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ISSUE 20 JULY 1991 £1.25

Hints 'n' Tips

7 PAGES

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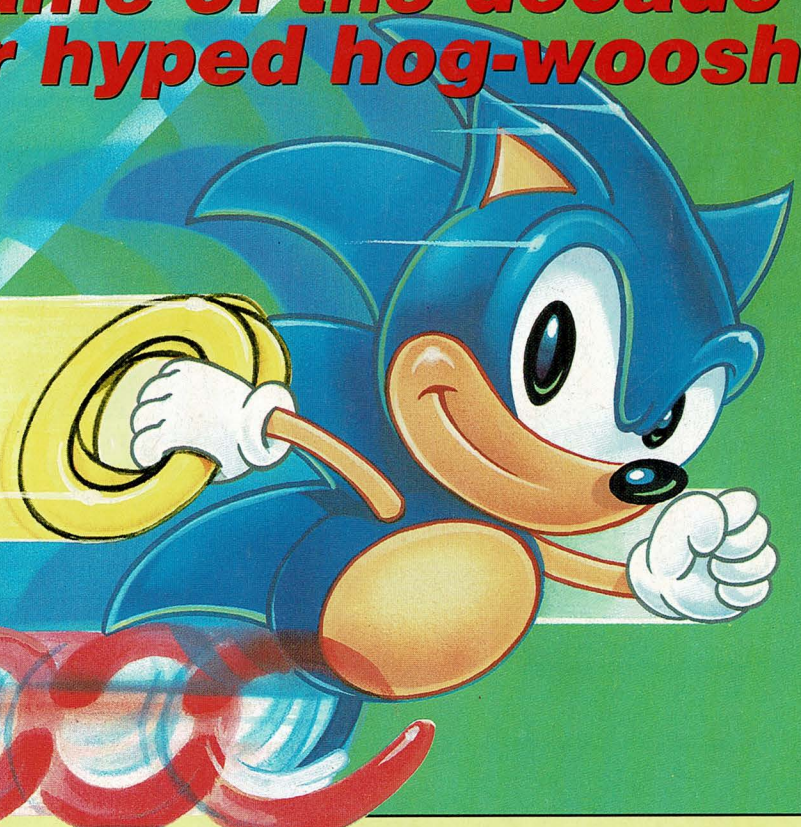
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WIN INDY'S LEATHER JACKET! - SEE PAGE 20!

CATCH UP WITH HIM ON PAGE 17!

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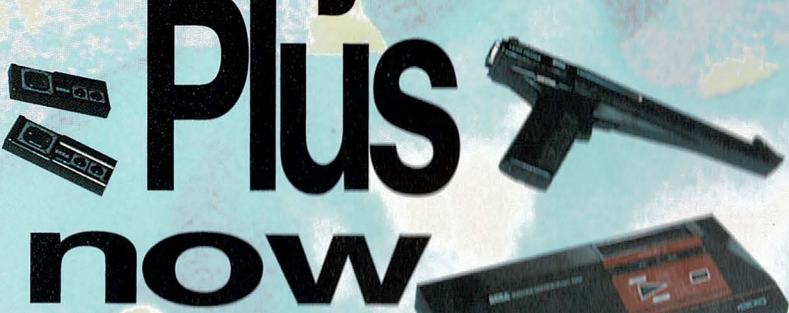
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Regulars

5 STUFF!

Virgin increase their Game Gear orders, those Master Mind answers finally get printed and Boots come to the rescue of Sega Power, find out why here...

8 Sega Charts

We compile our own **Sega Power** charts based on readers' votes and we print them alongside the official Sega chart supplied to us by Virgin. Find out how they compare with each other.

13 Scribblings

Are these hire clubs any good? Or are they a rip-off? Just how much can a shop charge you for new games? Are Master System owners losing out now the Mega Drive and (soon) Game Gear are here? Find the answers to these, and more questions inside.

32 Subscriptions and back issues

Get **Sega Power** delivered to your door each month. Grab yourself some freebie gifts and get your hands on an issue you may have missed.

37 Ssly Scores

Only the best appear here. If you're hot on a joystick, if you can dis' other gamers, then this is the page to see your name in lights.

38 Hints 'n' Tips

The complete guide to the second level of *Mickey Mouse* on the Master System. Then there's the Prof's Incredible Tip Lab to look at in which he answers all your personal questions (ooer!).

46 Small ads

If you're looking for a bargain, if you want a pen-friend or maybe just swap one of your carts for someone else's then this is the place to be looking - let your fingers do the walking, and pick up that 'phone!



The big reviews

10 *Sword of Vermillion*

The games with the biggest tasks are often role-playing adventures.

If you've finished *Phantasy Star II*, here's another Mega Drive epic to get stuck into. The land of Excalabria needs saving and you're just the person for the job.



About to embark on his epic adventure, our hero checks his bags. Tooth paste? Personal Stereo?...

12 *Columns*

The massively addictive puzzle game is now out on the Mega Drive. Here's a game to prove that you don't have to kill things to have fun!

24 *Wonderboy III Monster Lair*

Our blonde haired hero arrives for some fun and frolics on the Mega Drive. Join forces with Leo and Priscilla and maybe save the world!

26 *Herzog Zwei*

This strange sounding Mega Drive game is more than just the average shoot-em-up it appears at first glance.

28 *Zoom*

Two Mega Drive puzzle games in one issue? Could this be the start of a new trend in gameplay? Or is it all just coincidence?

34 *Cyberball*

Futuristic American Football on the Mega Drive as robots battle it out on the gridiron. Hut, hut crunch!

36 *Joe Montana Football*

Master System American Football fans get to step into the shoes of the 49ers Quarterback and pass the ball for a touchdown.

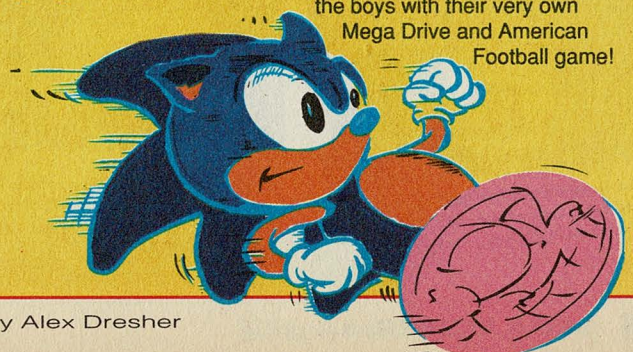
Specials

4 The International Sega Challenge
Sega players from three nations recently battled it out for the title 'International Sega Champion 1991'. Find out how the British guy fared.

9 Competition
Win one of Indy's leather jackets! Win a framed huge poster of him! Win an Indy T-shirt! Win an Indy video! Cor!

16 Exclusive Sega interview
What have Sega got planned for your console? Catch up with super-fast *Sonic The Hedgehog*! Poke around inside the Game Gear.

44 The London Monarchs
Sega Power and Electronic Arts team up and present the boys with their very own Mega Drive and American Football game!



THE BEST SEGA PLAYER IN EUROPE!

The international final of the Sega Challenge recently took place on the sunny Cote D'Azur in France on the weekend of the Monaco Grand Prix. Representatives from Britain, Germany and Spain prepared to do battle...

Britain's hopes rested on the shoulders of 15 year old Daniel 'Curly' Curley from Manchester.

Just to get to the final, Curly had beaten several thousand other hopefuls, and had won the National Championship in a nail-biting contest against last year's champ Paul Fawson.

Now he faced 12 year old Isaac Gonzales from Spain and 13 year old Mike Rosendahl from Germany (unfortunately, the French champ had to pull out at the last minute due to illness).

The four-round contest was held on the Mega Drive and each

contestant had to play *Moonwalker*, *Truxton*, *Mickey Mouse* and finally *Super Monaco GP*. The winner of each round would be the one with the most points after 15 minutes play. The overall winner would be decided on each contestant's aggregate score after the four rounds.

Curly got off to a great start winning the *Moonwalker* round, and his confidence grew after winning the second round too. Mike put up a brave fight and came in second after two rounds while Isaac finished third.

The third round was also won by Curly and it looked like the British lad was going to scoop the prize after he took the fourth round in convincing style. Isaac came in second on the last two rounds with Mike in third place.

The positions were announced, and our boy Curly had indeed won the title 'International Sega Champion'. Mike and Isaac, spookily, came joint second.

Then Curly had to face the cameras. MTV, the BBC and Tele 5 from Germany were all there covering the final, as were journalists from The Guardian, The Observer, The European and other papers and magazines such as Esquire and Arena. Segas are big news. Sega champs are even bigger news, so *Sega Power* dived in and collared Curly for his first interview after winning.

How do you feel? We asked, "Brilliant, I could see the other guy's scores during the contest so I knew I was doing quite well. After I'd won the first two rounds I was quietly confident that I could win this competition". And if the title wasn't enough to win the guys also won a chance to watch the real Grand Prix from Grandstand seats the very next day.

In a swanky ceremony on top of the four-star Plaza hotel at which Virgin also officially launched the Game Gear into Europe (one of the games launched with the machine will be *Super Monaco GP*, hence the tie-in with the real Grand Prix the next day), Nick Alexander, Managing Director of Virgin Mastertronic, presented the contestants with a tastefully cased limited edition Game Gear and a Mega Drive each. Curly also won a fantastic trip to Tokyo, Japan later in the year to visit the Sega headquarters. We'll be reporting on Curly's visit later in the year, because in the words of the International Sega Champion "Sega Power is the best magazine, I subscribe to it because I reckon it's brilliant!". Thanks Curly, we reckon you're a star too, and are pleased you won the title. ■



There's a lot of money in Monte Carlo, just look at the size of those sailing dinghys!



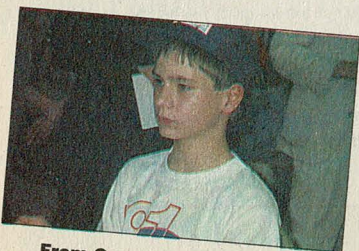
The day after playing Super Monaco on the Mega Drive the contestants got the chance to watch the real thing...



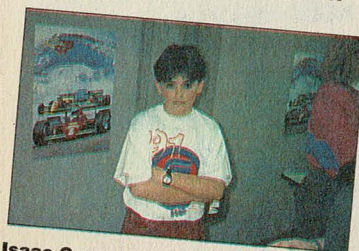
... and cheer Nigel Mansell on into second place. Curly couldn't quite believe there were 78 laps to the real race, "There's only three in the game" he said!



The British hopeful, Danny Curley. Just look at the concentration on his face!



From Germany, Mike Rosendahl. Flying to these championships was Mike's first time on a plane.



Isaac Gonzales from Spain. The youngest competitor, but that didn't stop him putting up a brave fight.



And after a gruelling match, Curly emerged as the new International Sega Champion. The lad from Manchester done well!



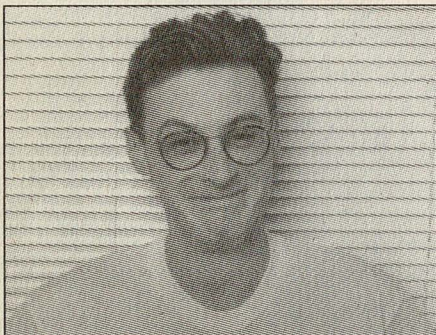
In a posh ceremony atop the even posher four star hotel Curly is presented with his prizes by Nick Alexander and Philip Ley.



Each competitor had to put up with TV crews falling over themselves to get pictures of the challenge.

STUFF!

The Big Ed's bit



Well, it's been a time of globe-trotting, rubbing shoulders with the stars and generally living the high-life on **Sega Power** this month. For everyone except Neil.

He's had to sit around and do all the work while I go on holiday, sit around, go abroad on business and generally enjoy myself! Ha ha ha! That's what I say!

Keve hasn't been so wound up about it, because as an art person he never usually gets invited to anything anyway. Still, the young Neil has done stonkingly well in my

absence. That Sega/Virgin feature is excellent as is that *Mickey Mouse* guide.

Sonic The Hedgehog is looking good and even though we only had a preview cart (some of the game's features were yet to be included so we've decided to wait for a complete version before reviewing it, despite it being such a talked-about game and running at No1 in the 'ooh-I-can't-wait-to-see-it' charts), we've been spending as much time as we've got free playing the thing. It's the first cart for a long time that's had a whole bunch of other people gathered round the Mega Drive with their mouths open going 'Wow'.

What's good news for us is how well Sega have responded to our calls for getting the big games to us quicker. Sonic's a prime example, the game is going to be released worldwide at the same time. That means Europe, Japan and America all at once so you don't have gamers looking across to Japan or America with their mouths open drooling over all the new games and saying 'Why don't they release it here at the same

time?'. This is going to be happening a lot more often – thanks Mr Sega!

We've tied up some exciting things for the next issue already, so things are really buzzing and they look like they're going to be buzzing for a good long time to come. Find out what they all are in next month's brilliant iss (I know it's be brilliant because I'll have a hand in producing it somewhere along the line).

Before I go I must send all our best wishes to Daniel 'Curly' Curley, for being a great guy and for doing so well in the challenge (read all about it on the page opposite). We'll be hearing a lot more from Curly in **Sega Power** over the next few months.

Right, I'm off – have a good read. Send Neil a congratulations letter if you really enjoyed the iss, because he deserves most of the credit for this one.

Andy Swift

Boots step in!

Disaster struck the **Sega Power** offices at the eleventh hour this month, our Master System finally died. After years of faithful service the machine finally gave up the ghost just before we were going to press. And wouldn't you know it! The Ed was far to stingy to go and buy a new one, so we were in deep trouble!

Neil saved the day by ringing up some of his old friends at the

Southgate branch of **Boots the Chemist** (he used to have a Saturday job there yonks and yonks ago) and asked them if we could borrow one of their Master Systems for a couple of days. Generous, gullible and easily bribed souls that they are, they agreed. So a big **Sega Power** kiss this month goes to Boots, and especially Simon Tozer who's a big fat lump of loveliness.

West Country renters get the best

Camelot Video in Wincanton Somerset (0963 34424) not only rent films on video but they also stock Sega games. What's news about that, you cry? Well, it just so happens that the company have been avid readers of **Sega Power** and **S** (what **Sega Power** used to be) since issue 1 and they only stock games that have received a good rating in this very magazine!

Camelot rent both Master

system and Mega Drive games, but only games that have received a **Power-Factor** of 80% or above, so even if you're brand new to this Sega games playing lark and wouldn't know a good game from an awful one, you can rest assured that whatever you rent from these peeps it will be a goodie!

Give them a ring on the above number for more information (prices, that sort of thing).

Virgin gear up for more!

There has been such a demand for the Game Gear (see the feature on page 17 for details of the Game Gear) even before its launch that Virgin have had to increase their order. Reaction has been so good that the initial

order was completely satisfied from advance orders and another 5,000 at least are to be shipped in to meet demand.

If you see one in the shops, better grab it quick because these things more fast!



The Game Gear. Set to set the world alight. Really trendy users will get a TV tuner and hook a satellite dish to it too!

Master Mind answers



Magnus Magnusson, who scored nothing at all!

OK, OK, you can all stop pulling your hair out! We know we didn't print these in the last issue like we promised, but here they are now:

Round 1

- a. Game Gear
- b. Wonderboy
- c. Psycho Fox
- d. ...The Vanished Omens
- e. Alex O'Sahl

Round 2.

- a. World Games, California Games
- b. 8
- c. Electronic Arts
- d. Arnold Palmer, PGA Tour

e. Parlour Games

Round 3

- a. Shadow Dancer
- b. Space Harrier, Space Harrier II
- c. Ben and Andy
- d. Party
- e. Quartet

Round 4

- a. Joe
- b. Joe
- c. Cyber Shinobi
- d. Blue
- e. True

Round 5

- a. The Governor
- b. Special Criminal Investigations
- c. Drago
- d. Tatsujin
- e. Hang 10

There you go. Now you can rate your progress:

0-5 right.

Either you're new to this Sega thing or your memory is very poor. Take several doses of

Sega Power immediately and retire to the bedroom for a good couple of weeks before trying to hold your own in a conversation with a games aficionado!

6-11 right

Not awful, but not brilliant. Your finger is ever so slightly off the pulse, more swotting up of the obscure stuff needed.

12-16 right

Hot. Not boiling, but you know your onions and there aren't many around who could find fault with your knowledge.

17-25 right

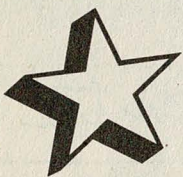
The Biz. You not only know your stuff, but you know things that even some people at Sega don't know (probably). If you are somewhere in this bracket you can consider yourself an expert on the subject and you should practise your swagger and cheshire cat smile as you walk down the High Street! Well done!

Sega Power scores:

Andy: 24

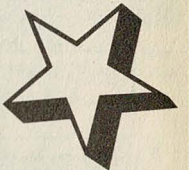
Neil: 21

Kev: 03 (ha ha ha)



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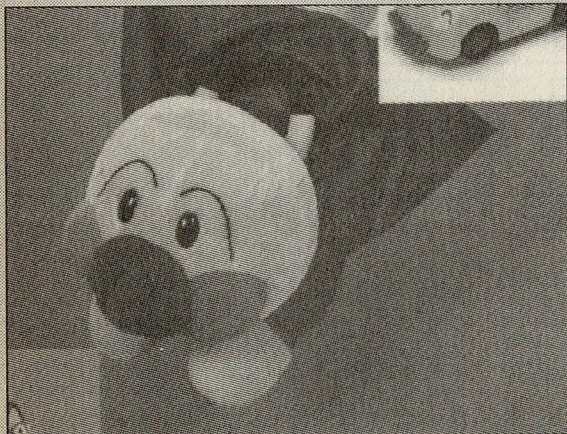
WIN! WIN! WIN! WIN! WIN! WIN! WIN!

Sega inside gossip update...

As well as doing the proper and correct thing and covering the Sega International Challenge in Monaco this month (see separate story on page 4) the Ed also managed to pick up a few, not very important but interesting nonetheless, bits of info. Remember the Sega rock band we mentioned several issues back? Well, after chatting with Mr Ishihara, Sega Europe's

General Manager of the Consumer Products Division, it appears the band is made up of members of Sega's Research and Development section in Tokyo. The band get together a couple of times a year and play to the rest of the employees, and yes they really do play Sega arcade game music! Imagine listening to a band perform Out Run or Space Harrier live!

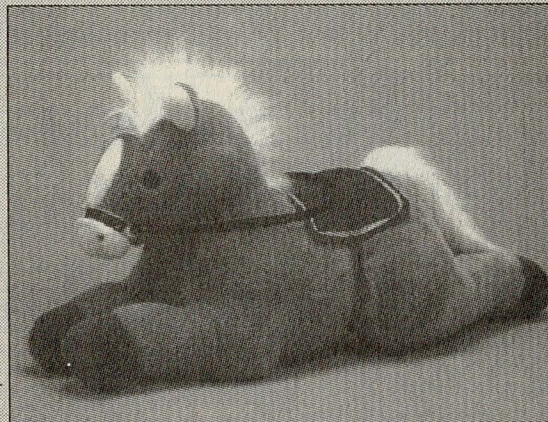
heard were that Sega employs 1,695 people. Head office is in Tokyo, and it also has branch offices in Sapporo, Kansai and Hakata. One-fourth of it's workforce are involved in R&D and about half the total Tokyo workforce are in this department. So there you go folks, useless it may be, but it's the sort of information every Sega fan should have at his (her) fingertips.



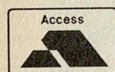
The Anpan Man range of toys based on the popular animated cartoon series. They look really cute don't they?

I bet you didn't know that Sega also make soft toys in Japan did you? The toy division is relatively new and is lead by the Anpan Man range of toys for pre-school children. The Anpan Man range are based on characters from a popular Japanese animated television program. Something that seems bizarre to us, but may well be perfectly normal to the Japanese is another Sega soft toy. It's the Hashire Kotaro, a small soft model horse that is supposed to simulate the experience of horseback riding for pre-school children!

And for those of you who are interested in Sega's corporate structure, the last reports we



AAah! Cutie! This is in fact a scientific horseriding simulation called Hashire Kotaro, though cuddly horse that you sit on sounds better to us!



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Columns	Dick Tracy
Eswat	Eswat
Gain Ground	Forgotten Worlds.....
Gauntlet	Gain Ground
Ghouls 'n' Ghosts	Ghostbusters
Golden Axe	Ghouls 'n' Ghosts.....
Golden Axe Warrior	Golden Axe
Golfmania	Herzog Zwei
Heavy Weight Champ	James Pond
Impossible Mission	J. B. Douglas Boxing *
Indiana Jones.....	John Maddens A Football
Jo Montana Football	Mickey Mouse
Jungle Fighter	Moonwalker
Mickey Mouse	Mystic Defender
Miracle Warrior	PGA Tour Golf.....
Moonwalker	Populous
Pacmania *	Rambo III
Paperboy	Revenge of Shinobi.....
Psychic World	Shadow Dancer
Populous *	Super Monaco Grand Prix
Operation Wolf	World Cup Italia 90.....
Shinobi	
Submarine Attack	
Super Monaco G. Prix.....	
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Ultima IV	
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The Official Sega Games Chart

This is the official Sega chart from Virgin, based on the sales figures of the best selling Sega titles at the moment. This is different from the **Sega Power** reader's charts in which *you* – the readers and games players – decide which are the best cart's around. Deep breath, here goes...

Master System

THIS MONTH	LAST MONTH	UP/DOWN	TITLE	PRICE
1.	1	–	Mickey Mouse	£29.99
2.	2	–	Golden Axe	£29.99
3.	ne	ne	Dick Tracy	£29.99
4.	3	▼	Ninja	£9.99
5.	6	▲	World Soccer	£24.99
6.	ne	ne	Moonwalker	£29.99
7.	ne	ne	Gauntlet	£29.99

8.	5	▼	Wonderboy III	£24.99
9.	4	▼	Indiana Jones	£29.99
10.	9	▼	Paperboy	£29.99

Mega Drive

THIS MONTH	LAST MONTH	UP/DOWN	TITLE	PRICE
1.	6	▲	Mickey Mouse	£39.99
2.	1	▼	Golden Axe	£34.99
3.	2	▼	Revenge of Shinobi	£34.99
4.	ne	ne	PGA Tour Golf	£39.99
5.	5	–	Super Monaco GP	£34.99
6.	7	▲	World Cup Italia '90	£29.99
7.	4	▼	John Madden's Football	£39.99
8.	ne	ne	Moonwalker	£34.99
9.	ne	ne	Strider	£44.99
10.	9	▼	Populous	£39.99

Reader's top 10 – Master System

1. That record-breaking rodent **Mickey Mouse** – at No.1 for the third month running. Check out the guide on page 40!



3. **Wonderboy III**, at No.3. Spooky or what? Well, not very spooky at all really, never mind. Still, well done Wonderboy...



2. Back to the top of the charts for **Golden Axe** in this classic tale of chicks n' choppers.



1. – Mickey Mouse

Reviewed **Sega Power** 17 – 96%

2. ne Golden Axe

Reviewed **Sega Power** 04 – 88%

3. ne Wonderboy III

Reviewed **Sega Power** 01 – 92%

4. ▼ Moonwalker

Reviewed **Sega Power** 17 – 83%

5. ne Indiana Jones

Reviewed **Sega Power** 14 – 65%

6. – Afterburner

7. ne Gauntlet

Reviewed **Sega Power** 12 – 87%

8. ▲ Columns

Reviewed **Sega Power** 13 – 93%

9. ne The Ninja

Reviewed **Sega Power** 08 – 81%

10. ▼ Alex Kidd In Shinobi World

Reviewed **Sega Power** 10 – 88%

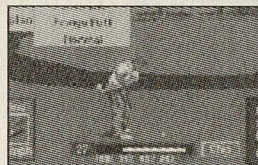
Mickey Mouse is still hanging onto the No.1 spot, although *Golden Axe* pulled an uncharacteristically large amount of votes this month – almost getting to the very top. This month's proud new owner of a **Sega Power** T-shirt is **Dominic Chesterman** from **Birmingham**. Congratulations!

Reader's top 10 – Mega Drive

1. **Strider** leaps into the No.1 spot as a new entry. Although expensive at £44.99 we think it's brilliant and worth every penny.



3. **Mickey Mouse** – the rodent with the danferous bottom – falls a place but stays in the running at a very respectable No.3 position.



2. Another new entry as **PGA Tour Golf** comes in at No.2. Put on your plus four's and play around!



1. ne Strider

Reviewed **Sega Power** 19 – 95%

2. ne PGA Tour Golf

Reviewed **Sega Power** 19 – 90%

3. ▼ Mickey Mouse

Reviewed **Sega Power** 18 – 94%

4. ▼ John Madden's Football

Reviewed **Sega Power** 14 – 92%

5. ▲ Super Monaco GP

Reviewed **Sega Power** 16 – 92%

6. ▲ Truxton

Reviewed **Sega Power** 15 – 90%

7. ▼ Moonwalker

Reviewed **Sega Power** 17 – 90%

8. ▲ Columns

Reviewed **Sega Power** 20 – 82%

9. ne Afterburner II

Reviewed **Sega Power** 18 – 92%

10. ne James Pond

Reviewed **Sega Power** 18 – 83%

It's Ruski Business at No.1 as *Strider* jumps to the top. The Reader's Chart is your chance to get your voice heard, so don't forget to send your votes in this month – you could win a fabby **Sega Power** T-shirt. This month's winner is **Michael Zeon** from **Whitton**.

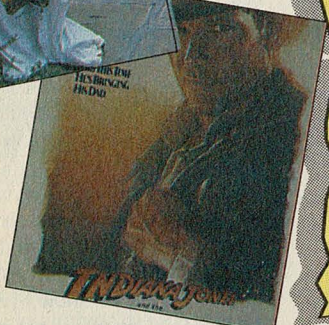


COMPETITION!

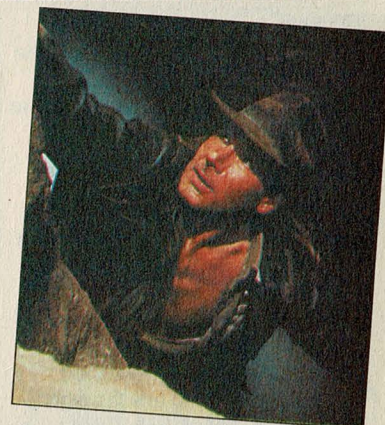


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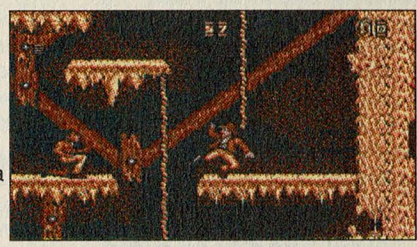
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WIN! One of 25 T-Shirts!
WIN! One of 10 videos!



Indy's holding on to his!

Hold on to your hat!

US Gold are currently riding high in the charts with their four Master System games: *Impossible Mission*, *Gauntlet*, *Paperboy* and of course *Indiana Jones and the Last Crusade*. Now they've given us a selection of Indiana Jones goodies to give away as compo prizes. There are two official Lucasfilm Indiana Jones Leather Jackets, a framed, A1 Indiana Jones poster, 25 T-shirts and 10 videos to give away. Enter the competition below and the man with the hat could be you! (Err, except that we're not giving away any hats, just all that other stuff - Ed.) Let's try again: the man in the jacket could be you! Hmm, 10 out of 10 for accuracy but minus several million for catchiness. Never mind, the competition is record-breakingly easy so let's not quibble over irrelevancies, on with the compo...



... hmm, he ought to work for Sega Power.

So what do I have to do, eh?

It's all very easy. All you've got to do is find the one trail that leads Indy from his nice safe err, 'starting point', and lead him to the treasure without passing any of the nasties on the way! Fill in the entry form, read the rules, eat three bowls of banana custard and the prizes are as good as yours!

- Rules:**
1. Absolutely no-one who works for Future Publishing or US Gold or has the name Mr H. Ford esq. can enter. Call us mean, stingy and ugly but there it is - I guess we are.
 2. All entries must be in by 20th July or they get fed to the tourists.
 3. Err...
 4. That's it. © Nos. 3 & 4 Steve Carey's classic jokes of our time. After three... laugh.

Send all entries to:
"The Whips, Leather and Big hunky men compo"
Sega Power,
29 Monmouth Street,
Bath,
Avon BA1 2BW

A maze puzzle with a starting point 'A' on the left and a goal 'C' on the left. The maze contains several paths and dead ends. On the right side of the maze, there are three obstacles: a snake, a treasure chest, and dynamite. The goal 'C' is located at the bottom left of the maze.

Name _____
 Address _____

Size of T-Shirt required (please tick)

SMALL MEDIUM LARGE

SWORD OF VERMILLION

The evil king Tsarkon invaded of Excalabria 18 years ago. He killed the king, but the king's son escaped – and is about to avenge his father's death...



If you're going to be a horrid tyrant type – like the Ed (*Watch it – Ed*), then you really do have to make sure you do the job properly! As it is, King

Tsarkon has now got an angry young man on his trail – you!

This 5 mega battery backed cart is a role-playing adventure for one person. The object of the game is to destroy the evil king and restore peace to the land. To do this you first have to collect eight good rings (the evil king has the eight evil ones).

The game kicks off in the small village of Wyclif, where your guardian, Blade, has just revealed your true heritage to you on his deathbed. Now you must set out on your epic voyage. But what to do first?

“How exactly to play the game is left largely up to the individual”

The game play is left largely up to the player. Talk to the villagers and they'll give you clues as to

how to go about doing things. In fact, the whole quest is broken down into small tasks. Complete a task and you then get clues as to what you should be doing next – you can, of course, just wander around blind and do whatever you like, but it's unlikely you'll get very far.

The gameplay is controlled in several ways. When you're in a village or wandering around the countryside you have direct control of your character and can move him around as you like (when you're outside a settlement the graphics change and you become a large character in a shrunken landscape).

Interacting with other characters, objects and so on is achieved by using a series of call-up menus. This is also the way to use magic spells and the like. Every good role-playing game needs it's magic, and there's loads of it in *Sword of Vermillion*.

Spell books can be bought at certain shops in certain towns and these can be 'readied' before you go on your walkabouts.

Readied means sort of 'ready'. It means that's what



you've got prepared to fight with. You don't have to use magic to fight all the time, in fact it's best to use it only when you really have to because it costs magic points to use.

Your character has a whole heap of statistics, hit points, magic points, dexterity and so on and so forth. These ratings get upgraded as you get into the game. For example, battle a few monsters and you gain a few experience points. Gain enough experience points and your character goes up a level and your other stat's are up graded.

Unfortunately, these can also go down. Your magic points are decreased every time you cast a spell (different spells cost different amounts of magic points) and your hit points go down whenever you take a hit off a baddie – be very careful of this because once they reach zero – which they do quickly – it's the end of your life.

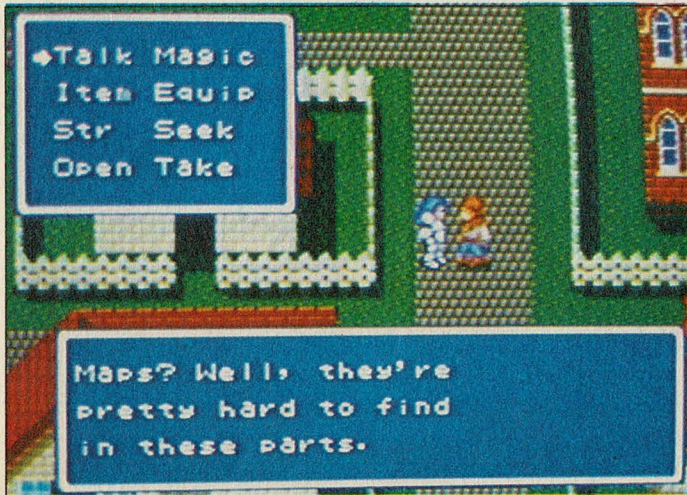
“If you die you get resurrected at the last church you visited”

This isn't as disastrous as it could be, because if you die you become instantly resurrected at the last church you visited (you visit churches to save your game – neat when you think about it eh?). But you will find that you've lost your money (Kim). Everytime you bash monsters you not only get experience points, but some Kim. You can then use the Kim to buy yourself better weapons and armour and spell books and so on.

Phew! Right, we know what the game's about, we know what we're supposed to be doing, but just exactly what is it like to play?

When you're in a village or whatever, the view is one of you wandering around, as seen from above. When you're outside the view switches to three main windows. Your view of the countryside on the left, you on a map (if you've found one, otherwise you'll spend most of the time blundering around the countryside blind), which is the most useful one and the window below you tells you your experience points, how fat your wallet it and whether you've got any spells readied.

Once you're on a quest, say to



Clues are picked up by talking to the villagers as you travel through the land. It looks like you're in for some difficulties ahead.



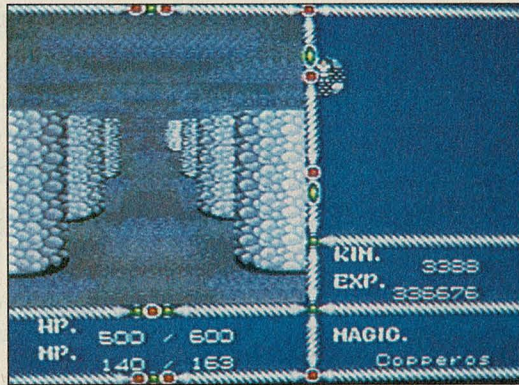
Outside a village. The screen on the left tells you you've just bumped into a baddie – time for fisticuffs.



ERMILLION



The battling monsters screen. This is a real time action sequence in which you run around the screen chopping away at the monsters.



Inside a cave. As you haven't a map your view of the surrounding area is extremely limited (note the plan view on the top right).

collect a jewel from a nearby cave, you spend most of your time wandering around the maze-like countryside heading for the cave which you've been told is somewhere to the northeast.

Along the way, and seemingly at random intervals, you'll blunder into baddies. Now your view of the action changes completely. You're in a real-time combat situation where you're facing up to eight or so of the baddies all at once. You have direct control over your character and the idea is to wander about hacking away with your sword and killing off the baddies, before they kill you. If things are looking particularly dire you can try to escape by running out the side of the screen.

A crucial element in the gameplay is the fact that once you've lost hit points you don't regain them (unless you go up a level which takes yonks) until you can make it back to a village and spend the night in an Inn. You're going to die a few times by attempting to go on a journey you're not quite ready for.



Use the build-up of menus to interact with the game.

The further you get into the game the more complex the quest becomes and the more fun you're going to have.

THE VERDICT

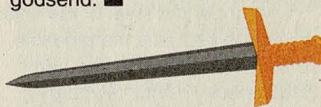
Like so many of these sorts of games there are times when you're sat there thinking 'oh no, not another bunch of monsters!'. This game is not for the person who likes fast and furious shoot-em-ups!

Then again, it does get the player believing in a true game world. The quest is long and hard but well broken up and it's easy to find yourself sat at the machine for hours on end. If you're into role-

players then this should be on your shopping list (despite the price), be prepared for a long haul though, 'cos you won't be finishing this quickly.

"The quest is long and hard but still very highly addictive"

Very involving stuff that's good to play though it does get a little tedious at times. The 106 page tips book that comes with the game is a godsend. ■



Most villages have a king ruling it and it's often at the king's wishes that you set about on the next task (here the king holds a ring but he won't give you it until you recover a crystal for him). Prepare yourself for the task ahead, and get going - Excalabria needs you!

KEV'S GRAPHICS AND SOUND

It's good the way the perspective changes for each part of the game. That window on the left when you're moving about it is really neat too. Apart from changes in the monsters you soon get used to what you're going to see. There are some good, chilling and spooky sound effects.

Graphics 75%
Sound 65%

NEIL'S DEPTH AND ADDICTION

It's a massive game with loads to do, but some of the tasks are very similar. The action is well paced so once you're in you're hooked. Not necessarily everyone's cup of tea, but has more lasting appeal than a lot of other games.

Depth 80%
Addiction 80%

ANDY'S OVERALL

One thing you will have to do when you're playing this is hide the hint book - basically it's just a step by step guide to getting through. Struggle at the puzzles yourself before referring to the book.

As for the game, it's had me hooked! It's great to play and offers a long-term challenge.



COLUMNS

Bored with sanity? Find the idea of dreams involving endless blocks of multi-coloured crystals appealing? Wave goodbye to your social life, this game *is* addiction.

Oh no! Not another mind-bending, brain-draining puzzle game. You know how it goes: "Lookey here little sister of mine, oh you poor wee babe in swaddling clothes you" (for she is all wee and cute and barely the age of five).

"I, your gallant older brother will now show you how whizzo and brainy I really am with the aid of this hi-tech piece of software". (Ah! the expression on the poor young thing's little face, what little she knoweth of the horror that is the world?).

"You'll liketh this, my dear, for it involvith lots of pretty little shapes and colours, see how they turn and tumble towards the bottom of this little screen on the 'talking box". (Ah, the innocence! What knoweth she of the miracle that is television?)

"See how with cunning and wit I make these colours fit into the grid? One day, my little friend, my blood-bonded kin, I will teach you how to play this way". (Little sisters can be quite sweet sometimes, I almost feel warm inside).

At this point she turneth round



Tailor the difficulty to complement your own abilities. The Sega Power ratings go from 'clever' down to 'Ed' level.

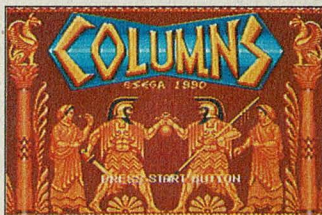
and say "Bog-off scumbag, your high-score is crap. I doubled it this morning before nursery and the babysitter beat your personal best by about 500,000 last night".

Booooooooooooooooooooo!

Columns is another clone of the classic Soviet puzzler *Tetris*. Master System owners already know of the fun that can be had with a selection of different coloured crystals but now Mega Drive owners can join in the fun.

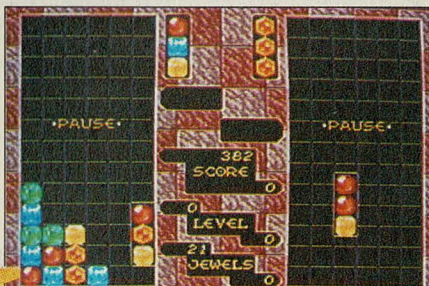
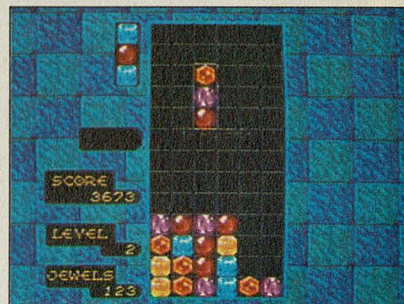
Blocks of three coloured squares are gradually falling downwards into a 'playing pit'. Obviously, as more blocks fall the pit begins to fill up. However, if the crystals fall in such a way so as to create a horizontal, vertical or diagonal line of the same colour - then that line disappears. Any crystals resting on top of the line hence fall down a notch and in this way the pit is emptied.

The longer the level of the fallen crystals is kept at a manageable level, the more points you earn. Sounds easy? Wait 'til you try it. The shower of crystals gradually becomes a downpour, and as the pit begins to fill, you'll find the time you have to organise the falling gems is alarmingly shortened as your reactions are pushed to the limit. Skill levels can be tailored to suit your individual ability while a



Columns is another variation of the original Soviet think-em-up *Tetris* - will you be hooked?

One-player arcade mode isn't as embarrassing as one-on-one challenges. The next gem to be dropped is shown at the top-left of the screen. Learn to think ahead young man!



Two-player head-to-head. Don't play this game with senile grandparents, little sisters or crazy Uncles - they'll only make you look silly.

selection of different game-modes provide intriguing variations of the basic theme. Head-to-head duels between two players guarantee a frantic (if not even explosive!) challenge.

THE VERDICT

No guns, no baddies, no guardians, no colourful backdrops, no power-ups - but one of the toughest, most infuriating challenges your Mega Drive will ever chuck at you. And one of the most enjoyable. *Columns* will always provide a challenge as you'll never beat it. The most you can do is increase your high-score.

"The shower of crystals gradually becomes a downpour"

We strongly recommend that you try before you buy, however. *Columns* is certainly not everyone's cup of tea - you'll either love it or loathe it. If you find yourself belonging to the latter group and can't see the attraction, spend your £30 on something more to your taste. If you're like us lot at **Sega Power**, then the shop assistant will have a hard time getting you out the shop. ■



ANDY'S OVERALL

Truly one of the all-time great game concepts. The only reservations I have about recommending this game wholeheartedly is the love-or-loathe factor. Try before you buy is certainly good advice. Also, the price. OK, cheap for a Mega Drive title, but still a lot of cash for a game often regarded as just a 'nice extra' to a selection of 'proper' games. Still, I love it!

KEY'S GRAPHICS AND SOUND

Well the graphics are about as interesting as watching wallpaper fade, but that hasn't stopped me loving every minute of it! A couple of month's ago Neil had to admit that *Afterburner II* was a great game, despite the lack of anything other than fab graphics, now it's my turn to back down.

Graphics 25%
Sound 40%

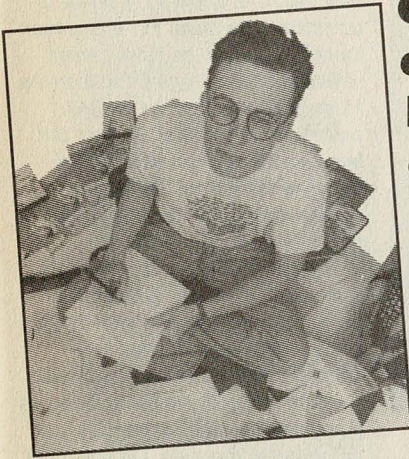
NEIL'S DEPTH AND ADDICTION

Columns will have you begging for mercy and begging for more at the same time. The game itself is so simple, but incredibly challenging. If you're *not* completely hooked then there's something wrong with your brain. If you are completely hooked, there soon will be.

Depth 55%
Addiction 93%

Scribblings

Groovy, that's the only word to describe these – Britain's best Sega letters pages! Groovy questions and even groovier answers! And that's not all! Every month the Star Letter wins its author a groovy and much sought after Sega Power T-shirt!



think eh? Perhaps we could get the terms recognised nationally?
Tina Myers, Tetbury.

*I reckon they're brilliant! They are to be implemented in **Sega Power** as from now!* **Andy Smith.**

THANKS NINTENDO!

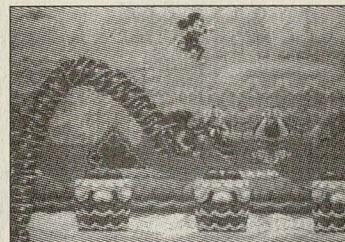
Dear **Sega Power**,
 If it wasn't for the Nintendo I would not now be the proud owner of a Sega. You see I was going to buy a Nintendo out of my Birthday money but I couldn't find one in the shops. However, they did have a Sega so I bought one instead. Now, I think it's much better than a Nintendo!
Collette Hay, Swanscombe.

Well, there you go eh? A very heart warming story, and one you should repeat to anyone you know who may be even thinking of buying a console that doesn't have the word Sega on it! **Andy Smith.**

YOU NAME IT

Dear **Sega Power**,
 I reckon that all the boys who own Segas should be called 'Say-guys' and all the girls should be called 'Say-gals'! What do you lot

you John. Those scenes are indeed in the game, but only on the Mega Drive version. The Master System version doesn't have Mickey in that situation, so don't fret. **Andy Smith.**



Just why doesn't this scene appear in the Master System version? Find out in 'Ad Confusion'.

AD CONFUSION

Dear **Sega Power**,
 In **Sega Power 16** on page 20 there's a picture of Mickey Mouse in the *Castle of Illusion* and Mickey is jumping over a dragon. Is this a secret level? I have completed the game on my Master System and didn't come across this scene.
John Robertson, Kilmarnock.
Your eyes are not playing tricks on

MIDDLE AGED HERO

Dear **Sega Power**,
 Please could you give my dad, Tony, a mention as he defeated Terrarin from the game *Miracle Warriors*. We both played the game together and solved all the clues, but my dad had the honours of actually doing the great deed.
 He was really pleased when all the villages thanked him and he became a legend in the Five Lands. My dad is 40 'ish'.
Ian Lock, Crowborough.

Congratulations Ian and especially Tony! No-one ever said this game playing lark was restricted to the under 21s, get the whole family round the television and have a high score contest – you'll have loads and loads of fun and you might be surprised by just how good granny is at Operation Wolf! **Andy Smith.**

COMPO COMPLAINT

Dear **Sega Power**,
 In last month's **Sega Power** there were no prizes for us Master System owners. The prizes were great (three Game Gears and 10 Mega Drive games), but why were there no Master System games up as prizes?
Andrew Gardner, Aberdare.

We know, we know. The problem is, Electronic Arts were supplying the prizes and as they only produce Mega Drive games they were unable to offer Master System games as prizes. The compo was still well worth entering because you stood the chance of winning one of those excellent Game Gears, but I'm afraid for this particular compo you were out of luck if you owned a Master System and won a consolation prize (you're out of luck if you win one of the Indy videos this month and don't have a video recorder!). You can, of course, sell any unwanted prizes to your friends and associates for an incredible amount of money if you so desire (and if they're daft enough to buy it!). **Andy Smith.**

VIDEO GAMES SWAP (UK)

WHY BUY A NEW VIDEO GAME WHEN YOU CAN SWAP FOR ONLY £3.00 (inc. 1st class postage)?

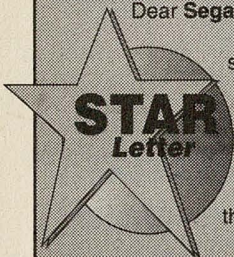
NAME ADDRESS

	VIDEO GAME TO SWAP	1st CHOICE SWAP	(EQUAL VALUE)	2nd CHOICE SWAP	(EQUAL VALUE)	3rd CHOICE SWAP	(EQUAL VALUE)
£3.00	1						
£6.00	2						
£9.00	3						

INSTRUCTIONS Fill in order form for up to 3 games. Choose swaps of the same value. Make out cheque / PO for £3.00/£6.00/£9.00 payable to VIDEO GAME SWAP (UK). Put all items from checklist into the game's protective plastic case. Place in envelope or wrap in brown paper, add 49p first class stamps and post to: VIDEO GAMES SWAP (UK), 5 CHATSWORTH ROAD, HAZEL GROVE, STOCKPORT SK7 6BH.

CHECKLIST Please make sure you enclose the following: CARTRIDGE GAME INSTRUCTIONS ORDER FORM CHEQUE / PO

STAR LETTER



Dear **Sega Power**,

As a new Sega owner and subscriber to your magazine I am very happy.

I am writing however to warn other readers thinking of sending unwanted games to companies who offer money for them.

After a few months of building a game collection I found I had two games in my collection that I didn't really like, so after seeing an ad in **Sega Power** I sent the games off to a company recorded delivery.

A week passed and I rang the company to check if my games had arrived, they told me to wait a while longer as they had no way of checking!

Eventually I received a written offer which I accepted by telephone and letter the next day. In the next four

weeks nothing arrived. For the last two of those four weeks I was constantly on the telephone to the company involved but all I could ever get was the answering machine. Finally I resorted to sending them a very harsh letter by fax. Three days later the money arrived.

Although this may just be an isolated incident (which is why I haven't named the company concerned) I feel your readers should at least: make sure anything sent in the post is sent recorded delivery, never give up contacting a company - use the post, telephone, fax or even telex if possible!

Greg Evans, Staines.

Sound advice Greg, consider it passed on. Bear in mind though, that these things do tend to take companies quite a while to turnaround (in fact most state you'll have to wait 28 days for delivery) so don't be too impatient. **Andy Smith.**

On **Sega Power**, we aim to provide as complete a service to our readers as possible. We are fully aware of what machines our readers own, our hands are tied to a certain extent by what games are released by Sega.

The Mega Drive is still a relatively new machine, and it's still building up its software base. For this reason there are likely to be more games released on the Mega Drive than the Master System. Games are still coming for the Master System, but because it's such an established machine there's not the flurry of games rushing out to satisfy the new games-hungry owners.

The same will probably happen with the Game Gear. Loads of games to start with and then things will level off - just like they're starting to do with the Mega Drive.

We're just going to be covering as many new titles as we possibly can, on whatever machine, but you must remember that there's going to be an initial added interest whenever a new machine appears.

We would never abandon readers who own older machines, ('cos we like the old machines too) and we just hope they've got the sense to bear with us while we cater for this initial 'catching up with the rest of us' stage. **Andy Smith.**

CLUB SUPPORTER

Dear **Sega Power**,

I am 13 and have a limited amount of money to spend on games. I have done something that other Sega owners in my position might well think about doing as well. I joined the Sega Hire Club (as advertised in **Sega Power 18**). Now I have the chance to hire and buy from a vast range of games every week at a reasonable cost. I now also have the chance to try out games before buying them.

Chris Evetts, Rotherham.

Well done Chris. That's what these clubs are there for. Obviously, it's more expensive in the long run, but if you tire of games after just a couple of weeks then this could be the best way to keep playing without having to buy new games every other week. **Andy Smith.**

KIDDY POWER?

Dear **Sega Power**,

I think that writing jokes and stuff about Nintendo owners is a bit immature. They are the world's best selling console. Making these jokes actually makes you inferior to them because you are jealous. It's like calling someone a name because you know they are better than you.

Don't get me wrong in thinking they are better than Sega because I own a Mega Drive (which is excellent) and a Gameboy (which is pretty neat), and I think Sega and Nintendo are as good as each other.

Neil Holt, Towcester.

You're absolutely right Neil. But the gags and so on are just a bit of fun, we want to create a feeling of 'togetherness' amongst Sega

owners, players and Sega Power readers. One of the methods we employ is poking fun at Nintendo owners. But let's not let it get out of hand, there no malice intended it's really just to give our Sega owning readers a laugh (and let's face it, because we're Sega Power the majority of our readers are bound to be Sega, and not Nintendo owners!). **Andy Smith.**

SHOP PRICES

Dear **Sega Power**,

Sega Master System games cost around £30, but our local shop sells them for £35! Is this legal?

Dee McAtamney, Lurgan.

I'm afraid they can sell games at whatever price they want. As a buyer you do have the choice of not spending your money on over-priced goods, so just shop around. **Andy Smith.**



How's the Game Gear going to affect Sega Power? See below...

GEAR WORRIES

Dear **Sega Power**,

As a Master System owner I'm a bit worried by the amount of space you've been devoting to the Mega Drive recently. Obviously you need to cover the machine, but the number of games you've been reviewing on it have far outweighed

the number of Master System games you've covered.

I'm especially worried because with the imminent launch of the Game Gear you're bound to be reviewing games on that too. Again, I don't mind this too much but will it mean us poor old Master System owners will lose even more space in your excellent magazine?

Justin Grant, Wolverhampton.

MEGADRIIVE

MEGADRIIVE GAMES HIRE CLUB!

Games too Expensive? -Why not hire at prices from £1.50 - £3.00 per week.

TOP TITLES TO CHOOSE FROM
Very fast, efficient service, please send S.A.E. for details.

also EXCHANGE SCHEME £3
Swap your unwanted games through our National Database

We also buy, sell and part exchange used games
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Send SAE or phone for information & List 0792 584346
130 Heol Gwyrosydd, Penlan, Swansea, SA5 7BX

Matrix Software Club

"Matrix Members Make You as Sick as a Parrot!"

"They get to choose any titles they like from the Matrix stock range of hundreds of tested and guaranteed original used software titles for Atari ST, Amiga, IBM/PC (3 1/2" disks only) and Sega Mastersystem, including, I might add, the most popular classics, latest releases and serious stuff. All with the Matrix guarantee to buy them back. So they never have to keep any if they don't want to."

"There must be a catch"

"But wait a minute! Matrix have been around since 1981 and have over 2 1/2 thousand registered members who not only enjoy the unique buy back scheme, but a members review panel, monthly newsletter, big discounts on brand new software and hardware, free draws and competitions for major prizes and one of the fastest services offered by anyone, anywhere. They can't all be wrong, can they."

Unless you want to be as sick as a parrot, send for our membership information pack enclosing a large S.A.E. and stating your machine to the address below, and while you're at it why not go for our £100 cashline competition?

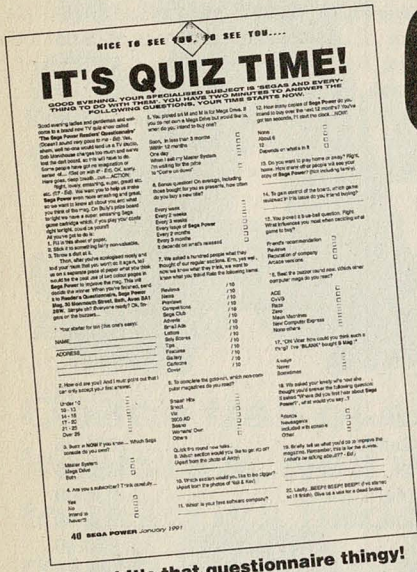
Win £100 cash every month

Our cashline competition is open to everyone. To enter simply telephone the Matrix Cashline on 0836 403807* and listen. You will need a pen and paper.

Matrix Leisure Services, Dept SP7, Unit 4, Mill Studio Business Centre, Crane Mead, Ware, Herts, SG12 9PY Tel: 0920 444224.

* Cashline calls cost 34p/min, cheap, 45p/min other times (ask the 'phone owner).
MATRIX - WORKING FOR MEMBERS

Questionnaire Results (finally!)



Oh no! It's that questionnaire thingy!

Back in Sega Power 14 we ran a questionnaire asking all you lot all sorts of intimate and personal questions.

It's taken us a while to get all the answers together, but here they finally are!

The first thing we asked was: "How old are you?" Most of you (44%) are in the 14 - 16 age group with 26% in the 10 - 13 age group and the rest (30%) being 17 and over. This is about what we

expected, so there's no need at present to alter our style on the magazine to cater for a much younger or much older audience. This is good news because we'd be struggling if we had to assume our readers were all over 65!

A massive 68% of you own Master Systems, 19% own Mega Drives and 13% own both machines. The majority of our readers then own Master Systems, and despite what some of you have

said in letters, we haven't forgotten that. Once the novelty of the Mega Drive and Game Gear has worn off and we've caught up with all the released games we'll be back to giving each machine an equal amount of coverage as we possibly can.

36% of you subscribe to **Sega Power**, another 30% intend to and only 34% said they won't (boo!). Jolly good news, not just because it means loads of you are now walking around with those groovy **Sega Power** T-shirts on.

We asked when you would think about buying a Mega Drive (obviously this question was for those who didn't already own one). 41% said when the price drops, 31% said one day, 20% would buy one soon, at least inside 12 months and the remaining 8% would rush out as soon as they'd sold their Master System. Just goes to show that now matter how sexy the Mega Drive is, you lot are an intelligent and patient lot - good business sense that.

Next we asked how often you lot buy new games. 41% said it depended entirely on what was released, 20% buy one every issue of **Sega Power**, 15% buy one every couple of months, 8% buy one every three months and another 8% buy one every three weeks, 3% buy one every two weeks and a rich 5% of you are buying a new title, on average, once a week. Again, there you go - showing us just how intelligent you lot are. There's no fooling you lot into buying a game just 'cos there's a cartoon on the telly or something.

Now onto the magazine specific bit. We asked what you how you would rate the various sections of the magazine out of 10. Reviews came out top (not surprisingly) with 8 out of 10, as did tips, and the cover. Letters, news and previews all scored 7.5 while small ads, ads, gallery and the cartoons all scored 7. Good scores on average, and nothing really surprising.

We also asked what sections of the mag you'd like to see more of. Again, reviews came out on top with

36% of you saying you'd like more. 31% of you want more tips, while only .6% want to see more ads. This kind of re-inforces the question above, and again, there's nothing here too surprising.

A staggering 78% of our readers are going to buy all the next 12 issues of **Sega Power** while only .5% are not going to buy it again. Excellent stuff, though we are a bit worried by that .5%, perhaps they just don't recognise quality when they see it.

Also, on average every copy of **Sega Power** bought is seen by 2.5 other people (not including family). Not such good news for us. We want them all to go out and buy their own copy!

Now we get to the really interesting bits. We asked you what persuaded you to buy a game. Far and away the most popular reason turned out to be reviews in **Sega Power** magazine - 65% in fact. 21% of you are swayed by the fact that the game's a coin-op conversion while 11% of you will listen to a friend and buy on their recommendation. Curiously only 3% of you will buy a game depending on the company's track record. If that doesn't tell you how good we are at reviewing games then I don't know what will!

Finally, we asked how people first got to hear of the mag. 40% of you first came across **Sega Power** in your local newsagents, 19% of you were told about the mag by a friend while 18% got to hear about it through one of our cards that were given away with all new Master Systems. The remaining percentage got to hear about the mag through other sources.

And that my little Sayguys and Saygals, is about it. What a switched on, happening, intelligent, discerning, mature, helpful bunch of peeps you've all turned out to be! Give yourselves a big pat on the back and keep your eyes open for the next questionnaire - of course there will be another one, we've got to keep improving the mag and fine-tuning it to your needs. We can't just sit back and think 'well, that's that then!' No siree Bob! ■

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The man with £9 million to spend!

On the trail of an exclusive interview, Neil visited Virgin to discuss hedgehogs, how much a console in the hand is *really* worth and everything else you ever wanted to know about Sega but were afraid to ask...



What was the best thing on TV last month? If you ask Philip Ley, he'll tell you that it wasn't a film, an exciting edition of Coronation Street or even the spine-tingling Eurovision Song Contest. He reckons that it was Sega's latest 40 second TV advert.

Why does he care? He cares because as Sega's General Marketing Manager International, it's his job to care. Philip Ley is – as far as Europe's concerned – Mr Sega. Although technically working for Virgin, once Sega's consoles leave Japan, it's Philip who's responsible for the advertising, distribution and promotion of all Sega products across Europe. It's a tough job. Luckily, he doesn't have to tackle it single-handed. Help comes from the International Marketing Manager – Lesley Walker, and the UK Marketing Manager – Simon Morris.

The three of them are getting ready to spend £9 million on promoting Sega in 1991. This will be the largest advertising 'spend' the computer games industry has ever seen. Drawn by the smell of such huge amounts of wonga, Neil decided it was time to venture down to London and find out just what's going on.

What he discovered were three vastly different people (Philip – a self-confessed aging hippy who's "high scores are a bit of a disaster

– very poor, really"; Lesley – a Scottish ex-beauty therapist with a fancy for toy-boys and who is also the current office *Columns* champion; and Simon – "I guess my main hobbies involve women") who nevertheless have at least two things in common. Firstly, they all believe that especially since the arrival of *Sonic the Hedgehog* and the Game Gear, Sega offer the best range of consoles in the world. And secondly, they're all going to make a lot of noise showing off about it.

Just who are Sega? And why are Virgin involved?

Sega were founded in 1951, although at the time they actually went under the title of *Service Games Japan Co, Ltd* and were primarily concerned with importing and selling jukeboxes – not just coin-operated machines. In 1960, the company hit 'financial difficulties' (as they say in the world of corporate finance when a particularly big poo lands on a company's parade) and unfortunately everything went horribly wrong.

Luckily, a new company called *Nihon Goraku Bussan* (which means 'Japan Amusement Products') bought the deceased Sega and in 1965 (the year after our dashing, handsome Ed first emerged into the world) they

merged with *Rosen Enterprises Ltd* to form *Sega Enterprises Ltd*. Continuing to expand, Sega were then acquired by the American *Gulf & Western Industries Inc* in 1969, the year our lovely, huggable staff writer Neil was born.

"Once the consoles leave Japan, they become our concern"

It was in the early 1970s (when the Ed was discovering 'girlies' and Neil was probably still running around naked and discovering 'toilets') that Sega first got involved with home computers. The European computer boom had brought computer technology into

the home for the first time. Sega realised that although the serious personal computer market was already catered for, no-one had produced a games machine – so decided to follow that route instead. It was this decision, coupled with Sega's dedication to research and development – the company's motto is 'Creativity is Life' – that heralded the development and production of firstly the Master System, then the Mega Drive and now most recently the Game Gear.

In April 1984 (when the Ed was a strapping lad of 20 years old and Neil was a spotty 15 year old school boy) the management of Sega and *Computer Services Corporation* bought Sega from *Gulf & Western* and Sega became a member of the *CSK Group* – one of Japan's biggest companies.



Just who are Virgin? - the names behind the face...

Everyone recognises Virgin's 'Talking Telly' face, but who are the people behind Virgin's public image?



Philip Ley

General Manager Marketing International

- Coordinates all the marketing of Sega products across Europe on behalf of Virgin. Head honcho, Big cheese, Numero uno etc...

- Owns a Mega Drive, a Master System and a Game Gear (the lucky blighter) and plays *Mickey Mouse* and *Moonwalker*.

"I'm not very good at playing them though, in fact the office has been banned from talking about my high-scores at work because I'm so appalling at them!"
- Philip used to be a drummer in a band and has got a 'big' pony tail - "I'm really just an old hippy" - and he loves listening to rock music - his faves being The Clash, Lou Reed, Iggy Pop, the Happy Mondays and the Grateful Dead.
- After studying English at Oxford University he got a job at Unilever for 4 years. After training, he moved to 'Marketing Solutions' then after starting his own clothing and antique exporting company based in Chicago, he got a job working for Virgin Mastertronic as brand manager for Sega.



Lesley Walker

International Marketing Manager

- Working with Philip on the European Marketing side of things, Lesley handles all of what is called 'below the line' activity in the UK. This means all the PR and promotions such as the Sega Bus and the sponsoring of events such as the Splash for Starlight held in the summer. Lesley gets to go on

all the free trips and meals so she thinks she's got the best job!
- Lesley also owns all three consoles (are these Sega people lucky or what?) and her current faves are *Truxton*, *Mickey Mouse*, *Sonic the Hedgehog* and *Space Harrier*.
- Holds the company record for *Columns* on the Game Gear, 64,500 no less! Wow! Her other hobbies include tennis, toy-boys (she's getting married to a man eight years her junior this year. Err, hang on, that means he must be... err... sorry Lesley? Ah yes - that means he must be, ahem, 14) and socialising but, she is at pains to point out, without getting drunk! (Sarcastic nods of agreement from Philip and Simon)
- Lesley used to listen to David Bowie but "I think now he's a bit past it" (sorry David!) and now prefers Prince or the Eurythmics
- After going to school in Glasgow, Lesley went to Edinburgh to become a beauty therapist. Unfortunately, she couldn't afford her own salon so she became an editorial assistant for a magazine and then went to work for a computer promotions company called Barrington Harvey.
After six months she was 'head-hunted' (sneakily nabbed by another company) and came to work for Virgin Mastertronic as PR manager. Last May she started work on Sega.

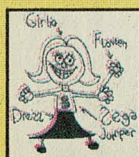


Simon Morris

UK Marketing Manager

- Looks after the advertising in the UK, having worked on the Sega 'account' (as they say) at his old advertising agency. He does point out, however, that the jobs get very mixed up - the three of them tending to do whatever needs doing. "Yeah, I had to make the blimmin' coffee this morning and don't forget

it!" adds Philip, in a manner not totally dis-similar from our very own Ed, when roused on the subject of coffee making. Unfortunately Wendy - the fourth, newest and hence coffee-making member of the team - was off sick and so Philip had to do it.
- Simon owns a Mega Drive and likes playing *Twin Hawk*, but most of his hobbies largely centre around women! (!?)



Wendy Douglas

PA, coffee maker and ill person (boo!)

- Poor old Wendy was ill when we went to visit so we didn't get the chance to speak to her! Unfortunately we didn't get the chance to take a photo either so this 'artist's impression' is the best we could do. Sorry Wendy, and sorry art lovers everywhere...

In 1987 Sega had over 40,000 coin-op machines in operation in over 2,000 locations around the world. Today the figure is a lot higher - Sega products are now sold in over 44 countries.

Neil - "So what have Virgin got to do with all this?"

Philip - "Well, Virgin are the sole European distributors of official Sega equipment. We concentrate firstly on France and the UK, then on Germany and Spain. Then to a minor extent on Portugal, Iceland, Greece and Austria.

"What this means is that once Sega have researched, designed and built the consoles and cartridges, we contact them and tell them roughly how many we need, we fix a price and then they are imported over to Europe. From then on, it's entirely our concern - Sega themselves have nothing to do with what goes on once they've left Japan. We distribute them to all the 'multiple' chain-stores such as Toys R Us, Rumbelows, Boots and Dixons, plus all the independents, who then in turn sell them on to the customers.

"We're also responsible for the marketing, advertising and promotion. This means we decide the price at which Sega products will be sold, but really this is a joint decision between us and Sega Japan as we have to follow their lead. If they sell us at a certain rate then we are obviously set a minimum UK price - or else we wouldn't be able to make any profit."

Lesley - "It's the same with games - Sega develop them, then send them all over the world."

Why are consoles so popular today?

Neil - "After the original computer boom of the late 1970s, the Atari VCS was the first really successful console. But with the arrival of the 'proper' home computers such as the Spectrum and the C64, the console scene died off completely. Why do you think consoles have become so popular again in the 1990's?"

Lesley - "Well, starting at the beginning, the original Atari ultimately failed because the games were too expensive for their time - the software for the Spectrum, the Vic 20 and the Commodore 64 were not only a lot cheaper, but you were guaranteed a new selection of good games every month. Not only that, the graphical capabilities of the

consoles at the time were really no better than the home computers, so they offered nothing that the home computers couldn't."

Philip - "The other thing to remember about the Atari was the lack of development and progress after the initial launch of the console. You got the console, then that was it - there were no real add-ons or up-grades. Sega are happiest when they're continually releasing and updating their machines - from Master System to Mega Drive and now the Game Gear."

"Consoles and CamCorders are the only hi-tech products still expanding"

Neil - "A lot of people would also blame the fact that the early eighties' home-computer boom was really an adult phenomena. Clive Sinclair spearheaded the computer-buffs belief that machines such as the Spectrum could actually be useful household tools - I suppose people wanted to believe that for about £100 they could completely computerise their homes."

"Do you think that us games-players were then 'handed down' this technology by our parents? I remember persuading my Mum that the main reason I wanted a Spectrum was to help me with my homework - she would never have bought me a computer if she knew it could only be used for playing games. So she would certainly never have bought me a games console."

Simon - "Yeah - that's true. But consoles have come back now because parents can't be fooled anymore. Just as the 'computerise your home' bubble burst, parents now realise that very few people will do any 'serious' stuff on their computer so they might as well get the best games machines they can.

"Parents can't be fooled anymore - they know computers are used for games"

"Parents really want to buy their kids the best there is, and in 1991 that means a Sega console.

Technology has advanced since the first Ataris and you now find that it's the consoles that are offering the best graphics, sound and games – better than any home computers at similar prices.”

Lesley – “Parents are keen to see their children understanding and benefiting from the latest computer technology, even if it's just playing games.”

Neil – “OK, so technology has improved and it's now realised that home computers are mainly used for games playing. What else explains the rise of consoles? Not so long ago there was a definite 'seedy arcade' image that used to put a lot of parents off. Do you think that playing computer games is still regarded by a lot of people as unhealthy?”

Philip – “I suppose some people think so, yeah. But I think that parents realise that video games are something that won't go away, so they like the idea of their kids

playing these games at home – instead of pouring all their pocket money into coin-ops. Also, owning a console is recognised as a great way of making friends. It's like I used to play Subbuteo with my mates, today's generation gather round at their mate's house and play Sega games.

“Also, a lot of the parents we speak to not only think that their children benefit from owning their console – but they actually enjoy playing the games themselves! Actually, that's quite an important marketing ploy – if you can appeal to the people who are actually paying for the console (usually the parents) then they're more likely to chose Sega. When I was younger, fathers used to buy their children Scalextric and model railways – and then they'd end up playing with them! Now it's the same with Sega consoles.

“If Sega can attract, say Fathers with a good golf game – or something else that the parents

are going to be interested in – then you've already got yourself another fan. As it is, consoles and CamCorders are the only hi-tech products whose sales are still expanding.”

How to get ahead in advertising...

Sega's new TV advert was first shown half way through May. Even with a total promotional budget of £9 million, these TV ads will still eat up a considerable chunk. A nationwide, peak-time TV ad can cost tens of thousands of pounds.

“Our best salesmen are in the playground”

Neil – “You must put a lot of faith in the quality of your adverts and

the effect they'll have.”

Philip – “Yes, mid-May saw the start of a new series of 40 second ads from our new agency WCRS – the people responsible for the highly successful Prudential, BMW and Carling Black Label campaigns. You know, the “I wanna be...” ads for the Pru' and of course the “I bet he drinks Carling Black Label” campaigns. In fact all of these three products mentioned have had hugely successful campaigns and we're sure that with the “To be this good takes ages, to be this good takes Sega” catch-phrase, WCRS will do the same great job for Sega.

“We've got a total marketing budget of £9 million. This will be spent on adverts, promotions and a new Sega Club. Details for this haven't been finalised yet, but expect to hear details by about September or October. It was a shame that we had to close the old one – that was very unfortunate – but the new one will be bigger and

Sega hits the road!

Even if you manage to drag yourself away from your Sega console this summer, and vampire-style creep gingerly into the sun – the chances are that you'll bump into one of the special Sega events taking place all over the country. It seems you just can't get away!

Not only will two Sega Buses be touring the country (last year there was just the one) but Bobby Charlton's Soccer Sixes will be kicking off on a tour of the UK's major cities. Check out the local press for details of these events or just keep reading *Sega Power* – we'll be printing all the times, places and details as they're announced.



Sega Bus

During the summer, Sega Buses will be touring Butlins, theme parks and special events all over the country. Each bus is jammed to busting with Sega consoles – so get practising and jump on board the double decker!



Bobby Charlton's Soccer

At each of the Bobby Charlton's Soccer Sixes tournaments this summer, there will also be over 140 Sega consoles set up with all the latest Sega Master System and Mega Drive titles.

A Sega tournament will be held at each venue, and the winner earns himself a Master System and the chance to win a Mega Drive and tickets to the England v Turkey European championship match at the Grand Final. Over 'ere, on me 'ead...



Summer splash!

Last year, Sega sponsored a charity event called the 'Summer Splash for Starlight'. Pop stars and DJ's competed in all sorts of wacky water events. Sponsorship hasn't been finalised this year yet, but watch out for other Sega events throughout the summer.

The Hard stuff gets cheaper

With the arrival of the Game Gear, Sega have given a shot in the arm to their other two consoles – the Mega Drive and the Master System – and dropped the price. Both machines come bundled with a game and now offer even more value for money.

Mega Drive – £149.99



Sega Power's fave games

1. John Madden's
2. Mickey Mouse
3. Strider
4. Ghouls 'n' Ghosts
5. Phantasy Star II
6. PGA Golf
7. Moonwalker
8. Columns
9. Super Monaco GP
10. Shadow Dancer

Sega's flagship – the 16 bit Mega Drive, has been reduced to below £150, bundled with classic golden-oldie *Altered Beast*.

Virgin have been wanting to drop the price of both systems for a long

time, but have only recently managed to negotiate a deal with Sega in Japan making this price drop possible.

193,000 Mega Drives were sold throughout Europe in 1991.

Master System – £59.99

1990 Reader's Top Ten

1. R-Type
2. Wonderboy III
3. Wonderboy
4. Psycho Fox
5. Golden Axe
6. Shinobi
7. Rastan
8. Rampage
9. After Burner
10. California Games



There are two different packages for the good old faithful Master System – the basic console and the Master System Plus.

The standard version comes complete with *Alex Kidd in Miracle*

World and costs £59.99. The Master System Plus costs £79.99 and comes complete with a Light Phaser and two built in games, *Hang On* and *Safari Hunt*. 725,000 were sold in Europe in 1990.

Sega's 21 game salute

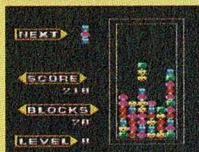
Sega have twenty one Game Gear titles lined up for release before the end of the year, all priced at either £19.99 or £24.99. Unfortunately, we've only been given a couple of the cartridges so far, but seeing as a sizeable portion of these games are tried and trusted Master System titles – we've sneakily nabbed some Master System screen-shots to give you some idea of what they should look like. Are we tricky customers or what? The list of games also shows the price and when it will be released in the shops. TBA means 'to be announced' (or – 'we haven't got the foggiest matey!').

We've also given each Master System conversion game a rating out of five, based on:

- if the graphics are suitable for the Game Gear's smaller screen.
- if the game is suited to the quick five minute blast or requires a marathon, battery-chewing, concentrated effort (in which case you might as well be playing a Master System).
- how good the game was to start off with.

Remember, we haven't seen these games yet, so this isn't a review, just some points to bear in mind – wait for the full reviews of all Game Gear software as we get them in future editions of *Sega Power*.

Columns – £19.99 – June



Aaargh! The best, worst and most annoying think-em-up game ever! A clone of the Soviet game *Tetris*, *Columns* is one of the most addictive challenges you'll ever face. Check out the review of the Mega Drive version on page 12!

★★★★ Simple graphics, turn-on-and-offable and highly addictive!

Wonder Boy – £19.99 – June



We've actually seen this one up and running on the Game Gear so we can tell you exactly what it's like – it's good! Perhaps not as addictive as *Columns*, and unfortunately requires a fairly long stint to get into it.

★★★ Good game and nice conversion. Fun, but not earth-shattering.

Super Monaco GP – £19.99 – June



Another of the games that we've actually seen on the Game Gear. There's only one-player options, so it's different from the Master System. Dual two-player games are possible using the multi-cable.

★★★ As it stands, nothing special. But with dual two-player action, great!

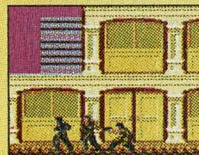
Mickey Mouse – £24.99 – June



The best Master System game to date - if Sega manage to do the conversion job well then you're really in for a treat. A point to remember is the 'adventure' element of the game – requires a long sitting to enjoy it.

★★★★★ Simply the best Master System game yet. A classic.

Shinobi – £24.99 – July



One of the better Master System beat-em-ups. Shuriken-chucking, jumping, running platform hacking game. The graphics are more detailed than either *Wonderboy* and *Mickey Mouse*, that may or may not be a problem.

★★★★★ A great game, but it all depends what the graphics are like.

Baseball – TBA – September



The Master System version was OK, but really nothing that was worth kissing the Ed for. Maybe the graphics will be too small for the Game Gear. Still, we'll have to wait and see...

★★★ OK, but probably needs dual two-players to make it work.

Golden Axe – £24.99 – September



One of the best slice 'n' dice Master System games ever, and should make a great Game Gear game. Hack, slice, jump and maim in this classic tale of chicks and choppers. ★★★ A great Master System titles - but 3D graphics could prove tricky.

Out Run – £24.99 – October



One of our favourite ever coin-ops and a good Master System title. The graphics are well suited to the Game Gear's screen so *Out Run* should prove to be a bit of a corker. Good for the quick blast, too.

★★★★ Maybe better than *Super Monaco*, but we'll have to wait and see.

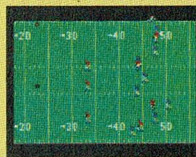
Space Harrier – £24.99 – December



Great coin-op conversion this was. *Space Harrier* is basically *Afterburner* but with new graphic sprites. The shoot-em-up game style is suitable for the occasional blast on the bus and the graphics are big and colourful.

★★★★★ Great game, big sprites & very turn-on-and-offable!

Joe Montana Football – TBA – TBA



Hmm, the game was never that good on the Master System and we can't see how the Game Gear will handle it any better. The graphics are very small and detailed that could turn out to be a problem.

★ Sega may well prove us completely wrong, but don't expect fireworks.

Pengo – £19.99 – November

A very simple game involving a cute little character pushing blocks of ice around.

G-Loc – £24.99 – June

An *Afterburner* style, air-combat, heat seeking missile-em-up – should be good.

Dragon Crystal – £24.99 – June

Err... we don't really know anything about this one.

Psychic World – £19.99 – June

Or this one. Oh dear...

Putter Golf – £19.99 – August

Ah! That's more like it! I think maybe we can guess what this game's all about.

Woody Pop – £19.99 – November

Cutie-wutie exploration game!

Ninja Gaiden – £24.99 – November

Shinobi-style ninja beat-em-up.

Donald Duck – £24.99 – December

The follow up to *Mickey Mouse*? We hope so...

Kinetic Connection – TBA – TBA

Talot – TBA – TBA

Err, erm ...NEXT!

Frogger – TBA – TBA

Classic road-crossing, log-jumping action – one of the great arcade games.

better.

"Anyway, this £9 million advertising campaign will be the biggest advertising spend the game-orientated computer industry has ever seen – by a long way.

Once again, it will concentrate on the Sega name as opposed to any specific products.

"Mind you, we still acknowledge that our best salesman are in the playground. Once the real games players realise that the ultimate

street-cred console has got Sega written on it, then the word begins to spread – in a lot of ways this is a more powerful and useful force than money could ever buy".

Neil – "Why did you abandon the 'Do me a favour' talking-telly campaign?"

Philip – "Well, firstly you must remember that although the face campaign was not only revolutionary in terms of TV ads,

and was very good for us and served Sega well, in this sort of dynamic market you've always got to keep looking forward – keeping one step ahead of not only the competition but the viewers themselves.

"The new campaign from WCRS will yet again prove to be a completely avant-garde (*Err, pardon?* – Ed) alright, 'original' approach of advertising, as we always like to try something new.

Filmed at Pinewood studios, these ads will be different from all other forms of advertising geared towards the younger audience around at the moment – different to the Reebok, Nike, Coke and whoever else – not just different to the other console manufacturers.

"The new catch-phrase is 'To be this good takes ages – to be this good takes Sega'. We reckon it will prove to be just as successful as the 'Do me a favour...' campaign.

Game Gear

It's a small, slick and colourful little character, is the Game Gear – a bit like Neil, really. Except that he makes a *vastly* different noise when you try and 'insert' a cartridge.

Sega's products always look pretty flash – you almost expect to see sleek, black Mega Drives hurtling through space in sci-fi films. The Game Gear is no exception. On first impression, it's good to hold. The buttons are laid down in the Mega Drive joy pad configuration of the two buttons on the right and the directional control on the left. The start button is placed at the top right of the console.

Round the back you find two battery compartments for a total of six AA (personal stereo size) batteries. New, standard batteries will last a good few hours of playing – one of the official 'Rechargeable packs' or a set of rechargeable batteries and a charger are probably a very good investment. Another useful option is to get an adaptor to power your Game Gear through the cigarette lighter of a car – very useful for long journeys. You can also get a mains adaptor, but what's the point of a hand-held if you're only going to use it at home?

Actually the best 'extra' you can buy is what Sega call the TV Tuner. Because it would be such a shame to put the Game Gear's lovely colour screen to waste, you can turn it into a miniature TV set! All you need to do is stick a TV tuner on the back and there you go – great for watching those late night movies, or catching My Little Pony on the bus!

Also on the back side you'll find a head-phone socket (useful. Unless, of course, you like the idea of setting everyone on the bus's nerves a-jangle) and a volume control (to alter the level of jangliness to which their nerves are to be subjected).

Lastly, apart from the on / off power switch, you'll find a little port marked 'EXT' which is for the Gear-to-Gear cable. This allows to players with different machines to play head-to-head on games such as *Super Monaco GP*.

Cartridges are slid into the back of the machine, a bit like putting a cash card into an autobank machine. Each cartridge is about half the size of a music cassette and comes in a handy little hard-plastic wallet for safe transport.

Sega Power thinks it's lovely!

VITAL STATISTICS:

PRICE – £99.99

DIMENSIONS – 210mm x 113mm x 38mm

SCREEN SIZE – 3.2 inches (diagonal)

SCREEN RESOLUTION – 480 x 146 LCD

COLOUR – 4,096 palette, 32 any one time

SOUND – Stereo, with headphone socket

ADD-ONS:

- TV Tuner
- Multi Cable
- AC Mains Adaptor
- Cigarette Lighter Adaptor
- Rechargeable Battery Pack

CARTRIDGES – £19.99 & £24.99

ACCELERATION – 0 to 60 in 5.7 seconds,

when thrown from a moving Ford Transit van



The good the bad and the ugly. Let's see, the Game Gear is definitely the good, taking it apart like we have isn't particularly healthy so I suppose that's the bad. Which means that Neil's... ah.

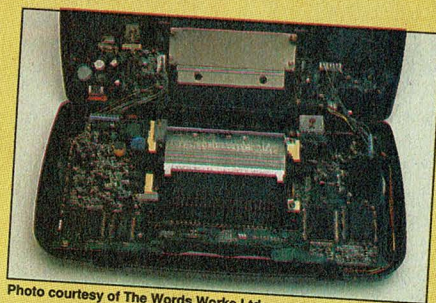
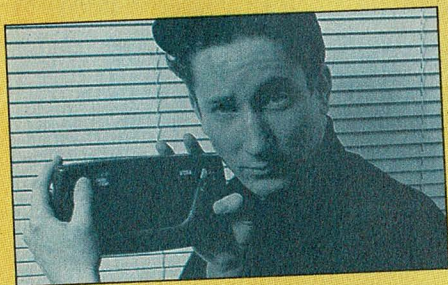


Photo courtesy of The Words Works.Ltd

Yes, yes – but what can it do, exactly?

Alright, alright. So we know that the Game Gear's fab, groovy and – if you'll pardon my French – 'flippin' funky' (O! Watch it... – Ed) sorry, but when will you actually use one, eh? That's what we want to know.

Well, the *Sega Power* office being as crammed to the gills as it is with sheer, raw, unadulterated brain-power (ahem) we asked for some suggestions. Asking for trouble, really. Anyway, this is what we've come up with:

1. A novelty discus.
2. A very expensive battery tester.
3. A telephone. As long as all the numbers you need to call only have the digits 1 or 2 in them. Err, and you don't mind if you never manage to talk to anyone.
4. A toy cinema for your flea circus. (!?)
5. A particularly pathetic torch – the battery light winks on and off.
6. An emergency fog-horn. In the event of a disaster, just hold your Game Gear aloft and keep crashing on *Super Monaco GP* to alert the authorities.
7. Tell your chums it's the latest CDTV calculator and sabotage their exam chances.
8. Nail some wheels to the bottom of a couple of Game Gears and have your self some 'well-groovy' roller-skates.
9. Fiddle with the sound chip frequency and send 'mystic messages from beyond the tomb' to Granny's hearing aid.
10. Err, play games?

Sega will soon be regarded as the ultimate console for the serious games-player, as opposed to those who just want hi-tech toys"

Lesley – "There's also going to be loads of promotional exercises geared towards 'hands-on' promotion – this is where we give people the chance to actually play the consoles instead of just seeing them or hearing about them. These include Bobby Charlton's Soccer Sixes and hopefully two Sega

buses touring the country during the summer."

Simon – "Sega will hopefully once again be sponsoring the 'Summer splash for Starlight' too."

Neil – "So what is Sega's ultimate ambition in the UK?"

Philip – "On the advertising front, we're going to make 'Sega' the generic name for consoles. In America, consoles aren't called consoles – they're referred to as

Nintendos. That's what's going to happen in Britain – except this time it'll be Sega's name."

Neil – "You mean like we often call vacuum cleaners 'Hoovers' – because they were the first company to bring them into everyone's home?"

Philip – "Exactly. Secondly, we're going to finish off the job of making Sega the only street-cred' console to buy. We're already halfway

there – the Game Gear should finish off the job once and for all."

The forward march of technology...

Neil – "Technology is always advancing. Already there's talk of the 32-bit console. Are the Master System's days numbered as gradually new models are phased in and old ones phased out?"

Philip – “Obviously, eventually the 16-bit machines will become the ‘standard’ sized console instead of the 8-bit. Already the transition is taking place as the Mega Drive sells more and more.”
Lesley – “But that’s not to say that Sega will abandon the Master System, just because something becomes old doesn’t mean that its life is over. Just look at the Spectrum and the C64 – released almost 10 years ago, they still have a huge user-base and are seemingly as popular as ever. I think Commodore actually sold more C64s before last Christmas than in any of the last few years. No, we have no plans to reduce the number of Master System games released so there’s no need to worry about the Master System becoming obsolete for a good few years yet.”

Neil – “It’s good to see that the prices of the Master System and the Mega Drive have been dropped. Why was this?”
Simon – “This is something that we’ve wanted to do for a long time. These price drops bring the Sega consoles into the affordable range of a lot more people. Price reductions from Sega themselves have finally made this possible – if we are able to secure a deal with Sega Japan that means we get the consoles cheaper, then it means that we in turn can sell them on cheaper in the shops.
 “OK, so the price drops aren’t too drastic, but we really believe that they are enough to encourage a whole new wave of console owners who perhaps couldn’t afford to get involved before.”

Neil – “Nintendo are Sega’s nearest competitor, although all sales figures to date show that Sega are still well ahead. How highly do you rate the threat of Nintendo?”
Philip – “Obviously we acknowledge that Nintendo are a very powerful force. It really is a Pepsi and Coca Cola war, but one Sega will eventually win. I think we’ve got the edge over Nintendo in Britain for quite a few reasons.
 “Firstly, we have a very good relationship with the trade in terms of distribution. Now this may not sound so earth shattering but what it means is that people are very keen to do business with Sega and sell Sega equipment. The computer industry recognise Sega’s quality and commitment. I guess we’re just good people to do business with.”

“Secondly, we have a very aggressive and competitive pricing policy. In other words, Sega’s products (especially since the price-cuts) undoubtedly offer tremendous value for money, at a price that is not out of the reach of too many people. Couple this to a very sophisticated and avant-garde marketing policy and it all adds up to a very appetising package.
 “Lastly, and most importantly, I believe we have the superior products. The Mega Drive and the Game Gear beat anything that Nintendo have out at the moment.”

Neil – “What about the Super Famicom?”
Lesley – “Yes, it’s certainly good. But by the time it hits Britain properly Sega’s 32-bit ‘Giga drive’ should be here too – there’ll be no competition. Unfortunately, we don’t have any information on the Giga Drive at the moment – all we can confirm is that yes, Sega are definitely working on it and that they should have a prototype up and running in the near future.”
Philip – “Also to be considered in the battle against Nintendo is that there’s a big advantage in ‘getting there first’. Sega are miles ahead of Nintendo in Britain. It’s a bit like when Video recorders first came over to Britain, there were two different formats that used different types of tape – VHS versus Betamax. Although both were good, Beta were doomed to failure, predominantly because VHS got more people interested in their particular format first. We believe Nintendo, in the UK at least, will probably suffer the same way. Creating a situation opposite to that which happened in the USA.”

Neil – “The Game Gear’s finally here – after what seems like ages of waiting. Firstly how many are you hoping to sell?”
Lesley – “Well, hopefully we want to sell 100,000 before Christmas.”
Simon – “Although that sounds a lot, I don’t think it’s too optimistic – one of the small distributors I spoke to had over 60 calls enquiring about the Game Gear, just on one Saturday!”
Philip – “Really it’s like the hype surrounding the Mega Drive launch all over again – the amount of interest it’s causing is incredible. We could probably sell half our quota without advertising the Game Gear at all. People ‘in the know’ will buy it anyway.”
Neil – “Do you think hand-held consoles will take over from personal stereos as the standard

6 of the best!

STAGE 1 "Green Hill Zone"

The adventure starts here. Trees, tunnels, waterfalls, insects, clouds and spikes decorate a scenic journey through Sonic's homeland.



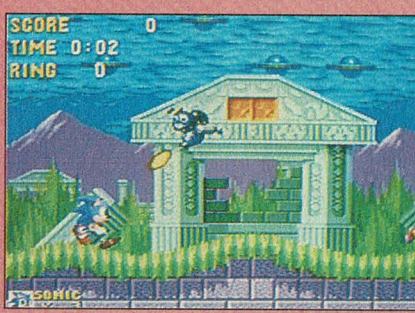
STAGE 2 "Labyrinth Zone"

Sonic balances on tiptoes as he ventures underground to explore the labyrinth. Learn your route carefully as mistakes will be costly!



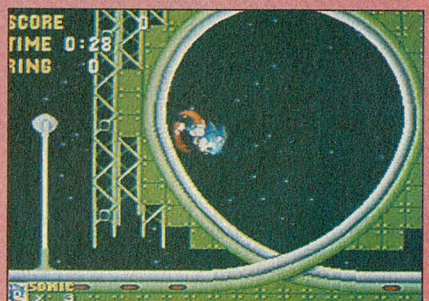
STAGE 3 "Marble Zone"

Most of the action takes place in the depths of the volcanic underground. Sonic must learn to solve puzzles if he's to escape without being burnt. Actually you can eat roast hedgehog...



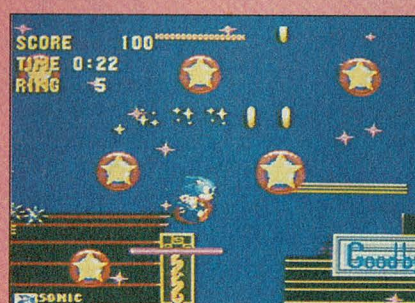
STAGE 4 "Star Light Zone"

A rollercoaster dash across the rooftops of a city skyline. Sonic must build up momentum in order to leap gaps and risk looping-the-loop.



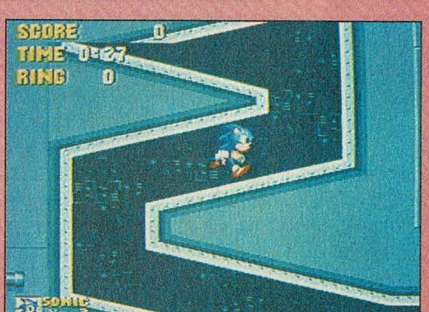
STAGE 5 "Sparkling Zone"

Our favourite! At one point, Sonic finds himself fired from a spring-loaded pad and catapulted into a giant pinball machine.



STAGE 6 "Clockwork Zone"

More gravity-defying leaps and dare-devil stunts in the last of the six standard stages. Only the special stage to face and you've finished!





Hedgehogging the limelight with Sega's spiky speed-merchant!

The 'creme de la creme', the 'piece da resistance', the 'aujhord hui' and – if you will – the 'quelle la date de ton anniversaire?' of Sega games has finally arrived. *Sonic the Hedgehog*'s been billed as all this and more, but is it any good? This is a preview, not a review – the finished version of the game hadn't arrived from Japan so Virgin gave us a semi-complete cart instead – but the graphics and a couple of levels were complete so we think it's fair to say that yes, it should be fantastic.

The screen shots will give you some idea of the standard of the graphics – but fasten your seat-belt for the speed of the action, *Sonic* moves quicker than a chicken who's just had a friend yell 'Bernard Mathews' in his ear. The incredible thing is that one of the power-ups on offer is a pair of 'Speedy Boots' that – you've guessed it – make *Sonic* even quicker and the music (manic at the best of times) break the sound barrier.

The object of the game is to guide *Sonic* through six stages

(each of three levels) and a special bonus round. At the end of each level is a finishing post and the object of the game is to get there as quickly as possible to earn yourself a nice big juicy time bonus.

Along the way *Sonic* will also find gold rings. Not only do these earn him points, calculated by the amount he manages to cross the finishing line with, but they protect him from collisions with baddies. Baddies can be killed by bouncing on them (a la *Mickey Mouse*) but *Sonic* can survive an unexpected collision at the cost of all his rings. The rings rapidly scatter across the screen as a result of the collision and *Sonic* must frantically grab as many as he can before continuing his dash towards the finish line.

Springs, waterfalls, ramps, loop-the-loops, stoppers, ramps, jumps and puzzles all await *Sega's* 'quickly prickly' in this adventure. For the moment, check out these gorgeous screen-shots. Wait for the full *Sega Power* review as soon as we get the finished cartridge.

The special bonus round is a real feast for the eyes. The backgrounds are good enough to frame with mutating images inspired by the work of the surrealist artist M.C. Escher.



As all good hedgehogs do, in times of danger *Sonic* curls into a little ball. In this case, it's to negotiate an underground tunnel. Whirling like a band-saw, *Sonic* makes quick work of any baddies.

He's made it – pass the finishing line for a whacking great time bonus and a crack at the next level. The music is by one of Japan's pop-stars Masato Nakamura – but just try putting 'The Race' on your stereo.



companion for long train journeys?"

Lesley, Simon & Philip – "Hopefully!"

Hedgehogging the Limelight!

Neil – "Third party software houses such as *Electronic Arts* or *US Gold* can choose from their most successful home-computer titles when deciding which titles to produce for the *Sega*. Who decides which *Sega* games to develop?"

Simon – "Well, *Sega Japan* obviously choose the games they're going to develop – whether it be a coin-op conversion, a film license or whatever. But us lot in the UK, we also have quite a bit of influence. Obviously we know what's going on over here better than they do in Japan, so they listen to us if we reckon there's a really hot license up for grabs. Sometimes we can tell just what sort of game will succeed at certain times – often Japan then bear this in mind."

Lesley – "Then, once they've decided which game to design, *Sega's* huge research and development team get called in to actually turn it from an idea into a cartridge. Almost a quarter of all *Sega's* Japanese staff are involved in the research and design departments. *Sega* really value careful planning, and so invest a lot to make sure that their products are designed to perfection. Hence the motto 'Creativity is Life'.

Neil – "*Sonic the Hedgehog* – *Sega Power* readers are getting their first glimpse this issue. On first glance it looks incredible. Is it going to be as completely mind-boggling as everyone reckons it will be?"

Philip – "Yeah, I expect so. Quite frankly I think it's the best console game ever produced! He's fast, furious cool and cute at the same time."

(Unanimous agreement from the Virgin team!)

Neil – "I suppose the *Mega Drive* needed an identifiable character – the *Master System* always had *Alex Kidd* and *Wonderboy* – but the *Mega Drive* so far hasn't had a single, 'classic' character for its own. Is *Sonic* the character that will now accompany the *Mega Drive* into everyone's homes, much as *Super Mario Bros* has really gone hand in hand with *Nintendo* throughout its rise in the USA?"

Philip – "Yes, obviously we want *Sonic* to be a huge success – and to a large extent he was designed to directly challenge *Mario*. But we don't want to be dependent on just one game, we'd rather attract people with a whole range of games as opposed to just the one."

"Having said that, it is true to say that *Sega* did make a special effort with *Sonic*. When *Sega's* best development team were assembled and briefed, they were told they had six months to a year to make the best video game ever produced. All of *Sega's* finest designers, programmers and game-players were involved to try and make *Sonic the Hedgehog* extra special. And it's worked, we reckon *Sonic* makes *Mario's* plumber look like the *Muppet Show*."

Lesley – "Don't think that *Sonic* was 'just another' game that happened to turn out better than expected. *Sega* always knew it would be fantastic."

Simon – "The great thing about *Sonic* as opposed to, say, *Z* – although they're both very good games – is that *Sonic* is *Sega's* own character and so it's a lot more flexible – the possibilities are endless."

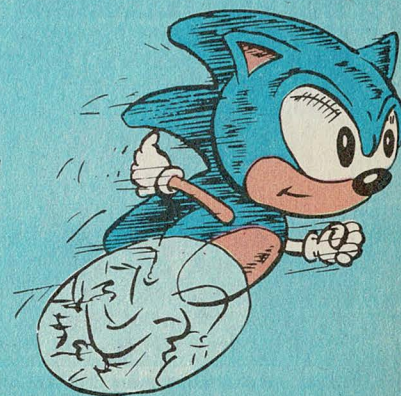
Neil – "So does that mean will there be other *Sonic* games?"

Simon – "Of course! But we'll have to wait and see how many copies of the original we sell first."

Neil – "So cartoons, gimmicks and so on *Super Mario*-style aren't out of the question?"

Philip – "I don't see any reason why not, but we're not promising anything. You'll have to wait and see..."

In next month's *Sega Power*, *Neil* once again bravely puts on his interview hat for the first in a series of features on the people who actually make the games – the wheeling, dealing employees of the software houses. ■



MONSTERS

Bonnie and Clyde? Wimps. Jekyll and Hyde? Nancies. Prepare to experience ultimate horror as we step into the fluffy, cuddly, sickly world of Leo and Priscilla. If Dr Who didn't give you the willies, these two *definitely* will.

Master System owners already know *Wonderboy*. Having starred in three classic adventures, he now makes his debut appearance on the Mega Drive. *Monster Lair* is the coin-op conversion that never was – *Wonderboy III* on the Master System bore very little resemblance to the arcade original – but now the 'ultimate cutie' himself is back to put things straight.

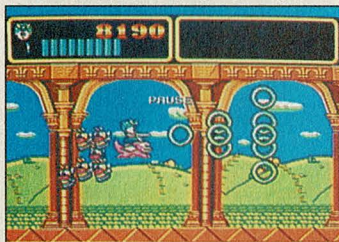
Monsters have invaded the homeland of Leo and his 'bosom friend' Priscilla (yes, yes, yes – I know it all sounds a little bit suspicious but this *is* 1991 and they *are* just wee babes). Armed with only the 'legendary weapons' of their ancestors, a pink dragon and the blessing of all things sickly, cute and fluffy, they must venture forth to free their world.

Monster Lair is a one or two player game for people with strong stomachs. If the monsters don't fill you with loathing and dread, then Leo and Priscilla certainly will. You'll be having fluffy nightmares with lambs and chicks and jingly

nursery rhymes for weeks. This is worse than any gore or blood you'll ever see. Move over Freddy Krueger, here comes Leo.

"Instructions are provided with the game. Sadly, sickbags are not"

Back to the plot. While in two player mode, player one controls Leo and player two controls Priscilla. If you're playing on your



"Now Ladies and Gentlemen, Wonderboy will be modelling two of the many weapons found 'en route'. On the left, we have the 'Bubble Gun' – this seems to be saying 'Ha ha! Die monster scum!'. Ahem. On the right, we have the 'fireballs of death' – which err, also seem to be saying 'Ha ha haaa! Die monster scuuum!!'. His collection has quite a 'violent' motif."

lonesome then it's the pixillated form of Leo – the *Wonderboy* himself – who responds to your joystick waggling. The object of the game is to guide Puker and Sickbag through 10 levels of walking-jumping, left-to-right scrolling, platform levels, each with a shoot-em-up style guardian sequence.

An energy meter reacts to collisions with baddies and the collection of life reviving goodies. A whole barrowful of fruit 'n' veg await Dog-breath and Poo-face as their adventure unfolds. Wipe out a whole wave of baddies and a power-up icon appears. There are too many to list, but suffice to say,



that they make a useful addition to the basic method of 'cuteing' people to death and that some are a lot more useful than others – learning which icons to go for and which to ignore is done the hard way.

"You could argue that *Monster Lair* just accurately mimics its coin-op parent. But that's no excuse"

Experience a fatal accident and provided enough lives are left, you are flown back to the scene of the crime by a pink magic dragon. Yes, the pink magic dragon. Instructions are provided with the game. Sadly, sickbags are not.

There are three skill levels and the standard options screen to tailor the number of continues, lives, sound effects and so forth. This way you only have yourself to



These slippery customers drop out of the trees above and hiss at you. Boo! Nothing that a few bullets between the eyeballs don't get rid of though. When Wonderboy grows up, he wants to work for the RSPCA.



There's nothing like a good hack on a cold winter's day. Wonderboy keeps warm by explaining to the snowy little penguins exactly *who's* King-cute around here in a *very* unfriendly manner indeed.

ER LAIR

blame if your adventure continues beyond the point of nausea.

And there's more. Fairies appear throughout the game. Yes, fairies. Invincibility and bonuses are all just a little bit of fairy dust away. Be warned, *Monster Lair* can have serious effects on your brain. Already I'm beginning to think that 'My Little Ponies' are kinda cute. Help! Bring back the nice, safe world of bazookas, bombs and blood we all love before it's too late.

THE VERDICT

OK, OK – enough poking fun at what is really an, err, hang on. I was going to say an OK game, but it isn't. The graphics are really no better than the Master System versions, and the game itself stinks. It may be a fluffy, pinky, flowery smell but it stinks all the same.

"The graphics are no better than the Master System versions"

The game style is completely unimaginative. You *could* argue that this is an accurate reproduction of the coin-op, but does that justify



That's more like it! Gut-rot flies in to rescue Poopa-Scoopa from that particularly 'ard, brutish, and – if you will – menacing snail. Yes, that little, slow-moving, unarmed snail minding its own business in the corner.

Mashing the monsters

Run away from the snake! Run away! Actually, you can't run away until Wonderboy has shot all his segments red. Ssly doesn't like this bit at all.

Riding safely on the back of 'Puke the Magic Dragon' for all the end-o'-level sequences, this time Wonderboy manages to avoid the evil bat and all his vile buddies.

charging people £35 to have the same pap reproduced on their home console? **Sega Power** don't think so. We finished the game on our first attempt, admittedly on beginner level with maximum continues, but the only real challenge was the fight to stay awake.

In its defence, I'm sure *Monster Lair* will appeal to the younger audience – the game is unarguably both cheerful and easy to understand. The simultaneous two-player action adds another amusing angle, I'm sure brother and sister would enjoy playing against each other. Unfortunately, this don't rescue *Monster Lair* from

the big thumbs down.

Perhaps *Monster Lair* is aimed at the *Wonderboy* fans who have now upgraded from their Master System to a Mega Drive? Or

maybe fans of the coin-op? Either way, buy this and you'll feel just a tad ripped off. ■

NEIL'S DEPTH AND ADDICTION

Twenty levels (including the guardian sequences) aren't enough. I'm good, but I'm not *that* good, so if I can finish a game on the first attempt there's got to be something wrong. It wouldn't be so bad if there was any

variation in the gamestyle throughout the game, unfortunately, there isn't. My advice? Don't bother.

**Depth 52%
Addiction 43%**

ANDY'S OVERALL

Neil and Kev have said it all really. *Monster Lair* really isn't up to standard. This gamestyle is old, and the execution unimaginative. *Mickey Mouse's* graphics on the Master System are really a lot better – and we all know what the Mega Drive is capable of. If you want something cute, wait for *Sonic the Hedgehog*.

KEV'S GRAPHICS AND SOUND

The graphics are dreadful. Basic, unimaginative and poorly animated, the sprites are small and move awfully. The only good point is the absence of any flicker, but that's the least we should expect. Basically, *Monster Lair* looks like a Master System game. Sounds mediocre.

**Graphics 35%
Sound 54%**

power factor 41%
PRICE £34.99
PLAYERS 2

HERZOG ZWEI



An anguished cry echoed through the war-torn mountains, across the desert, and pierced the icy chill of the wastelands: *"Ludwig is revolting!"* it declared. *"You're not so ducky yourself"*, came the inevitable reply.

Half strategy, half action – *Herzog Zwei* places you in the armour-clad boots of Ludwig, a high-ranking rebel general.

The Aria Republic was once a free world, but a world in which the military commanders lusted for power. Exploiting their huge military power, the tyrants muscled their way to dominance. Now the world is enslaved under the rule of an oppressive dictator.

But Ludwig, remembering the free days of the lost Republic, is determined to put an end to the tyranny. Driven by a hatred of his oppressors, Ludwig's mighty army burst upon the enemy's strongholds in a tremendous revolt.

"Ludwig is revolting!" came the cry from the evil tyrant's spies. *"I know"* came the glib reply. *"No, I mean there really is a revolt going on!"* insisted the spies. And so it came to pass that civil war erupted within the military. On one side, those loyal to Ludwig, on the other those of the dictator. Can you swing it in Ludwig's favour?

"The opposing armies are perfectly matched – are you the one who can tip the balance?"

Eight different battle stages, each with four levels need to be won before the war is over. Each stage is fought over an individual territory with unique geographical features. What remains the same, however, is the scattering of numerous bases over each playing area. At the start of each stage, all these bases are neutral. Victory is achieved through destroying all the enemy forces and hence occupying all the bases.

Your main weapon, and the central figure of the whole operation, is controlled at all times by yourself. Alternating between a foot-soldier, an attack jet-fighter and a transporter plane, you can join in the action at all levels, or

just concentrate on moving your ground troops around.

"Military hardware perform pre-programmed tasks while the game-player moves on"

Also at your disposal is a wide range of military hardware that can't be operated by yourself, but pre-programmed to perform particular tasks while you concentrate on other areas of the

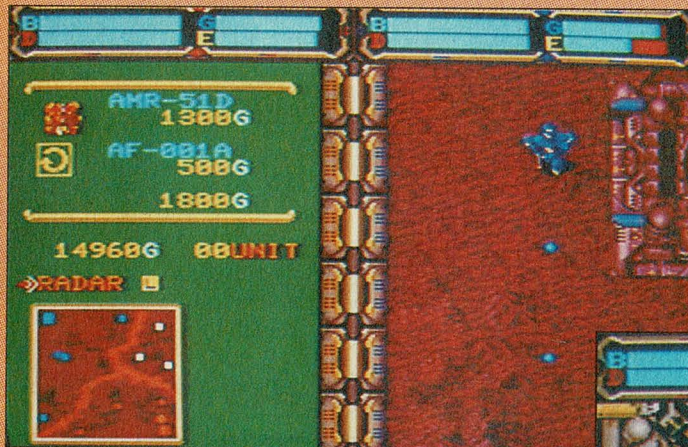


Radar and the 'weapon shop' share an option window. At the moment an armoured car (costing 1,300g) with an 'attack from a fixed position' command (costing 100g) is selected – total cost 1,400g. You've got 10,400g to spend so hey baby – splish that dosh.

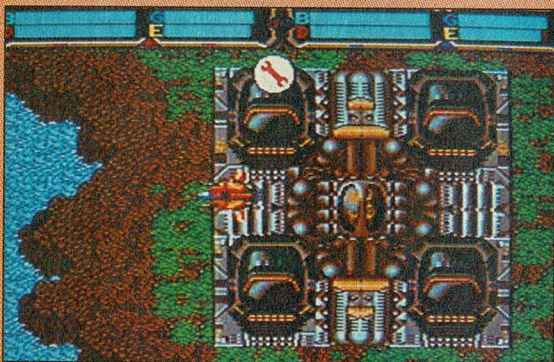
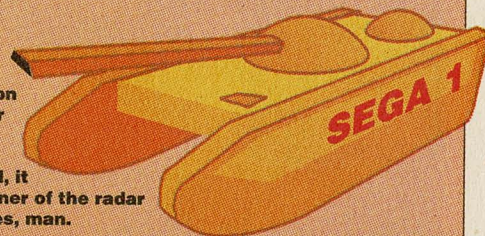


Red and Blue fight it out to the death. Not only are each other's troops slugging it out around the battle-field, but here the opposing generals meet head-to-head. Both army's stamina, fuel, energy and ammo' bars are displayed at the top of the screen.

Anyone for a Sherman?



Split-screen for a two-player game. Player-one on the left consults his radar while player-two on the right tests his machine-gun. Unfortunately for red, it looks like the top-left corner of the radar has seriously got the blues, man.



Order some machinery and buy yourself a command. The spanner icon indicates that it's being prepared - time to hang around and replenish your fuel reserves. An 'OK' icon soon announces that you're ready to roll.



An enemy tank is attacking one of your bases. It's OK - you're well defended. Not only is your jet-fighter near to hand, you've already installed a G.M.R.-34A stationary anti-tank cannon. Programmed to attack all-comers from wherever it's abandoned, you'll find it ten times better than the C.R.A.P.-001 pea-shooter.

game. For example, you buy a tank, and then you must buy a 'command' in order to let the tank do anything. You can tell it to defend a position, go in search of the enemy, attack a predetermined enemy base, and so on. Your bank account is debited for the amount in question (different commands and hardware cost different amounts). You must then turn into transporter mode, collect your primed piece of hardware and deposit it somewhere on the playing area to go about its business.

Money is earned automatically as the game progresses. Fuel, energy and ammunition must also be conserved. Returning to HQ (yours is in the bottom-right corner, the enemy's at the top-left) replenish these fragile reserves, but wastes precious time.

Two players can play head to head using a split-screen, while the computer plays a mean enough game to ensure a very tough, drawn-out challenge - don't worry, a password system allows the resurrection of saved games.

Find yourself a buddy who's also into this type of battle game, learn how to play together and then kick each other's butts all over the countryside.

THE VERDICT

First and foremost, the instruction manual is appalling. If it takes you less than about five cover-to-cover reads before you realise what's going on then you're doing better than any of us.

Secondly, *Herzog Zwei* is a very tough game - don't expect to wade straight in and kick butt, some serious thinking is needed before you'll manage a convincing victory. The enemy get their act together with lightning speed so advance pre-game planning is recommended.

"Serious thinking is required before any convincing victory can be won"

OK, but is it any good? Well, yes it is all right actually. Not to everyone's taste, but a competent, real-time strategy / action think-em-up that should have quite a long lifespan.

Not brilliant, but one of the better Mega Drive games reviewed this issue. ■

KEV'S GRAPHICS AND SOUND

Although neither particularly outstanding or colourful, the graphics do the job perfectly well. Dogfights with the enemy jet-fighter are fantastic! The music's certainly not bad either - a selection of suitably rousing anthems accompany the action. Not great, but good enough.

Graphics 75%
Sound 79%

NEIL'S DEPTH AND ADDICTION

By the time you've struggled through the instruction manual I wouldn't blame anyone who just chucked the wretched thing in the bin. Luckily, there's a good game at the end of it all. A total of 32 battles await you in your quest to rid the land of the evil tyrant, and each one will be tough. A great game for both thinkers and blasters.

Depth 83%
Addiction 86%

ANDY'S OVERALL

An interesting, original and well executed game. As think-em-ups go, *Herzog Zwei* offers enough real-time action to keep the player on his toes, yet with enough strategy to place it apart from *Thunderforce II*, its nearest equivalent. Although at times repetitive, the action is fast and furious, with little time to plan your next move. Worth a try.



ZOO!

Little did the unsuspecting people of Earth know of the evil lurking above them. Armed with only a collection of rubber balls and some ice-skates, prepare to be terrified as Mr Smart takes on... *'The wiggly space phantoms!'*

Mr Smart is speeding through space! A cross between *Alex Kidd*, one half of Torville and Dean (but which half remains a mystery) and a potato, Mr Smart is a very strange looking chap who finds himself having to skate his way around a series of grids. Grids that are somehow floating mysteriously in space.

Why? I hear you asking. Well,

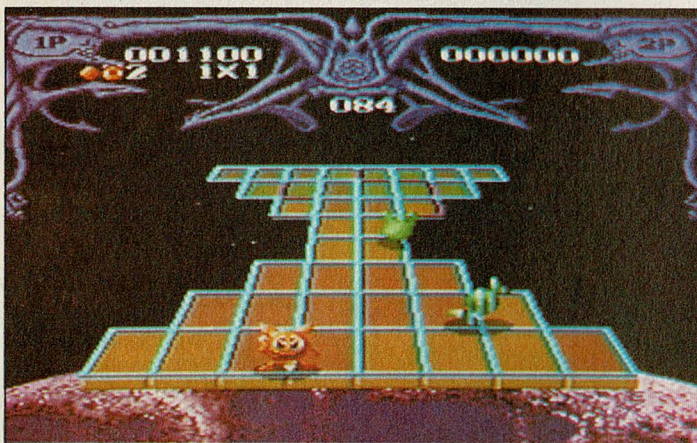
according to the instruction book (the game plot explanations always guarantee a good laugh, don't you think?) wiggly space phantoms have set up magic force fields around the earth! Sorry? Oh, yes, boo! Ahem, well the instructions aren't giving anything further away so assuming that this is a *bad thing* and that unless stopped these 'wiggly space phantoms' will try something even *more* dastardly

and un-sporting, we'll just have to content ourselves with an explanation of what we have to do to stop them.

These magic force fields are basically two dimensional grids - of different shapes and sizes - tilted to create a 3D perspective of the playing area. It would have been a lot simpler, clearer and more practical to view the action from directly above, but that wouldn't look as flash would it?

As Mr Smart skates around these grids, he leaves a trail behind him, gradually colouring in the lines that

"Two dimensional grids are tilted to create a 3D perspective of the playing area"



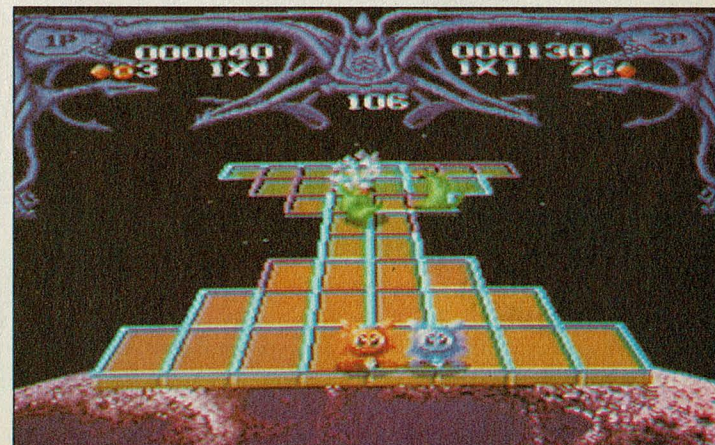
The first grid. He's a peculiar looking chap isn't he? Still, Mr Smart's only got a few lines left to cover - those little bits of purple over in the corner.



Grid number two is a lot more complicated. Luckily, Mr Smart can bounce across from one 'arm' of the grid to another, but will he make it in time?



Mr Smart numero uno is on the far side of the grid. Had the designers stuck to top-down 2D instead of getting all flash with a 3D perspective, then things would be OK. As it is, it's hard to see what's going on.



That's right, face the camera and say 'cheese'. Player one controls the blue Mr Smart and player two controls the orange Mr Smart. Both are incredibly stupid-looking, however, and both look like mutant potatoes..

m!



make up the 'magic force field'. As a square of the grid has its four walls coloured in, it becomes 'filled' and starts flashing. The object of the game is to colour in all the grid (hence 'filling' all the squares) before being eaten by the baddies or running out of time. Points are awarded for 'filling' squares in order, and a time bonus is awarded at the end of the round.

"Rubber balls are where it's at in today's definition of lethal weaponry"

Mr Smart's progress is unfortunately hindered by the wiggly space phantoms who not only wiggle menacingly at him, but actually chase him around the grid in a phantom-like manner! Is there no end to their evil? Luckily, not only can Mr Smart jump clear of their dastardly attempts at foul play, he can also throw rubber balls at them! Forget your Uzi 9mm, your

flame-throwers or your even state-of-the-art combat prepared Flymo, it would seem rubber balls are where it's at in today's definition of lethal weaponry.

Power-ups appear and then disappear alarmingly quickly. Freezing the wiggly space phantoms, limited spells of invincibility, speed ups, speed downs, extra points and smart bombs are all just an icon away. Simultaneous two-player games are a laugh, placing both players on the same grid at the same time. Points are awarded for completing squares, so cooperative or competitive play is possible. Apart from this variation, the gameplay remains the same throughout six stages each of six levels - 36 screens in all.

THE VERDICT

With *Pacmania* threatening to grab the Master System-owning world by the throat, what Mega Drive owners want is an equally awesome maze puzzler to keep

their sixteen bits occupied. Well, *Zoom* isn't it.

"A very simple game, tarted up to look like something it isn't"

36 levels of monotonous mazes don't add up to an inspiring game. OK, there's a fair degree of quick thinking and a modicum of strategy required in order to complete each level with the minimum of fuss. But basically, all the game involves is 'skating' aimlessly around each grid, collecting power-ups and avoiding baddies, until you find yourself with only a few squares left to fill - it's then time to concentrate on a particular area of the grid.

A very simple game, tarted-up to look like something it isn't. Neither as addictive or as compelling as *Columns*, nor as exciting and quick-witted as *erm*, almost every other Mega Drive title you could think of. ■

KEV'S GRAPHICS AND SOUND

Everything's smooth and detailed, but the Mega Drive doesn't even have to think twice about such trivial amounts of movement. Things are unnecessarily complicated due to the 3D tilt, and this detracts rather than adds to the gameplay as detail gets fuzzy at the far end. Not my cup of tea at all.

Graphics 42%
Sound 60%

NEIL'S DEPTH AND ADDICTION

A near-miss that was never very near in the first place. If the idea of 36 levels of grid after grid doesn't fill you with excitement, that's because, well, it's not very exciting. Save your money for a game with more to it. Come back *Afterburner II*, all is forgiven!

Depth 63%
Addiction 52%

Get your skates on!

Player one's score is constantly updated. A time bonus is awarded at the end of the round.

Rubber balls. Three different symbols indicate lots, half or only a few balls remaining.

Number of lives left. Starting with four, extra lives are awarded after 1,000 pts, 3,000 pts and 5,000 pts.



Some levels hide secret blocks. Bounced to from the main grid, they provide a safe haven.

'Rowdy Fingers' your archenemy, will chase Mr Smart around the grid relentlessly

'Spiler' monsters roam around the grid erasing your flashing lines. Boo!

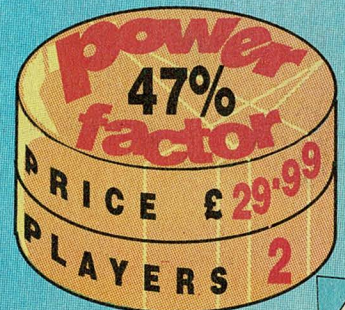
If the timer reaches zero, you lose your bonus and the phantoms start ganging up on you - time to move fast!

Stage and field. Six stages each have six force fields to complete - 36 challenges in all.

The star indicates a secret bonus, but what will it be? A goody or a baddie?

ANDY'S OVERALL

Not very good really. The only redeeming feature is the simultaneous two-player action - and the excitement of that won't last longer than a couple of days. The Mega Drive is capable of much, much more than this, and at £30 you deserve more than this too. Sorry Mr Smart, come back when you're in a better game.



THE HEDGEHOG

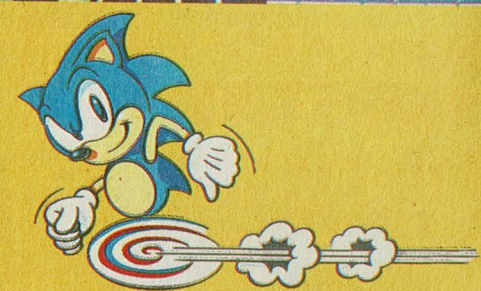
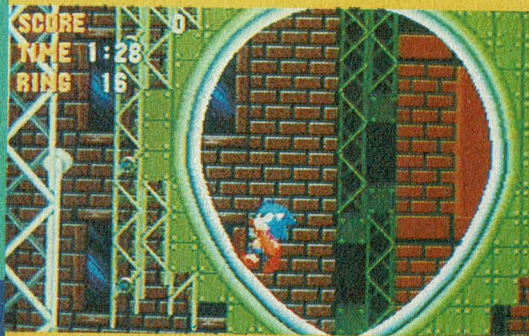
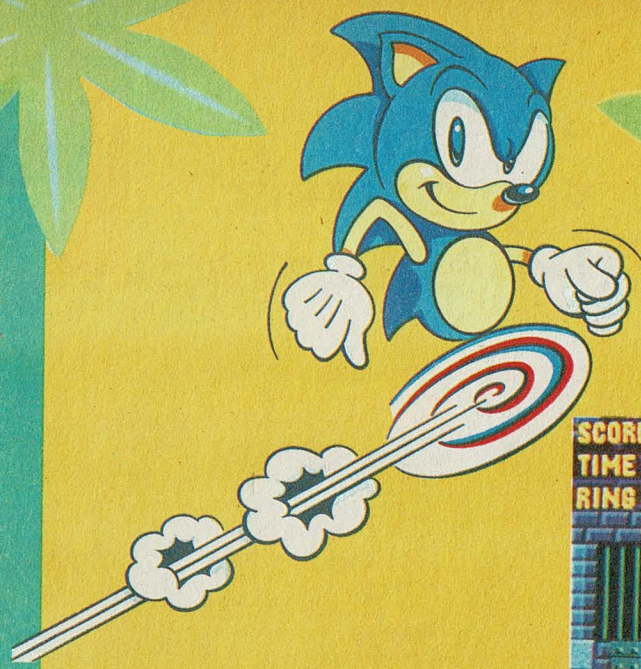
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Cyberball

Fancy taking on RoboCop at American Football? Sorry, he didn't make the grade, far too weedy. We're talking JCBs and bulldozers. Now if the London Monarchs had *these* guys in the team...

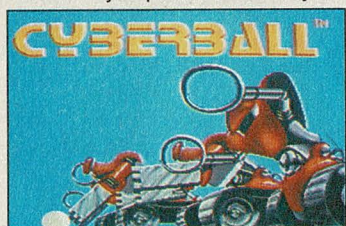
In the year 2006, the first instance of illegal bionic surgery was discovered in the sport of American Football. An all-pro player was found to have had his left knee rebuilt with robotic parts and was subsequently banned from the league. The ensuing investigation uncovered countless other examples of performance-enhancing surgery.

"A futuristic view of American Football on your Mega Drive"

The spread of this illegal practice was so advanced that preventative measures proved to be impossible. Added to this the player's demands for greater safety precautions and even greater salaries, and the gradual adoption of part, semi and even totally bionic players became inevitable.

By the year 2022, the transformation was complete. The combatants were no longer living, breathing humans, but robots.

Cyberball is an attempt to recreate this futuristic vision of American Football on your Mega Drive. Compete in a league of 28 teams or play head to head with player-two. The rules are fairly similar to the core principles of American Football. The object of the game is to carry the bomb (yes, bomb – unless a touchdown is scored or you pass the half-way



You thought drunk rugby players were bad news. The bill after these guys' last bash included 500 gallons of engine oil, a couple of passing Morris Minors, half a city, and a team visit to Kwik Fit in the morning.

line within four 'downs' it's likely to explode) into the endzone. This earns you six points. You then get the chance to attempt either a one or two point conversion.

Your team mates are all robots. If they're unfortunate enough to be carrying the ball on the 4th down, there's a high chance that they'll be blown up. Replacement players can be bought with the money earned through winning matches and scoring touchdowns. Upgrading your team in this manner enables you to better your chances in the league.

"Carrying the ball on a fourth down play involves a very serious risk of being blown up"

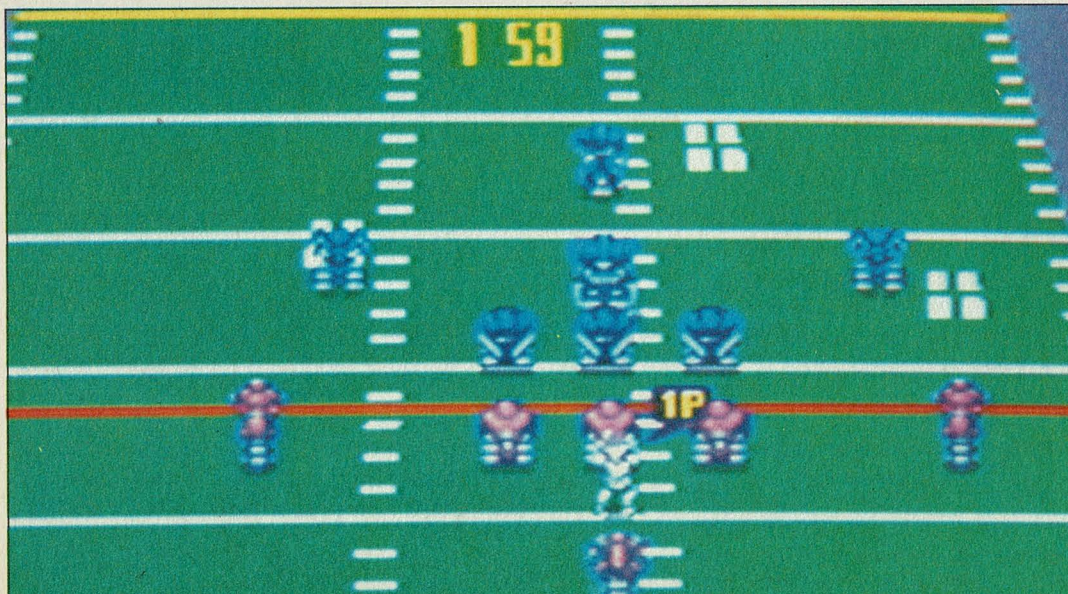
On offense ('attacking' to us English types who aren't following the London Monarchs) a player can choose from over 100 plays,

including running, passing and 'special' option plays. Defence has only twelve options, with 'long', 'medium' or 'short' range coverage.

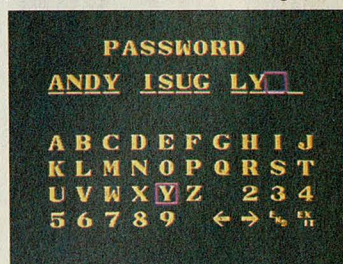
Once the action gets going, you control one player at a time – switching players by hitting a button. Once the ball has been grounded, the play is over. It's then time to select a new formation and start all over again. If you get beaten, don't worry – a password system allows you to resurrect a successful league position.

THE VERDICT

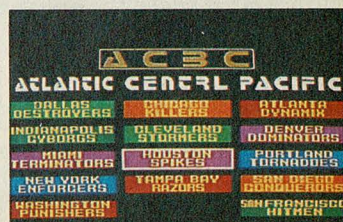
Cyberball was one of the first coin-ops to bring American Football to the arcades. OK, a nice idea – an exciting sport with a large following. Unfortunately, as opposed to tennis, boxing or indeed good old English footy, American Football is a very complex game. It would have been impossible to incorporate all the rules, penalties, variations and detail that make the real thing so



The scene of the action – the gridiron. Just before the start of play, the player-1 icon points to the man under your control, in this case the quarterback. The three white window shapes on the pitch indicate the destinations of the three receivers used on this particular play. Sack the quarterback! Sack the Ed! (Oi! – Ed)

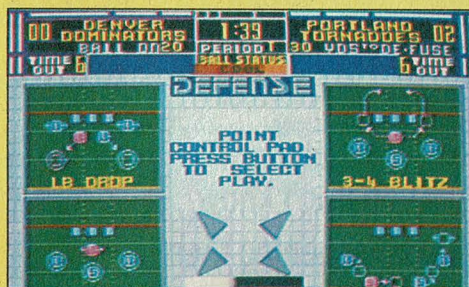
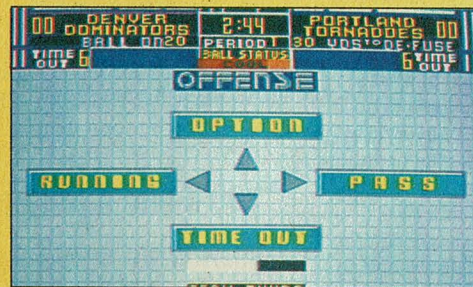


A password system allows you to complete a saved season. Although highly humorous, this particular code won't get you anywhere.



One of the two leagues available to the budding Cyberballer. Choose from 14 different teams.

Offense versus Defence



Plays are selected from the now-standard menu style. Over 100 offensive plays are at your disposal, while twelve different defensive formations provide just enough variation in coverage to keep the offense at bay. Don't the plays sound sexy! I don't know what 'Easy Money' is but it gets my vote!

great, into an arcade game. People simply wouldn't bother wading through reams of instructions, only to have all their 20ps swallowed before they've even grasped the meaning of all the control buttons. So they left them out.

Arcade machines have to be



At the start of the season. All teams with an even sheet, all looking for a good first result.

instantly accessible, with the minimum of hassle and explanations keeping the would-be punter from parting with his cash. *Cyberball* the game is hence a shadow of the American Football we all know and love.

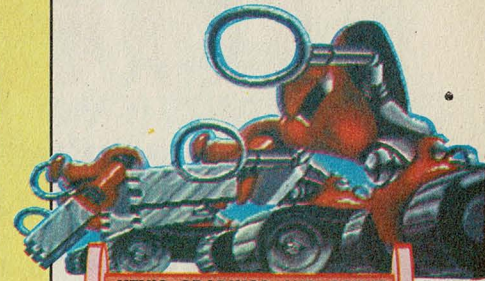
This is great for the arcade – you can be up, running and spending money within seconds. But back at home, when you've got all the time in the world to really 'get into' a game, you find *Cyberball* decidedly shallow, and yourself feeling just a little bit disappointed.

Let's make an unfair comparison. *John Madden's Football* is three times better than *Cyberball* in every department. But then, you'll never see *John Madden's* in an arcade – it's too

complex. And if you take our advice, you'll keep *Cyberball* a safe distance from your home console – you deserve a lot more.

"If all you're after is the same five minute thrill that a coin-op provides then fine, but your Mega Drive can offer much, much more"

Coin-op conversions can make fantastic console games – but there's no automatic guarantee that this will be the case. ■



KEV'S GRAPHICS AND SOUND

Excellent sound! A really menacing bass line keeps the suspense up, getting quicker as you approach the fourth and final down. Good sampled speech too! The graphics are only mediocre though – could have been a lot better. All in all a fair reproduction of the arcade original.

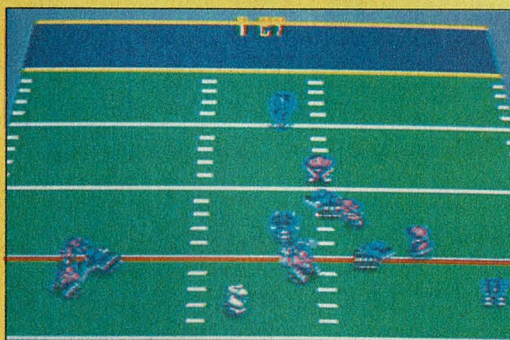
Graphics 52%
Sound 83%

NEIL'S DEPTH AND ADDICTION

If you enjoy the gameplay and if you aren't bored silly after half an hour and if long drawn out 'seasons' are what light your particular Christmas tree then there's enough depth to keep things interesting. It's good to see a password system and the league table gives you something to aim for.

Depth 75%
Addiction 52%

Fight to the death!



The quarterback gets sacked on the 30 yard line. Get sacked to often and you don't face dismissal, but actual destruction! Don't worry, new quarterbacks come quite cheaply in the year 2022.



The Wide Receiver 4x4, Gti, convertible. Costs \$45,000 or free with the tops from 450,500 packets of 'Wheeties'. A fast receiver is a great investment – don't leave home without one!

ANDY'S OVERALL

Oh dear, *Cyberball* is just further proof of the fact that imitating an arcade is just a fraction of the potential of your console. If all you want is the same five minute thrill that a coin-op provides then fine, but you're missing out on a whole world of games. Although some coin-ops convert brilliantly, this isn't one of them. Sega Power say save your money.



Joe Montana

Reckon you've got what it takes to be a Quarterback of Joe's ability? Now's your chance to find out...

On the Mega Drive *Joe Montana's Football* is not bad, it's not brilliant but then again it's got some stiff competition from *John Madden's Football*.

That game's not available on the Master system, so the opposition at least is a little less tough.

It's a two player game, as you might expect. You pick which team you'd like to be (and if you're playing solo you can also choose the skill level to suit) and then it's time for the kick off.

One team's on offense (they've got the ball) and the other team are defense (they're trying to get the ball, or at least stop the offense gaining 10 yards and having another first down).

The game follows the normal American Football flow of play. The offense pick their formation and play and then call the snap and try to execute the play as best as possible. The defense attempt to

mind-read the offense and pick a formation that's going to stop the offense getting the play right.

If you're on offense, you play the Quarterback (the star player on most teams, simply because he often dictates how well the plays work) and a small white arrow above you confirms this.

"If you don't know what's happening then it's best to follow Joe's advice at first"

Call the snap and you can either hand off to another player who'll attempt to run up the field and avoid being tackled, or pass the ball. In either case the person who's going to be receiving the ball is marked out by a yellow and black chevron.

There are several formations and plays available to each team, and once you know what you're doing picking the correct play in a given situation is the key to winning.

If you're not very sure of what's going on the easiest thing to do is take Joe's advice. For every play Joe highlights which play he thinks will be the most effective - he does both teams at the same time.

There are all the usual features: punts, field goals, safeties and so on. The winner at the end of the 20 minute game (game time, about 10-15 minutes real time) is the winner!

going on.

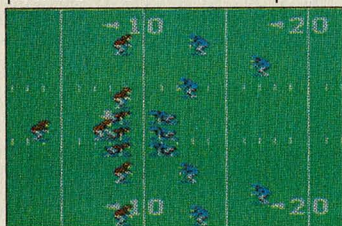
The speed with which things happen (some of the speed could have been lost to enable you to work with the game more) and the number of tiny sprites running around means you'll find it tough to follow the action and really play the game properly

"You'll find it tough to follow what's going on"

Still, it's not completely unplayable and it provides a fair slice of competitive action, especially in two player mode. ■

THE VERDICT

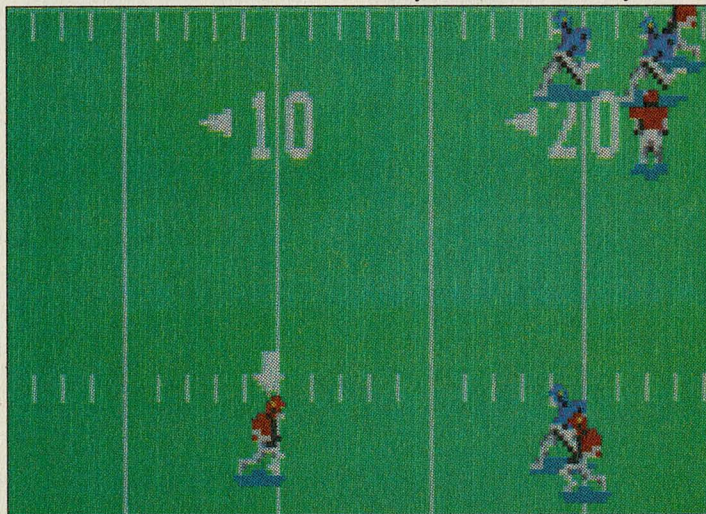
The Master System could do better. The game is very fast and the sprites are so small that it's really difficult to see exactly what's



Ready for the snap, you're the chap with the white arrow above him.



Here's where you can call the play before it happens. That's a curious name for a defensive formation!



The chap who receives the kick-off has the unenviable task of running the ball as far up the field before loads of huge blokes travelling at high speed come crashing into him.



Err, which one's me? That one? No, that one? CRUNCH! Oh, I guess it must have been that one there!

ANDY'S OVERALL

You won't find me playing this very often, for the reasons that Kev and Neil have already spoken about. It's much more suited to the American market where gameplay flaws can be overlooked simply because the populous knows the real game so well that they don't have to worry about what's happening in the game. Even fans of the sport should try it out first.

KEV'S GRAPHICS AND SOUND

The sound is nothing special but at least they don't affect the gameplay the way the graphics do. The arrows over the players are nigh impossible to see and it's generally very tough to see what's happening once you've called the snap.

Graphics 55%
Sound 55%

NEIL'S DEPTH AND ADDICTION

There are loads of teams to choose from which (supposedly) have their own strengths and weaknesses which adds depth. It's not very addictive though unless you're playing in a stiff competition against a friend and even then you might get bored quickly.

Depth 65%
Addiction 50%



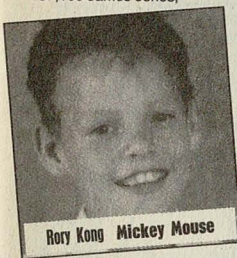
SSLY SCORES

If you can shoot-em-up or slice 'n' dice with the best of them, then we want to know. All you need is your ugliest mug-shot and an adult's signiture to verify your claim.

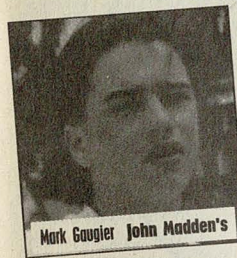
ACTION FIGHTER
1,955,040 Icy Cockayne, Merseyside
1,800,200 Robert Wigston, Wishaw
1,404,480 Andrew Day, Sutton-Coutenay

ALEX KIDD AND THE LOST STARS
764,000 James Wilcox, Surrey
735,000 Nathan Jarvis, S Humberside
593,900 Robert Hill, Sutton

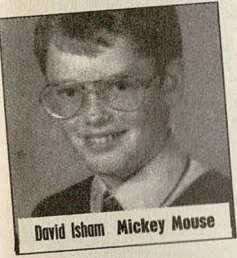
ALEX KIDD IN SHINOBI WORLD
210,200 Adam Mason, Merseyside
137,200 Tony Styles, Stockport
137,100 James Jones,



Rory Kong Mickey Mouse



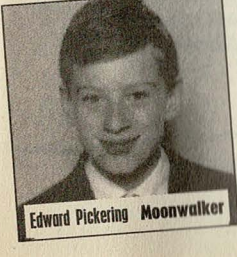
Mark Gaugier John Maddens



David Isham Mickey Mouse



Sarah Hall Mickey Mouse



Edward Pickering Moonwalker

Market Drayton
135,900 David Isham
124,300 Simon Bentley

ALEX KIDD IN MIRACLE WORLD
960,200 Richard ?, London
790,300 Nicolas Alexandrou, London
742,000 Chris Williams, St Helens

AFTER BURNER
81,963,500 Ian Colquhoun, Livingston
69,433,400 Paul Chambers, Rugby
51,187,170 Marc Galletly, Ickenham

AFTER BURNER II
19,357,200 J Wer, W Midlands
17,920,170 Philip Philipsen, Denmark

ALTERED BEAST
959,200 Antony Higgs, Kidlington
745,400 Rebecca Pollington, Chessington
741,600 Steven Higgs, Kidlington
727,806 Robert Hunter, Walton-on-Thames

BATTLE OUTRUN
163,400 David Wright, Lincoln
129,550 Carl Parry, Wrexham
110,650 Christopher Smith, Cardiff

BLACK BELT
2,039,900 Simon Adams, Bedford
1,738,750 Sonya Mills, Thorplands
1,429,600 Craig Wood,

CAPTAIN SILVER
352,900 Richard Wheat, Rossett
336,900 Che Hamilton, London
236,400 Robert Hill, Sutton

CHASE HQ
10,643,400 Icy Cockayne (again!), Merseyside
8,174,951 Simon Colston, Collygate
8,173,600 Graham Ashcroft, Preston
5,966,600 James Wallington, Nottingham

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

COLUMNS (MS)
1,906,590 Angela Munroe, Rayleigh
1,717,140 Icy Cockayne (again!), Merseyside
1,502,980 Nicola Munro, Rayleigh
1,105,980 Andrew Clarke, Ballymena, N.I.

COLUMNS (MD)
55,284,625 Mike Crowhurst, Hull

DOUBLE DRAGON
1,303,011 Simon Coyle, Lisburn
1,267,610 Icy Cockayne, Merseyside
948,680 Robert Wigston, Wishaw

DYNAMITE DUX
987,060 Neil Edmunds, Rhondda
874,770 Icy Cockayne, Merseyside

765,290 Robert Wigston, Wishaw

ESWAT (MD)
205,900 David McNair, Glasgow

FANTASY ZONE
71,780,100 Glynn Simmons, Maidstone
45,321,100 D Openshaw, Diggle
44,747,600 Edward Bowes, Saddleworth

FANTASY ZONE II
8,485,700 Bernie Hines, Shaftesbury
8,011,100 Mrs Fenney, Sheffield
7,666,000 Nicolas Alexandrou, London

FANTASY ZONE - THE MAZE
513,240 Keith Weedon, Aylesbury
487,630 Philip Pattison
477,930 Andrew Mobbs, Witney
478,950 Scott McGrath, Swindon

FIRE AND FORGET II
602,982 Jason Overton, Romford

GAUNTLET
106,694 Paul Cavell, Tipton
94,686 David Isham

GHOULS 'N' GHOSTS (MD)
169,900 Philip Philipsen, Denmark
393,300 Iain Gentry, Hillington

GHOSTBUSTERS (MS)
\$947,160 Richard Elsbury, Shropshire
\$930,240 Craig Wood, Redditch
\$500,200 Fysal Barlow, Essex

GOLDEN AXE (MS)
348.5 Paul Carnegie, Glasgow
326.5 Richard Lunt, Clwyd
260.5 Scott Byrne, Heywood
250.5 Andrew Owens, Derby
248 Jamie Butler, Gloucester.
238 Stuart Rogers, GB

GOLDEN AXE (MD)
355.0 'The Watchman', Suffolk
301.1 Roz Bowen, Suffolk

KENSEIDEN
1,013,700 Scott McGrath, Swindon
679,700 David Wilson, Stoke on Trent
558,400 Paul Houghton, Dorset
548,800 Gary Dorricott, Liverpool

LORD OF THE SWORD
3,864,200 Paul Cavell, Tipton
3,483,000 Gary Hunt, Doncaster
2,692,000 Andrew Binks, Wakefield

MICKY MOUSE (MS)
128,990 David Isham, Reading
117,810 Kevin Capener, Netherpton
117,700 Nicholas Husbands, Wrexham
112,190 Scott McDougall, Edinburgh

109,110 Lee Dugmore, Goston
106,270 Sarah Hall, Derby
106,200 Nigel Tilney, Norwich
96,780 Lee Harris, Pontypool
95,910 Gary King, Stevenage
92,640 Charles Hutchinson, Salsbury
89,070 Colin Lorenz, Market Drayton
88,580 Peter McCaldon
82,170 Jonathan Husbands,

Wrexham
77,040 Damien Fahy, Chatham
62,210 Matlee, Pontypool

MY HERO
2,063,500 Andrew Owens, Derby
1,717,150 Andy Findlay, London
1,711,300 Sean Lawrence, Manchester

MOONWALKER (MD)
725,890 Ross Crudgington, Aldershot

MOONWALKER (MS)
756,300 Glen Holland, Surrey
53,070 Edward Pickering, Chippenham

OPERATION WOLF
2,842,600 Ryan Taylor, Wishaw, Scotland.
1,150,300 Anne Taylor's son !
1,100,750 Stephen Usher, Peterlee

OUT RUN
91,235,460 Chris Talbot, Manchester.
88,396,200 Mrs Rhicker, Crawley
88,342,860 Luke Metcalf, Cleveland

OUT RUN 3D
41,884,330 Matthew Parsons, Blackburn
40,106,345 Paul Reynolds, Hemel Hempstead
39,714,270 Chris Learmonth, Scampton

PIT-POT
114,700 Michael Cawood, Whitehill
93,300 Alexandra Toombes, Bordon
12,400 Abdul Mokid, Oldham

POWER STRIKE
7,058,440 David Tobin, Cardiff
6,900,400 Paul Cavell, Tipton
6,839,000 Justin Dean, Basildon

POPULOUS (MD)
121,150 Scott Currie, Camelton

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

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

RAMPAGE
1,170,550 Philip Wooldbridge, Stourbridge
1,034,830 Stephen Mawhinney, Ballymena
1,024,025 Lee Fullard, Bilston

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

REVENGE OF SHINOBI
1,389,500 Philip Philipsen, Denmark
1,067,400 Scott Currie, Camelton

SAFARI HUNT
11,567,100 Russell Turner, Ickenham
10,765,400 Rich Selwood, Newcastle-u-Tyne
10,665,550 Hugh McKenna, Holytown

8,482,000 Dewi Paddock, Wrexham

SUPER HANG ON
5,999,980 Kris Butler, Chatham
5,999,950 Craig Francis, Wolverhampton
5,347,600 Chris Talbot, Manchester

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

SHINOBI
1,800,570 Kevin Capener, Bootle
1,700,600 Paul Cavell, Tipton
1,600,771 Adam Miglioranza

SPACE HARRIER
53,714,830 Richard Wilson, Billingham
49,320,440 Esse Farnsworth, Kent
45,211,300 Simon Tonkin, Moseley

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

SUPER THUNDERBLADE
8,282,260 Eliot Sykes, Herts

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

TRANSBOT
3,541,900 Chris Talbot, Manchester.
2,102,201 David Ritchie, Musselburgh
2,040,908 Andrew Jackson, Jarrow

TRUXTON
2,011,600 Tim Bennet, Bedford
1,824,700 Mark Wilkinson, N Humberside
1,562,070 Steven Edwards, Wolverhampton
VIGILANTE
651,009 Simon Stokes, Preston
307,930 Richard Wheat, Clwyd
300,900 Adam Miglioranza, Worcester Park

WONDERBOY
4,674,950 Michael Cable, Ipswich
3,796,430 Robert Wigston, Wishaw
2,936,306 Gavin Roulston, Birmingham
2,892,312 Robert Newson, Bristol

WONDERBOY IN MONSTERLAND
9,517,600 Simon Gale, Moffat
9,410,930 Paul Ridgley, Risborough
9,293,060 Stephen Mawhinney, Ballymena



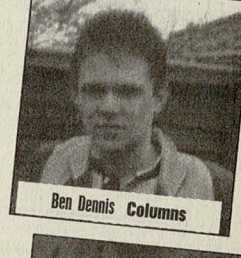
David Wilson Kenseiden



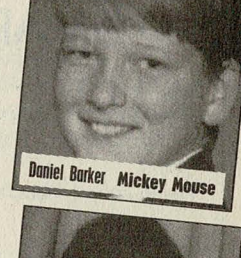
Ian Colquhoun Afterburner



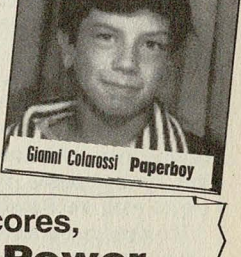
Simon Chadderton Columns



Ben Dennis Columns



Daniel Barker Mickey Mouse



Gianni Colarossi Paperboy

Ssly Scores,
Sega Power
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.

Here he comes



Hello, and welcome to the incredible world of the Prof's tip laboratory. In this month we shall attempt to discover why it is that the lift is *always* on the right level when anyone wants to use it in Star Trek, why people in positions of

responsibility over the age of 25 find it *impossible* to make cups of coffee and why Jimmy Cricket hasn't been shot yet.

All this and more to follow. Right, roll on the first question...

Play and replay...

Dear Prof,
Please can you help me with *Altered Beast* on my Master System? Any tips, cheats or advice would help me a lot.

Yours, hopefully,
Michael Culver, Nottingham

Dear Michael,

Of course, of course. How about some extra continues? When the first Game Over appears, press both buttons and push the pad up-left. On the second Game Over, again press both buttons but this time press the pad down-left. On the third Game Over press both buttons and the pad down-right. On the fourth Game Over press both buttons and the pad up-right.

There you go!
Yours, helpfully
Prof.

SMART BOMBING

Dear Prof,
Please can you help me with *Truxton* on the Mega Drive. I can almost finish it but the last Boss is always too tough.

Yours,
Helen Johns, Manchester

Dear Helen,
Trouble with the Boss eh? Sounds like Neil moaning about the Ed - it is true by the way, Andy never, *ever*, makes the coffee.

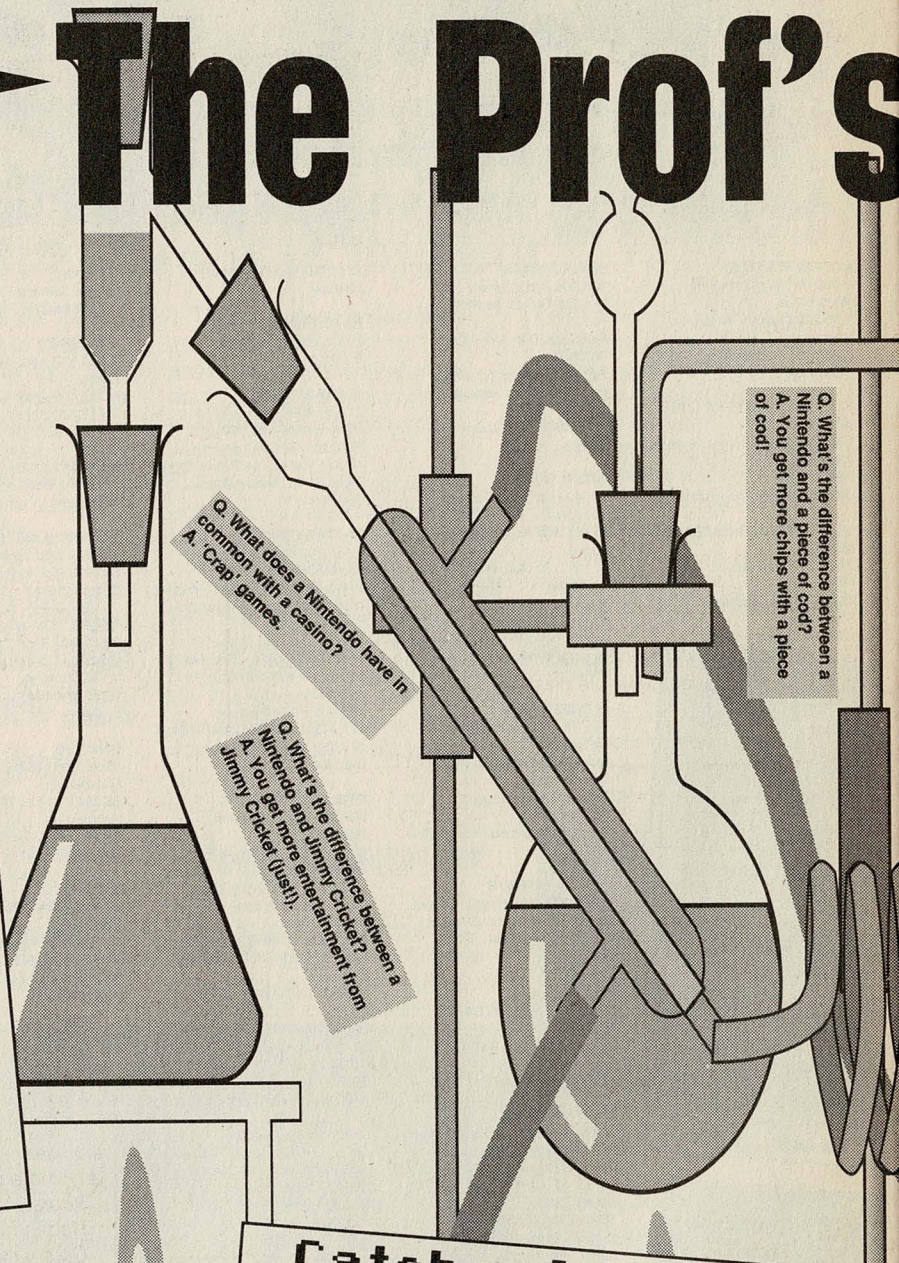
Well, I can help you. All the Bosses on *Truxton* are dead easy to kill, all you've got to do is know how to use your smart bombs properly. When you first face the Boss, use a smart-bomb. Then, while the bomb is still doing the business, put the game on pause. Wait about ten seconds, and un-pause. Hey-presto, the Boss will be history.

The thing is, the smart bomb keeps going even though everything else in the game has been frozen - including the timer that controls how long one smart-bomb lasts.

Clever, eh?

Yours, with no problems with Bosses whatsoever,
Prof.

The Prof's



Q. What does a Nintendo have in common with a casino?
A. 'Crap' games.

Q. What's the difference between a Nintendo and Jimmy Cricket?
A. You get more entertainment from Jimmy Cricket (just!).

Q. What's the difference between a Nintendo and a piece of cod?
A. You get more chips with a piece of cod!

Catch a falling star

Dear Prof,
I've got *Moonwalker* on the Mega Drive but I can't seem to find the power-up that turns you into a robot. I read the review in *Sega Power* so I know it exists but I can't find it anywhere.

Can you help?
Yours, walking backwards,
Amanda Wright, Milton Keynes

Dear Amanda,

Yes, they are quite tricky to find. You're not actually looking for a power-up as such, instead you should be trying to catch the shooting-stars that appear occasionally.

Probably the easiest place to catch one is at the start of the graveyard level. Just wait around by the starting point and before too soon, a falling star will appear - not too far from where you start off. You only get one chance per life though, so don't miss!

Yours, only walking backwards when I've had one too many,
Prof.

Q. What is the difference between a Nintendo and a set of traffic lights?
A. You get more action from a set of traffic lights - and the colours are better!

Titillating

Tip Lab!

CHICKS 'N' CHOPPERS

Dear Prof,
Have you got any cheats for Choplifter on the Master System?
Thank you ten million times.
Yours,
Jim Beatty, Newcastle

Dear Jim,
Well, try this. On the first title screen press up, down, left, right and then button 1. Do the same on the following screen and a select sheet appears, slowly cycling through level numbers one to six. Simply press button 2 to start on whichever level you want.
On level 1, shoot the first missile silo repeatedly to make Superman appear! The prisoners now start to run twice as fast and you can repeat the whole process twice.
Yours,
Prof.

Secret passwords

Dear Prof,
Please can you help me with Super Monaco GP and Action Fighter. I've seen codes and passwords printed in the magazine but I don't understand what they're for. When do you type them in?
Yours,
Grant Palmer, Leicester.

Dear Grant,
All these games which have codes and so forth printed for them are games with 'Save Game' or 'Password' features. The idea is to get so far into the game yourself, and then continue that game later on. Of course it also means that you can borrow someone else password to resurrect one of their old games - very useful if they can get further than you.
There you go - question answered!
Yours,
Prof.

CODE BUSTERS

Dear Prof,
Have you got a code for track seven of Super Hang-On on the Mega Drive? You printed codes for level one to six in issue 18.
Yours racingly,
Richard Wyatt, Oxford

Dear Richard,
Certainly my boy. No problem, and so on. All you need is this code to start you off on track seven with no wins and no losses:
5 D F 3 B 3 4 4 F 3 5 4 5 4
F C M K C H 9 D A B I H R O
Good Luck!
Prof.

Q. Did you hear about the Nintendo owner who sat on the floor?
A. He fell off!

Bomb disposal squad

Dear Prof,
I suppose I should write to Andy or Neil really, as I think they're probably the John Madden's experts, but I thought I'd better write to you instead.

The problem is, that I've been playing against a friend and we've got to the stage where he's got this one play that I can't seem to do anything to cover against it. As a result, the matches have become very one-sided.

I think the play that he is using is fast - shotgun - post-up, and then throwing the ball to receiver C (the one that's running up the right-hand side of the pitch). I can sometimes tip the throw from the line of scrimmage but this is more luck than skill and doesn't stop the play anywhere near enough to defend properly.

Yours,
Robert Keat,
Corsham,

Dear Robert,
Don't believe what you hear. There's one John Madden's champion around this office and that's me! The play that you're looking for is Nickel - Cover - Full Zone. This should put paid to any continued 'Long-bombs'. After a few interceptions and a considerable amount of blocked passes, your friend will have to think up a new approach.
Yours,
Prof.

Q. What do you call a Nintendo owner with two heads?
A. Doubly stupid!

Risky rodents

Dear Prof,
Help! I'm stuck on the 'Dessert Factory' level of Mickey Mouse on the Master System. Can you help?
Yours,
Simon Gasgoyne, Torquay

Dear Simon, you impatient young man, you.
Next month the **Sega Power Mickey Mouse** playing guide will be covering level three - the 'Dessert Factory' so wait until then. For the moment feast your eyes on this month's guide. I'm sure you'll find a few new ways to improve your score.
Yours,
Prof.

Q. What do you call a Nintendo owner with a seagull on his head?
A. Cliff!

**The Prof's Incredible Tip Lab,
Sega Power Magazine,
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.**

Q. What's the difference between a Nintendo and a snake?
A. The snake only needs a couple of ladders and you can have a good game!

Mickey Mouse

The complete playing guide - Part 2

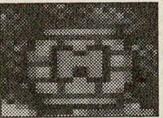
Things you'll find along the way...

BOULDERS



Boulders can be picked up and thrown to kill baddies or just used to jump from. After being thrown, they crack and disintegrate - they can also be 'bottomed'.

BARRELS



Barrels are very useful things to have around - not only when they're full of ginger beer - they can be picked up and thrown without breaking.

SMALL COIN: 500 POINTS



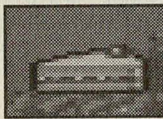
Very nice if you're after a high-score, but watch out - they disappear if not collected quickly, mind you there not as nice as the...

BIG COIN: 2000 POINTS



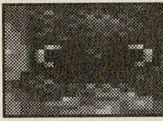
Very, very, very nice if you're after a high-score, but hey, spooky - once more, they disappear if not collected quickly...

SMALL CAKE: 1 LIFE STAR



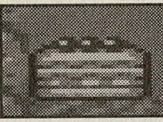
Hooray for cakes! This tasty morsel restores one star to Mickey's life gauge. Mmmm! And it tastes as good as it looks, right kids!

EARS: EXTRA TRY!



What have we got 'ear? (dadad daaa!) Few and far between, but well worth the effort of finding. An extra life, no less!

BIG CAKE: 2 LIFE STARS



Yes, that's right! and this one's got THREE cherries on top. Cor! Not only that, this big cake gives Mickey two life stars. Hurrah!

GEM: COLLECT 7!



One of the seven gems you'll need to collect before reaching the *real* treasure, your beloved Minnie. How cute? Aaaaah.

POWER STAR : UP POWER GAUGE!



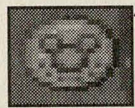
The most useful of the lot (sort of). This little celestial being increases Mickey's power-star potential up one to a maximum of five. Wow!

Here we go again to tackle all that the evil witch Mizrabel can chuck at us. Pluck up your courage, pick up your joystick and slap that cart into your Master System for level two - 'Toyland'...

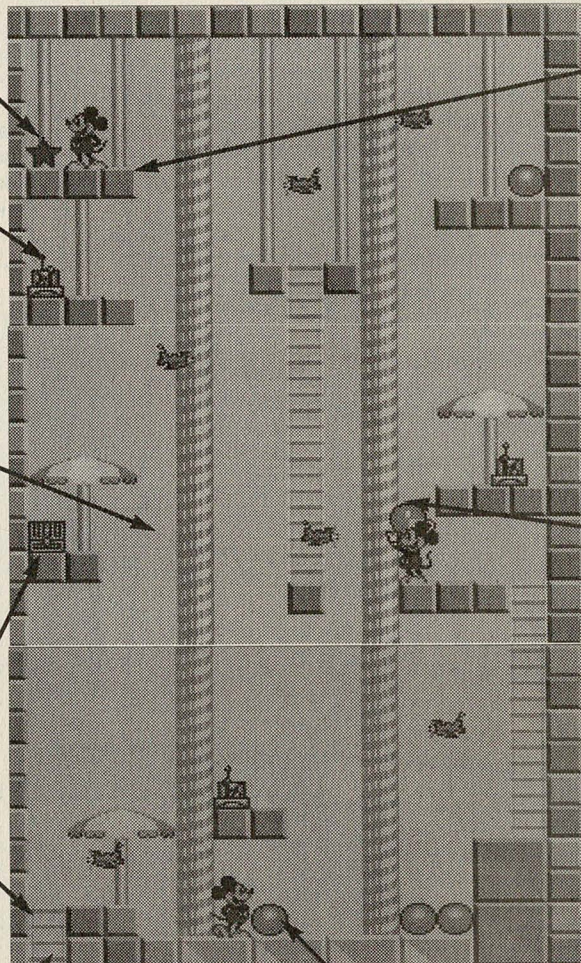


Don't bother trying to take out this transmitter - there's no need as long as you jump and collect the star quick enough.

After falling from the top of the screen, you'll land on the plane just about here. A good bottoming should then see you safely onto the platform to collect the treasure.



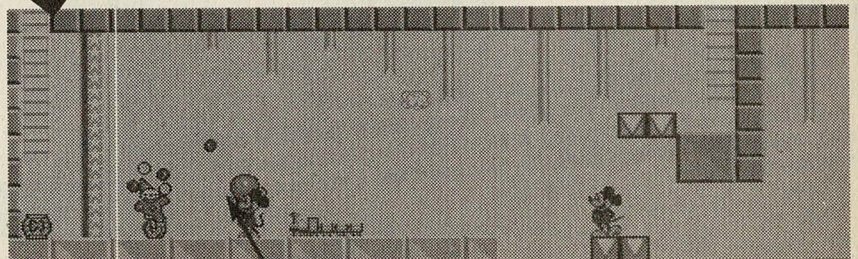
Wait at the top of the ladder until the first plane has flown past before emerging.



After collecting the star, fall straight off the platform to the right and get ready to bottom anything that gets in the way.

Pick up the ball and then jump and throw it at the second transmitter.

Pick up the ball, then jump and throw it at the transmitter



Hit the clown with the ball


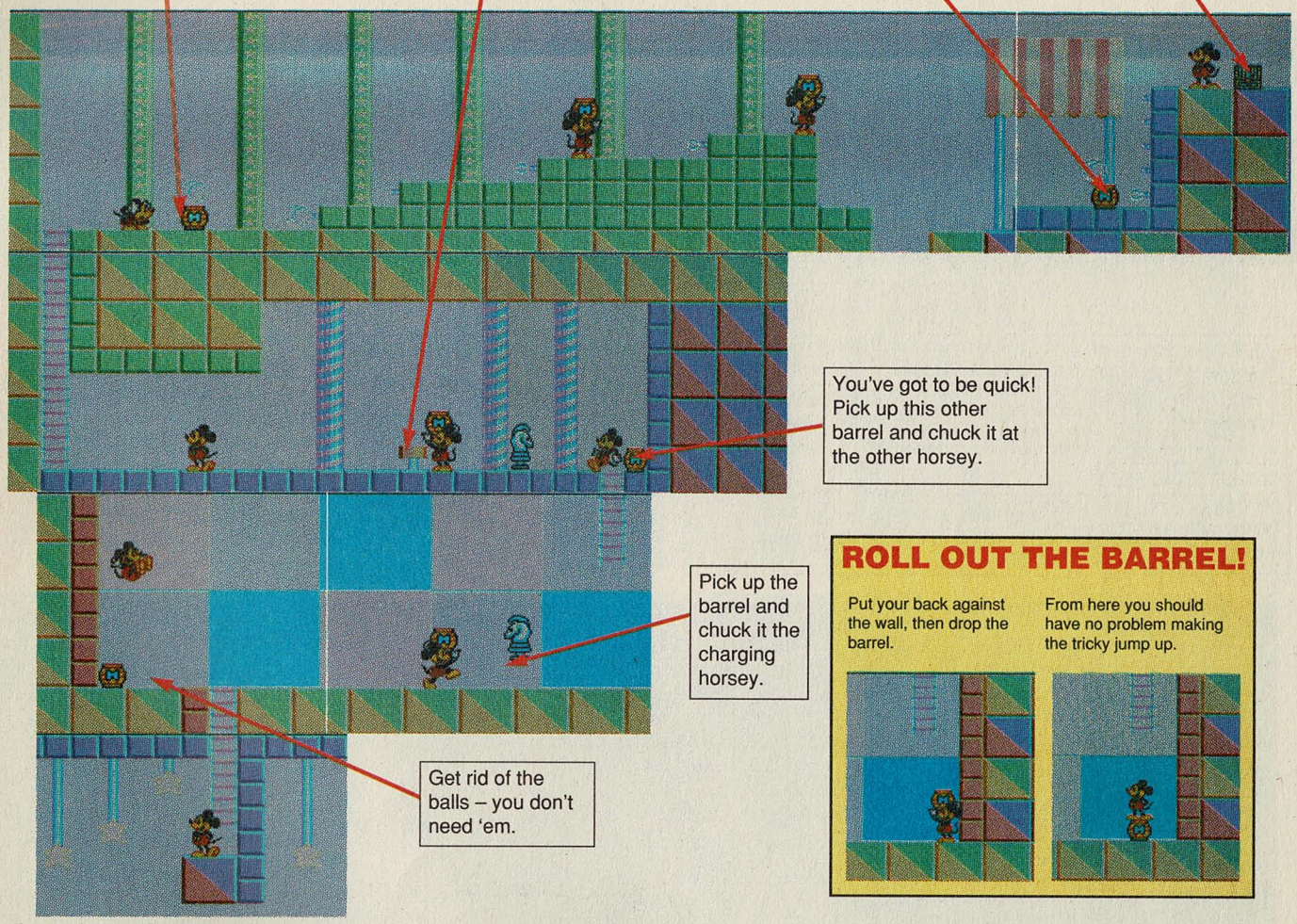
MICKY MOUSE

Hiding and crouching behind the barrel, wait for the third bubble to pass, then pick up the barrel and start running and jumping!

I'm sure everyone can work out that putting the barrel on top of the plunger makes the wall disappear...

Drop the barrel at the bottom of the wall, wait until the bottom bubble has passed, jump on top of the barrel and leap just before the second bubble starts to form.

**SMALL CAKE:
1 LIFE STAR**

You've got to be quick! Pick up this other barrel and chuck it at the other horsey.

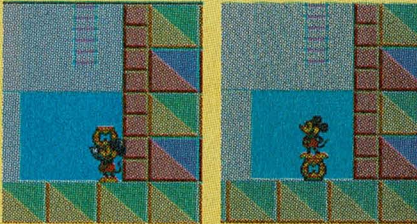
Pick up the barrel and chuck it at the charging horsey.

Get rid of the balls - you don't need 'em.

ROLL OUT THE BARREL!

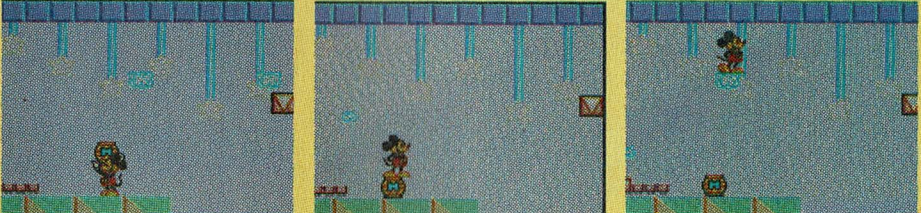
Put your back against the wall, then drop the barrel.

From here you should have no problem making the tricky jump up.

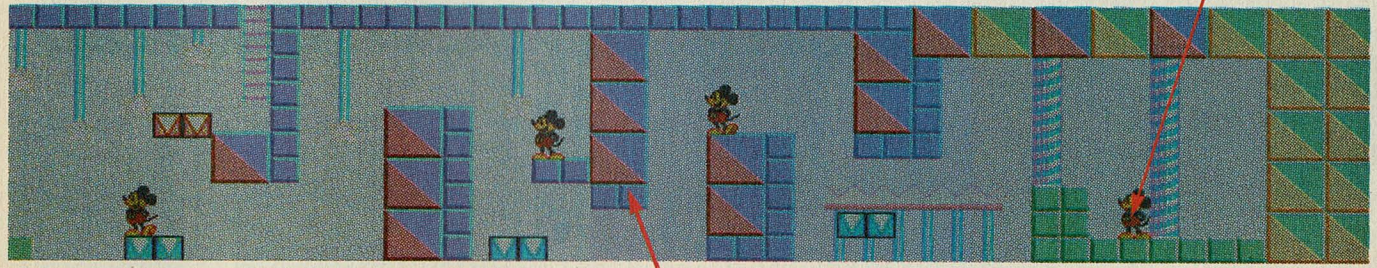


GET IN TRAINING...

Drop the barrel by the second block... ..stand on top... ..then let the cloud carry you to safety!



Start



Don't forget to duck!

MICKEY HOUSE

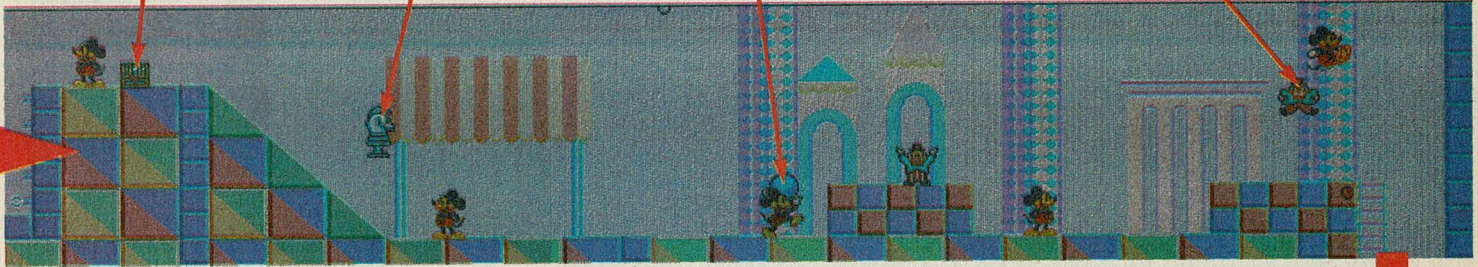
Little cake 1 Life star



Bottom the first horse,
then pick up the ball.

Run quick enough and you should
be able to throw the ball at the
clown and be clear before any of
the juggling balls fall.

Bottom the final clown
— again if you've been
quick enough you
should be well clear of
any of the falling balls.



Secret Passageway!

Jump over the car then
bottom the transmitter
to solve any pedestrian
problems.

What's Mickey doing here you might
well ask? Well, this 'ere is what we
call in the games-playing world a
'secret passageway'. Just after
you've collected the treasure, 'jump
into' the wall for a shortcut across
the top of the level. Useful for
wimps, score-freaks will want to
carry on the long way around.

Beware! These
two blocks aren't
of the 'very
reliable' type —
tread on them
and you'll find
yourself falling...

Little Coin but points

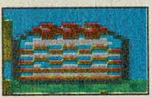


If you're quick enough you
can use this ball to kill the
horse. Upon appearing from
the screen below, however,
you don't have time so you
must use your good old
faithful bottom.

Collect the key to
get through the
locked gateway
below.

Throw the
key at the
door to
unlock the
entrance to
the big bad
Boss!

Big Cake: 2Life Stars



The juggler is no
problem. Either bottom
him or just chuck a ball
at him. Both should do
the trick nicely, thank
you very much.

Spring into action!



After getting rid of
the balls, the jack -
in-the-box can send
you onwards and
upwards. Take the
right ladder to start
with.

...jump onto
the next genie
and then leap
left to safety.

Wait until the first genie is at
the bottom of his path and
then jump on top and start
bottoming. Keep bottoming
until he's reached the top of
his path and the other genie
is at the bottom of the
screen...

End o'level two - Boss

On first attempt you could be fooled into thinking that this Boss was really tough. In fact, after a little practise he's one of the easiest. All you've got to do is be patient and then strike when you have the best opportunity. The trick is to stand a short distance away from where the Boss has landed, wait until most of the balls have fallen and the ones remaining in the air are a safe distance away and *then* give him a good bottoming. Don't worry if you have to wait a few cycles before hitting him – just keep your distance and then hit him hard. Don't be tempted to bounce on him twice in the same cycle – you'll only take a hit yourself. Wait, then bounce, then run.

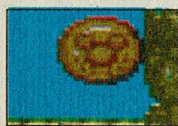
Secret Treasure No. 1



Ears Extra try



Big Coin: 2000 points



Big Cake: 2Life stars



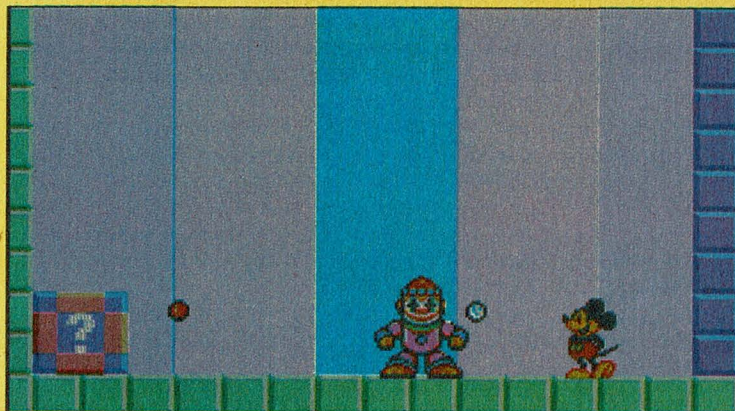
Ears: Extra try



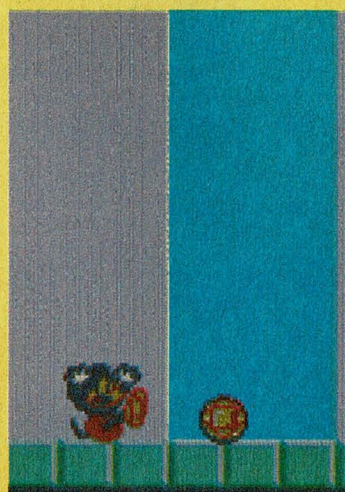
Big Coin: 2000 points



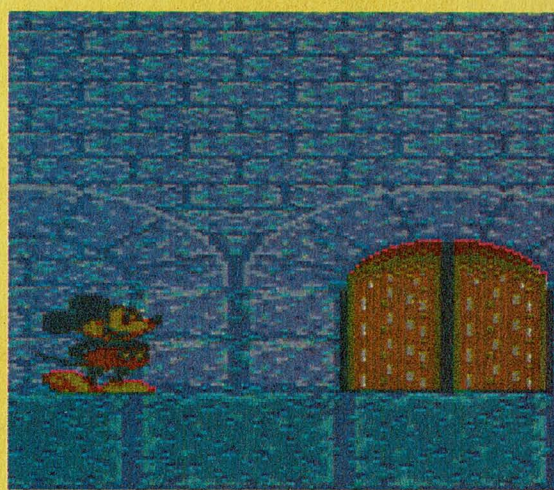
Stand well back until you can see that you'll be safe from any falling balls...



... then give Mr Baddie what he deserves – a good bottoming! Repeat the process three times, say "Bye -bye Mr Baddie, I'm off to rescue my Girlfriend" (again), then...



... collect a gem for coming...



... and we'll see you all again next month for level three – "The Dessert Factory".

Monarchs get Mega!

When the 'Nasty Boyz' of the London Monarchs American Football team ask if they can keep your Mega Drive, it's hard to say no. Luckily for Sega Power, Electronic Arts were feeling generous and came to the rescue...

John Madden's Football is a big hit with the London Monarchs. In fact, as you'll remember if you read last month's special where Sega Power took a couple of

American Football games down to the Monarchs' training ground to get an expert opinion on them, we were lucky to get away with our Mega Drives at the end of the day.

If you'd ever tried explaining to a 300lb, 6'7" giant that "Err, sorry - these Mega Drives are actually, ahem, ours and erm, well we're taking them home now..." you'd realise that it's probably the least 'comfortable' conversation you'll ever have.

Luckily for us, generous software house Electronic Arts (the force behind the John Madden's game which got the thumbs up

from the team after the heavy playing session) read our article and were soon on the 'phone to us informing us that they were about to make a donation to the Monarchs - their very own Mega Drive and copy of John Maddens'!

Off we trotted then, back to the training ground where PR supremo for Electronic Arts, Simon Jeffery, was about to perform the handing over ceremony.

This is where things started to go wrong. Simon you see, is not a very tall chap. All the Monarchs kept walking about bumping in to him because their eye level was about two foot over his head. They kept saying "What was that?" whenever he spoke because, to them, this voice just kept echoing round the room and everyone kept

looking about to see who was talking - of course it wasn't until they looked down that they saw Simon!

Anyway, the ceremony took place and Simon duly handed the Mega Drive and game over and the Monarchs got stuck straight into playing. Tony Sargent and Mike Renna were itching to get on the thing and Mike promptly went on to give the Ed a close game (Tony

didn't fare so well, much to the enjoyment of the assembled bunch of team mates who'd gathered around to see what the fuss was all about).

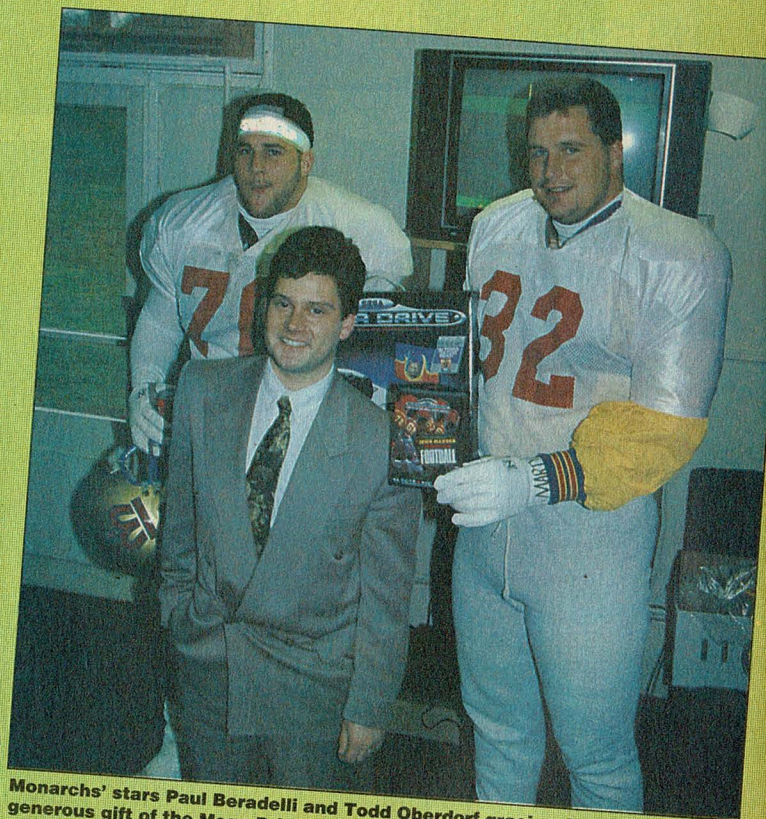
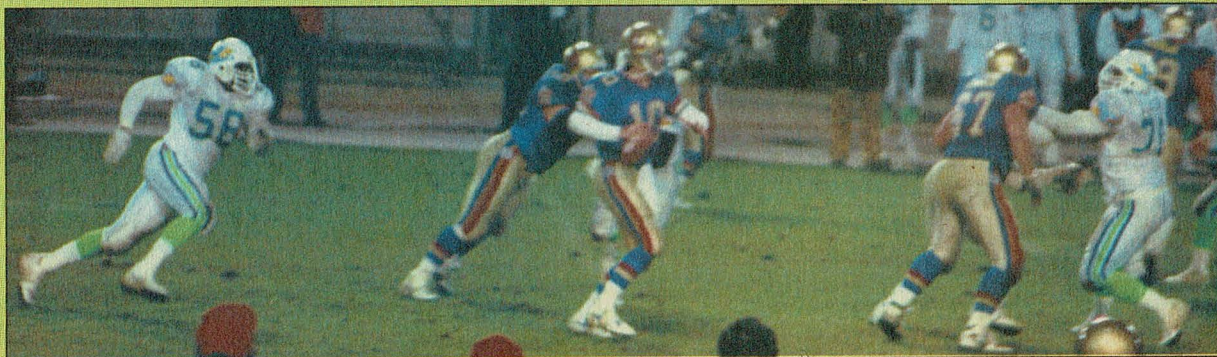
So then we left them to it. Now, when you sit down in front of your Mega Drive, think about those lads in Bushey, all sat around their Mega Drive, grinding each other into the dirt in a gruelling game of John Madden's Football! ■



Ken Sale and Mike Renna get down to some hard work on the Monarchs' brand spanking new machine. I wonder if these chaps would enjoy playing Mickey Mouse?

The Monarchs in action against the Orlando Thunder (who they thrashed 35-12). Watch it Stan (Gelbaugh, the Quarterback), there's a sneaky Thunder chappie after you!

Quick! Press button C! No, not A, - C! Uh-oh, too late. Right there's only one thing to do - when Orlando are looking the other way - quickly unplug their joystick.



Monarchs' stars Paul Beradelli and Todd Oberdorf graciously accept the generous gift of the Mega Drive. I'm sorry Paul, donate the entire contents of my wallet to you? Certainly.

SMALL ADS

There comes a sad moment in everyone's game-playing life when you realise that unfortunately, ol' Nobby the Master System has to go. There's only one thing to do - send in a small ad to Sega Power.

FOR SALE

Sega Master System

control stick, £10. Perfect condition,

still in box with instructions. Liverpool area.

Tel. (051) 260 3436

Mega Drive Pal 6 game Master System, converter stereo speakers, boxed manuals, 3 months old. Worth £360. Will sell for £290.

Tel. (0793) 876291 after 4pm

Sega Master System with two control pads and joy stick, four games incl. Y's Cyborg Hunter. Worth £160. Will sell for £90.

Tel. (0272) 874114

Sega Master System with light phaser and handle controller for sale plus Double Dragon Galaxy Force and others.

Tel. (0572) 823247

Sega Master plus light phaser. Seven games plus two built in. £150 o.n.o. Worth £273.

Tel. (061) 427 1978

Sega Super system, Double Dragon, Grand Prix, 2 quickshot controllers, Fantasy Zone and lots more. Will sell for £190 or swap with mega drive.

Tel. (0985) 844442

Sega Master System. Master System, joypad, 8 games, World Soccer, Pro Football, Shinobi, Pro Wrestling, Great Football, Out Run, World Cup '90, Hang On. Will sell for £180 o.n.o.

Tel. (051) 355 0823

Spectrum +3, Disc Drive, cassette recorder, £400 worth of tape and disc games. Joy stick, mags, boxed. Worth over £600, will sell for £160 o.n.o.

Tel. (0924) 497585 after 7pm.

I will sell my brand new light phaser for £15. Unused. Tel. (032224) 30026 after 6pm, week days.

Sega Master system, includes two control sticks, three games (Double Dragon, Secret Command and Shinobi). Will sell for £95.

Tel. (0277) 841151

Sega Master System.

Sega Master System fully boxed, 8 games and light phaser. Will sell for £80 o.n.o.

Tel. (0702)

Master System plus with games incl. Wonderboy III, Out Run, After Burner, Pro Wrestling. Worth over £300. Quick sale for £195 or o.n.o.

Tel. (021) 326 9610 after 5pm.

Sega Master system, 13 games incl. Golfmania, Zillion II, Space Harrier, California Games, Power Strike etc. 2 pads, joy stick. Worth £450. Will sell for £250 o.n.o.

Tel. (060684) 5101

Sega Master System with light phaser and 32 games incl. Mickey Mouse, Golden Axe, Gauntlet. All boxed and in good condition. Will sell for £300.

Tel. (0582) 602270

Sega Master system, 3 months old, 7 games incl. Golden Axe, WBIII, Alex Kidd, Shinobi. Worth £290. Will sell for £150. No offers.

Tel. (0926) 420240

Sega Master System plus 13 games, hand control, rapid fire - Gun just new skill - worth £510. Will sell for £230.

Tel. (091) 266 5706

Master System plus light phaser, 2 pads, 5 games incl. After Burner, Rampage. Brill condition, 6 months old. Only £100 o.n.o. Quick sell wanted.

Tel. (0480) 455540

Sega Master System with Hang-On and Safari Hunt, light phaser, control pad, full instructions, 5 months old - as new condition. Bargain £65 o.n.o.

Tel. (0420) 87733

Sega games computer for sale consisting of one control stick, 2 joy pads, one Sega computer gun with seven games. £135-£175.

Tel. (081) 902 7396

Sega Master System, two games built-in, plus three others with light phaser. Games incl. Golden Axe, Golvellius, Secret Commando. Worth £175. Will sell for £100 o.n.o.

Tel. (0744) 37346

Atari 65 XE, tape deck, 11 games, 2 others, 2 joy sticks. £80 o.n.o. All manuals boxed.

Tel. (030678) 327 after 6 pm.

Sega Master System plus one control pad, 14 games (£360), Altered Beast, Golden Axe and Chase HQ. Will sell for £200.

Tel. (0932) 226079

Sega Master System plus 15 games (worth £335) incl. After Burner, Golden Axe, Altered Beast, Chase HQ, Wonderboy III plus more. £435 new. Will sell for £250.

Tel. (0932) 226079

Sega Master System plus incl. joy stick, R.F.U., Light Phaser etc. Also 10 games incl. R Type, W.B., W.B. III and many more for just £140.

Tel. (0252) 877623

Sega Master System.

Slap Shot, £20, and Captain Silver, £15, for the Sega Master System.

Tel. (081) 747 9066 after 4.30 pm week days only.

Sega Master System with one control pad and nine games incl. After Burner, Monopoly, Wonderboy, Choplifter and Thunder Blade. Worth over £250. Will sell for £170.

Tel. (0233) 623660

Master System Plus with games R-Type, Ak Shin, Rambo III, Super Monaco, Golden Axe and Ghostbusters. Worth £285. Will sell for £150. Only 3 months old. Insured for 3 years. Will sell games.

Tel. (021) 308 1828

Sega Master System. Sega Master System with phaser, joy stick, Shinobi, Italia 90, Golden Axe and other stunning titles worth £370. For you only £200. Also Mega drives games wanted £12. Most wanted Arrow Flash.

Tel. (061) 330 9376

Speccy 48K + accessories for sale. Loads of games incl. Turtles and Ghouls 'n Ghosts. All for very good price. Will sell separately.

Tel. (0242) 523194

Sega Master System for sale incl. light phaser, SG, Commander, Rapid Fire, Joystick plus 5 games, Golden Axe, Dynamite, Dux, Shooting Games. Excellent condition. Will sell for £200.

Tel. (061) 437 2588

Sega Master System plus 8 games, light phaser and 2 control pads. All games in perfect condition. £150 o.n.o. Ring now!

Tel. (081) 366 3190

Master System, light gun, 3D glasses. Plus 6 games incl. Poseidon Wars, Alex Kidd In High Tech World, California Games, Time Soldier and Super Monaco Grand Prix. Will sell for £220. What an absolute bargain eh folks?

Tel. (0252) 548210

Sega Master System with two control pads, one joy stick and Hang-On, Warrior, Warrior Cart. All for £60. Games sold separate from between £7 and £17. Everything for £185.

Tel. (0563) 20295

Sega Master System plus light gun, 2 control pads, one control stick and rapid fire system along with 23 top games. £350 o.n.o.

Tel. (0222) 766584

Sega Super System, control pads, light gun, 3D glasses, 10 games incl. Out Run 3D, Space Harrier 3D, Shooting Gallery, R-Type, Chase HQ. Mint condition. Worth £460. Will sell for £240.

Tel. (0473) 721943

Sega Master System plus light phaser, control stick and 13 games incl. World Soccer, Operation Wolf, Rambo III, After Burner and nine more top titles all for £230 o.n.o.

Tel. (0203) 395841

Sega Master System for sale. 6 games incl. Mickey Mouse and A.K. Shinobi. Also handle controller and S.G. Commander. A bargain at £170.

Tel. (081) 391 4617

Sega Master System plus light phaser with 7 games incl. California Games, Golden Axe, Operation Wolf, American Baseball. Will sell for £180. Boxed as new.

Tel. (081) 989 9684 between 6.30 pm-10 pm a.s.a.p.

Will sell or swap Atari Lynx (slightly scratched) plus California Games. Also, will sell California Games (Sega) for £15. Lynx no less than £100.

Tel. (0872) 76194

Sega Master System with light phaser. Also 6 top games incl. Psycho Fox and R-Type. Worth £300. Will sell for £150 o.n.o.

Tel. (0778) 345550

Sega Master System plus control stick, light phaser and 7 games incl. World Soccer, Shinobi. Will sell for £150 o.n.o. please, please.

Tel. (061) 442 8871

Sega System for sale with pads and 4 games incl. WB III and R-Type. Will sell or swap for Lynx. £135.

Tel. (0207) 544956

Sega Master System plus 10 games, rapid fire unit. Psycho Fox, R-Type, Space Harrier. All for £150.

Tel. (0625) 530406

Sega Master System, Sega joy stick, light phaser, RFU, 2 control pads, 6 games incl. Ninja, World Soccer, Thunder Blade. £75 o.n.o.

Tel. (0924) 252825

Megadrive.

Pad Populous, Ghouls + Ghosts, JM Football, Altered Beasts all 3 months old, eight Master games inc. Y's Psycho Fox, Double Dragon. All or separate offers.

Tel. 0934 415765

Master System, 2 pads, control stick, Quickshot game controller, light phaser, rapid fire unit and nine hit arcade games worth £185 incl. Altered Beast, California Games. Very good condition. All for £195.

Tel. (081) 471 0560

Master System plus, boxed, mint condition with 6 games incl. Indiana Jones, Golden Axe, WB III, Battle Out Run. Still under guarantee. Cost £220. Will sell for £145 o.n.o.

Tel. (071) 435 4820

For sale: Space Harrier and Choplifter, a bargain at only £12. Out Run, £10. Phantasy Star £20. R-Type and California games, £18 each. American games King's Quest and Carmen Sandiego, £12. Or buy them all together for £80. Tel 081 997 6203.

Sega Master System.

Hey! I want to sell a Sega Master System plus, in great condition, four games incl. Rastan and Rampage. Worth £180.

Tel. (0272) 620274 any time.

SWAPS

I will swap my After Burner, Ghost House, Alien Syndrome, Quartet, Choplifter Zillion for your Golden Axe, Double Dragon, Rampage, R-Type, Spy V Type, others. **Tel. (084421) 6081**

I will swap Double Dragon or Vigilante for WB, California Games or Golden Axe with instructions. Please call early evening Monday, Wednesday or Friday or any time at week-ends. **Tel. (081) 568 3383**

Will swap my Altered Beast for any other Master System games. **Tel. (021) 722 3604**

I will swap my California Games, Wonderboy 3, Fantasy Zone for your Rampage, Battle, Out Run, Dynamite Dux, Boxing or any of the Alex Kids. **Tel. (0506) 39763**

Will swap Double Dragon for Moon Walker, Cyber, Shinobi, Ultima IV, Wonderboy III, Wonderboy II, Operation Wolf, Spellcaster. **Tel. (0843) 69900**

Mega drive swaps. I have Revenge of Shinobi, Super Real Basketball and Last Battle. Any games wanted. Also Master System for sale. **Tel. (061) 330 9376**

Will swap my Out Run (3D option) for Shinobi, Thunder Blade or WB III. Other games on negotiation. **Tel. (0743) 50181**

I will swap Transbot for either Rampage or The Ninja. If you swap soon I will throw in Sega Mag issue 17. **Tel. (0329) 237369** after 8 pm.

Swaps. Casino Games, Basketball Knightmare, WB2, American Pro Football for Double Dragon, Spellcaster, Columns, Rampage, Slapshot or almost any other game. **Tel. (0344) 884406** after 6 pm

Will swap Power Strike for Wonder Boy 3, Dynamite Dux for Wonder Boy 2. **Tel. (0443) 434858**

Megadrive swaps! Technocop (USA), Crackdown (Jap), A.P. Golf, Populous (UK). All games wanted. Must be in good cond. **Tel. (0803) 294497**

I will swap my Rambo III (Japanese) for your John Maddens Ringside Angels or Super Basketball. **Tel. (0582) 863244**

I would like to swap my Golden Axe or Transbot for Wonder Boy III, Rocky, Psycho Fox or Out Run. Liverpool area. **Tel. (051) 260 3366**

I will swap my Alex Kidd in Shinobi World for Golfmania, Wonder Boy III, Mickey Mouse, Slapshot or Dynamite Dux. **Tel. (0274) 592698** after 4 pm week days.

Will swap or sell Mickey Mouse (Japanese), Altered Beast, Strider and sell Japanese converter for £10. Strider is Japanese. **Tel. (081) 393 4822** after 6 pm.

I will swap Great Baseball or R-Type for RC Grand Prix, Slap Shot, Wanted or Super Monaco. **Tel. (0275) 857107**

I will swap my Rocky, Double Dragon or Altered Beast, for RC Grand Prix, Golfmania, S. Monaco Grand Prix or Summer Games or any other decent Game. **Tel. (0226) 724360**

I would like to swap Vigilante for Impossible Mission, Indiana Jones or Golden Axe in very good condition. **Tel. (0736) 752021**

I will swap both my R Type and Vigilante for Psycho Fox. **Tel. (0253) 727011**

I will swap Quartet, Power Strike, Alex Kidd MW, for Psycho Fox, Wonderboy III, Indiana Jones, R-Type. Other games considered. Will sell games. **Tel. (0932) 241676**

I will swap my AK in Shinobi World, Rambo III or R-Type for AK in Miracle World, Moon Walker, WB III or Ghostbusters. **Tel. (051) 220 1752**

I will swap Rambo 3 or Casino Games, Alex Kidd in Shinobi World or Alex Kidd in High Tech World. Also ParLOUR Games. **Tel. (051) 256 9964**

I will swap Wonderboy II, for Bomber Raid, Ys or Psycho Fox. **Tel. (0726) 67742**

I will swap Time Soldiers for Choplifter. **Tel. (09853) 442**

Will swap Out Run or Transbot for Monopoly, Bomber Raid, Battle Out Run or Operation Wolf. **Tel. (053) 360321**

I would like to swap Thunder Blade, Great Basketball, Rampage for Wonderboy in Monsterland, Shinobi, Lord of the Sword, Kenseiden or Spy V Spy. If you're able to help then don't hesitate to give me a call! **Tel. (081) 8455247**

Will swap Afterburner, Dynamite Dux, Altered Beast, Slapshot and Monopoly and want California Games and will consider any other Games and will buy Rapid Fire Unit for £3.50. **Tel. (0206) 396882**

I will swap my Afterburner for Golden Axe. **Tel. (0636) 525512**

I will swap my After Burner, Out Run, Action Fighter and Alien Syndrome for Dynamite Dux, Black Belt, Cal Games Fantasy Zone II. **Tel. (0480) 459163** evenings only

I will swap my Galaxy Force plus Hang On for R-Type or any other good game. **Tel. (0480) 455836**

Will swap my Dynamite Dux, Vigilante, Space Harrier 3D, Transbot for Psycho Fox, Phantasy Star, Alex Kidd IMW, Wonderboy, Operation Wolf. **Tel. (081) 2057061**

I will swap my Ninja or Gangster Town for Slap Shot, Basketball Nightmare or Golden Axe. **Tel. (0272) 248407**

I will swap my World Grand Prix, Poseidon Wars 3D, Tennis Ace for Wonder Boy, Bommer Raid, Golfmania or any other good game. **Tel. (071) 736 5772** after 6 pm.

I will swap my World Soccer, Fantasy Zone, Vigilante, Altered Beast or Psycho Fox for your Y's, Rocky, Calif Games, AKMW or Great Volleyball. **Tel. (0226) 244455**

I will swap my After Burner, Choplifter, Thunder Blade or Shinobi for Golden Axe. Or will sell for £15 each. **Tel. (084421) 5979**

Swap Psycho Fox, Bball Nightmare, Choplifter, Pro Wrestling, Time Soldiers or Altered Beast for Monopoly, Slap Shot or others. **Tel. (0978) 263107**

I will swap Miracle Warriors, Ghost House or Soccer for Shinobi, Monop' or Op' Wolf. **Tel. (081) 203 5500**

I will swap my Altered Beast, WB 3 or R-Type for your Spellcaster, Y's or Fantasy Zone 3. Local swap preferred. **Tel. (091) 4786306**

I will swap my Pro Wrestling, Enduro Racer or After Burner for your Golden Axe, Altered Beast or Vigilante. **Tel. (051) 424 8081**

Will swap California Games, Golden Axe, Ninja, Transbot for Thunder Blade, After Burner, Double Dragon Double Dragon II or Psycho Fox. **Tel. (021) 384 5784**

I desperately want to swap Rambo III and Dynamite Dux for Mickey Mouse, Columns or Pacmania or will sell for £12 each. **Tel. (0480) 69072**

I will swap Vigilante for Golf Mania or Wonder Boy III or Thunder Blade for After Burner or Moon Walker or World Grand Prix for Dynamite Dux or Paper Boy. **Tel. (0865) 513108**

I will swap Ghost Busters, Casino Games, Rocky, World Soccer for Wonder Boy in Monster Land, Psycho Fox, Chase HQ and I will pay £12 for a control stick. **Tel. (0685) 4121**

I will swap Op. Wolf for any game in good condition. Also I need an AK Shinobi World box. Will pay up to £5. **Tel. (081) 853 0998** after 4 pm.

Will swap Japanese Phantasy Star 2 for Revenge of Shinobi or will sell for £35. **Tel. (0892) 549468**

I will swap my Rampage for Golden Axe, Double Dragon, Mickey Mouse, Moon Walker, Master System versions. Games must be boxed. Maidstone area. **Tel. (0634) 53257** after 4 pm.

Will swap my light phaser, Altered Beast, Time Soldiers, Quartet, Shooting Games, Spy V Spy for Phantasy Star, Psycho Fox, Pacmania, Rampage, Battle Out Run, Spellcaster. **Tel. (0420) 474385** after 4 pm.

Will swap Cyborg Hunter to WB I, II, III, Op. Wolf, Rambo III, Rampage. Other games will be considered. **Tel. (0691) 656157** between 7-7.30 pm.

Yo Sega fans! I'd like to swap my ace games Golden Axe or Galaxy Force for Psycho Fox, R-Type, Ultima 4 or Moon Walker. **Tel. (0283) 791079**

Anyone want to swap Vigilante for any good Master System game in good condition or will sell for £15 o.n.o. **Tel. (0734) 722364**

Roll up, roll up, get yourself a bargain! I will swap After Burner or Alex Kidd in Shinobi World for Wonderboy III, Gauntlet, Psycho Fox, Pro Wrestling, Golfmania, Super Monaco Grand Prix or Chase HQ. Jump to it, Sega games fans! **Tel. (081) 647 6433**

I have got Alex Kidd in High Tech World to swap for R-Type or World Soccer or Super Monaco GP. **Tel. (0734) 415596**

I will swap Global Defence or World Grand Prix for WB III or any other Wonder Boys or World Soccer. **Tel. (0744) 38790** after 4 pm.

Will swap Shinobi, Transbot and Altered Beast for WBIII on Master System or swap AK in Shinobi World for Shinobi. **Tel. (0275) 474605**

Will swap California Games, Enduro Racer, Pro Wrestling, Golden Axe, Quartet, Transbot, Time Soldiers, Shinobi, Secret Command for Wonder Boy 3, Mickey Mouse or R-Type. **Tel. (0272) 692650**

Golden Axe for swap. Only for Japanese Mega Drive. Will swap for Wonder Boy 3, Psycho Fox or Dynamite Dux. **Tel. (081) 954 8604**

Will swap Golden Axe, Shinobi, Kenseiden or Op. Wolf for Psycho Fox, Alex Kidd IMW or California Games. **Tel. (0423) 771115**

Will swap Golden Axe, Rampage, Shinobi for Pro Wrestling, Time Soldiers and Bomber Raid. **Tel. (071) 828 6961.**

I want to swap the mego addictive game, The Revenge of Shinobi, for World Cup Italia 90. Boxed with instructions please. Or Strider or Super Read Basketball. **Tel. (0726) 72431**

I will swap Golden Axe for Wonder Boy 3 or Alex Kidd in Shinobi World. **Tel. (0294) 56035** between 3-4pm

I will swap E-Swat or Vigilante for Alex Kidd in Shinobi World or Wonderboy in Monster Land. Full instructions please. I'm desperate. **Tel. (0234) 857002**

Will swap Space Harrier, Action Fighter, Ghost House and Zillion for WBII, Pro-Wrestling, Rampage. Will swap F-Fighter for any decent game. **Tel. (0673) 61387** after 5 pm.

Will swap my Sega and stereo system and black and white TV for a Mega Drive or PC engine. Few months old. **Tel. (061) 872 1327**

I will swap my Alex Kidd in High Tech World for your California Games or my Golverrius for your Alex Kidd in Shinobi World. **Tel. (0222) 883311**

I will swap American Baseball (a great game, no really folks, it's great but I'm too good for it!) for Wonder Boy 3. **Tel. (0268) 413345** after 5.30 pm.

I will swap Alex Kidd for Last Battle and Super Thunder Blade for Rev of Shinobi. Both games Japanese Mega Drive. Would like English Mega Drive games in return. **Tel. (0372) 843769**

I will swap Spy V Spy, World G.P., WB III for anything. **Tel. (081) 398 6852**

Will swap Vigilante for Golden Axe or Moon Walker or Ghost Busters or Kung Fu Kid. **Tel. (081) 898 3357**

I will swap California Games for Rocky or Psycho Fox. **Tel. (0272) 353662** after 4 pm.

Official UK Mega Drive games including Populous, will swap for any good games (UK or Japanese) especially Rainbow Islands. **Tel. (0937) 832803** after 7 pm.

Will swap Action Fighter, Jungle Fighter, Double Dragon, Enduro Racer and Rocky for any Alex Kidd's, Wonder Boy's, Altered Beast, Gauntlet, Italie 90, Baseball, Psycho Fox and any good games. **Tel. (0279) 411319**

I will swap Spy V Spy for Scramble Spirits. **Tel. (0277) 659019**

I will swap my AK in S. World, Golden Axe, Galaxy Force, World Soccer and Altered Beast for most good quality Sega games. **Tel. (0896) 55822** after 6 pm.

I will swap my Ghost Busters for any good game especially Wonder Boy or Black Belt for Sega Master System. **Tel. (0703) 848321**

Will swap Rastan for Eswat, Moon Walker or Cybord Hunter. **Tel. (061) 627 0621 (0763) 208673**

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I will swap my Golden Axe for Rampage. **Tel. (0672) 810049**

MAIL BAG



I will swap my Double Dragon or Altered Beast for any new quality

games or old recommended games such as Pro Wrestling, Mickey Mouse, Pro Wrestling, Golf Mania, Bomber Raid.

Tel. (0895) 677682

I will swap S. Tennis, Transbot, R. Mission, D. Dux, Golvellius or Rocky for your M. Mouse, D. Tracey, D. Angle, Speedball, M. Hunter or Poseidon Wars 3D and maybe alex Kidd in Miracle World. May also buy!

Tel. (0277) 221759

I will swap my Ghost House and Double Dragon for almost any decent games

(no naff ones please).
Tel. (0389) 50498

I will swap my Pro Wrestling, Vigilante or Rambo 3 for Rocky, WB3 or WB2.

Tel. (091) 285 1313

I will swap my Golden Axe and Double D for Psycho Fox and Parlour Games.
Tel. (0480) 76388 after 4 pm.

I will swap my Mickey Mouse for Paper Boy. Also R-Type, World Soccer, California Games. Many more for Spellcaster, Alex Kidd's, Shinobi, Ultima, Rampage. Good condition with books. Exchange by hand. London NW10
Tel. (081) 965 3769 after 6 pm.

Will anyone in Birmingham swap their Wonderboy III and Golvellius for Double Dragon and Space Harrier 3D or Altered Beast? Will sell for £10 each.
Tel 021 742 5752

I will swap my Shinobi for your WB2.

Tel. (0925) 234868

Golden Axe, Choplifter, Time Soldiers, Captain Silver, Kung Fu Kid and Secret Command wanted. Best prices paid!
Tel. (0642) 322046 after 4pm

Rampage wanted in good condition. Will pay upto £15.
Tel. (021) 550 0537

I am willing to pay £8 to £13 for either Rocky or Golfmania.
Tel. (0689) 831447



Aerial Assault, Battle Outrun, world Games, Summer Games,

Paper Boy and World Cup Italia '90. Will pay £10 - £15 each if in good condition.

Tel. (091) 268 3990

Action Fighter, Astro Warrior, Chop Lifter, Galaxy Force II, RC Grand Prix,

Rampage and Thunder Blade, £10 - £15 each.
Tel. (0883) 744202 (Surrey)



Information wanted. Games players out there. Have got Japanese version of Eswat, Klax, Mickey Mouse with photocopy of instructions.
Tel. (081) 686 6544 after 7 pm.

I am looking for issues 1,4,7 of that exceloent magazine **Sega Power**. I will pay a good price, but they must

be in good condition.
Tel. (0232) 660146

Please help me. I have got

1 key on Miracle Warriors but can't go any further.
Tel. (0634) 33257 after 4 pm.

Help! Gain Ground Round 4 stages 2,3,4/ How do you get past it! Any help would be appreciated!
Tel. (081) 853 0998 after 4 pm.

Has anyone worked out a poke for R-Type apart from making credits go up to 12. Something like select level.
Tel. (0744) 55403



I would like a pen pal,

boy or girl aged 10-13, who has Master System.
Tel. (071) 736 3643

Pen pal wanted boy or girl aged 11 years old. Must be into Sega games (obviously).
Tel. (0538) 371081

I would like a thin blonde female (wouldn't we all eh? Well, unless you're a girl already, in which case I don't suppose you would) aged 10-11 to meet.
James Cross, 53, Kelmscott Road, Harborne Birmingham B17 8QW

The Ed wants a new job, any offers? Ones in America get preferential attention!



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Master and Mega Drive. Only £6 for 6 issues. All money goes to Muscular Dystrophy.
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I have a BMX bike in very good condition that I'd like to sell. It's going for the bargain giveaway price of just £10, and it's an ideal size for young persons aged three to nine. If you're interested write to me (James Cross) at: 53, Kelmscott Road, Harborne, Birmingham B17 8QW

You'd better get a move on though because at that sort of price I don't expect to have the thing on my hands for very long!

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The shape of

News and previews – a glimpse of t

Third party software explosion!

At the European Computer Trade Show, Sega announced that eighteen Master System titles are currently under development by third party Software Houses – all due for release before the end of the year. Add to this the constant release of Sega's own games, and it's all good news for Master System owners. Check out the full run-down on the next page.

US Gold are adding to their four existing Master System titles with four new exciting games, one of which is *Outrun Europa*, featured below. You play secret agent Simeon Kurtz in a frantic high-speed race across Europe. *Race 1* – London to Dover; *Race 2* – Dover to Paris; *Race 3* – Paris to Barcelona; *Race 4* – Barcelona to Rome; *Race 5* – Rome to Berlin. Coincidentally, this follows the exact route of Neil's hitching holiday around Europe in the summer of 1989. Spooky!

GAME DIARY

Your monthly guide to Sega console gaming

What Was...

– Mega Drive games reviewed last month:

Strider – 95% Get set for some serious Russki business!

Battle for your life in the best coin-op-con' so far!

Crack Down – 60% A real case of 'nice conversion... shame about the coin-op'. Lacks any depth or variety.

Joe Montana Football – 72% Not good enough to topple *John Madden's* from king of the American Football spot.

Fatal Labyrinth – 55% Absorbing stuff, for a day or two – unfortunately more 'slightly harmful' than 'fatal'.

PGA Tour Golf – 90% The new king of the swingers from Electronic Arts. A cut above *Arnold Palmer's*.

Dick Tracy – 84% Infinitely better than the Master System version, at last a game to do the film justice.

– and for your Master System:

Ghouls 'n' Ghosts – 90% The running, jumping, hacking and streaking Sir Arthur is at it, again!

Golden Axe Warrior – 68% Death Adder is back! This time bringing doom and gloom to your Master System.

Dynamite Duke – 71% The return of 'Doughnut Man' – except now he's had his hole filled in. Ooer!

Heavyweight Champ – 67% Great for two players, otherwise you'll find it just too easy to beat.

What will be...

Mega Drive

Very soon:

Might & Magic, Faery Tale Adventure, Blockout, King's Bounty, Centurion, Sonic the Hedgehog, Hardball, Star Control, Turrican.

In the pipeline:

Phantasy Star III, Road Rash, Pit Fighter, Hard Drivin', Wing Commander, Road Blasters, Ms Pacman, Paperboy, RBI Baseball, Swamp Thing.

Master System

Very soon:

Pacmania, Strider, Heroes of the Lance, World Class Leaderboard, Outrun Europa, Populous.

In the pipeline:

Prince of Persia, Super Space Invaders, Super Kick Off, Xenon II, The Flintstones, Shadow of the Beast.

Hardball

Mega Drive – Ballistic – June – £39.99

Summer is almost here, and thoughts on both sides of the Atlantic are turning towards the idea of Baseball. In *Sega Power 17 Super League Baseball* was reviewed for the Mega Drive. It rated 65% – not brilliant, but certainly not bad. Now Ballistic (Accolade's new console label) has come up with *Hardball*.

Along with *Turrican* and *Star Control* (featured below) *Hardball* is one of the first releases from Ballistic. Claire Bowen (Accolade's European Marketing Manager) explains why Ballistic was created:

"The brand name Ballistic has been created to focus on the needs and tastes of a new consumer group..." (that's you lot) "...without compromising the success achieved by Accolade in the home-computer software market. The two labels will complement each other as the transfer from 16-bit computer format to 16-bit console market is effected.

"Ballistic will appeal to the new, trend-

orientated game-player at the high end of the 16-bit console market, much as Accolade's game appeal to the discerning player at the top end of the computer market". This means you can expect to see Accolade's top home-computer games reproduced on the Mega Drive.

Hardball is the all-time best-selling computer baseball simulation, having sold more than half a million units worldwide – that's quite a lot. The Mega Drive version will be ready for release in June, half way through the American baseball season but just about the time when us lot on this side of the big pond start venturing onto the parks to lose rounder's balls.

As in the original, one or two players can take charge of any one of 24 major-league baseball teams. Constantly updated stats enable you to fulfil your role as team manager as well as your individual duties on the field.

Star Control

Mega Drive – Ballistic – June – £39.99

Appealing to both action game enthusiasts and strategy game fans, *Star Control* is a game of both ship-to-ship combat and galactic conquest.

Star Control is set in the Earth's future, within a 3D rotating star cluster. Two opposing forces occupy this area. On one side, the brutal, empirical forces of

the Ur-Quan hierarchy. On the other, the Alliance of Free Stars. Unfortunately, the star-cluster ain't big enough for the both of you – one of these armies must go.

A game for one or two players, after selecting which force to represent, players must combine space-combat and strategic thinking if they are to succeed.

Outrun Europa

Master System – US Gold – June – £35.99

The race is on across Europe! You are Simeon Kurtz Snr, Intelligence operative. A routine mission has gone horribly wrong. After waking up, tied and beaten, in a derelict London apartment – you realise your Ferrari has been stolen. Reason enough to get angry, you might think. But this Ferrari contained a certain briefcase – a briefcase that you were

under strict instructions *not* to loose.

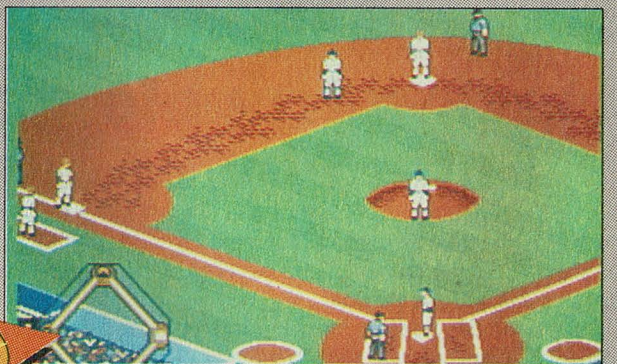
The good guys think you've defected the bad guys know you haven't, but why should they help you? The only way to clear your name is to get the briefcase back. You activate your homing device. You read that the car is heading toward the coast – at speed. Steal some wheels and get moving!...

Things to come

the games you'll be playing in the future



Hardball will be the first ever 8-megabit sports game. With superb graphics, digitised sound and comprehensive, fully updated stats, it should prove to be a cut above Super League Baseball.



Fastball?	Curveball	Random
Fastball	Slider	Switch Hit
Offspeed	Sinker	Switch Arm
Changeup	Screwball	Quit



Hardball includes three modes of play: single game play where two teams face each other; full world series competition or pre-game batting practice.

The best just got better

Features unique to the Mega Drive version include fully digitised speech and sound, player controlled lead-offs, steals, pick-offs, pitch-outs and even a batting practice option.

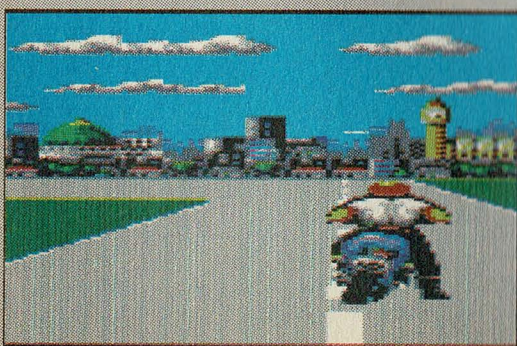
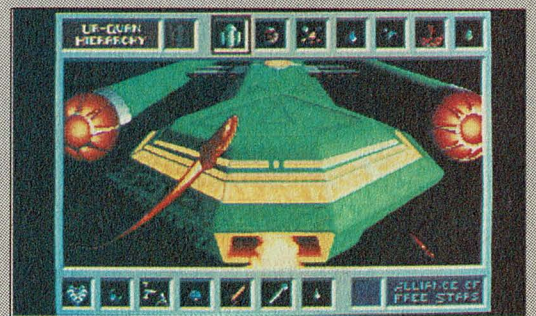
It would seem that no expense has been spared in getting everything 'just right': "To consolidate the label's street-wise image, Accolade have also commissioned cult artist Boris Vallejo to produce the artwork for its packaging – having already acquired a considerable reputation following his work with such esteemed authors as Edgar Rice Burrows and Fredrick Pohl and his art images for 'Doc Savage', 'Tarzan' and 'Conan'" adds Claire Bowen.

Wait for the full review in a **Sega Power** soon.



Although strictly half-strategy / half-combat, players can choose between three game options – requesting the computer to make all the strategic decisions or enter into combat for them. 'Melee' mode is all-out combat, the opposing forces face each other in an all-out battle to the death. 'Strategic' mode requires careful planning, exploration, colonisation and fortification.

Full game mode combines both strategy and combat.



Outrun Europa features five scenes as you race across Europe. Each journey places special agent Simeon Kurtz behind the wheel of a different mode of transport. One thing you can be sure of is that it's fast, furious and with plenty of baddies to waste.

MORE GAMES FOR MASTER SYSTEM

That list of Master System titles in full. Don't forget, all of these are due for release before Christmas. Keep reading **Sega Power** for the first (and best!) complete reviews:

- Mirrorsoft – Back to the Future II & III, Speedball and Xenon II.
- Domark – Super Space Invaders and Prince of Persia.
- Tecmagik – Pacmania, Populous and Shadow of the Beast.
- Grandslam – The Flintstones and Die Hard II.
- US Gold – Outrun Europa, World Class Leaderboard, Super Kick Off and Heroes of the Lance.
- Titus – Duck Tales.
- Virgin Mastertronic – Terminator and Marble Madness.

NEXT MONTH IN SEGA POWER!

International Jet-setting Sega Power next month is, well dahlinks, just going to be so full of, well dahlink games and other bits that it's like, you know just soooo, lovely. What can I say? I chatted to Maddy in Cannes and asked her what we should put in next month's iss, and you know dahlinks, she had some really wild ideas! Actually, that awfully nice Mr Spielythingy, what an absolute dahlink, came up with some pretty whizz ideas too. What are they? Well, of course you're going to have to wait until the thing's released, but suffice to say it's bound to be a dahlink of an issue!

Having trouble getting hold of Sega Power every month?

We've been getting lots of letters and phone calls recently from readers disappointed because they've been unable to get hold of the latest issue of **Sega Power**.

Here's the **SP** guide to making sure you never miss out again.

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reserve somewhere.

Thirdly, and in many ways best of all, if you don't want to subscribe – and see page 42 for some very good reasons why you should – fill in the form below and hand it to your newsagent (a photocopy or the same information on a piece of paper is equally acceptable)

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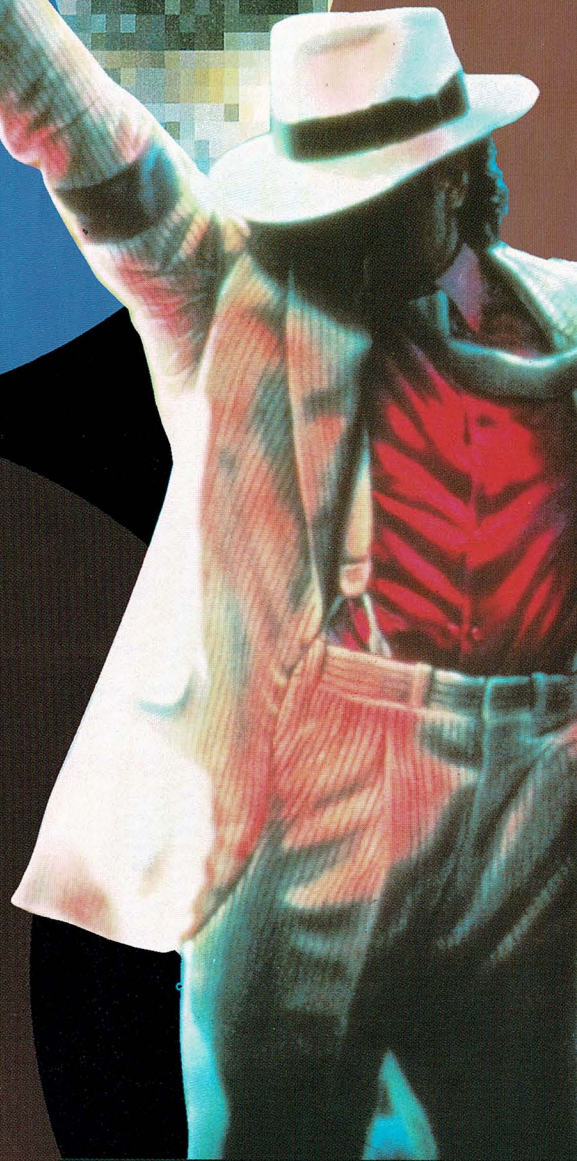
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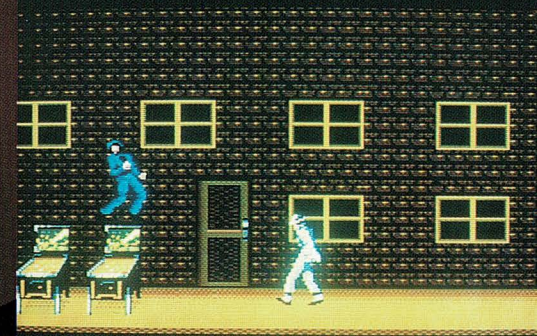
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