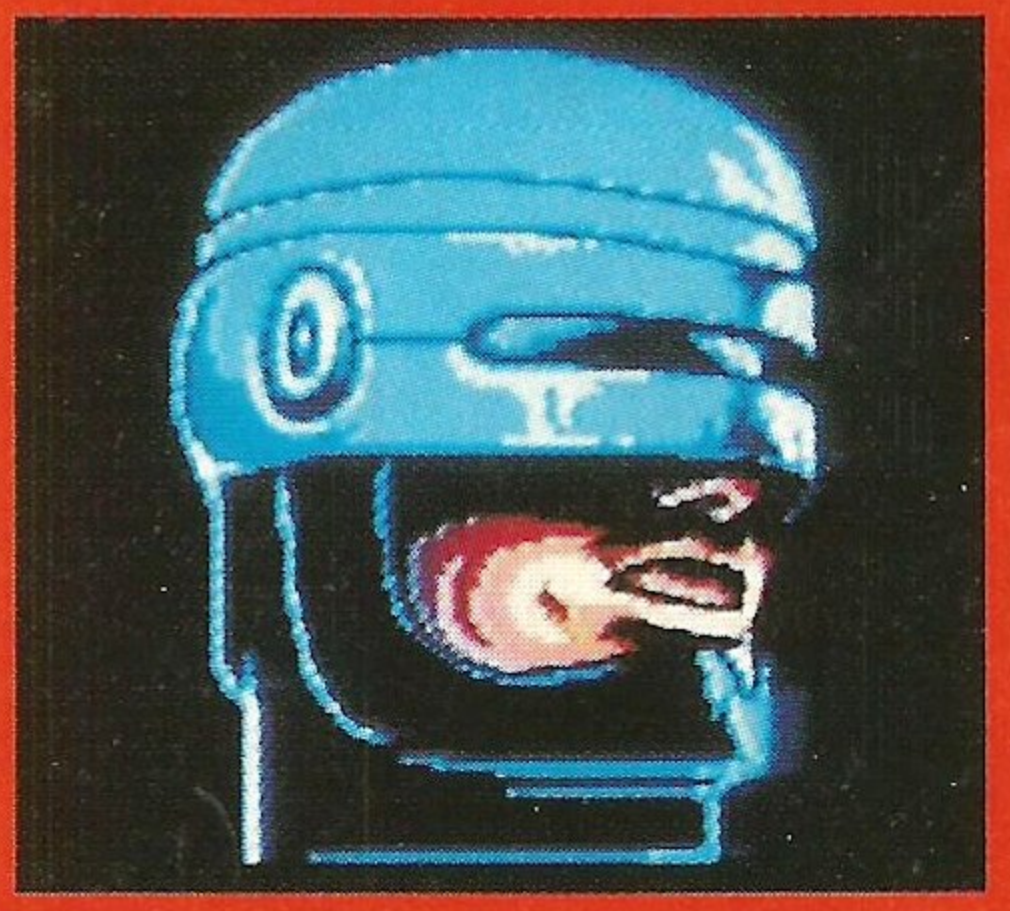
Simultaneous two-player action addicts will be pleased to know that Dr Mario allows two

aspiring medics to play head-to-head! Two medicine bottles appear on the screen and the object of the game is much like the one-player game, except that if you manage to eliminate two or more rows or columns at once, some obstructing random pieces will fall down into the opponent's bottle, making his game that much harder!



SPECIAL INFO

During the game, RoboCop attends a shooting gallery to recalibrate his sights. The shooting action is displayed in 3D, and the player controls a set of crosshairs with which RoboCop's gun is aimed at the pop-up targets. There's a set number of targets to hit - and if you're a very good player, you should be able to get every one!



MASTER ROUND

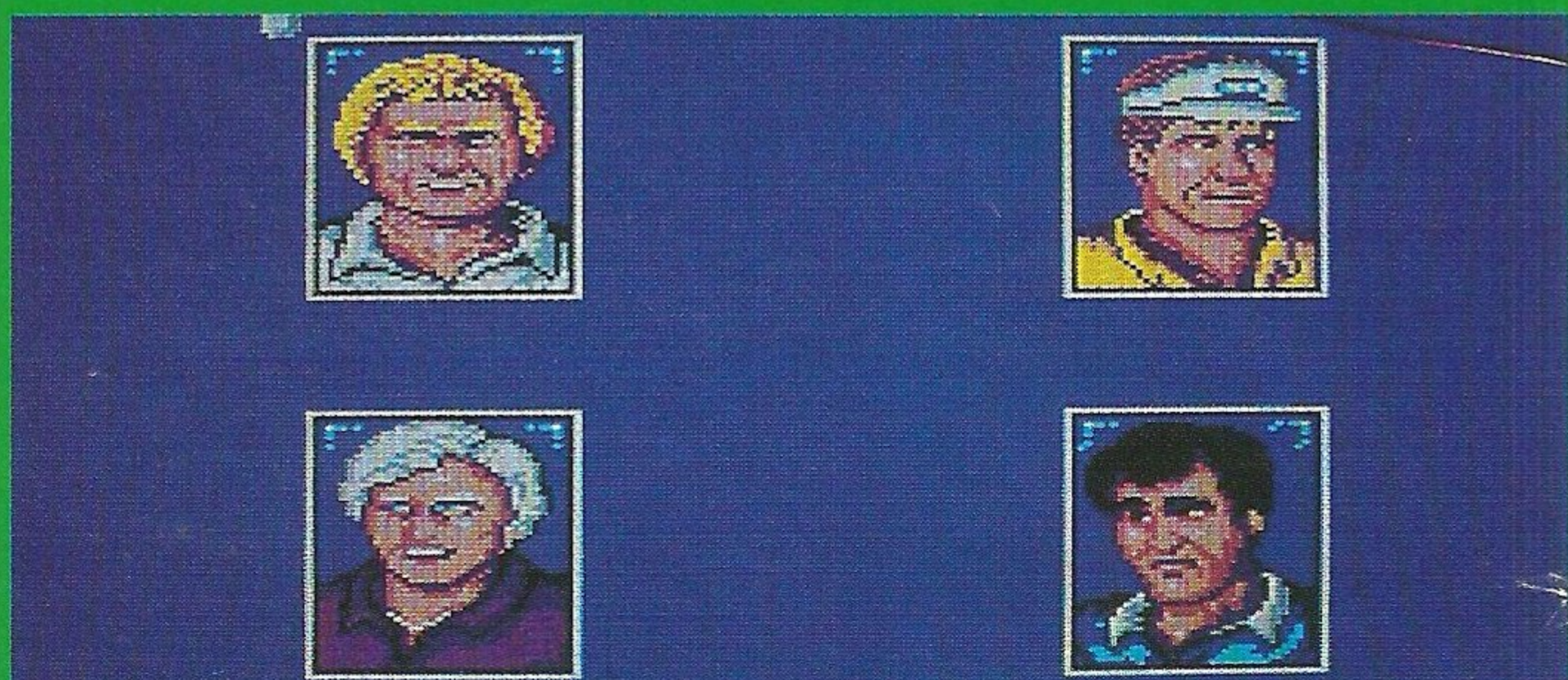
Golfmania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room.

The control method is easy to use, and it's all very simple to get into. But the holes get progressively more tricky as you play through the game and there's a strict par which you have got to try and meet.

There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!



SPECIAL TIP



Watch out for hazards when taking your shot - once you get off the fairway, or fall foul of a trap, your score will be ruined!

ACTION FIGHTER

This conversion of the elusive Sega coin-op is a vertically scrolling multi-level shoot 'em up, with the player racing a car which has the ability to transform into both a bike and a jet fighter! There is one objective - blast everything in sight!

SPECIAL TIP

Enter special codes on the name entry screen to access secret cheat modes!

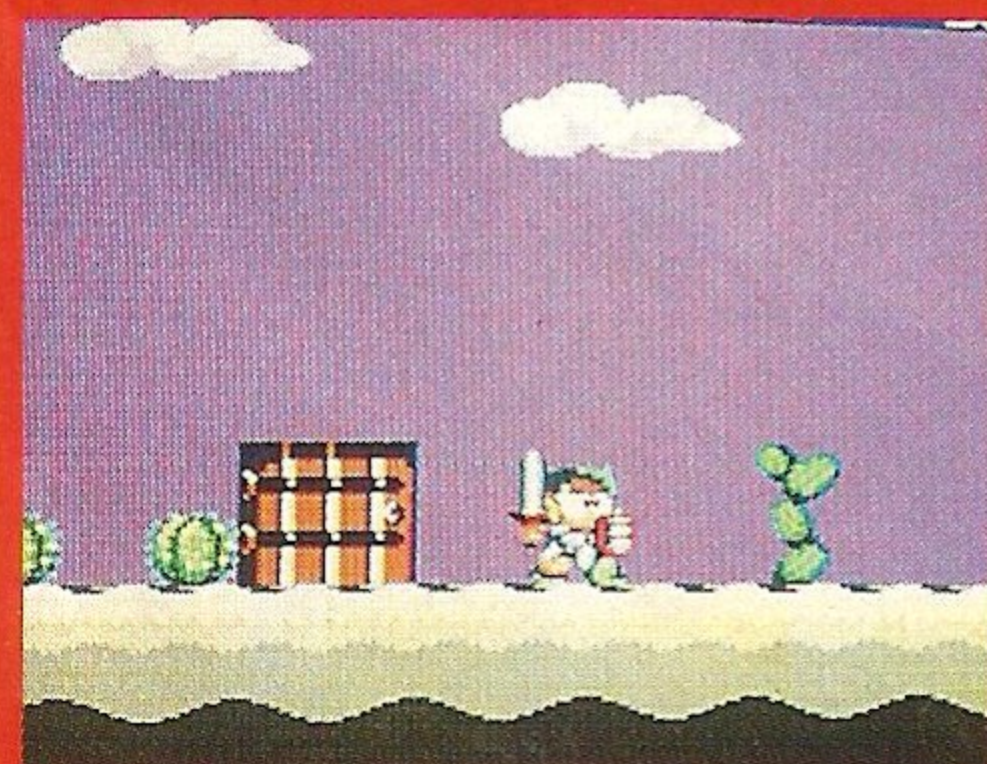
HANG ON
(C) SEGA
GP WORLD
SPECIAL
DOKI PEN

WONDERBOY III

We join Wonderboy at the end of an arduous journey - a journey full of strange omens and immeasurable hardship. Our hero is just about to approach the lair of the evil dragon - a vicious creature terrorising the realms of Monster Land, and Wonderboy is one step away from dealing the Dragon a blow it'll never forget...

However, Wonderboy has no idea of the extent of this particular dragon's powers. We aren't just talking about a rather lethal case of bad breath either - this Dragon has the ability to curse his assailants by causing them to mutate into Dragon Man - a human/dragon hybrid... Three guesses who his last victim happens to be!

Cursed, wretched and deformed, Wonderboy must begin a new quest - to find some way of reversing the Dragon's spell - a quest that will take him through many levels of platform infested multi-directional scrolling chaos...

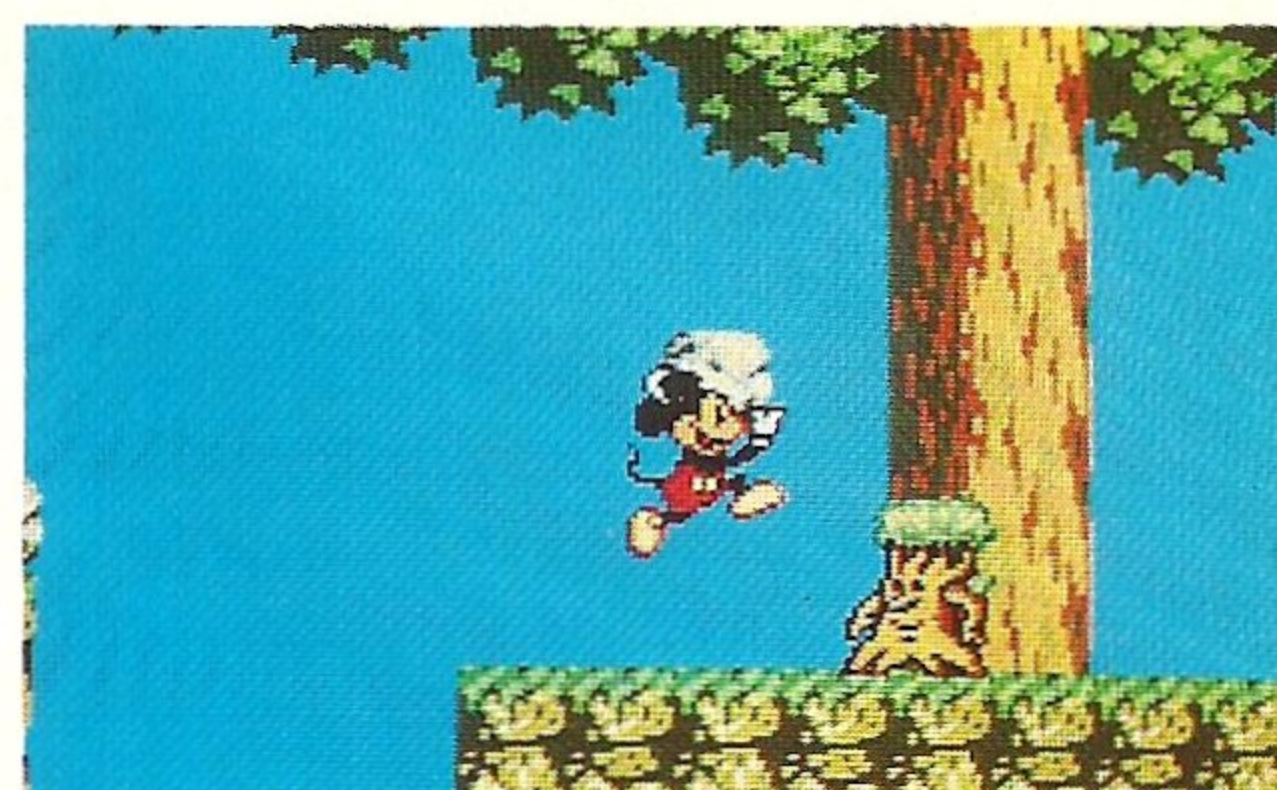


SYSTEM ID-UP

MICKEY MOUSE

Nearly everyone is happy in Vera City, especially Mickey and Minnie Mouse. The problem is, one person is incredibly jealous of Minnie's beauty and popularity. Mizrabel the evil witch was having a particularly bad day, and so decided to kidnap Minnie, using her evil magic to spirit her away to the Castle of Illusion. That's where she is now, and Mickey wants you to help him rescue her!

That's where the problems really start. When Mickey arrives at the Castle of Illusion, he finds out that to stand any chance of doing away with the evil Mizrabel, he has to infiltrate seven huge platform-infested scrolling levels. At the end of each is a Master of Illusion. Each guards a rainbow jewel, and when Mickey has them all he can use the power to overthrow Mizrabel in a final, epic confrontation!



SPECIAL TIP

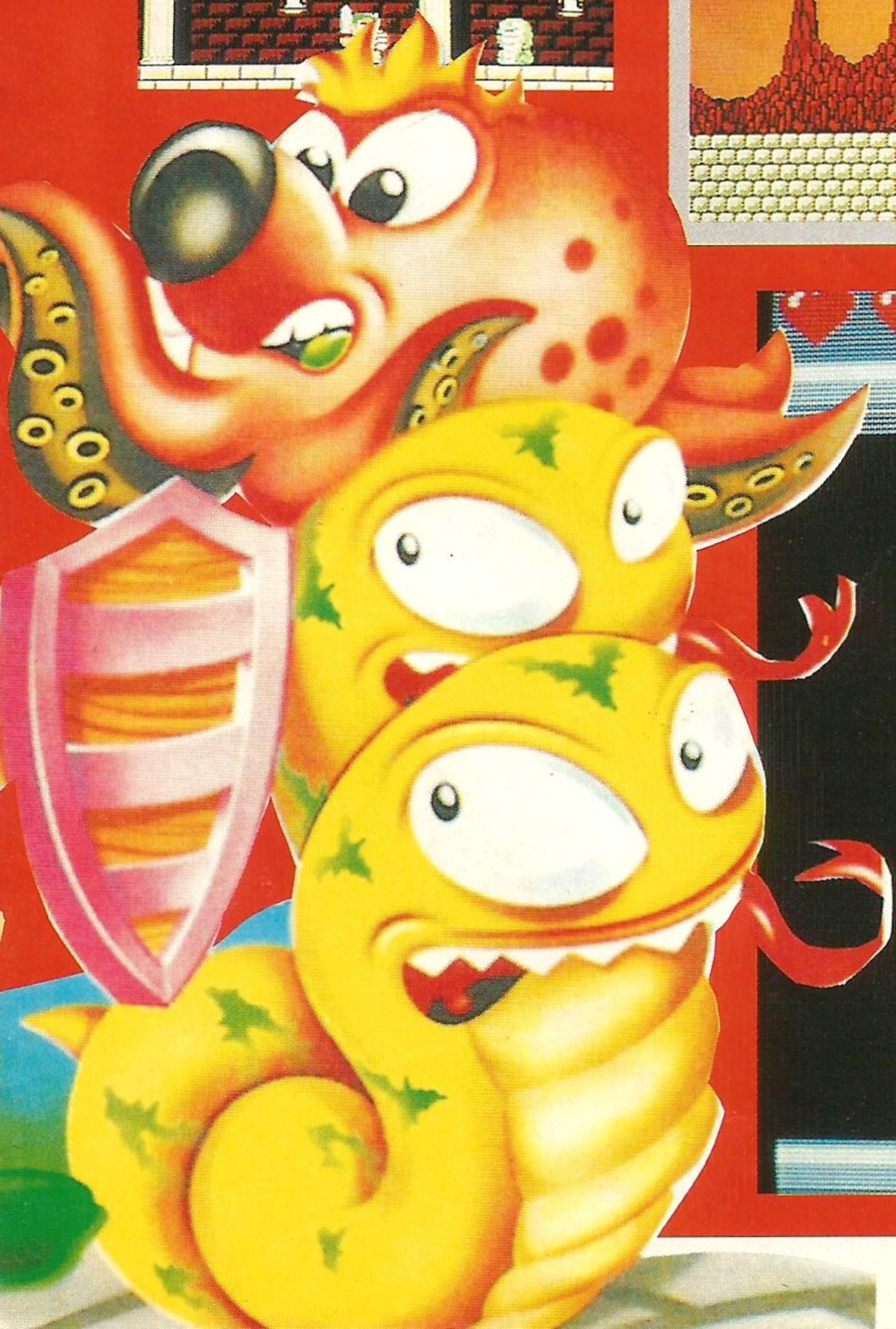


There's a few helpful items dotted around the levels that actually help Mickey in his quest. Most treasure chests yield pieces of yummy cake - and they come in two varieties. They either give Mickey back one star of energy, or if he's really lucky, the whole lot! Carefully hidden are flashing stars. These actually enable Mickey to pick up more energy - thus extending his life expectancy. Occasionally, mouse ears are located. These give extra lives!



SPECIAL TIP

At various points throughout the game, Wonderboy can transform into different creatures - all of whom have varying degrees of skill in certain areas. Piranha Man has fine swimming abilities, Hawk Man can fly and Dragon Man can breathe fire and walk through lava. Mastering each character's strengths and weaknesses is the key to success.



NINTENDO

COBRA TRIANGLE

Collect 3 speedups, 3 missiles, 2 fires, and 1 turbo then allow the time to run out. Provided you collect the "1-up" you will not lose a life.

GUNSMOKE

On the title screen press A four times, SELECT four times, RIGHT twice then START to receive a machine gun with 300 bullets!

MIKE TYSON'S PUNCH OUT

To fight in "Another World Circuit" type in the code 135 792 4680, hold down SELECT then press buttons A and B simultaneously.

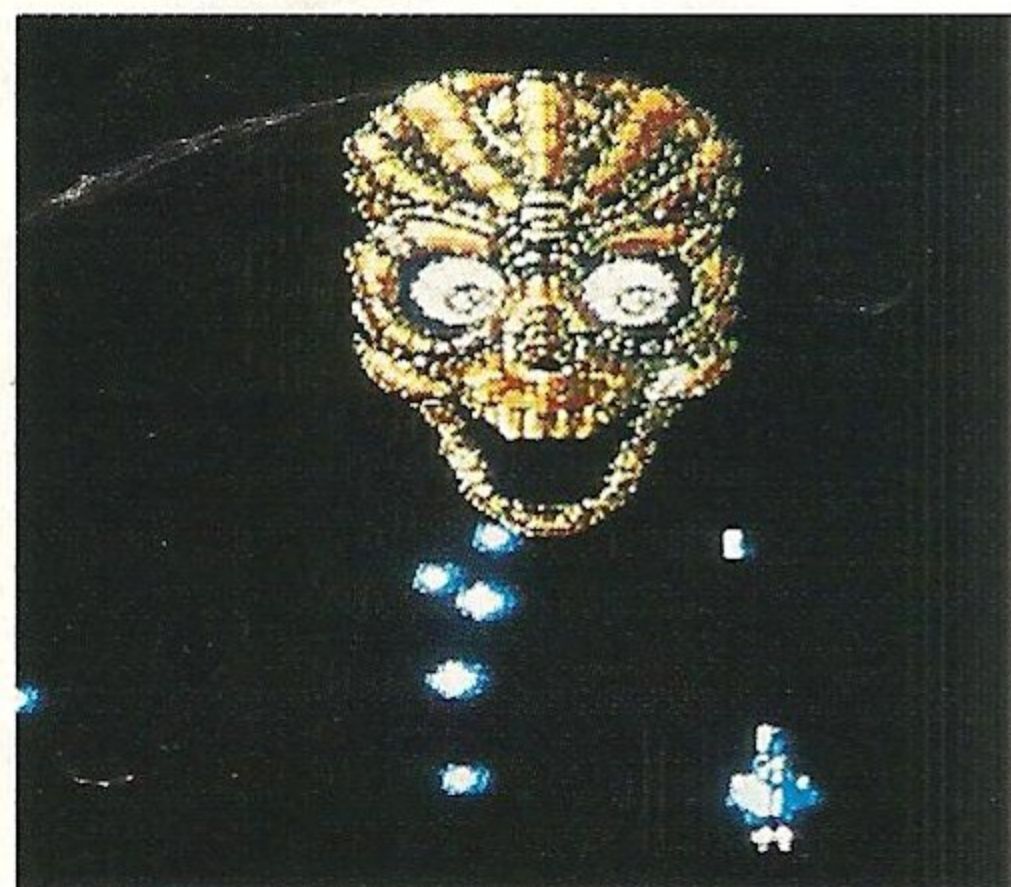
SUPER MARIO BROS

To continue from where you left off, press START while holding down A.

RAD RACER

Press button A and Start together in order to continue at the same place when you die.

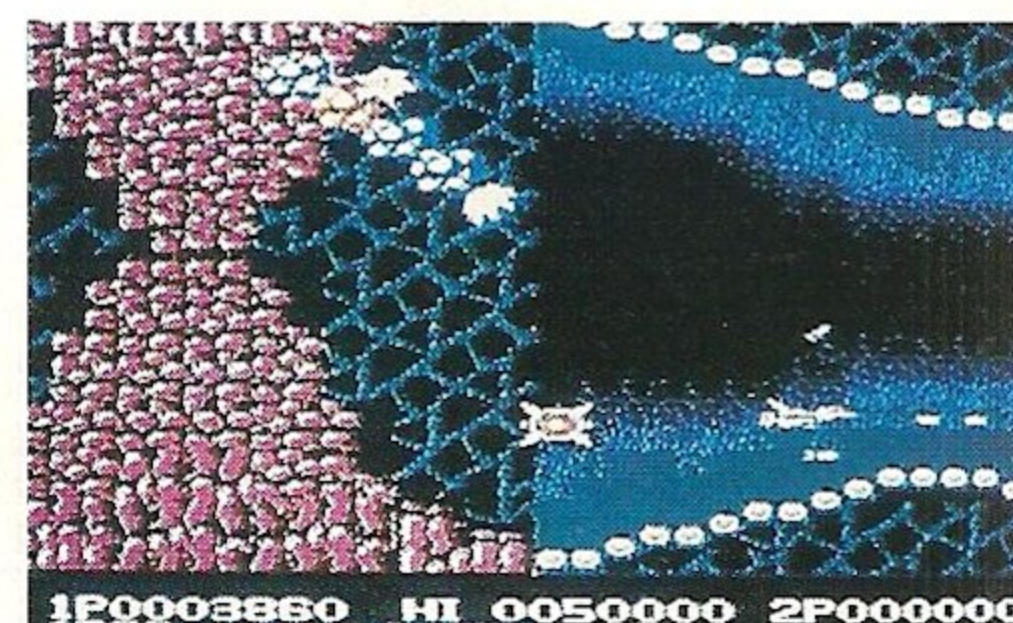
LIFEFORCE



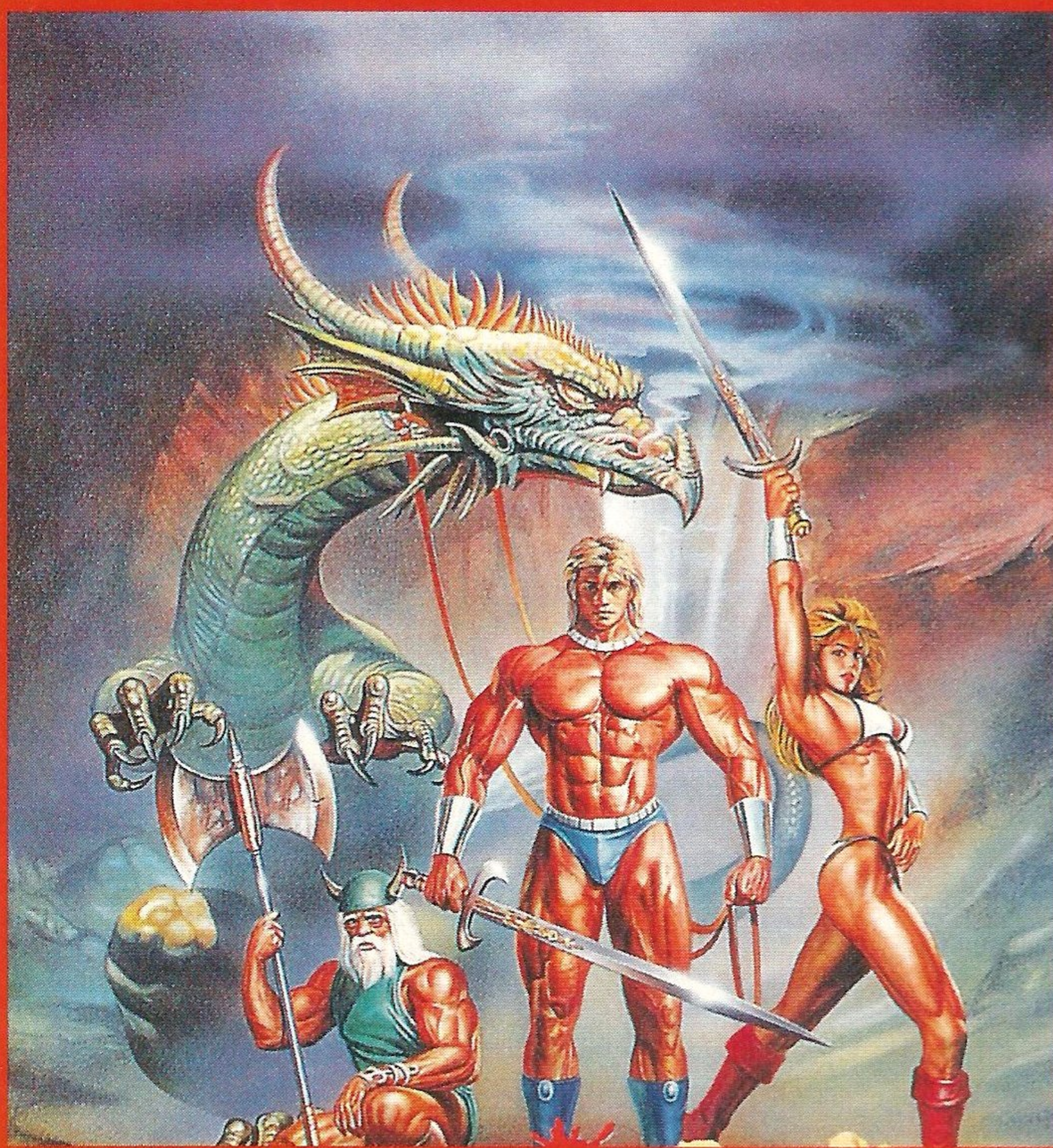
ALL FOR THE TITLE



Press up twice, then down twice, then left, right, left, right, button B, button A, then Start button from the title screen to gain 30 lives.

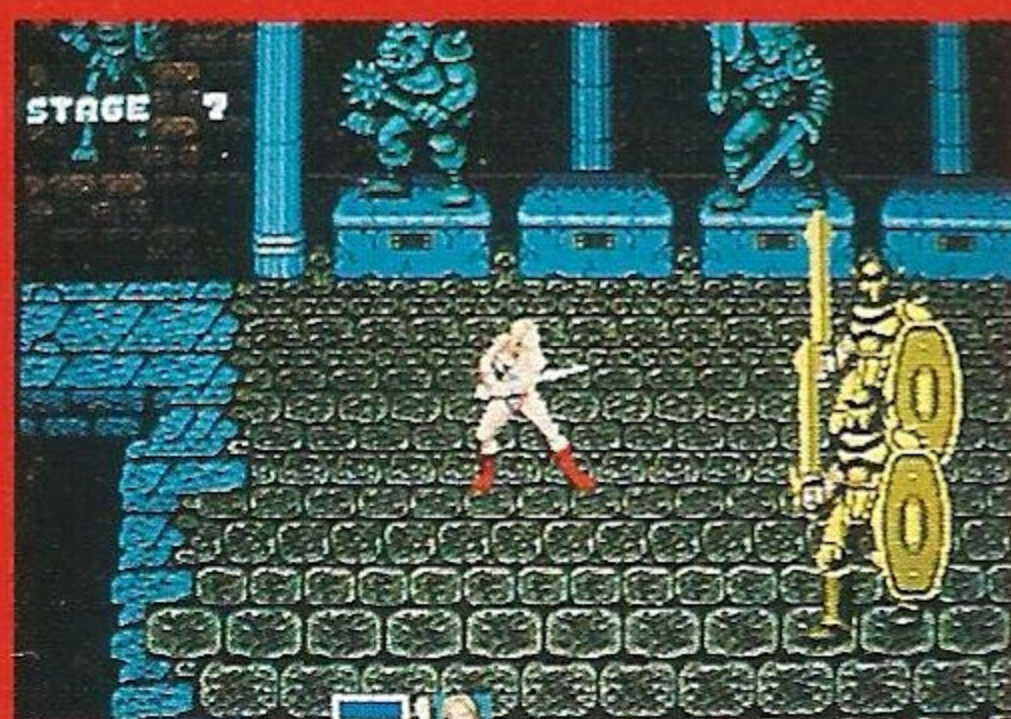


MEGADRIVE

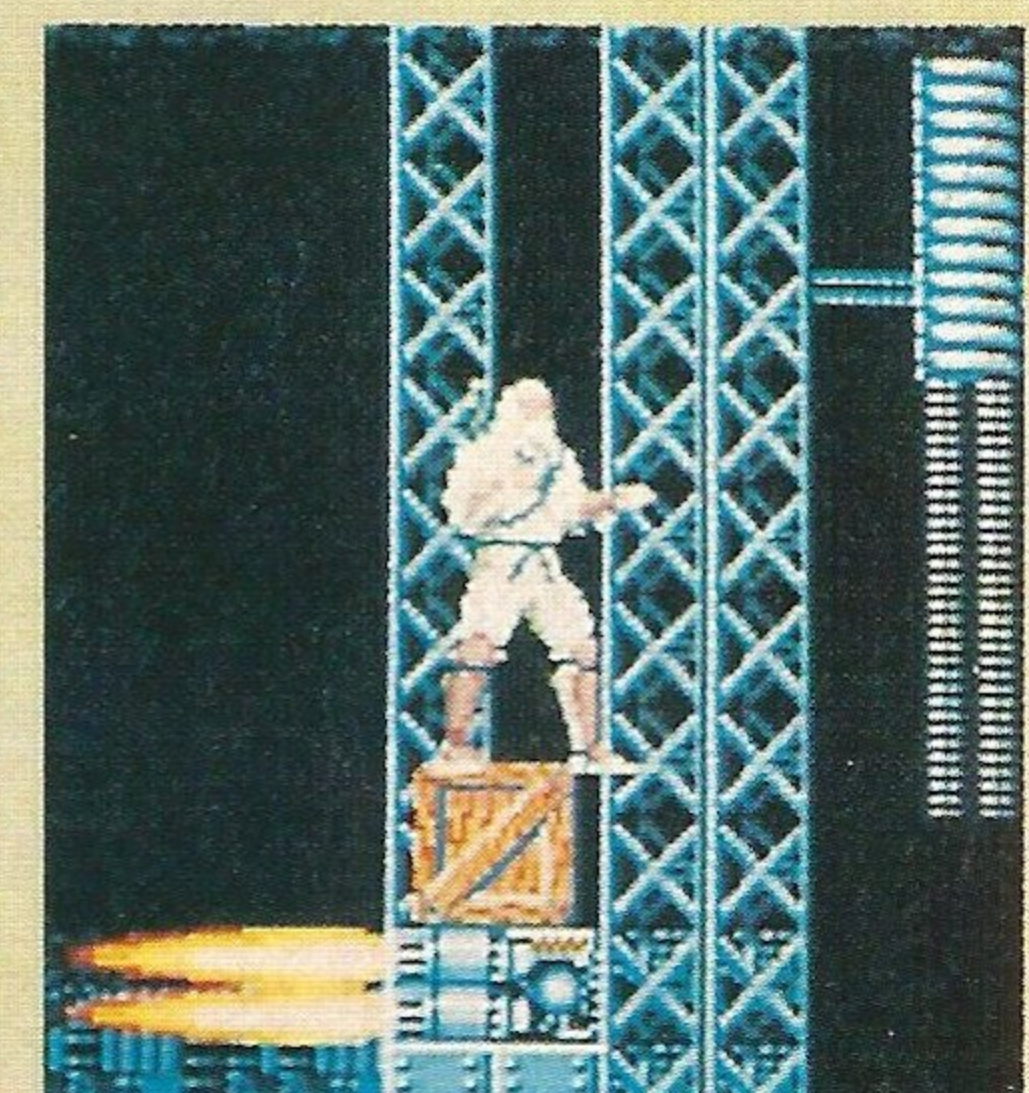
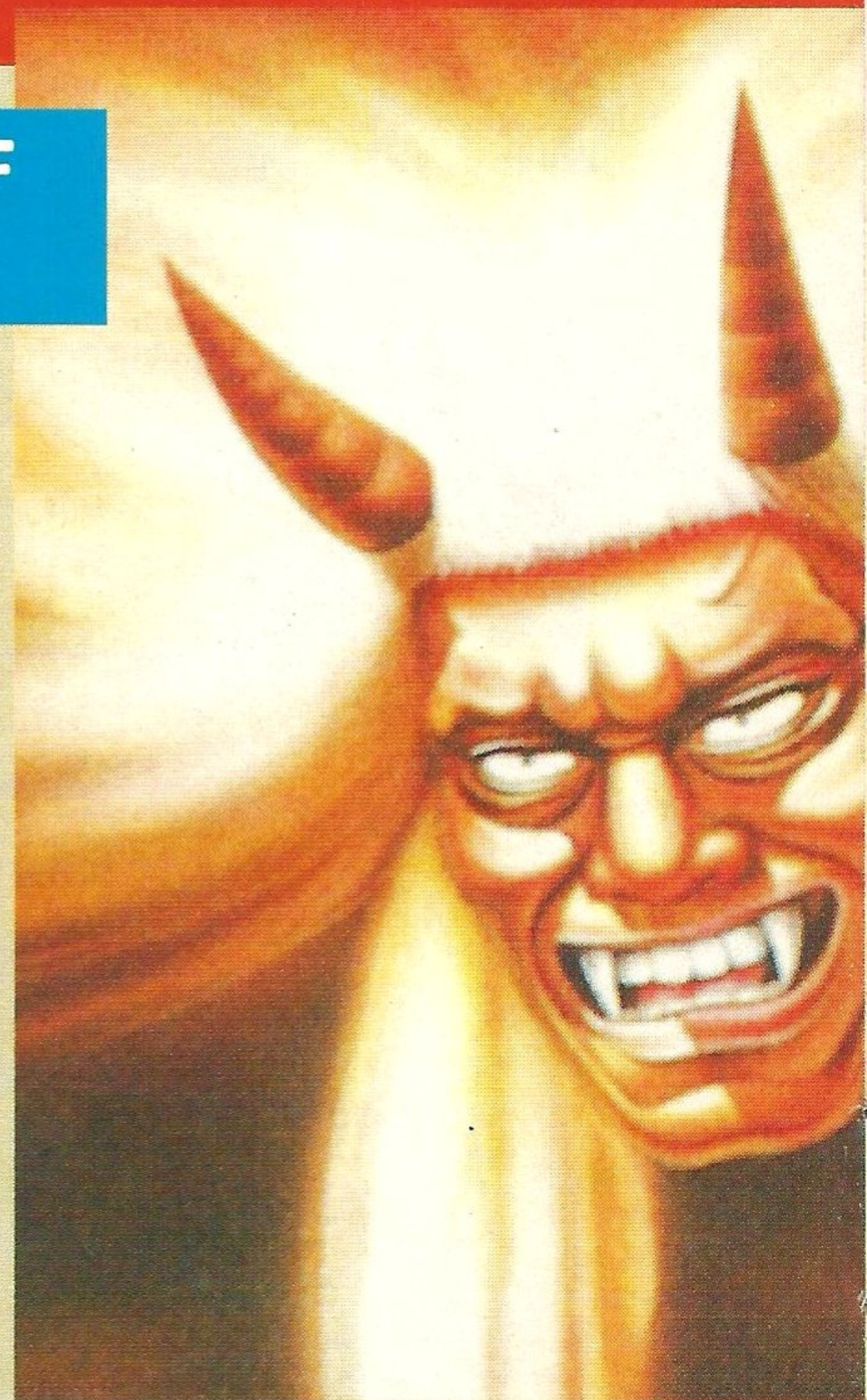
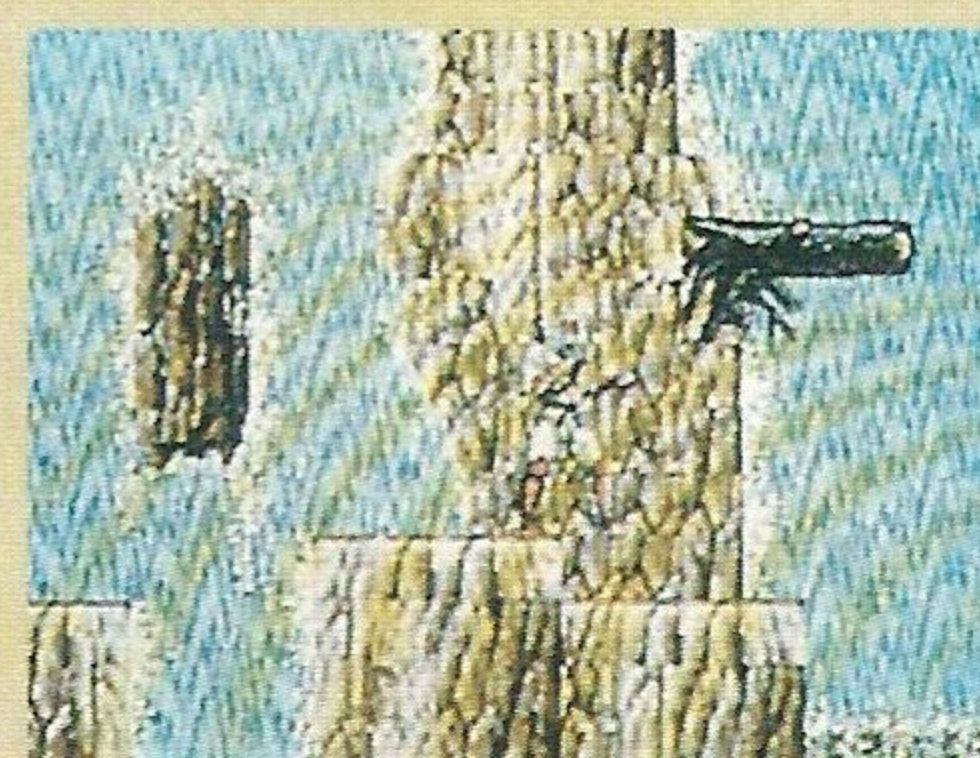
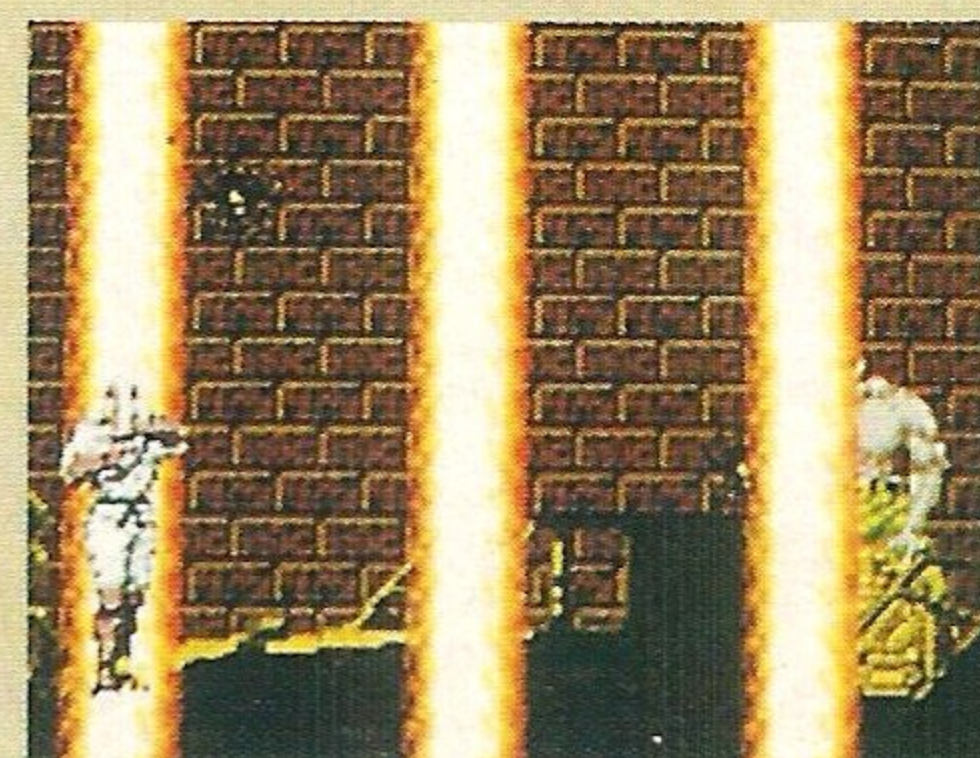
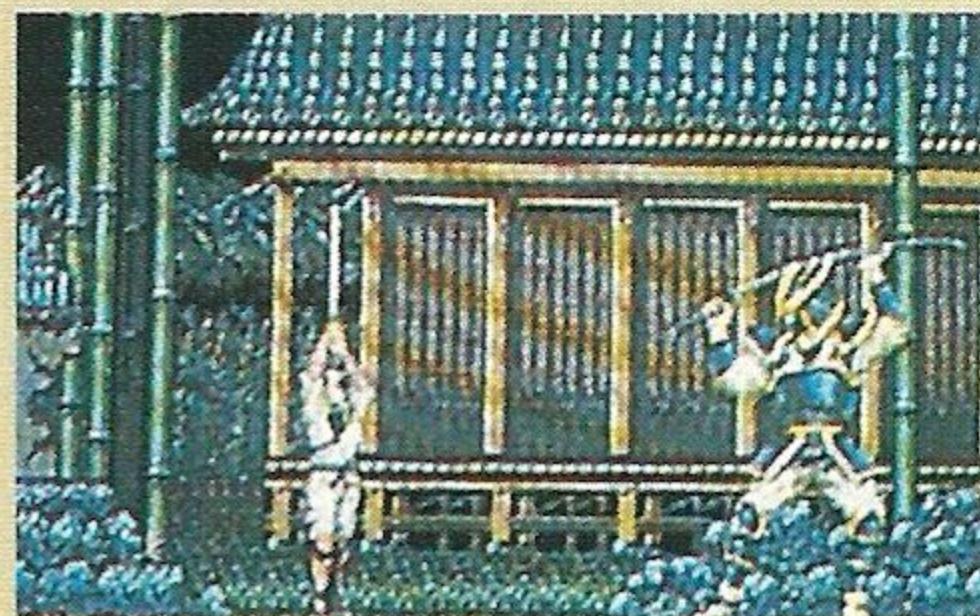


GOLDEN AXE

To select any level, press button B on the character select screen, push the controller down and to the left and hold down START. A small number will appear in the top left hand corner of the screen and, by using up and down on the controller you can select the level.



REVENGE OF SHINOBI



DRMAT PSS

SEGA

GOLVELLIUS

For a real crazy cheat, try entering the following code:
QQQQ QQQQ QQQQ
QQQQ
QQQQ QQQQ QQQQ QQQK

CASINO GAMES

The passcode for loads of money is:
MR SEGA 8314853112

ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the ninja section are yellow. Shooting them five times reveals a box worth 200 GP's.

QUARTET

Push PAUSE four times on the title screen and any button on joypad two for sound test.

WONDERBOY III

To instantly control all your alter egos, with loads of dosh and a complete armoury, type in WE5T ONE 0000 000 on the password screen.

POSEIDON WARS

To continue a game, just push the joypad, down, down, down, down, right, right, right, up, up and left.

To access the sound test, push the joypad, up, left, left, down, down, down, right, right, right, and right.

FREE GAME

This is an oldie, but some new Sega owners might not be aware that there's a free game actually built into the machine. Turn on the machine while simultaneously pushing the control pad buttons and pushing upward - a maze game

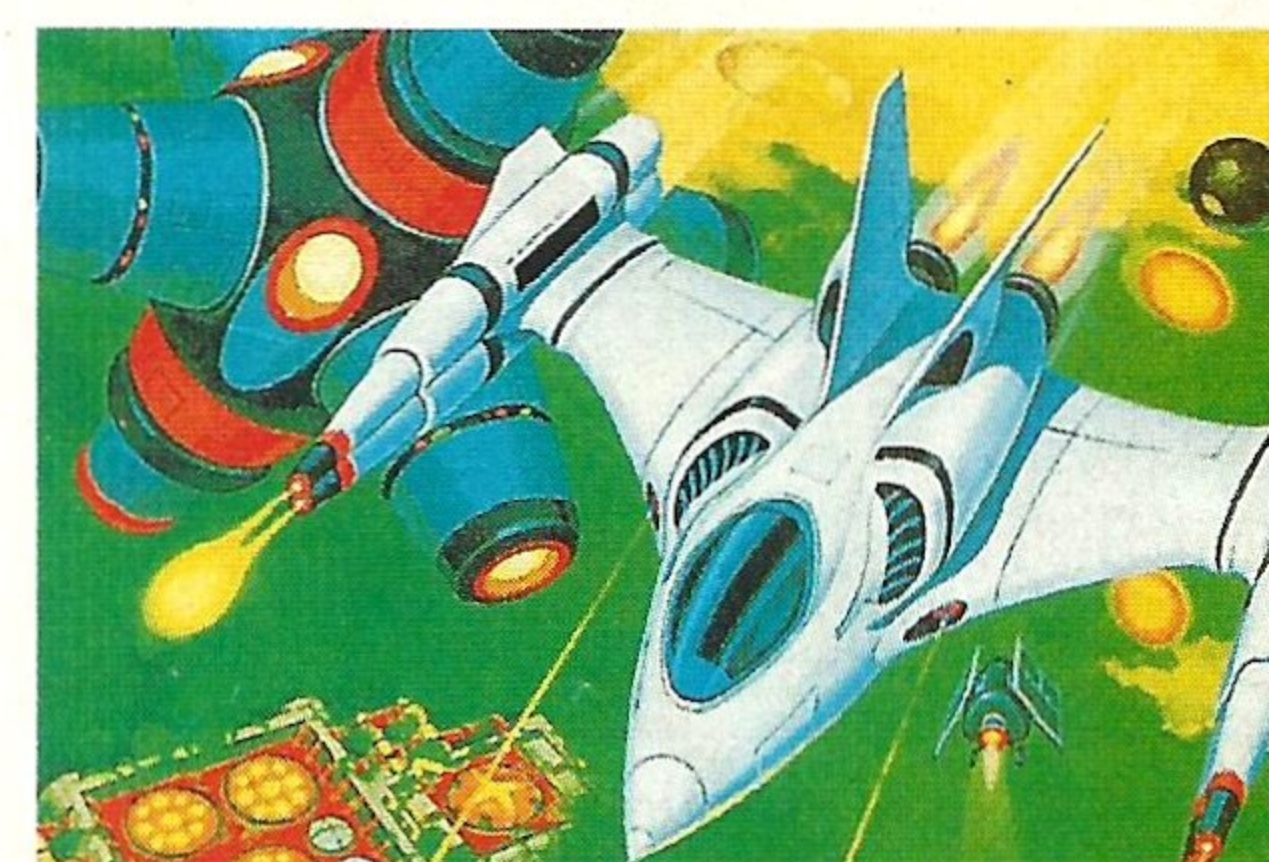
scrolls from the right and you can play away...

RASTAN

For unlimited continues, switch on the machine and, when the Sega logo appears, hold down buttons 1 and 2 and push the control diagonally down-left.

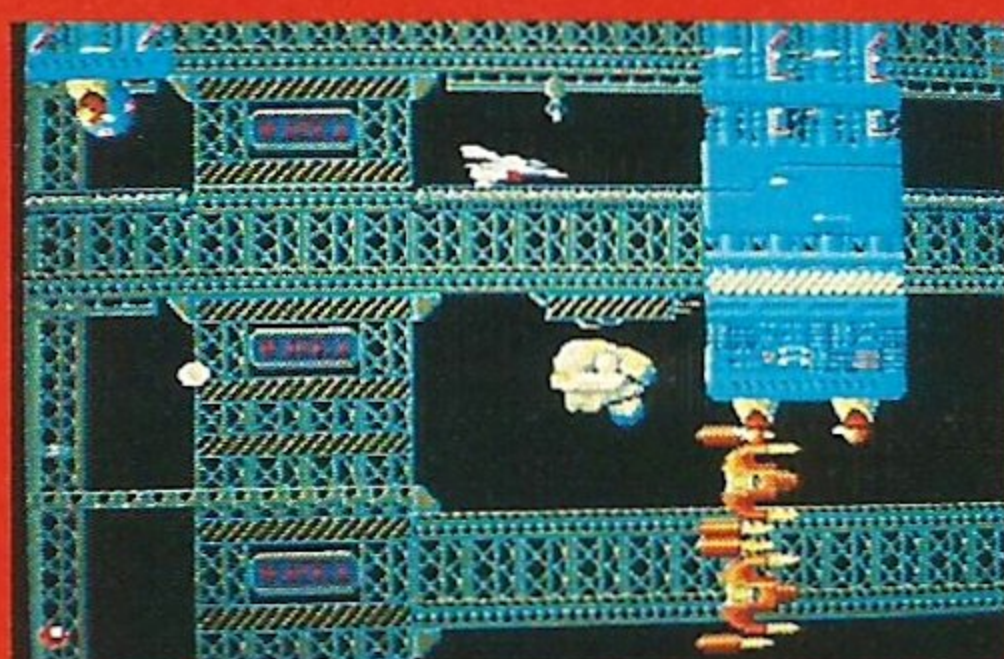
POWER STRIKE

To begin the game with ten lives, push joystick DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice.



For unlimited shurikens, go to the option screen and put the number of shurikens to zero. Keep on pressing the start button very fast for a while and an infinity sign (a lying down figure 8) will appear to replace the zero. When you start the game you'll have infinite shurikens. And that makes life a little bit easier...

THUNDER- FORCE II



Press button A and START on the title page to access the options screen.

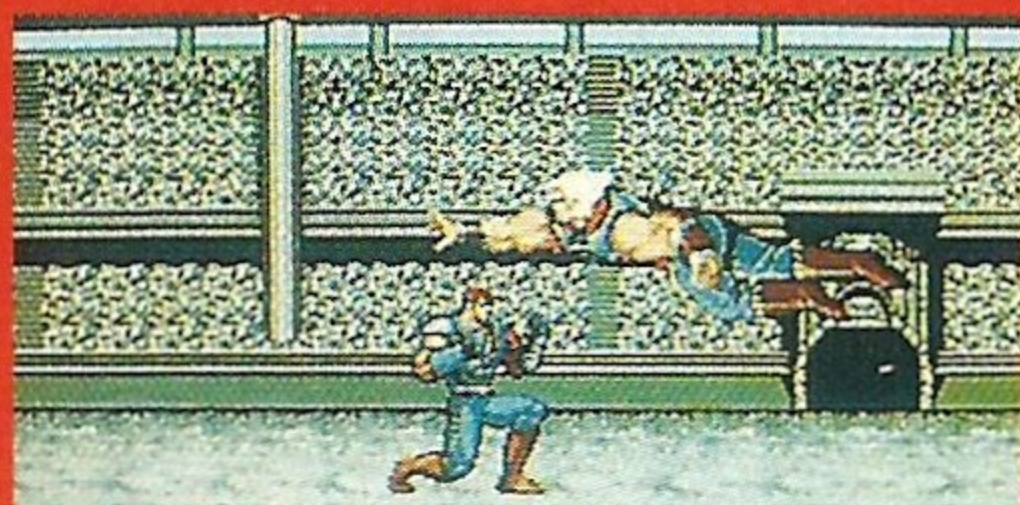


SPACE HAR- RIER II

When you start off in the space ship at the start of the game, press A, B and C together and move the joypad left or right to select a level.



LAST BATTLE



If you're having difficulty on this very easy beat 'em up, when you die you can restart on the same level by pressing A, B, C and START.



ALTERED BEAST

On the title screen of this freebie game, press B and the START buttons to access the options screen where you can select the difficulty, start level and the kind of beast you want to play as.



GOLDEN OLDIES

NINJA

SEGA

Recently re-released at a cheap price, this game has you guiding your shuriken-lobbing ninja up the vertically scrolling screen in an attempt to penetrate a heavily-armed fortress.

Although the graphics are rather simplistic, the action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat.

If you're after a combat game with a difference, this is worth taking a look at.

TRANSBOT

SEGA

This elderly shoot 'em up - one of the first to appear on the Master System - gives you control of a Transformer-style robot who is swooping over alien landscapes, zapping away at all sorts of alien ships. Destroyed ships leave behind letters which provide alternative weapons systems for our plucky automaton, making his horrendous task a little easier to cope with.

Transbot sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.

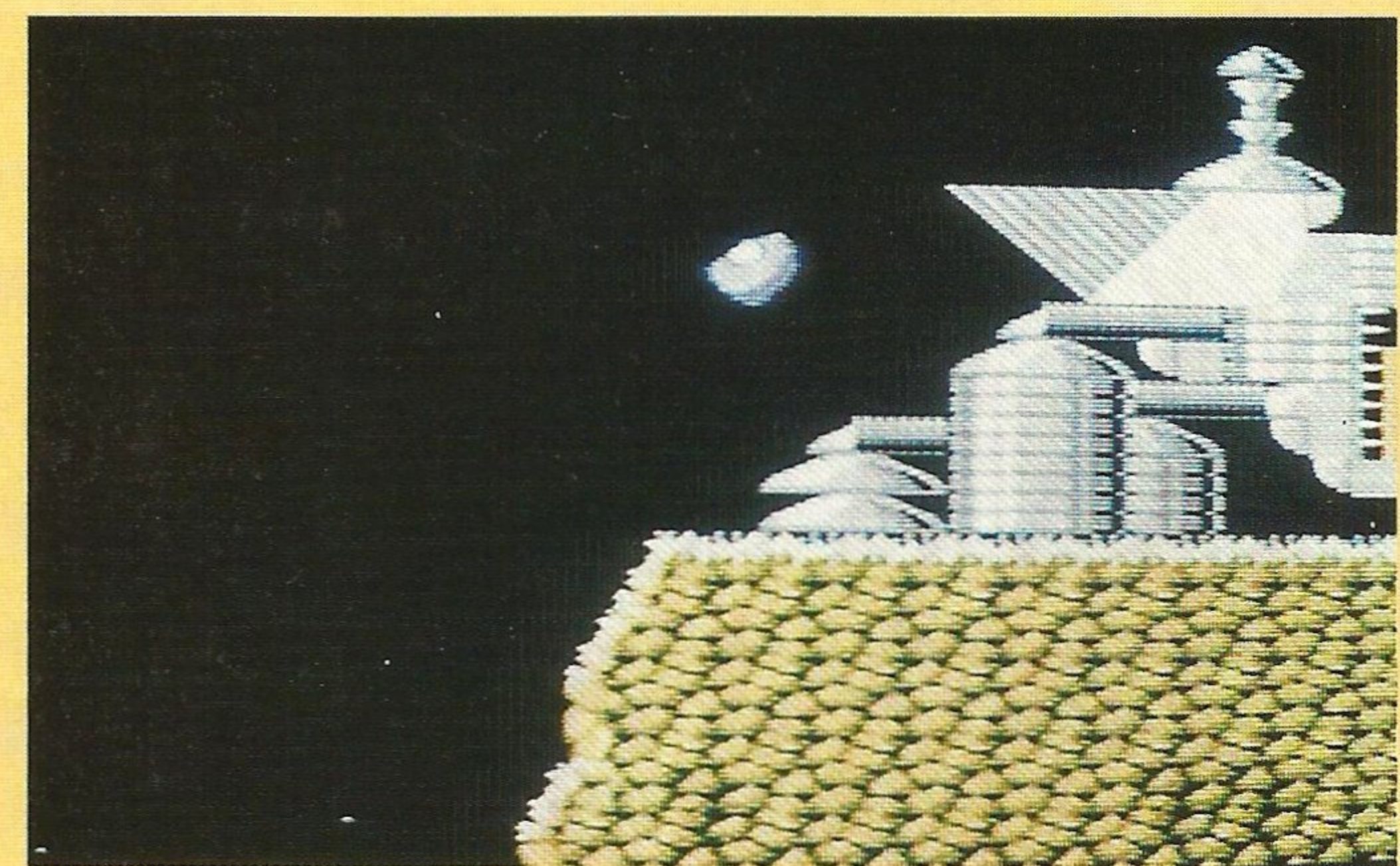
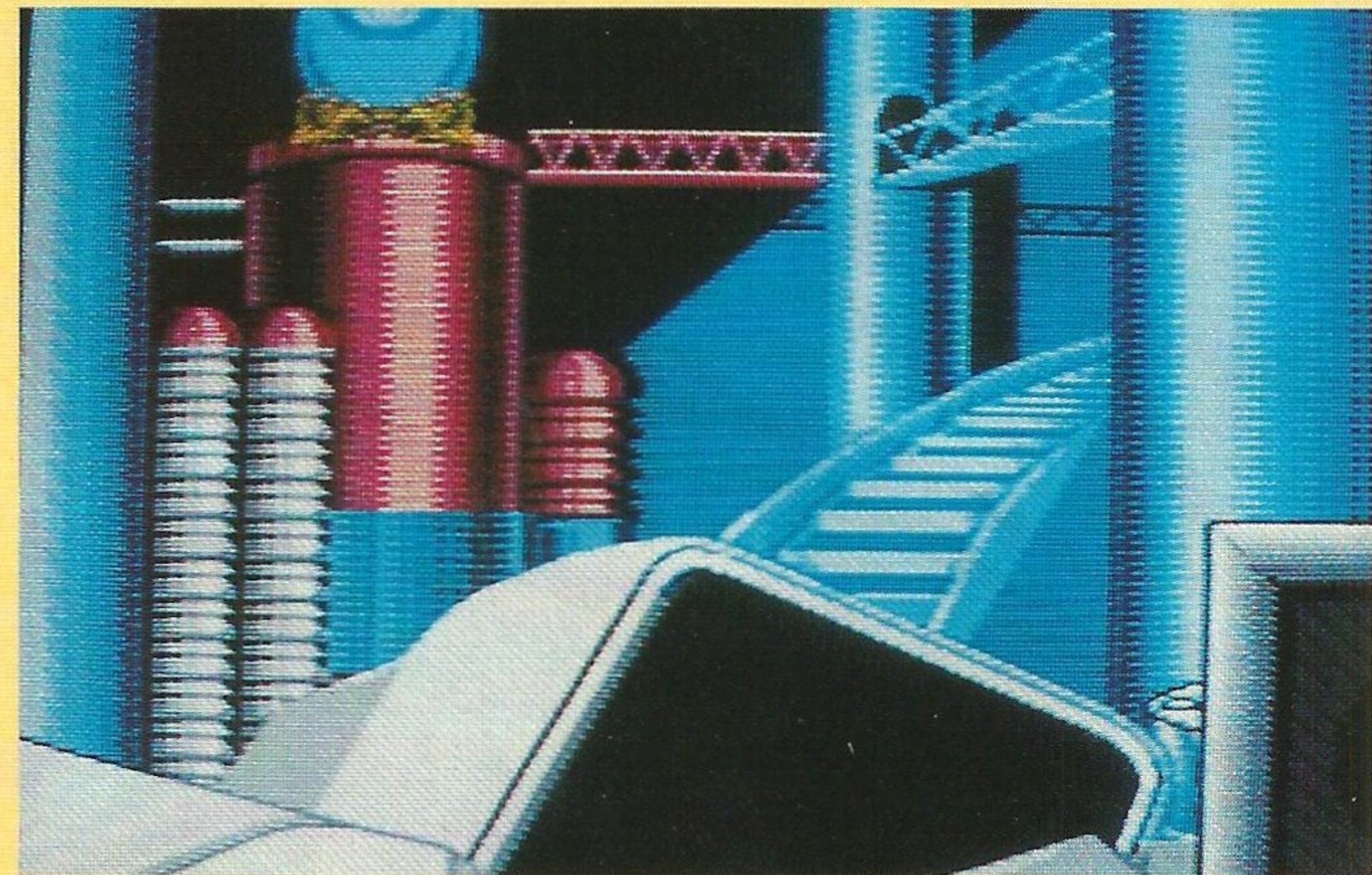


SOLAR JETMAN

NINTENDO

After many years of adventure and excitement Jetman has been reduced to working as a space garbage collector. But when he arrives at his first planet-of-call he finds a piece of the legendary Golden Warpship. The other components of the valuable ship are strewn across the surfaces of the other planets, so Jetman has to "jet" around each one, hunting down the Warpship bits, maybe some add-ons for his own vessel, and enough fuel to get him to the next planet.

The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman. The gameplay is made very tough by the fact that you have to constantly thrust against planets' gravity to avoid crashing - and it's even more dangerous when you've got a great hunk of space garbage in tow. Each planet is huge and the graphics are great, with lots of neat special effects and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.



TRACK AND FIELD II

NINTENDO

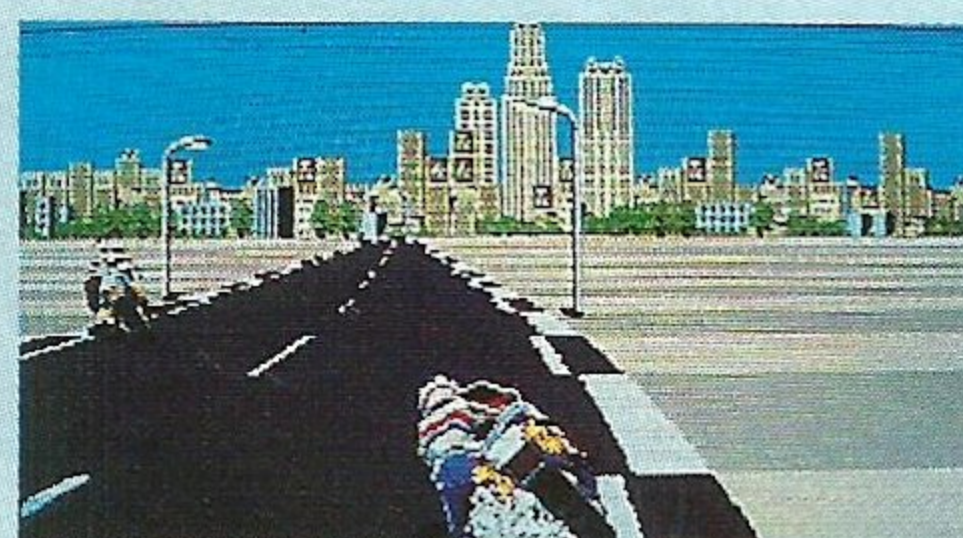
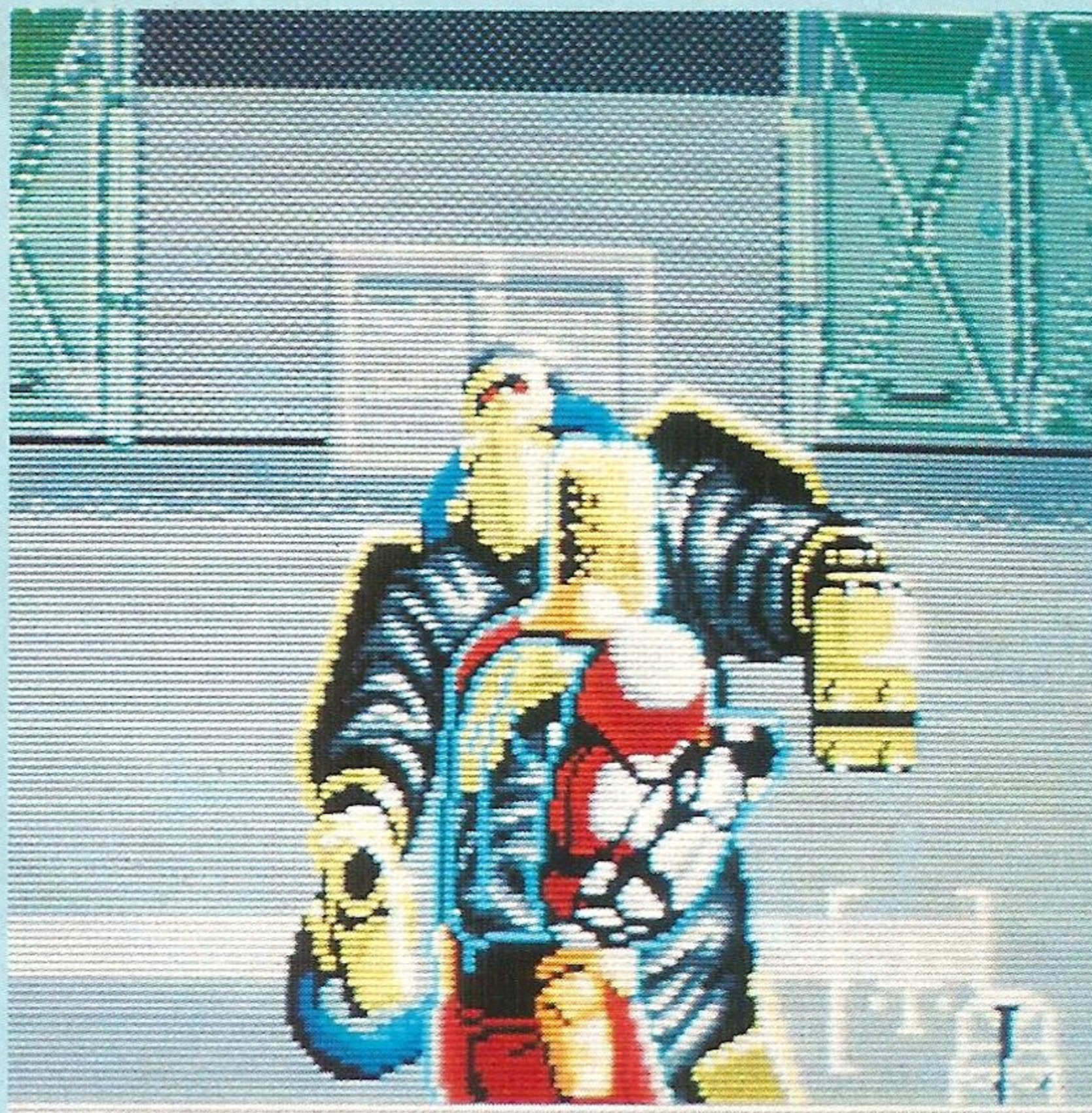
This must be the biggest computer sports simulation anywhere - no less than 15 different button-bashing events are included on this cart! The usual events (hurdles, pole vault, hammer throw) are in there, together with a few more unusual ones, such as archery, clay pigeon and pistol shooting, canoeing and hang-gliding. If you have a friend, you can take him on at Taekwondo, fencing or even arm wrestling!

The sports are all well-reproduced, and the presentation screens and in-game graphics are really superb.

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GAMEBOY

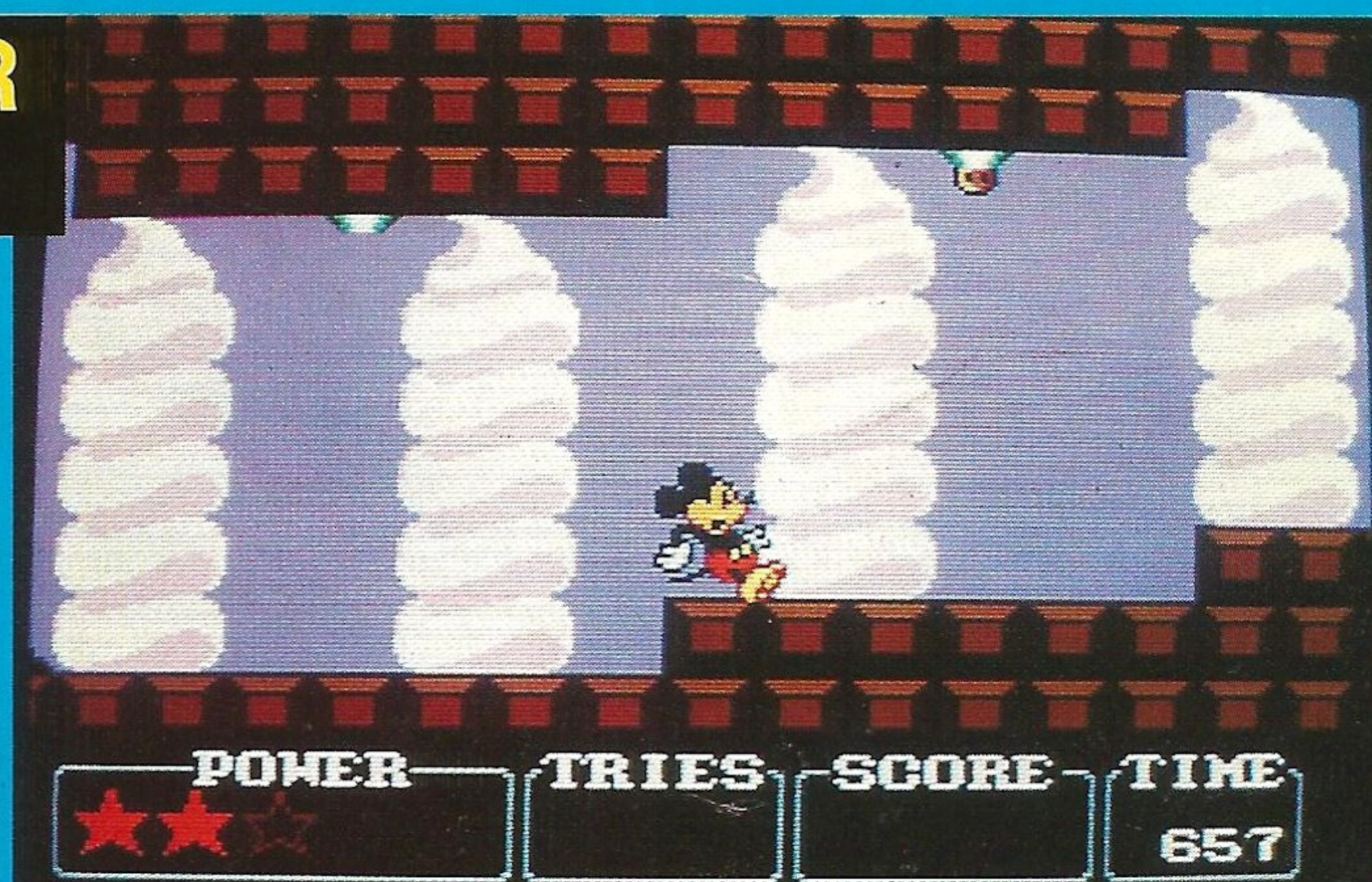
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NINTENDO

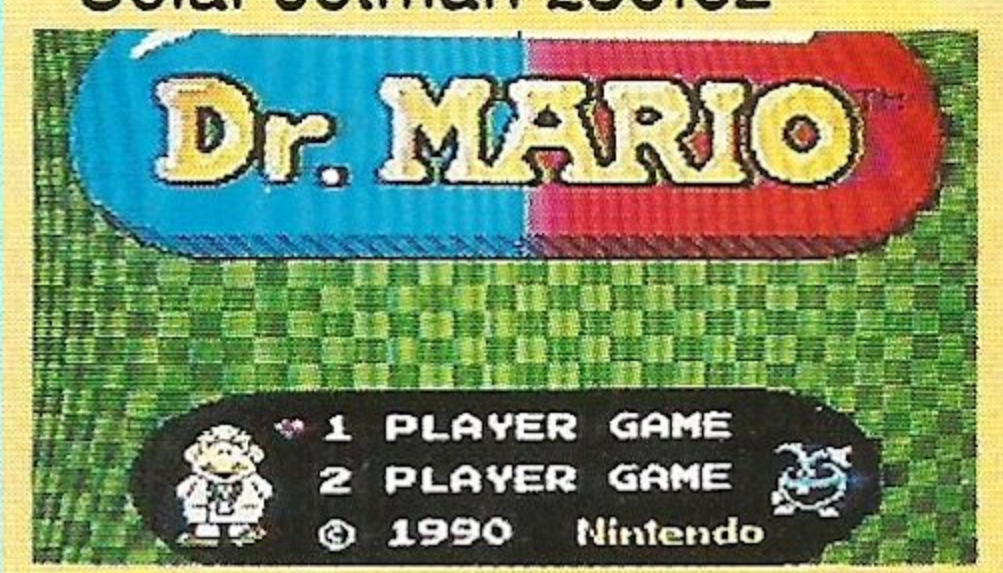
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