50TH ANNIVERSARY COLLECTOR'S ISSUE

SEGA POWER

● MEGA CD ● MEGA DRIVE ● MAST[illegible]M ● GAME GEAR ● ISSUE 50 ● JANUARY 1994 £2.50 ●
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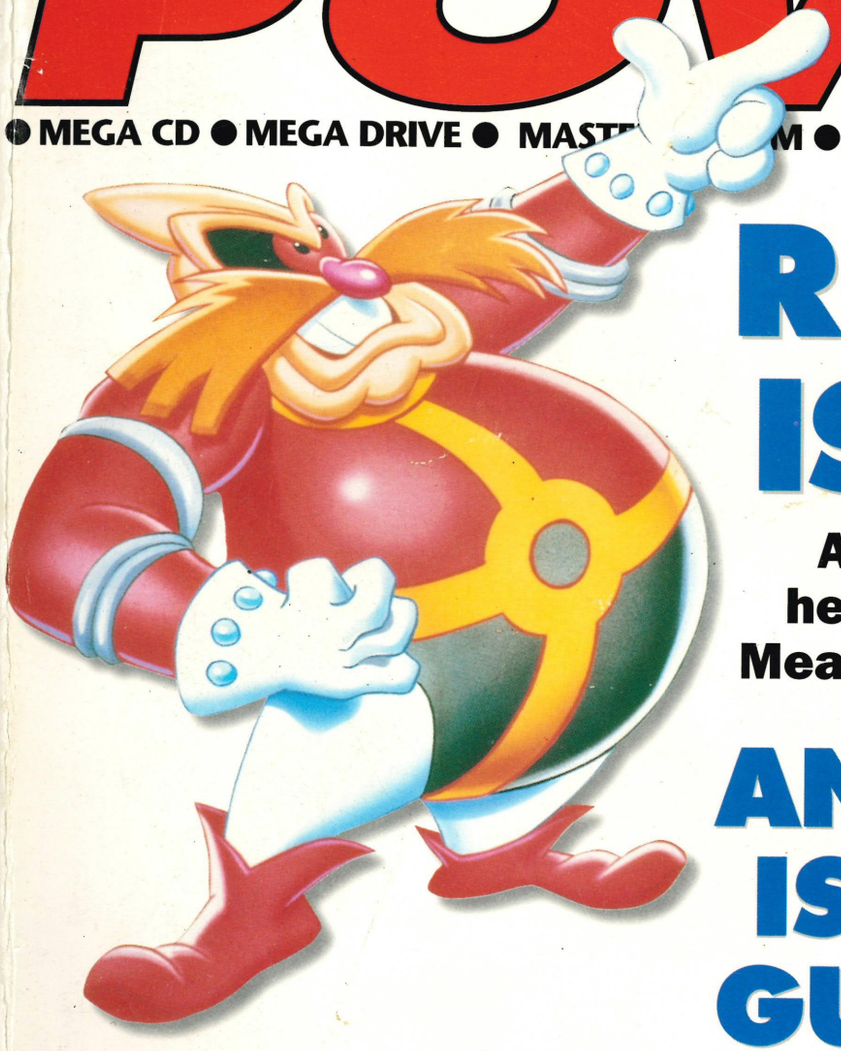

ROBOTNIK IS BACK!

MASSIVE 148 PAGE ISSUE

And this time he's brought his Mean Bean Machine



AND SO IS THIS GUY...

EXCLUSIVE

Reviewed: The Norse Code of Virgin's *Lost Vikings*



Tipped!

Aladdin AND Street Fighter II CHAMPION EDITION

REMEMBER THESE DUDES?

We review their latest jammin' journey through space on page 60



Future PUBLISHING Your guarantee

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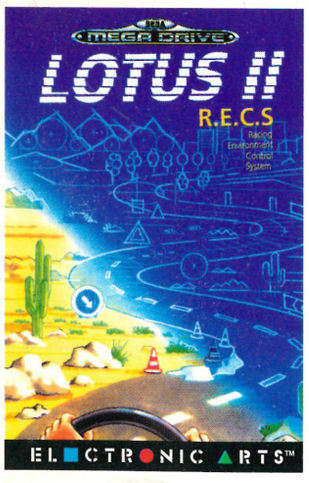
SEGA POWER JANUARY 1994





So wouldn't it be rather nice for someone to provide your with all the bits, and let you customize your own games to make them as easy or as challenging as you want?

With "Lotus II R.E.C.S.™" (that's Race Environment Construction Set to you and me) you can choose to race head to head, on your own, through the driving snow and round impossible bends. At night. In fog.

Or speed across a desert, round race circuits and through futuristic landscapes. On short sprints, or over marathon distances.

Test your skill behind the wheel of the Elan, the Elite or the new Concept M200 car, using the manual or automatic gear option.

You can even select the number and size of obstacles in your path and the steepness of the hills. Only one thing is guaranteed - by the time you've crossed the finishing line, you'll be so breathless you'll need an oxygen tent.

And if you're into pinball, don't get bogged down banging the

ELECTR

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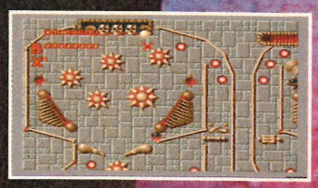
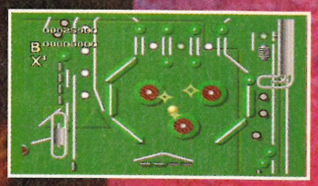
Electronic Arts, 90 Heron

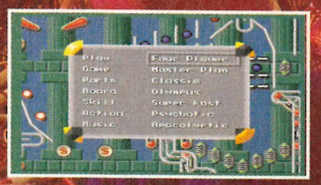
EASIER WAYS
WN RACE TRACKS
TABLES.













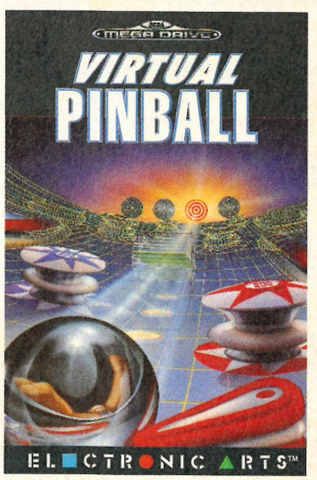
same old bumpers and backglass. "Virtual Pinball™" gives you an infinite number of ways to play.

Choose the baseboard graphics. Move around the walls, targets and specials - as many as you like, wherever you want them. Turn up the music and sound effects. Choose the action level from Basic to Apocalyptic. Then to prove what a flash fellow you are, play with multiple balls and flippers.

Save up to any eight games at any one time and fine tune the design. Access multi-levels and special bonus rounds

You can even invite three friends to join the party before knocking seven kinds of ++++ out of them. And the table's got your name written all over it.

Lotus II R.E.C.S. and Virtual Pinball. Now you're on the right track.



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EA DIRECT To buy your copy of this game, visit your local retailer. In case of any difficulty, contact EA Direct on: 0753 549442.



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• A high performance magazine in a world of heavy video game traffic. •

GREETINGS

THIS MONTH WE are 50. It's hard to believe looking at the slick beast you've got in your hands, but we were here long before the others. Yet, despite being the best established and most authoritative Sega mag, we're still the freshest and most damn essential one too. To celebrate our anniversary we've not only got hot-off-the-press reviews, but also a peek into *Power* past and present, plus some hot 50th issue compos.

Smart stuff or what?



Mark Ramshaw

Mark Ramshaw, Editor

SEGA POWER REGULARS

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WIN! WIN! AND WIN AGAIN!

50TH ANNIVERSARY COMPETITION

103 Hmm, just how do you celebrate the fact that you have reached your 50th issue? You get the top Sega related software companies to stump up a coupla thousand quid's worth of prizes for your readers, that's what. So roll right up for your chance to win: your very own **Sonic The Hedgehog costume**, a whole bunch of **Manga clothes and videos**, Electronic Arts ***Road Rash* leather jackets**, **CDs**, **Virgin games**, **badges**, **sunglasses**, **Action Replays**, **Game Genies**, cuddly toys...

SEGA POWER REVIEWS

97 SEGA POWER 50TH ANNIVERSARY



In case you hadn't noticed already, it's our 50th anniversary. In a rare fit of self-celebration we've dug out a choice selection of those old issues of *Sega Power*. Discover what the cover of issue one really did look like! Plus, we give you a rare insight into a day at *Sega Power* Central, and show you how a game gets turned from a cart into a fully-fledged review. What more could a dedicated *Sega Power* reader want? Competitions? Funny you should mention that...

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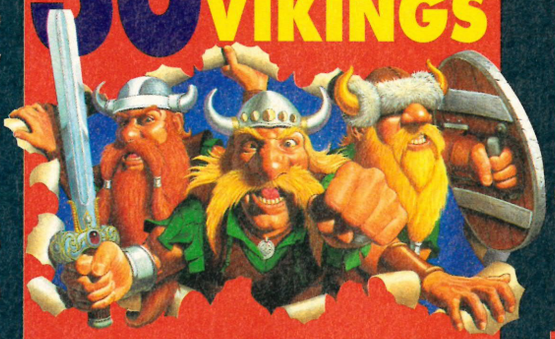
84 SONIC CHAOS

Destined to be the last Sonic outing until *Sonic 3*, we give you the lowdown on the Hedgehog's latest Game Gear adventure. Discover just why this is his best hand-held outing yet, and why it's probably the best Game Gear title ever, to boot.





36 LOST VIKINGS



Interplay had a huge Nintendo hit with this trio of motley Scandinavians. Now Virgin have brought 'em over to the land of Sega so they can continue their less-than-serious antics. Check out the first review of this Mega Drive platform puzzler.



THE GAMES OF THE YEAR — TIPPED!

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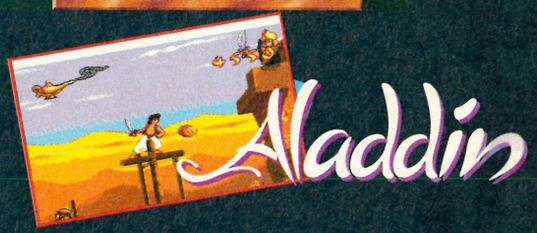


40 ROBOTNIK'S MEAN BEAN MACHINE

This puzzler has been given added Robotnik for the UK market. But can Sonic's arch enemy cut it solo? And is this as original as it seems?





News

HOTOFFASTILLBURNINGPRESS, THELATESTGAMINGNEWS...



INTERPLAY ANNOUNCE NEW SEGA TITLES

THE LOST VIKINGS (reviewed on pages 36 to 38) is set to storm the UK, much like its Norse role models did in days gone by. But the guys behind the game, Interplay, have been far from complacent about future Mega Drive projects.

The team, are currently converting *Claymates* and *Rock 'N' Roll Racing* to the system, and with Virgin handling the marketing side, they're sure to be in-yer-face releases.

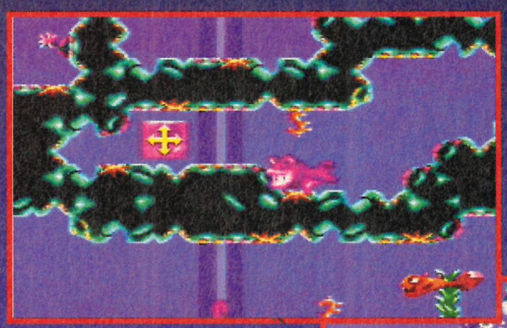
Claymates is an arcade cum platform kinda thing, with large, digitised clay models as the stars of the game. It sounds a bit odd and, well, a tad crap to be honest, but the game was fairly well received by the SNES mags.

Rock 'N' Roll Racing is a 3D isometric racing game. You build the vehicle of your dreams and then hack it around an endless supply of bumpy tracks. Fairly original and excellent fun too.

Neither title is ready yet, but these SNES shots should give you some idea of what to expect.



▲ 3D drivjng and shooting action in *Rock 'N' Roll Racing*. There's some neat one-or-two-player action and everything. Looks quite fun, doesn't it? Believe us, it is.



◀ This, I'm lead to believe, is *Claymates* – coming soon to a Mega Drive near you. I would try to go into a lengthy description of what's happening in this shot, but I haven't got a clue. So I'll just rattle on until I fill this box.



▶ All the large characters in the game have been digitised from clay models. It's certainly different, I'll give them that.



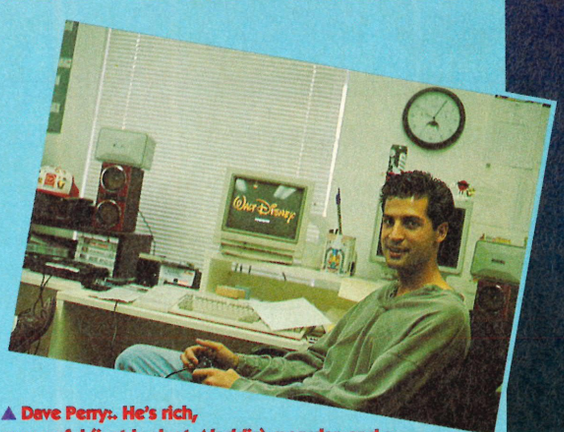
◀ *Rock 'N' Roll Racing's* original soundtrack consisted of '70s metal songs – Black Sabbath, Steppenwolf and the like. Some things, it seems, shouldn't be converted.

WHAT DAVE 'ALADDIN' PERRY DID NEXT

FOLLOWING HIS WINNING WORK ON *Aladdin* and *Cool Spot*, top games programmer Dave Perry has left Virgin to form his own development company (along with other ex-Virgins Mike Dietz, Nick Bruty and Edward Schofield). Shiny Entertainment is the name, "because all our games will be highly polished," laughs Perry. "We're going to have a six strong team working on a Mega Drive product for the next year – after that I can see us taking even longer to develop products."

So just what can we expect from the Shiny stable for starters? Perry: "We're still head-hunting at the moment – I want the cream of the industry working for Shiny. At the same time I'm trying to find the ideal licence. If there aren't any suitable then we may create our own character, and develop him in the same way Sega did with Sonic."

"*Aladdin* was really only the beginning," reckons Perry. "With Shiny products we aim to bridge the gap between games and the world of animation." Perry is also keen to stress that he's no longer working on the 16-bit version of *Jungle Book*. "We completed about 80% of the code and 50% of the graphics, but Virgin have a new set of programmers working on it now. I want to concentrate on my new venture. We want to be the best, but to remain non-corporate so we can always be state-of-the-art."



▲ Dave Perry:. He's rich, successful (just look at *Aladdin*), popular, and a nice guy to boot. Bloody sickening, isn't it?



SONIC GETS TURNED INTO A SNACK

BIZARRE, OR what? But then I suppose it had to happen eventually. I mean, when you're dealing with the Hog™ himself, all avenues of merchandising must be explored. What am I talking about? Well, believe it or not, Bensons Crisps have launched Sonic The Hedgehog crisps.

Weighing in at a highly-reasonable 15 pence a bag, the wholesome snack comes in three delicious flavours: dead hedgehog, dead hedgehog and dead hedgehog. No, I'm lying. The three real flavours are: cheese, spicy tomato and salt & vinegar.

It's worth remembering that Bensons were the company responsible for the original 'Hedgehog-flavoured crisp'. Therefore, they are obviously mad and shouldn't be taken seriously. But, take it from me, the crisps really are delicious.



I suppose it had to happen, didn't it? I'm just sorry that it was during my lifetime.

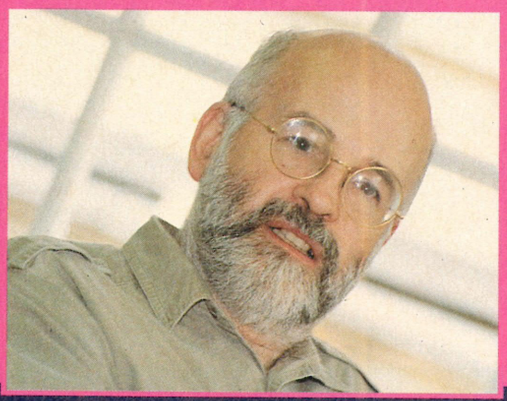
PRATCHETT SIGNS FOR PSYGNOSIS

HEARD OF THE 'DISCWORLD' series of books written by Terry Pratchett? If not, then I recommend checking them out as soon as possible. I've been a fan of them from the start, and if you're into humorous fantasy of any sort, then this is the business. If you can imagine 'Lord Of The Rings' crossed with 'The Hitchiker's Guide To The Galaxy' you'll have a pretty good idea of what to expect.

Psygnosis have grabbed the licence to the 'Discworld' series. The game won't be based on any of the books, but will have an all-new storyline based on the characters and locations found in the original stories.

You take the role of a cowardly wizard called Rincewind – one of the heroes of the 'Discworld' books. Most of the game is set around the sprawling twin city of Ankh-Morpork, a revolting city full of assassins, criminals and mad wizards.

The Mega CD game will be an adventure much in the style of *The Secret of Monkey Island*, and is due for release next year. If it lives up to Pratchett books it should be damn fine.



One of the funniest writers around – or just an old git with a beard? Read any of his books to find the answer to that one.

MEGA CD RACING

MINDSCAPE/SOFTWARE Toolworks, the pairing responsible for The Miracle Keyboard and the US release of several Sega titles (including the American version of *Gods*) have finally broken into the UK Sega market. *Mega Race* for the Mega CD will be the first release. It's a high-burn 3D road-racer set sometime in the future, which uses the power of the CD to throw pre-rendered backgrounds at the player. Imagine a cross between *Microcosm* and the driving parts in *Batman Returns*, then turn the speed up on that mental image. Yep, could be pretty damn good if you ask me.





Mega Race on the PC. Expect less colours on the Mega CD version...

...but the same pre-rendered road layouts.

SNIPPETS

SONY ANNOUNCE CD SYSTEM

NOT CONTENT with releasing games for other peoples' CD systems, Sony Imagesoft – the guys behind the *Chuck Rock* and *Dracula* CDs – have announced that they're developing their own CD machine. It's expected to hit the shores of Europe sometime in the first half of 1995, after premiering in Japan at the end of '94.

Very few details are known about the system as yet, but one of the main developers, not surprisingly, is Psygnosis. All we know at present is that the system will concentrate heavily on 3D graphics, and use the type of graphics processors that have only previously been available on heavy-duty workstations.

How this new project will affect Psygnosis and Sony's development of Sega software is not altogether clear at the moment. But we'll keep you posted.

CELEBRITY SPOT

THE TERMINALLY-groovy Cool Spot is set to resurface on the Mega Drive next summer, thanks once again to Virgin. In his latest adventure *Spot Goes To Hollywood*, he'll be hob-nobbing with the stars, chillin' out in the California sun and generally being a role model to red blobs everywhere. The designers are still bouncing ideas around at the moment, but the game'll definitely feature the kind of lush animation which lifted the first *Spot* game above the norm – there are even new forms of transport for the little guy. We'll bring you gameshots 'n' stuff just as soon as it's humanly possible.

MORE HOT JAPANESE ANIMATION

ANY FANS OF THE 'MANGA'-STYLE of films will be pleased to hear that there's another player in the ballpark. The company's called Kiseki films and their first launch is entitled 'Macross 2'. Don't ask me what happened to the first 'Macross' title, because I don't know.

This title includes the space battles and over-the-top animation and visual effects, which make the 'Manga' films so popular. If, like myself, you find all that stuff entertaining and fancy something to tide you over until 'Crying Freeman 3' (or whatever) comes out, then 'Macross 2' definitely fits the bill.

It's been in the shops for a few weeks now, but at the moment it's only available in Virgin and Our Price shops. So pop on down to your local retailer and check it out – assuming you've got £10.99 to spare and are at least 15 years old.And watch out for reviews of forthcoming Kiseki films in our ever-essential Media Inc section.



'Macross 2' is very much in the style of the highly-popular Manga series of films, but that's no bad thing.

FREE SONY CDS AHOY

WIN! A set of Mega CDs

IN AN AMAZING fit of sweet-talking, we've managed to grab ourselves another competition from those lovely software company-types. Sony are the latest target of our blagging talents, and they've been friendly enough to chuck a load of CD games our way. One lucky Mega CD owner will walk off with a copy of *Sewer Shark*, *Kriss Kross and C & C Music Factory* – both of which are *Make My Video* titles – and *Hook*. We've reviewed *Sewer Shark* and *Hook* before on import and now they've all finally been released in this country.

If you fancy boosting up your CD collection, all you have to do is answer the following question: **What does CD stand for? Is it:**

a) Cabbage Dip?
b) Compact Disc?
or c) Cardboard Dentures?

Got that? Okay, whack your answer on a postcard and send it to us at: **Cabbage Dip compo, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.** All entries must be in our office by **Monday 31st January.** The editor's decision is final, and all the other important-sounding rules also apply.



Cabbage Dip? Compact Disc? Or Cardboard Dentures? The choice is, as they say on crappy game shows, yours. Hmm, difficult, though, isn't it?

BALLS FOR ALL

EVERYONE SEEMS TO BE GETTING into the soccer mood (apart from the English team, that is), and the latest organisation to catch the bug is Codemasters. Their football game is called *World Soccer '94*, and while it's not due for release until June (well after *Sensible* and *FIFA International Soccer*), it could prove to be an excercise in perfect timing – what with that silly football competition they insist on holding every four years.

World Soccer '94 is the first title from Codemasters' new Master Sports label. The main difference between this and previous sports labels is that Master Sports is a fictional TV sports show, complete with presenters and commentators. A cool idea, methinks. So, until next June, here're a few shots to wet your appetite.

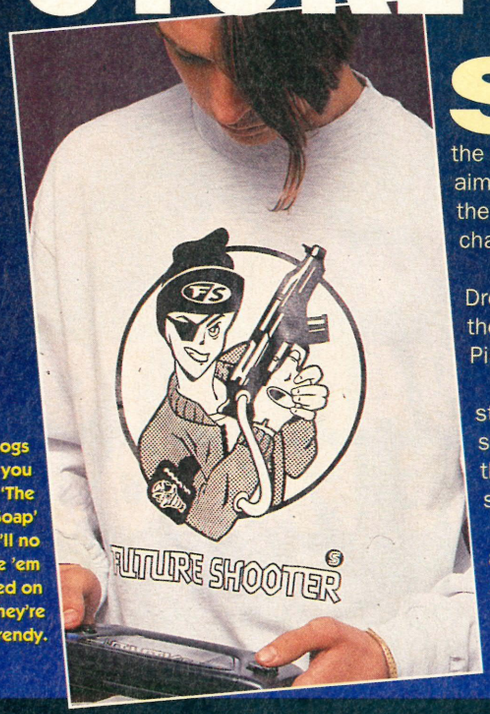


Looks a bit like *Sensible Soccer*, doesn't it? By the way, I refuse to call it Sensi Soccer. Ugh! Is it really that hard to add the 'ble' at the end?



Wow, look. These footballers haven't got any faces. It makes them look really kinda scary.

FUTURE SHOCKS



Neat togs eh? If you watch 'The Live Soap' then you'll no doubt see 'em modelled on there – they're that trendy.

SEGA ARE BETTER KNOWN FOR THEIR CONSOLES than for their clothing, but that could soon change. They've recently announced a deal to help promote the Future Shooter range of clothing. The Future Shooter label aims to convince people that playing computer games isn't for the likes of spotty geeks, and they've got a cast of three characters to prove their point.

Future Shooter (pictured here), Trigger Happy and Cyber Dread are the three characters in question. Sega have added their muscle by including a small Sega logo and a black Pirate TV armband.

The alliance is hardly surprising considering the growing status of video gaming over more traditional youth pursuits such as music and film. And unlike previous attempts in this vein, the characters and designs for clothing that we've seen actually look pretty good.

Patrick Barnes from Future Shooter had this to say about the deal: "The success of the range in London among clubbers and serious games players has meant that we can now go national. It's great to be working with Sega who, without question, are the most happening games company." True words indeed, and the entire Future Shooter range (T-shirts, hats and jackets) is now available in trendy clothes shops across the country.

SNIPPETS

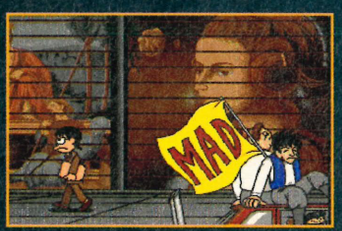
PIRATE GETS HOOKED

THE FEDERATION Against Software Theft (or FAST to its friends) has announced a huge success in the war against software piracy. Francis Farren was found with over 1,200 pirate carts – both Sega and Nintendo formats – with a retail value of £75,000.

Mr Farren, who traded in Feltham High Street, was found guilty on three counts and fined the grand total of £1,600.

Big Bob Hay, the chief executive of FAST said, "FAST's task is to protect everyone in the software chain, from the software author to the eventual consumer. Stamping out such crime is core to this." Yeah! Anyone who pirates software will have Big Bad Bob to answer to.

JAPANESE IN ODD-GAME SHOCKER



Mad? Not as mad as the guys and gals who wrote this game, I can tell you.

HEARD ABOUT *Switch?* By now you must surely be aware of that strange CD game from Japan. Well, the madness continues with this new CD called *The Laughing Salesman*. It's an interactive cartoon, with you playing the part of a rather glum looking salesperson. (The laughing salesman is the mad geez who's supposed to help you out.)

There're arcade sections where you have to run down a seemingly endless amount of 3D tunnels, and there's also a fair smattering of fight sequences – with you looking through the eyes of the salesman.

It's out now on Import – we got ours from Dream Machines ☎ (0429) 869 459, but we don't know whether it'll ever be converted into English (there's far too much Japanese text for it to be playable). The word in the *Sega Power* office is that this looks like an excellent game. So, if you're patient (or can speak Japanese) this is definitely one to look out for.



And this guy claims to be a salesman. Would you buy anything off him? I know I wouldn't.

TELSTAR LAUNCH BUDGET RANGE

TELSTAR RECORDS, THE GUYS THAT LAUNCH ALL those dodgy dance compilations, have branched off into the world of budget Sega software. They've launched a range of 2-in-1 games packs at a very reasonable price. The affiliated company goes by the name of Telstar Fun & Games, and their complete range (which should be in the shops now) is as follows:

MEGA DRIVE

Alien 3 & Predator 2	£39.99
Back To The Future 3 & Batman Returns	£39.99
Sonic & Robocod	£39.99
Corporation & Aquatic Games	£39.99
Wrestlemania & Powermonger	£39.99
Outrun 2019 & Lotus	£39.99
Batman & Terminator	£34.99
LHX Attack Chopper & Shadow of the Beast	£34.99
Gynoug & Strider	£29.99

MASTER SYSTEM

Lucky Dime Caper & The New Zealand Story	£29.99
Speedball 2 & Terminator	£29.99

GAME GEAR

Batman Returns & The Simpsons	£29.99
Talespin & Donald Duck	£29.99

THE GREAT GREEN GIVEAWAY



ANYBODY who owns a Game Gear knows all about the problem of batteries. They don't tend to last very long and the more conventional rechargable batteries take forever to charge – until now, that is.

The clever boffin-types at Millenium have now made all that recharging business much easier. Their new recharger and battery packs will recharge their batteries in just one hour. Making it the fastest recharging unit in the UK – or so I'm told.

This means you save wodges of dosh, and, more importantly, you can do your bit to save the environment too. Why? Because batteries are non-biodegradable and thousands get dumped in landfill sites every year.

The price? Well the batteries range from £4.49 for an AA cell two-pack to £7.99 for a D Cell two-pack. The recharging unit is priced at £16.99.

Each battery can be recharged up to 1,000 times, and when you consider how much you shell out on standard batteries, they're really quite a bargain.

To make things even better, the chaps at **Millennium have given us 12 sets containing a RapidCharger and 6 AA rechargeable batteries to pass on to you lot.**

If you fancy winning one of these sets, just answer this simple question: **Roughly, how many batteries are used every year by the people of Great Britain? Could it be:**

a) 7?
b) 56?
c) Ooh, thousands?

Jot your answer down on a postcard and send it off to us at: **The Damn Fine Battery Compo, *Sega Power*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.**

Entries must reach us by **Monday 31st January.** All the usual rules apply, and Mark's decision is, as ever, the only one that matters.



Mummy, those silly-looking people are scaring me!

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FANCY going to see the computer game show 'Games World' being recorded? Well, it's not as impossible as it sounds. Hewland International – the production company that makes the series – is looking for people who'd like to be part of the audience. Filming will start in January at their secret location in the centre of London, and if you want tickets all you have to do is write to this address: **The Eliminator Audience, PO Box 91, London E14 9GT.** Allocation of the tickets will be on a first come first serve basis. So, what are you waiting for?

For those of you who're unsure what the series is all about, let me shed some light on the subject. 'Games World' is shown five nights a week on SKY television and is produced by the same people who do the 'GamesMaster' show. A good time is bound to be had by all, and it's a great opportunity to see what goes on behind the scenes of a television show. Who knows, you might even get to see one of us there.

DECEMBER RELEASES

MEGA DRIVE

Title	Company
FIFA Soccer	E.A.
Lethal Enforcers	KONAMI
The Ottifants	SEGA
Sensible Soccer	SONY
Winter Olympics	US GOLD
Zool	E.A.
RVT	VIRGIN
James Pond 3	E.A.
Sensible Soccer	SONY

GAME GEAR

Title	Company
Asterix 2	SEGA
Cool Spot	VIRGIN
F1	DOMARK
Jungle Book	VIRGIN
RVT	VIRGIN
Winter Olympics	US GOLD

MASTER SYSTEM

Title	Company
Cool Spot	VIRGIN
Jungle Book	VIRGIN
Road Runner	SEGA
RVT	VIRGIN
Winter Olympics	US GOLD

MEGA CD

Title	Company
Dracula	SONY
Dune	VIRGIN
Joe Montana	SEGA
Lethal Enforcers	KONAMI
Wonderdog	SEGA

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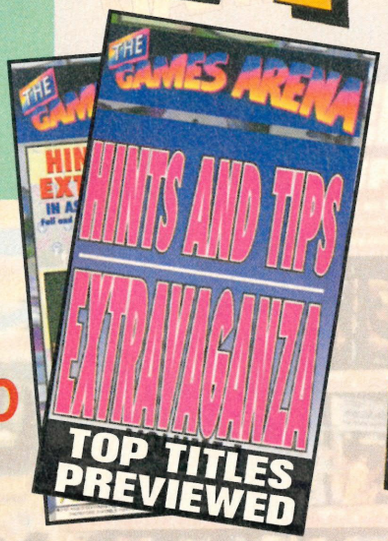

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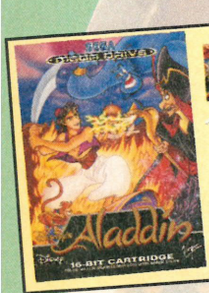

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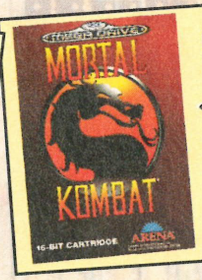

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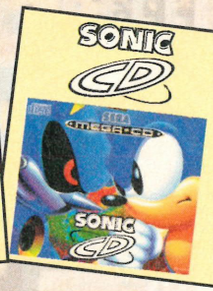

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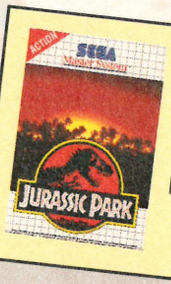

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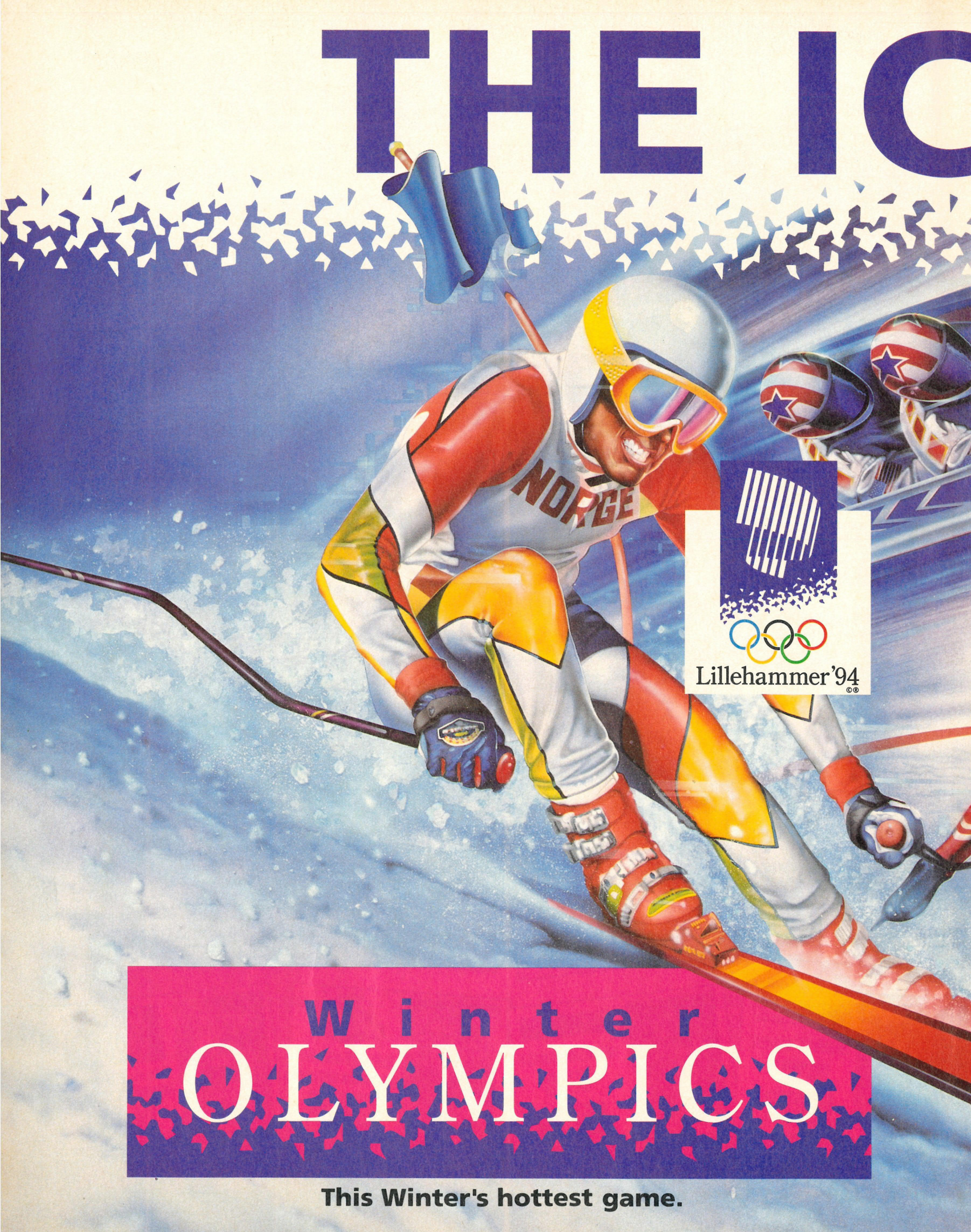

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Screen shots from a selection of available formats (see above)

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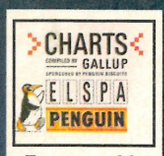

For a weekly update on the Mega Drive charts, tune into Digitiser (Teletext, Channel 4)

THE CHARTS

● *Mortal Kombat* is still kicking the rest into submission, but how long can it last against *Street Fighter 2*? ●

	MEGA DRIVE	MASTER SYSTEM	GAME GEAR
1	MORTAL KOMBAT ● (Sega Power 48: 82%)	MORTAL KOMBAT ● (See page 46)	MORTAL KOMBAT ● (Sega Power 38: 97%)
2	Street Fighter 2 (NE) (Sega Power 48: 94%)	Sonic The Hedgehog 2 ● (Sega Power 37: 93%)	Sonic The Hedgehog 2 ● (Sega Power 38: 97%)
3	Jungle Strike ▼ (Sega Power 44: 92%)	Asterix ● (Sega Power 30: 92%)	Jurassic Park (NE) (Sega Power 48: 70%)
4	Micro Machines ▼ (Sega Power 40: 82%)	Terminator (NE) (Sega Power 32: 81%)	G-LOC ▲ (Sega Power 23: 51%)
5	Aladdin (NE) (Sega Power 48: 91%)	Champions Of Europe ▲ (Sega Power 34: 27%)	Taz Mania ▲ (Sega Power 38: 59%)
6	Ultimate Soccer (NE) (Sega Power 46: 82%)	Tecmo World Cup ▲ (Sega Power 43: 32%)	The Lucky Dime Caper (NE) (Sega Power 30: 92%)
7	Sonic The Hedgehog 2 ▲ (Sega Power 37: 89%)	Krusty's Fun House (NE) (Sega Power 34: 27%)	Terminator ▲ (Sega Power 36: 87%)
8	PGA Tour Golf 2 ▼ (Sega Power 41: 79%)	Alien Storm ▼ (Sega Power 28: 59%)	Super Kick-Off ▲ (Sega Power 26: 61%)
9	NHL Hockey '94 (NE) (Sega Power 47: 86%)	Golden Axe (NE) (Sega Power 25: 76%)	Indiana Jones 3 (NE) (The Hard Line TBC)
10	Jurassic Park ▼ (Sega Power 48: 70%)	Land Of Illusion ▼ (Sega Power 41: 93%)	Chuck Rock (NE) (Sega Power 39: 51%)
11	Lemmings (NE) (Sega Power 37: 85%)	Alex Kidd (Shinobi World) (NE) (Sega Power 10: 88%)	Lemmings ▼ (Sega Power 38: 88%)
12	Terminator (NE) (Sega Power 32: 87%)	Sonic The Hedgehog (NE) (Sega Power 27: 96%)	Axe Battler (NE) (The Hard Line ***)
13	Flashback ▼ (Sega Power 43: 93%)	Speedball (NE) (Sega Power 17: 80%)	Batman Returns ▼ (The Hard Line TBC)
14	Mega-Lo-Mania ▲ (Sega Power 40: 66%)	Chuck Rock (NE) (Sega Power 32: 70%)	Land Of Illusion ▼ (Sega Power 45: 94%)
15	European Club Soccer ▲ (Sega Power 31: 68%)	Trivial Pursuit (NE) (Sega Power 36: 78%)	Castle Of Illusion (NE) (Sega Power 23: 78%)
16	Ecco The Dolphin ▼ (Sega Power 40: 92%)	Olympic Gold ▼ (Sega Power 33: 64%)	Super Monaco G.P. ▼ (The Hard Line **)
17	Bubsy ▼ (Sega Power 46: 69)	Lemmings ▼ (Sega Power 37: 89%)	World Leaderboard (NE) (Sega Power 21: 76%)
18	Davis Cup Tennis (NE) (Sega Power 46: 89%)	The Lucky Dime Caper (NE) (Sega Power 29: 95%)	Out Run (NE) (Sega Power 27: 79%)
19	WWF Wrestlemania (NE) (Sega Power 38: 64)	Smash TV (NE) (Sega Power 35: 54%)	Paperboy (NE) (The Hard Line TBC)
20	Alien³ (NE) (Sega Power 34: 82%)	Back To The Future 2 (NE) (Sega Power 26: 29%)	World Cup Soccer ▼ (Sega Power 48: 54%)

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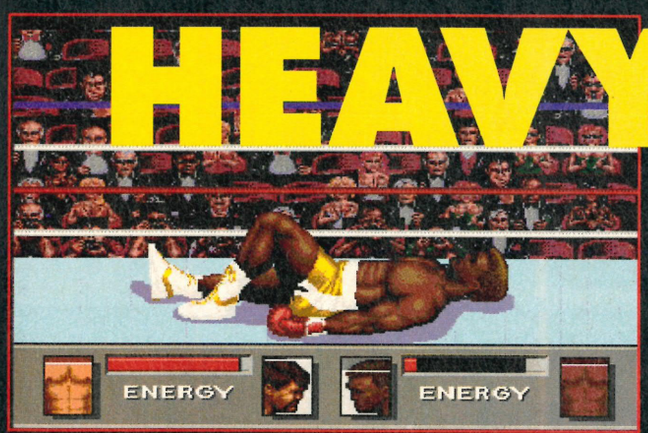
PREVIEWS

HANDLE THE NEXT FEW PAGES WITH EXTREME CARE, THEY CONTAIN SOME EXPLOSIVE MATERIAL...

GREATEST HEAVYWEIGHTS

● Mega Drive ● £TBA ●
● Release: January '94 ● Sega ●



"Get up you fool!" He said he could handle his drink, and I believed him.



Don't worry, Fred gets his just desserts at the hefty paws of Marcus Kelly. (I wonder if he's any relation to the wonderful Henry Kelly?)



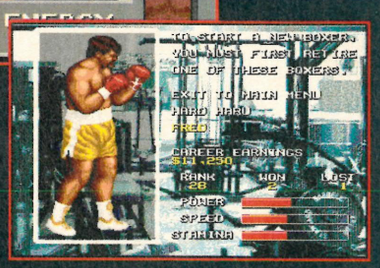
Here we see the legendary Joe Frazier being beaten senseless by Fred. Hmm, highly accurate.

HAVE YOU EVER wondered what would happen if Muhammad Ali and Rocky Marciano could have climbed into the ring together? Maybe not, but if you're a boxing fan it may have crossed your mind from time to time.

Sega are hoping that there are quite a few games players out there who are interested in old heavyweight boxers, because in a couple of months we'll have *Greatest Heavyweights* in for review. In this boxing game you'll be able to fight against any of the major heavyweight boxers from this century.

If you don't fancy any of the created boxers, the game gives you the ability to design your own. After you've put your man through the rigours of the gym, you can see how he matches up against the best in the business.

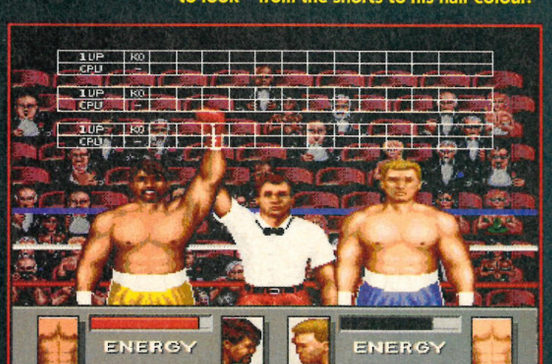
We had a quick play when we were at Sega HQ, and the game looks fighting fit. The characters are large and move really well, the game's presentation looks superb and there are loads of famous boxers to play with. So far, so good. But you'll have to wait for the review in next month's *Sega Power* to get the complete lowdown.



You can choose how you want your boxer to look – from the shorts to his hair colour.



The gym's the place to build up those flabby muscles before the contest starts for real.



At the end of the match you get a display showing the points scored in each round.

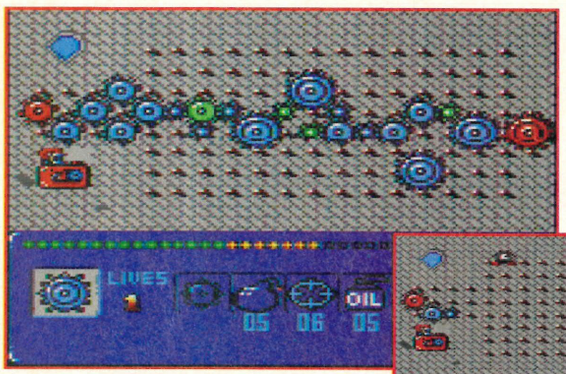
GEAR WORKS

• Game Gear • £TBA • Release: TBA • Sony Imagesoft •

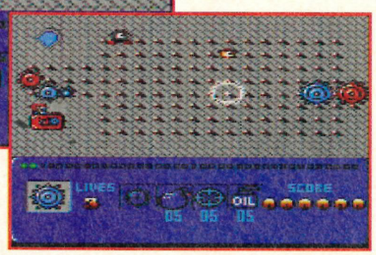
AFTER BEING PRETTY well received in the States, *Gear Works* is shifting its cogs and sprockets to our fair shores. It's not so much a case of getting your act in gear, as getting your gears to act, and it involves joining a number of cogs, thus setting these wheels of industry in motion. A time limit and some annoying little creatures help to test your patience as well as your IQ, as you progress through the game trying to amass points. And from what we've seen so far it's going to be an absorbing play.

So often, it's the relatively simple games that get you hooked, and the puzzle genre is possibly the ideal format for the handheld. Yes, this package on the Game Gear works (sad pun intended) really well. It's not quite finished yet, but Imagesoft seem to have come up with some clever gear with this one.

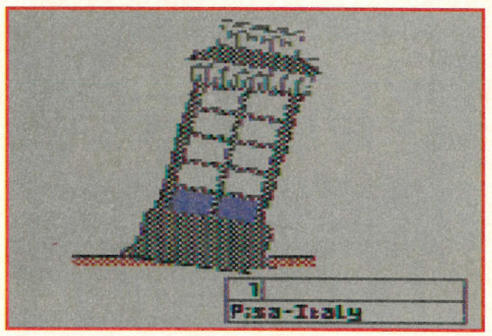
SEGA POWER



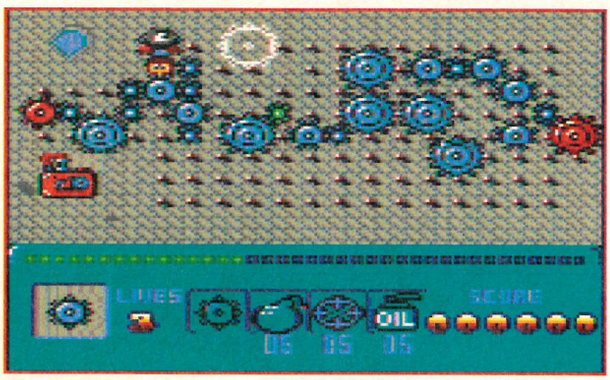
◀ Believe me, those cogs are whizzing round like nobody's business and those points are just shooting up.



▶ Side to side in 60 seconds or less, as they say on 'Blockbusters'. Not quite as funny a catchphrase as 'Can I have a P please, Bob'. But then what is?



▲ The leaning Tower of Pisa obviously has some great significance in the game, though what it is, I have no idea.



◀ Sometimes it's the simplest and most basic looking games that turn out to be the most addictive and frustrating titles. This one looks crap, so just imagine how good it is. If you see what I mean.

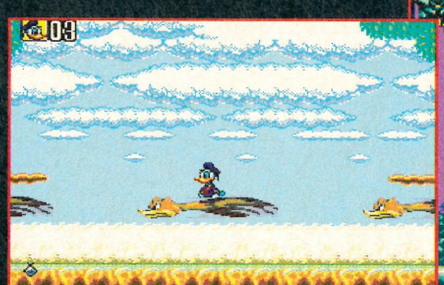
DONALD DUCK 2

• Master System • £TBA • Release: January • Sega •

LOOK, ARE WE IN THE minority here, or does anybody out there really like Donald Duck? His cartoons are just pure yawn. And yet, oddly, all his Sega adventures have been top stuff. So this one is gonna be excellent too, yeah? Well, maybe...

Okay, it all looks a bit average to be straight with you. Donald walks, Donald jumps, Donald throws stuff – you've played this sort of thing countless times before. The graphics aren't too bad, though. And there are one or two neat moments, like when a herd of ostriches *(A herd? Are you sure? – Clare)* storm past, or when the hero Donald gets chased through the jungle by a fruit-throwing ape. It's just that we really had hoped for more.

Still, maybe it'll be more impressive when it's finished, eh?



▲ Donald rides a white swan. Well, it's an ostrich actually. But T Rex never recorded any catchy pop tunes about ostriches.



▲ Dunno about this bad guy being the king of the swingers, but he sure throws a mean fruit. The only option is to leg it, and try to avoid any spiked pits on the way.



▲ This is a map. Donald has to make his way around the island. Now did you really need that explaining to you?

SEGA POWER



◀ As usual, Donald's latest adventure begins with a tall tale involving the regular cast. Did we mention that we prefer Daffy to Donald?



◀ It's that ape again – this time it seems he's moonlighting for the coal board. Times are hard in the jungle, you see, and the animals have to take what work they can get. Shame.

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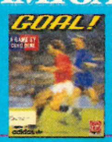

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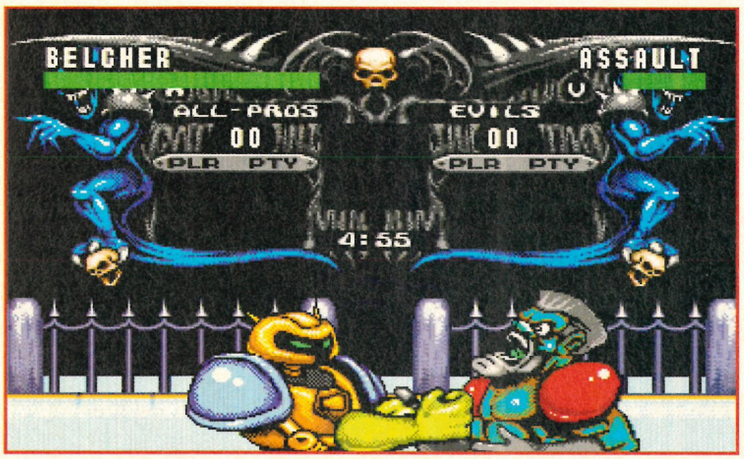
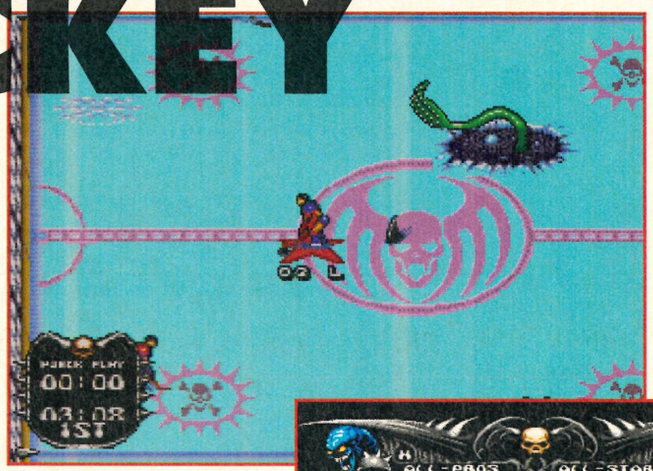
• Mega Drive • £44.99 • Release: March • E.A. •

MUTANT LEAGUE HOCKEY





◀ I think you've been over doing it with the Baby Bio again, Mum. As with *Mutant League Football*, the playing area is full of lethal 'n' weird traps.

◀ The fighting feature enables opposing players to 'discuss' their differences man to man – and knuckle to chin. Ouch!



▶ Jabba The Hutt flees with the kidnapped Princess Leia. Hang on, that can't be right...

DESPITE THE POOR reception of *Mutant League Football* earlier this year, E.A. are determined to push on with their series of anarchic sports games. *Mutant League Hockey*, the second title in the line, is due for release sometime during the spring next year and its makers are quietly confident that this time they've got it right.



"Mutant League Football was too similar to the *Madden* series", offered E.A.'s PR guy, Nick Channon. *"Mutant League Hockey,* on the other hand, isn't based on *NHL '94* – it has the same point of view, but the game engine is completely different", he added.

This new freedom has enabled E.A. to 'reinterpret' the rules of hockey, so that players can literally rip apart their opponent's defence, with axes, dynamite and a whole host of other weapons which are liberally scattered across the ice.

There are 23 teams to choose from, each with their own stadium and booby-trapped rink. Plus a new instant replay facility offering a puck's eye view of the action.

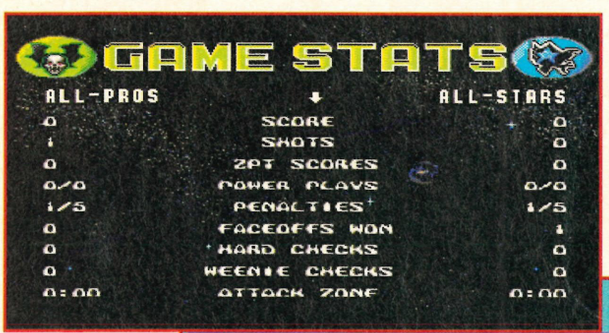
Perhaps the most interesting feature, though – and the one which is likely to set *Mutant League Hockey* apart from other sports sims – is the *Street Fighter 2*-style brawls, where you get the chance to beat seven shades out of your opponent's loathed left back, or whoever.

The 16-Meg cart, which will be compatible with E.A.'s 4-Way Play adapter, certainly sounds promising, but whether Electronic Arts have struck the right balance between the rules of the sport and the manic hack 'n' splatt action remains to be seen. Expect a full review soon.

SEGA POWER



▶ Perhaps its just me, but I fail to see the connection between hockey and a Grim Reaper DJ.



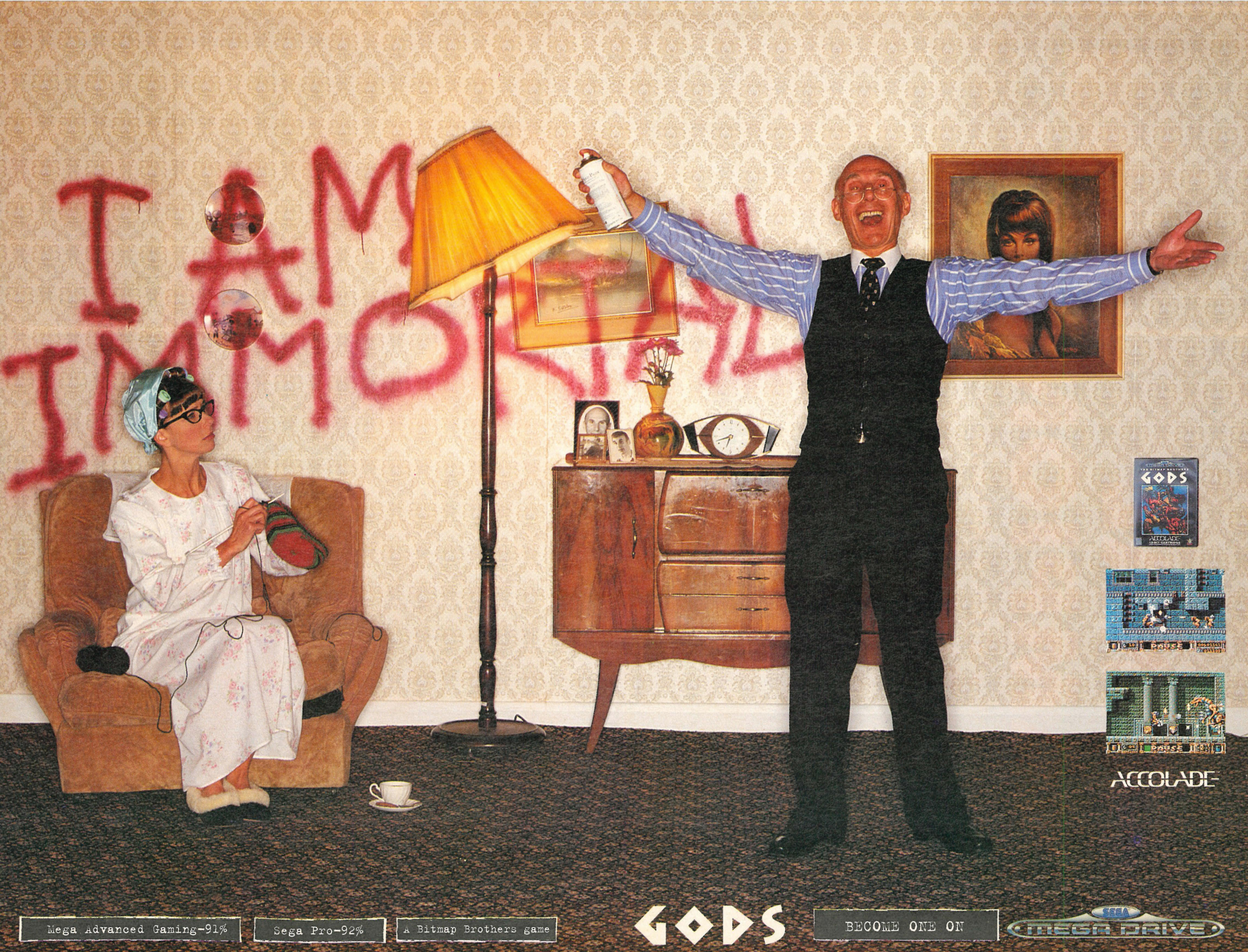
◀ Well, the screenshot says it all really doesn't it?



▶ Having shoved the band through a hole in the ice it's time for the teams to make their way onto the ice.



▲ Recognise the attacking team here? And you thought Donatello and the rest of the Turtle Crew just hung around sewers eating pizza in their spare time. Tsk...



Mega Advanced Gaming-91%

Sega Pro-92%

A Bitmap Brothers game

GODS

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SEGA MEGA DRIVE

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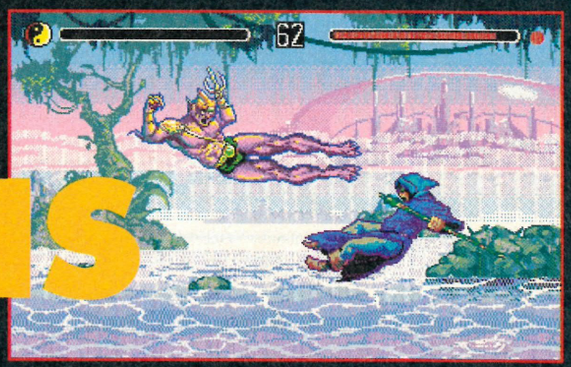
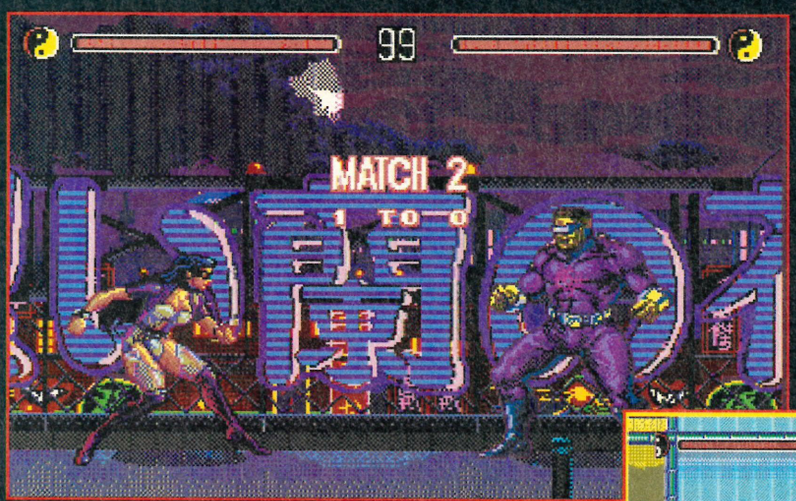
ETERNAL CHAMPIONS

● Mega Drive ● £TBA ● Release: January '94 ● Sega ●



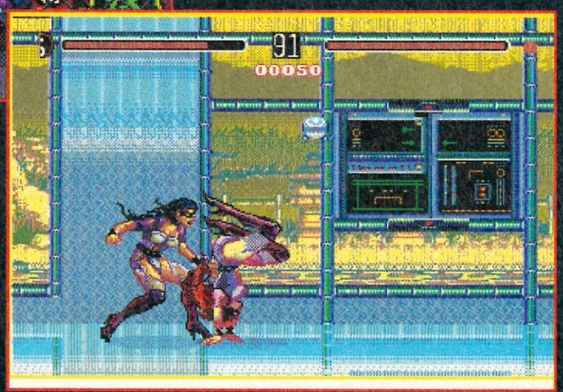
▲ What an impressive move from the young purple star. Well, maybe not.



▶ This isn't the easiest screenshot to caption – just look at it. But the graphics do look quite nice in a cartoony kind of way and the animation is equally smart.



▲ The girl on the right displays her world famous 'balancing a human on a single fingernail' trick.



◀ I could say what I think's going on in this shot, but I'd probably get the sack. I can say that this is a shot from the training mode – where you fight a hologram version of yourself.

FOR ALL THOSE PEOPLE who haven't already bought a copy of *Fatal Fury*, *Mortal Kombat* or *Street Fighter 2*, Sega have kindly given us another beat-'em-up.

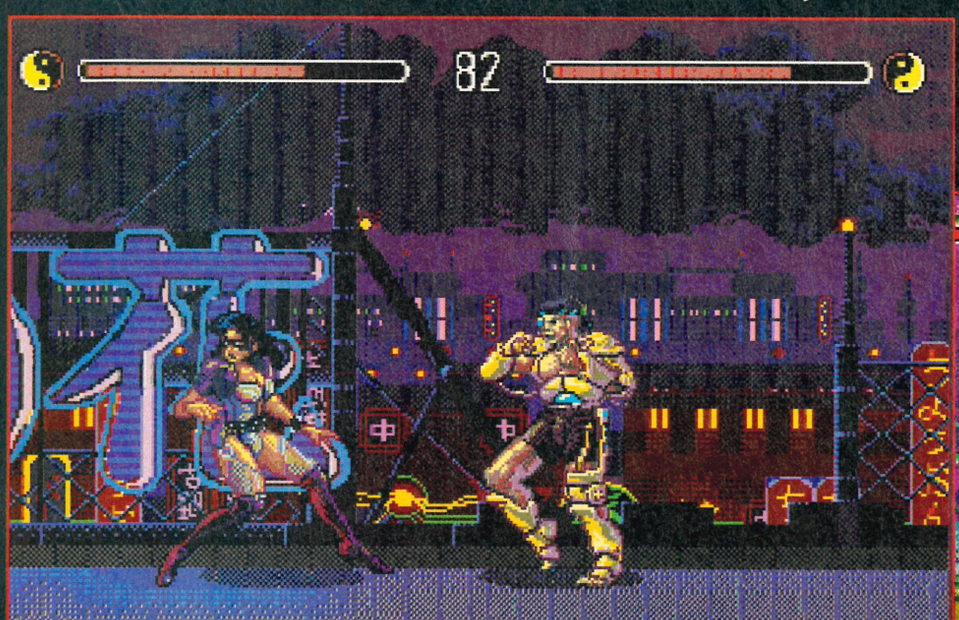
Eternal Champions is another 24-Meg cartridge with large colourful characters, animated backgrounds and more special moves than Sharon Stone. But do we need another one? Well, quite possibly. One, as they say, can never get enough of a good thing. And *Eternal Champions* does look pretty good.

While *Eternal Champions* doesn't have a highly-successful arcade machine to back it up, it does have a rather groovy training mode. Here you can fight against holographic images and floating spheres to your heart's content, before going through into the main game.

There's a total of nine different characters to choose from, and these have names like Shadow, Blaze Jetta and Rax. I must say, they don't sound much like fierce fighting heroes to me, more like rejects from ITV's 'Gladiators', but – hey – what do I know?.

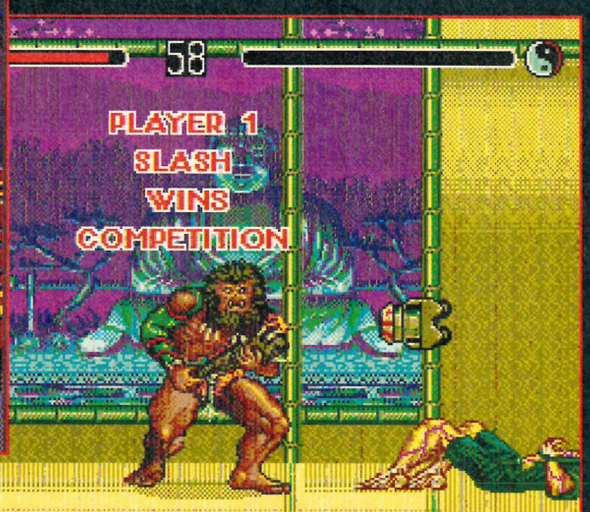
How it will fair against the mighty *Street Fighter 2* and the like is anyone's guess, but with the current buying trend leaning very heavily towards the more ultra-violent, one-on-one beat-'em-ups, perhaps the question is: how could it possibly fail?

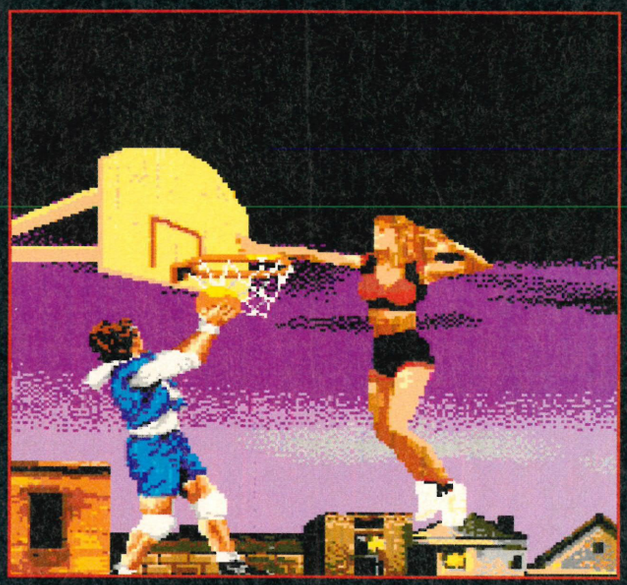
SEGA POWER



▲ Every beat-'em-up has its own female star. Although, I must say, I prefer the more feminine garb that Chun-Li wears. I mean, this lass must be freezing...

▼ Slash? Surely not the same Slash from the fab (ahem) rock group, Guns 'N' Roses? The hair's the same, so it could be.





▲ Shame we can't print a series of shots from *Jammit* on every page, then you could flick the pages to get an idea of how good the animation is.



▲ When push comes to shove, it's worth pushing and shoving the other player in *Jammit*. Now why can't everybody just love one another and put an end to all this hatred and violence, once and for all?

JAMMIT

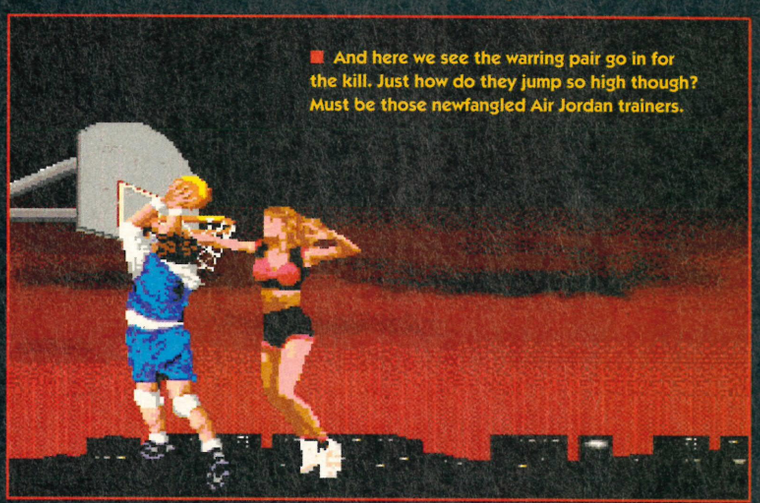
• Mega Drive • £TBA • • Release: April '94 • Virgin •

FORGET THE BIZARRE name, this game is one-on-one street basketball at its meanest. If you've seen 'White Men Can't Jump', you'll have a good idea about the look, feel and sound of *Jammit*. The players don't just compete – they diss each other, boast and fight dirty. You can smack the other guys right onto their butts – not the kind of thing you find in your NBA-style basketball game, is it?

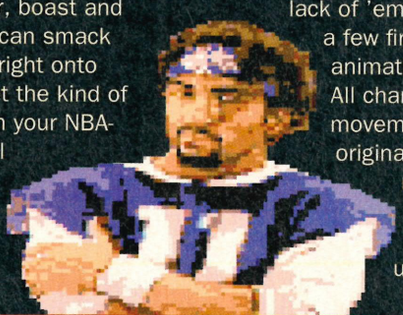
There are about eight versions of basketball in *Jammit*. These include some tougher variations such as Poison, in which you have to shoot hoops from constantly moving target areas.

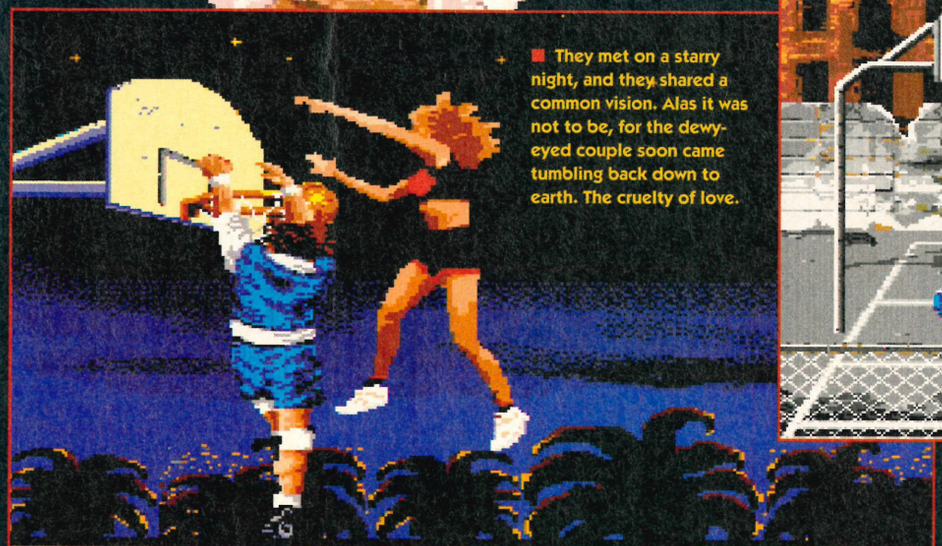
Jammit doesn't only differ from other Mega Drive basketball titles in its use of street rules (or the lack of 'em), it also scores a few firsts with animation and sound. All character movements were originally performed by real basketball players, digitised, and used as the basis for the sprite animation. The result is pretty damn fluid. And the sound features some funky tunes and impressive sampled voices. The players insult each other, growling "Get outta here!" and "You're not so tough" at the drop of a hat. The on-court FX are well up to scratch too. The neatest touch is the way you can change the soundtrack mid-game – by walking to the ghetto-blaster at the side of the court.

Basketball titles have yet to really catch on over this side of the pond, but with its street style *Jammit* could change all that.

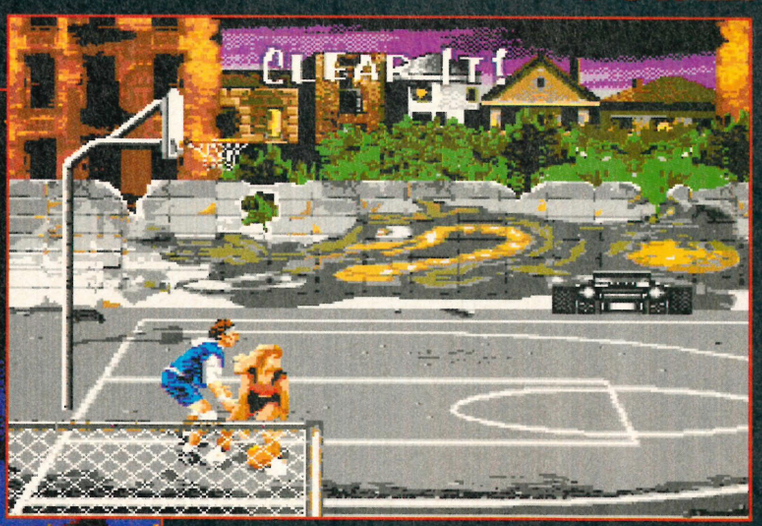


■ And here we see the warring pair go in for the kill. Just how do they jump so high though? Must be those newfangled Air Jordan trainers.



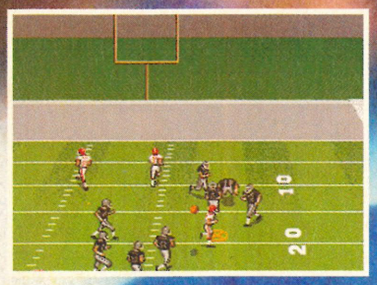


■ They met on a starry night, and they shared a common vision. Alas it was not to be, for the dewy-eyed couple soon came tumbling back down to earth. The cruelty of love.



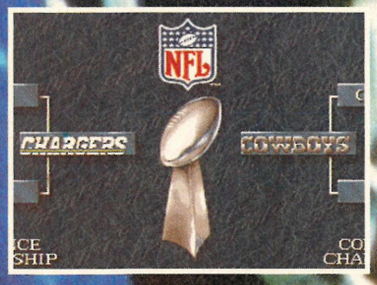
▲ One-on-one at its toughest in *Jammit*. Roxy may not have possession, but a bit of close contact could change all that. Notice the beatbox at the back of the court – that's your soundtrack change facility, that is. *(Oh dear – Mark)*

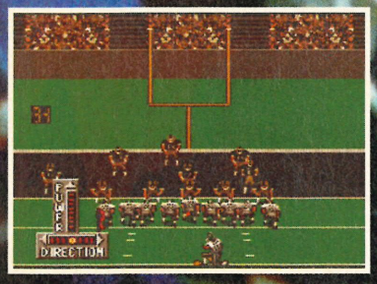

RAIDERS SAINTS Steelers
OILERS BEARS REDSKINS
Composite screenshot

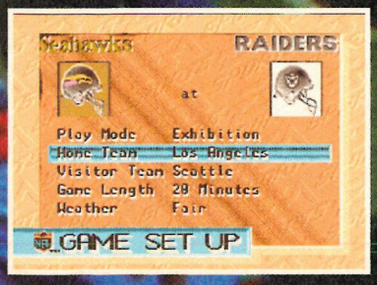



CHARGERS
NICKEL
DIME
GOAL LINE
SPECIAL TEAMS
SHOTGUN
I FORM




NFL
CHARGERS
COWBOYS


DIRECTION


Seahawks
RAIDERS
at
Play Mode Exhibition
Home Team Los Angeles
Visitor Team Seattle
Game Length 20 Minutes
Weather Fair
GAME SET UP

80! 28! 4!



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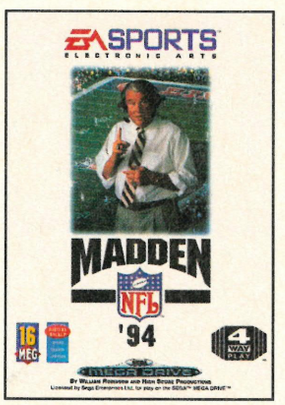
"If it's in the game, it's in Madden NFL'**94**."



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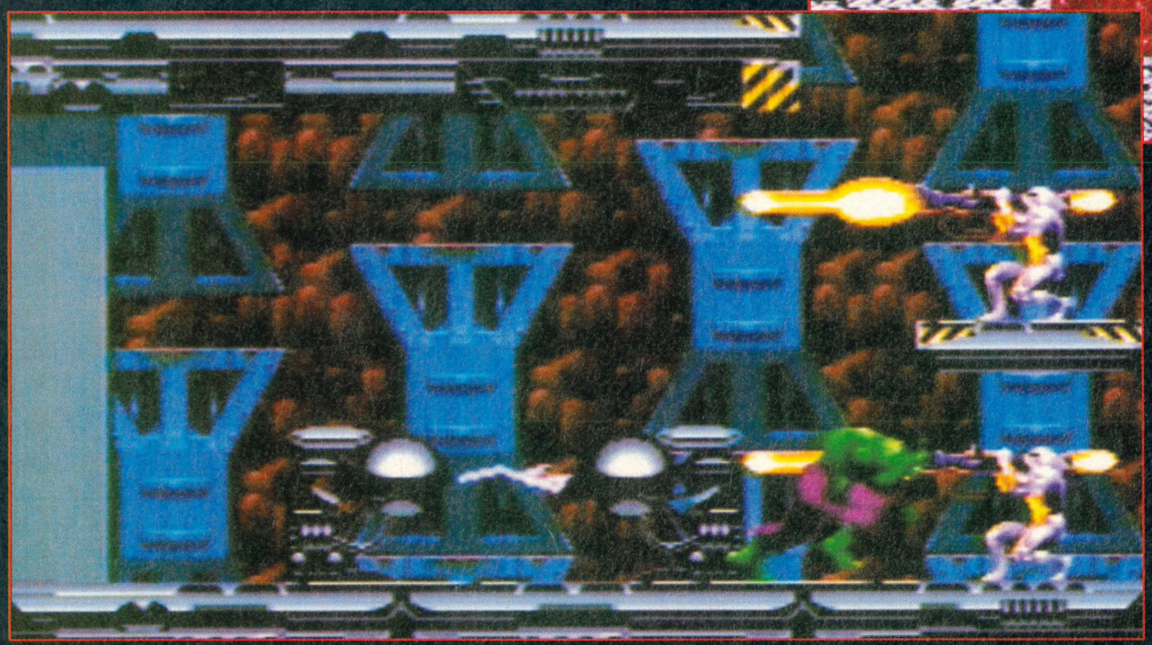
THE INCREDIBLE HULK



This is just one of the many foes our Jekyll and Hyde hero has to give a good slapping to as he goes about his business.

• Mega Drive/Master System & Game Gear • £44.99/£29.99 • • Release: March '94 • US Gold •



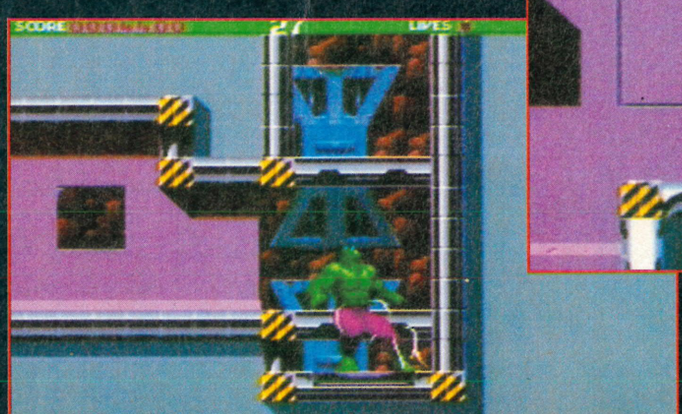
What to do when you're faced with an extremely powerful laser gun – head butt the laser. Good one. And this guy's meant to save the world, yeah?

POOR OLD BRUCE Banner, not only does he turn into that not-so-jolly green giant every five minutes, he also has to wear cerise trousers the whole time. This is obviously meant to colour contrast with his body, with a kit-off experience only a quick tantrum away. So, in an ironic catch-22 situation, the garish Bruce is shunned by his fellow sandal and tweed-wearing physicists, while the fact that navy and green should never be seen together only perpetuates his anger and the need for his attire. Just get yourself some baggier clothes Bruce, then you wouldn't have a problem.

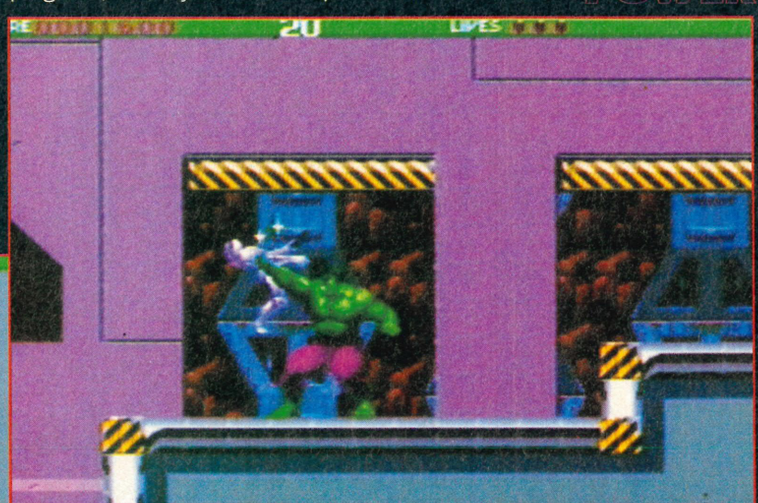
Anyway, the bulky fashion victim, and star of many a 'Marvel' comic, takes the lead in an eponymous platformer to celebrate his 30th anniversary. The Hulk has to fight his way through five levels in a bid to destroy The Leader, who's hellbent on earthly domination. En route, Banner's alter ego encounters a posse of four deadly foes (Tyranus, Absorbing Man, The Abomination and The Rhino) enlisted by said Mr Leader (The to his friends), to be the end-of-level bosses.

You have to use your tremendous strength and hand-to-hand combat skills as you progress, and if you don't keep taking the radiation you revert to a wimpish scientist form. The enemy troops are robotic and mechanical in appearance. The creators have avoided human carnage, possibly in a bid to avoid bad taste. Instead they emphasise mindless vandalism as the game's "unique sales point". Isn't that sweet of them.

Looks like run-of-the-mill platform stuff, but with the programmers of *Alien*^{3} (*Sega Power* 34: 82%) and *Mortal Kombat* (*Sega Power* 49: 83%) at the helm, it may be worth adding this to your Christmas list.



Another thing, how come everything but the upper part of his cerise trousers is ripped. I mean, the bottoms shred, but he's not wearing drainpipes. Another of life's great mysteries.



The Incredible Bulk is apparently in possession of some kind of Sonic Clap, but Mark won't let us make any cheap hedgehog-related jokes about that one. Shame.

12·00·00 A STATE OF MAGICAL SPEED 12·00·01

RECKON WE CAN GET TO THE STADIUM IN UNDER 10 SECONDS LIZ?

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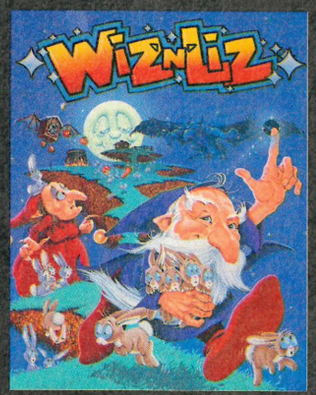

Wiz 'n' Liz don't just knock seconds off other runners, they blow them away.

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MEGA

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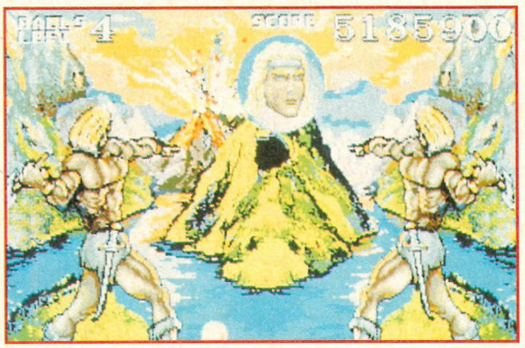
FROM THE UNITED STATES OF PSYGNOSIS

DRAGON'S REVENGE

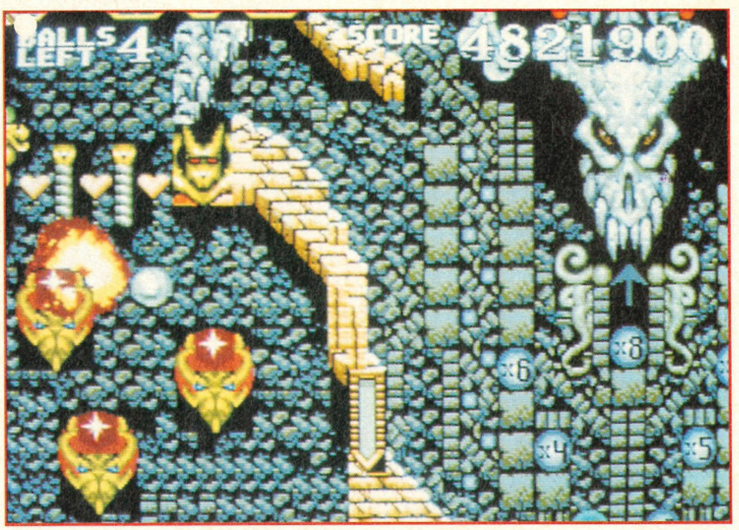
● Mega Drive ● £TBA ●
● Release: January '94 ● Tengen



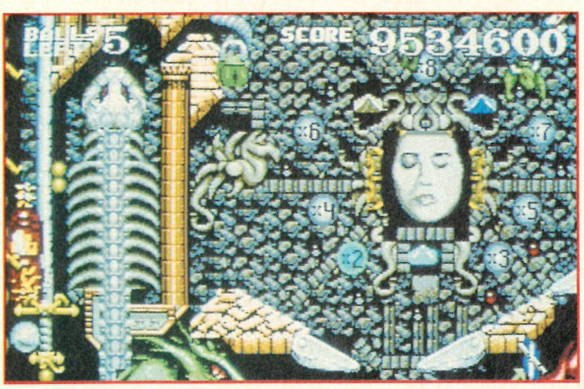
Dragon's Revenge is full of rampant symbolism and some very macho Titans. Phwoar!



None of us are exactly sure what this thing in the middle is, but I reckon it's a dragon, and that it's out for revenge, maybe.



▲ The graphics and features in *Revenge* are very similar to those used in the original game. If it's not broken, as they say, then don't fix it... just bring out yet another version.



◀ Pinball on the Mega Drive is just like the real thing, except you don't need a mountain of coins, you can't tilt the thing and you don't jump around while you play. You do that afterwards.

FEAR NOT, TENGEN'S *Dragon's Revenge* is not a follow-up to the Bruce Lee beat-'em-up before the original game has even been released. It's not more role-playing sword-up-the-bottom fodder either. It is, in fact, the sequel to the widely-applauded pinball game, *Dragon's Fury (Sega Power* 34: 90%).

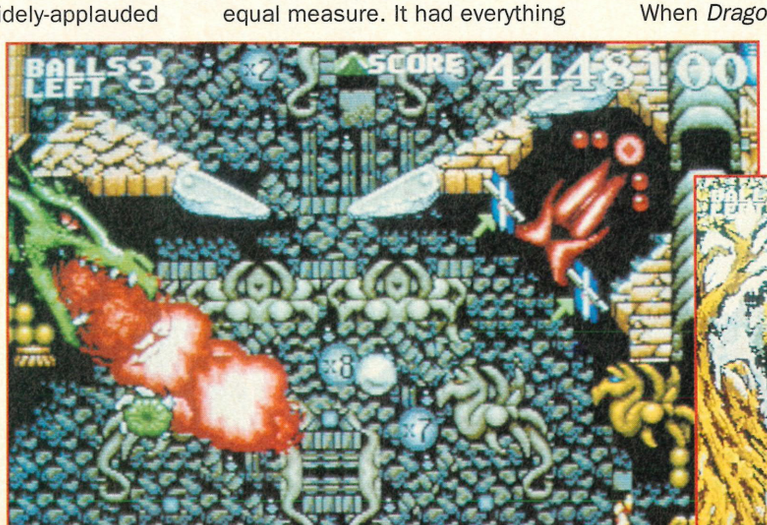
Fury was a cult classic. It captured the schlock B-movie kitschness of the real tables, with their voluptuous comic-book temptresses and sci-fi sirens boasting cleavage and attitude in equal measure. It had everything the real tables had, from the demonic laughter to the whizzing, flashing, exploding lights. All that was lacking was the smack of ball bearing on glass and the piles of fag ash building up near the ball release.

Revenge retains the perspex beauties, together with a legion of explosive Titans, and attempts to improve on the previous gameplay. Extra bonus levels have been added (eight in all) to the three main playfields. Also, in some of the harder bonus games the ball has been given special scaling to give the impression of realistic perspective.

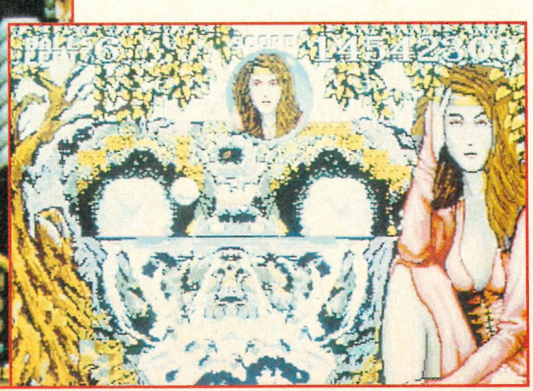
When *Dragon's Fury* ricocheted onto the scene it lacked any sort of licence, but was a simple and addictive game which worked well on the Mega Drive. That remains the case with *Revenge*, the difference being that now there are a few rivals tilting at its pinball wizard status. While *Virtual Pinball (Sega Power* 49: 68%) lacks the variation to compete, *Sonic Spinball (Sega Power* 49: 90%) has both the licence (and what a licence) and the playability to spell Game Over for the *Dragon* titles.

Dragon's Revenge will need to have balls of steel and come at *Sonic Spinball* with all flippers flipping if it wants to compete with the hustling 'hog. It's unlikely to do as well as the original did, but that depends on whether the price is right. We'll just have to wait and see.

SEGA POWER

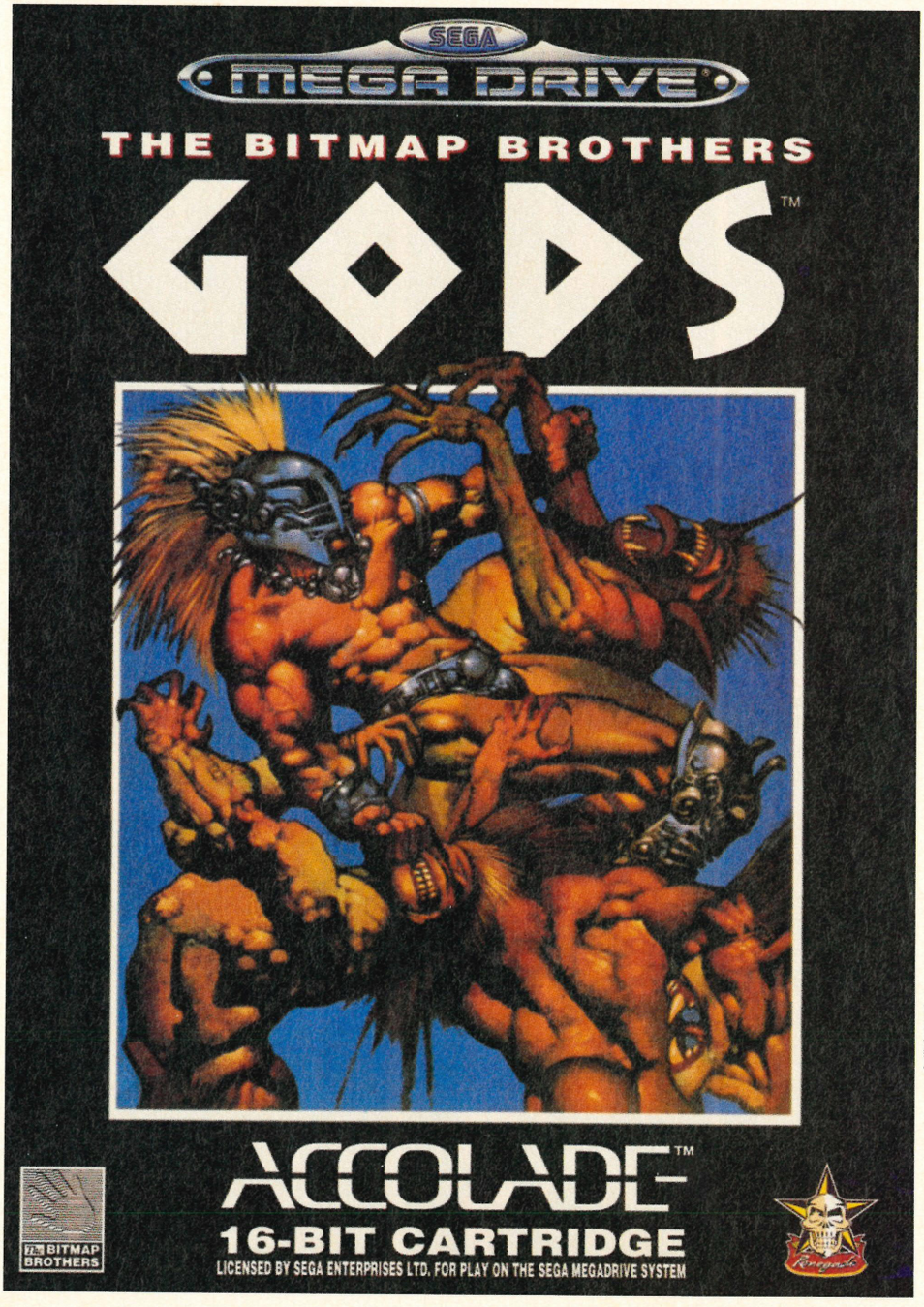


One of the dragons that's out to wreak revenge on any pinball sorcerers. Or is that pinball wizards? Who cares? It makes little difference to the dragons. They hate everybody.



◀ One of the voluptuous girls that make pinball worth playing. You'll really flip for these babes.

RENT GODS



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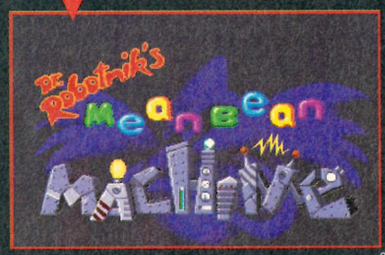
REVIEWS

• It'll be 1994 soon, so we got the Crew to reveal their resolutions. Big mistake. •

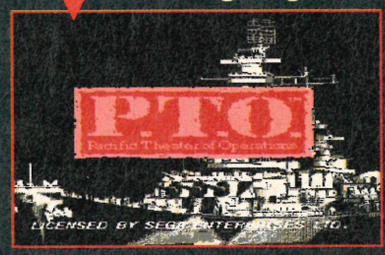
36 Vikings lost in space? Stranger things have happened. Almost.



40 The bad dude is back, this time in a 16-bit *Columns*-like puzzler.

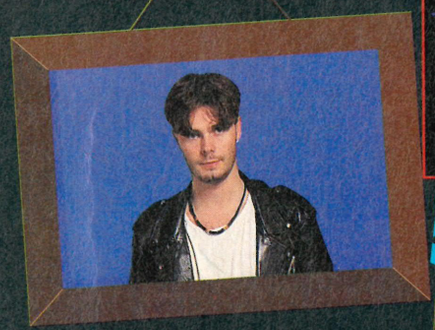


42 Can the Mega Drive really come up with the wargame goods?



43 *Sumo* – the first *Street Fighter 2* beater. Yeah, right.





■ It's New Year's resolution time. "I'm going to learn to surf properly," proclaimed Mark. "Oh, and the others have made me promise to play with my nipples a lot less."



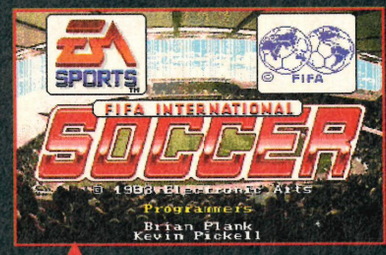
44 The Codies do it again, with this slice of top Game Gearing.



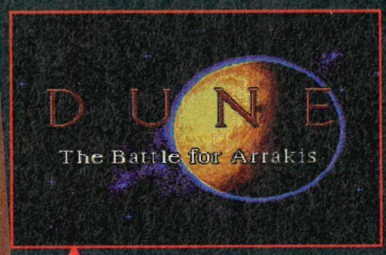
47 Terminator games are like buses, really. Except for the wheels.



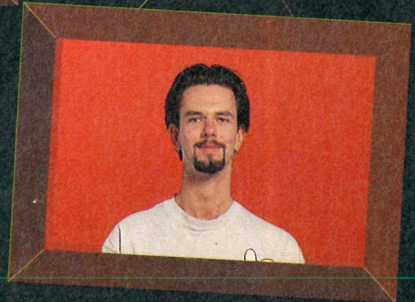
48 Ronald McDonald in not bad at all Mega Drive licence shock.



52 Can E.A.'s footy thang outdo the mighty *Sensible Soccer?*



56 Just when you thought it was safe to go walking in the sand.



■ "My New Year's resolution involves a razor blade and a certain Edge-like beard," admitted our Dean. "Oh, and I must stop telling huge lies all the time too."

58 Now even Game Gear owners can tee off and all that malarky.



60 The ultimate 16-bit Space Age surf slackers are back!



62 Sega serve up a dollop of top Master System racing action.



65 More martial arts import tomfoolery for the Mega Drive.





■ Karen: "My New Year's resolution is never to make any more New Year's resolutions. Damn, done it again."



66 Is it just us, or do stealth planes look really, really dumb?



68 *Spider-Man Versus Really Fat Git In White Suit* more like...



70 It's funny how sequels to fondly remembered classics never work.



72 Get ready for a big surprise – with this Game Gear 3D racer.

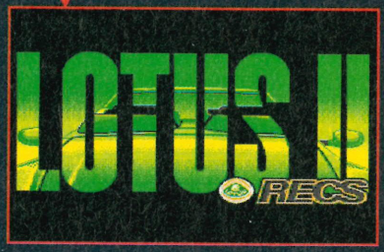


■ Rob shrugged his shoulders and admitted, "I must stop seeing Meg Ryan behind Dennis Quaid's back." We worry about Rob.

73 Could this 16-bit title be the final nail in the dinosaur coffin?



74 E.A. try to overtake Domark's *F1* with an all-new Lotus outing.



76 You want *Street Fighter 2* on 8-bit? You got it. Well, almost.

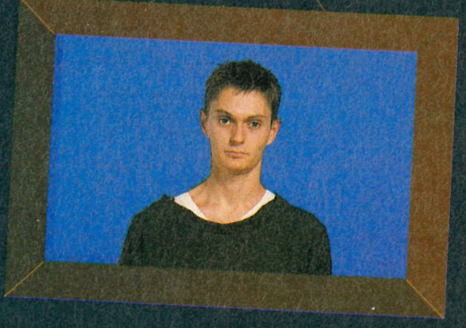


78 You can bet that salad days are here again with this little number.

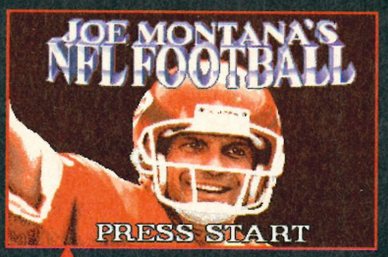


80 Domark *pitch* yet another Game Gear title at us. Oh dear.





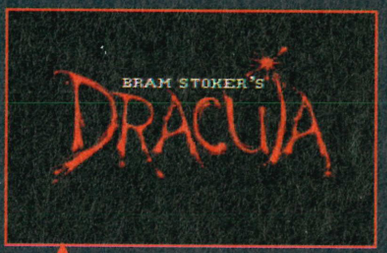
■ "Mine is to go to the dentist," grinned Paul, revealing a complete lack of teeth. Okay, so we're lying, but it seemed funny at the time.



82 It's 3D a-go-go in this CD interpretation of Montana's licence.



84 Sonic The Hedgehog returns in the best Game Gear title ever!



86 Game Gear title in better than its Mega CD counterpart shock.



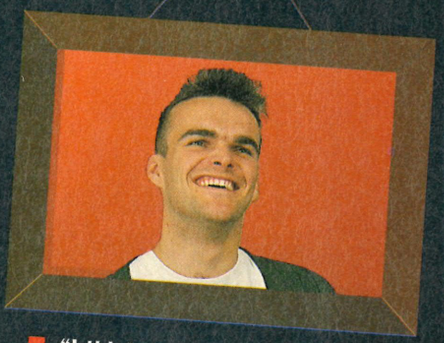
90 Another excellent 8-bit platform title – it must be Christmas.



92 They're Dashin'. They're Desperadoes. You get the picture.

94 The latest contender for Sonic's crown swings into the office.





■ "I think," said Rich Longhurst, "that my resolution will be to hang the DJs." Some people take this hero worship lark way too far.



■ "I'm not revealing mine," said Andy. "But it does involve Kate Bush and some Häagen-Dazs."



■ "My New Year's resolution is to be much more spontaneous," revealed big Jonathan Davies – after three days and two hours. (And you think we're joking here?)

THE LOST

Being blond, blue-eyed, long-haired and prone to shouting "Uphelya" a lot, Andy The Stout was the perfect person to inspect-a-Norse game. Oh dear.

THE VIKINGS ALWAYS had a bit of a bad press really. You know, it wasn't all wearing fur loincloths, drinking vast amounts of ale, indulging in general merriment and shouting "By Odin's Hairy Nipple" a lot. Okay, so they *did* do all those things, but they also had the sense to discover America about 500 years before Columbus and then keep quiet about it. Smart chappies. They also invented batteries and the first models of the internal combustion engine. Well, they might have done.

So it's rather smashing to see them finally getting their mainstream rehabilitation on the Mega Drive. Now, those of us with Viking blood surging

▶ Erik goes leaping foolhardily to his almost inevitable death. If only he'd lived another 500 years, by which time they'd invented the 'look before you leap' cliché.





▲ Ahh, the noble savagery of the Viking language. It might all seem innocuous, but don't forget, a 'nice day' usually involved rather a lot of the red stuff flying around.



▲ Baleog naffs off hunting, leaving his wife holding the baby. Vikings might be excellently cool people, but politically correct they ain't.



▲ Erik lies to the missus – outrageously neglecting to mention that the wild boar he has just brought back to the family home was, in fact, nicked from the freezer cabinet at Sainsburys.

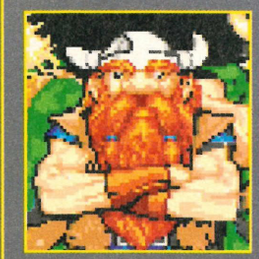


▶ The noble warriors bravely face the giant, truffle-lobbing snails bred by their French enemies down in, well, France.



◀ Baleog the Fierce transforms into Baleog the Seriously Crapping Himself as he's unceremoniously kidnapped by a bunch of alien life forms.

THE VIKINGS



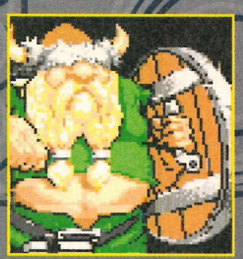
ERIK THE SWIFT

◀ Very fast on his legs and capable of leaping small log cabins with a single bound. He's the ideal person to send on advance reconnaissance missions.



BALEOG THE FIERCE

◀ Kills things basically. Comes equipped with a sword for close-range nastiness and a bow and arrow for long-range death from above. Stupid moustache, though.



OLAF THE STOUT

◀ Slowest of the three. His shield is pretty useful for blocking projectiles, enemies and anything else he happens to come across. He also uses it to para-glide off tall objects.

VIKINGS

● Mega Drive ● Virgin ● £TBA ● UK Release ●

through our veins no longer need to hang our heads in shame and say things like "Well, we didn't know it was your country", or "Your sister, eh? Ah, sorry about that." Nope, none of that. *The Lost Vikings* reveals us all to be somewhat cute (in a hairy and aggressive sort of way), and just full to the helmet with intelligence and sensitivity. Well, almost.

It would have been stupidly easy for Virgin just to knock out yet another slice 'n' dice platformer, especially given the nature of the subject matter. But *Vikings* is one of those games, like *Humans*, that occupies the middle ground between platformers and puzzlers.

And while the usual platform antics are high-up in the scheme of things, you won't get anywhere in this game unless you sit back, think about the whole thing for a few minutes, and then formulate a strategy for coping with everything.

Now, this sort of thing can be completely dire and uninteresting, but *Vikings* manages to get the mix between the jumping 'n' shooting shenanigans and the cortex-stretching bits just right.

Most of the puzzles stem from the fact that each Viking has a different set of skills, and they've got to work in tandem, if they're going to get anywhere. They'd better get it right too, because there's a large variety of nasties scattered throughout the 37 levels, just waiting to take advantage of the slightest slip. At times, *Lost Vikings* is almost full-contact *Lemmings:* solve this, puzzle that out, blow up that computer, kill the dinosaur, now where's the ➤



▲ Erik demonstrates a gift for command – watching from a distance as the troops get stuck into another mini-dinosaur.



▲ Olaf, always a keen on mushrooms, takes a good long gander at these immense specimens. "Blimey", he says, "I'm sure they weren't that big in Sainsburys".

▼ Erik has a very hard helmet which he uses to bang his way through walls.





▲ Sadly, Erik gets clubbed to death by a hairy Neanderthal-type thing. See, evolution does you absolutely no good at all when it comes down to it.

POWER POINTS

PLAYERS	1-2
LEVELS	37
SKILL LEVELS	None
RELEASE DATE	Feb

OTHER DETAILS
Password option and six-button pad recognition.

TIME TO COMPLETE
Two to three weeks.

2ND OPINION

Hello readers, you won't have seen one of these before. We're going to have these Second Opinion things in the major reviews from now on. If there's another point of view to get across, that is. And with *Lost Vikings* there sure is. Sorry, but it just doesn't work for me. Andy sat playing the game, enjoying every minute and savouring every gag. I watched on, stony faced. I do like the game, but it just doesn't click for me. The idea of having to guide three characters through the game feels too much like repetition, and aren't those graphics a bit naff in a *B.O.B.* sort of way? Yeah, so I'm being a miserable git. *Lost Vikings* ain't a bad game. But I'm sure it could have been funnier, better structured and more pleasing to the eye. Overrated by about 10%, as they say in the *Sega Power* office. MARK RAMSHAW



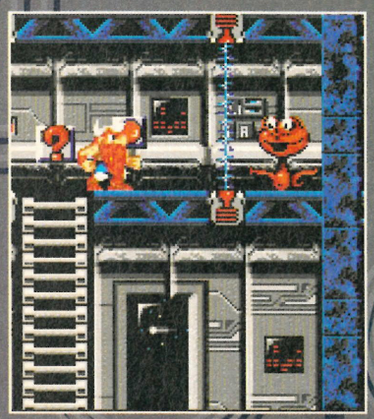
▲ Baleog does his best Kevin Costner impression, slamming an arrow into an alien baddy and hoping for a part in Key's up 'n' coming 'Robin Hood Takes On The Alien Scum' flick.



▲ Did you know that you can inflate Vikings with bicycle pumps and set them floating merrily upwards? Me neither, but next time I'm in Copenhagen should be fun.



▶ Baleog shelters behind Olaf's shield as they're attacked by a dwarf dinosaur, who's somehow managing to ignore the fact that he's extinct.



▲ Okay, so this is another alien, but it's a good guy. How can you tell? Well, it looks cute and it's smiling (not that programmers go in for stereotypes or anything).



◀ Erik might be swift, but he's also master of the understatement. A bit like Custer saying, "Hmm, the natives are a bit restless today."

➤ bloody exit gone? Each of your Viking chums can only take three hits though, so it's usually a good idea to shelter behind Olaf The Stout's shield while Baleog turns them into pin-cushions.

Luckily, the hapless Norsemen don't have just the will of Odin to prevent them from taking the fiery longboat to Valhalla. Various objects are dotted around the levels, from bombs to smart bombs, to other unidentifiable objects which are probably extremely useful at some stage.

There are also prompt boxes scattered about the place – these give you instructions as to which buttons perform which actions and, more importantly, when you should use them.

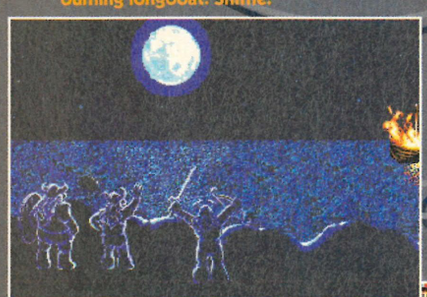
This is a pretty neat touch when you think about it, as it saves you wading through pages of instructions every time you come across something which is a bit unusual.

Graphically, *Lost Vikings* is excellent. By Odin's Fiery Buttock, it even manages to be funny in places, striking the perfect balance between the cute and the totally out-to-lunch.

Okay, so it probably doesn't come up to the high standards set by *Zombies*, but it's still great fun to play. A Viking gets fried and his body turns to ash, leaving his eyeballs bouncing around on the ground. Leave Olaf alone and he starts picking his nose...

The only downer is having to toggle between the three warriors, which can mean you have to go over the same territory three times. But, apart from that, *Lost Vikings* is pretty essential Norse entertainment. Voorgees helvatella proost, as they say in Denmark.

▼ The Viking burial ceremony. The spirits of the dead warriors wave goodbye to their corpses as they sail over the horizon in a burning longboat. Sniffle.





▶ Olaf goes for a quick glide in mid-air. There's nothing quite like the feeling of the wind whistling through your beard as you drift through the atmosphere.



▲ Trying to return to Scandinavia, the lads end up in Egypt. This is how Eriksson found America – he was heading for France, but Vikings have a lousy sense of direction.

THE LOST VIKINGS

• Mega Drive • Virgin •
• £TBA • UK Release •
For more information, contact Virgin on ☎ (081) 960 2255

- Marauding graphics
- Pillaging humorous bits
- Rampagingly strategic
- Hooliganistically long-lasting
- Slightly slow in places

GRAPHICS 9
SOUND 7
ADDICTION 8
BRAINPOWER 8

FINAL VERDICT

"There's never a dull moment in *Vikings*. It's a slick and humorous mix of platform action and strategic problems, which knocks *Humans* into a pointy, winged helmet."

87%

SEGA POWER

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DR. ROBOTNIK'S MEAN BEAN MACHINE

ROBOTS ON PARADE

The robots you have to beat in the single-player mode don't come much tougher than these cookies. Each one has its own tactics, and each one is extremely devious...



▲ Arms is the first robot you have to take on, and even he takes some beating on the higher difficulty levels.



◀ The second one is tougher than Arms, and makes a point of telling you so. But you ain't seen nothing yet...



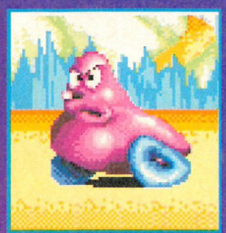
◀ The third stage robot employs some cunning tactics. It's best to fill up the left and right-hand side of the screen first when playing against this little chap.



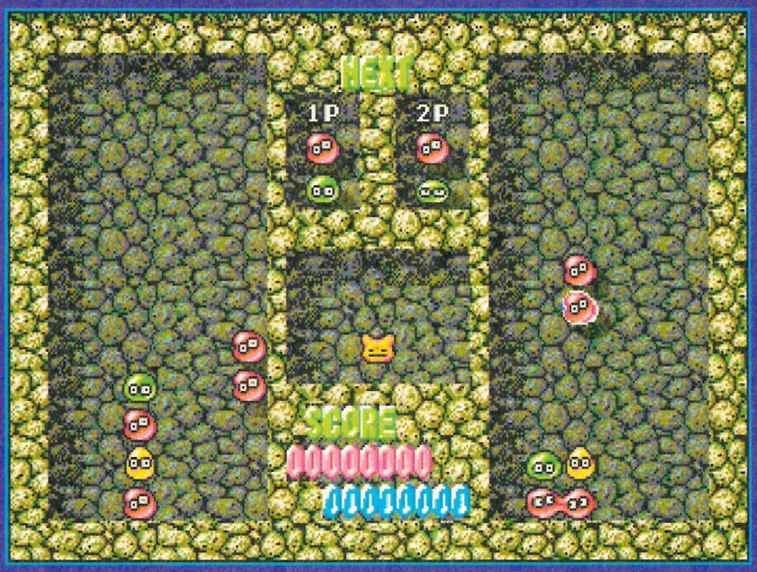
◀ This monkey robot first appeared in Sonic 2, where he gave the 'hog some serious trouble.



◀ Things are getting tougher and tougher. Fill the pit randomly about three levels up, and then start trying to make matches – this way the lower blocks should fall into place.



◀ The blob on wheels tries to fill up your pit with black blocks right at the start of the level, so fight back fast!



▲ Here we see the beginnings of another manic two-player round in *Mean Bean Machine*. Awww, look at the lickle beans with their cute eyes and everything. Innit' nice and sweet?



▲ Beat your friend into the ground and the Mega Drive congratulates you with this message. Patronising? Sure, but – hey – that's machines for you.

◀ The end of the game is nigh – the opposing robot has beaten you, the bottom of the pit opens up and all of your beans plummet to their doom. Oh dear.

"What's this then?" Paul Pettengale asked, as Mark handed him a copy of Sega's *Mean Bean Machine*. "Well, it's kinda like *Columns*", Mark replied. 'Exactly the same as' would have been a far more accurate description...

TAKE THE BEST puzzle game ever released on the Mega Drive, give it a (fairly weak) plot, polished graphics and some groovy tunes, and then sell it for twice as much as the original. Sounds like a great way to make loads of money. Nice one, guys.

Sega have slapped a great game into our laps with *Mean Bean Machine*, but they seem to have suffered a severe bout of amnesia, forgetting that they released a very similar game about three years ago. *Columns* stole the hearts of virtually everyone who played it –



▲ The rationale for the game? Robotnik wants to reduce the land to a sad, tiresome kind of place where no-one wants to go. Shame Skegness beat him to it.



◀ Just to rub salt into the wounds, the ghosts of the dead beans make you feel inferior and wholly responsible for their agonising death. Damn.



▲ There he goes again, that miserable ol' Robotnik telling the robots under his command off for leaking oil in the corner of the room. What a drag, huh?



▲ In trouble here. The enemy has done a fine job in filling up the pit with those dreaded black bean things. Better sort your act out quick.

much like the classic *Tetris*. *Columns* has you arranging coloured blocks as they fall into a pit, so that they (hopefully) fall next to three or more like-coloured blocks. If they do, they disappear. If they don't, the pit fills up to the top and it's game over time.

There's a single-player mode, where you try to score as many points as possible, and there's a two-player mode where you try to beat your opponent by stopping your pit filling up before theirs.

Columns is excellent fun, it's challenging, and although the graphics are fairly primitive and the sound pretty dismal, it's a fine game.

Mean Bean Machine is a better game, there's no doubt about that. It follows exactly the same principle and adds two significant features to the gameplay.

First, when you play in single-player mode you don't just play for points, you also play to beat computer opponents who gradually increase in their prowess.



▲ The third robot has been defeated. And, as he sinks back into his case, he contemplates his impending doom at the hands of Robotnik.

And second, by making blocks disappear on your side of the screen you make special black blocks appear on your opponent's side, making the game harder for them. So, not only do you have to concentrate on making your blocks go away, you also have to make sure you keep your opponent's pit topped up with the dreaded black blocks if you want to stand any chance of winning. And that's not easy.

The only other differences are superficial. Dr Robotnik, who you should all know from the *Sonic* games, makes an appearance. He wants to turn all of the beans in Beanland into nasty, horrid beans. To this end, he employs the help of some of his robots to operate the Bean Machine.

It's these robotic minions which you take on during the single-player game. The graphics are smart, with a suitably cartoon-style look, and the accompanying music and sound effects blend in with the frenetic gameplay perfectly. The presentation is, on the whole, spot on.

Mean Bean Machine is tough, so it's going to take you ages to complete in one-player mode. And its longevity in two-player mode is practically infinite.

The differences between *Columns* (which is available on Sega's budget range for £19.99) and this, however, don't justify the doubling in price. To be perfectly honest, there's little to choose between them, and consequently you may be better off going for the original game if you're not bothered about fancy graphics and tweaked gameplay. If only *Columns* had never existed, then this would have had a far greater impact. As it is, we've got a game which improves on *Columns*, but doesn't really justify such a sharp increase in price. A bit of a shame that.

SEGA POWER

POWER POINTS

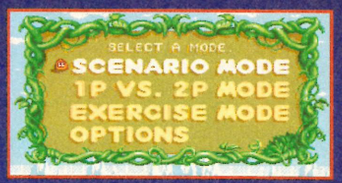
PLAYERS	1-2
LEVELS	12
SKILL LEVELS	4
RELEASE DATE	Jan

OTHER DETAILS
Infinite continues and a password system.

TIME TO COMPLETE
Two to three weeks.

TAKE YOUR PICK

Mean Bean Machines comes in three flavours, as it were, with three types of game for you to play...



▲ You pick the mode of play you want to have a go at from this screen.



▲ Try the Practice Mode before you take on Robotnik's baddie robots.



▲ The main game features the robots. They're seriously hard, so be prepared.



▲ Take on a mate in two-player mode. This is the most entertaining version.

MEAN BEAN MACHINE

• Mega Drive • Sega •
• £44.95 • UK Release •
For more information, contact Sega on ☎ (071) 373 3000

- Challenging gameplay
- Tough computer opponents
- Great cartoony graphics
- Very similar to *Columns*...
- ...and not on budget

GRAPHICS 7
SOUND 7
ADDICTION 9
BRAINPOWER 9

FINAL VERDICT

"Almost the same as *Columns*, but with some new features and bags of addictive, non-stop gameplay. If you haven't got *Columns*, then this is a must buy. Otherwise, it's not really essential."

82%

• Mega Drive • Koei • £42.95 • US Import •

P.T.O.

No, don't turn over, that's the name of the game, not an instruction. What's more this is a wargame and they're just sooo exciting. Paul Pettengale should know – he's just wiped out the entire Japanese strike force in 1944. Not bad.



▲ At the beginning of each campaign you're given a series of goals – you have to complete them before you can pronounce yourself victor and revel in the glory. Then you can say, "Hi, I'm Victor, who are you?" Sad joke that, very sad. (Almost as sad as *P.T.O.*)

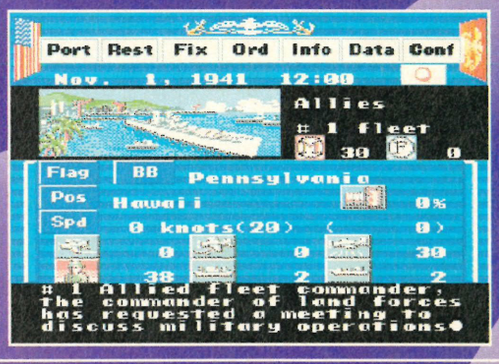
WELL, ACTUALLY it is quite bad. Not the fact that I've managed to destroy the Japanese without having to resort to nuclear attacks of their major cities, but the game itself. Y'see, I was being just a little bit sarcastic when I said that *P.T.O.* is exciting. In fact, it's duller than watching drops of rain dribble down dirty window panes.

P.T.O. is a strategy game in which you manage your forces (all based near Japan) and try to wipe out the enemy before they clobber you. It's all about planning, and deploying ships in the right bit of ocean. The

I FAILED MY STATS O LEVEL

Sad, but true. I never was any good at maths, and managed to fail my stats back in those halcyon days of homework and school dinners. But that doesn't impair my ability at *P.T.O.*, even though it's packed with more stats than the Chancellor's briefcase...

▶ All of the details regarding the status of your naval base are displayed as a series of stats – they make terribly interesting reading. Honest.



• Mega Drive • Sega • £42.95 • Japanese Import •

SUMO FIGHTERS



▲ The crowd watched open-mouthed at the final of that famous Japanese quiz show 'Give me back my underpants'.

Rob Pegley bulged out his stomach, put his hair in a bun and pulled his boxer shorts right up his bottom. "No, really, this is what the art of sumo is all about", he said to a concerned *Sega Power* office. "We really have been working him too hard", they replied.

SUMO IS ACTUALLY an acronym, taken from the phrase Stupid Underpants on Massive Orientals. Okay, maybe not, but it should be if it isn't. Channel 4 did their best to convince me that it's an artistic way of life, and that these giants are some of the world's greatest athletes. Yeah, well I'd love to see some 18 stone sea-slug in nappies doing the 110m hurdles.

For a few minutes two fighters squat, lifting alternate legs in an I'm-about-to-fart type position, then they grab their opponent's Y-fronts and try to pull them up to his armpits. Call that sport?

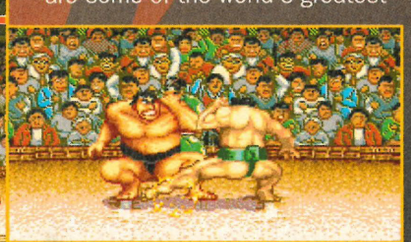
The rules of this silly-briefs encounter are simple: touch the ground with anything other than your bare soles (I said *bare* soles) or fail to keep within the marked area, and you're a loser. It's a question of using your wits to catch your opponent off balance with the various throws available,



▲ By reading the booklet, or having a fit with the joypad, you can help your player savour that special blue hand moment.



▲ In the pillow throwing contest, this big boy unleashes a scatter cushion combo.



▲ Bit of cultural confusion here as the two opponents indulge in a spot of Cossack dancing between bouts.

POWER POINTS

PLAYERS	1-2
CAMPAIGNS	10
SKILL LEVELS	100
RELEASE DATE	Out now

OTHER DETAILS
More options than you could ever hope to complete.

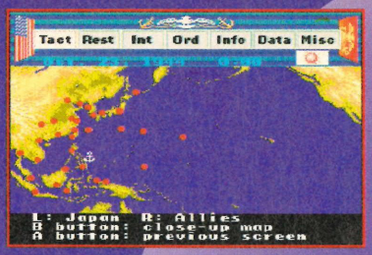
TIME TO COMPLETE
Two months.

gameplay is bewildering and you're not always sure what you're supposed to do. Sure, if you play it for a few hours you pretty well know what's going on, hell, you can even start winning a few campaigns. But this isn't exactly thrill-a-minute action. It's slow and laborious to play, but manages to give the impression of being fairly realistic.

The graphics and the sound don't help. Not one bit. You can turn on the battle animations, but they're dull. And the rest of the visuals are, well, dull. The music's dull and the FX are... well, you get the idea.

P.T.O. will appeal to a few people, probably those old enough to remember WW2, but there aren't many with Mega Drives now, are there? On to a bit of a loser in the first place then, eh Koei? And did I mention that it's dull? Good. 'cos it is.

SEGA POWER



▲ Keep track of your forces by looking at the map. All of the allied naval blib blobs are represented by, well, red blibs really.



◀ The war room, where grown men make complete and utter fools of themselves by pushing little model ships around the table, where pacts are made and alliances broken, and where tea is consumed every day around four o'clock. Well, jolly ho!

P.T.O.

• Mega Drive • Koei •
• £42.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

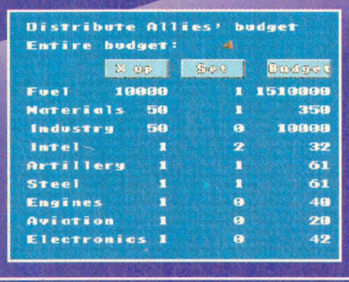
- Gives a realistic impression
- Dreary graphics
- Lumbering gameplay
- Weak sound
- Too complicated

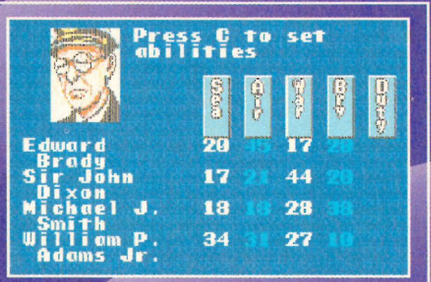
GRAPHICS 4
SOUND 3
ADDICTION 4
BRAINPOWER 9

FINAL VERDICT
"A realistic, but incredibly dull recreation of the WW2 Japanese campaigns. It's bound to appeal to enthusiasts, which means that Koei will sell a couple of hundred copies, tops."

39%

▼ Oh yes, and there's more – you have to allocate your available funds so that you've got enough weapons, fuel and supplies to sustain your war efforts. What fun.





▲ Your naval officers and each member of your war cabinet all need to have their vital statistics created. The Mega Drive chucks up a sample series of stats, and you decide whether they're okay or whether you want them recalculated.



▲ In the beginning your fleet isn't particularly strong. You'd expect to have a fairly powerful force at the start, wouldn't you – before they all get themselves blown up, that is. Logic, eh? Who needs it?



▶ This fighter bends over backwards for his opponent. These boys are big in Japan and they're certainly big in the buttocks department.

◀ In his bid to gain extra weight, this sumo warrior has inadvertently overdosed on Ready Brek.

pushing him out of the arena with brute strength or simply giving him a good slapping.

In much the same mould as *Street Fighter 2*, each of the game's 15 characters has their own special moves. A booklet details each of these with pictures of the characters, which is particularly helpful because all the instructions and options are in Japanese. The sprites are well animated and surprisingly mobile considering their bulk. The creators have obviously concentrated on the fighters' appearances and movements rather than the backgrounds, and the game is better for it.

If you don't know much about the noble art of sumo, the fact that this cart is an import isn't going to help. It's a lot of fun, but definitely more limited than, dare I say it... yes, I dare, *SF 2*. It's worth hearing the appalling sounds, though, which are akin to the hilariously dubbed soundtrack on the otherwise glorious Bruce Lee flick 'Enter The Dragon'.

SEGA POWER



SUMO FIGHTER

• Mega Drive • Sega •
• £42.95 • Japanese Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

- Accurate sumo replication
- Fun arcade action
- Well-crafted sprites
- Sumo isn't very street cred
- Japanese instructions

GRAPHICS 7
SOUND 4
ADDICTION 5
BRAINPOWER 5

FINAL VERDICT
"More of a throw-'em-about-a-bit than an out-and-out beat-'em-up. It's a reasonable button-frenzy action game with novelty appeal, but it lacks a certain ingredient. Violence."

65%

POWER POINTS

PLAYERS	1-2
LEVELS	五十
SKILL LEVELS	大
RELEASE DATE	Out now

OTHER DETAILS
A password system and probably hundreds of extra options available, if you're fluent in Japanese.

TIME TO COMPLETE
The novelty wares off after a couple of days.



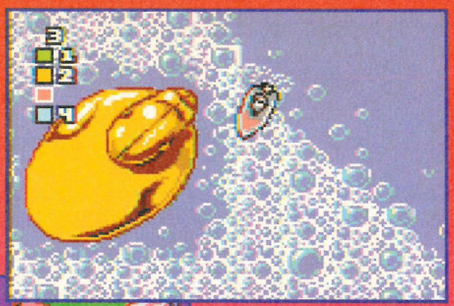
▲ The sprites are surprisingly graceful and agile for such big lads. As you can see, this particular character is a cross between Wayne Sleep and Bernard Manning.



▲ I think we have a winner. This fighter, named Karaoke, gives a rendition of his favourite hit 'We're all going on a Sumo Holiday' to celebrate his victory.



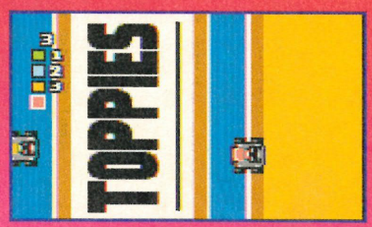
◀ More Sennaisms: pretend Eddie Irvine's in the blue car and barge it into the water just before he takes the jump (in GP joke No 1).



◀ Erm, well it's a small powerboat and a very large rubber duck. Anyone with a better caption is welcome to write to Andy and show him up for the talentless greebo he really is.

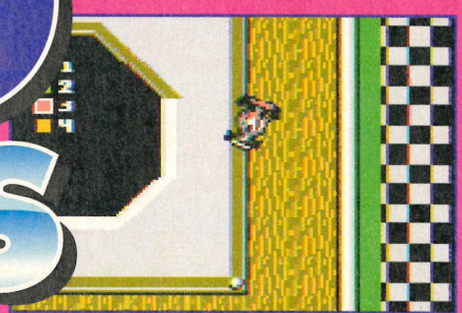


◀ A lovely graphic display of how to handle the two-player option. How kind of them.



▲ This Toppies box is a bit of a cereal killer *(Aarrrgghhh – the Crew)*.

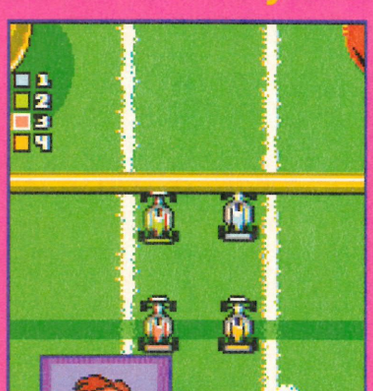
MICRO MACHINES



▲ The F1 cars are the fastest of the lot, but they corner like complete pigs. I'd turn in early and drift the rest of the corner in a slide, if I were you.

• Game Gear • Codemasters • • £27.99 • UK Release •

Now the Grand Prix season is over, Andy Stout has discovered that he actually has no life. Sad isn't it? Well, pathetic actually.





◀ Eeekk... swoon... it's Michael Andretti (In GP joke No 3).

WINTER STINKS. Okay, you get Christmas and lots of presents, but the motor racing season stops. Come the beginning of November that's it. Not a single car whizzes round a single circuit and everyone sods off back to their garages (or hi-tech R&D facilities, depending on how much money they've got) and starts preparing for the next season. What does Murray Walker do? Go into hibernation? Christ, what am I going to do?

Play *Micro Machines* on the Game Gear, that's what. This version is one of the most playable and enjoyable games around, just like its Mega Drive cousin. Depth of gameplay you don't get, but when you're screeching one of your cars round a hairpin composed of breakfast cereal, who needs it?

Even better, Codemasters have managed to retain the two-player option. You can still negotiate the challenge option, or have a head-to-head with the computer (which could teach Sebba about dubious racing tactics). But the two-player head-to-head is what it's all about.

The computer accelerates for you, one player steers left and right with the D-Pad, and the other uses the two buttons. There are no brakes in this mode, so the best way to slow down is with a powerslide. But apart from the tendency to smack foreheads with your opponent, it's simply brilliant. Don't panic Murray, your copy's in the post now.

SEGA POWER

◀ The start grid for the Cue Ball Circuit. Prost gets his usual crap start (in GP joke No 2).



▶ These are the sports cars on the Desktop Drop-Off circuit. The rubber and pencil chicanes are bad enough, but the slide-rule bridge is a real git to get to grips with.



▲ Do well enough and you get to pilot the Rufftrax round a course for an extra life. There's a time limit though, and you can only just get through the boulders.

POWER POINTS

PLAYERS	1-2
CIRCUITS	20+
SKILL LEVELS	None
RELEASE DATE	Feb

TIME TO COMPLETE
It's a good two or three weeks before you begin to get bored.



◀ The warriors accelerate slowly, but have a rather wicked top end. The main problem here is the glue.

MICRO MACHINES

• Game Gear • Codemasters • • £27.99 • UK Release •
For more information, contact Codies on ☎ (0926) 814 132

- Excellent conversion
- Huge variety of circuits
- Two-player option intact
- It's simply brilliant
- Engine sounds a bit dubious

GRAPHICS	9
SOUND	7
ADDICTION	9
BRAINPOWER	7

FINAL VERDICT

"Apart from throwing *Micro Machines* at the TV when Nigel Mansell is whingeing on about something, this is the most fun you can have motor racing with the Game Gear."

87%



IF ONLY
I COULD
RUN
JUMP
SWIM
SING
DANCE
PARTY
AND
SUCCEED



LIKE I DO
WITH MY
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LIFE WOULD
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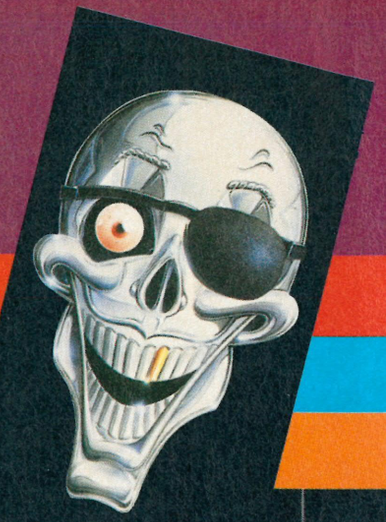

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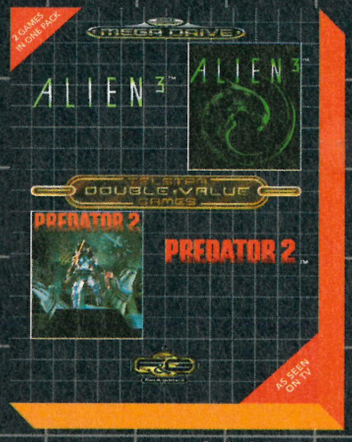

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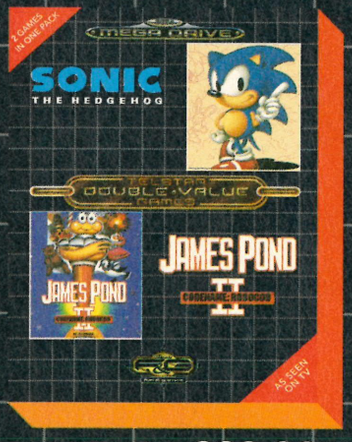

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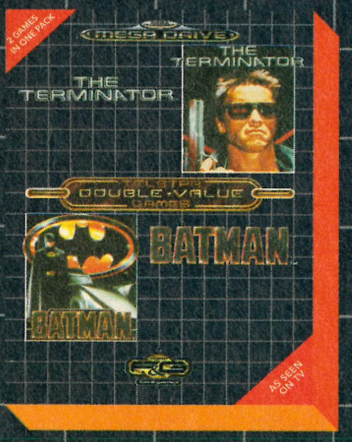

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T2 THE ARCADE GAME



▲ Aha, the ol' red eye syndrome. Obviously drinking too much of that Castrol GTX again last night. Plays havoc with your alternator, you know.



◀ The human resistance cower behind walls as androids lob bombs at you. Like, cheers, thanks a bunch guys.



▶ In a bizarre case of movie postmodernism, T2 is invaded by the Attack Of The Killer Tomatoes (pity it wasn't the Wild Women Of Wonga really).



◀ Heavy opposition time, with a T-1000 in the foreground and a big chopper thing up in the sky. Impressive, huh?

• Game Gear • Acclaim •
• £34.99 • UK Release •

Andy Stout always thought that The Terminator was the man who controlled all the points at big railway stations. He's a sad little puppy, isn't he?

WELL, LET'S BE honest, it's not quite the arcade game. Unless Acclaim come up with a way to graft a couple of hefty looking projectile weapons onto the front of a Game Gear, it's never going to be either.

Yes, that's right, it's one of *those* games. It's a head-on shoot-'em-up, mechanical-armageddon-running-towards-you-over-the-horizon affair, with weapons caches and the odd T-1000 popping up in the foreground. *T2 – Judgment Day* might have been a normal platformer, but this is firmly ensconced in blowing-things-away-with-gusto territory. The sort of game loved by those who actually look forward to Stallone movies being released.

Now don't get me wrong, blowing things away can be rather good fun (as *Lethal Enforcers* – *Sega Power* 49: 89% – on the Mega CD proved), it's just that there's a real lack of gameplay. You just have to pummel away with the fire button and try to lock your sights on anything that looks vaguely like an enemy. And that's about the strength of it.

On the Game Gear these deficiencies are even more evident. The main problem, apart from the slight one-dimensionality of it all, is the control system. The sights are controlled by the D-Pad, and you just don't get the level of accuracy you need for this sort of thing. Or the excitement either, come to think of it. It's not awful, it's just terminally retarded. Great film, shame about the dismal merchandise.



▲ Oh dear, terminated. Now the human race is going to be extinct. Damn shame. Oh well, at least Saturday nights will be a bit quieter.



▲ The return of the tomatoes. Don't know where SKYNET's hiding its greenhouse, but I'd hate to think what they use as fertiliser.



◀ More things getting blown apart. There's a beautiful red horizon, though.

POWER POINTS

PLAYERS	1
LEVELS	7
SKILL LEVELS	4
RELEASE DATE	Jan

OTHER DETAILS
There are three continues.

TIME TO COMPLETE
Two weeks.

T2: THE ARCADE GAME

• Game Gear • Acclaim •
• £34.99 • UK Release •
For more information, contact Acclaim on ☎ (071) 344 5000

- Fairly close to the original
- It's fast...
- ...but it's dull as well
- Dubious control system
- Zilch variety

GRAPHICS	7
SOUND	6
ADDICTION	6
BRAINPOWER	3

FINAL VERDICT

"If you're into mindless blapping away on the fire button, *T2: The Arcade Game* is simply great. However, if you've got a life and a few brain cells, it really is a bit tiresome to play."

64%

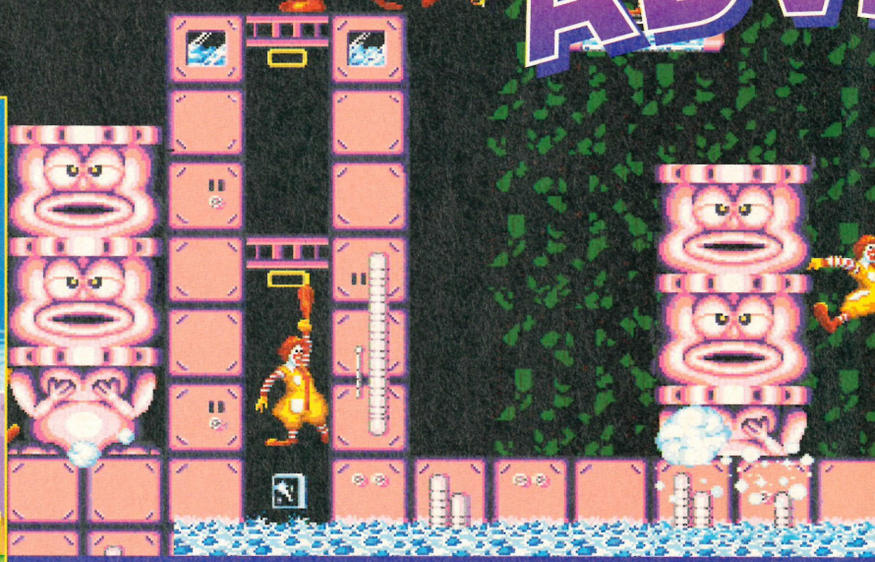
• Mega Drive • Sega • £39.95 • Japanese Import •

McDonald's TREASURE ADV

It could've been all that is bad about platform games and licences, but top burger-eater Richard McLonghurst was pleasantly surprised.



▼ On the first level, which bears an uncanny resemblance to the Emerald Zone, Ronald sends a magic blast to deal with a ferocious-looking rabbit.



WHATEVER happened to Ronald McDonald? He hasn't appeared in a McD's ad for ages. Perhaps he's been assassinated by the Bovine Liberation Front, perhaps he's swallowed one Big Mac too many, perhaps he's eloped in a bizarre love tryst with Hamburglar. All entertaining possibilities, but if the Ronald McDonald sprite in *TreasureLand* is anything to go by, he died from elephantiasis. How about that.

Anyway, before the loveable burgermeister popped off this mortal coil, he found a piece of a treasure map. Ronald thought it would be a good idea to find the rest of the map and use the treasure to pay for the expensive research into extremely rare tropical skin diseases that could just save his life. Of course, none of this is true (except, that is, for the map parts) but it's a darn sight more interesting than the twee rubbish you get in the game's intro sequence.

And speaking of twee, the entire game smacks of cuteness and overripe sentimentality. Ronald uses a magic sparkle to dispatch his rotund enemies, and whenever he encounters a boss, he always ends up making friends with it. The levels are imaginatively designed, with plenty of cool touches and effects to keep you on your toes.

▼ Whether it's the yellow blobby thing on the left or the dumpy dwarf on the right, you're always up against cute enemies.





▲ You want to grab those collectables, but just how are you going to do it without getting snaffled by that fish?

POWER POINTS

PLAYERS	12
LEVELS	6
SKILL LEVELS	3
RELEASE DATE	Out now

OTHER DETAILS
There's a password system, but the game's so easy you can get through without it.

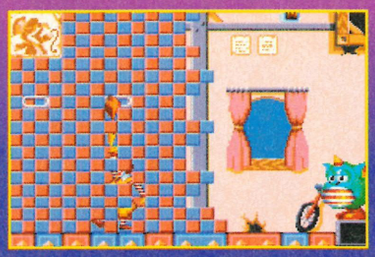
TIME TO COMPLETE
A couple of evenings.



▲ The platforms rotate while they're moving down, so the last thing you need is a snake that's trying to steal your jewels.

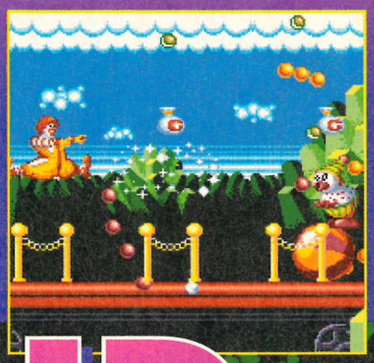


▲ There are loads of items to collect in *TreasureLand*, but you don't know what they are because the manual's written in Japanese. Luckily, shops are scattered liberally throughout each level and their owners always speak English. Just make sure you've collected enough money along the way to buy something decent.



▲ Ronald's on here somewhere. This is one of the numerous cool bits in the game where you have to go behind the scenery to get through a level.

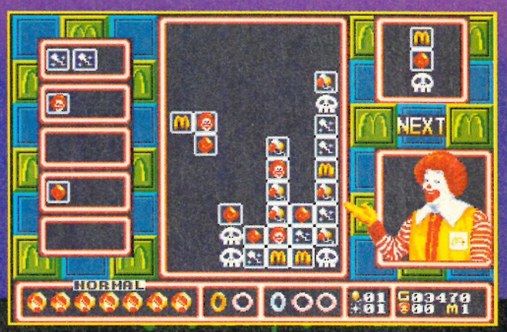
▼ Watch out for mad jugglers, drunks and officious conductors on the train.



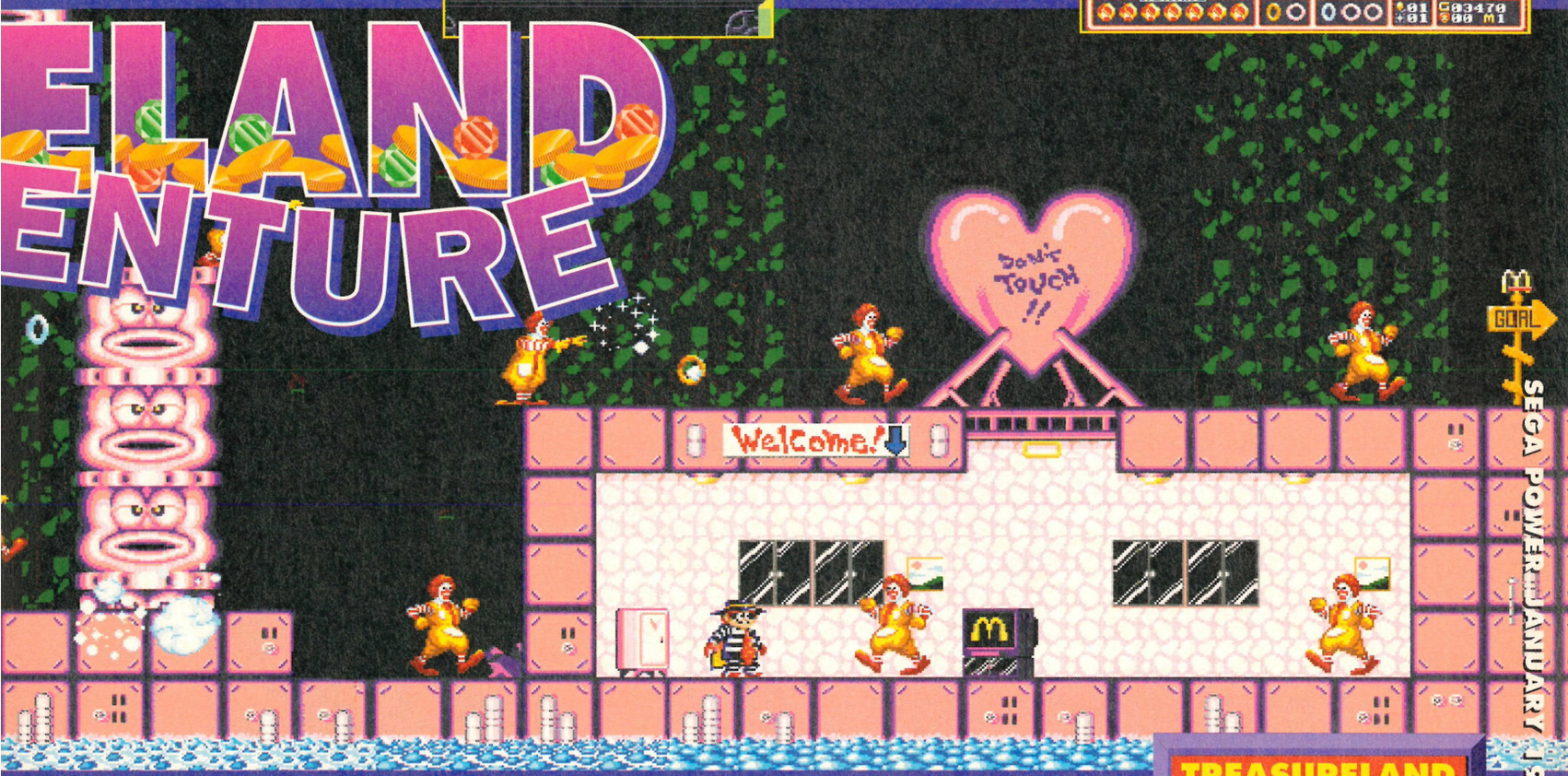


▲ So I suppose this must be a circus train. That explains all the lions, clowns, trapeze artists...

▼ Anyone fancy a go on a dull Columns clone? You could win 2,000 gold coins, but then again you could fall asleep trying.



ELAND ENTURE



However, the graphics are painfully cuddly and there's not a single threatening sprite in sight.

It's great fun to lollop along, casting sparkle at enemies and using Ronald's scarf to swing from limb to limb. The thing is, it's just so nicey nicey – it manages to make *Wiz 'n' Liz* (*Sega Power* 48: 78%) look like mega-death, blood-lust carnage. Actually, there is one guy late in the game who looks like a mediaeval version of Darth Vader, and at first you think he might be a real toughie. But after a spot of shadow-boxing and posing, he falls backwards down a bottomless pit. If you want hard-hitting mayhem, you'd better stick to *Robocop vs Terminator* (*Sega Power* 49: 90%).

Obviously, Ronald McDonald, the cute enemies and the bosses who never die are all supposed to make the game appeal to young kids, but that doesn't mean the game has to be easy as well. You can rattle through most of the game on your first sitting, and when you've spotted some of the traps and tricks, it's even easier the second time around. Despite all the neat touches you're still stuck with a game that simply doesn't last long enough. This is a sin in itself, but it's even more of a shame when the game's as eminently playable as *TreasureLand Adventure*. This is a good game, but why isn't there more of it?

SEGA POWER



▲ It always happens, one moment you're having a relaxing bath with a friend, and the next thing you know you're gushing heavenwards on a huge spout of water.



▲ To kill all of the bosses, you have to let them suck out one of your jewels and then zap 'em with some magic while they're chewing it. It can get a little bit tricky at times because you die if you run out of jewels, but practice makes perfect and all that.

TREASURELAND ADVENTURE

• Mega Drive • Sega •
• £39.95 • Japanese Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

- Enjoyable platform romp
- Plenty of surprises
- Great variety from level to level
- A bit too cutesy
- A tad on the easy side

GRAPHICS 7
SOUND 6
ADDICTION 7
BRAINPOWER 6

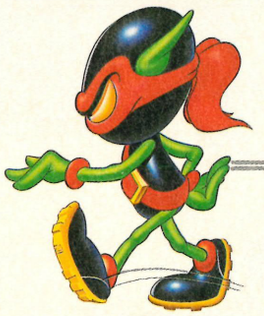
FINAL VERDICT

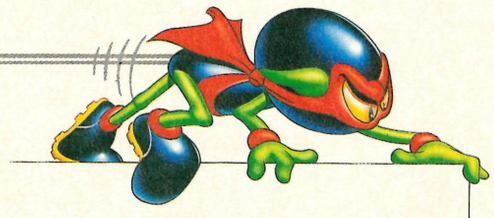
"This is a fun platformer that's certainly none the worse for the McDonald's tie-in. Unfortunately, *McDonald's TreasureLand Adventure* is just too cute and easy for older players."

69%

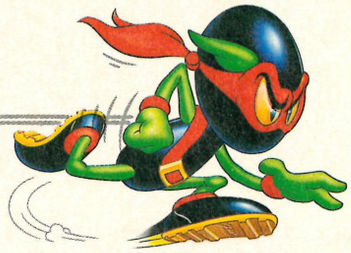
You wanted it on...

SEGA MEGA DRIVE

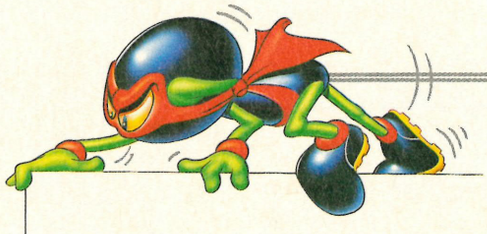




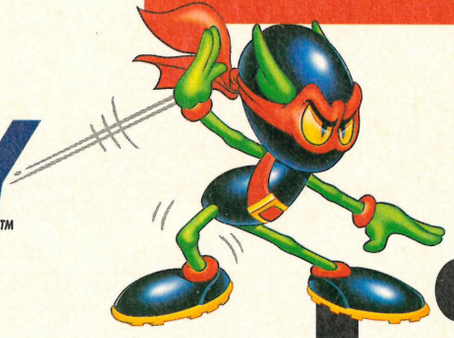
Master System™



GAME GEAR™



SUPER NINTENDO™
ENTERTAINMENT SYSTEM

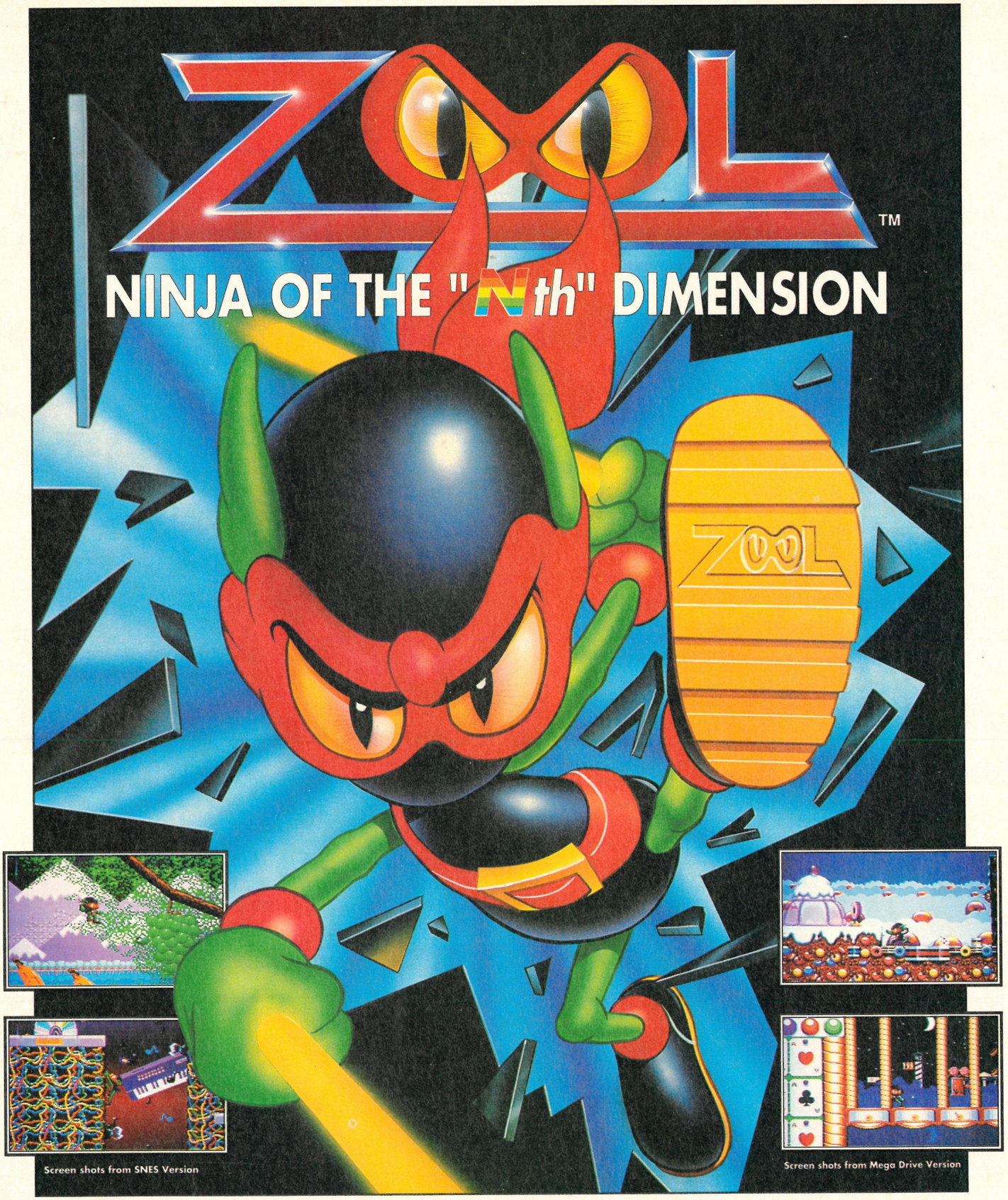


GAME BOY™

...You got it!..

ZOOL™

NINJA OF THE "Nth" DIMENSION



Once a year a game appears that is so far ahead of the rest of the field, it's into the home straight before the competition has even started. A Game so varied, so dynamic, so big, so colourful, so fast, so absolutely fantastic that everyone just looks at it and says. "This Is It!" This year Zool The Ninja From The ***"Nth"*** Dimension , is definitely "IT!"

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• Mega Drive • E.A. • £49.99 • UK Release •

FIFA INTERNATIONAL SOCCER

"Well, I said over here, on my desk son, and the cart just came across and I banged it in the Mega Drive. At the end of the day I was over the moon Brian." The latest computer game of two halves has really got to Rob Pegley.



▲ The usual toss before the match. No, please, not an excuse for a cheap caption, just a traditional coin-flip to see who takes the kickoff.

ELECTRONIC ARTS have thrown their coats on the pile and joined in the Industry Kick-About, in a bid to gain footy sim supremacy. The result is a football game that'll leave all competitors – apart from *Sensible Soccer* – as sick as parrots. The *Sensible* vs *FIFA* debate will go well into extra time and is something they'll be talking about up and down the country for weeks to come (as they say on 'Match of the Day'). Yeah, chinny reck-on. If you're a dedicated football games player you'll prefer *Sensible*, but if you're a fair-weather footy fan, this is more your cup of Bovril.



▲ Great shot, but Alan Knight would've caught it one-handed and thrown it out to little Walshie in a single movement.

Some people think football is a matter of life or death. Frankly, Mr Shankly, I'm with you – it's more than that. But football hasn't been kind to me lately. England's defeat in Holland (Koeman should have been sent off), Pompey continually conceding late equalisers, and the poor form of my Sunday Morning Junior Division One team

Johnny Dexter is powering down the left touchline. If he can just pick out Roy Race it's sure to be the Melchester equaliser.

Yes, how correct your stilted speech is sir. Go on Johnny. Show those Walford defenders a clean pair of heels and then square it for Racey.



◀ Split screen enables you to position the players for the near post flick-on. You can also see your player as he prepares to take the corner.

◀ What Ron Barr knows about footy could be written on the back of a panini Football 78 sticker. However, it's actually written on the front of a computer screen boxout. See?

ATIONAL ICER GOLD



◀ The goalies are realistic in a Dave Beasant sort of way. They save penalties regularly, but let in 40 yarders just as often.

POWER POINTS

PLAYERS	1-4
LEVELS	N/A
SKILL LEVELS	2
RELEASE DATE	Out now

OTHER DETAILS
League and tournament systems keep you going all day long.

TIME TO COMPLETE
Forever and a day.

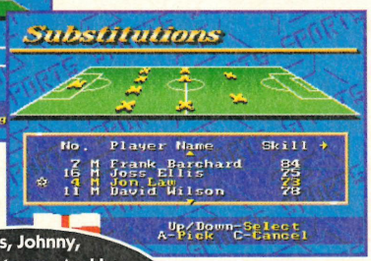
(Gary Tipp and Mark Buck excepted), have left me on a downer. I was beginning to think it was all over, but before someone could say "it is now", along came this little peach. A quick passing movement between E.A. and Future Publishing, onto Mark, a neat one-two with Dean, flicked on by Karen, and within hours I was screaming yyyyeeessss!!!!! and wiggling my hips in front of the nearest thing to a corner flag I could find.

Anyway, "Robb-ee Pegley, Robb-ee Pegley, what's... it-like-to-play-this-game? What's it liiikkkkeee to play this game?" I hear you chant in crowd-like unison (except for the saddo that carries on after everyone else has stopped). And here I go, here I go, here I go with my screen-side views. As you'd expect from an E.A. sports sim, there are more extras than in the cast of 'Baywatch', and it looks every bit as good. I exaggerate, perhaps.

Honestly though, you can control the weather and pitch conditions, vary the surface between grass and artificial, and decide on the level of fouling to penalise. Then you can fiddle with your team's pitch coverage, their strategy, formation and starting line-up. There are masses of stats, substitutions, goal summaries, foul summaries, a toss-up at the start, and then some... In fact, the only thing this game won't do for you is feed you an orange segment at half-time and rub liniment into your inner thighs. *FIFA* tops the ➤



▲ Let your defence push up, get your forwards working back, make your midfield tuck in, and other football phrases. Good little screen this one.



▲ Scrappy little midfielder, John Law, is about to be pulled off at half-time.

▼ England's strategy: long ball. Now there's a real surprise Mr Graham 'hoof it up the middle' Taylor.



Yes, Johnny, square it to me. And hey, isn't it weird how in the hurly burly split-second timing of football, we still have time to come out with these verbose sentences.

Yes Racey, that's right. Surely everyone knows football crowds don't talk like this. We never even swear. Also it's funny how by putting the bubbles in this contrived order, the reader can follow our concurring thoughts, thus producing a storyline.

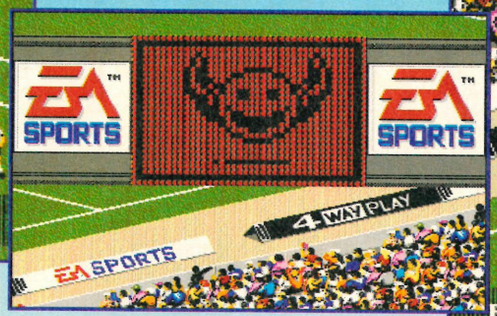
Sorry, but there's no punch line in this bubble, even though you were lead to believe there might be.



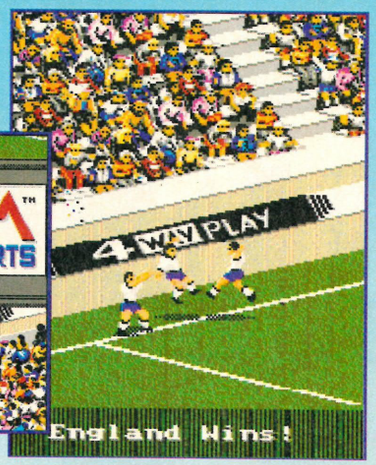
◀ Excellent perspective. Just like 'Match of the Day', 'Sportsnight', 'Midweek Sports Special' and other befitting programmes.



◀ By checking the instant replay you can pinpoint a particular player and see whether you were justified in questioning the linesman's parentage.



▲ Here is an example of the American influence on the game. Every single time you score they practically have a national holiday to celebrate.



▲ England finally gets a win. 1-0 against Lichenstein ladies second XI. And aren't those little fellas excited about it.

➤ table in the way it looks and feels, and in the replication of action. The isometric playing perspective is superb. The animation of the sprites is breathtaking, and when this is coupled with the authentic crowd sounds you could almost be watching the footy on your TV. Players dive and writhe in agony, they celebrate in style and the fans go wild.

As well as your basic running ability using the keypad, and the normal A-Hoof it, B-Pass it, C-Shoot options, there are a whole host of strategic opportunities. You can perform sliding tackles and acceleration off the ball, and you also have the ability to head, volley or even bicycle kick. One-touch passing can be achieved (by anyone but me, it seems) as well as shoulder charges (just call me Vinnie Jones). You can also use aftertouch to put swerve on the ball.

Goalkeepers can be manual or automatic. Manual is fun, especially amidst shouts of "where's my keeper" with scores of 8-6 by half-time (which came after four minutes), but automatic ones add realism.

So, on paper it all sounds great, and on screen it looks lovely. But you can't help feeling it's lacking something that its *Sensible* older brother has. Whereas *Sensible* has all the subtleties and nuances of football – in terms of passing, dribbling and positional play – this hasn't. It's too rigid in its patterns of play. Once you've mastered the techniques and are past the stage of playing inch perfect passes to no-one in particular, games can still tend to degenerate into frantic 'kick and rush' affairs. It may be like watching a real game on TV, but if it's Wimbledon vs Wimbledon Reserves, then like Gary Lineker, I'd rather watch Teletext.

▼ Wotulike ref? "I like sausages', comes the referee's everso witty reply.



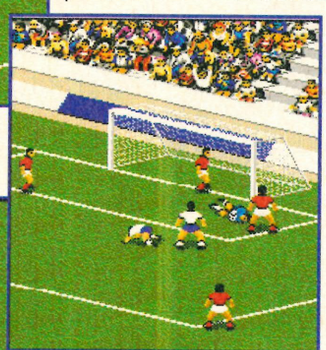
And if the backlash starts here, there are some other failings worth mentioning. For a start, it's easier to score from 40 yards than from four, and the goalies are overly dramatic. Also, it would've been more interesting to have included team members based on real players, like those in *SS*. Oh, and with substitutions the player runs off, turns round and runs back on again. Surely he's still knackered. Yeah, and while I'm on the subject, why do the crowd chant "Come on Wednesday" when Qatar are playing Uruguay and it's already Wednesday?

Enough of my pedantic ranting, this is a great game. It may lack *Sensible's* playability and have an annoying American razzmatazz to it, but its launch does coincide with the '94 World Cup. *FIFA International Soccer* is highly addictive, and the four-way play is hilarious. As a famous international manager once said, "Football is business. And business is business." Well, this is the business too, and you can quote me on that if you like.

SEGA POWER



▲ What a save. Not at all reminiscent of Bank's save from Pelé, but that's the only famous save I know, so it'll have to do.



◀ The sound on this game is unbelievable. If only we could rig up some sort of scratch 'n' listen arrangement.

▼ Italy:0, Australia:1. Well it's a funny old game, as one not-so-funny footy pundit says.



▲ It really makes no difference to the outcome whether you kick off or not, and which way you shoot, but it's another neat touch.



INTERNATIONAL SOCCER

• Mega Drive • E.A. •
• £49.99 • UK Release •
For more information, contact E.A. on ☎ (0753) 549 442

- Graphically on the ball
- Superb sound
- Excellent sprites
- Authentic footy feel
- A bit of a crowd pleaser, really

GRAPHICS 9
SOUND 9
ADDICTION 8
BRAINPOWER 6

FINAL VERDICT

"The most authentic footy sim on the market. It may lack *Sensible's* playability, but it'll give the football game genre a kick up the nineties. Nice one E.A."

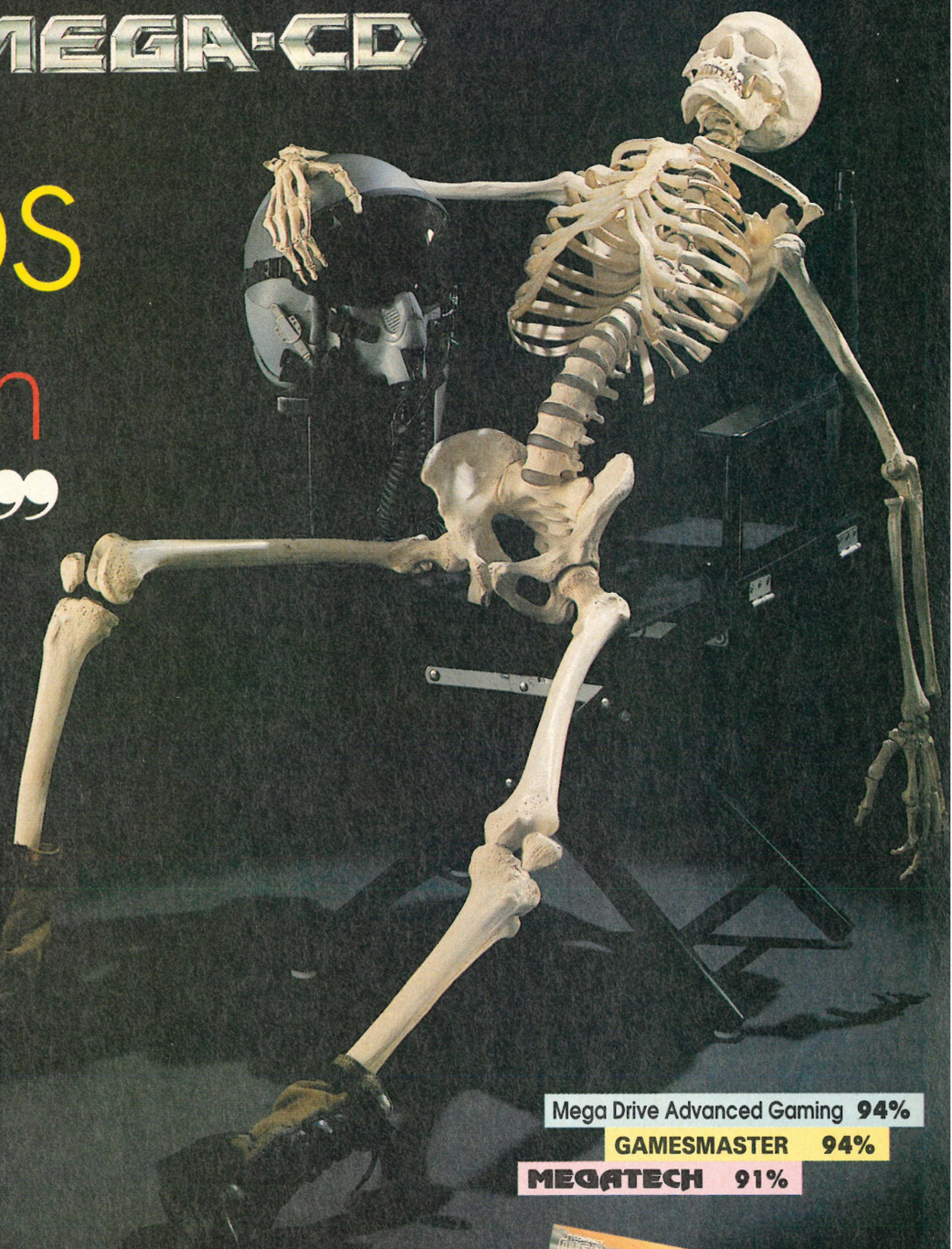
89%

SEGA™

MEGA-CD

"...pumps the adrenalin to overload!"

SEGA FORCE MEGA 92%



"...the hottest Mega-CD release to date...
If you've got a Mega-CD and you're not going to buy ***Thunderhawk*** then you might as well just throw it in the trash right now.
This is the game your Mega-CD was made for...
the saviour of the Mega-CD is here!"

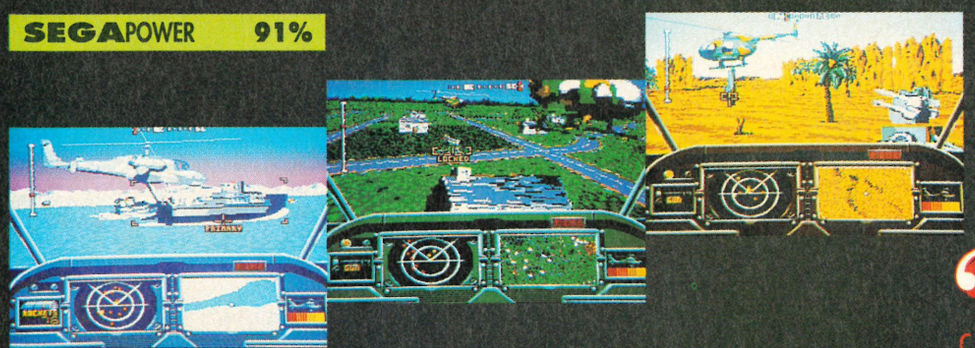
Mega Drive Advanced Gaming 94%

GAMESMASTER 94%

MEGATECH 91%



SEGAPOWER 91%



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the power of 'U'

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SEGA GOLD POWER

DU

THE BATTLE



The enemy forces are closing in, but I've got a rotating turret waiting for them. Take that you Harkonnen scum.



This guy is your advisor, or 'mentat' as they're called in the world of Dune. He gives you your mission brief, hints at how best to complete the thing and generally lets you know what's happening.



The construction site screen. Right now you can choose from a windtrap, Spice refinery, outpost, a Spice silo, a vehicle construction site and a starport.



The fights become longer range as the game goes on. Here we see an exchange of missiles between the enemy (the Harkonnen) and my Ordos base.

• Mega Drive • Virgin •

• £44.99 • UK Release •

Mark Ramshaw has always been a bit of a beach bum, so it was no surprise to find him volunteering for a one-way trip to Dune. Little did he know that he'd be light years from any surfing, and stuck in a war.

SOME THINGS YOU might like to know about *Dune – The Battle For Arrakis:*

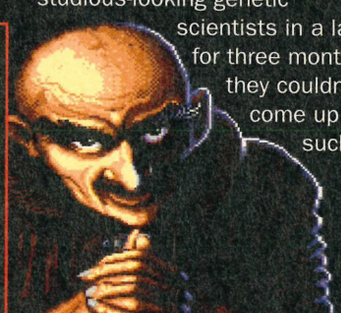
1. It's not really any kind of sequel to *Dune* on CD (reviewed last month).
2. It's written by Virgin USA (whereas the *Dune* CD was designed by French team, Cryo).
3. It's got guns in it.
4. It's nothing like the *Dune* CD.
5. It's got tanks in it too.
6. I like it.

Dune 2 is a strange beast. Even if you locked a bunch of very studious-looking genetic scientists in a lab for three months they couldn't come up with such an odd crossbreed of styles. But because it's different, and because it's so obviously been play-tested right the way through development, it works.

Sure, you'll take one look at the screenshots and say, "What a tedious pile of old crap. It doesn't look remotely interesting." And yeah, I can sympathise with that. *Dune 2* really has to be played for about half an hour before it all starts to become clear.

The most obvious point of reference for *Dune 2* is *Sim City*. Unfortunately this epic of a game (which gave the player the task of building, maintaining and expanding a city) never made it to the Mega Drive, so you'll just have to believe me when I tell you that *Sim City* was loved by almost all. Now the weird thing is that *Dune 2*, while lacking anything like the same level of originality, is very probably a better game. Why? It's the guns, man. Violence does it every time.

Initially it all feels a bit weird, with the player frantically



It's the old 'run round the back and attack 'em from behind' strategy. It never works, of course.

The Spice harvester – the source of all money with which to expand my empire. Make sure it doesn't get sandwormed.

This is my lovingly-constructed base, which is about to come under attack from those pesky Ordos troops (in green).

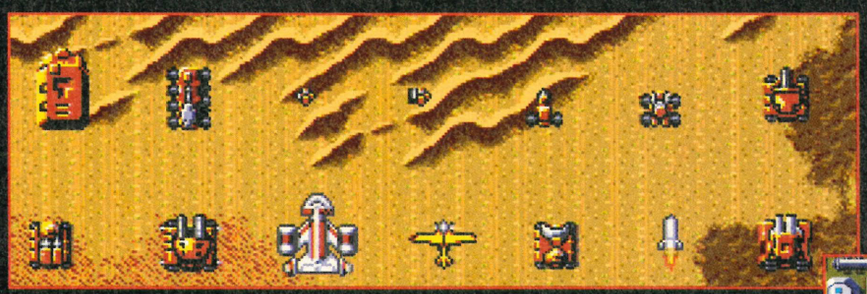


Build a starport and you'll be able to buy in vehicles. This is about the easiest way to get yourself some heavy artillery. And how would you like to pay for it? Arrakis Express, sir? That'll do nicely.

NE FOR ARRAKIS



▲ The ongoing war on the planet of Arrakis is a three-way thing between the House Atreides (the good guys), the House Ordos (the sneaky assassin types), and the House Harkonnen (really dirty rotters). You get to choose who you pledge your allegiance to.



▲ Here's the full range of vehicles which you'll eventually get to play with. They include ornithopters, sonic tanks, and the good old Spice harvester.



▲ This building is the starport, where an MCV has just been dropped in by that departing spaceship.

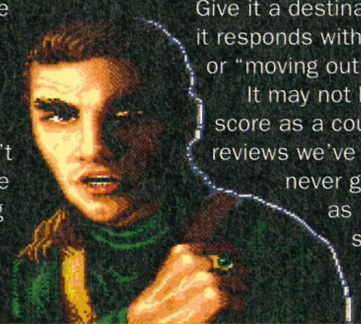


shifting a cursor round the scrolling screen, moving armed units around the place and building up a minor empire. This empire building lark involves constructing power generators, spice processors, barracks and vehicle factories. The more powerful things are only available on later levels, and the troops and vehicles get increasingly meaner, faster and harder too. But then, so does the enemy.

Combat is relatively cerebral. There's no direct control of movement or shooting – it's all a matter of clicking on a unit, then clicking on where you want it to go, or the enemy unit or building you want it to attack. You then sit back and watch it go to work.

There's also the matter of Spice to take into account. Farming Spice (a smart drug, which is found on the surface of the gameworld) brings in money, which can then be used to develop your empire (it's a costly business). There are also sandworms to consider. These blighters dig around under the surface of the sand, popping their heads up from time to time so they can swallow one of your prized troop units or vehicles. Most irritating.

Levels usually involve either making a pile of money or wiping out the opposition. Then it's on to another area of the planet for more three-way battle shenanigans.



It all sounds a bit tedious, doesn't it? But when you're mixing the building lark with troop movement, and combat with various enemies, the resulting mayhem can really get the adrenalin flowing. It's a similar feeling to that generated by *Mega Lo Mania* – there's loads happening at once, and you really need several pairs of arms and eyes to keep track of it all.

While *Dune 2* may never look much more than functional, it sounds wonderful. The central computer is constantly using speech samples to inform you of enemy attacks, completed construction work and the like. And even your vehicles and troops communicate vocally. Click on a unit and a walkie-talkie "reporting" sample can be heard. Give it a destination or target and it responds with "acknowledged", or "moving out".

It may not have as high a score as a couple of other reviews we've had recently. It's never going to appeal to as many people as say, *Street Fighter 2* or *Flashback*, and its life span is more limited. But for me *Dune 2* is the best Mega Drive game of the year. And looking at some of the hot titles we've been treated to, that's not bad going.

SEGA POWER

POWER POINTS

PLAYERS	1
LEVELS	8+
SKILL LEVELS	N/A
RELEASE DATE	Dec

OTHER DETAILS
Choice of three different sides in the battle. Passwords are given for each of the levels.

TIME TO COMPLETE
A month.

DUNE 2

• Mega Drive • Virgin •
• £44.99 • UK Release •
For more information, contact Virgin on ☎ (081) 960 2255

- Good strategy/firepower blend
- Cool tutorial and learning curve
- A dream of a control system
- Great sampled speech and FX
- It hasn't got any platforms in it

GRAPHICS	6
SOUND	8
ADDICTION	9
BRAINPOWER	9

FINAL VERDICT
"Way out of the norm and all the better for it, *Dune 2* is one of the best Mega Drive games I've ever seen. Don't be scared by the strategy angle, this is a real babe of a game."

90%

SLAY OR BE SLAIN





✦ Defeat or victory – it's all down to you. Me, I'm kind of fond of the victory bit. Odd that.



With a normal nine iron, you should be able to loft the ball up and over the bunkers onto the green. With this, however, you have to trundle a shot up and just hope it gets a lucky bounce. Oh well.



Forget a chip and a putt, with this game it's more of a small hack followed by an even smaller hack.

PGA Tour Golf

• Game Gear • Tengen • £29.99 • UK Release •

"Not another hack 'n' slash for me to review," sighed Rob Pegley. "No it's a golf game," said Mark. "Exactly," replied Rob.



My second shot is a fairway shot. So called because it's a fair old way from the hole. Oh, all right, suit yourself.



It makes little difference whether you play from a bunker or off the fairway. There's just a subtle variation to your hack.

IF THE MEGA DRIVE version of *PGA Tour Golf* was made up of a series of stunning birdies, then I suppose you could say the Master System was littered with a few bogies. Allowing for the handicap of being a handheld, the Game Gear title just about manages to come in on par, but it's still well down the leader board in comparison to the acclaimed 16-bit version.

Apart from a few golfing misdemeanours such as some holes being far too long, the main gripe with the game is a lack of varied options. I don't mean game options, there are plenty of those (you can choose from four different courses, have a practice round, or simply improve on your driving and putting). The problem is the number of options available once you're out on the course.

There are three shots you can play: a) hit it low and let the ball run, b) hit it low and let the ball run or, c) one of the above. As such, the game ignores any golfing knowledge you might have, enabling a golfing novice to hack their way round in the same sort of score as someone who's trying to add some finesse to their play.

You can't put any height on the ball, or achieve any backspin, so it's often a question of potluck rather than skill when you're hitting over bunkers or water hazards. It may sound picky to some, after all you can still hook and slice the ball, and most of the factors for a day on the links are there. It's just that no matter how many extras Tengen cram in, it's fundamentally flawed if you can't play a shot how you want to. In the long run, you realise that the best way to get round the course is to learn your shots parrot fashion, and that obviously diminishes the enjoyment and durability of the game.

SEGA POWER



No, not an amoeba, just an aerial view of the next hole. That big white thing is my ball. It'll never fit down the hole.

POWER POINTS

PLAYERS	1-4
COURSES	4
SKILL LEVELS	2
RELEASE DATE	Dec

OTHER DETAILS
Save and re-load games as you require.

TIME TO COMPLETE
You'll never fully put this one to bed, but you'll tire of it before too long.

PGA TOUR GOLF

• Game Gear • Tengen • • £29.99 • UK Release •

For more information, contact Tengen on ☎ (0604) 790 785

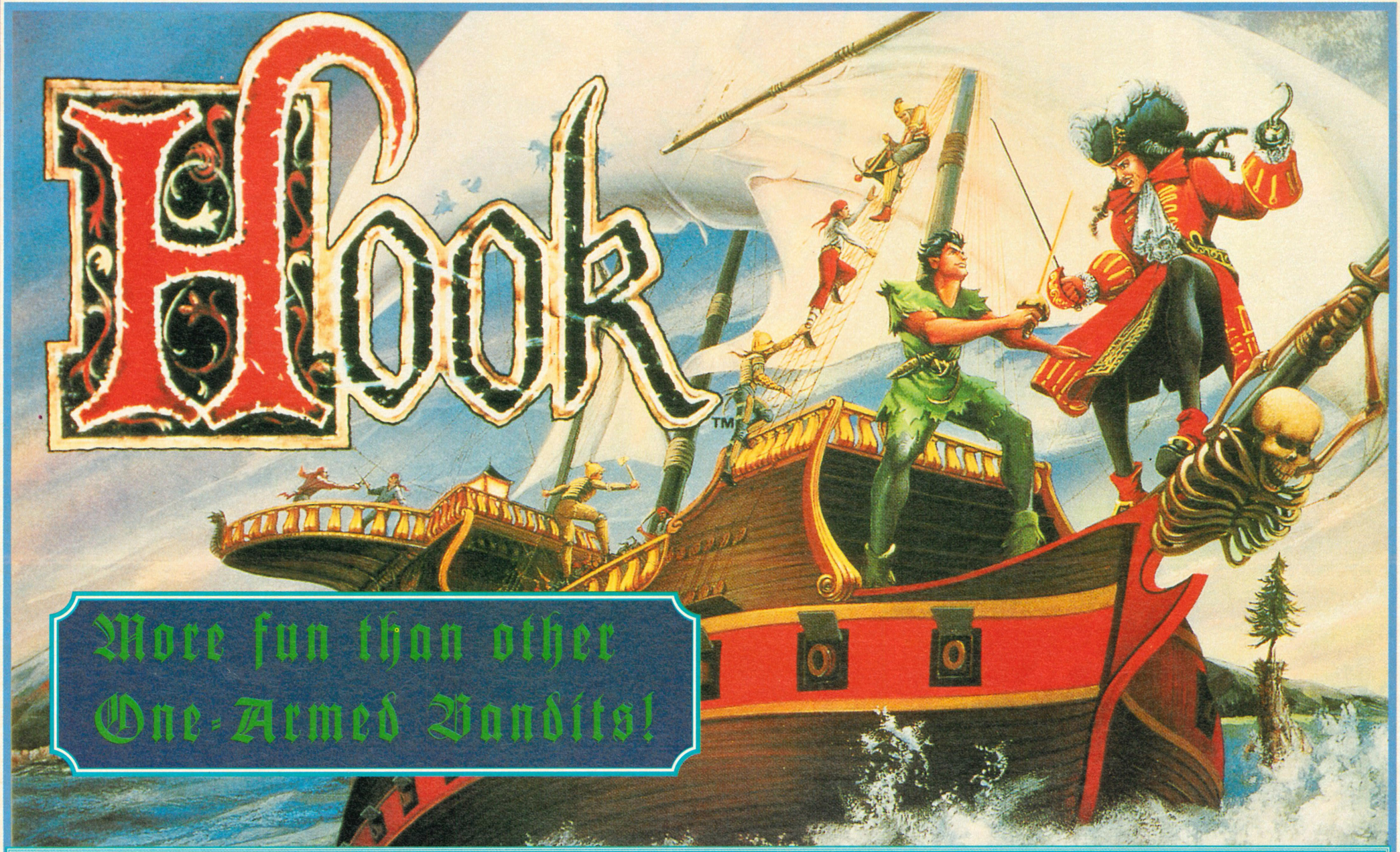
- Helpful aerial views
- Plenty of game options
- Lacks subtlety
- Limited variation of strokes
- Fundamental golfing flaws

GRAPHICS	7
SOUND	5
ADDICTION	5
BRAINPOWER	5

FINAL VERDICT

"A reasonable Game Gear conversion, but a lack of golfing nuances and subtlety of shots, means it's not very durable. *PGA Tour Golf* is full of holes, not all of them intentional."

58%



Based on Steven Spielberg's hit film – non-stop action – critically acclaimed game play – eight levels.

"A stunning looking game with superb animation". Frank O'Connor, editor of Total.

MEGA DRIVE · MEGA-CD · SEGA GAME GEAR · SUPER NINTENDO ENTERTAINMENT SYSTEM

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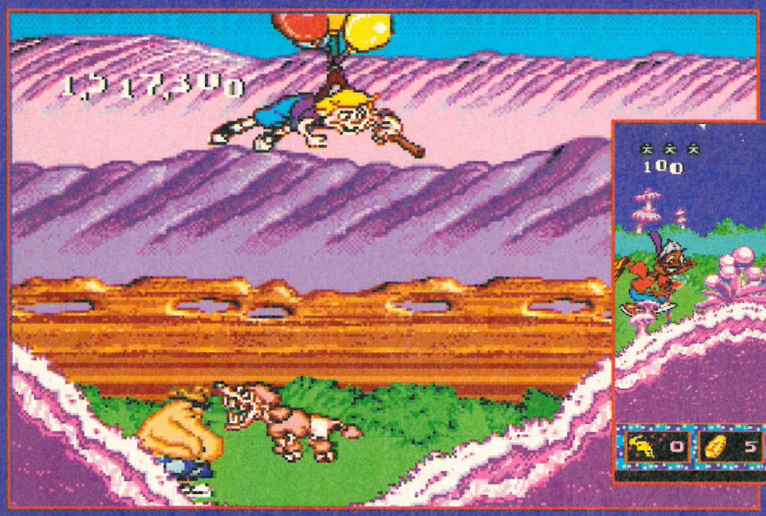


This boy with the pea-shooter and the yappy dog get their come-uppance when they are hoovered up in the Funky Vacuum.





Close encounters of the tomato-throwing-little-brat kind. The worst kind in other words.

"I'm ah living in a box, I'm ah living in a cardboard box." Could this be the end of Funkotron as we know it, with the invasion of poor pop songs from planet earth?

ToeJam in PANIC on FUNKOTRON

● Mega Drive ● Sega ● £49.99 ● UK Release ●

Funkotron is one alien nation under a groove, and its two favourite homeboys, Toejam and Earl, are back in the 'hood. Rob Pegley gets down, gets up and generally heads right a lot with those two funky alien dudes.

SEGA GOLD POWER

LISTEN UP, GUYS. Somewhere in outer space, the groovy planet of Funkotron has been invaded by earthlings who are spooking the inhabitants, messing the place up, asking for fish, chips 'n' mushy peas and generally disturbing their karma.

It seems that the blame lies at the feet (all five of them) of two teenage Funkotronians, who answer to the names of Toejam and Earl. Hey, I've heard of these guys.

It was all a bit of an accident really. When the funky duo finally fixed their spacecraft at the end of the original game and hi-tailed it home, a posse of humans clung to the craft and came along for the ride. Toejam and Earl are responsible aliens though, and they set out to make amends. That's where the game's coming from. Now I suppose you want to know where it's going? Well read this way...



With his intergalactic beer belly and dodgy shorts, Earl wouldn't look out of place in Benidorm. He just needs some decent tattoos to blend in properly.

You choose to control either Toey or Earl, or fight to play your fave character in two-player mode, as they round up the human scum in their trap-o-matic jars and ship 'em back to earth. Sounds easy, and to some extent it is, but the depth of gameplay makes it difficult to pick holes in it.

After the isometric stacked levels of the original, the makers of *Toejam And Earl* have opted for the linear platform approach for the sequel. This was a bit of a gamble considering the deluge of platformers already out there, but it paid off.

The superb character animation, psychedelic backdrops and stunning graphics give the cart an instant appeal. The fat funker in Bermuda shorts and shades and his three-legged





Big brother is watching you, and he's had a bit of a rough night by the look of it.

"Then it all went kinda weird, man..." Run through this passage of 'Rhubarb and Custard'-style graphics to gain extra points.

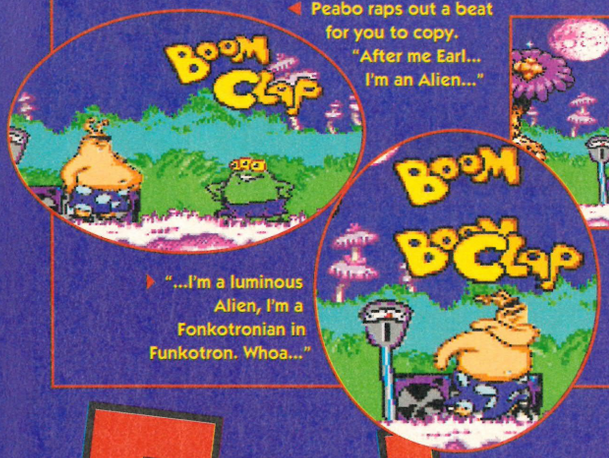
WHAT THE FUNK IS GOIN' ON?



Before: if you go down to the Funky Woods today, you're in for a big surprise...

After: with the Funk Scan on, you can see the hidden doors, presents and old tyres hidden in the Funkotron undergrowth.

PLANET OF SOUND



◀ Peabo raps out a beat for you to copy. "After me Earl... I'm an Alien..."

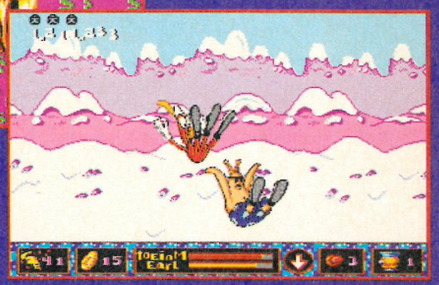
▶ "...I'm a luminous Alien, I'm a Fonkotronian in Funkotron. Whoa..."



▲ The awesome-meter says it all..



◀ Trevor McDonald looks different today. I just can't put my finger on what it is... Ah, got it, no glasses.



▲ The men who fell to earth, then mended their spaceship and came home to chill out in the snow wastes of Funkotron.



▲ There's a time limit on how long you can stay under water, but take your time because these Funkotron water babies are excellent swimmers.



▲ Parking metres seem to work differently in Funkotron, just put a coin in the slot and you create a secret door to hidden passages. That's some weird science.

& Earl ON TRON

jammy mate, are undeniably real stars. Add to this some mellow grooves, such as Peabo's Party Jam and The Rocket Rap, and we're in business. Top it off with hilarious and surreal cartoon antics, which combine memories of 'Rhubarb and Custard' and 'Doctor Zeuss', and I'm completely sold on it.

The gameplay itself doesn't initially appear that taxing, but somehow it manages to be. Maybe it's because your senses are continually bombarded as you unearth visual gags by the second, and original extras at every other step. It does takes it out of you though.

You're off on a hip-hopping escapade, trying to find and trap the earthlings in a jar. The humans hide in bushes which you have to part, or up trees which you shake them out of.

Catching the blighters isn't that difficult, it's just that there's so much to distract you on the way. I'm not just talkin' enemies here, there are also hundreds of wacky japes to side track you.

Look out for the parking meters and water fountains – they have a few tricks up their sleeves (if they have sleeves) and a Simple-Simon-Says style game where you have to go jammin' with the funksome Peabo and his ghetto blaster.

The humans snap camera flashes in your face, little giggling girls kick you in the shins and construction workers fly by on pneumatic drills. Check out the Funky Scan as well, it's a kind of X-ray which you can access in pause mode to find hidden entrances, enemies and extras.

To really get the most out of what is already an excellent play, lap up the gags and grooves with a friend. Like the first *Toejam And Earl* experience, you can share your energy levels with a high-five if one of you is struggling, and it just seems more fun to check out the surreal japery in tandem. It's certainly one of the best two-player games since, oh, I don't know, the original, I suppose.

It's a great game, which must surely be set for cult status, if not mass adulation. I just can't say enough about how good it is, mainly because I'm going to run out of words about... Now.

SEGA POWER



▶ We never get to see the back of this builder, but you just know he's got a copy of 'The Sun' in his back pocket and plenty of bum-cleavage.

POWER POINTS

PLAYERS	1-2
LEVELS	16
SKILL LEVELS	2
RELEASE DATE	Jan

OTHER DETAILS
Password system available.

TIME TO COMPLETE
A month... Then play it again.

TOEJAM & EARL 2

• Mega Drive • Sega •
• £49.99 • UK Release •
For more information, contact Sega on ☎ (071) 373 3000

- Wicked graphics
- Bangin' funky mellow grooves
- Big bad gameplay (i.e: good)
- Toejam and Earl are funny
- Gameplay can be too laid-back

GRAPHICS	9
SOUND	9
ADDICTION	9
BRAINPOWER	7

FINAL VERDICT

"*ToeJam & Earl* is a wicked fusion of snappy gags, mellow gameplay and funky vibes. Do the right thing and wise up to these soulful alien dudes. So just get on a Toejam tip. You dig?"

90%

BUGGY RUN

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

Live life in the fast lane with hot-rod Richard Longhurst, as he puts his foot down and laughs at all the saddo learners crawling along by the kerb.

THERE'S NOTHING worse than being stuck behind one of those dumb-schmuck learner drivers. You've all seen them, those gibbons with the big triangles on top of their cars, trundling along at two miles an hour and afraid to turn right in case it means having to use the indicators. Why don't they have done with it and sit down with a class racer like *Buggy Run?* That way they could learn to drive without annoying the rest of us. Okay, so it might not be ideal Highway Code stuff, but *Buggy Run* is definitely one of the best racers around.

This game has much more strength in the single-player department than Codemaster's forthcoming *Micro Machines* (to be reviewed next month). There's a huge range of tracks and loads of car parts for you to buy with your winnings, including engines, steering, tyres, nitro boosters and anti-car mines. The two-player mode gives you a single-screen track just like you find in *Off-Road Racer,* but even though the cars are smaller, they're still fully controllable. You really can feel the benefit when you've spent cash on better tyres or steering.

With some skilful driving in the single-player game, you can get through the first few races without spending any cash on upgrades. You can also collect some bonus money and nitros along the way. This leaves you with about 50 grand to spend on the best engine, which should be enough to ensure you win the beginner's championship. But after that your tactics have to change as the tracks and the opponents get progressively tougher. The beauty of this delightful little game is that there are so many different ways of playing the single-player mode, and for two players there's almost endless fun.

Essentially, *Buggy Run* is like having a miniature car that even those gormless L-plate lovers should be able to drive.

SEGA POWER



◀ Use the humps to your advantage and fly over opposing cars, but make sure you avoid the puddles.



▶ Ha-haaa, first place at last. Just to prove that Richie 'Rich' Longhurst is the coolest, sweetest, hottest, sexiest driver this side of Nigel Mansell's sick-soaked helmet.

POWER POINTS

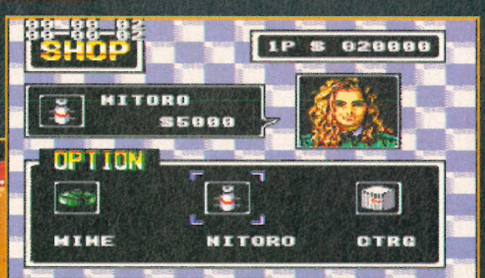
PLAYERS	1-2
TRACKS	20+
SKILL LEVELS	3
RELEASE DATE	Jan

OTHER DETAILS
Single-player vs computer tournament (the computer opponent has three skill levels) and a Battle mode.

TIME TO COMPLETE
You might be bored after a month, but this is one you'll keep coming back to.



◀ If you get bored of all that serious racing business, you can take part in a bizarre one-off battle which involves trying to push your opponents over the edge. Hmmm.



▶ Spend your hard-earned dosh in the shop and buy those things you've always dreamed of, like rocket boosters for that much-needed turn of speed.



▲ Down in the bottom left-hand corner player two is having a spot of bother with a mine. Bet that chimp hasn't even passed his driving test. Remember: mirror, signal, manoeuvre.



▲ In the one-player vs computer mode you have a pool of 15 points to distribute to the different parts of your car. Do you go for speed or handling? It's up to you...

BUGGY RUN

• Master System • Sega •
• £29.99 • UK Release •
For more information, contact Sega on ☎ (071) 373 3000

- Top racing revelry
- Hugely addictive
- Spot-on controls
- Loads of game options
- It's so annoying when you lose

GRAPHICS **8**
SOUND **6**
ADDICTION **9**
BRAINPOWER **7**

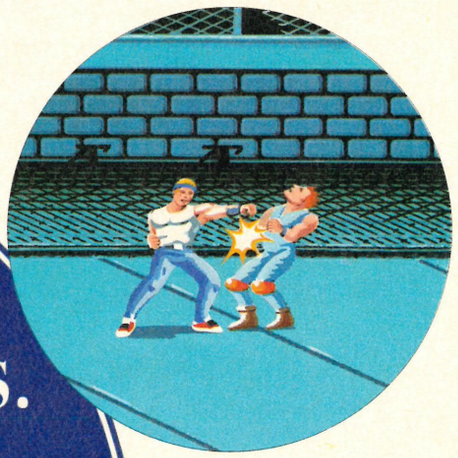
FINAL VERDICT

"Insanely addictive fun for one or two players, with more than enough options to keep you hooked if you're playing on your own. Definitely one you shouldn't miss."

84%

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.





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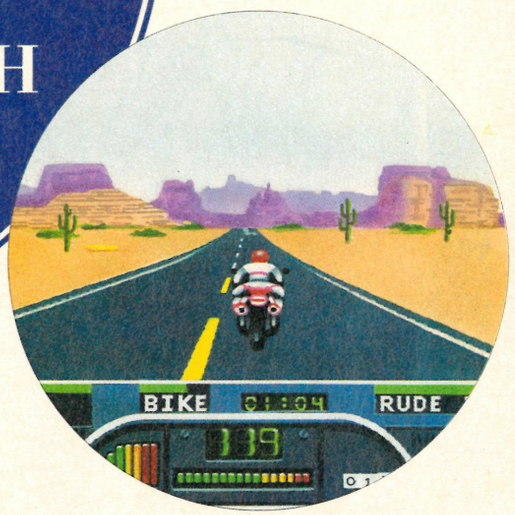

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NAME (MR/MISS/MS)* SEGAPOW/01

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Puggsy may not be pretty, but when it comes to genius he's way above the rest. Unfortunately he's stranded on an alien planet and his spaceship's been stolen.

Using a unique system of Total Object Interaction (TOI), you have to guide Puggsy through some of the best puzzles and most frantic arcade action ever seen in his quest to find his spaceship. Incorporating revolutionary graphic techniques, fantastic gameplay and a complete Junior section for the younger player, Puggsy will steal your heart and tax your brain.

P.S. Leonardo da Vinci is still trying to get his latest project off the ground, so he will be unable to take part.

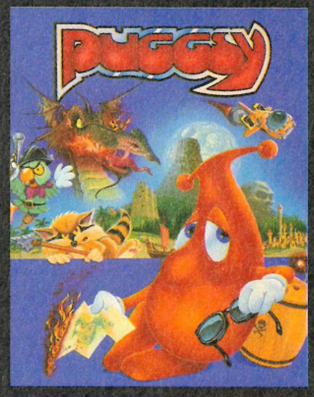
If Puggsy's just too smart for you, call the helpline.

92% Sega Magazine
90% Mega Drive Adv. Gaming
90% Mega Tech
91% Sega Mean Machines

YOU DON'T HAVE TO BE A GENIUS BUT IT HELPS.



AVAILABLE ON AMIGA, MEGA DRIVE AND MEGA CD.



WIN a Mega Drive and a copy of Puggsy. Plus 5 runner's up prizes of games. Just answer this question: What's the name of Leonardo da Vinci's famous portrait?
a) The Crying Boy b) Mona Lisa
c) Mary Whitehouse

Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Puggsy is the smartest swinger in town, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ. UK.

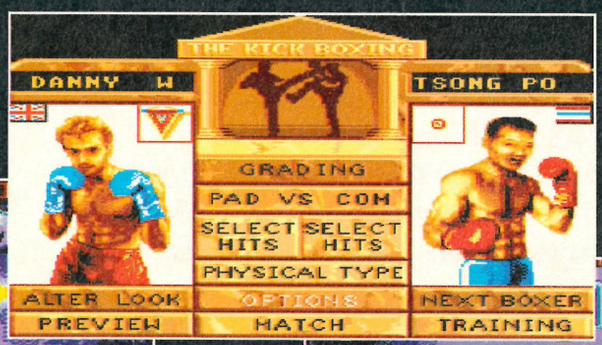
HELPLINE 0891 101 275

All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

KICK BOXING

• Mega Drive • Micro World • £27.95 • Japanese Import •

"Not another fighting game", he screamed. Dean Mortlock straps on his gloves and prepares for some 16-bit fist and feeticuffs action...



◀ Two well 'ards, living life on the edge, facing danger at every corner. It's a bit like Rob and Jason, really. Oh all right, have it your way.



▶ This fighter boards his Harley Davidson in an attempt to avoid the other guy. You'd think he'd chose a more appropriate time to test his wheels, wouldn't you?



▶ The longer you survive, the more you get to laugh at the token glamour girl in the game.

HMMM... KICK boxing. Not one of my favourite sports, I must admit. And considering TV's reluctance to air the big fights, I'm obviously not alone. Still, judging by Micro World's decision to convert this SNES title, the sport's still alive and (ahem) kicking in Japan.

As with almost every other beat-'em-up on the market, the idea is to prove yourself the best in the world. This involves kicking the living daylights out of a host of challengers, before confronting and rearranging the face of the world's number one. Evidently, originality wasn't on Micro World's agenda.



The only place you're not allowed to kick or punch your opponent is in the, erm, middle bits. Otherwise, head, chest, knees, ankles and any other parts you care to mention, are all yours for the bruising. Just let your limbs flail about in your opponent's direction and chances are you'll score a hit.

Thing's aren't that simple when it comes to your pixelated counterpart, because while you're "hi-yahhing" like a good 'un, the result is no more threatening than an Irish jig. The problem boils down to a poorly designed control system, and you spend most of your time trying to remember which direction does what.

If it'd been released a year or two ago, before the *Street Fighter 2* phenomenon, it might have stood a chance. Even at £27.95, this is one to avoid unless you've got a fetish for the sport.

SEGA POWER



◀ One of the best bits is the way the background and foreground move. A kid'll pop up, a granny'll clap, and if you're lucky a photographer will flash.

POWER POINTS

PLAYERS	1-2
LEVELS	N/A
SKILL LEVELS	None
RELEASE DATE	Out now

TIME TO COMPLETE
Two weeks.

THE KICK BOXING

• Mega Drive • Micro World • £27.95 • Japanese Import •
Thanks to Dream Machines ☎ (0429) 869 459 for the loan.

- Some good samples
- Large, well-animated sprites
- Satisfying gameplay
- Awkward control method
- Too hard for beginners

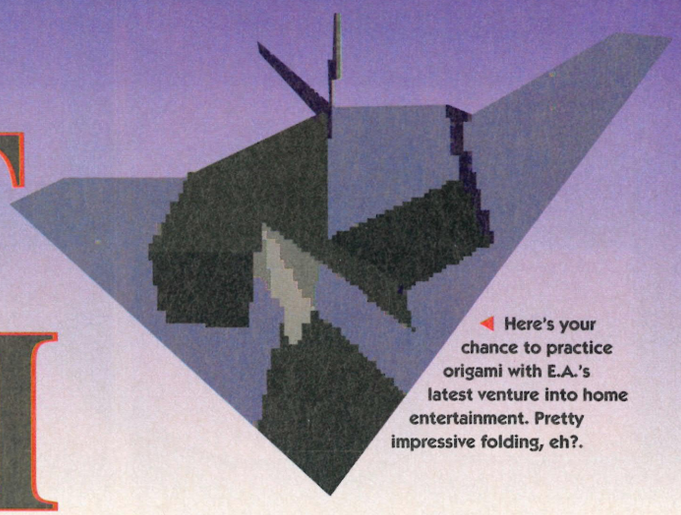
GRAPHICS	7
SOUND	6
ADDICTION	5
BRAINPOWER	5

FINAL VERDICT

"This is not a classic by any means. *Kick Boxing* may keep you relatively happy for a while, but it's certainly no contender for the highly sought after *Street Fighter 2* belt."

66%

F-117 NIGHT STORM



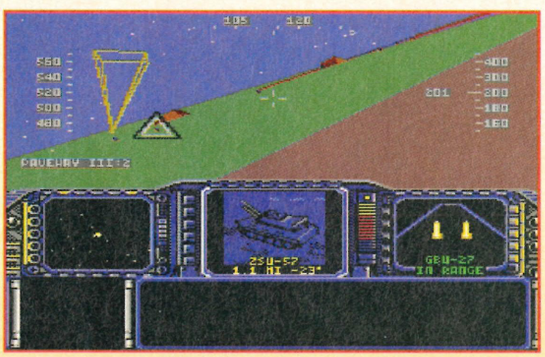
Here's your chance to practice origami with E.A.'s latest venture into home entertainment. Pretty impressive folding, eh?.

• Mega Drive • E.A. • • £44.99 • UK Release •

"I could tell you about *F117*", said Rob Pegley, "but I'd have to kill you afterwards." After hours of torture we finally got a review out of him. Please eat this page when you've read it.



The weapons pick 'n' mix. Don't leave home without one of these lethal weapons. American explosive? Yes, that'll do nicely sir.



Where are you off to then, Grenada? No, she came of her own free will. Hold on a minute, I think I've got that wrong. It's so easy to get confused.



If this boy thinks it's going to be a cakewalk, he's a couple of scones short of a tea party.



Once you've locked onto your target, you must release your weapons. Then switch to the Bombsight mode until the target is well and truly destroyed.

STEALTH FIGHTER? It's a paper plane. Of course it is, look at it. That's why the radar doesn't pick it up. The designer of *Night Storm* is quoted as saying that the team have taken "a little artistic licence with much of the plane's combat and capabilities." That's because they've never seen it, have they? It doesn't exist.

E.A.'s latest Top Gun casts more than a casual glance over its shoulder at its predecessors, *F22 Interceptor (Sega Power* 26: 68%) and *LHX Attack Chopper (Sega Power* 75: 73%). Still, it's a competent flight sim and a reasonable first-time buy, but lets face it, sticking flight simulations on a console is rather like sticking go faster stripes on a Volvo.

After a self-designed refresher course in Arcade mode, you embark on the Campaign mode, which is the core of the game. In terms of sim skills, the cart adds little to its genre, but for enthusiasts it's these detailed campaigns that push *F117* towards the vanguard of console flying.

You have to progress through 30 missions in a set order. These range from the and squiggle-strewn skies of Cuba, Grenada and downtown Baghdad, to the different coloured squiggles of Panama and Peru. There's even a Bosnia scenario. Excellent on-going publicity, but definitely a case for the bad taste police.

F117 lets you fly at a reasonable speed, with a smoothness of scrolling and a cockpit set-up which keeps your senses working overtime. It's one of those American games which is over-priced, over-hyped and over here.



Stand by for the Weapon's release. It's their latest single on Warfare records, called 'Love Missile F117'.

POWER POINTS

PLAYERS	1
MISSIONS	30
SKILL LEVELS	5
RELEASE DATE	Dec

OTHER DETAILS
Password system available at the end of each scenario.

TIME TO COMPLETE
A month.

F117 NIGHT STORM

• Mega Drive • E.A. • • £44.99 • UK Release •

For more information, contact E.A. on ☎ (0753) 549 442

- Strong scenarios
- High strategy content
- There's a Bosnian scenario
- Poor and confusing graphics
- Adds little to the genre

GRAPHICS	5
SOUND	6
ADDICTION	5
BRAINPOWER	7

FINAL VERDICT

"A complex flight sim with an emphasis on historically-based storylines. Not bad, but it's basically *LHX Attack Chopper* in Stealth Bomber clothing. Pretty sneaky, eh?"

64%

SEGA POWER

WHEN IT'S OUT IT'S IN.

PLAY BEFORE YOU PAY IN THE GAMESMASTER ZONE





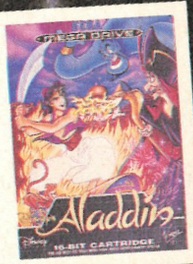


98%

STREET FIGHTER 2 SPECIAL CHAMPION EDITION
Sega Mega Drive
Available now
Review: "Undoubtedly the greatest Mega Drive release ever." Mean Machines Sega
£59.99

91%

ALADDIN
Sega Mega Drive
Available now
Review: "An unmissable blend of Disney animation and the cream of 16 bit platforming."
Sega Power
£49.99



MEAN MACHINES SEGA RATING
94%







90%

SONIC SPINBALL
Sega Mega Drive
Available now
Review:
"The depth of the game play makes Spinball a joy to play."
Sega Power
£49.99

82%

ZOOL
Sega Mega Drive
Release: 17th December
Review:
"The attention to visual elements makes it colourful enough to be captivating."
CV&G
£44.99



FIFA INTERNATIONAL SOCCER

FIFA SOCCER
Sega Mega Drive
Release: 3rd December
Review: "E.A. has pulled out the stops to create an experience rather than a mere game."
Mean Machines Sega
£44.99

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THE STORY SO FAR

It's on CD, then, which means animated cartoon sequences ahoy. And they're great, even though all you can do is sit there and watch them. Here's the scene-setting introductory one from the start of the game.



◀ And he's got a secret, known only by his lovely wife, Mary Jane. (Shouldn't it be his aunt or someone? Or is that just on the telly?)



▲ Peter Parker, works at the Daily Bugle. There he is in the window.



▶ He's quite fond of his wife, seen here adjusting his collar.

▼ But, oh no, something's wrong! Peter hears a scream from outside and changes hastily into...



▶ ...Ta da – Spider-Man! He leaps out of the window, and sets off to fight evil. What a guy!



▼ You take over for a bit now, apprehending a mugger who's robbing an old lady outside.





THE AMAZING SPIDER-MAN VS

Struck on the head by a radioactive rock as a kid, Jonathan Davies was one of the first people to spend £250 on a Mega CD.

• Mega CD • Sega • £29.95 • • US Import •

SUPERHEROES HAVE always confused me. Spider-Man in particular. I mean, Peter Parker wears his Spider-Man costume underneath his ordinary clothes, right? So all he has to do when an emergency arises is tear off his jacket, shirt and trousers, kick off his shoes, pull his mask over his head and he's away. But what does he do with his Pocket Grandpa? Leave him behind? It's not like there are any pockets in his costume or anything, and yet it seems unlikely Grandpa would want to miss out on the action. *(What the hell are you on about? – Mark)*

This question isn't addressed in *The Amazing Spider-Man vs The Kingpin*, which has Spider-Man dashing about mopping up super-villains who, under the guidance of The Kingpin, have hidden a bomb somewhere.

Things are complicated by the fact that The Kingpin has framed Spider-Man for the impending crime, so he's got to avoid the NYPD as well as trying to locate the bomb and save the city.

Inevitably, *The Amazing Spider-Man vs The Kingpin* is a platform game. But it's spiced up by Spider-Man's unique arachnidan abilities. As well as walking along punching baddies and jumping about on platforms, he can also scale vertical walls, ensnare baddies in his webs, swing around on silken ropes and crawl



▲ This is a small area of the map that appears between levels. Scroll about it and you can see a sizable chunk of New York accurately mapped out. Green blobs are areas that need checking out, yellow crosses are the ones that you've already visited and I'm afraid I'm not too sure what those funny little Spider-Man symbols mean.



▶ The bosses – this is Dr Octopus, by the way – use the sneaky tactic of staying just out of reach, so you've got to use webs on them. If you haven't got any, you're jiggered. Challenging or frustrating? You decide.



▲ Here's your chance to show a biker what the world really thinks of their sort.



▲ This, theoretically, is St Bartholomew's Church. Like so many other levels, however, it just looks like a row of buildings. And what, exactly, is Spider-Man's rope supposed to be attached to, eh?



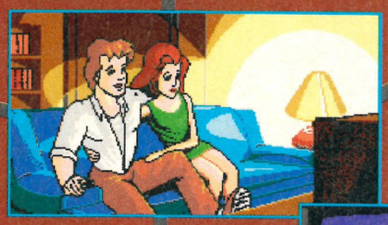
▲ Spider-Man recoils in horror. "But I'm sure I've done at least six underground train sections exactly like this before."

POWER POINTS

PLAYERS	1
LEVELS	20+
SKILL LEVELS	3
RELEASE DATE	Out now

OTHER DETAILS
You can tackle the levels in any order by choosing them from the map screen. You get infinite continues.

TIME TO COMPLETE
A week.



◀ Peter (or Spider-Man, as we now know him to be) watches telly with his wife.

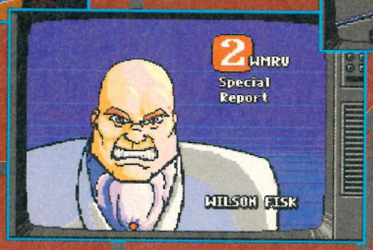


▼ "I can't have this", says the indignant Spider-Man as he takes another headlong dive out of the window.



▼ "Thanks very much", says the old lady. The city sleeps soundly that night, knowing Spider-Man's there.





▲ But, oh no, what's this? It's Spider-Man's arch-enemy The Kingpin. What can he be up to?

▲ Here's your answer. He's claiming Spider-Man has been attacking innocent citizens.



◀ And, what's worse, he says that Spider-Man's planted a bomb that's threatening the whole city. (Naturally, this is also untrue.)



▲ The police, meanwhile, put out a warrant for Spider-Man's arrest. And so the scene is set...

THE KINGPIN



▶ Despite being described on the map as a bus station, this level looks remarkably like a sewer. Come to think of it, it does resemble a few bus stations, I know.





▲ Simple: he bungs it in his gallery. To view Spidey's impressive collection just press the C button.

▲ Occasionally, you come across a Spider-Man comic, creating an interesting dilemma: how does Spider-Man face up to his fictional self?

along the floor in an amusing spider-like way. Oh, and if you pause the game you can select a couple of other weapons, but it's best not to bother.

The impressive things about the game are: Spider-Man (who's well animated), the map of New York where you choose your levels (it has all the top sights on it) and the prolific number of stages there are to play through.

There are disappointments, though. The way most of the levels are only minor variants on the five or six main ones, for instance. Then there're the infinite continues, which mean you'll be able to complete the game with ease, plus the fact that it's an unoriginal platformer, the likes of which you'll have seen hundreds of times before.

Still, it's on the Mega CD and all for a mere smidgen under 30 quid. Could this make all the difference, turning the whole thing around into something truly special? Not likely. As usual, being on CD means it's got a lengthy animated introduction sequence, which is great – top-quality chunks of cartoon are used to make sense of the intervening bits of game.

For example, mess up and get run in by a cop, and you're shown Spider-Man being bundled into a police cell. Elect to continue with the game and you see Spider-Man using his special spider skills to escape, ready to get cracking again.

As for that other much talked about feature – CD-quality sound – forget it. The soundtrack is complete and utter rubbish. It's been done by someone out of Mr Big (which is apparently a rock music group), and consists of the same tune played over and over and over again.

Turn it off unless you're into tedious electric guitar solos and phrases like "hangin' tough", "kickin", "oh yeah" and tenuous Spider-Man tie-ins like "web of deception" and "hangin' by a thread". Not exactly a pleasant experience, I can tell you.

SEGA POWER



▶ This, apparently, is the Empire State Building. Looks like the St Bartholomew's Church stage to me. Come to think of it, the church looked like a block of buildings too.



▲ Electro is one of the game's eight bosses. Once you've killed them all you've got to have a stern word with The Kingpin.

SPIDER-MAN VS KINGPIN

• Mega CD • Sega •
• £29.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

- Great cartoon sequences
- Lots of levels
- Cool spider skills
- Low on action
- All a bit platformy

GRAPHICS 8
SOUND 6
ADDICTION 7
BRAINPOWER 5

FINAL VERDICT

"The cartoon bits are great (but once you've watched them all, the novelty wears off). The rock soundtrack is abominable. And underneath it all, the game is really pretty average."

69%

ROLLING THUNDER 3



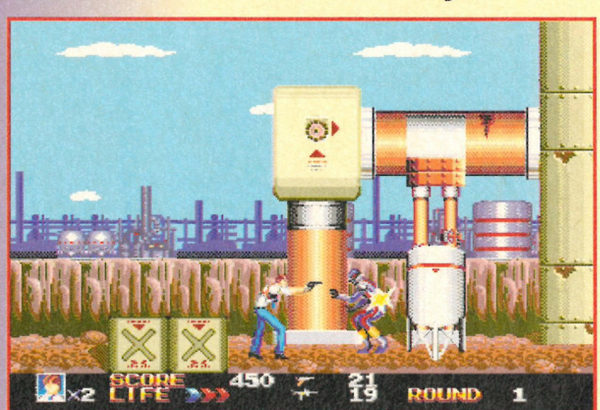
▲ Even though you've shot some poor sucker, you can still do your bit for the environment.



◀ You can go through the doors with signs next to 'em to top up your energy and get extra ammo.

● Mega Drive ● Namco ● £44.95 ● US Import ●

After crawling to level 8 of this wretched release, a dejected Jonathan Davies decided to turn his laser rifle on himself. "Wait!" we cried, "Write your review first".



▶ The robot reckons he's got the upper hand. Shame he hasn't noticed this level's 'feature' behind him – an oil tank that explodes when you shoot at it.



▲ Looks like I'm surrounded. Fortunately, I had the forethought to select the laser before I started – a quick stab at the A button should clear the decks a bit.

OKAY, FOR THE benefit of those who like to consider a game's every nuance before coming to a buying decision, here's what you do in *Rolling Thunder 3:*

- Walk along.
- Jump from the bottom of the screen to the middle, and back to the bottom again.
- Shoot robots.

Quality entertainment for all the family? The beginning of a bold new chapter in video games history? Weeks of glued-to-the-screen action, packed into a cart the size of a Kit Kat? A sensible and worthwhile way to spend £44.95? I don't think so.

The first level of *Rolling Thunder 3's* just about passable. The way your character – Jay – picks off baddies with his revolver is mildly entertaining and, if you've picked up a special weapon, it'll at least give you a choice of buttons to press. Although the graphics aren't particularly spectacular, there are some well-animated interludes between levels, and these fill you in on the plot.

But then you reach level 2, only to discover it's exactly the same as level 1, but with a different background. The robots, who spend their time aimlessly jumping around, become increasingly irritating as well. I managed to spot three different sorts altogether, but – wait for it – they do come in a variety of colours. Impressive, eh?

There are six more levels like this – all the same apart from the backgrounds. "How do these programmer-types sleep at night?" you'll stammer through clenched teeth, tears of frustration welling up in your eyes. "Why do I have to put up with the same thing over and over?" But then you'll reach the even-more-dreadful motorbike and jet-ski levels, and wished you'd kept your mouth shut.



▶ These deadly weapons appear between levels, and it's up to you to pick the best one for the next level. A weapon only lasts for one stage and then it's gone.



▶ "Behind you!" These robots come at you from all sides, so whatever you do don't get complacent.

POWER POINTS

PLAYERS	1
LEVELS	10
SKILL LEVELS	1
RELEASE DATE	Out now

TIME TO COMPLETE
Three days.

ROLLING THUNDER 3

● Mega Drive ● Namco ●
● £44.95 ● US Import ●

Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

- A few good weapons
- Some well-animated interludes
- Repetitive
- Tedious...
- ...and a waste of money

GRAPHICS	7
SOUND	7
ADDICTION	4
BRAINPOWER	1

FINAL VERDICT

"A lamentable walking-along-shooting-things game that would have looked crap if it had been released five years ago. Even the baddies look embarrassed to be involved in it."

37%

SEGA POWER



BLOOD DONORS REQUIRED.

GIVE GENEROUSLY.

BRAM STOKER'S

Dracula

MEGA DRIVE

MEGA-CD

SEGA Master System II

SEGA GAME GEAR

GAME BOY

ENTERTAINMENT SYSTEM

SUPER NINTENDO ENTERTAINMENT SYSTEM

PC

AMIGA

Based on the spine chilling movie.
This game will go straight for your jugular
"Majorly moody graphics and some
brutally aggressive gaming".

Trenton Webb, editor of Nintendo Zone.

SONY IMAGESOFT



On sale on video from December 1st.

Game Screens are from Mega CD other formats vary. Bram Stoker's Dracula™ and ©1992 Columbia Pictures Industries Inc. All rights reserved.

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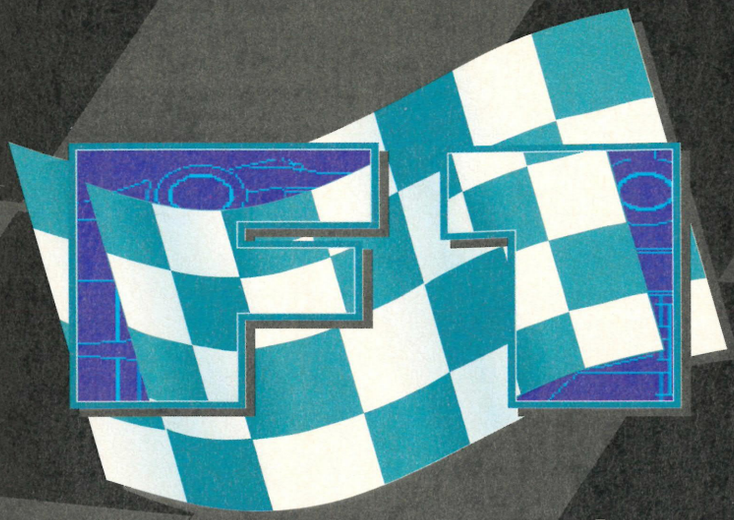




▲ The long sweeping curves of Estoril in Portugal. Taking a bend at over 200mph. Don't you wish your life was as exciting and dangerous as this? I'm not afraid of anything, me.

F1

● Game Gear ● Domark ●
● £27.99 ● UK Release ●

Since he sold his Mini Metro, Rob Pegley has missed that element of high-speed excitement. Then he put *F1* in the Game Gear and was carsick within seconds.

POWER POINTS

PLAYERS	1-2
TRACKS	8
SKILL LEVELS	2
RELEASE DATE	Out now

OTHER DETAILS
Vary the number of laps in Arcade mode and skip tracks as you wish.

TIME TO COMPLETE
A month at least.

THIS IS GREAT. No tax, no MOT, no insurance. There's not even any petrol and I can drive all day long, breaking any speed limit I want. I love it. In issue 48 of *Sega Power*, we said *F1* was destined to become a Master System classic. Well (and by the way this is all said in my Jeremy 'Top Gear' Clarkson voice), it's going to do the same on the Game Gear. And is it fast? Has Murray Walker got an annoying voice?



▲ Choose from one of eight tracks. This one, San Marino, looks a bit like Ecco the Dolphin... if you're drinking Bacardi, that is.

Obviously everything has been scaled down somewhat for the handheld, but *F1* is still a lovely mover, with all those



◀ If you ask for a nip in the Cavern stage, you're likely to get more than a pint of cider and lager.

DINOSAURS FOR HIRE

● Mega Drive ● Sega ●
● £36.95 ● US Import ●

Entering into the spirit of the Jurassic era, Karen Levell slipped into a bearskin bikini, put a magazine into her Uzi 9mm and rode the subway into dinosaur territory – downtown America...

POWER POINTS

PLAYERS	1-2
LEVELS	18
SKILL LEVELS	3
RELEASE DATE	Out now

OTHER DETAILS
You have the chance to select up to nine continues.

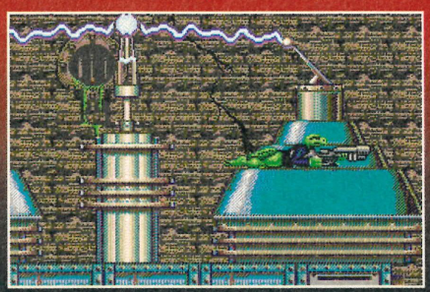
TIME TO COMPLETE
A couple of weeks on the Hard setting.

IMAGINE THE SCENE: JOE Programmer was finishing his weekly, formulaic 'man runs, jumps and shoots' title, when he was confronted by Johnny PR. "This 'Jurassic' thing is quite big", Johnny says – with a flash of insight that Neville Chamberlain would be proud of. "Why don't we change the central characters to dinosaurs?" And so, *Dinos For Hire* was born...

Yes, in a bizarre attempt to dress up another assembly-line platform shoot-'em-up, Sega America have created a trio of gun-toting dinosaurs. But even the monster mania of recent months is unlikely to save this from extinction.

Not that there's anything wrong with its fundamental structure and presentation, it simply lacks any kind of imagination – leap across platforms, clamber up ladders, ride on travellators, dodge electrified obstacles, pick up bonuses and take out the baddies – all the usual stuff.

There's a variety of hackneyed platform and scrolling levels to play through. A sundry selection of enemy sprites ensure a plentiful supply of bullet fodder,



◀ There are a few (ahem) shocks awaiting you under the Hoover damn.



▲ Here are your options: set up the car, skip the track or qualify. I say set up be damned and hand me a helmet, it's qualification for me. No doubt about it.



◀ Driving too close to the back of a car is a dodgy business. You only have to touch the car in front and you spin to a halt immediately. Let that be a lesson to you.

extras you budding Nigel Mansells crave.

There are pit stops. You can tinker with your engine, wings, gears and tyres. There are more tracks than you can find on a De La Soul album, and each one of them is harder to get through than a bowl of muesli. And that's saying something.

You can play in Arcade mode and try to improve on your previous finishing place, or follow a whole season in a Grand Prix play set-up. This includes practice runs to achieve grid positions, drivers' points tables and even a constructors' championship.

The sound and graphics are not quite up to those on the Master System, but this is simply due to the reduction in size. It can indeed be hard on the eyes after a while – if you play with this game too much you'll end up going blind.

Other than that, I have no complaints. Even the split-screen, one-on-one mode is feasible with a Gear to Gear link, as long as one of your mates also has the cart. In the world of motor racing, where the quick are often the dead, this is dead quick. If it doesn't lap its opponents, it'll at least give them a good licking.



◀ Off to the green skies of Australia. Hold up, that can't be right, green skies of Australia? I'd get outta there lads if I were you.

F1

• Game Gear • Domark •
• £27.99 • UK Release •
For more information, contact Domark on ☎ (071) 780 2222

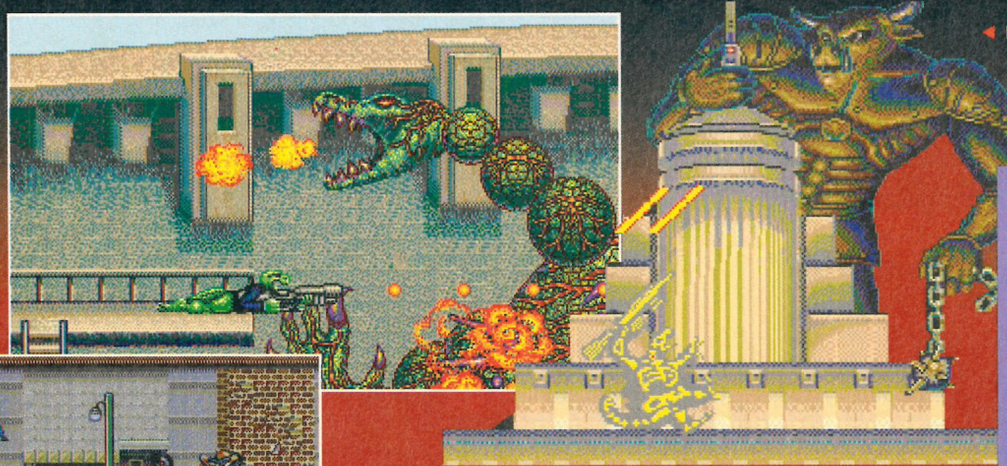
- Fast and addictive
- Sensitive and realistic controls
- Car-load of extras
- Two-player mode possibilities
- It makes your eyes go fuzzy

GRAPHICS 7
SOUND 7
ADDICTION 9
BRAINPOWER 5

FINAL VERDICT

"Fast, polished and exciting. *F1* is a potential classic in the world of handhelds. It'll grab you by your bearings and scream "play me". You'd be a dipstick not to."

88%



▶ Before signing up for the Listerine series of commercials, Clifford spent his time terrorising small dinosaurs and holding tupperware parties.

◀ Do you ever get the feeling someone's creeping up behind you? You start looking over your shoulder, imagining some kind of horrific monster. Funny how the mind can play tricks.



◀ Lorenzo's oil takes on a whole new meaning as the stegosaurus wreaks his revenge on greasy Meatloaf fans. Serves them right.

DINOSAURS FOR HIRE

• Mega Drive • Sega •
• £36.95 • US Import •
Thanks to Dream Machines ☎ (0429) 869 459 for the loan.

- Choice of tuff-e-nuff dinos
- Two-player mode adds variety
- Varied levels...
- ...but you've seen 'em before
- Lacks any spark of originality

GRAPHICS 5
SOUND 4
ADDICTION 5
BRAINPOWER 3

FINAL VERDICT

"A classic example of assembly-line programming. The game performs adequately in all departments, but the lack of features shows a dearth of imagination."

63%

and then, of course, there're the predictable end-of-act bosses.

The graphics are hardly state-of-the-art, with the occasional single-layered parallax being the pinnacle of achievement. And as for originality – forget it. It doesn't even bother ripping off successful features of other shooty titles – you know, limited ammo, gory explosions, that sort of thing.

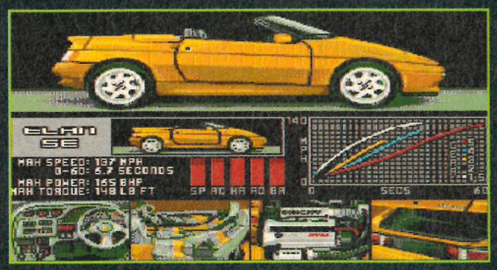
But, to be fair, it's not all bad. For a start you've got a choice of three tuff-e-nuff dinos. These are monsters with attitude, and their relative strengths and weaknesses make a considerable difference to the gameplay. There's also a two-player mode which, although frustrating at times, can add variety to the game.

With a little imagination this could've been a real blast. As it stands, though, it's simply another solid, but dull title thumbing a lift on the bandwagon to Hype town. The dinosaurs died out because of an inability to adapt to changing conditions – makes you wonder whether the complacent Sega America can survive the Ice Age of recession, doesn't it? Only time will tell.



◀ Sliding down pipes is a fast way to move, but you need to be nippy on the brakes if you want to avoid being chopped into dino steaks.

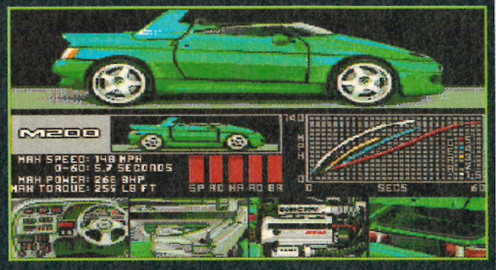
DECISIONS, DECISIONS...



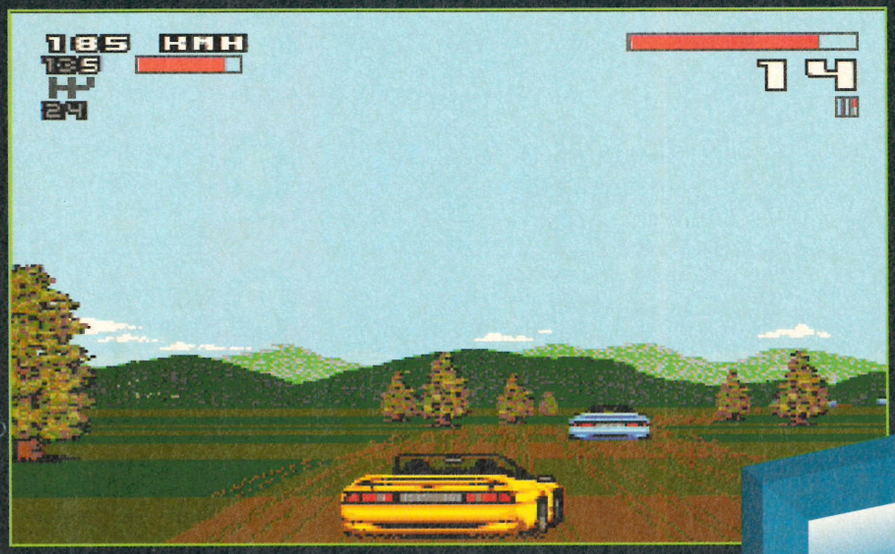
▲ Just look at this fine specimen. It's squat, it's yellow and it goes from 0-60 in 6.7 seconds. What am I talking about? Why, the Lotus Elan, of course. What else?



▲ What's the point of having a car that can do 163 mph? Everybody knows that the speed limit is 70 mph. And nobody goes over the speed limit – do they?



▲ And finally we have the M200. Which car do you go for? Well, I don't think it matters all that much. They all perform well and come in a striking range of colours.



▲ Ugh! I don't want to drive my lovely car over this track. It'll make it all dirty and it'll take me hours to get that muck off the paintwork.



▲ Before each of the races you're provided with a screen to show you the type of course you'll be racing on and how many laps the race is. What more could you want?



▲ Just to be smug, here's a shot of the championship table with me in first place.

● Mega Drive ● E.A. ● ● £44.99 ● UK Release ●

Aahh, the wind in your hair, the smell of burning oil and the feeling of incredible speed. But, enough of Dean Mortlock's personal life, here's the *Lotus 2* review...

LOTUS

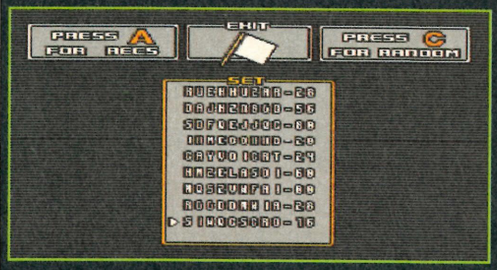
LET'S GO BACK IN time... (cue wavey vision and harp music). It's Christmas 1992 and *Lotus Turbo Challenge* arrives in the office. Hoorah! An almost perfect conversion of the Amiga original, and we love it. Now, let's return to the present day and have a look at *Lotus 2*. Hmm, it's the same style of game, but with lots more options.

New bit one: E.A. have included a course designing feature in the sequel. Great, but how does it work? Well, when you enter the R.E.C.S. option (Race Environment Control System) on the title screen you're presented with a screen full of options. Check out the Track Record boxout to see how you go about



▲ On the championship tracks you sometimes have to refuel. A symbol flashes onto the screen to tell you that you're in the pits. It's then a case of slowing down on the right side of the screen to top up your tanks.

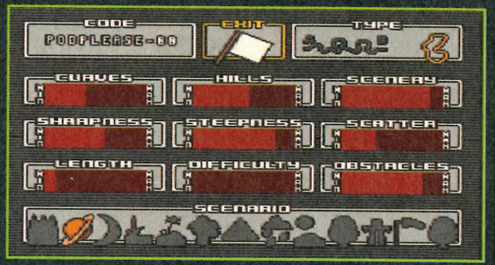
TRACK RECORD



▲ Here you can select up to nine separate tracks to race on. There's no limit to the type of course you can select. Choices, eh?



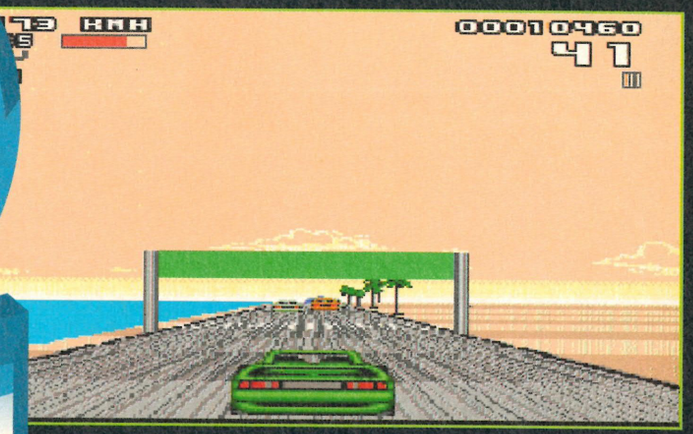
▲ This is the main options screen that greets you when you power up.



▲ To construct a new track, select the weather condition from the bottom of the screen and then alter all of the variables. Make a note of the password and you're off.

LOTUS 2





▲ And who said computer games are all violence and blood? This shot perfectly illustrates the fact that all computer games are nice and friendly. Until, that is, you knock one of the other cars into the sea.

creating your own track and having it saved as a password.

New bit two: The previous *Lotus* game was just a race-against-the-clock affair, but *Lotus 2* gives you the choice of either racing against the clock or against a group of 19 other cars. Each race wins you competition points and these go towards a championship table. This charts your progress through races against the other drivers. To qualify for the next race you have to finish in the top ten (which is not difficult).

New bit three: There're 13 different weather conditions to delight you as you drive through the countryside. I could name them all, but that would be rather dull, suffice to say they range from snow to desert. This gives you the chance to test your ability to cope with all sorts of hazards.

New bit four: You've a choice of three sports cars. Not surprisingly, they're all made by Lotus, but hey, they do come in three delightful colours. I tried all three cars, but didn't notice a vast difference in their performance.

New bit five: If you don't fancy playing the courses in a set order, you can set up a maximum of nine varied courses from any combination. You can even set up a totally random course.

Got you salivating yet? I wouldn't be totally surprised if it hadn't. The problem is, while *Lotus 2* plays well and looks good enough, it's not particularly exciting. Since the release of *Lotus Turbo Challenge (Sega Power* 37: 81%) last year, Domark have given us the excellent *F1*, and compared to that, *Lotus 2* seems a bit dull.

E.A. have managed to cram a lot of extras into this game, and, to be fair, they've done more than enough to justify producing the sequel. That's not the problem. If you want to blame anyone, blame Domark for releasing *F1*. SEGA POWER

POWER POINTS

PLAYERS	1-2
TRACKS	13
SKILL LEVELS	3
RELEASE DATE	Dec

OTHER DETAILS
There's a track designer, choice of cars and many more tracks than you find in *Lotus Turbo Challenge*.

TIME TO COMPLETE
As long as your interest will hold up.



◀ You have a choice of four soundtracks for the game. Don't get too excited though, they're nothing special. Try as I might I just can't fit my own CDs in it.

LOTUS 2

• Mega Drive • E.A. •
• £44.99 • UK Release •
For more information, contact E.A. on ☎ (0753) 549 442

- Track designer
- Smooth, fast graphics
- Tons of options
- Two-player possibilities
- It's rather dull, really

GRAPHICS	7
SOUND	7
ADDICTION	6
BRAINPOWER	3

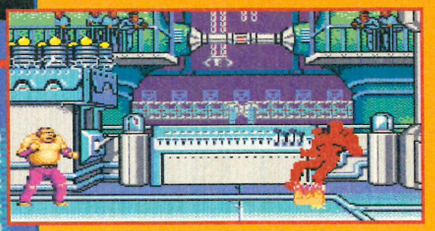
FINAL VERDICT
"Right, let's work this out. You've got Domark's *F1*, and now you've got E.A.'s *Lotus 2*. *F1* is without doubt the best racing game and *Lotus 2* isn't. What more do you need to know?"

78%



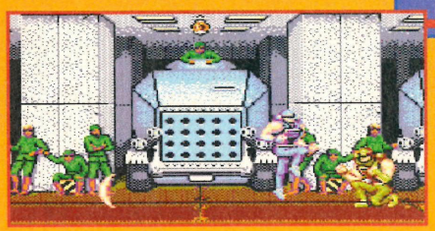


▲ Hayate launches a spinning disc at Gonzales, who's too slow to move out of the way. Honestly, what a dolt.



▲ Gonzales may look incredibly dumb, but he's got a firey bolt which he uses to burn his enemies' toes. Nasty.

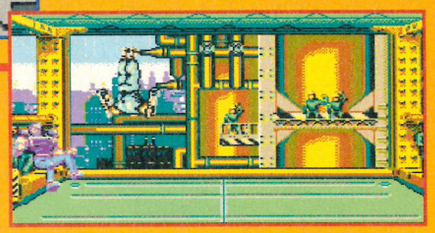
▲ The mayor wants to know who's the toughest, and here's where he finds out.



▲ The two high-voltage fighters throw some punches.



◀ Be very careful when you take on the forklift truck from hell.



▲ One of Wingberger's more spectacular moves is the overhead reverse double-salko back-flip kick. Good, innit?

MASTERS OF COMBAT

• Master System • Sega • • £TBA • UK Release •

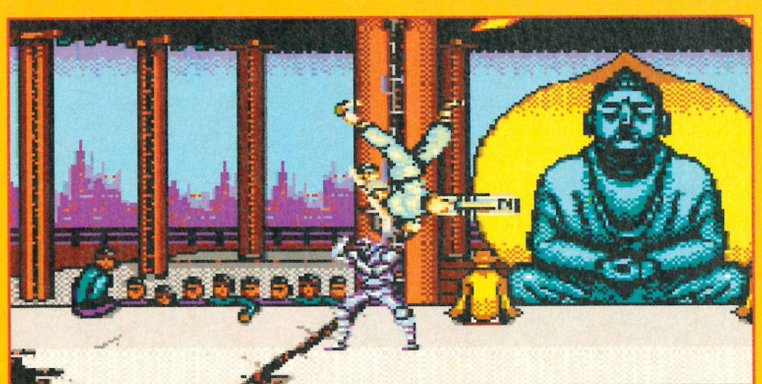
Richard Longhurst punches his way through a brutal beat-'em-up showdown to decide just who's the daftest.

WINGBERGER'S got to be the favourite because his name is totally nonsensical and he looks like Lord Buckethead. The other guys look pretty idiotic too, but in a close-fought contest Wingie swings the vote every time. It would make a change from the traditional contest-to-decide-who's-the-hardest scenario, but that's what you've got in *Masters*.

Four comically-named tough guys (Highvoltman, Gonzales, Hayate and Wingberger) turn up to meat out punishment to one another, each with their own array of blistering special moves. But hey, who needs originality when the gameplay's this good? If you think the Master System isn't up to animating the awesome punches and bizarre back-flip kicks, think again. The movement is among the smoothest ever seen on the 8-bit.

The moves aren't just sad rip-offs of those in other beat-'em-ups, there are some original blows here, and most of them are easy to control. Highvoltman does a great move where he throws his opponent high in the air before striking him with an enormous uppercut. It's gruesome stuff, and if only the sound effects could match the animation, you'd be wincing in pain.

Masters of Combat has not only got all the features you'd expect from a 16-bit beat-'em-up, it's almost got gameplay to match. There's hard-hitting action of the finest order, sensitive controls and a decent two-player mode. You might be disappointed if you've been spoiled by *SF 2* on a mate's Mega Drive (more characters would have extended the game's life), but within the limitations of the 8-bit, this is as good as you're going to get.



▲ Wingberger can flash from one side of the screen to the other in a second using another of his special moves. Gee, look at him, he's just soooo hunky.

HIGHVOLTMAN
High-velocity and high-voltage versatile veteran.





GONZALES
Fat fleshy fighter, famous for fisting fiendish foes.

WINGBERGER
Mechanical claws and a tin-pot head make him a real weirdo.





HAYATE
Curious karate chap chops rivals with speedy blows.

POWER POINTS

PLAYERS	1-2
STAGES	4+
SKILL LEVELS	3
RELEASE DATE	TBA

OTHER DETAILS
Bonus stages.

TIME TO COMPLETE
A couple of weeks.

MASTERS OF COMBAT

• Master System • Sega • • £TBA • UK Release •

For more information, contact Sega on ☎ (071) 373 3000

- Excellent animation
- Fast and fluid action
- Easy to control
- More characters needed
- Limited long-term appeal

GRAPHICS	8
SOUND	5
ADDICTION	7
BRAINPOWER	6

FINAL VERDICT

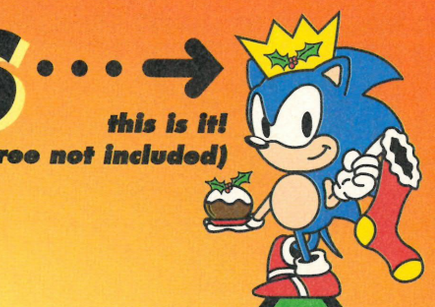
"Don't expect *Street Fighter 2*, but *Masters of Combat* is a great beat-'em-up which shows that the Master System is still capable of throwing up some pleasant surprises."

80%

SEGA POWER

SONIC XMAS DECO!

this is it!
(tree not included)





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"SENSIBLE SOCCER IS THE BEST GAME I'VE EVER PLAYED"

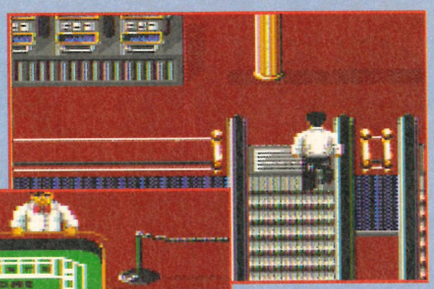
Paul Gascoigne
(West Drayton)

SONY IMAGESOFT

Sensible Software



The roulette wheel goes spinning and the tension mounts – until you realise that you completely forgot to place a bet at the start of the spin, that is. Tut.



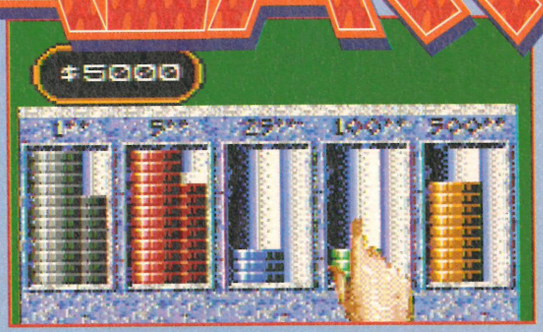
Bob, a member of Gamblers Anonymous, lapsed one day and sadly bet his life savings on the escalator going down instead of up.



Memo of a gambler: walk to craps table, realise you have no idea how to play the game, walk away again before anyone realises your mistake.

CAESARS PALACE

• Game Gear • Virgin • £29.99 • UK Release •



Eek, this is dead exciting. These are your chips (all five grands worth of them) and they come in different colours. Are we having fun yet?

No, it's not another dire boxing sim, just a dire casino, gambling-everything sort of thing. Andy Stout talks craps, as usual.

OF ALL THE REALLY stupid things to do with your life, gambling has got to be up there with the dumbest. Sort of akin to bungee jumping over a pool of rabid piranhas while stuffing voracious ferrets down your trousers – or walking into a pub with the *Power* Crew and saying "What are you all having?". Not sensible.

But now, with the advent of this form of Virtua Gambling, everyone can indulge their ridiculous suicidal impulses with pixel money in a pixel casino. Like, hurrah for the computer age, man. Wasn't the Casino Zone in *Sonic 2* enough? Gambling your life savings by proxy, what a concept.

Caesars Palace is a basic (well, very basic) mock-up of a casino where you wander between tables and slot machines, throwing your money around with abandon. All the normal stuff is there: roulette, craps, blackjack, slot machines, stroppy security guards who won't let you into certain areas, and all you've got to do is try not to loose all your money.

This is a pity, because some abnormal stuff like dwarf-throwing would have made it all a bit more exciting. It could have been called *Mutant League Caesars Palace* – a game where you have to gamble vital parts of your anatomy on the game's outcome.

You start with $5,000, you try to end up with a lot more and that's all there is too it. I'm sure the Arab sheiks'll be hammering at the doors for this one.

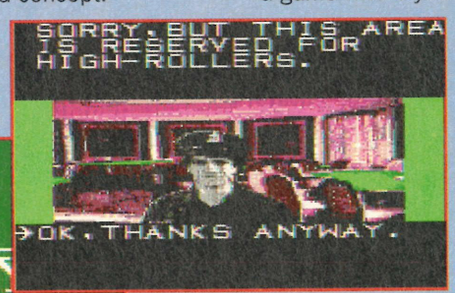
SEGA POWER

POWER POINTS

PLAYERS	1
LEVELS	N/A
SKILL LEVELS	None
RELEASE DATE	Jan

OTHER DETAILS
Password option.

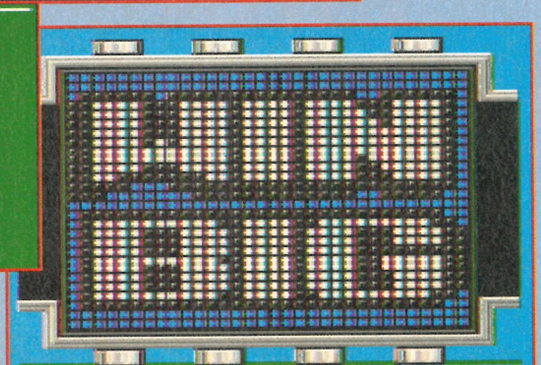
TIME TO COMPLETE
A day at the most before boredom begins to set in.



Unfortunately, to get past the crypto-fascist security guards you need rather an enormous wad. As you can see, 75p and a mars bar doesn't exactly count.



Yowsa! Go on, beat that, Mr Dealer man. Ha! Right, give me my dosh immediately or I'll take you outside and have you shot.



Win big what? It could be anything. Win big hamsters, win big olive presses, win big, great, hairy dwarves with enormously huge *(Snip – Clare)*

CAESARS PALACE

• Game Gear • Virgin •
• £29.99 • UK Release •
For more information, contact Virgin on ☎ (081) 960 2255

- We'll let you know
- Disappointing graphics...
- ...and gameplay...
- ...and sound...
- ...and concept

GRAPHICS	5
SOUND	4
ADDICTION	4
BRAINPOWER	3

FINAL VERDICT

"Caesars Palace is a lousy idea that's been poorly executed. It shows a complete and utter lack of imagination – and I'll give you five-to-four on it being a resounding failure to boot."

42%

LETHAL WEAPON



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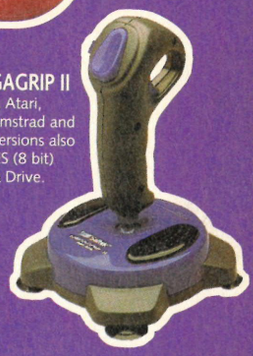

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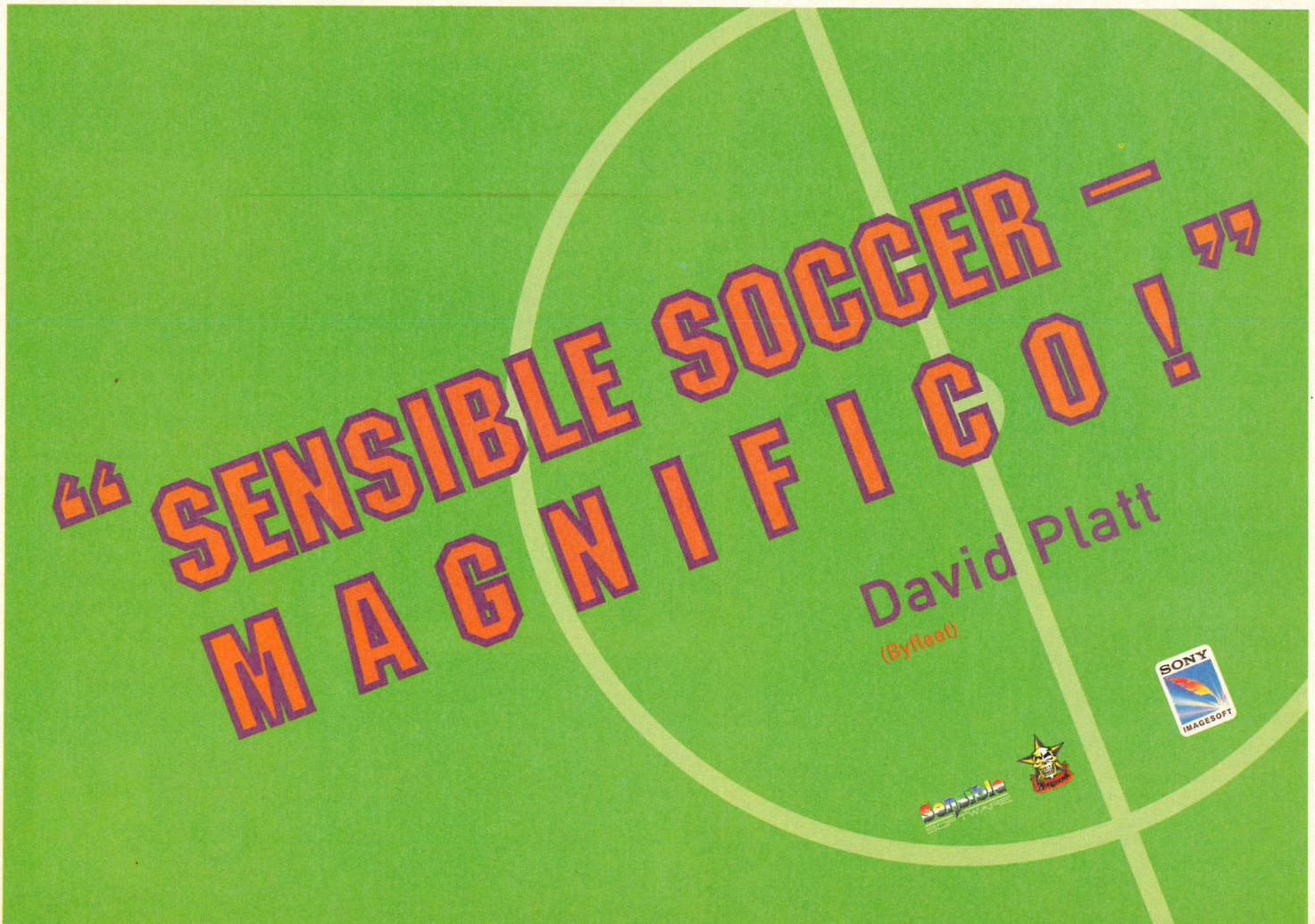


TENGEN WORLD CUP SOCCER

• Game Gear • Tengen • £27.99 • UK Release •

In 1994 the World Cup's being held in the US to the despair of footy fans everywhere. Andy Stout's not worried, though, 'cos no matter how much the yanks cock it up, it can't be as bad as this Game Gear effort.



Ha. Acrobatic goalies, always ready to make a complete exhibition out of a really easy take. This one is no exception.



A corner kick. Look, I'd love to say something more interesting about it, but words quite honestly fail me. It's a kick taken from the corner, that's all there is to it.



In a fit of unbridled optimism, the programmers actually put England into the World Cup final. A soccer game with humour. Like it.

IT'S TRADITIONAL IN FOOTY reviews to cram in as many clichés as possible, so if you don't want to read them, you'd better skip the following paragraph 'cos I intend to get 'em all out of the way here.

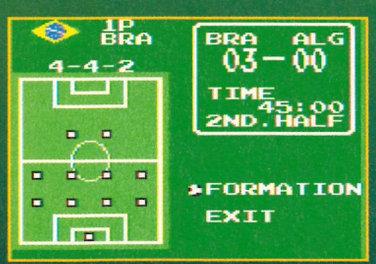
Blimey, hasn't Jimmy Hill got a big chin. Why is it that Gascoigne is such a complete plonker? And why are Ipswich Town FC so utterly brilliant?

Football's a complex game of subtlety and skill (unless you're Arsenal, of course), so why do programmers always cut it down to a couple of frantic minutes of button pushing? The answer probably lies in the copycat mentality of the games' designers and in that respect *World Cup Soccer* is no different.

Its problems don't end there, though. The game's controls have a mushy feel which means your players always seem to lag slightly behind your rather frantic thumb motions. So you end up trying to boot the ball up-field and end up slamming it into the roof of your own net. The fact that your player has to stop running to actually whack the ball into the air is also rather irritating, especially as the delay gives the opposition time to catch up and scythe down your player in true Vinnie Jones style.

Other problems? Erm, sprites disappearing behind each other, dismal sound, a lack of Ipswich players and no humable 'Match Of The Day' theme tune. Good points? A two-player option, exhibition matches... And well, it might keep you amused for an hour or so, I suppose.

SEGA POWER



Having steamed ahead, Brazil decide to stick to an unchanged 4-4-2 formation.



Right then, we have here a ball, some stripy grass and an assortment of pink and green footballers. Interesting, eh?

POWER POINTS

PLAYERS	1-2
LEVELS	N/A
SKILL LEVELS	2
RELEASE DATE	Out now

OTHER DETAILS
Did you know that Karen supports Arsenal? Sad, innit?

TIME TO COMPLETE
A couple of hours.

WORLD CUP SOCCER

• Game Gear • Tengen •
• £27.99 • UK Release •
For more information, contact Tengen on ☎ (0604) 790 785

- It has a two-player mode
- Mushy controls
- Unimaginative conversion
- Over-lapping sprites
- Where's Ipswich Town FC?

GRAPHICS	5
SOUND	3
ADDICTION	6
BRAINPOWER	2

FINAL VERDICT

"Ho hum. Another duff footy game that you'll be able to complete within two hours. The fact that games like this are scarce on the handheld doesn't excuse such poor quality."

54%

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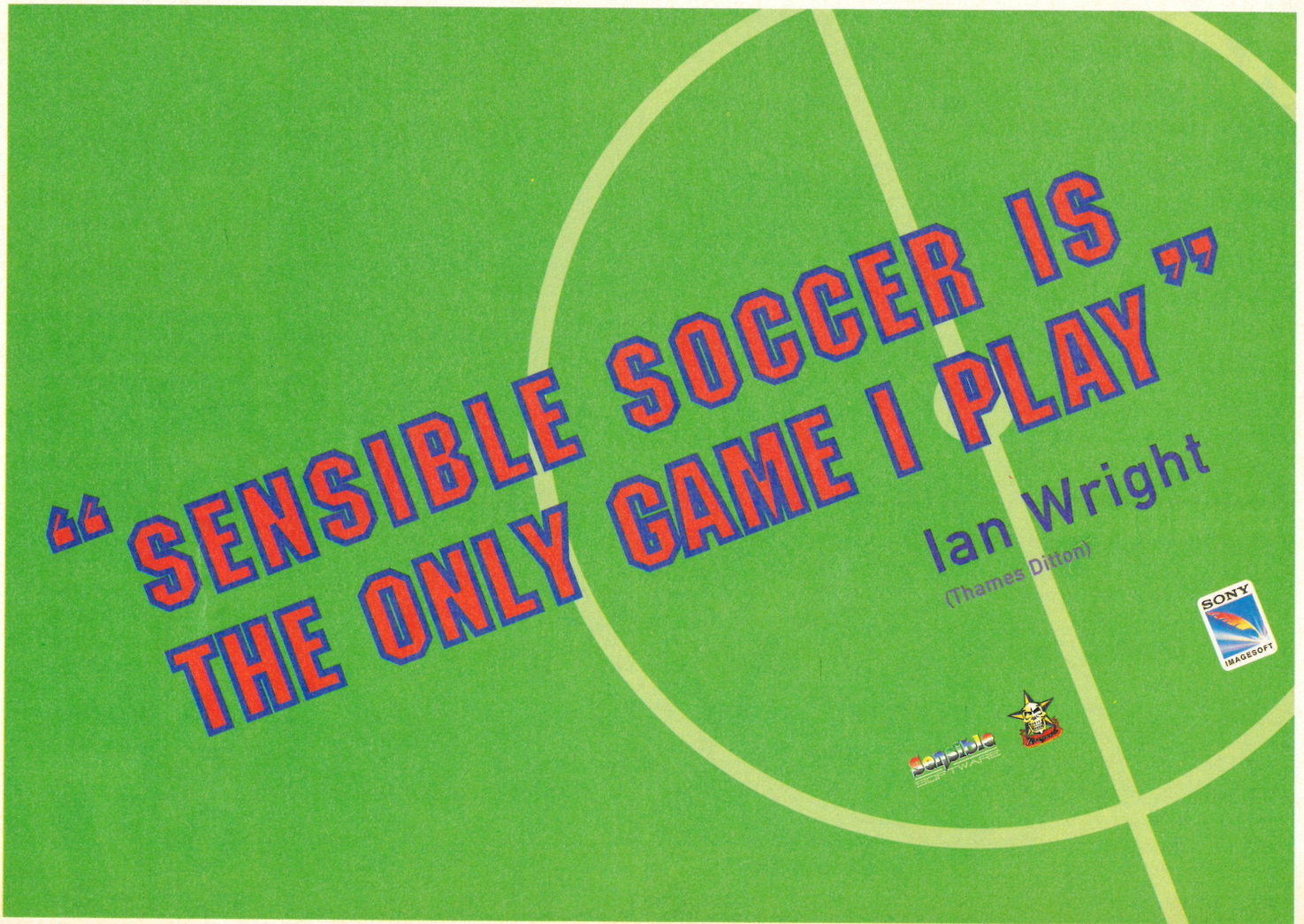


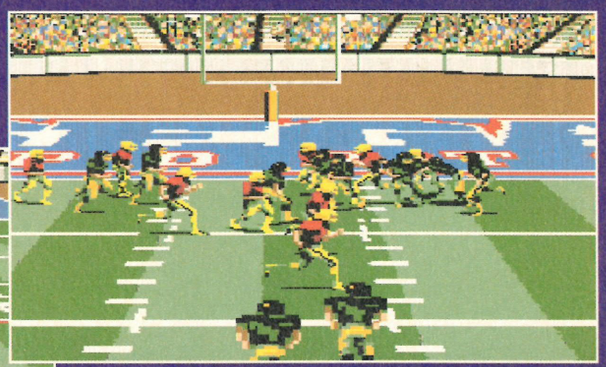
Joe Montana's NFL FOOTBALL

• Mega CD • Sega • £44.95 • US Import •

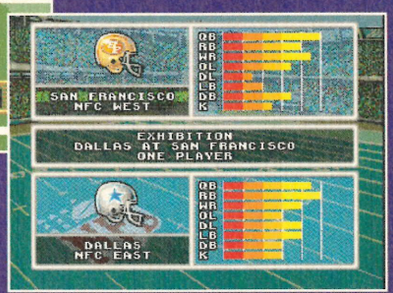
For the first time ever, Joe Montana managed to get his game out before John 'pumpkin-head' Madden. Dean Mortlock reckons that's one up to Joe then...



This is the main playing screen complete with burly players. The way the pitch scrolls towards you is impressive, but you'll have to play it yourself before you can see that.



The computer-controlled opposition seems far too good for my liking. This sight of the field goal isn't a rare thing. In fact, it's difficult trying to keep the ball in your opponent's half.



To help you choose a team you have a list of statistics for all the main players. Obvious tip: get yourself a team that's really good and then find an opponent who isn't.

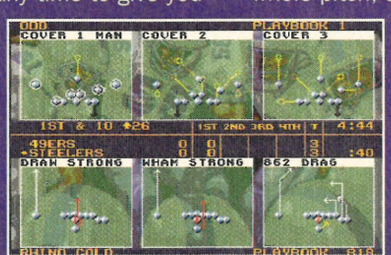
MONTANA'S CD has all the refinements that you'd expect: the pitch scrolls in that 'mode 7' kinda way that we're becoming used to now and there's loads of speech from Joe, who can be called up at any time to give you advice through a TV screen. The player sprites scroll well enough – even if they do look a tad blocky.

There are tons of plays and Sega have wisely included a league option. On top of that there's an excellent replay function where you can scan the whole pitch, and then zoom in on the action you want to replay.

Well, that's the positive stuff – but it's not the whole story. For a start, *Montana's CD*'s quite a confusing game to play. The viewing angle and chunky sprites make it difficult to see exactly who you're controlling and where the ball's going to land. Then there's your brutally tough computer opponent. Now, I consider myself to be a pretty fair *Madden's* player, but I didn't get anywhere against *Montana's* computer controlled team. Every long throw I tried was intercepted and my team played with all the enthusiasm of a cheese plant.

Having said that, this is still the best American football game on CD (the fact that it's the only one might have something to do with that, of course). But despite its silky scrolling, speech, league and groovy replay function, I still prefer *Madden '92*. Sorry, but it'll always be a better game.

SEGA POWER



The sheer number of plays at your disposal is impressive, but it takes a lifetime to work out what they all mean.



See that large blue circle on the pitch? That's where you have to be in order to collect the throw from the Quarterback. Sounds simple, doesn't it? But, in my experience, it's almost impossible to catch the ball. Butterfingers, eh?

POWER POINTS

PLAYERS	1-2
LEVELS	N/A
SKILL LEVELS	N/A
RELEASE DATE	Out now

OTHER DETAILS
Some great digitised sections of Joe, who'll commentate on the action throughout the game if you want him to.

TIME TO COMPLETE
Fans of the sport will keep playing until something better comes along.

MONTANA'S NFL FOOTBALL

• Mega CD • Sega •
• £44.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

- Good use of the Mega CD
- Joe doesn't look like a pumpkin
- Good scrolling effects
- The players are Lego-like
- It's extremely tough

GRAPHICS	8
SOUND	5
ADDICTION	6
BRAINPOWER	5

FINAL VERDICT
"A competent football title, which uses the Mega CD's capabilities well. Unfortunately, it just doesn't measure up to the sheer playability of the *Madden* series of games.

77%

SENSIBLE SOCCER MAKES OTHER GAMES LOOK LIKE PRE-SEASON FRIENDLIES.

SONY IMAGESOFT

SEGA GAME GEAR
SEGA MASTER SYSTEM II
MEGA DRIVE
GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA – "ABSOLUTELY SUPERB TO PLAY, FANTASTICALLY PRESENTED AND ONE OF THE MOST PROFESSIONAL PIECES OF SOFTWARE EVER" – **94%**

MEGA MACHINES – "IF I COULD ONLY TAKE ONE GAME TO A DESERT ISLAND, IT'D BE THIS ONE." – **97%**

SEGA POWER – "...SENSIBLE SOCCER IS, FRANKLY, THE FINEST FOOTBALL SIMULATION EVER." – **94%**

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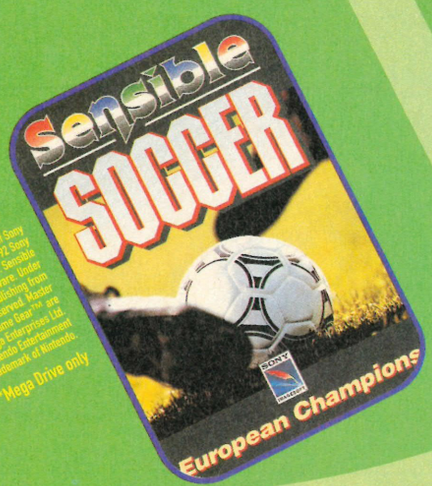

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*Mega Drive only

Sensible SOFTWARE

SONIC THE HEDGEHOG CHAOS

• Game Gear • Sega • £29.99 • UK Release •

It's only fitting that the coolest writer gets to review the new *Sonic* game in our 50th issue. He was busy, so here's our resident saddo, Dean Mortlock.

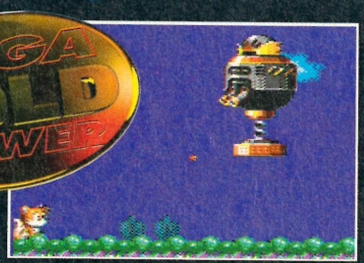
WELL I COULD say that this is the worst game ever written, but you won't believe that. I could even say that it's a huge disappointment, but you probably won't believe that either. I could, on the other hand, say that this is the best Game Gear title ever and you'd probably find that a lot easier to stomach. But which one is it? I'm not going to tell you yet. Ha!

The first thing to point out is that you shouldn't expect any major differences. (Why change a winning formula?) Gameplay-wise *Sonic Chaos* is identical to any of his previous incarnations, but the cosmetics of the thing have been tweaked considerably.

Tails has been added – finally – to the game, but don't expect there to be a two-player mode. At the start of the game you get the choice of playing either Sonic or Tails and, thankfully, there's a point to Tails being in the game. If you choose him the game's easier, but you can't collect any of the Emeralds. Tails also has the ability to fly by using his tails as rotor blades. A cool touch, and good for getting the rings at the top of the levels.

If you choose Sonic then the game's a tad harder. You can collect the Emeralds, and Sonic, not surprisingly, moves a little faster. It's good to see Sega using the characters in different ways, rather than just having them there for the sake of it.

All the graphics have been slightly improved: the look of Sonic is more like the Mega Drive version, and all the animation routines from *Sonic 2* on the Mega Drive have been included. Yep, now Sonic (and



◀ Typical. Here we have nasty 'ol Robotnik shooting off about 100 rounds a minute at a small defenceless fox. I always thought he was a nasty piece of work.

DON'T LOOK, READ THE REVIEW



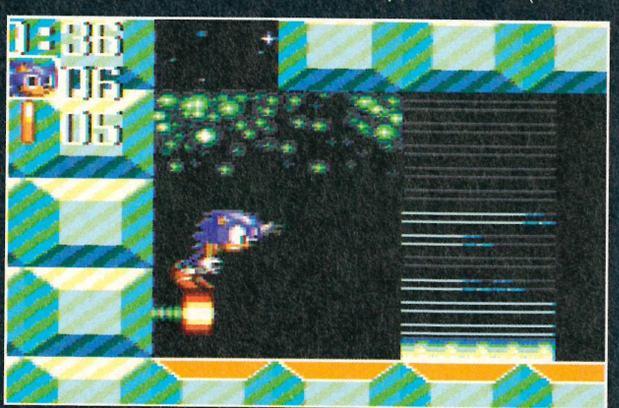
▲ How do you enter the special stage? Well, you'll just have to read the main review if you want to find out.



▲ No, I'm sorry but these shots should give you enough of a clue anyway. It's not that difficult to work out.



◀ Okay. You collect 100 rings on any stage. You also get a continue for each Emerald you collect too. Jeeez!



▶ Watch with amusement as Sonic teeters on the edge of this spring, and then laugh loudly as he falls off it and slams his face into the floor.



▶ The second boss is, thankfully, a bit tougher than the first one, but he still shouldn't give you too many problems.

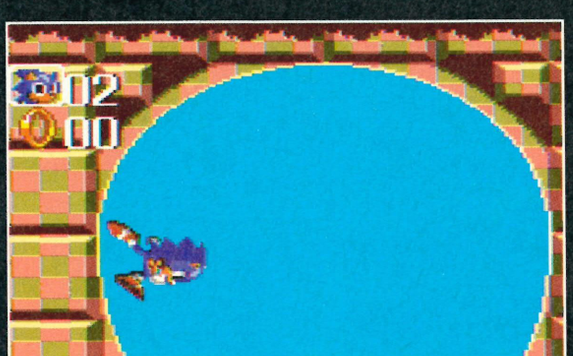


POWER POINTS

PLAYERS	1
LEVELS	19
SKILL LEVELS	2
RELEASE DATE	Out now

OTHER DETAILS
Plenty of continues – as if you'll need 'em.

TIME TO COMPLETE
One week, tops.



I know there were loops in *Sonic 2*, but they were pretty crap. In *Sonic Chaos* they're new and improved. In simple terms, they're much, much better.



Finding the gameplay too slow? Well, first of all you must have something severely wrong with your eyesight. And second, by picking up these nifty rocket boots, you'll soon be zipping all over the levels like a very zippy thing indeed.

Tails) can zip around spirals, rotate through 360 degrees on the springs and, by pushing down on one of the buttons, our furry buddies will spin on the spot before shooting off at about twice the speed of light.

The background graphics are very similar to the two previous *Sonic* games, but that's no bad thing. Anyway, you speed through the levels at such a speed that you don't really have much time to notice the backgrounds. Somehow Sega have managed to make the game even faster. When you consider that the game's running on an 8-bit system, you have to acknowledge that this is an exceptional piece of programming.

Getting the Emeralds isn't that easy either. Sonic has to collect 100 rings before he can be transported to the Emerald bonus stage. There's a total of six Emeralds to find: five on the bonus stages and one more to be had in the final battle with Robotnik. So, as you've probably already realised, there are several different ways to complete the game, but there's only one proper way to do it.

This isn't a tough game to play. The guardians are tougher than the Master System ones, but you can still romp through with ease. Having said all that, it's still one of the most playable games for the Game Gear.

Oh yes, before you start writing in, I'm well aware that although this game's better than *Sonic 2*, I've given it a lower mark. There is good reasoning for this: games are continually progressing in playability and visual appeal, and if *Sonic 2* was released now it would probably only get a score in the high eighties. So, with that in mind, this is definitely the best Game Gear title I've played, and the score reflects that.

SEGA POWER

THERE'S NO PLACE LIKE ZONE



The first level's pretty simple to complete, but there's loads to explore.



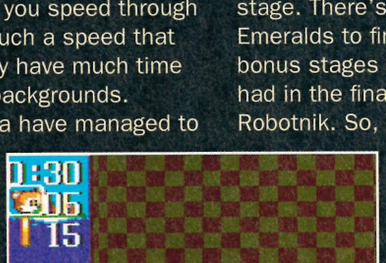
Here you are at the second stage of the proceedings, and things are getting a bit trickier now.



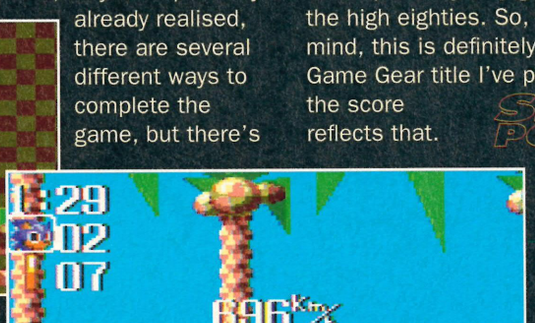
Sleeping Egg? There aren't any eggs on this stage, and even if there was I wouldn't imagine that they'd have been asleep.



Mecha Green Hill is very much like the good old Green Hill zone, except that it's made from metal instead of grass and soil. Now there are a few hills here, but they're not very green, more grey. So maybe it was meant to be called the Mecha Grey Hill zone.

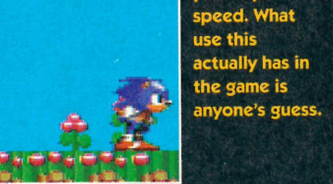


While not being quite as huge a star as Mr T Hedgehog, Tails still manages to get a fairly decent second-billing in this utterly fabulous new *Sonic* game.



At the end of each stage you'll get a read-out of your top speed. What use this actually has in the game is anyone's guess.





In an attempt to avoid the hunters from one side and the hunt saboteurs from the other, Mr Fox develops another Tail and learns to fly.

SONIC CHAOS

• Game Gear • Sega •
• £29.99 • UK Release •
For more information, contact Sega on ☎ (071) 373 3000

- Incredible speed
- Huge, complex levels
- Graphics of 16-bit quality
- Plenty of levels
- Perfect platform action

GRAPHICS 9
SOUND 7
ADDICTION 9
BRAINPOWER 4

FINAL VERDICT

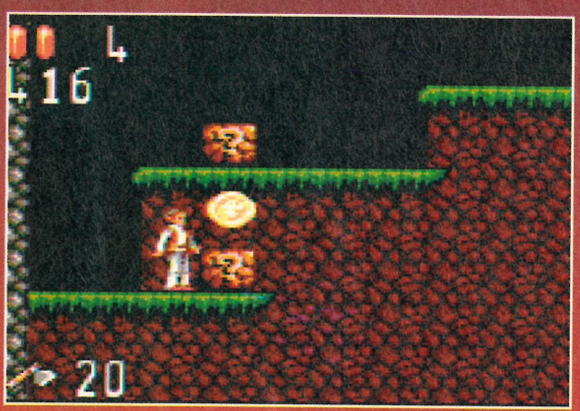
"Is this the best Game Gear entertainment yet? Yes, I think so – it's difficult to imagine anything better at the moment. However, this formula can't carry on forever."

94%

DRACULA

• Game Gear • Sony Imagesoft •
• £TBA • UK Release •

"Imagine *Ninja Gaiden* with bats," says Dean Mortlock. What is he talking about? You'll just have to read the review to find out, won't you...



◀ These boxes are filled to the brim with various goodies. Sometimes you'll get another weapon, sometimes it'll be extra energy, and, if you're really lucky, you might find a clock (!?!)



◀ This is a shot from level 1 of *Dracula*. It's simple and full of interesting things. I do of course mean the level, not the shot.

▶ Is there a guardian here? Yes, it's the spirit-type shape near the top of the screen. Honest.





▶ Is there a problem with our picture? No, but darkness has descended on Dracula's castle – which makes taking the screenshots for this review very tricky.

STRANGE ISN'T IT? I mean, you've got the Mega CD which is supposed to be state-of-the-art hardware, and you've got the humble Game Gear. So why is it that the 8-bit version is better than the CD one? Well, the Game Gear version was programmed by the very wonderful Probe (of *Alien*^{3}, *Terminator* and *Mortal Kombat* fame) and the Mega CD one wasn't. Maybe that's got something to do with it.

So how good is it? Well it's not brilliant, but it's not half bad. As the intro says: Imagine *Ninja Gaiden* with bats. That's probably the best way to describe it.

There are seven levels and each one is split into two sub-levels – one for day and another for night. You leap around, killing skeletons and bats, and each level has its own guardian.

The levels are littered with objects to pick up, secret sections to explore and traps to avoid. Standard fair, but it's done in a pleasant enough way.

There isn't much to connect it with the film. Obviously you've got a huge 'Dracula' logo on the title screen, but it's still just a basic platform game with ghosts. The sprite looks more like Jim Reeves than Keanu, but Probe can be forgiven for that.

If you own a copy of *Ninja Gaiden* or *Masters of Darkness* and you've played it to death, this will amuse you for a few days. But don't expect the game to transport you back to the film.

SEGA POWER



▲ Running through level 2. Hey, I'm a poet! (And he didn't know it.)



◀ The return of the interactive caption. That brightly-lit object by Johnny Harker, is it: a) a lamp, b) a luminous box or c) a restart point. The choice, as they say, is yours.

POWER POINTS

PLAYERS	1
LEVELS	14
SKILL LEVELS	3
RELEASE DATE	Out now

OTHER DETAILS
You get three lives at the start but no continues – they have to be picked up during the game.

TIME TO COMPLETE
Seven to ten days.

DRACULA

• Game Gear • Sony Imagesoft •
• £TBA • UK Release •
For more information, contact Sony on ☎ (071) 734 5151

- It's the best version so far
- It's by Probe
- There's tons to explore
- It's not that original
- Not all that relevant to the film

GRAPHICS	6
SOUND	6
ADDICTION	7
BRAINPOWER	2

FINAL VERDICT

"Dracula on the Game Gear is pretty good in a *Ninja Gaiden/ Masters of Darkness* kind of way. Not awe-inspiring, but certainly better than the Mega CD version."

75%



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SEGA POWER

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE



Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**

94% – **MEGATECH**

90% – **MEGA**

83 % – **SEGA PRO**

TENGEN

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To complete a level you have to collect all the parts of a broken key. The bits are hidden in those question-mark blocks, so leap over there and give 'em a quick bash to reveal what's inside.

Take great care when jumping over crocodile-infested waters. The crocs have a nasty habit of sharpening their teeth on Cool Coyote's butt, and you die if you fall in the water.

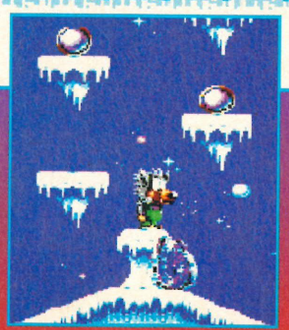
SEGA POWER JANUARY 1993

Master System & Game Gear • Virgin • £TBA • UK Release

FIRE & ICE



▲ Freeze the ice badgers with a couple of snowballs, then smash the frozen blocks to get rid of the flippy-floppy pests.

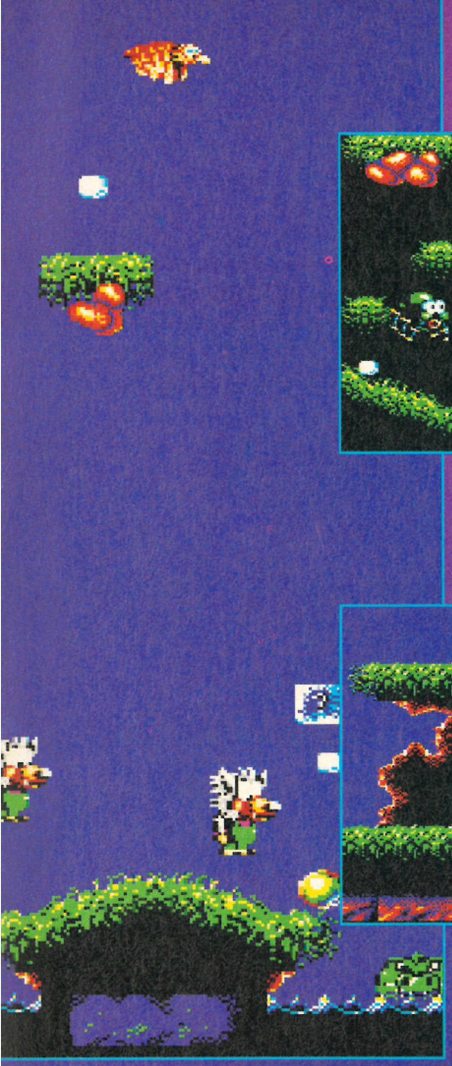


◀ Jump on the frozen baddy to send him to an early grave.

You want some ice, do you? Well that Vanilla fella reckons he's a bit cool, maybe he's got some to spare. You want fire? Walk with Richard Longhurst...

COOL COYOTE IS the latest in a long line of pathetically named hirsute heroes. Like Bubsy, Sonic, Taz and Ronald McDonald (who's not hairy but might as well be), Mr Coyote has to romp through various worlds, each of which is divided into three increasingly tough levels.

As you'd expect, the first couple of worlds break you in gently, with only a few awkward jumps to test you. Once you get beyond them, however, you're in for a real challenge. The enemies get stranger and tougher, the





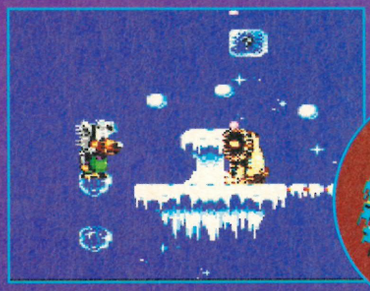
▲ The spiders take most hits to kill, not because they're the toughest enemies, but because the dodgy collision detection means your shots go straight through them.



▲ The curse of the ancient pharaohs strikes again and poor ol' Cool Coyote sinks beneath the sand. Why the hell don't you watch where you're going next time?



▲ Blap the little sluggy fellow, grab the box to get the last part of the key and then leap through the exit. See? It's easy.



▲ The eskimos need to be taught a stern lesson – they've got the nerve to throw snowballs back at Cool, and who knows what such an unwarranted escalation of hostilities might lead to?



▲ If you ever see this face looming at you when you're walking down the road, consult your optician at once.



▲ All of a sudden your fine flippered foe turn invincible, thanks to another spot of rubbish collision detection.

POWER POINTS

PLAYERS	1
WORLDS	4-5
SKILL LEVELS	None
RELEASE DATE	March

TIME TO COMPLETE
About three weeks.

levels get longer and deeper, and you get more and more hooked.

It's weird, because initially at least, *Fire And Ice* doesn't seem that special. Yeah, it looks good and moves smoothly, but the gameplay isn't particularly unusual. Yet despite its familiarity, you do get sucked into the game. Not in any physical sense you understand, we're not talking super-scientific, tele-biological fusion here, it's just that *Fire And Ice* is a refreshingly beguiling platformer.

Maybe it's Cool Coyote's slick movement, the bizarre enemies, the effortless controls... Or perhaps it's because the learning curve is so well balanced – with the levels teetering between the enjoyably challenging and the downright frustrating. There again, it could be because the designer, Andrew Braybrook, is a total god who we should all love for producing such top games – even if he does carry a sad plastic bag with him everywhere he goes.

Whatever the reason, *Fire And Ice* offers players masses of fun – and without making a huge song and dance about it. Let's look at it another way: if *Sonic* is the Ben Elton of the gaming world – loud, brash, in yer face and always reminding you that it's the best – Fire And Ice is the Paul Merton – quiet, mild mannered, but still effortlessly entertaining.

Sounds almost ideal so far, but sadly *Fire And Ice* is let down by a couple of niggly faults that could've easily been dealt with – including the old bug bear of dodgy collision detection. Cool seems to fall straight through some platforms, a problem which is made worse by his slippery movement. Its the same story with the snowballs, which occasionally fly straight through enemies when, by rights, you should've scored a direct hit.

At times, *Fire And Ice* has you swearing in frustration, but even when you throw the joypad down in despair, you're still thinking – hey up, I fancy another go of that. It's got so many endearing qualities that you can forgive the worst excesses of the dodgy collision detection and concentrate on having some good old-fashioned platform fun.

SEGA POWER



▲ When you finally come up against these funny little Egyptian kids, you can get a real buzz by pretending they're all the sickly sweet Macaulay Culkin.

FIRE AND ICE

• Master System & Game Gear •
• Virgin • £TBA • UK Release •
For more information, contact Virgin on ☎ (081) 960 2255

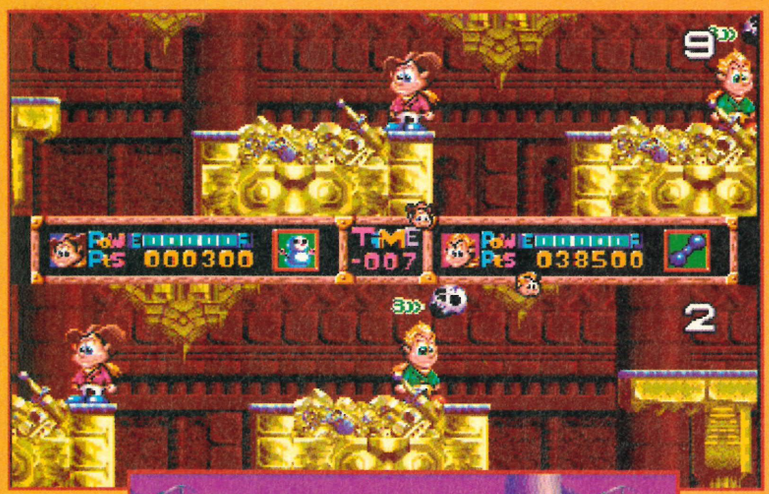
- Instantly playable
- Pushes the 8-bit's graphics
- Fast moving action
- Variety of levels 'n' enemies
- Can be excruciatingly irritating

GRAPHICS	8
SOUND	5
ADDICTION	8
BRAINPOWER	6

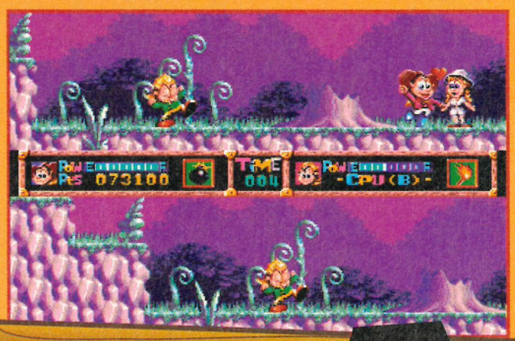
FINAL VERDICT

"Great platform style fun with just the right amount of addiction, challenge and frustration. Sadly, it's let down by a couple of niggles – like the dodgy collision detection. Still good though."

82%



◀ Another out-of-the-ordinary two-player level. This one involves jumping on skulls to reveal treasure.



◀ This time it looks like Will's got the girl. "This is just taking the pith (helmet)," wisecracks Rick, feebly.



▶ Will's just fallen victim to Rick's 'rolling dash' – i.e: he's been squashed. That just leaves a large, hairy, cross-looking monkey in between Rick and you-know-who. Hmmm.

DASH DESPER

• Mega Drive • Data East • £39.95 • US Import •

Long-term sufferer of unrequited love, Jonathan Davies, gets all dreamy and soft focus... Over a computer game? Sad man.

THERE'S A NEW GIRL in town. And she's (forgive me) a bit of all right. Your mate seems to concur with your opinion. Do you:

a) 'Coincidentally' find yourself in the same bar as her that night. Tantalise her with fleeting eye-contact across the room for a while, before giving your teeth a final check for bits of spinach, patting your hair into place, strolling over, easing yourself onto the stool next to her, ordering her favourite drink and cracking an incredibly funny joke?

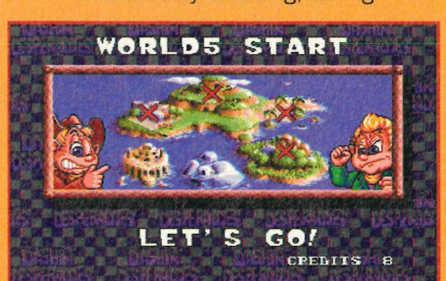
b) Go all red, run upstairs, lock your bedroom door and cry yourself to sleep?

c) Look at your mate, narrow your eyes and look back at the girl. Then grab the nearest bunch of flowers and race towards the object of your mutual desire as rapidly as possible?

I must admit I'd be more of a (b) man myself. But only because it'd probably work out cheaper in the long run. And I wouldn't have to miss 'Casualty' on Saturday nights.

Luckily for *Dashin' Desperadoes*, though, Will and Rick are firmly of the (c) school of thought. Best chums for years, they've instantly become bitter enemies in their pursuit of carnal fulfilment. And Jenny (for it is she) finds the whole business enormously amusing, taking advantage of their witless attempts to impress her with typically feminine detachment.

What this means, in gameplaying terms, is a split-screen affair in which Will and



▶ Now, then. As you can see, there are six worlds, which include most of the familiar game terrains such as jungle, lava and slippery ice. How each level looks depends on whether you're in one or two-player mode.

POWER POINTS

PLAYERS	1-2
LEVELS	18
SKILL LEVELS	3
RELEASE DATE	Out now

OTHER DETAILS
Unfortunately this wouldn't work on our convertor, so try before you buy.

TIME TO COMPLETE
Half an hour (on Easy), but that's not the point.

A LESSON IN LURVE

You've made up your mind: this girl's yours, and you're not going to let some two-bit ex-friend of yours get to her first. Now, there are a number of ways of ensuring he never makes it as far as her doorstep...



◀ You can simply trip him up. Very good for close-range combat.



▶ Or you can take a bit of a run-up and roll over him, squashing him flat.



◀ Bombs do the business if you're further away. These come supplied as standard too.

▶ Fire needs to be collected. But it certainly leaves its mark.



▶ Ice should cool down your rival's passion quite a bit.





▲ Confusion always ensues when you become invisible.



◀ Thunderclouds have an, erm, electrifying effect.



◀ Even a game as original as *Dashin' Desperadoes* can't avoid the inclusion of a slippery ice world. Maybe there's a clause in Sega's licensing agreement or something.



▶ This Jenny definitely knows when she's onto a good thing.

DASHIN' DESPERADOES



◀ The inevitable lava level is cunningly disguised as some sort of ruins-of-Pompei-type affair, haunted by the sinister ghosts of charred Romans.

Rick race each other across a series of obstacle-strewn levels. Sometimes Jenny's at the end, waiting to reward the winner with a kiss, and sometimes there's some trifling item – a necklace, say – which needs to be retrieved and taken back to Jenny in return for a peck on the cheek.

Given that there aren't many levels, and it won't take long to play through them all, the novelty of all this could easily wane rather quickly. But it doesn't, and for several very good reasons.

First, there's the skill with which it's all been screwed together. The presentation is fabulous, the music and sound effects are perfect, and the characters of Will, Rick and Jenny are marvellous. (Don't be put off by the, frankly, grotesque pictures of them on the box.) Although the sprites are quite small, so they can be squeezed into the narrow strips of playing area, they're intricately detailed with spot-on animation.

Second, there's the variety. Every new level brings new ideas and tricks, and there are also bonus levels and bosses. Plus! In the manual there are a bunch of special passwords which access a set of extra built-in games. Masses of thought has gone into this game, and it shows.

Third – and most important of all – two people can play at once. Competitive two-player games are always winners, but this one really is a battle. As well as trying to be the fastest, you've also got to be the most cunning – tripping up, blowing up and generally holding up your opponent in any way you can.

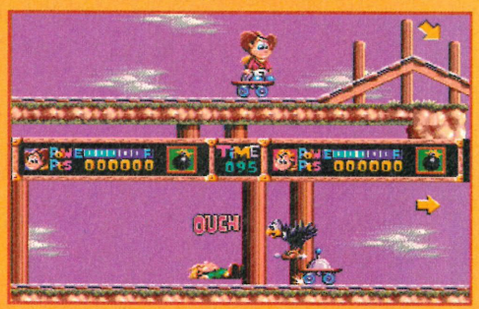
Forget your little black book and spend an intimate night in with *Dashin' Desperadoes* instead. This is easily the most fun I've had all month. (Sadly.)

SEGA POWER



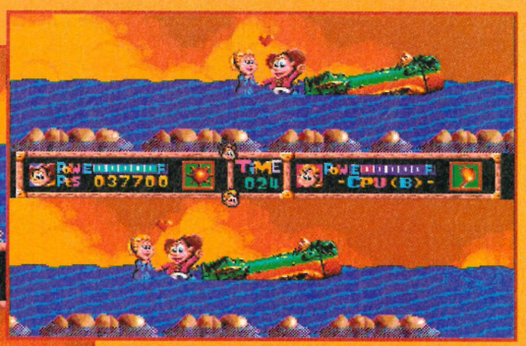
▶ Gasp! It's a runaway-gold-mine-railway-truck type level. You don't have to ride on the trucks, but you'll stand a better chance if you do.

◀ Noticing Rick readying a stick of dynamite, Will dives for cover in the nearest river.





◀ In one-player mode you have to tackle a boss at the end of each world. In this case it's an aeroplane, in which Rick is carrying off Jenny.



▲ "Hold on, mam!" yells Will, and leaps to the rescue. A few bombs later and the plane's in flames. Jenny drops into Will's arms.

DASHIN' DESPERADOES

• Mega Drive • Data East •
• £39.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

- Really smart graphics...
- ...and sound
- Original gameplay
- Tops with two players
- Not many levels

GRAPHICS 8
SOUND 8
ADDICTION 9
BRAINPOWER 7

FINAL VERDICT

"Genuinely original gaming ideas are scarce these days, but this one's new on me. *Dashin' Desperadoes* is excellent fun, especially when you're playing against a friend."

88%

AERO THE ACRO-BAT



• Mega Drive • Sunsoft • £39.95 • US Import •

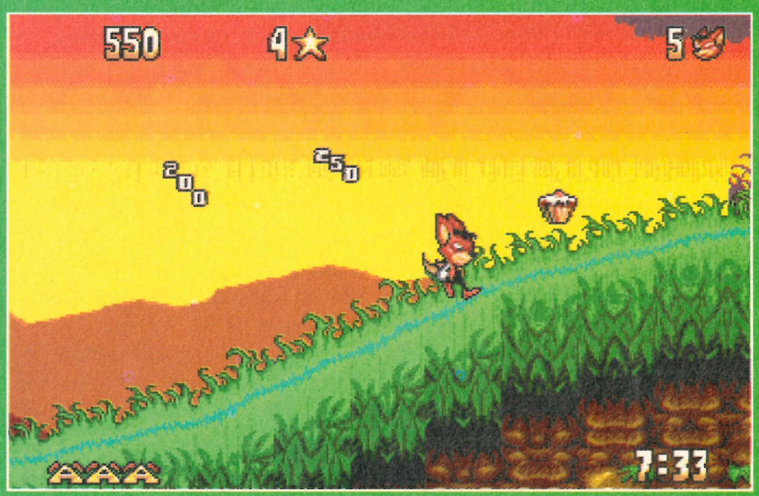
When the circus came to town, Rob Pegley paid a visit to see his hero, Aero the Acro-bat, the spectacularly brave and death-defying, milk chocolate stunt bar.

HEY, ROLL UP, roll up for the greatest show of performing confectionery on earth. Topic the clown, Twix the juggler and, of course, the delectibubble little gymnast. But why is he an Aero? Chocolate bars are not renowned for their gymnastic ability. If it has to be chocolate though, surely Yorkie sounds a bit harder and more heroic, while Snickers has more comedy potential. What about Kit Kat the Acro-bat? That's got a pleasing ring to it.

Of course, he's not made of chocolate really. He's a bat. Everyone knows bats are circus performers. "He flies through the air with the greatest of ease, that daring young *bat* on the flying trapeze", Much better.

'Enough of this banter', I said to myself. 'Why are you making fun of this game, when you liked it so much?' Good point. I'll stop there and start some enthusiasm for this little baby. Well, frankly, I think this game's fabulous. Yes, when Aero ran away from the circus to become an endearing console game sprite, it was a great day for everyone.

Edgar Ektor, an ex-circus clown bent on revenge, is out to sabotage The World of



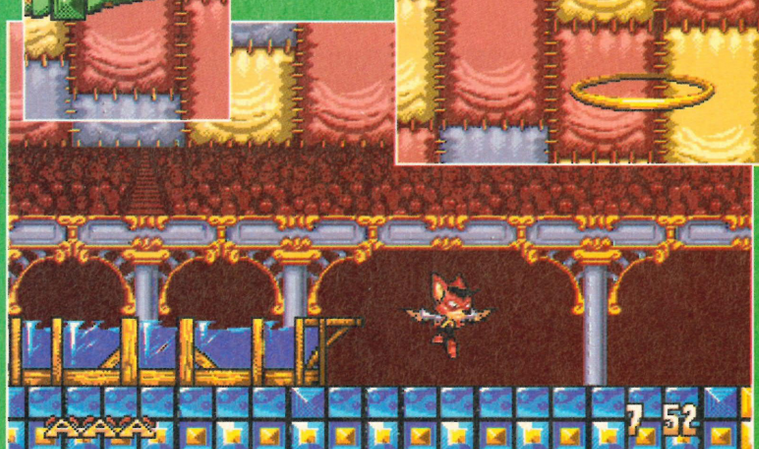
▲ Aero has no problems running up that hill. In fact, it's a walk in a cake park.



◀ Bertha the Ballerina dances just like a fairy elephant, probably because she is one.

▼ They get Aero The Acro-bat jumping through hoops in this game. He gets points for doing it though.





▲ Aero has to find his water wings fairly quickly at this point, after a bit of a water fall.



▲ Special warp hoops provide a quick route between two areas within a level, as well as taking you to the next act.

SHALL WE TAKE A TRIP?



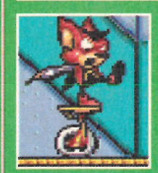
◀ Aerodynamic. Aero in full flight just before dropping in on the Riddick Bowe vs Evander Holyfield world title fight.



◀ Aeronautics. Alternative comedy mode of transport no.57: the Trampoline.



◀ Aero-cannon. Our brave little sprite flies out of the cannon like a bat out of hell.



◀ Aerobic-ycle. The Bat-man looks decidedly dodgy on a bicycle made for one.



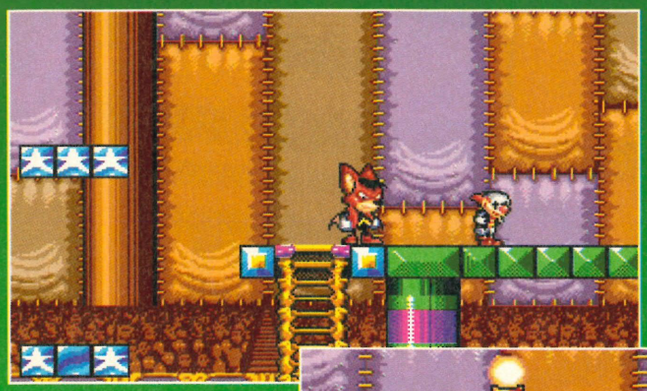
◀ Aero-raising. Up, up and away on my not-so-beautiful balloon.

POWER POINTS

PLAYERS	1
LEVELS	4
SKILL LEVELS	1
RELEASE DATE	Out now

OTHER DETAILS
Each level splits into a number of acts and includes hidden rooms, bonuses and boss acts.

TIME TO COMPLETE
Three to four weeks.



▲ Star Trekkin. In this part of the game you just have to hunt out the star platforms and land on the babies.



▲ I fell into a burning ring – and look at the state I got myself into. Time for the after sun...



▲ Proof indeed that bats do have eyes – and boy do they pop out if they get a spike up the bottom.



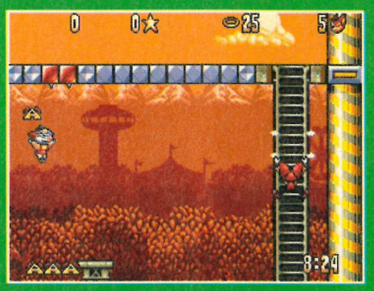
▶ If Aero gets bored, he starts turning tricks. The lad's completely batty.



◀ Jumpin' bat flash. You can control the direction you fall with the parachute, which is handy if you want to avoid the trickery below.



▲ The Barrel Roll, so called because you're in a barrel and you tend to roll a lot. Watch out for those deadly asparagus tips.



▲ The Funpark slide show, as Aero high tails it down the stairs. Look mum no wings.

Amusement Circus and Funpark, with the help of Zero the Acro-bat and other psycho circus freaks. Aero's task is to make the two venues safe for spectators, and then find his way through The Woods to the Museum of Horrors for a final confrontation with Edgar and his henchman.

Master of Acro-bat-ics, Aero, is prepared to jump through flaming hoops, plunge into tanks of water and blast out of cannons as you progress through the six acts of the Circus World. He'll hang on to the speeding roller coaster which is out of control in the World of Amusement, and even bungee jump in The Woods, all of which are very impressive moves.

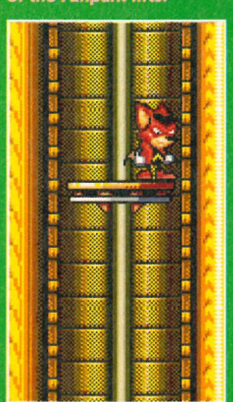
The stunts and props are excellent, adding original touches to a game which could have faded into platform oblivion. Aero rides a unicycle across the high wire, he uses trampolines and balloons to his advantage, swings on the trapeze and bounces off see-saws.

Aero himself is also the kind of sprite-u-like. He's an agile little guy and a bit if a show-off too. He has the normal bag of tricks – run, jump, throw and hang – but he also has a couple of other things up his sleeve. He can hover for a couple of seconds, and his main form of attack is to spin quickly and drill his opponents. This is a double-press on the Jump button, with the control pad directing his thrust. Initially this is difficult to control, but once you've mastered it, it's an excellent tool to use.

All in all, Sunsoft have created a gem of a platformer. There are a host of bonus icons and numerous enemies, all with excellent detailed graphics. It's a taxing number to get through and it's fabulously entertaining. If there is a criticism it's the fact that although there are restart points within the game, when you get to Game Over you go right back to start. I don't like that very much. I like *Aero* though, the game that is, not the bubbly chocolate.

SEGA POWER

▼ It's a lift, and it's in the Funpark. Let's call it... One of the Funpark lifts.





▲ Crank up your gran kids, daft old bat that she is. She even looks like a bat. Hold up, she is a bat.



▲ Aero has saved the gorgeous Ariel. Looks like our boy could be in bat heaven tonight.

AERO THE ACRO-BAT

• Mega Drive • Sunsoft •
• £39.95 • US Import •

Thanx to Dream Machines for the loan of the cart ☎ (0429) 869 459

- Original stunts and props
- Testing gameplay
- Smart graphics and animation
- Aero's a sprite-u-like
- Restarts get repetitive

GRAPHICS 8
SOUND 5
ADDICTION 8
BRAINPOWER 6

FINAL VERDICT

"There are more than enough original touches to save this title from potential platform oblivion. A testing and fun little number, which represents excellent value for money."

82%

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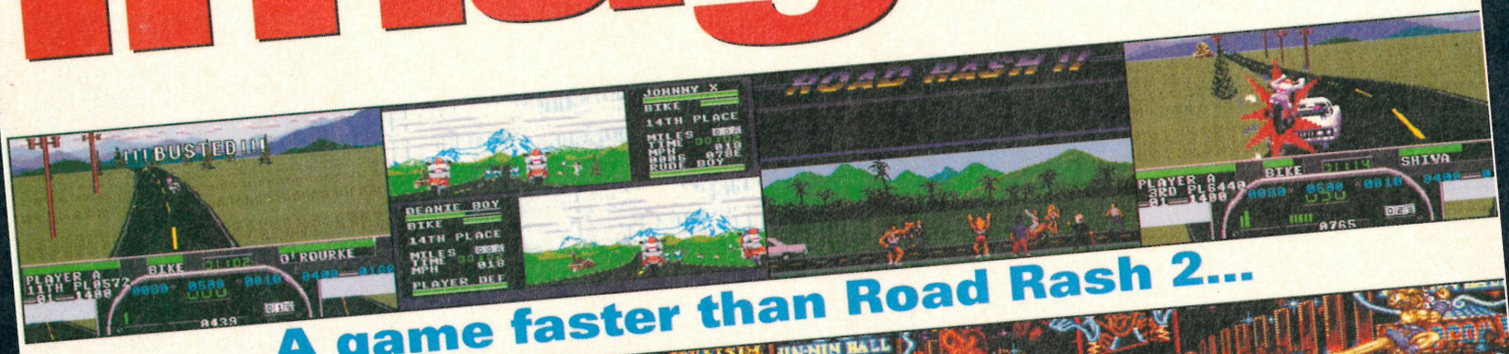
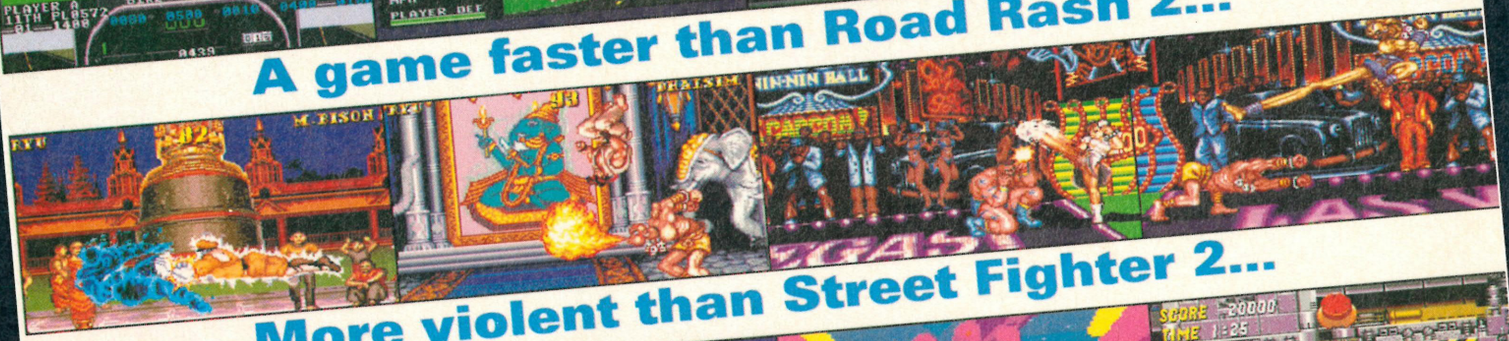
The new Sega word

December 1993 £2.50

Imagine



A game faster than Road Rash 2...



More violent than Street Fighter 2...



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sega ZONE

TO BE THIS GOOD TAKES AGES*

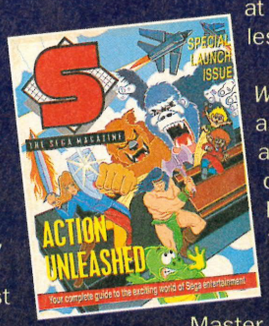
* About 50 issues, actually

Rob Pegley looks at the birth of cool, and *Sega Power* in all its altered images.

IT'S 50-UP. THE WORLD'S GREATEST SEGA MAGAZINE. THE ONE Sega games magazine that isn't spineless. The magazine they're all calling... *Sega Power*. Yes, our little baby is about to become a fiftynothing. Cue blurry TV screen and 'Twilight Zone' music, as we go back in time to the year nineteen hundred and eighty nine.

ISSUE 1

Back in October 1989 *S – The Sega Magazine* hit the UK. It was instantly Britain's best-selling Sega mag. It was also Britain's only Sega mag. Steve Jarrett, now of 'Edge' fame, was the launch editor. The mag cost just £1.25, but before you shout "money-grabbing fascists" down the *Power* hotline, I might add that, at 32 pages, it had 114 less than our last issue.



The big reviews were *Wonderboy 3*, *Wanted* and *Casino Games*, and *Rampage* was top of the best sellers. Exclusive news was that Sega had signed a deal with Comet to distribute Sega's Master System throughout the country. The future was so bright they had to wear shades.

ISSUE 10

Still lacking an *ega Power*, *S* was going great guns. Andy Smith had just taken the reigns and the mag had grown by four pages. *Sonic* was still a glint in some blue old hedgehogs eye, but the hot news was that the Mega Drive had arrived, described as: "the most eagerly awaited consumer electronic launch since the colour TV."



Alex Kidd was the main review and *R-Type* was everyone's favourite. You could buy CDs of arcade game music, and in Japan there was even a Sega rock band. But no plans for a UK tour had been announced. Shame.

ISSUE 20

It's *Sega Power* now. A new name and a new kid on the mag – a certain Neil West. The Game Gear was about to set the world alight. Or was it? *Herzog Zwei* and *Zoom* were reviewed and *Mickey Mouse* topped the charts. That little blue fella was out of the blocks and we asked: "Game of the decade – or hyped hog-woosh?" I think we now know the answer.



It also emerged that the Sega rock band was made up of Sega's R&D team members in Japan, who played arcade music for their rapidly dwindling number of friends.

ISSUE 30

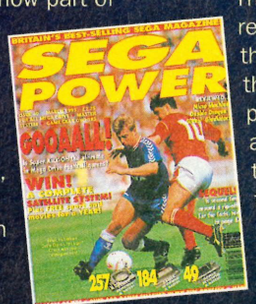
Summer of '92 and it's a shiny happy *Sega Power*. The mag was past its infancy and a settled team were in *Power* (although none remain today). *Kid Chameleon* and *The Lucky Dime Caper* were the talk of the team, and *Terminator* was also previewed.



'Which?' magazine voted the Game Gear the best handheld available, and a cartoon strip called Captain Ages (Ages being an anagram of both Sega and Aesg) was going down like a death at a birthday party. The Manic Street Preachers were interviewed, but denied smashing up their Game Gears after playing them. No news of that other total rock 'n' roll outfit, the Sega rock band.

ISSUE 40

Karen, Jason and 'Uncle' Dean were now part of the *Sega Power* set-up, and it was two issues to Ramshaw and counting. Staff writer, John Cantlie, had yet to head off into the sunset with a Suzuki RGV 250 firmly between his legs. What a guy.



Sonic 2 topped all but the hard-core techno dance charts, where it was only at number six. The cartoon was still in residence – it had taken the Captain ages to be this bad. *Cool Spot* was previewed, and *Ecco* and *Super Kick-off* were the main targets for this month's team of reviewers. In addition to all that there was a Cathy Dennis tips tape, presumably with tips on why not to buy Cathy's singles, Cathy's albums...

ISSUE 167

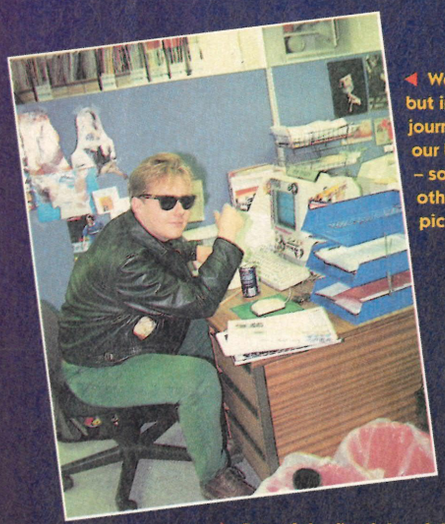
October 2003. *Sega Power* is now a chip implanted into the nation's brain once a month.

Jason McEvoy is still the art assistant. Elsewhere, Mark Ramshaw is on another world tour with his 'Wyld Stallyns'-influenced super group. Clare Johnson is starring in a remake of 'Even Cowgirls Get The Blues', and sci-fi authoress, Karen Levell, has released her 23rd novel, 'The Satanic Revenge of the Bloodsucking Swing-bins from Zorb'. Dean Mortlock has married Winona Ryder after tiring of long-term partner, Drew Barrymore. Vicki Mitchard owns a stud farm in Berkshire and Rob Pegley continues to stack shelves at Kwiksave.



GIVING POWER

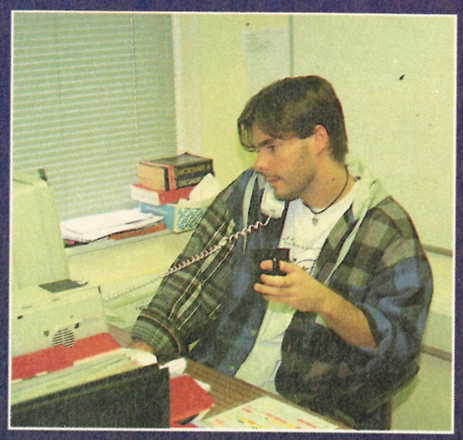
A day in the life of the kids from *Sega Power*



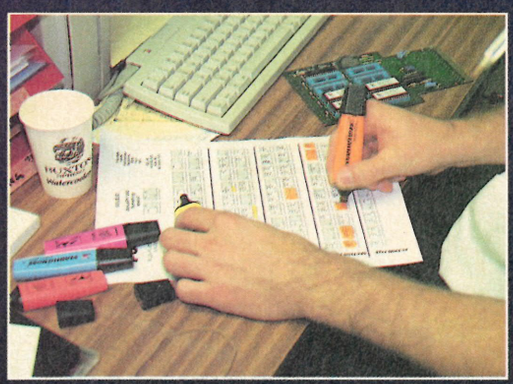
◀ We all start (in theory) at 9.30am. It sounds late, but in the debaucherous world of magazine journalism it's far too early. Besides, we all need our beauty sleep – some more than others, as the picture shows.



▶ One of the first jobs of the day, along with making the tea and making fun of 'PC Format' next door. Karen is wearing the postman's hat today, and this little lot is just some of her fan mail.



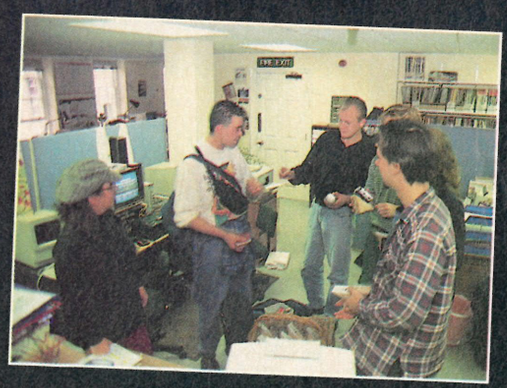
▲ Mark gets his act together with a cup of coffee and a quick listen to an 0898 number. Actually, this is probably a high-powered conversation with the upper echelons of the console games industry. On the other hand, maybe it's just his mum.



◀ This humble piece of A4, known as the flatplan, is our bible. After fighting with the advertising people for space, Mark allocates pages for news, reviews and features, then keeps a check on how things progress.



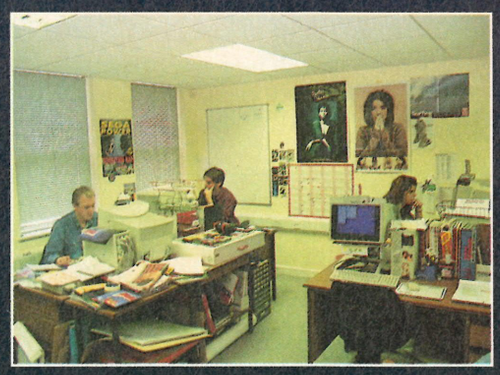
◀ Even more important than the flatplan is the CD player. Rob is an Indie kid at heart, Dean is a closet hippy, while Andy likes any kind of music – metal, thrash metal, heavy metal... Oh, and Kate Bush.



▲ Even more important than the CD player, is the sandwich man. With a cheery smile and a basketful of sandwiches, this snack god is always the most welcome person in the *Sega Power* office. If it wasn't for him, the *Power* Crew would have died of malnutrition months ago. Sandwich man, we applaud you.

▼ Obviously we have to play the odd computer game or two hundred. Here's Andy hard at work playing *Lost Vikings*, I think, while Dean takes grabs on the Apple Mac. This involves feeding games through the computer to take frozen images for use in the mag.





▲ And here is proof that we do occasionally do some work. Clare, Mark and Steve (who is freelancing in Vicki's absence) in a deep thought pose. It all looks so peaceful, but in reality 'Rage Against The Machine' is pounding out in the background.

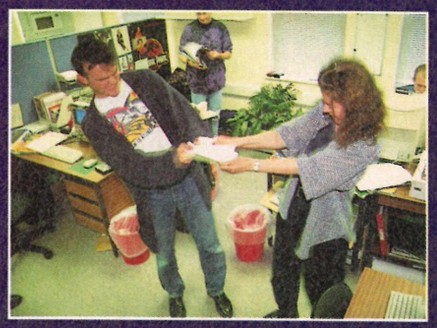
TO THE PEOPLE



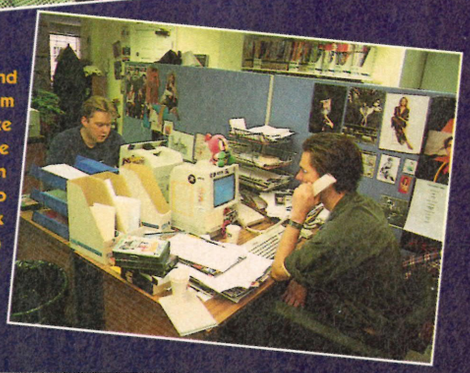
▲ As things come to a head, it all boils over into 'Reservoir Dogs'-style elastic band warfare. Just like kids if you ask me, they'll have someone's eye out one day. Still, *Sega Power* boys will be *Sega Power* boys.



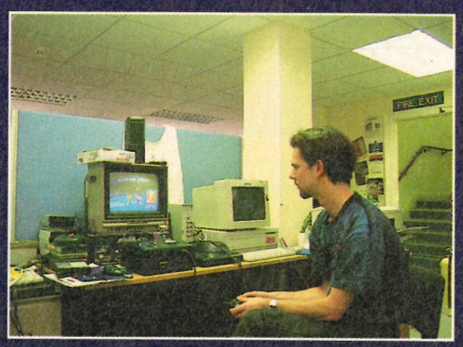
◀ Clare's main task is to check the spelin and gramar of stuf wot me and that Dean as well have wrote



▲ Another of her tasks is to chase elusive freelancers, like Richard Longhurst, for their copy. As well as chasing them, she often has to threaten their life before they'll give her the copy.



▶ All the fun and games that seem to take place during the morning often degenerates into mindless work after lunch. It's a dirty job and someone's got to do it.



▲ Slaving over a hot console takes up a large portion of the day. But as deadline approaches we often take the games home to play them, so that we can get on with writing while we're at work during the day. Hey, I know what you're thinking, it's a hard life.



◀ Virtually a whole posse in full effect. We work through to about 7pm on a normal day, but can sometimes stay past midnight as deadlines draw ever nearer. So then, all together now... aaahhhh.



▲ And so it's the end of another day and Dean arranges his evening's entertainment, "Hold on Kylie, I've got Winona on the other line. Look Drew, I've told you it's Ulrika tonight..."

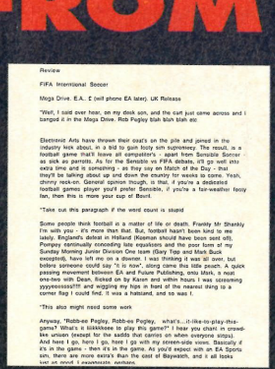
SEGA POWER JANUARY 1994

FROM CART TO FINISH

How you get to see the finished article. This is the serious bit. Well, almost.

After grovelling to those gorgeous software houses, a circuit board and chips arrive in a padded envelope, and the team is let loose on them.

After playing a game until you wake up in the night with a cold sweat thinking about it, it's time for some hot sweating over a boiling Apple Mac. The copy is written at this stage, and screenshots from the game are taken (also via a Mac), and these are given captions accordingly. Often the reviewer will take lots of grabs and then piece them together to form a bolt-together. This might be a platform level or playing area for example.



Review

FIFA International Soccer

Mega Drive. E.A. £ (will phone EA later). UK Release

"Well, I said over here, on my desk son, and the cart just come across and I banged it in the Mega Drive. Rob Pegley blah blah blah etc

Electronic Arts have thrown their coat's on the pile and joined in the industry kick about, in a bid to gain footy teh supremacy. The result, is a football game that'll leave all gamesters's - apart from Sensible Soccer as sick as parrots. As for the Sensible vs FIFA debate, it'll go wot into extra time and is something - as they say on Match of the Day - that they'll be talking about up and down the country for weeks to come. Yeah, chinny nock-on. General opinion though, is that, if you're a dedicated football games player you'll prefer Sensible, if you're a fair-weather footy fan, then this is more your cup of Bovril.

Take out this paragraph if the word count is stupid

Some people think football is a matter of life or death. Frankly Mr Shankly I'm with you - it's more than that. But, football hasn't been kind to me lately. England's defeat in Holland (Keeman should have been sent off), Pompey continually conceding late equalizers and the poor form of my Sunday Morning Junior Division One team (Gary Top and Mark Buck excepted), have left me on a downer. I was thinking it was all over, but bollers someone could say "it is now", along came this little peach. A quick passing movement between EA and Future Publishing, onto Mark, a neat one-two with Dean, flicked on by Karen and within hours I was screaming yyyyesssss!!!!! and wagging my hips in front of the nearest thing to a corner flag I could find. It was a hatstand, and so was I.

This also might need some work

Anyway, 'Robb-ee Pegley, Robb-ee Pegley, what's...it-like-to-play-this-game? What's it tickkkkee to play this game?" I hear you chant in crowd-like unison (except for the saddb that cannot on when everyone sings). And here I go, here I go, here I go with my screen-side views. Basically if it's in the game. - then it's in the game. As you'd expect with an EA Sports son, there are more extra's than the cost of Baywatch, and it all looks just so..novel. It exxxtends..xxxhibits.

After a long and agonising wait we eventually get the superb mag you see before you back from the printers. Simple, eh?

The copy is then given to Clare, who sits with her massive pile of books amending our sppelin and the gramar of things what we have wrote. She puts all this on a computer grid, and passes it on to the art team. Jason and Vicki will work wonders to make the article a sight for sore Sega-playing eyes, and then return it to Clare and Karen for a final proof reading. Mark casts his very experienced eye over the finished piece and then gives it back to the art team. They forward the pages on to the linotron room, where it's put onto film. Jason and Vicki check this film for any errors, and then send it to the printers.



mega drive review

FIFA INTERNATIONAL SOCCER

● Mega Drive ● E.A. ● £49.99 ● UK Release ●

"Well, I said over here, on my desk son, and the cart just come across and I banged it in the Mega Drive. At the end of the day I was over the moon Brian" ...the latest computer game of two halves had obviously got to Rob Pegley.



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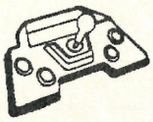

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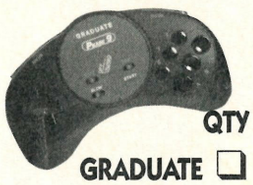

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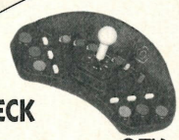

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50TH ANNIVERSARY COMPETITION

We racked our brains for hours trying to work out the best way to celebrate the fact that *Sega Power*'s reached its 50th issue. Eventually we decided that we should get all those lovely Sega-type software companies to show their undying devotion to *Sega Power* by giving us loads of stuff to give to you. We've tried to get you some interesting things, some odd things and some downright silly things – and it looks like we've succeeded. You can enter as many of the competitions as you like, but please only send one entry per competition. (You will be found out.)

WIN SONIC

When we approached Sega for a competition prize, we thought we'd go for something a bit different. After all, we are *Sega Power* and they are Sega. So we asked them for something special, something you can't buy in the shops – and look what they gave us. Yep, this **limited-edition-can't-get-it-in-the-shops-Sonic-suit** could soon be yours.

Originally modelled at the Donnington Grand Prix by Sega's lovely marketing ladies, the suit is seen here gracing the elegant lines of *PC Format*'s Kevin Hibbert. Some of our older readers will remember him better as Kev the Crayon – the original art editor of *Sega Power*. To win this ravishing item of clothing, just supply us with the correct answer to this very simple question: **who is the main boss at Sega Europe? Is it:**

a) Sonic The Hedgehog?
b) Nick Alexander?
c) Drew Barrymore?



THE BOSSY BIT

Right, we've got to have some rules and regulations here or everything's bound to drop into chaos, so here goes...

1. Employees of Future, Sega, Electronic Arts, Partridge & Storey, Virgin, Hornby Hobbies, Datel and Accolade can't enter any of the competitions their respective companies have sponsored. Sorry, but that's the way the cucumber crumbles.

2. Mark's decision is completely, utterly and totally final and no amount of creeping will change his mind – he's cruel like that.

3. Multiple entries may sound funny, but they're not permitted here.

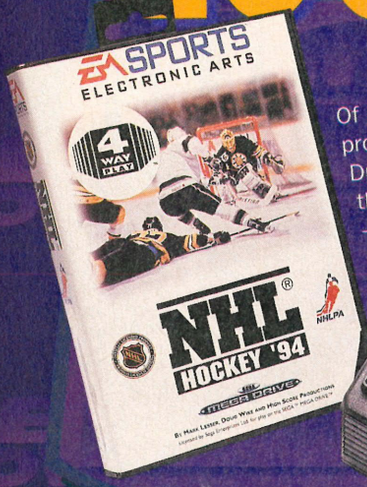
4. You can enter any or all of the competitions, but we must receive a separate postcard for each entry.

5. Entries must get to us by Monday 31st January.

Send your entries to *Sega Power*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW. And please don't forget to put the name of the competition at the start of the address – it'll help us no end.

THE ART OF LOOKING COOL

FOR RULES AND REGULATIONS SEE THE BOSSY BIT PAGE 103





Of all the third-party licensees, Electronic Arts are, without a doubt, the most prolific. In the relatively short space of time that they've been releasing Mega Drive software, they've notched up over 50 titles. And if you rummage through their range you'll find some of the best 16-bit titles in the business – *Jungle Strike*, *Madden '93*, *NHL Hockey '94*, *Road Rash 2*, the list goes on... To celebrate this fact, Electronic Arts have supplied us with a bumper pack of goodies to give to one lucky person. The prize pack includes:

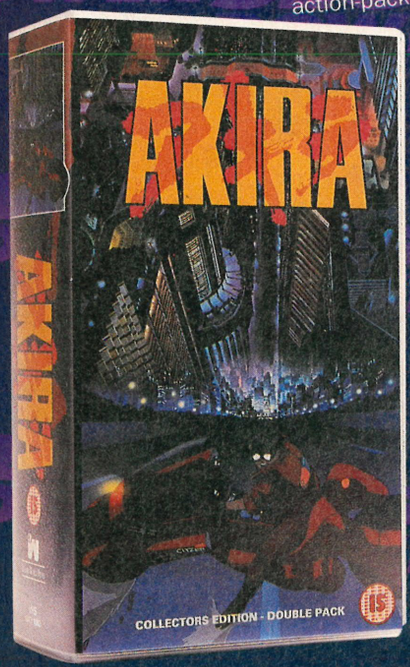
- **A limited edition *Road Rash* leather jacket (very nice)**
- **An E.A. Sports baseball cap and T-Shirt**
- **A very trendy E.A. designer rucksack**
- **A copy of *NHL Hockey '94* and a 4-Way Play adapter**

All you have to do to win this mountain of goodies is tell us **which of the following geezers is a famous Ice Hockey-type person:**
a) Mario Lemieux b) David Icke c) Lester Piggott



TOKYO TRIPS

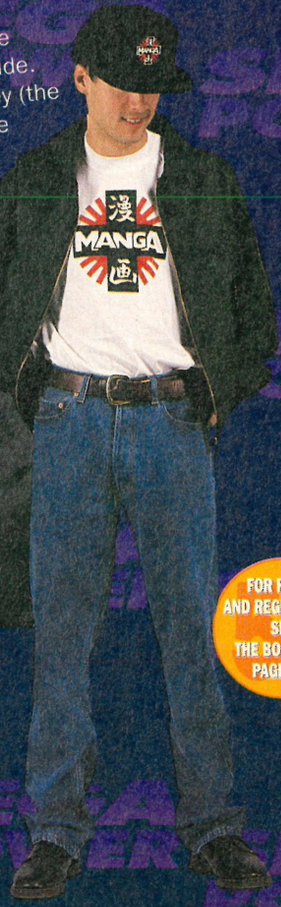
The Manga label is rapidly establishing itself as *the* cartoon publisher of the '90s. Their films are action-packed, well animated and, it has to be said, some of them are a bit on the violent side. Never mind all that, though, because those fabulous people at Partridge & Storey (the public relations company that's in charge of distributing all the Manga stuff) have given us a huge bagful of booty to pass on to you guys. The prizes are as follows:



First prize:
- **A limited-edition Manga jacket. Limited edition meaning you can't buy it in the shops**
- **An 'Akira' double-pack – which includes the film (complete with original Japanese soundtrack and subtitles) and The Making Of 'Akira' video**
- **A Manga T-Shirt**
- **A Manga baseball cap**

Four runners-up prizes:
- **An 'Akira' double-pack**
- **A Manga T-Shirt**
- **A Manga Baseball cap**



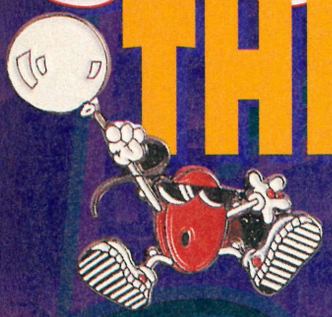


To stand a chance of winning some of this great gear, just answer this very simple question: **The film 'Akira' is set in the city of Tokyo, but what year is it set in? Is it:**
a) 1947? b) 2019? c) 2001?

Sadly, the video's a 15 certificate – so nobody under that age is allowed to enter. Sorry, but them's the rules.

FOR RULES AND REGULATIONS SEE THE BOSSY BIT PAGE 103

SPOT THE VIRGIN





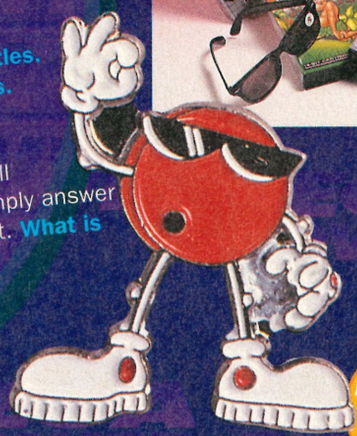
Considering Virgin Games have only been operating for a couple of years in the Sega world, they've managed to release an impressive list of games. That, and the fact that they're a friendly bunch of lads and lasses, means that we've managed to blag a huge amount of trophies for this competition. So:

- **Nine lucky winners will receive a four-pack assortment of Mega Drive titles.**
- **Five entrants will walk away with a three-pack of Master System games.**
- **And another five will bag a two-pack of Game Gear carts.**

We've also got ***Cool Spot* badges, sunglasses and beach bags** – which we'll randomly bung to a few of the lucky winners. Fancy your chances? Then simply answer this question: Virgin are currently doing quite well with a game about a spot. **What is the name of the soft drink which uses the character as its logo? Is it:**

a) Drew Barrymore?
b) Dr Brown's Famous Belching Lotion?
c) 7-Up?

Oh, and don't forget to tell us the type of system you own.



FOR RULES AND REGULATIONS SEE THE BOSSY BIT PAGE 103

CAN YOU HACK IT?





Datel are well-known for producing the sneakiest, dirtiest and most downright nasty cheating device, the Action Replay. It's the only gadget, at present, that enables you hack into any cart and come out with all the cheats you could possibly want. Not only does it manage to save your sanity, but it can also make you popular with yer mates – especially when you can describe the later levels of that git of a game. Anyway, *Power* HQ has turned into freebie-city lately, and this is what Datel have come up with:

- **Three Mega Drive Action Replays**
- **Three Master System Action Replays**
- **Three Game Gear Action Replays**
- **Three CDXs (Mega CD adapters so you can play any CD on any system)**



So, for more cheats than the Argentinian football squad, this is the question to answer: **Datel produce an adapter which enables you to play foreign carts on a British Mega Drive. Is it called:**

a) Universal Adapter?
b) The Foreign Game thingy?
c) Drew Barrymore?

Postcards are the order of the day, and **don't forget to state which system you own** – or you could end up getting something which is totally useless.

FOR RULES AND REGULATIONS SEE THE BOSSY BIT PAGE 103

PRAISE THE GODS



Accolade are currently on the crest of a wave. Their Mega Drive version of *Gods* is probably the best interpretation of the game on any system. To celebrate their success they've sent us tons of *Gods*-related stuff to give away. We've also blagged some *Speed Racer*-type stuff to give you too. So here's the odd bundle in full:

- **A *Gods* long-sleeve T-shirt**
- **A *Gods* inflatable axe**
- **A *Gods* key-ring**
- **A *Speed Racer* soundtrack CD**
- **A *Speed Racer* X T-shirt**

FOR RULES AND REGULATIONS SEE THE BOSSY BIT PAGE 103



Now, this may confuse you because most Sega users won't even have heard of *Speed Racer*, but for those who are interested, it's a racing game based on a badly translated Japanese cartoon series that's currently showing in America. And why is this relevant? Well, because the Mega Drive version will be available from April. Watch the preview pages for more news...

There's four packs of the afore-mentioned bundles to give away and here's the million-dollar question: **Who is the Greek Goddess of love? Could it possibly be:**

a) Drew Barrymore? b) Aphrodite? c) John Major?

HORNBY'S GENIE-AL GIVEAWAY



Hornby Hobbies may be better known for trains and racing cars, but they also market that ingenious device, the Game Genie. With the Game Gear Game Genie (lots of Gs there) just about to be released, it seemed like the perfect time to try and blag some goodies off 'em. Being the generous sorts that they are, they've very kindly given us this little lot – which we're splitting up into five separate prizes:

- **A dozen Mega Drive games (from their huge store of games)**
- **A Mega Drive Game Genie**
- **A Game Gear Game Genie**
- **A Turbo-Touch 360 joypad**
- **A huge bag of assorted Hornby-related goodies**

FOR RULES AND REGULATIONS SEE THE BOSSY BIT PAGE 103



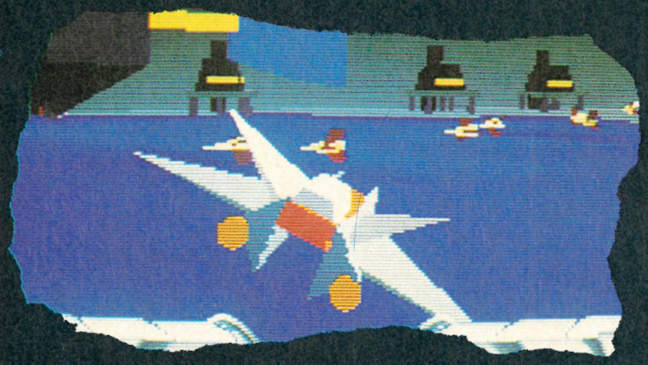
Impressive? I thought so. And just to keep you smiling, I've got a ridiculously easy question: **Hornby are responsible for manufacturing a certain brand of model racing cars. Are they called:**

a) Micro Machines?

b) Scalextric?

c) Tiny-cars-that-fly-off-every-corner-when-you-give-'em-a-bit-of-welly?

Also, because the prizes are for more than one type of machine, **make a note of your system on the postcard** so we'll know what to send you if you win. Okay?



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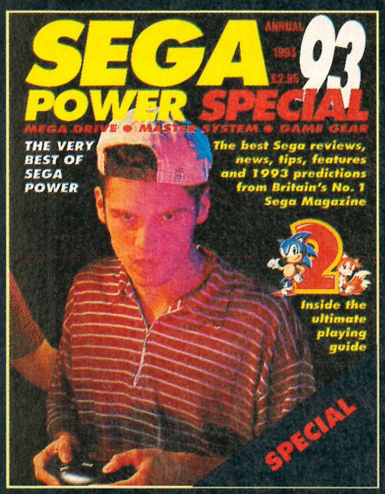

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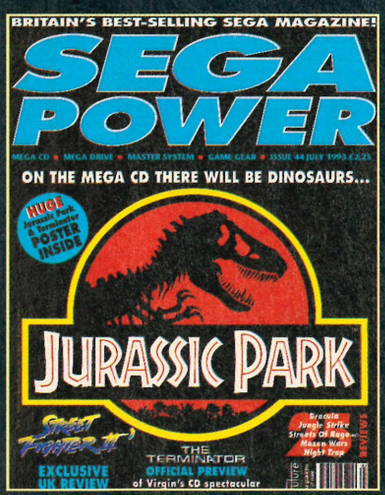

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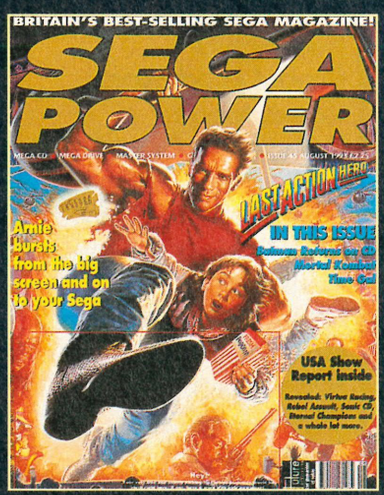

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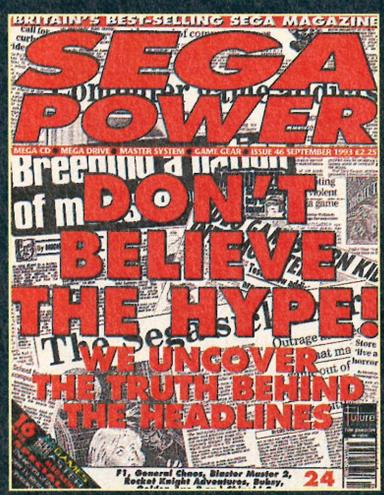

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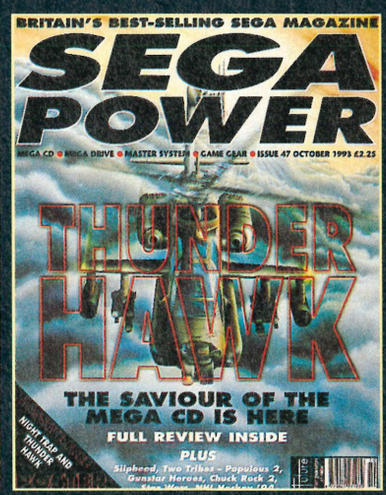

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SEGA POWER JANUARY 1994

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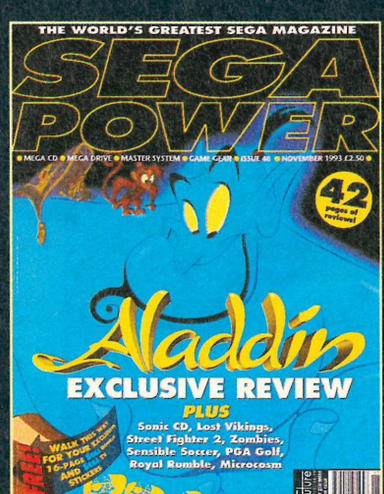

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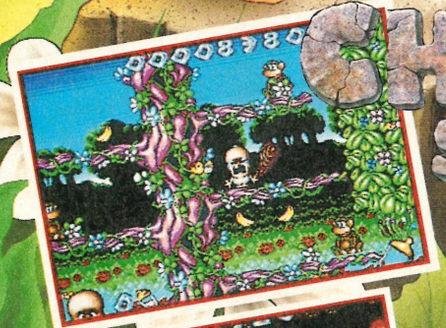
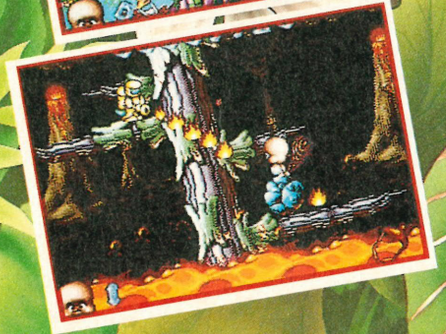
HASTA LA VISTA, BABY

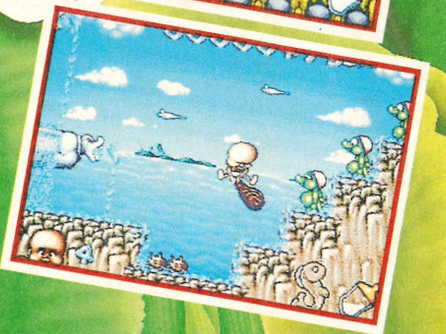


CHUCK ROCK II
SON OF CHUCK









Eighteen months after his victory over Gary Gritter, Chuck Rock is now the owner of the hugely successful 'Chuck Motors' and has become a father. Kidnapped by his evil enemy Brick Jagger, Chuck Rock is likely to become Chuck Dust unless somebody rescues him . . . A sudden crash as Chuck Junior bursts from his play pen " Goo Goo Gaa, I'll be back".

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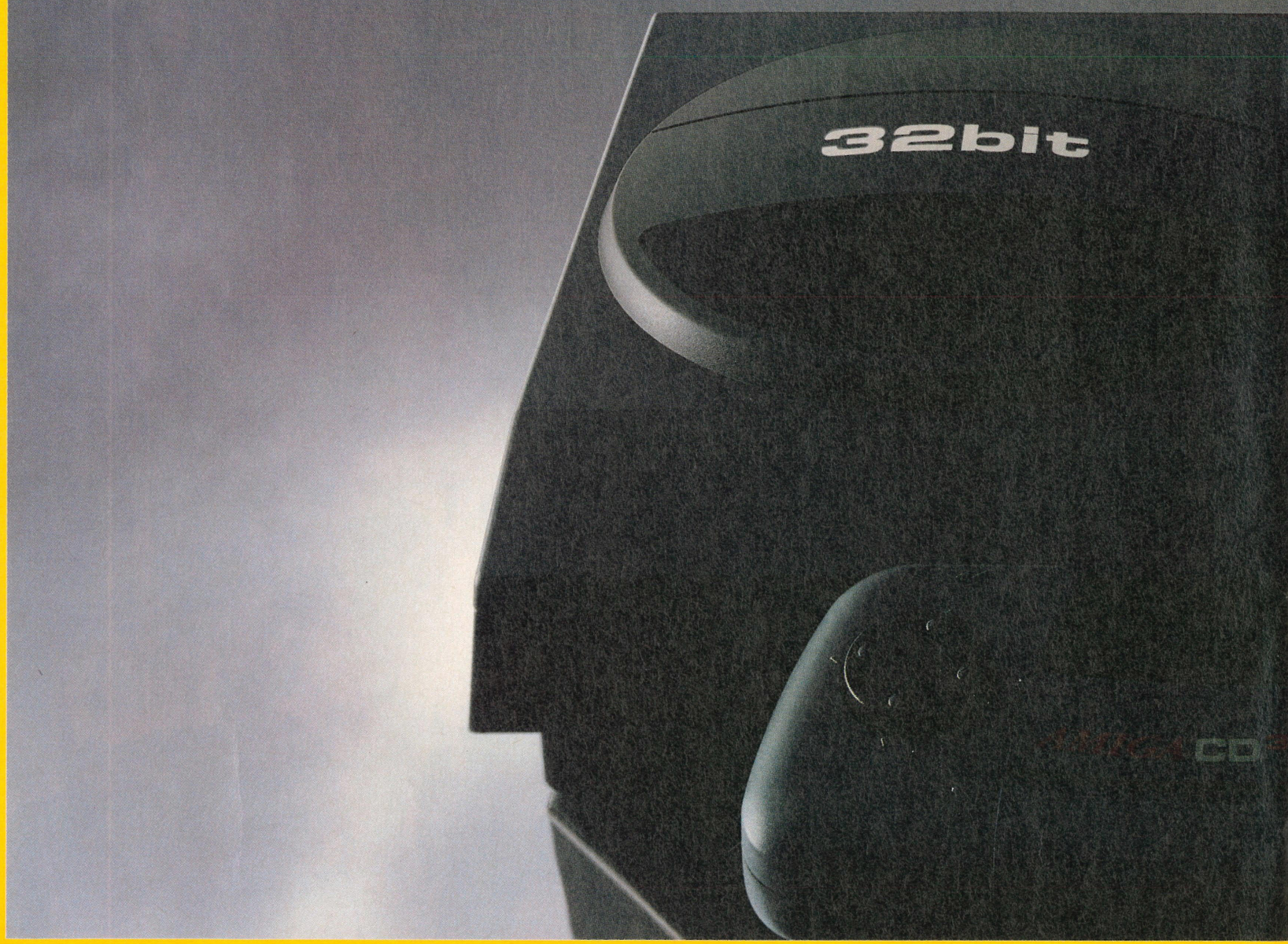

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HAVE YOU GOT WHAT IT TAKES?

GIRL ON THE GAME

Got a problem? Want to share it with me and 100,000 other people? Go on.



Judging by this picture Karen's not sure you deserve these tips, but y'know she's a classic case of kiss 'n' tell.

The winter sun raised its weary eye, catching the movement of the waif-like figure who, in only 12 hours, had completed the *Aladdin*, *Street Fighter 2* and *Land Of Illusion* tips. At that moment Karen opened the office door. A harsh shaft of artificial light penetrated the room highlighting the form at her desk. "What the hell..." she cursed. "I'm the tips fairy", lilted the sprite, "and I've completed all your tips." "Don't talk crap", sneered Karen, "there's no such thing as fairies." With that the fairy and the tips disappeared. "Bloody pantomime season again", sighed Karen as she settled down to work...

WELCOME TO THE TIPS SECTION – A PLACE TO BE COMFORTABLE, to kick off your shoes and pad barefoot through the fleecy down of gaming secrets. To enter the palace of success and be at one with the group gaming consciousness, simply go without food for 40 days, sit in a bath of Branston pickle and send in a detailed description of your Sega ailments to: Girl On The Game, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. I look forward to dissecting your psyche...

MORTAL KOMBAT

(*Sega Power* 48: 82%) Acclaim

Is there a code to be the Reptile, Goro or Shang Tsung on the Mega Drive version of *Mortal Kombat*? Could you also tell me what each of the 'DULLARD' flags do?

Stephen Ingram, Northern Ireland

Last month I printed a cheat to access an option screen full of flags (on the start screen press Down, Up, Left, Left, A, Right and Down, and then select 'cheat enabled'), but I didn't actually tell you what any of these new options do. So, here we go...

Flag 0	*Player one only needs one hit to kill*
Flag 1	*Player two only needs one hit to kill*
Flag 2	*Strange objects drift across the moon on the pit level*
Flag 3	*Unlimited continues*
Flag 4	*Reptile appears before each match with a clue*
Flag 5	*Reptile appears before every other match*
Flag 6	*Computer-controlled opponents use death blows. Unlimited continues*
Flag 7	*Matches always take place in the Court Yard.*

As for your other question, Stephen, I'm afraid I don't know of any cheats which enable you to play as those characters, but if I hear anything, I'll let you know. Promise.



Now with wings...



SHINING FORCE

(*Sega Power* 44: 89%) Sega

In the manual for *Shining Force* on the Mega Drive it mentions a ninja character who can use magic. I've looked everywhere, but I just can't find him. Does he exist? Or is the manual wrong?

Ellen Walker, Sidmouth

A-ha! That ol' missing ninja problem, eh Ellen? Well, this one had me stumped too, but then a reader phoned (I forgot to take his name – oops) and told me the location of the mysterious Hanzou. When you reach Runefaust (chapter eight), search the bushes on the right-hand side of the town gate. You should find a sign which will tell you the location of the ninja.

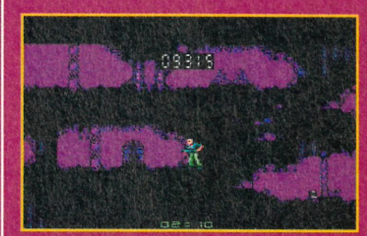
ALIEN3

(Hard Line ★★★★) Flying Edge

I'm having a few problems with *Alien3* on the Game Gear – like a major lack of ammunition. Can you tell me if there are any icons I might have missed?

Andy J, Cambridge

I can do better than that, Andy, but first you've got to clock up enough points to register on the high-score table. Once you've done that (keep trying), simply enter your name as CHEAT to start the next game with loads of extra ammo.



Ripley goes looking for Jeremy Beadle after finding all the walls have mysteriously been painted a curious shade of purple.

WONDERBOY 3: THE DRAGON'S TRAP

(*Sega Power* 1: 92%) Sega

When I play *Wonderboy 3: The Dragon's Trap* on the Master System I can get to Piranha Man, but I don't know where to go with him. Can you help me please?

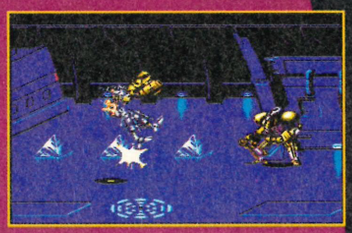
Christopher Richardson, Boston

Well, it's been a long time since I played this game, but if memory serves, you need to get hold of the block-breaking sword before you can enter Piranha Man's underwater stage. If you go to the top of the tall tower in the village, jump to the right, go through the door and then head right, you should find the sword in question. Hope that helps.

CYBORG JUSTICE
(*Sega Power* 44: 77%) Sega

I'm having real problems with *Cyborg Justice* on the Mega Drive. Can you give me a code to skip the level, or something else which would help me?
Huang Zhikai, Singapore

This is your lucky day, Huang. It just so happens that I have this incredible all-in-one cheat which'll give you a level select, enable you to change your weapon, increase your lives (up to 225) and loads more besides. Start the game as usual, then make your cyborg in the assembly room. Next go into the actual game and pause the action. Now QUICKLY press C, B, B, C, C, A, C and B. If the cheat's worked (persevere), a new option screen should appear. Once you've selected your level or whatever, unpause the game and away you go.



▲ Johnny Cyborg discovers the perils of break dancing on top of whirling 'copter blades. Some people just never learn.

THUNDERHAWK
(*Sega Power* 47: 91%) Core

I've just bought *Thunderhawk* – what a brilliant game! The only trouble is, I'm not very good at it and I keep getting shot down before I can complete the mission. I'm tearing my hair out over it. Can you give me any advice?
Stewart Thompson, Edinburgh

*Yep, I think I can. I haven't actually tried this cheat for myself (we no longer have the CD, you see), but **David Ingles** from **Maidstone** assures me it works. Select your mission as usual, and when you start flying press and hold the Start button, and push Up, Right, Left and Down. Then let go of the Start button, and, if the cheat's worked, you should find that you have an infinite supply of ammo and armour.*



◀ As the sun begins to sink majestically in the sky, the serene glow of a thousand burning choppers light the darkening sky.

FINAL FLIGHT
(*Sega Power* 45: 77%) Sega

Help! I can't get past the fourth stage of *Final Fight* on the Mega CD. I've tried all the different characters, but I keep dying. Please help, it's driving me nuts.
Darren Cash, Portsmouth

How can I ignore such a plea? I don't know exactly what your problem is, Darren, but hopefully this rapid-fire punch should help you in your hour of need. Go to the title screen and select the option menu. Then highlight the word 'exit' and hold down Right and the A, B and Start buttons. Next select Guy as your character (the cheat works best with him) and start the game. Now, when you hold the button you designated to attack, it'll punch repeatedly as if you had a rapid-fire controller.



◀ Police show new video footage to support their plea for armed officers in the nation's city centres.

SILPHEED
(*Sega Power* 47: 83%) Import

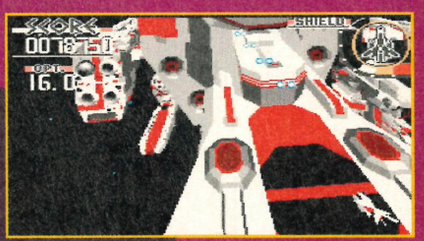
I recently bought *Silpheed* (it's excellent), but I'm having a bit of trouble getting past level 6. Do you know of any level select cheats? Thanks in advance.
Phil Hanson, Bristol

Yep, Phil, I've got an intergalactic cruiserful of cheats for this one. You'll need a second joypad to access the Shield Restore, but if you can afford a Mega CD, that shouldn't be a problem. So, on with the show:

LEVEL SELECT
During the intro screen press Down, Down, Up, Up, Right, Left, A, B and Start. A 'stage select' option should now appear on the start menu. Press Right or Left to set the level and A, B or C to start the game. Unfortunately, you can only play the level you've selected, which is a bit of a downer.

INFINITE CONTINUES
But all is not lost. When you're down to just one continue, wait until the demo starts, then press Right, Up, A, B, C, Left, Left, Down, C, A and Start. This should knock the number of continues up to ten. You can repeat this cheat as often as you like.

SHIELD RESTORE
And in case that's not enough, here's a neat way to top up your shields. Plug in a second joypad, then during the intro press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up and Start on the first joypad. Now when you press A on the second joypad the shield will go up by one unit – hitting it rapidly will mean your ship's virtually invincible.



▲ "The odds of surviving a direct attack on an Imperial Star Destroyer are exactly..."

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Just write your tip, cheat or whatever down here, rip out the coupon and send it to: **GIRL ON THE GAME,** ***Sega Power,*** **30 Monmouth Street, Bath, Avon BA1 2BW.**

STREET FIGHTER 2

When Paul Pettengale was asked to compile a complete list of all the *Street Fighter 2* special moves, he jumped at the chance. But now that he's demolished his flat, he wonders if he takes this video game lark a bit too seriously.

NON-STOP, MIND-BOGGLING, HEART-STOPPING ACTION. *Street Fighter 2* just gets better the more you play it, but the real rewards come when you've mastered those elusive special moves. Only then can you start to smash your opponents into the ground with ease. Get ready for the complete, easy-to-follow guide to beating the best, and the best of the rest, in *SF 2*...

KEY COMMANDS

D	Down
F	Forward
A	Away from opponent
T	Towards opponent

RYU



DRAGON PUNCH:
T, D, D+T and Punch



▲ This is the mark of the game, and probably the most famous of all the special moves. But it's a bitch to access and has to be timed perfectly.

HURRICANE KICK:
D, D+A, A and Kick



▲ Leap into the air and perform this serious volly of power kicks to your opponent's head. Use it after a Hurricane Punch to send your enemy flying.

FIREBALL:
D, D+T, T and Punch

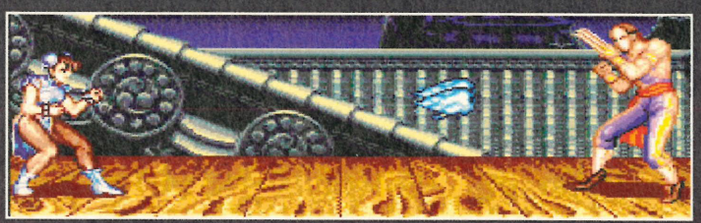


▲ Also known as the Hurricane Punch, this attack is best used just as your opponent is getting up from the ground. Time it right and it knocks him over again.

CHUN LI



FIREBALL:
A, D+A, D, D+T, T and Punch



▲ Chun Li's vicious Fireball attack is difficult to get right, but it makes a great opening move. Take a couple of steps back first, so that even if your opponent jumps at you, he's going to fall short of the mark.

LIGHTNING KICK:
Keep beating away at any Kick button repeatedly



▲ Probably Chun Li's most deadly special move, the Lightning Kick can rip through an opponent's energy bar like a monkey with a banana. And, what's more. it's easy to do!

WHIRLWIND KICK:
Hold D, press U+Kick



▲ This move's limited because Chun Li has to stay still while she does it. Try to force your opponent to the extreme left or right side of the screen, and then just let those kicks fly.

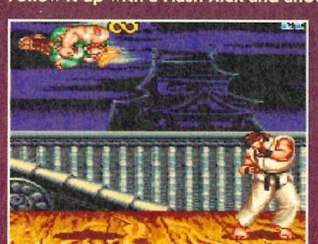
GUILE



SONIC BOOM:
Hold A, then T+Punch



▲ A potent opening move because there's little your opponent can do to stop it. Follow it up with a Flash Kick and another Sonic Boom to make mincemeat of 'em.



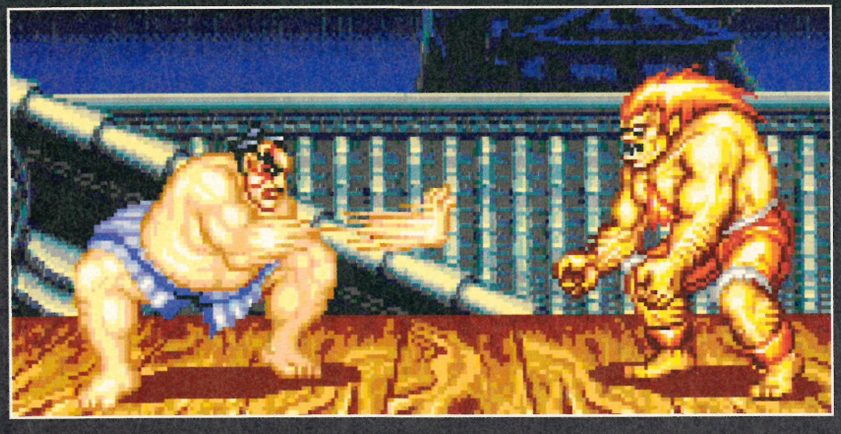
FLASH KICK:
Hold D, then U+Kick

◀ A quick way to inflict extreme damage. Follow it up with either a Sonic Boom or a low kick to knock your opponent off its feet. Then pump the enemy with yet another Sonic Boom to really get it flailing.

EDMUND HONDA



HAND SLAP:
Hit any Punch button repeatedly



▲ The Hand Slap does plenty of damage, but like Chun Li's Whirlwind Kick, you have to stay in one place to do it. Again, it's a good idea to get your opponent trapped in a corner first.

SUMO HEAD BUTT:
Hold A, then press T+Punch



◀ This is guaranteed to have your opponent flying towards the ground. Use it repeatedly, timing it so that you knock into your enemy just as he or she is getting up.

SUMO SMASH:
Hold D, then press U+Kick



▶ A powerful, but clumsy move. Use it when your opponent is stunned for maximum effect, or when he's close to a corner and hasn't got room to move out.

KEN



DRAGON PUNCH:
T, D, D+T and Punch



◀ The powerful uppercut does lots of harm, but it takes time to complete. The best time to use it is when your opponent is leaping at you to perform a kick attack.



HURRICANE KICK:
D, D+A, A and Kick

▶ If you're fighting Ken and he makes this move, duck under him, jump up from the other side and perform a jumping punch. That'll sort him out.

FIREBALL:
D, D+T, T and Punch



▲ Just like his brother's Hurricane Punch, Ken's Fireball is equally effective and can be used to great effect as part of a number of devastating combination attacks.

BLANKA



ELECTRIC ATTACK:
Press any Punch button repeatedly



▲ This attack takes a while to build up, so it's best used when there's plenty of space between you and your opponent. But when you let this one go the effects are electrifying.

UP AND OVER ROLL ATTACK:
Hold D, then U+Kick

▶ You have to time this move perfectly to make contact, especially when your opponent is on the ground. But it's an ideal way to finish off someone who's been stunned.





ROLLING ATTACK:
Hold A, then T+Punch

◀ A speedy and highly effective special move, which is expedient as an opening attack. Roll as soon as the commentator says "fight", and follow it up with an Electric Attack.



DHALSIM

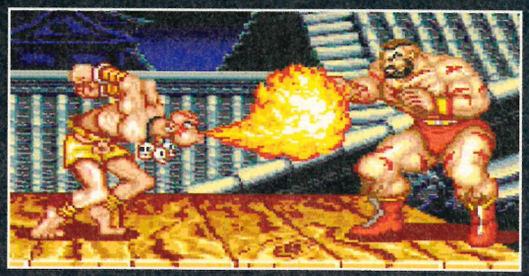
YOGA FIRE:
D, D+T, T+Punch

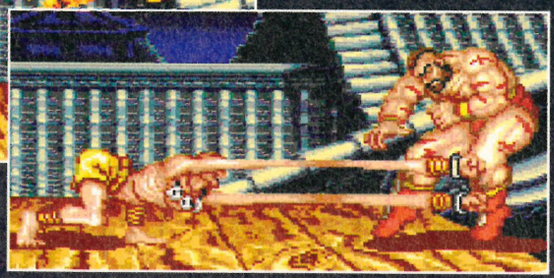


▲ Devastating at close range only, the Yoga Fire is a blissfully easy way of getting your opponent out of your hair when he's crowding you.

YOGA FLAME:
A, A+D, D, D+T, T+Punch

▶ With a longer range than the Yoga Fire, this is an almighty opening move. Use when your enemy's further away – if only because it's a tricky move to access.





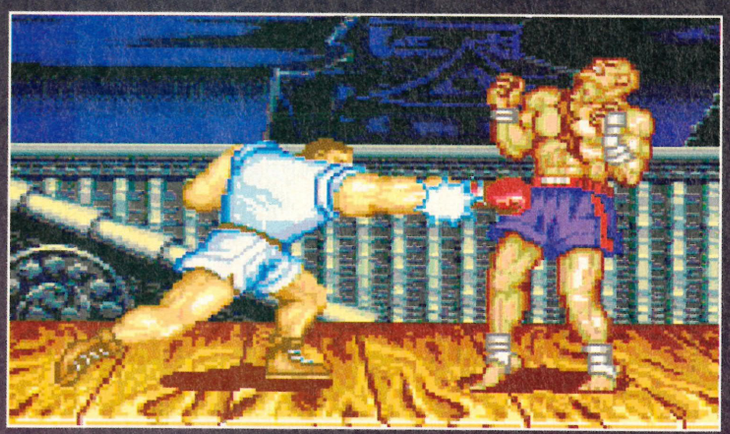
YOGA TELEPORT:
In front of opponent: A, D, D+A, all three Kick or Punch
Behind opponent: T, D, D+T, all three Kick or Punch

◀ Great for getting out of trouble, or into a prime position to knock the living daylights out of your opponent. Use it frequently to confuse them. Then throw in a surprise Yoga Fire, right in their face.



BALROG

TURN PUNCH:
Hold all three Punch, then release



▲ Very powerful if you hold down the buttons for a long time, because the force of the punch builds up. You can wipe out half of your opponent's energy with one blow.

DASH PUNCH:
Hold A, then T+Punch or Kick



▲ A vehement move, which is easy to master. Use it when there's plenty of space between you and your opponent. Then follow it up with a Turn Punch – ouch!

ZANGIEF



TURBO SPINNING LINE:
Press all Kick at the same time



▲ Not an overwhelming move because it's only truly effective if your opponents are close up. Otherwise, they have an opportunity to take a step back and let loose their best shot at you, without you having a chance to do anything about it.

SPINNING CLOTHESLINE:
Press all Punch at the same time

▶ Like the non-turbo version, but more effective, especially at close range. Wait until your opponent's getting up from the dirt and then let him have it.





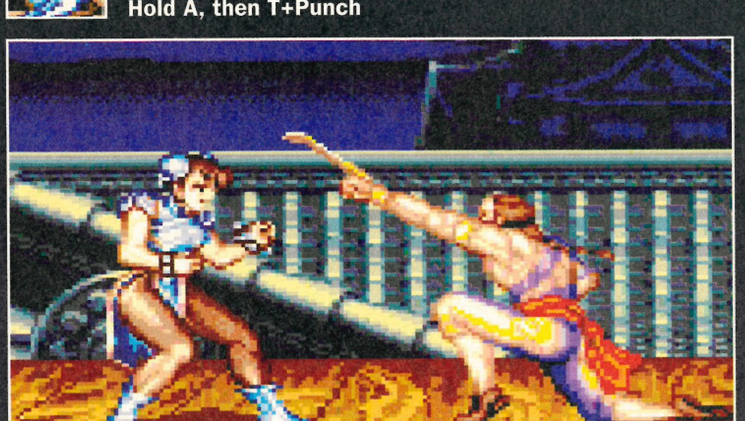
SPINNING PILE DIVER:
A, A+U, U, U+T, T, T+D, D, D+A, A+Punch

◀ This move can cause massive destruction. To access it rotate the pad through a full 360 degrees, ending up with a punch. Easy!



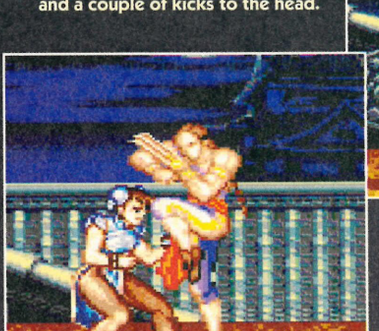
VEGA

CLAW ROLL:
Hold A, then T+Punch

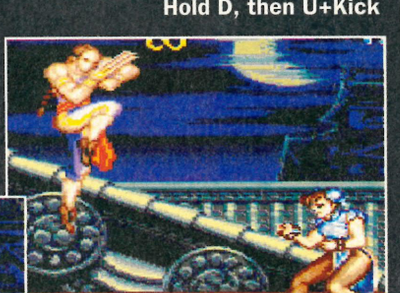


▲ A great long-range attack, and more effective than Vega's other moves. Follow it up with a series of punches, and a Wall Leap, and your opponent's in serious trouble.

▶ Spot-on timing is required to make contact, so this is best used as a second attack after a volly of punches and a couple of kicks to the head.

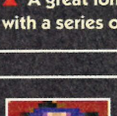


WALL LEAP:
Hold D, then U+Kick



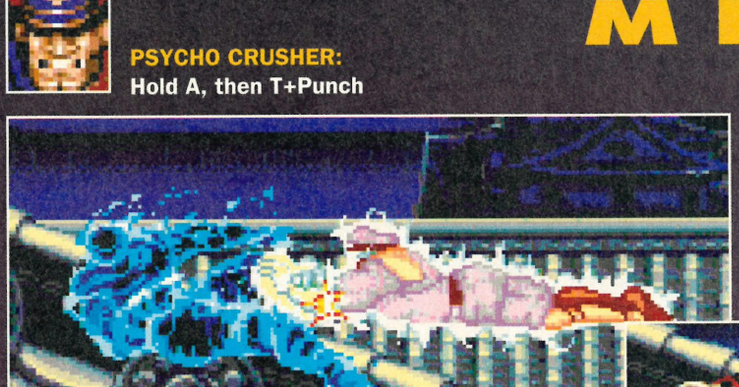
CLAW DIVE:
Hold D, then U+Punch

◀ Again accurate timing is needed to pull this move off and actually reap the benefits. It's effective, however, if used when your opponent is stunned.



M BISON

PSYCHO CRUSHER:
Hold A, then T+Punch

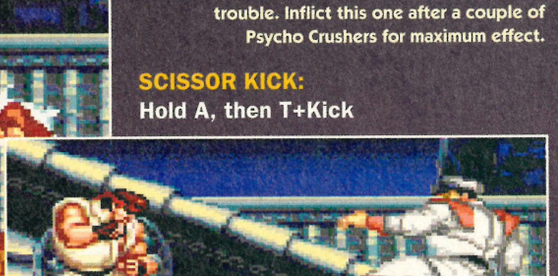


▲ Hey, now this is more like it. Use this repeatedly, timing it so that you make contact each time your opponent struggles to his feet, and you can wipe him out without taking an ounce of damage yourself.

HEAD STOMP:
Hold D, then U+Punch

▶ Not so violent, but effective as part of a combo, or as a way of getting yourself out of trouble. Inflict this one after a couple of Psycho Crushers for maximum effect.

SCISSOR KICK:
Hold A, then T+Kick





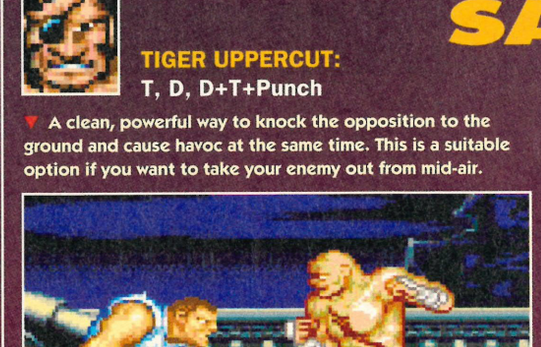
◀ Easy to perform and lethal. Use this when your opponent is cowering away in the corner – but watch out for low kicks that might knock you to your feet!



SAGAT

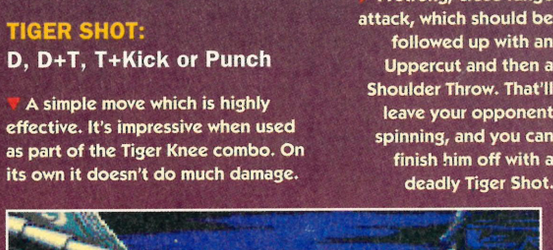
TIGER UPPERCUT:
T, D, D+T+Punch

▼ A clean, powerful way to knock the opposition to the ground and cause havoc at the same time. This is a suitable option if you want to take your enemy out from mid-air.



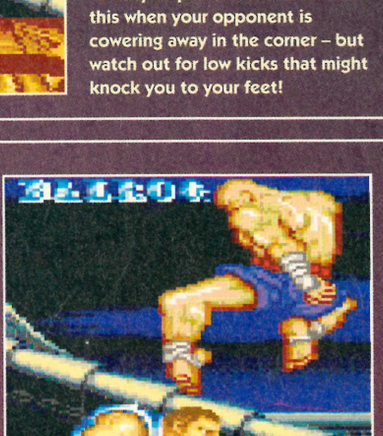
TIGER SHOT:
D, D+T, T+Kick or Punch

▼ A simple move which is highly effective. It's impressive when used as part of the Tiger Knee combo. On its own it doesn't do much damage.



TIGER KNEE:

▶ A strong, close-range attack, which should be followed up with an Uppercut and then a Shoulder Throw. That'll leave your opponent spinning, and you can finish him off with a deadly Tiger Shot.



Land of

What's small, mouse-like, more than 50 years old, and called Mickey? Yes, that's right, Donald Duck. Hah! Had you there. Right, the second part of John Hudson's complete solution to *Land of Illusion (Sega Power* 45: 94%) then. Paul Pettengale leads you through...

AFTER GETTING TO GRIPS WITH the first half of this game in issue 48, and then missing a month due to 'technical problems', it's now time to continue with our adventure. Let's pick up where we left off, with the boss at the end of the Desert Stage...

1 DESERT STAGE

THE BOSS

Wait on the left of the screen and jump when the egg rolls towards you. The egg smashes against the wall, out of harm's way. Repeat this several times, and then quickly bum-bomb the snake's head a few times. When the eye appears on the blob, bum-bomb it, and then bomb the snake a few more times when it appears, to finish it off.



Watching the snake come out of the shell is the easy bit – beating it ain't.

2 LEVEL 9

THE GOOD PRINCESS' CASTLE STAGE

Move the spring to the right and make use of it. Then change into the small Mickey and continuously bum-bomb the pumpkin, which travels to the right. Bum-bomb over the ghost to give you a passage over the spikes. Walk right and take the top door.

Using the small Mickey make progress past the lava – but beware! If you fall in you lose a life. Climb the wall and collect the star at the end, and then bounce onto the ladder. Stack up two of the blocks and take the third up to the next level. Repeat this, and then climb the left wall. Switch to the right wall, and then back to the left. Jump through the purple area, and then jump again, about half-way up to the right. Switch to the small mouse and prepare yourself for the Sand Castle stage...



Ooh! A door. And it opens and everything. Better go through it and confront that boss this very instant, I suppose.

3 LEVEL 10

SAND CASTLE STAGE



Don't get trapped in the sand – jump like crazy and you should be fine.Only, make sure you clear the crab on your first leap, okay?

Make your way right, jumping all of the time so that you don't sink. Run over the piles of sand, but watch out for the crabs, and fall down the centre of the hourglass. Continue to the left and go through the door, hitting the arrow just beyond.

Go under the water and pull the switch to the left. Continue your underwater swim, but take a big breath of air first. Push the switch to the right, and take another gasp of air before making your way back to the second air hole on the right.

Swim up, right, across and then left. Quickly move over the white prickly stars when the water is high. Get out of the water and climb the wall on the left all the way to the top. Jump across to get the star, and then quickly make your way across the next section of water. Place the barrel on the fountain, and jump off the new jet of water that appears.

illusion

4 LEVEL 10
THE BOSS

Grab the barrel and throw it at the boss, but be ready to dodge the current he makes in the water. Then after the crab finishes his dance, chuck the barrel at him again. Repeat this a few times, but watch you don't run out of air.



▲ A somewhat possessive crab refuses to let Mickey have his barrel back...

5 LEVEL 11
THE ISLAND STAGE



▲ "So," Mickey asks, "just what is that snake doing floating around up there?"

Plant the bean in the ready-made hole, and begin to climb. The first puzzle is quite a way up, so if you don't think you can reach the ladder from where you are, just wait a few seconds and the breeze will blow you upwards. Climb the ladder and jump onto the clouds to the left, and then jump over the ladder onto the next leaf. Another breeze comes to blow you onto yet another ladder. Jump off that ladder and onto a leaf to the right of you, before bum-bombing the spider further up the ladder. Keep bouncing left as the small Mickey, and then bomb the blackbird to get the star. Exit the stage...

6 LEVEL 12
THE PHANTOM'S CASTLE STAGE



◀ The key to completing this level is, in fact, a key. And you've got to find it, you see – so get looking. Now!

Go through the third door on the left. You can get through the muck without dying if you first touch the spikes to lose a star. This'll make you invulnerable for a while, enabling you to carry on. The last red star can be found at the end of this section.

Change the switch that you find, and run under the ball and chain when it's on its way back up. Throw the key at the locked wall, go through the door, and make yourself small so you can alter the button. Carry the key to the left and use it on the locked door there. Go past the water to get the key, and return, but this time let yourself fall through the water, keeping hold of the key.

Go left and alter the button on the ceiling, then go back to the right. Go through the small door, then lure it across to the right and bum-bomb it. Go through it and jump on the button. Go through the door at the bottom-left of the screen, and swim on carefully, but quickly to meet the final boss.

7 LEVEL 8
THE BOSS

This boss is divided into three stages...

FIRST STAGE
Bum-bomb it when its hands are down, landing behind it. Wait for it to fire, and then avoid the spinning attack. Repeat this process...

SECOND STAGE
And the boss goes up towards the ceiling, causing the screen to shake. Avoid the falling blocks, and then grab one from the floor. Just after the boss stops doing his whirlwind move, throw the block at his head. Repeat this until...

THIRD STAGE
He turns into a white spinning ball, which you should avoid. When he changes back into the phantom, bum-bomb him. Keep bouncing on top of him during his lightning attack. Repeat this until he dies, then relax, sit back and admire your handiwork. The game's over.

▶ This is it. The end. The big finale, as it were. This is where Mickey proves that he's every bit as much a man, as a mouse.



SEGA POWER

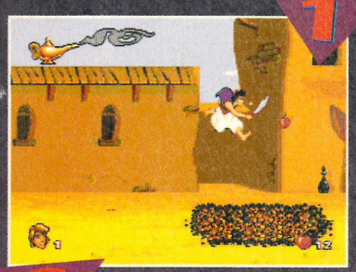
Last month we forgot to thank **Susie and James from Boston** for their help with the *Mortal Kombat* solution. But, erm, thanks, guys.

ALADDIN

We are the apprentice genies of the lamp. Just give it a good rub and we will try to grant you three wishes. You want a date with Winona Ryder, a brand new Porsche and a solution to the first four levels of *Aladdin (Sega Power* 49: 91%)? Hmm, guess which one we can help you with? Yep, don't get rid of your girlfriend or your push-bike yet.

LEVEL 1
AGRABAH MARKET

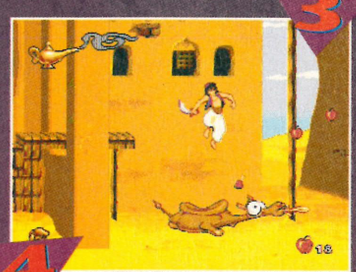
This is a training ground for would-be street urchins. Pick up the techniques you need and plenty of bonus tokens, and get through it in one heroic Arabian piece.



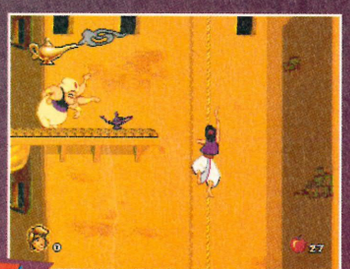
Jump this first fire pit picking up apples as you go, but be ready with your sword because a man with a stick (not Bob Mortimer) will be lurking just off screen. Wait at the next bed of hot coals for a guard to approach. Hit him with two apples as he advances, then jump the pit and another in quick succession.



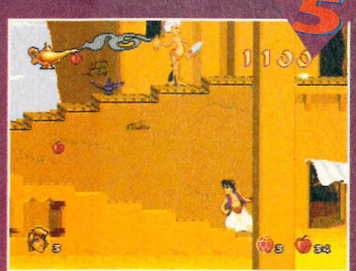
After the hot coals, take two steps towards this knife thrower. At this range the knives will fly over your fez and you can dispatch him with two more apples.



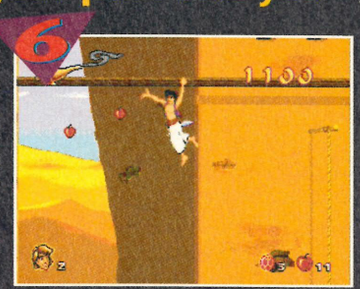
As the next guard comes to attack, jump on this camel's back. He will spit his dinner with such force that it kills the enemy. Continue right, but watch out for pots being thrown from windows. They come at you from every window, and even if you retrace your steps there's an endless supply of them. So be careful not to get hit.



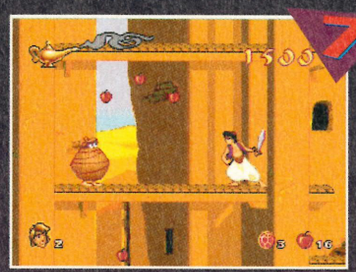
At the final bed of hot coals, jump onto the rope. Spring off to collect apples, and reclimb to this walkway. Avoid the guard's daggers and jump on the black lamp. The guard goes up in smoke. Head left, and leap the gap to get the Genie bonus, bouncing on the floating platform. Climb the rope to the platform on your right.



There's a massive drop off the end of the platform where you need to land, but it won't sap any energy. Run to the right to pick up some gems, then advance up the steps. Touch the black lamp from below, rather than climbing the stairs, and it disposes of the knife thrower. You can then reach the first restart point. From there, head as far right as you can, and climb the next rope until you can jump up to grab the pole. Move left hand over hand.



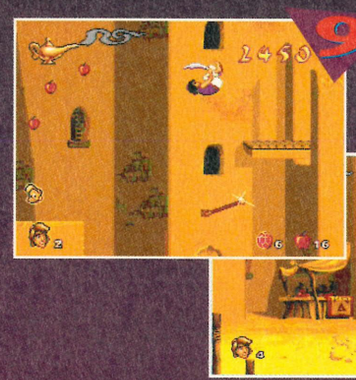
At the end of this pole use an apple/sword combination for the knife thrower below. Hop and skip across the floating platforms and head back left as far as you can go. This involves passing about six enemies all of whom can be disposed of using apples.



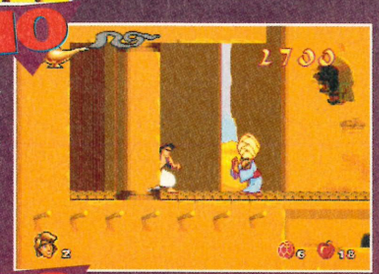
Watch out for more bowls out of windows, apples, another restart point and an extra-energy heart. You can't miss 'em really. The only sneaky one is this basket case, but he's easy to kill when you know he's there.



When you're climbing this rope, watch out for another dagger thrower to the left. He protects a Genie token. Kill him, get the token, then head right again. There's a large leap to another knife thrower who's protecting more goodies. Drop down from there and head right until you reach a dead end.



Now you need to jump onto this conveniently-positioned flagpole. It will bounce you high enough to reach the platform way above. You can pick up the Abu bonus token here. The Abu bonus game is simply a case of moving the little monkey to the left and then to the right, picking up bonus gems and apples, and remembering to avoid those falling pots as you go.



Your final trip to the right will take you past a man who gets out his wares for your benefit. It's all very innocent really, as you can see. Using the gems you've picked up on the way, you can purchase more tries and wishes from him. Another flagpole will propel you over the last blocking wall, and once you're past the final guard it hides. Then you're home and dry.



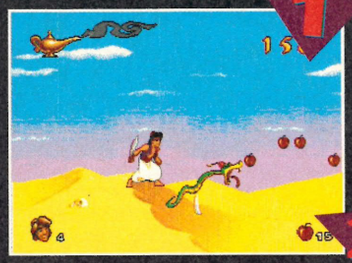




Here are the bits and pieces needed to get you through an average street rat's day. The golden Aladdin head is an extra life, while the Genie and Abu bonus tokens give you additional plays at the bonus games. Apples are your ammo and gems can be used to buy you more tries. The blue jugs appear as restart points on your quest and the lamp indicates your health. The more it smokes the better you are – weird. This energy can be topped up by finding the blue hearts. Oh, and Princess Jasmine, she's the babe you've eventually got to save.

LEVEL 2
THE DESERT

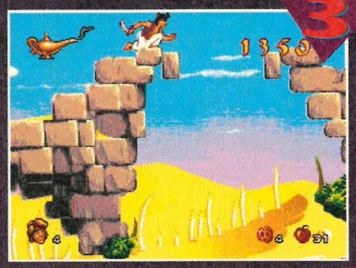
The Desert isn't a great deal harder than level 1, but at last you have a solid objective: to find the first half of the Scarab. To do this you need to enter the Cave of Wonders. Be warned, though, the Scarab takes flight if you don't hit it directly.



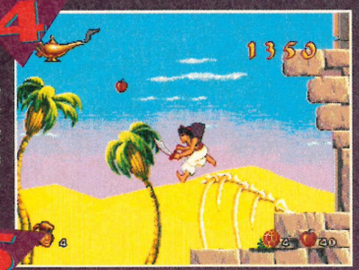
1 By running to the first palm tree, grabbing an apple and then retracing your steps, a golden Aladdin's head will appear, giving you an extra life. Then head right, until you reach this snake. If you wait at the mound of sand he's easy to kill with your sword. Negotiating the spikes is then a matter of two jumps.



2 Once again there's a helpful spitting camel to jump on, and then another one after the oasis. When you reach this washing line a knife thrower appears. An apple thrown his way keeps his knives at bay – or something like that.



3 Climb the rocks and make a short leap to confront a guard who's stuffing his face. This leap is next, and it's slightly wider. Take care at the middle rocks which can crumble under foot, dropping you onto the sharp bones below. Move right along the rocks, drop down and walk slightly to the left for the next restart point and a few apples.



4 Past the restart point you find this skeleton and the palms. Walk up the skeleton's spine, and then bounce along the top of the palm trees until you can grab the vine hanging above.



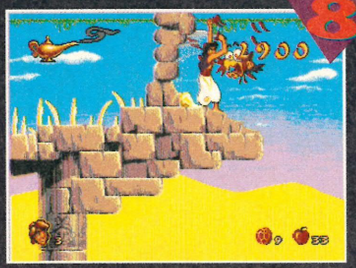
5 Pick up the apples at the far left of the vine and then progress along the vine heading right, moving hand over hand.



6 Be ready to slay the next guard as you drop off the end of the vine, then take this underground passage. Towards the end of the tunnel, throw a couple of apples at the guard blocking your exit. It doesn't matter if you waste a couple of apples finding your range.



7 To reach the guard above you here, first take out the guard to the left by touching the Genie's black lamp. Next, bounce up the palm trees and onto the ledge, keeping a sharp lookout for any flying daggers as you go.

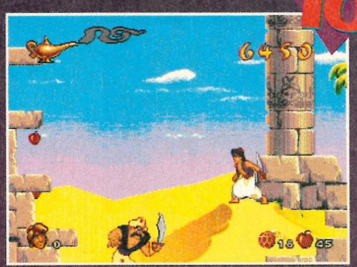


8 With the guard out of the way, you can cross the vine. The bones sticking up won't hurt you, but stop when you reach this bird because you need your sword to deal with it. Unfortunately, you can't use the sword while you're still moving.

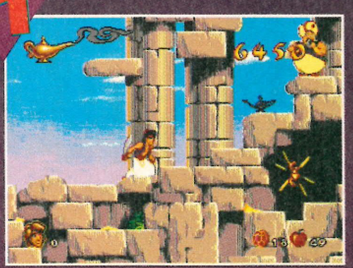


9 This vine hangs below the previous one. Move left and you'll pick up another blue Genie bonus. The bonus game takes place between each level. The number of goes you have depends entirely on the number of tokens you obtain. If a gem appears in the Genie's mouth, you get to keep it. On the other hand, if the word 'lose' appears your go ends.





10 Beat the two guards at the end of the vine. Then jump onto the ledge on your left. Now you can climb up to reach the Scarab, but what do you know – it's disappeared. To find it again you'll need to run to the right in front of the vine you've just crossed.



11 To try to reach the Scarab this time you have to use the old black lamp trick on the guard standing top-right. Then go up and over the ledge behind him. You can now see the Scarab, but you need to beat the guard before you can get at it. The Jump button propels you to the man with the stall if you're standing behind the second pillar after this ledge.



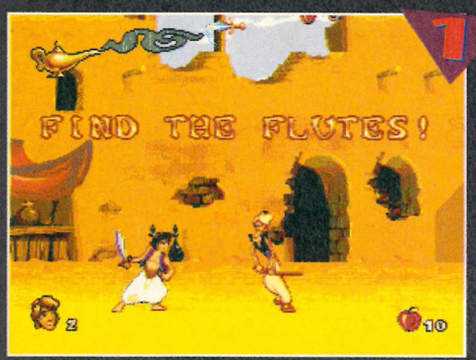
12 At this point you can drop down off the final ledge and find the last restart jug. And that's not all, because you will also find the Scarab glowing in a small cavern. Touch it and it disappears again.



13 But don't worry, it's easy to find. Head past the toilet tents (no, really) and the snake hanging around outside them (at least I think it's a snake hanging out by the toilets). Abu is dealing with the final guard, so just hop over him and grab the Scarab at the top of the ledge in front of you. And as soon as you've done that it's Agrabah Rooftops here I come.

LEVEL 3
AGRABAH ROOFTOPS

The second half of the Scarab is hidden in the Rooftops of Agrabah and held by a thief. He's a clever git too. With his knife throwing and fast forward rolls, it needs more than a couple of apples to beat this customer. But not a lot more. To reach the little beggar, you need to find the magic flutes, which summon the magic ropes that lift you skyward.



1

Before you can even say "find those flutes, boy" an irate man with a stick is onto you. Knife him or apple him, just do what you gotta do. By now you should be well practiced at attacking people with a piece of fruit. Head right until you meet the first snake charmer.



2

Kill the charmer and his snake with your sword, because it's just the empty pot that you're interested in. Jump onto the flagpole at the left of the screen and it'll bounce you high enough to reach the magic flute.



3

Et voilá, a magic flute. Remember this was the first thing you needed to find, but there are some more magic flutes to locate before you can progress any further.



4

When you land a rope should be waiting to hoist you to your next destination. Press the Jump button to use it. There's no guesswork involved, it stops at the level you need to take.



5

After heading right, you can slide down a pole to find three pots grouped together. The first flute is guarded by a man wearing a washing basket. Once he's out of the way, the rope on the far right will take you up to this bloke and the flute that he guards.



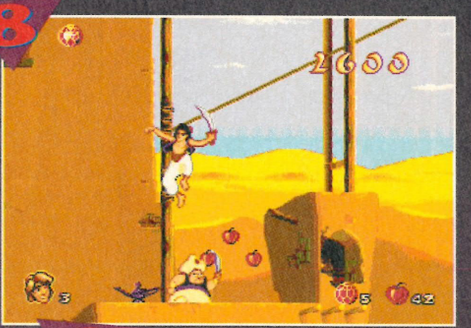
6

Here's a swarthy looking gentleman with a big sword. Give him some apples at high velocity and grab the last flute. The final rope hoists you up to a platform on the right, with a guard hiding in the semi-darkness.



7

When you get past that character there's another flute, and a drop to another magic rope trick. Take the rope to this platform on the right. Shatter empty bowls with your sword because they often contain gems. Jump onto the hanging rope, but watch out for daggers to your left. Head left along the walkway.



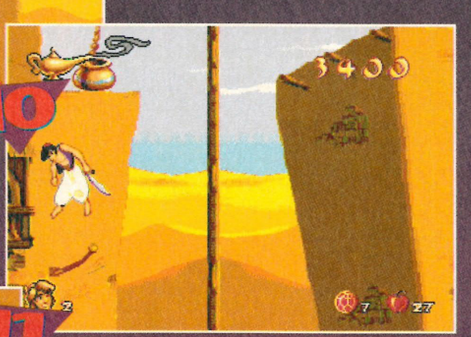
8

When you get past the next guard you reach a death slide. Jump up and glide down it. Upon landing, hit the black lamp and watch the guard go up in smoke. Jump onto the nearest of two ropes. Go down the first one, kill a guard, then go up the second. Jump off and go left to find a restart point and another flute.



9

A magic rope will take you up to this real rope. Climb up and over to the second rope and again head left until you find the next flagpole.



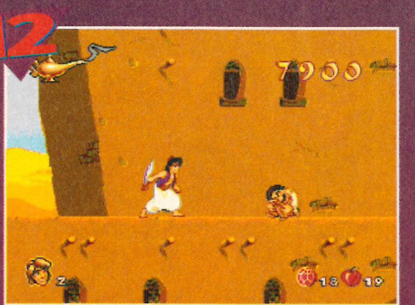
10

The flagpoles will take you up to guess what? Yep, you've guessed it, a magic rope. Now you need to take this rope up to the series of logs and guards.



11

Both of these knife throwers can be killed from below. Head up and over the building to their right. Don't jump too far off the end because a restart jug is at the other side and can easily be missed. Take the washing lines to the right.



12

Then you reach this guy. He's the man you want to see about a Scarab. Avoid his rolls and knives and take him out with a combination of apples and a sword. After the Scarab is retrieved, you encounter the final guard. He hides at the top-right of the final screen, and you need to pelt him with ten apples. Stand on the middle platform and keep jumping and throwing. When you've killed him, it's off to the dungeons, my lad. Lucky you.

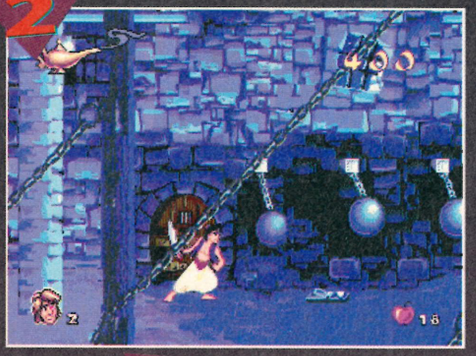
LEVEL 4
SULTAN'S DUNGEON

As the colour scheme gets darker and harder, so does the gameplay. Your objective this time is simply to get through the stage. Believe me, that's enough to cope with for now.



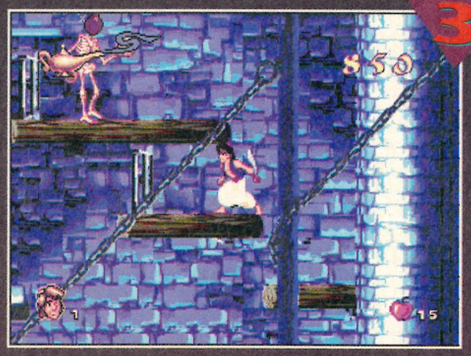
1

Make your way right across the dungeon floor. Be ready to kill bats, by having a frenzy with your sword. These spikes can also leave a nasty impression, but they're not as evil as they look.



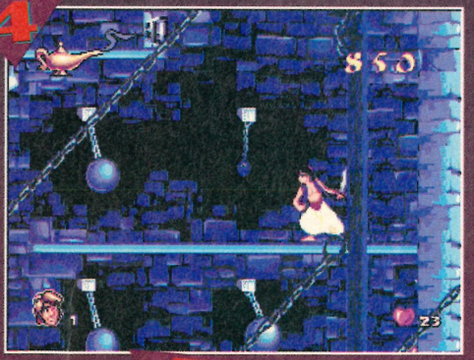
2

These old swingers are fairly easy to judge. Once you've got past them you encounter the first of many disappearing steps. They slide in and out of the wall, but they're not that difficult if you get your timing right. Try to land on the left of the step, but don't worry about falling off – it may be frustrating but thankfully it's not fatal.



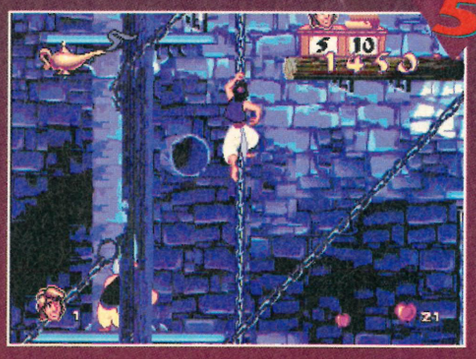
3

Watch out for skeletons like these. They look a bit pathetic, but they hold onto a bomb and when it explodes their bones fly everywhere. If any hit you your energy is reduced. The skeletons can, however, be killed easily with a sword blow.



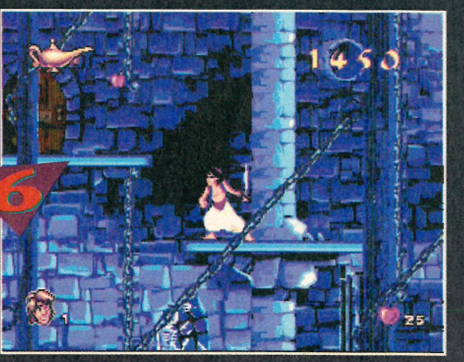
4

After collecting a Genie bonus token, head right and up past a sliding step and spike combination, until you reach two sets of pendulous balls. Go left past the first set and drop down to head right past the second pair.



5

You encounter more bomb-bearing skeletons, one of which stands between you, a restart point and the mobile stall holder. If you've got enough crystals you can make a purchase, otherwise just continue. Go back down the chain and go left.



6

At this point you can either take a chain up or down. Go down if you need to stock up on apples. If you're well stocked, then just head up a series of platforms and veer right along the logs.



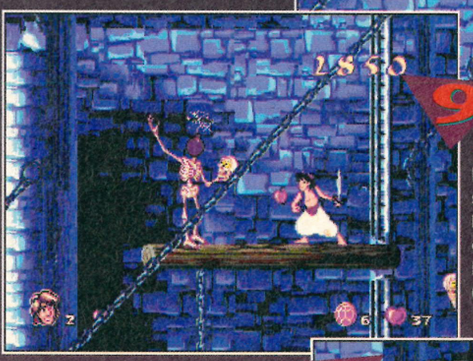
7

At the end of the logs is a series of sliding steps – these head nowhere. Go past them, continuing right and down for some extra energy, a couple of gems and another restart point.



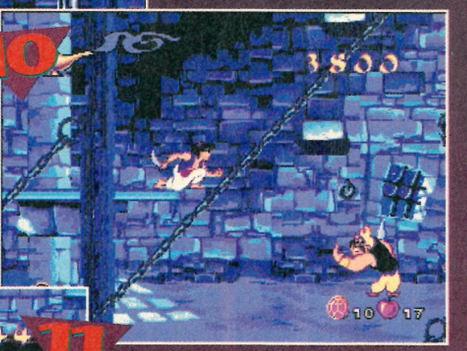
8

After a long series of sliding steps you reach an equally long drop. Head down here, collecting apples as you fall.



9

Attack this skeleton when you land. Head left and down past the spikes until you reach the guard. Beat him and grab the extra-energy heart. Return to where you landed, and head right and down until you reach the dungeon floor.



10

Drop down and kill the guard, looking left and right for apples if you need them. Otherwise continue right and take the chain up as far as it goes. There are opportunities for apple-stops to the right of the chain, but by now you shouldn't really need them.



11

This bit's tricky. Jump from the chain onto the rock that slides in and out of the wall, making sure you avoid the spike – it's a matter of timing. Once past the restart point there's only one guard to defeat before you've finished. He's just a big softy as well.



12

Like a dungeon is really going to have an exit sign above the way out. It might as well say "All prisoners please escape in this direction." Well at least you know you're on the way to the Cave of Wonders. That, and the next three levels of *Aladdin* will be revealed in next month's *Sega Power*. So you'll just have to wait until then.

POWER TIPS

To avoid enemy infiltration these tips will self-destruct in 60 seconds...

The footsteps echoed against the bleak city walls. "Not long now", thought the Girl, her nerves tingling. The man turned the corner, his raincoat reflecting the amber beams of a nearby street light. At that moment, the Girl stepped out of the shadows. The man, surprised by her stealth, hesitated, then smiled before placing the crisp document in her hands. "At last", she breathed, "the tips".

SONIC CD

(Sega Power 48: 88%) Sega

Brilliant game, brilliant graphics and now this – a brilliant level select from Sega. When you see the title screen *gently* press Up, Down, Down, Left, Right and B. It's quite a tricky one to get working, but persevere...



▲ Silky smooth and beautiful, but enough about me...

GAME GENIE CODES

Once again **Mark Stoneham** has done the biz for all you Genie addicts out there. Yes, the lads and lasses down there in Kent have been hard at it and are claiming a new record with a stunning 303 codes for *Mortal Kombat*, the highest number of codes for a single game, ever. Obviously we can't print 'em all here, but if you want the rest, you can reach Mark on the **Game Genie helpline ☎ (0843) 231 088 between noon and 7pm on weekdays, and from 8am until noon on Saturday mornings.**



◀ Scorpion's suffering from that old stuck-on-boot problem. Luckily Kano's around to lend a hand...



▲ In a desperate attempt to push their line of silver Christmas streamers, Woolworth's have employed the *Mortal Kombat* characters for a bout of in-store promotions – allegedly.

MORTAL KOMBAT

ABNTCABN .....Create blood effects
AKRAAA7N .....Infinite time
AJ9ACAG2 .....Start on match 2
AN9ACAG2 .....Start on match 3
AT9ACAG2.....Start on match 4
AY9ACAG2.....Start on match 5
A29ACAG2 .....Start on match 6
A69ACAG2 .....Start on mirror match
BA9ACAG2 .....Start on endurance match 1
BE9ACAG2 .....Start on endurance match 2
BJ9ACAG2.....Start on endurance match 3
BN9ACAG2.....Start on match with Goro
BT9ACAG2.....Start on match with Shang Tsung
AKXAAA22.....Always get a flawless victory
SC7TAAA2.....All throws do more damage
SC7TAAA2.....All throws do maximum damage
AC2TB67C + AAJTDA4E + RG2TA6ZA..... Always fight Johnny Cage
AG2TB67C + AEJTDA4E + RG2TA6ZA..... Always fight Kano
AL2TB67C + AJJTDA4E + RG2TA6ZA..... Always fight Rayden
AR2TB67C + ANJTDA4E + RG2TA6ZA..... Always fight Liu Kang
AW2TB67C + ATJTDA4E + RG2TA6ZA ..... Always fight Scorpion
AO2TB67C + AYJTDA4E + RG2TA6ZA..... Always fight Sub Zero
A42YB67C + AYJTDA4E + RG2TA6ZA..... Always fight Sonya Blade
A82TB67C + A6JTDA4E + RG2TA6ZA..... Always fight Goro

ZOOL

(Sega Power 49: 78%) Gremlin

Fancy winging your way around the Nth Dimension, scoffing Chuppa Chup lollies and guarding the imagination? Then you're gonna love this cheeky little level select from the guys at Gremlin. Start playing as usual, then when you want to zing onward, pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now, simply press Right to skip a stage, or Up to warp to the next level.

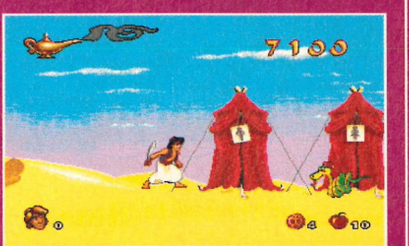


▲ "Look it's the doppleganger machine, cunningly disguised as a thermometer."

ALADDIN

(Sega Power 48: 91%) Sega

As if our brilliant solution wasn't enough, we've also got this utterly groovesome level skip courtesy of Sega. To jump to the end of the current level, press A, B, B, A, A, B, B and A. Pure Genie-us, mate.



▲ Don't get your pantaloons in a twist. With this cheat you need never be caught short in the desert, flattened by a rolling stone or have the magic carpet pulled from under you.

DEVASTATOR

(Sega Power 46: 44%) Import

Lousy game, this one. So, you'll probably be grateful for a bit of help to whizz through it. Well, **Jason Edwards** from **Macclesfield** has the answer. To skip to the end of any level, simply pause while playing the game and press A, B, A, C, Up, C, A and B. Simple innit?

ACTION REPLAY CODES

For all the latest codes ring the **Action Replay helpline on ☎ (0782) 745 992. The lines are open from 9am until 5.30pm on weekdays and 9.30am until 1.30pm on Saturdays.**

MEGA DRIVE

● **Street Fighter 2**

FFFC18ØØA1	Enables you to play the USA version on PAL machines (this code is only needed once)
FF8ØC1ØØØØ	Special moves in the air for player one
FF83410ØØØ	Special moves in the air for player two
FF972AØØ99	Stops time
FF8Ø43ØØBØ	Infinite energy for player one
FF82C3ØØBØ	Infinite energy for player two
FF81DBØØØX	Replace X with the character number Ø – B to fight as player one
FF845BØØØX	Replace X with the character number Ø – B to fight as player two
FF81DAØØØ2	Player one only needs to win one round to finish the stage
FF845AØØØ2	Player two only needs to win one round to finish the stage
FF96ABØØØX	Replace X with the character you want to fight against. Ø – B (player one) or background to fight with (two-player).

● **Cool Spot**

FFF5120ØØØ	Higher jump
FFF57CØØØ8	Unlimited power
FFØ714ØØ31	Stop the timer (turn Action Replay off at the end of each level)
FFF5E ØØØØ7	Infinite energy
FFØ714ØØ38	Infinite time
FF77ØØCD	Slows time

● **Tiny Toons**

FFF78DØØØA	Buster is invulnerable
FFF78ØØØØF	Buster keeps his ears down
FFF78DØØØØ	Removes two hearts instead of one hit

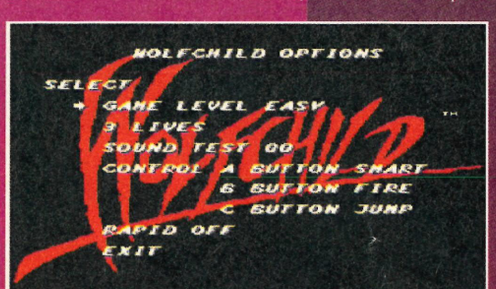
WOLFCHILD

(Sega Power 43: 47%) Sega

Eee, the promise of the Mega CD. The sprite-scaling, the full-motion video, the superb stereo sound and – *Wolfchild*. Well, nothing's perfect is it? Except maybe this rather wonderful level select cheat courtesy of the **Addams** brothers from **Liverpool.** Well done, lads.

When you reach the option screen press A, B, A, C, A and B. You should then hear an explosion to let you know the cheat's worked. Now simply do any of the following to access the level of your choice:

Level 2	Press Start
Level 3	Hold B and press Start
Level 4	Hold C and press Start
Level 5	Hold both B and C and press Start
Level 6	Hold A and press Start
Level 7	Hold both A and B and press Start
Level 8	Hold both A and C and press Start
Level 9	Hold A, B and C and press Start



And here it is, that *Wolfchild* option screen in all its red and black glory. Take it from me, it's more interesting than the game.

ROCKET KNIGHT ADVENTURES

(Sega Power 46: 82%) Sega

What do you mean you've finished it already? Fancy putting your skill to the test? You do? Okay. When the Konami logo appears press Down six times, Up twice and then Down twice for a Very Hard Mode. And, if you complete that, how about trying a Crazy Hard Mode? Again, wait until the Konami logo appears then press Left four times, Right four times, Left seven times, Right once and then Left once. But don't say I didn't warn you.



Well, blow me – it actually works. Prepare for one complete mutha of a contest when you enter this mode...

MICRO MACHINES

(Sega Power 40: 82%) Codemasters

Too easy? Too hard? Too slippy? Too slow? Well, worry not, mini-Mansells 'cos **Joseph Augier** from **Farnborough** has sent in a tankful of cheats for the Mega Drive version of the game.

Infinite lives	Press B, Down, C, Down, Up, Down, Left and Right.
Hard game	Press Left, Right, Left, Right, Up, Down, Start and Down.
Seriously hard game	Press Left, Down, Up, Down, Right, Down, A and Down.
Extra grip	Press A, Up, B, Down, C, Left, Start and Right.
More speed	Press Up, Down, A, B, Left, Right, C and Start.



Genuine tracks, accurate handling, pit stops and upgrades – forget it. Just give me a micro machine and a cereal packet to steer by.

SUPER MONACO G.P. 2

(Sega Power 32: 93%) Sega

Now, I've seen some odd cheats in my time, but this really is bizarre – a bike in a racing game? I ask you. Anyway, if you fancy a bit of high-siding, select the World Championship Mode, then enter your name as HANG-ON!. Start the race, retire and save your season. Now reset your machine and select Practice Mode, then Image Training. Press Down and A until you get to the Transmission Select screen.

If you now start the race you should be riding the Super Hang-on bike. Like I said, weird, very weird. Thanks to **Suzanna Jameson** from **Huddersfield** for that addition to the world of cheating.

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Action Replay allows you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. This feature makes it easy to find and create your own game cracking codes for even the latest blockbusting cartridges.

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game.
No other cheat system can do this!

*** IMPORTANT**
ACTION REPLAY IS *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

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SEGA POWER'S STAR RATINGS

* Awful. Horrible. Nasty.
** Um, some may like it.
*** Not bad, not brilliant.
**** Worth the mooley.
***** State-of-the-art!

ALL NEW ENTRIES ARE IN BLUE

Please note that import prices will vary from company to company. The prices quoted are typical (read very reliable – ho, ho, ho!) but only use them as a guide.

MEGA CD

AFTER BURNER 3 SEGA £39.99
This title has the dubious honour of being the lowest rated game ever to grace any of the four Sega systems. Complete crap. *

BATMAN RETURNS (Import) £54
This combination of platforming and stunning 3D racing sections really shows what the Mega CD is capable of. Smart. ****

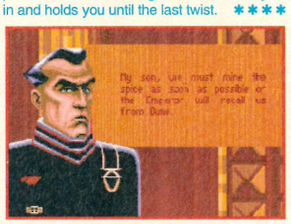
BLACK HOLE ASSAULT SEGA £39.99
Powerful visuals make this seem appealing, but they can't make up for the very shallow beat-'em-up gameplay. **

CHUCK ROCK SONY IMAGESOFT £39.99
Nice game shame about the format. Neat graphics and sonics don't hide the tired platform formula. ***

DEVASTATOR (Import) £44.99
This Jap import's a mix of easy explore 'n' shooty sections and simplistic horizontally-scrolling blasting. A waste of hardware. **

DRACULA SONY IMAGESOFT £44.95
Superb rotating backdrops, beautiful animation and yummy graphics do little to hide a very dull beat-'em-up. Poor. **

DUNE VIRGIN £49.99
Brain-pounding strategy and intriguing first-person adventure. The gameworld draws you in and holds you until the last twist. ****



DYNAMIC GOLF (Import) £44.95
A good game with lots of options and a great control system, but the Japanese text makes it difficult and the gameplay is a bit slow.***

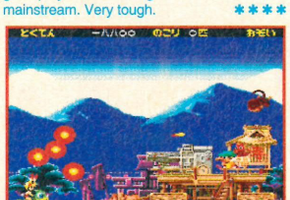
ECCO THE DOLPHIN (Import £49.99)
Ecco on the CD doesn't really do anything the Mega Drive version can't, but the music – ahh! Absolute bliss. Sega should've done something with the code though. ****

FINAL FIGHT SEGA £44.99
This faithfully converted coin-op is the best in the walk-thump-walk genre – the limited range of attack moves won't appeal to die-hard fighting fanatics though. ****

HOOK SONY IMAGESOFT £TBA
A well presented platform romp with one or two fresh ideas. There's plenty of addictive bite despite the infinite continues. ***

JAGUAR XJ220 SEGA £44.99
Silky smooth sprite scaling, detailed 3D, varied courses, two player-mode and a track designer make this road racer a real hot-rodded affair. Stunning stuff. ****

KEOI FLYING SQUADRON (IMPORT) £49.95
A shoot-'em-up to push you harder than ever. Slick graphics, excellent sound and great gameplay lift this CD high above the mainstream. Very tough. ****



LETHAL ENFORCERS KONAMI £54.99
Blasting at the screen is enough to bring out the blood lust in us all, but unless Konami are planning to use the 'free' gun with future games, you'll be paying a lot for a brief flurry of fun. ****



NIGHT TRAP SEGA £44.99
Some scenes are unsuitable for young children but it's not as gory as everyone makes out. What it is, however, is a damn fine game. Excellent stuff. ****

NIGHT STRIKER 3 (Import) £44.99
If this is a CD game then I'm a small lump of cheese called Rupert. Whoever designed this probably thinks that CD stands for Completely Dull, because that's what this game is. *

PRINCE OF PERSIA SEGA £44.99
A great platform game with plenty of challenging puzzles and superb fencing sequences, but why is it on CD? ***

ROAD AVENGERS SEGA £44.99
It looks great and plays great – for a few hours – but the gameplay is pretty shallow. More of a demo than anything else. ***

SHERLOCK HOLMES SEGA £44
Atmospheric super-sleuth game. The gameplay's slow and repetitive but it's deep enough to warrant further investigation. ***

SHERLOCK HOLMES 2 (Import) £50
This carries on from where the last game left off – and it's not bad at all. Two CDs ensure you get the most from the full-motion video, but the mysteries aren't that hot. ***

SEWER SHARK SONY IMAGESOFT £39.99
This game could persuade you to get a Mega CD. Real actors, real sound, real movie footage! Don't be fooled. This is a mangy asthmatic dog. *

SILPHEED (Import) £59.95
There are some really beautiful moments which lift this above the majority of CDs, but some of the gameplay is a bit on the antiquated side. Still, on the whole, Silpheed is a breathtaking ride. ****

SONIC CD SEGA £44.99
As usual, there's a question over longevity, but with over 63 levels of gorgeous graphics and typical *Sonic* gameplay, this has got to be the hog's best outing yet. ****



THUNDERHAWK CORE £44.99
Awesome to look at, listen to and play. Put it this way, if you've got a Mega CD, and you're not going to buy this game, then you might as well throw your system away. Yes, it really is that good. *****



TIME GAL SEGA £44.99
This game works on cartoon appeal alone. Okay, there's very little gameplay, but what is there, is fairly tough. ***

WILLY BEAMISH SEGA £44.99
Point and click adventure title in the same style as The Secret Of Monkey Island on the Amiga. Unfortunately, the response time's a bit too slow to be really enjoyable. **

WOLFCHILD SEGA £39.99
Superb graphics and sound, but they hardly make up for the awkward controls and frustrating gameplay. **

MEGA DRIVE

ADDAMS FAMILY ACCLAIM £39.99
It may be just another platformer, but the kooky adventures of Gomez and his family translate well to the Mega Drive. The levels are varied and it's tougher than your run-of-the-mill two-day affair. ****

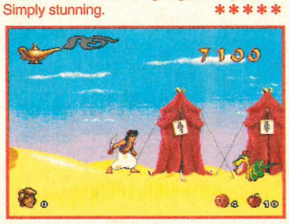


AERO BLASTERS (Import) £30
A very fast horizontally-scrolling shoot-'em-up, notable for its fast tunnel sequence and major end-of-level guardians. *****

AFTER BURNER 2 SEGA £34.99
The coin-op is a case of 'nice graphics shame about the game' and while this version follows suit, it is a thrilling (if short) blast. ****

AIR DIVER (Import) £30
First person perspective shoot-'em-up, with large enemies and some fast and frantic blasting. Not much lastability though. ***

ALADDIN SEGA £49.99
A not-to-be-missed blend of Disney-quality animation and the cream of 16-bit platforming. Ultimately, it's just another platformer, but it does it so well no-one's going to complain. Simply stunning. *****



ALEX KIDD IN THE ENCHANTED CASTLE SEGA £19.99
Alex goes 16-bit in this colourful platformer. As with the other games, the jolly atmosphere belies the testing gameplay. ***

ALIEN3 FLYING EDGE £34.99
Well, what can you say? It's good, but not earth-shattering. The big licence will draw in the crowds and the graphics are excellent, but it's still a run-of-the-mill platformer. ****

ALIEN STORM SEGA £19.99
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Looks neat, but it's crippled by easy gameplay. ***

ALISIA DRAGOON SEGA £19.99
A slick and professional platform dragon-'em-up, with incredibly hectic gameplay. ****

ALTERED BEAST SEGA £34.99
Once this came free with the Mega Drive, and even then they couldn't get rid of it. Give this coin-op conversion a wide berth. **

AMAZING TENNIS (Import) £40
One of the best of the tennis games currently available. The silly angle 'n' perspective is the only downer. ***

AMBITION OF CAESAR (Import) £35
A typical wargame with plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels. ***

ANDRE AGASSI TENNIS TEKMAGIK £39.99
You can hardly control the ball, the gameplay's too slow and the whole thing is uninspiring. The graphics and sound are okay, but this is still a very duff game. *

ANOTHER WORLD VIRGIN £39.99
Solve the puzzles and guide Lester back to his homeworld in this excellently animated and highly original game. ****

AQUATIC GAMES E.A. £34.99
James Pond, everyone's favourite underwater agent, is back and this time things are different. Compete with rival sea life in 11 events in this watery version of Track & Field. Tons of humour, and the events are varied enough to keep interest up for a while. ***

ARCH RIVALS FLYING EDGE £39.99
There are some good touches and fair gameplay – you can beat up your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. ***

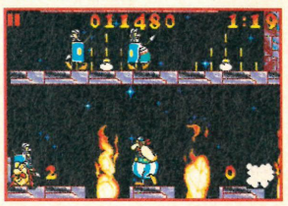
ARIEL THE LITTLE MERMAID SEGA £40
This game's done the impossible by failing to capture *any* of the film's charm. Total yawnsville. This is one of the most boring games ever released. Avoid. *

ARNOLD PALMER TOURNAMENT GOLF SEGA £34.99
Impressive-looking game with convincing 3D courses and good player animation, but utterly dull gameplay. **

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ***

ASSAULT SUIT LEYNOS (Import) £20
Known as *Target Earth* in the USA. This tough scrolly shooter is tricky to control. Persevere though and you might just enjoy it. ***

ASTERIX SEGA £49.99
The brilliant cartoony animation and humour is spoiled by a frustrating time limit feature, which precludes any investigation of the levels' twists and turns. ***



ATOMIC ROBOKID (Import) £25
Pretty, multi-directional scrolling shoot-'em-up. Frustrating gameplay and an unreliable control method. ***

ATOMIC RUNNER (Import) £34
Another shoot-'em-up! This one's really good, although there is a strange control method. Check it out anyway. ****

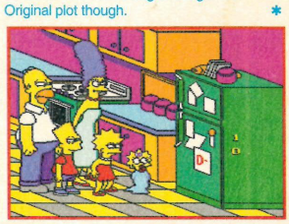
AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. ***

688 ATTACK SUB SEGA £35
Detailed submarine sim with enough arcade action for blasters, lots of missions, smart visuals and some decent speech. ****

BACK TO THE FUTURE 3 IMAGE WORKS £34.99
Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. **

BALLJACKS SEGA £34.99
A futuristic sport sim that suffers from shallow and easy gameplay. Poor. **

BART'S NIGHTMARE ACCLAIM £39.99
Lightweight gameplay and crap graphics condemn this mixed bag of subgames. Original plot though. *



BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers, but it doesn't push the Mega Drive or you. ***

BATMAN RETURNS SEGA £39.99
This game creates a pretty good atmosphere with its gloomy graphics and haunting sound effects, but the gameplay stinks. ***

BATMAN: REVENGE OF THE JOKER (Import) £44
This has got to be the worst of the *Batman* platform beat-'em-up games – bland graphics, bland sounds and bland gameplay. **

BATTLE GOLFER (Import) £30
You'll have to know a bit of Japanese to follow this golfing arcade adventure! ***

BATTLE SQUADRON E.A. £39.99
The snazzy graphics can't disguise the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ****

BATTLETOADS (Import) £40
This curious mix of platforming and beat-'em-up action is extremely big, tough and very

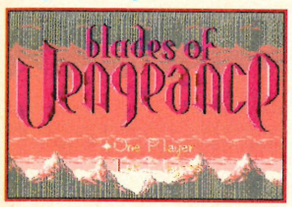
challenging. In short, it's everything a computer game should be. ★★★★

BILL WALSH COLLEGE FOOTBALL E.A. £44.99
Their latest American footy title is more user friendly and has a greater number of plays, but whether it's worth trading your Madden game for is questionable. ★★★

BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some really whizzy craft. It's jolly fun but nothing to get overexcited about. ★★★

BIO HAZARD BATTLE SEGA £39.99
Another shoot-'em-up, but don't rub this one out too quickly. The graphics are interesting, and the gameplay is challenging enough to warrant at least a second look. ★★★★

BLADES OF VENGEANCE E.A. £44.99
If you like your vengeance to come in the form of a blade, then this is as good a hack 'n' slash as any. But at £45 it's E.A. who're making the real killing. ★★★



BLASTER MASTER 2 (Import) £40
Tanks and guns spice up the usual platform formula. The levels, although unastounding, are different enough to make it one of the best choices currently available. ★★★

BLOCK OUT E.A. £19.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voilá! Easily as addictive as *Tetris*, but expensive. ★★★★★

B.O.B. E.A. £44.99
The novelty of the cartoony graphics and humour soon pail as you become bogged down with the finicky controls and repetitive platform action. Big shame. ★★★

BONANZA BROTHERS SEGA £19.99
Cult coin-op caper on your MD. Faithful conversion (two-player mode is included), but the game is still flawed. ★★★

BUBSY ACCOLADE £39.99
Bubsy's a loveable character and great to look at, but this title proves once and for all that great graphics do not make a great game. If you're after a poor man's Sonic this could be for you. ★★★

BUCK ROGERS E.A. £49.99
Stop the RAM organisation from corrupting the Earth with your team of adventurers. Investigate, explore and enjoy. ★★★★

BUDOKAN E.A. £39.99
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines. Lovely animation, but a bit dated. ★★★

BURNING FORCE NAMCO £34.95
Space Harrier with different scenery. Similar faults too: repetitive, tricky targeting and perennial collision faults. ★★

CADASH TAITO (Import)£36
A good attempt at trying to mix arcade action with a RPG. Good graphics and animation, but it's still far too easy. ★★★

CALIFORNIA GAMES SEGA £19.99
The ancient multi-event sports game proves itself a competent title. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ★★★

CAPTAIN AMERICA (Import) £40
This pleasingly silly platform scrolling beat-'em-up is marred by clumsy gameplay. The action lacks any kind of momentum and it's hopelessly overpriced for what it is. ★★★

CAPTAIN PLANET AND THE PLANETEERS SEGA £39.99
A below par platformer with a few imaginative aspects, but the gameplay's so boring not even that great environmentalist, Captain Planet, could save it from the trash can. ★★

CASTLE OF ILLUSION SEGA £39.99
Mickey Mouse himself stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax. Gameplay is great too. ★★★★★

CENTURION E.A. £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

CHAKAN SEGA £39.99
This awesomely challenging and atmospheric platformer breathes a bit of life into the tired genre. Frustrating gameplay but brilliant graphics and FX. ★★★★

CHAMPIONSHIP BOWLING (Import) £36.95
This recreates the mechanics of bowling almost perfectly, but since you never slip or fumble it's just too easy to score top marks all the time. ★

CHAMPIONSHIP PRO-AM (Import) £35
The speed of this racing title is without fault. It looks nice and plays well but underneath this game's simply too repetitive. ★★★

CHESTER CHEETAH (Import) £44.99
Yet another tedious platformer. A lack of enemies, variety and any spark of originality condemn this one. ★

CHIKI CHIKI BOYS SEGA (Import)£35
Uninspiring platform game from Japan. Plenty of challenge but little else. ★★

CHUCK ROCK VIRGIN £39.99
Groovy goings-on 100 million years B.C, with wild sonics and graphics as Chuck rescues his wife from the evil Gary Gritter. ★★★★

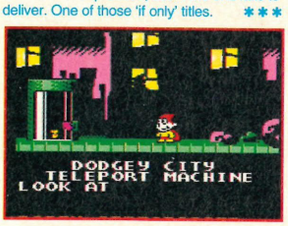
CHUCK ROCK 2 CORE £39.99
Superb graphics and the active use of the programmers' imaginations lift this above the normal crop of platformers. ★★★★

COLUMNS SEGA £29.99
A *Tetris* clone with a superb challenge mode. Simple and addictive. ★★★★

COOL SPOT VIRGIN £39.99
Okay, the gameplay maybe a bit unoriginal but this is still one classy-looking title . The tunes are pretty chillin' too. ★★★★

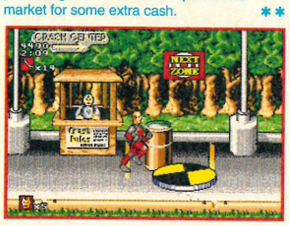
CORPORATION VIRGIN £39.99
Stacks of atmosphere and excellent 3D set this apart from its rivals. Break into the Corporation to uncover vile secrets about genetic splicing. Nice one. ★★★★

COSMIC SPACEHEAD CODEMASTERS 39.99
A strange mix of platforming and adventuring, which doesn't score highly on either count. Shows a lot of promise, but in the end fails to deliver. One of those 'if only' titles. ★★★



CRACK DOWN SEGA £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy. *Gauntlet*-style gameplay is very addictive. Ageing badly, though. ★★★★

CRASH DUMMIES ACCLAIM £39.99
If you have the toys and watch the cartoon, you might enjoy this. In fact it's just another platform game released to squeeze the market for some extra cash. ★★



CURSE (Import) £25
This Horizontal shoot-'em-ups features vile visuals, appaling animation, sour sounds and limited levels. ★★

CYBERBALL SEGA £19.99
Odd future-sport variation on American Footy, licensed from the arcades. Er, odd. ★★

CYBORG JUSTICE SEGA £34.99
This is a brilliant beat-'em-up, boasting loads of different moves and weapons, but sadly the enemies aren't varied enough. ★★★

DANGEROUS SEED (Import) £30
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. ★★

DARIUS 2 (Import) £30
Also known as *Sagaia*, this huge horizontally-scrolling blaster has a stonking 26 levels and seven different endings for you to zap your way through. ★★★★

DARK CASTLE E.A. £34.99
Overly frustrating platform-cum-puzzle gothic adventure. The unimaginative plot involves you getting rid of the Black Knight and saving the castle. The poor graphics and gameplay let this one down. ★★★

DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! *(What will they come up with next? – Karen)* Nicely animated missiles and different arms make this one stand out. ★★★★

DAVID ROBINSON SUPREME COURT BASKETBALL SEGA £39.99
Fast, smooth and great fun. Sexy scrolling with 180 degree view changes. Nice "sneakers on the gym floor" sound effects, but it can get a little bit messy when things get really frantic ★★★★

DAVIS CUP TENNIS SEGA £39.99
The definitive tennis game is here at last – and it captures every element of the great British tradition. Fast, loads of shots to choose from and highly addictive. ★★★★

DEATH DUEL (Import)£35
Hyped as a bloodthirsty game this complete pile of cack is about as frightening as an episode of 'Dangermouse'. ★

DECAP ATTACK SEGA £34.99
A hilariously funny platform game with great visuals. As Chuck D. Head, you must reach the evil Max D Cap and save the world. Not as daft or easy as it sounds. ★★★★

DESERT STRIKE E.A. £39.99
Without doubt one of the best games of all time. Pilot your Apache Gunship through four complex scenarios and repel the evil dictator, General Kilbaba. Excellent. ★★★★★

DEVILISH (Import) £34
Grooved-up release of the age old *Breakout* game. Excellent backdrops and end-of-level bosses lift this above your humdrum bat 'n' balling fare. Fast and funky too. ★★★

DICK TRACY SEGA £19.99
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. ★★★★

DJ BOY SEGA £34.99
Mr Big whisks away the hero's beloved, leading to a beat-'em-up on roller skates. Disastrous sound and routine action. ★

DODGE BALL (Import) £35
Certainly a different idea for a sport, but it tends to tire very quickly – the sport itself is pretty feeble. It's not too bad in two-player mode though. ★★

DOUBLE CLUTCH SEGA £34.99
The great handling can't make up for suspiciously similar courses and a general lack of speed. This'd be a really good bargain if it cost £10, but it doesn't, so it isn't. ★★



DOUBLE DRAGON BALLISTIC £29.99
One of the lowest scoring Mega Drive carts of all time. You have been warned... ★

DOUBLE DRAGON 3 FLYING EDGE £39.99
Dull beat-'em-up that's far too easy to complete in one-player mode and not much better with two. ★

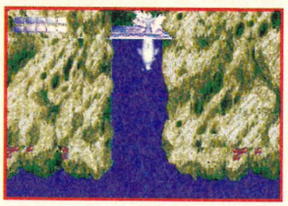
DRAGON'S FURY DOMARK £39.99
This pinball style game is a 16-bit classic. Smooth graphics and addictive gameplay make this cart a must buy. ★★★★★

DUNGEONS & DRAGONS (Import) £39
While not quite in the *Phantasy Star* league., this is still a very good game. ★★★★

DYNAMITE DUKE SEGA £34.99
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). Limited. ★★★

E.A. HOCKEY E.A. £39.99
Ice hockey sim with smooth visuals and plenty of rip-roaring ice action. The two-player option is good and there's even a punch-up sequence. If you haven't bought it yet though, go for *NHL Hockey '94* instead. ★★★★

ECCO THE DOLPHIN SEGA £39.99
The stunning underwater graphics of this 'explore the caverns and solve the riddles' title coupled with the original gameplay make this a must for everyone. ★★★★★



ELEMENTAL MASTER (Import) £25
After a great introduction, this is just another vertically-scrolling shoot-'em-up. Beautiful visuals, but little depth and too easy. ★★★

EMPIRE OF STEEL FLYING EDGE £34.99
Different graphics, different aliens, different noises – but everything else is exactly the same as every other shoot-'em-up. Dull. ★★

E.S.W.A.T. SEGA £34.99
At first, this armoured *Shinobi*-style shooter isn't too impressive. Later on though, it displays some really moody scenes. ★★★★

EUROPEAN CLUB SOCCER VIRGIN £34.99
Nice introduction and options, but the whole thing is let down by poor gameplay. It's simply too easy to beat in one-player mode. ★★★

EX-MUTANTS (Import) £40
The speech FX and the above average graphics of this platformer can't save it from a bad case of mediocrity. ★★★

FAERY TALE ADVENTURE E.A. £39.99
A jolly role-playing game whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and decidedly dated gameplay. ★★

FATAL FURY SEGA £44.99
A very good attempt at a rival to *that* game. Large characters, plenty of special moves and fast action. But *Street Fighter 2* easily wins out. ★★★★

FANTASIA SEGA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but the gameplay is disappointing. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★

FANTASTIC DIZZY CODEMASTERS £39.99
A massive challenge with loads of puzzles and platforming fun. If you fancy something to exercise the grey cells as well as the finger muscles then this could be for you. ★★★★

FATAL LABYRINTH SEGA £19.99
Roam around the labyrinth role-playing game. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★

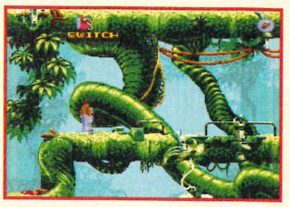
FATAL REWIND E.A. £39.99
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating. ★★★

FATMAN (Import) £30
Enter the arena to fight for riches – and your life! There are several nicely animated and unpalatable adversaries for you to combat. This is a very unusual beat-'em-up. ★★★

FERRARI GRAND PRIX CHALLENGE FLYING EDGE £30
This is good fun and there are loads of options, but a severe lack of any realism whatsoever means that the game is ultimately a disappointment. ★★★

FIRE MUSTANG (Import) £30
This is, unfortunately, a cross between *P-47* and a bucket of cold sick. This nasty horizontal shooter is slow, unattractive and unbearably dull. ★

FLASHBACK (Import) £39.99
Simply stunning arcade action title with a 'Total Recall' type storyline. Superb graphics, unreal animation and gripping puzzles – this game's got the lot. ★★★★★



FLICKY SEGA £20
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ★★★

THE FLINTSTONES SEGA £34.99
Typical platform gubbins that'll only appeal to die-hard friends of the Bedrock fraternity. Average 'n' dull. ★★

FORGOTTEN WORLDS SEGA £34.99
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies. Great solo too. ★★★★

F1 DOMARK £44.99
This is, without a doubt, the best Sega racing game on any console – and that includes the Mega CD. The sheer speed of the sprite scaling is simply awesome. Get it. ★★★★★



F15 STRIKE EAGLE 2 MICROPROSE £44.99
A confused game that slips down the gaps between being an actual flight sim and a nasty, shooty-type thing. Unfortunately, it's a bit unconvincing on both fronts. ★★★

F-22 INTERCEPTOR E.A. £39.99
Great graphics and sound effects, and some wild head-to-head confrontations, but a tad too samey. ★★★

GADGET TWINS IMAGITEC £39.99
In this novel and well designed shoot-'em-up you choose to be a plane with personality (!). The graphics are fairly cute, but the gameplay is as hard as nails. Also includes a stonking two-player option. ★★★★

GAIN GROUND SEGA £19.99
Choose the right soldiers in this intriguing flick-screen combat game. This game is pretty heavy on the strategy, but its slower pace might well make a refreshing change from mindless alien slaughter. ★★★

GALAHAD E.A £39.99
Nothing too original in this RPG platformer, but what there is well done. The central figure is nicely animated. and there's plenty to do and see. ★★★★

GALAXY FORCE 2 SEGA £19.99
This 360° spinning coin-op conversion has bags of fast and furious 3D action, but it all gets a bit tiresome after a while. ★★★

GAMES (THE) WINTER CHALLENGE SEGA £39.99
Eight event sports game that really comes into its own when you play with a group of friends. Get ready to eat snow. ★★★

GAUNTLET 4 TENGEN £44.99
Gauntlet's paid its due to the gameplaying world and this version – which is compatible with both E.A.'s and Sega's four-player taps – is good enough to induce tears of nostalgia in anyone who remembers the original. ★★★



GENERAL CHAOS E.A. £44.99
This bizarre strategy-cum-wargame is one of the first to use Electronic Arts' 4-Way Play adapter meaning that up to eight of you can battle it out simultaneously. Very original and worth checking out. ★★★★

GEORGE FOREMAN'S KO BOXING (Import) £35
Oh dear! Stand still and deliver one of your three punches. Not exactly exciting. *

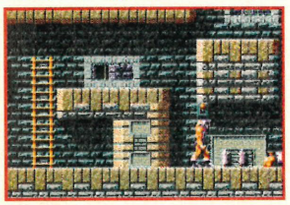
GHOSTBUSTERS SEGA £19.99
Platform shooter which the word mediocre doesn't begin to describe. ***

GHOULS 'N' GHOSTS SEGA £44.99
Tricky rendition of the coin-op with ghouls, spirits and all manner of creepy nasties. Amazing visuals and some superb stereo sound. Unmissable! *****

G-LOC SEGA £40
Dull and repetitive flight sim. To say it's crap would be a gross understatement. *

GLEY LANCER (Import) £34.99
Better-than-average Japanese shoot-'em-up. There's enough here to make it worthy of a few good plays. Worth a look. ****

GODS ACCOLADE £44.99
Unlike most platformers this one makes you think – and think hard. As well as coping with hordes of violent creatures, you also have to solve a plethora of puzzles. ****



GOLDEN AXE SEGA £34.99
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as it should have been and for one player it's simply far too easy to finish. ****

GOLDEN AXE 2 SEGA £19.99
Okay if you haven't seen the original, but don't expect anything radically different. Fun, but you can finish it in a few hours. ****

GOLDEN AXE 3 SEGA £44.99
Not the sequel we expected, I'm afraid. Everything about this game smells. If you've got the superior *Golden Axe 2*, be content with that – you won't find anything here.

GRANADA (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ****

GRAND SLAM TELENET (Import) £35
A graphically excellent and competent tennis game – but with the usual problems: it's just far too easy. You'll probably complete it in a day or two. ***

GREEN DOG SEGA £39.99
A cool beach bum stars in this run-of-the-mill platformer. Good graphics, but lacks any sort of spark to make it stand out. ***

GUNSTAR HEROES SEGA £39.99
This is visually excellent and plays well too. The four levels won't take long to complete, however, and the 20 or so big bosses on the last stage soon get tiresome. ***

GYNOUG SEGA £19.99
Unimaginative horizontal scroller with a range of weapons and tedious enemies to conquer. It's samey and a complete pain. **

HARDBALL SEGA £39.99
Baseball is an easy sport to simulate, but tricky to make addictive. Flawed. ****

HARDBALL 3 ACCOLADE £3-9.99
As baseball sims go this is one of the best. Smooth animation, simple control system and deep gameplay. But fielding is a pain. ***

HARD DRIVIN' TENGEN £25
Competent 3D driving simulation, but nothing to write home about. **

HAUNTING E.A. £49.99
This is strictly a one-hit wonder. Once you've seen all the funny animations, there's very little left. It's more of a pop-up video than a game. And what's with the £50 price tag? **

HEAVY UNIT (Import) £30
Multi-directional scrolling blaster with loadsa power-ups, guardians and bland scenery (yawn). There are a million other far better Mega Drive shoot-'em-ups to go for. ***

HELLFIRE SEGA £34.99
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. ****

HERZOG ZWEI SEGA £19.99
You're in command of a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time. A subtle blend of action and strategy. ****

HIT THE ICE SEGA £44.99
Pathetic three-a-side rendition of ice-hockey. The controls are a nightmare and the violence soon becomes incredibly irritating. Dross. *

HOME ALONE SEGA £39.99
An appaling insult to video games. This is crap – pure and simple. Avoid! *

HOOK SONY IMAGESOFT £39.99
There's very little difference between the Mega Drive and Mega CD versions of *Hook*. Nothing spectacular, just a run-of-the-mill game that won't take long to complete. ***



HUMANS IMAGITEC £39.99
An excellent puzzler that mixes arcade action with strategy very well (without looking like a Lemmings rip off). The levels look pretty similar, true, but it's a small price to pay for such a fun game. ****

IMMORTAL, THE E.A. £39.99
A highly polished arcade adventure with some gory graphics. Nice blend of arcade and adventuring action. ****

INDIANA JONES AND THE LAST CRUSADE US GOLD £39.99
The platform action is fairly faithful to the blockbuster film, but the tricky control method makes what is already difficult game virtually impossible. For patient players only. ***

INSECTOR X (Import) £25
Target giant insects in this horizontally scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ****

ISHIDO: THE WAY OF THE STONES (Import) £25
This is a game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, that won't help you if you've never played it). For puzzle fans only. ****

INTERNATIONAL RUGBY DOMARK £39.99
Rugby? Pah! Don't make me laugh. A lack of decent set plays, hopeless tackles, crap passing, minute graphics and a total disregard for the sport's rules – need I go on? *

JACK NICKLAUS POWER CHALLENGE ACCOLADE £39.99
Great graphics and plenty of options, but it simply fails to excite in solo mode. Fun with two though. ***

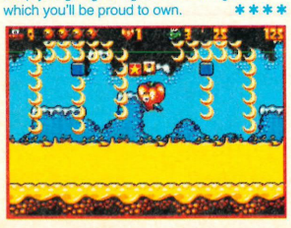
JAMES BOND DOMARK £39.99
Not as obviously impressive as the MS version, but it has its fans. ***

JAMES "BUSTER" DOUGLAS BOXING SEGA £34.99
Almost the same as *Final Blow*, this awful boxing simulation is unintentionally funny. **

JAMES POND E.A. £39.99
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off loads of finny fiends. The sequel is miles, miles better on all counts. ***

JAMES POND 2 E.A. £39.99
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing. Fun, even if Dr Maybe does take over the Factory in the end. Oh well... ****

JAMES POND 3 OPERATION STARFISH E.A. £44.99
A weird, but brilliant platformer, which is impossible to put down, but big enough to keep you going for ages. A brilliant game which you'll be proud to own. ****



JEWEL MASTER SEGA £34.99
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. Dull as ditchwater... ***

JOE MONTANA FOOTBALL SEGA £19.99
With *John Madden* about, *Joe Montana* has to offer something really special to drag you away – but doesn't. The visuals are less polished, the gameplay is less tactical and it's a pushover for one player. ***

JOE MONTANA 2 SEGA £34.99
Much, much better than the original *Montana*. The really big plus is the digitised commentary throughout the game. ****

JOE MONTANA 3 SEGA £39.99
Better than the second version, and it's getting closer to that prestigious *Madden* crown all the time. A very competent game. ****

JOHN MADDEN AMERICAN FOOTBALL E.A. £39.99
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '93* instead.) ****

JOHN MADDEN FOOTBALL '92 E.A. £39.99
Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not *radically* different.) ****

JOHN MADDEN FOOTBALL '93 E.A. £39.99
Can't fault it as a football game, but the differences between this and the '92 version aren't that noticeable. If you haven't got any of the *John Madden* series, get it. *****

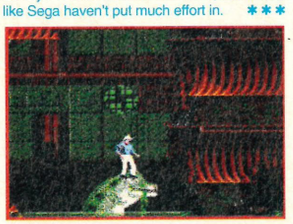
JORDAN VS BIRD E.A. £34.99
Dire, boring, inane, small-minded, shallow, useless. Graphics are nice though. **

JUNCTION (Import) £30
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ****

JUNGLE STRIKE E.A. £44.99
Take on the might of a South American drug baron in this long-awaited sequel to *Desert Strike*. This game is all that you could want and much more. Bigger, faster and more varied. Get it. *****



JURASSIC PARK SEGA £45
We hate to say it, but *Jurassic Park* is so completely average it makes your eyes water. Lovely idea and fiendish monsters, but it looks like Sega haven't put much effort in. ***



KA-GE-KI (Import) £35
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! Lots of fun. ****

KID CHAMELEON SEGA £39.99
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ****

KING'S BOUNTY E.A. £39.99
Role-playing games are renowned for being very long on play and short on prettiness, and this is typical: loads of adventure, but not a great deal to see or hear really. RPGers only need apply. ****

KING OF THE MONSTERS SEGA £39.99
This 'Godzilla'-style fighting game lacks both a variety of attack moves and the silliness of the B-movies. Disappointing. **

KLAX TENGEN £34.99
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. **

KRUSTY'S SUPER FUN HOUSE FLYING EDGE £39.99
A cross between *Lemmings* and a platformer, but with loads of levels. Very frustrating, but jolly good nonetheless. Worth checking out if this is your 'bag.' ***

LAKERS VS CELTIC (Import) £35
From the team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic, but great for two players. ****

LANDSTALKER SEGA £44.99
An almost flawless diamond of an RPG, which is guaranteed to shine in the constellation of Mega Drive games forever. If only the main character wasn't called Nigel... *****



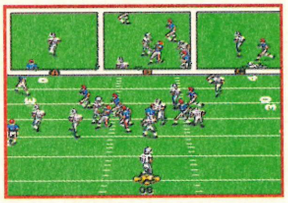
LAST BATTLE SEGA £19.99
Dull martial arts beat-'em-up. Defeat an opponent, walk along, defeat an opponent, walk along again... Yuck, *

LEMMINGS (Import) £39.99
After what seems like decades, the suicidal *Lemmings* are finally with us. Most people will love them, but a few'll hate 'em too. Not a game for action heads, but still fun. ****

LHX ATTACK CHOPPER E.A. £39.99
A good attempt at a heli-sim, but the lack of interesting missions makes play all too dull before long. If you're looking for real adventure try *Jungle Strike* instead. ***

LOTUS TURBO CHALLENGE E.A. £39.99
Great graphics and fast, smooth gameplay, but it can be dead boring in one-player mode. More race circuits would also have boosted the game's longevity. ***

MADDEN NFL '94 E.A. £TBA
It's *Madden's* and everyone loves it. But the four-player feature is confusing and, apart from the league, it's much the same as previous versions. ****



MARVEL LAND (Import) £40
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ****

M1 – ABRAMS BATTLE TANK SEGA £38
3D filled vector graphic tank simulation set in a possible World War 3 environment. Scenery isn't very detailed but it's fast. ****

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge levels, loadsa bonuses, plenty of tactical play and cute 'n' cuddly graphics. ****

MARBLE MADNESS E.A. £39.99
Guide your marble through the 3D courses and avoid all manner of traps, machinery and marble-gobbling monsters while surreal music burbles away in the background. Loads of laughs with two. Damn fine. ****

MARIO LEMIEUX HOCKEY SEGA £39.99
Not as good as *E.A Hockey*, but pretty good nonetheless. The tournament mode will keep you playing for weeks and there are enough options for even the most fickle player. ***

MAZIN WARS SEGA £44.99
Definitely one of the better beat-'em-ups around at the moment, with smooth animation, tough gameplay and a brill *Street Fighter 2*-style subgame. ***

MEGA LO MANIA VIRGIN £39.99
This God-sim cum wargame would've been a classic if only there'd been more of it. The depth of gameplay, which sees the mismatching of technology from the stone age to the post-nuclear era is engrossing. ****

MEGAPANEL (Import) £30
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ****

MERCS SEGA £19.99
Tedious shoot-'em-up action. Awful controls ruins what little gameplay there is. **

MICK AND MACK GLOBAL GLADIATORS VIRGIN £39.99
A great platform shooter with a dubious ecological tie-in . Great sound, graphics and a brilliant bonus stage. More variety and it could've been a classic. ****

MICRO MACHINES CODEMASTERS £34.99
A really simple idea that's been turned into a terrific little racing game. There's not much depth to the gameplay, but who needs it with a great title like this? ****

MIDNIGHT RESISTANCE (Import) £38
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ***

MiG-29 FULCRUM ACCOLADE £39.99
Superb, fast-moving polygonal graphics, and excellent fight sequences. Unfortunately, there's absolutely no sense of altitude. Great stuff anyway. ****

MIGHT AND MAGIC: GATES TO ANOTHER WORLD E.A. £49.99
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. Not for beginners either. ****

MIKE DITKA POWER FOOTBALL BALLISTIC £39.95
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare really. ****

MONDU'S FIGHT PALACE (Import) £25
Sad Kung Fu/wrestling game. Looks okay, sounds dire and plays even worse. **

MOONWALKER SEGA £19.99
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and some great toe-tapping tracks. ***

MORTAL KOMBAT ACCLAIM £49.99
Great conversion. Everything from the arcade game is in here, and if you're a fan of the beat-'em-up genre then you'll enjoy *Mortal Kombat*. But, sadly, it's just not a *Street Fighter 2* beater. ****



MUHAMMAD ALI HEAVYWEIGHT BOXING VIRGIN £TBA
Now this is how boxing games really *should* be made. The game comes into its own in the two-player mode. ****

MUSHA ALESTE (Import) £30
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete. Okay graphics but nothing great. ***

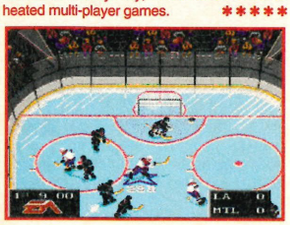
MUTANT LEAGUE FOOTBALL E.A. £39.99
E. A.'s latest American Footy spin-off falls well short of their previous sport-sim standards. The sporting side of the game lacks the plays of the *Madden* series, while the OTT violence lacks humour. A wishy-washy effort. **

MYSTICAL FIGHTER (Import) £39.99
A competent beat-'em-up with a lot of rough edges. Not enough moves and hapless enemies make it too simplistic, but it's easy to get into and satisfying. ***

MYSTIC DEFENDER **SEGA £19.99**
Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game once you get into it. The visuals are atmospheric and the gameplay is moderately appealing too. ★★★

NEW ZEALAND STORY **(Import) £35**
Some seem very disturbed by the layout, why? It's just as good as the coin-op version and the gameplay is unharmed. This is a cute-'n'-cuddly platformer with oodles and oodles of playability. ★★★★★

NHL HOCKEY '94 **E.A. £44.99**
A bit pricey, but this is definitely the best of the bunch. It's got the smooth action and graphics we've come to expect, but it's also compatible with E.A.'s 4-Way Play, which makes for some heated multi-player games. ★★★★★



NHLPA HOCKEY '93 **E.A. £39.99**
This is the second in the *E.A. Hockey* series. It's better than the original (with new moves and players), but only get it if you can't get hold of the preferred *NHL '94*. ★★★★

ONSLAUGHT **BALLISTIC £39.99**
Thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics aren't very good and the battles are almost identical. ★★

OLYMPIC GOLD **US GOLD £39.99**
Joystick bashing is back with this full-on sports sim for the '90s. Compete in seven olympic events and get whipped up into a fervour of Barcelona-related activities. Just don't expect it to last too long, that's all. ★★★

OUTLANDER **(Import) £34.95**
With its unusual mix of beat-'em-up and racing this game has managed to create something fresh and challenging. Unfortunately, while it may be unique, it's certainly no classic. ★★★

OUT RUN **SEGA £19.99**
Drive through five varied stages in this 3D racing game. This doesn't really deliver the fun of the MS version. ★★★

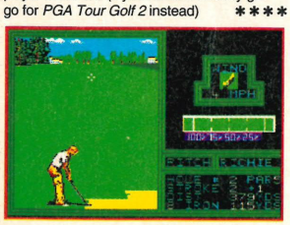
OUT RUN 2019 **SEGA £39.99**
It looks dull, it plays dull and, whaddaya know? It is dull! If you're after a decent racing game then just carry on looking, matey, 'cos this isn't it. ★

PAC-MANIA **DOMARK £34.99**
A slick 3D interpretation of the oldie, complete with lemon and ghosts. Effective, but nothing new... ★★★

PAPERBOY **DOMARK £34.99**
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. Come on , Domark, things have moved on since this. ★★

PAPERBOY 2 **DOMARK £39.99**
Amusing sideline slapstick but there's little to hold your interest. The extra features fail to deliver the gameplay boost that this '80s-style title so desperately needs. ★★

PGA TOUR GOLF **E.A. £39.99**
Good 3D views, loads of options and a multi-player mode too (if you haven't already got go for *PGA Tour Golf 2* instead) ★★★★



PGA TOUR GOLF 2 **E.A. £39.99**
This is an improved version of the original. Additional courses, new controls and a skins game, make it, without a doubt, the best golfing simulation on the 16-bit. However, as with most E.A.S.N. carts, it's not worth getting if you've got the original. ★★★★

PHANTASY SOLDIER 3 **(Import) £35**
Strider but without the knobs on. The action is enthralling and the smooth visuals are very atmospheric. With all its fabulous cartoon sequences, this is another winner. ★★★★

PHANTASY STAR 2 **SEGA £59.99**
Long-awaited sequel to the Master System RPG. With a massive quest set over different worlds and four characters to control, you'll be thankful for the battery back-up! ★★★★

PHANTASY STAR 3 **SEGA £49.99**
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, subquests and subsubquests, this has got to be the most engrossing RPG game ever! ★★★★★

PHELIOS **SEGA £34.99**
Colourful vertical scroller which looks like a MS title – but that's no bad thing. There's some neat gameplay, but the level select means no surprises after the first day. ★★★

PIGSKIN FOOTBRAWL **(Import) £40**
At first this variation on the American Football theme seems pretty good – but then you realise there's just not enough to do. The added violence doesn't hide what is basically a very poor game. ★★

PIT-FIGHTER **DOMARK £39.99**
Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate than playing on your own against the Mega... ★★★

POPULOUS **E.A. £39.99**
Play none other than God Himself in this strategy game. Destroy your enemy's people with natural disasters. Neat visuals and curiously addictive gameplay. If you haven't already got this, though, go for *Two Tribes Populous 2* instead. ★★★★

POWER ATHLETE **(Import) £40**
Ties to rip off *Street Fighter 2* and fails. The visuals are nice and big and there are some decent touches, but there's a definite lack of moves and finesse. Fun with two players. ★★

POWERBALL **(Import) £35**
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★

POWERMONGER **E.A. £39.99**
A brilliant and huge world simulation with ample variables to tax the mind of a military genius. Slow response time and a tad difficult to 'get into' though. ★★★★

PREDATOR 2 **FLYING EDGE £39.99**
Good graphics don't always make a good game, and *Predator 2* is a perfect example. The gameplay's boring and the control method is well dodgy. Pretty bad. ★

PUGGSY **PSYGNOSIS £44.99**
The graphics are gorgeous, but the gameplay can be frustrating, which'll please puzzler fans and annoy the hell out of everyone else. Still, it's better than most. ★★★



QUACKSHOT **SEGA £39.99**
From Mexico to the North Pole this is a nine-levelled running and shooting arcade adventure with def graphics and Donald Duck. Old Mickey had better start watching his back. Luvverly stuff. ★★★★★

RAIDEN TRAD **(Import) £40**
Incredibly detailed vertical scroller, with mean parallax scrolling. Aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ★★★★

RAINBOW ISLANDS **(Import) £38**
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing colourful rainbows instead of bubbles. All the cutesy features of the original, plus a harder game. Gorgeous! ★★★★★

RAMBO 3 **SEGA £19.99**
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ★★★

RANGER-X **SEGA £39.99**
This is one of the more impressive shooting titles now available. A thinking man's blast-'em-up with gameplay that's tough enough to wop Arnie. ★★★★

RASTAN SAGA 2 **SEGA £30**
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ★★★

RBI 4 BASEBALL **(Import) £35**
Baseball has never been an easy sport to convert. This is probably one of the best so far. The graphics are cartoony and there's a good choice of stadiums, but it just doesn't come together in the end. ★★★

THE REVENGE OF SHINOBI **SEGA £19.99**
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with thumpin' sounds. ★★★★

RINGSIDE ANGEL **(Import) £30**
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. ★★

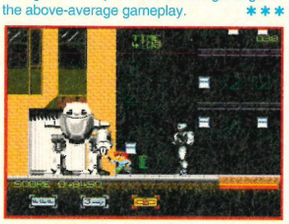
RINGS OF POWER **E.A. £49.99**
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ★★

RISKY WOODS **E.A. £39.99**
Yet another platformer to join the 'okay' gang. Not good, not bad, just mediocre. ★★★

ROAD RASH **E.A. £39.99**
Terrific two-wheeler with brilliant 3D graphics and great animation. Win races and update your wheels. You can even smack your opponents off their bikes. ★★★★★

ROAD RASH 2 **E.A. £39.99**
They've taken the original and done the impossible – improved it! Two-player mode, new course, better bikes – you can even get revenge on the rozzers. The ultimate racing game for rashers everywhere. ★★★★★

ROBOCOP 3 **ACCLAIM £39.99**
A competent platformer, but it's hardly going to alight the world. Varied and moody – the changeable weapons add a strategic angle to the above-average gameplay. ★★★



ROBOCOP VERSUS THE TERMINATOR **VIRGIN £44.99**
A game which offers the merging of two powerful characters in a violent, action-packed, platform frenzy. Hugely enjoyable and extremely polished. Definitely one of this year's best platformers. ★★★★★



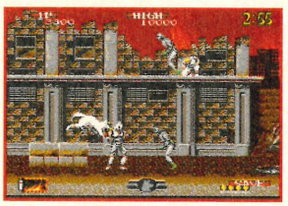
ROCKET KNIGHT ADVENTURES **SEGA £39.99**
Bags of gamestyles, great looking, loads of gameplay and no two levels look the same. The action is so hectic you'll be hard at it for a couple of weeks, although it's long-term appeal is questionable. ★★★★

ROLLING THUNDER 2 **SEGA £39.99**
If secret agents are your thing this is one worth sniffing down. Huge levels, evil henchmen and loads of weapons to find. Suffers from poor animation though. ★★★★

ROLO TO THE RESCUE **E.A. £39.99**
It's cute 'n' cuddly platform time again. *Rolo*'s a truly massive game, flawed only by the lack of a password back-up. Graphics, gameplay and sound are without fault. ★★★★

SAINT SWORD **(Import) £35**
Multi-directional scrolling hack-'n'-slice with eerie backdrops and naff animation. ★★

SENSIBLE SOCCER **SONY IMAGESOFT £39.99**
Okay, it may not look all that incredible, but all the important aspects of the game, like dribbling, passing and positioning of players are in here. *Sensible Soccer* is, frankly, the finest football simulation ever. ★★★★★



SHADOW BLASTERS **(Import) £30**
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ★★

SHADOW DANCER **SEGA £34.99**
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty fun anyway. ★★★

SHADOW OF THE BEAST **E.A. £19.99**
This visually stunning game has just too much tedious wandering about. The action bits are good when you can find 'em. ★★★

SHADOW OF THE BEAST 2 **E.A. £39.99**
An extremely disappointing sequel which expands on all the worst elements of the previous game. It forces you to wander around the huge playing area looking for things to do. Not much fun really. ★★

SHINING FORCE **SEGA £44.99**
A beautifully-produced RPG. Great tactical battle sequences, loads of unique, cute characters, speedy gameplay and lots to see 'n' do. Gorgeous to play and look at. ★★★★

SHINING IN THE DARKNESS **SEGA £44.99**
From the makers of *Dragonquest 3* and *4* comes this fab role-playing game. Startling graphics, super smooth animation and complex labyrinths to explore. A true classic for fans of the genre. ★★★★★

SHINOBI 3 **SEGA £39.99**
This is to its predecessors what Kellogg's Special K is to cornflakes – same ingredients but a different shape. It's a very playable, but unremarkable, platforming title. ★★★

SHOVE IT! THE WAREHOUSE GAME **(Import) £30**
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. ★★★★



THE SIMPSONS **FLYING EDGE £39.99**
It's Bart versus the space mutants, and all hell's breaking loose in Springfield. Not that you'll care much, the sprites are too small and gameplay too dull to get you even remotely interested in this garish platformer. ★★★

SKY SHARK **(Import) £30**
Also known as *Fire Shark*, You pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and some huge end-of-level guardians. ★★★

SMASH TV **FLYING EDGE £39.99**
One of the best and meanest arcade games of the past few years finally makes it to the Mega Drive, but it's lost all the magic in the process. Oh dear. ★★★

SNAKE, RATTLE 'N' ROLL **SEGA £44.99**
An original concept which has you collecting and adding segments to your snake's body. Sadly, there just isn't enough going on and there are too few levels. Even in two-player mode it lacks thrills, and the puzzles aren't so much brain-taxing as plain annoying. ★★



SONIC SPINBALL **SEGA £39.99**
Fast, smooth and starring the hog – Sega have created a near-perfect pinball game. It looks good, plays well and there are more extras than you could wish for. ★★★★★



SONIC THE HEDGEHOG **SEGA £34.99**
World famous and rightly so. This is almost certainly the game that has sold more Sega systems than anything else. It's a bit easy (and looks slightly dated now), but it's still one of the best games around. ★★★★★

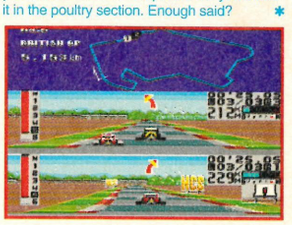
SONIC THE HEDGEHOG 2 **SEGA £39.99**
A very fair sequel to *that* legendary game. More levels, tougher guardians and generally more of a meaty challenge would've been welcome. Still, we can't have everything in life, can we? ★★★★

SPACE HARRIER 2 **SEGA £19.99**
Suffers from coin-op-itis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ★★★

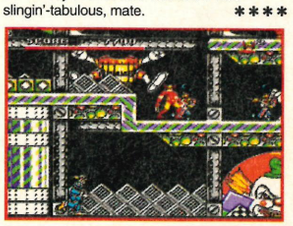
SPACE INVADERS '90 **(Import) £30**
Classic *Space Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ★★★★

SPEEDBALL 2 **VIRGIN £39.99**
A future sports sim with added violence. Great in two-player mode and 'sporting' some great action sequences. Plenty of body-mangling fun to be had. ★★★★★

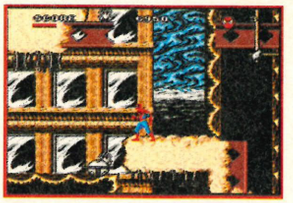
SPEEDWAY PRO **(IMPORT) £39.99**
If this game was a person it'd be John Major. If it was a film it'd be 'Super Mario Bros', and if you tried to find it in a supermarket you'd find it in the poultry section. Enough said? ★



SPIDER-MAN **FLYING EDGE £19.99**
Very addictive and tricky version of ol' Spidey. The animation is great and helped along by the moody soundtrack. This one's web-slingin'-tabulous, mate. ★★★★



SPIDER-MAN AND THE X-MEN **ACCLAIM £39.99**
When you have a platformer as obviously average as this, making it overtly hard isn't really going to help. You're only going to battle on if the gameplay hooks you – and that just doesn't happen here. ★★



SPLATTER NAMCO HOUSE 2 (Import) £38
For a title whose main selling point is its over-the-top gory graphics, *Splatterhouse 2* is a major disappointment. The graphics aren't that gory anyway. ★★

SPLATTERHOUSE 3 **(Import) £44.99**
Short, dull, easy and about as frightening as Sooty. Next... ★★★

STAR CONTROL BALLISTIC £34.99
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Not for Han Solos. ★★★★



STAR CRUISER (Import) £35
An unplayable vertical space shooter because of the Japanese 'question and response' end-of-level sequence. ★

STARFLIGHT E.A. £39.99
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ★★★

STEEL TALONS TENGEN (Import) £34.99
This helicopter sim has its roots in the arcades and while those dedicated machines can chuck the graphics about at speed, the Mega Drive just isn't up to it. The result is sad jerky action and simplistic gameplay. ★

STORMLORD (Import) £35
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle-solving, exploring and shooting. ★★★

STREET FIGHTER 2 Sega £59.99
The ultimate in ultra-violent pixel annihilation. *SF 2* is the beat-'em-up taken to its logical conclusion on the 16-bit. You really can believe the hype about *SF 2*. ★★★★★



STREET SMART (Import) £30
Standard slug-it-out fare with extremely poor animation, an awful control method, repetitive action and win-in-one-go difficulty. ★★

STREETS OF RAGE SEGA £34.99
Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. A great slice of urban warfare at its best. Nice one. ★★★★

STREETS OF RAGE 2 SEGA £44.99
The 16 Meg cart really delivers the goods: huge sprites, pumping music and arcade-quality action. Move over *Streets Of Rage*, big brother's arrived... ★★★★★



STRIDER SEGA £19.99
This is an absolutely huge scrolling hack-'em-up, which unfortunately doesn't cut the mustard any more. ★★★★



STRIDER 2 US GOLD £44.99
This is a highly disappointing sequel. Too short, too easy and too late. ★★

SUMMER CHALLENGE ACCOLADE £34.99
An okay sports-sim, but the difficulty tuning is way off target. Some events are far too easy, but you end up not caring anyway because they're all so dull to play. ★★

SUNSET RIDERS KONAMI £40
A mid-range scrolling platform game with a Western theme. The hysterical two-player mode compensates to some extent for the simplicity and brevity of the gameplay. ★★★

SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ★★★★

SUPER BASEBALL 2020 E.A. £49.99
The sport's limitations mean it's not really arcadey enough to appeal to non-baseball fans – although the two-player mode will keep 'em happy for a while. A bit pricey. ★★★



SUPER BATTLETANK (Import) £34.99
Okay, it looks like a strategy wargame – but it's not. In fact it's a pretty limited arcade game dressed up to look like a wargame. Don't be fooled by the surface gloss. ★★

SUPER HANG ON SEGA £19.99
Another coin-op classic of yesteryear. Fine, but a bit mouldy. ★★★★



SUPER HIGH IMPACT (Import) £39.95
Grid-Iron, but in a lower league than *John Madden's* and *Joe Montana*. Also a lot simpler in the play department. Give it a miss. ★★

SUPER H.Q. SEGA (Import) £35
Simple, dated and ludicrously easy! Considering the other brilliant driving games available you'd be bonkers to buy this. ★

SUPER HYDLIDE SEGA £19.99
RPG-style fantasy adventure sporting drab visuals and weak plot. The depth and length of quest make up for the deficit. ★★★

SUPER KICK-OFF US GOLD £39.99
You wanted a decent football game and you've got one! You'll need patience to get used to controlling the players, but it's more than worth the effort. ★★★★★

SUPER LEAGUE BASEBALL SEGA £34.99
As a 16-bit rendition of American Baseball, this is decent enough, but go for the superior *Hard Ball 3* instead. ★★★

SUPERMAN VIRGIN £TBA
There's nothing super about this hopelessly boring platformer. Yet another tragically wasted licence. ★

SUPER MONACO G.P. SEGA £34.99
Coin-op conversion which only loses visuals in coming to the Mega Drive. There are, however, options to improve your car, alter the controls and select between play modes – fortunately. Sound is disappointing, but the play is gripping enough. ★★★★★

SUPER MONACO G.P. 2 SEGA £34.99
Bigger and badder sequel to the original game, this time with the golden touch of Ayrton Senna himself. Hit the gas and burn some rubber, baby. Groovy! ★★★★★

SUPER OFF ROAD ACCOLADE £29.99
Coin-op conversion let down by tiny graphics. Gameplay is pretty good, though, as is the two-player mode. ★★★

SUPER REAL BASKETBALL SEGA £34.99
Detailed close-ups of the action, realistic court views and fairly decent sound FX. An okayish sports simulation, which has a great two-player mode. ★★

SUPER REAL VOLLEYBALL (Import) £37
Two-dimensional graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter. ★★

SUPER THUNDERBLADE SEGA £19.99
A spruced-up version, but it's not really very super. The 3D perspective is far too ambitious and the scrolling scenes are much too average to make you want to pant with excitement. Shame. ★

SWORD OF SODAN E.A. £39.99
This is a direct (and admittedly not very good) Amiga port-over. Technically ambitious hack-'em-up with amazing stills but dead ropy animation. Weak gameplay grows all too rapidly too. Spend your 40 quid on something less boring instead. ★★

SWORD OF VERMILLION SEGA £49.99
One of the better RPGs you can get for the Mega Drive. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. As with other RPGs, it's not on the cheap side... ★★★★

TALESPIN SEGA £39.99
Another Disney platformer, but sadly this one's not as strong as some of the others. The graphics just don't have the cutesy, cartoon feel that could've made it. ★★★

TAZ MANIA SEGA £39.99
Totally convincing cartoon action with Taz, the insatiable Devil from Down-under. Looks good, sounds great, but all spoiled by lack of any depth in the gameplay. ★★★

TEAM USA BASKETBALL E.A. £39.99
Yes, folks, as if there weren't enough basketball games on the market already, here's E.A.'s contribution. This one is better than most, luckily. ★★★

TECHNO CLASH E.A. £39.99
A mix of gaming genres which doesn't really go the full distance. The care taken with the RPG elements raise it above the usual beat-'em-up cobblers though. ★★★

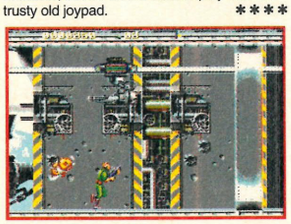
TECHNOCOP (Import) £30
Mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent (what's wrong with that?), but lacks the gameplay extra which made *Impossible Mission* such a classic. ★★★

TECMO CUP FOOTBALL SEGA £39.99
A bizarre mix of football and RPG make this one of the most unusual games around. Use your knowledge of footy to decide how to beat the opposition. Not one for the light-hearted *Super Kick-Off* crowd. ★★★

TEENAGE MUTANT HERO TURTLES KONAMI £40
The Turtles star in this unimaginative beat-'em-up. The only things which save this from being banished to the ranks of total mediocrity are the two-player mode and the humourous cartoon touches. ★★

TERMINATOR VIRGIN £34.99
Arnie's debut on the 16-bit is not all it could have been. It's got some stunning graphics and excellent gameplay, true, but four short levels just aren't enough. ★★★★

TERMINATOR 2 FLYING EDGE £39.99
Flying Edge have done a very good job of converting the complex arcade game into a 16-bit format. It works quite brilliantly with the Menacer, but it's also a blast to play with the trusty old joypad. ★★★★



TEST DRIVE 2: THE DUEL BALLISTIC £34.99
Live out your fantasies (not *those* fantasies!) by driving a Ferrari F40, a Porsche or a Lamborghini. On second thoughts, it's yet another title which has seen better days, so don't bother. ★★★

TETRIS Deleted
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. Unfortunately, it's not actually available anymore, but check out the Small Ads section. ★★★★★

THE OTTIFANTS SEGA £44.99
The Ottifants are massive in Germany, but are unlikely to catch on here. Nevertheless, this is a quirky and mildly appealing mix of platform and *Lemmings*-style fun. ★★★



THUNDERFORCE 2 TECHNOSOFT £34.99
Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. Shocking parallax and stonking sounds and enemies. Level select reduces lasting interest. ★★★★

THUNDERFORCE 3 TECHNOSOFT £30
Show-offy horizontal scroller with huge enemies and stunning visual trickery. Damn good blast, but it won't last forever. ★★★★



THUNDERFORCE 4 TECHNOSOFT £34.95
The fourth in the famous shoot-'em-up series and the best so far. Tons of simply gorgeous levels and an absolutely massive challenge. Truly toastin'! ★★★★★

TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something that'll keep you coming back. Try it. ★★★★

TINY TOONS KONAMI £39.99
Starring Bugs Bunny's young nephew, Buster, this game is full of slapstick cartoon japery. A little too Sonic-esque at times perhaps, but it's kinda nice in a fluffy sorta way. ★★★★



TOEJAM AND EARL SEGA £39.99
Help the two slammin' aliens of the title rebuild their spaceship so they can escape Earth! It's the mad two-player action (complete with zany enemies) that lifts this game up into the higher levels of the stratosphere. ★★★★★

TOKI SEGA £19.99
Go ape-spit (shome mishtake, shurely?) with this decent enough platformer. It's quite nice to look at, but nothing truly ball crunching and there's no password system. ★★★

TORA! TORA! (Import) £35
Flying Shark play-a-like, with all the trimmings. Vertical scroll your way through all ten levels in a few goes. ★★★

TOXIC CRUSADERS (Import)
The cartoon isn't that amazing – and neither is this! It's packed with baddies and weapons, but lacks that addictive spark. Too easy.★★★

TOYS (Import) £42.95
Oh dear. Isometric walking around shooting type effort with lame graphics and limp gameplay. Crap. ★

TURBO OUT RUN SEGA £19.99
A truly crap 3D driving game with no challenge and no two-player option. Driving games can be great fun. This one isn't. ★

TRAMPOLINE TERROR! (Import) £30
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. ★★★

TROUBLE SHOOTER (Import) £29.99
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible 'Ha, ha' monster is in there too. Great graphic and sonic effects. ★★★★

TRUXTON SEGA £34.99
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. Too easy to complete but good to relieve the tension between bouts of serious fighting. ★★★★

TURTLES TOURNAMENT FIGHTERS KONAMI £49.99
Tournament Fighters is a shameful rip-off of *Street Fighter 2*, only without the class, style, sophistication, excitement and gameplay. It's okay, but far from perfect. ★★★



TWIN COBRA (Import) £30
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ★★★

TWIN HAWK SEGA £34.99
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you've seen before. ★★★

TWINKLE TALE (Import) £34.99
A game very much in the *Elemental Master* mould. Not as good though. ★★

TWISTED FLIPPER E.A. £39.99
A fairly decent pinball game boasting great tunes and good graphics, but a poor rival to *Dragon's Fury*. This game has also been released under the name of *Crue Ball*. ★★★

TWO CRUDE DUDES SEGA £40
Poorly animated sprites and too crude colours make up the uninspiring visuals in this poor man's *Streets Of Rage*. The gameplay's gammy and the characters are obnoxious. Pure undiluted cack. ★

TWO TRIBES POPULOUS 2 VIRGIN £44.99
If you liked the original then you're gonna love this. Detailed graphics, 1,000 worlds to conquer, 29 devastating effects, tough strategy, customised games and more options than a missile in an Iraqi arms dump – this is the god sim of the '90s. ★★★★★



ULTIMATE SOCCER SEGA £44.99
More options than you'll need and up to eight players (with two Sega Taps) make this an excellently presented game. The footy's not bad either. ★★★★



ULTIMATE TIGER (Import) £37
Oh dear, how sad. Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what you should expect. Playability isn't up to much and the sound does little to persuade you to buy it. ★★★

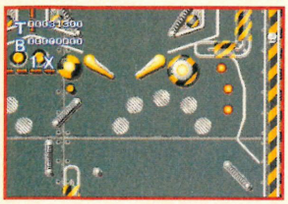
UNIVERSAL SOLDIER ACCOLADE £34.99
Turrican for '93. An updated and vastly improved version of an old old crinkly. It's got nothing at all to do with 'Universal Soldier', but that's probably a plus point. ★★★★

VALIS 3 (Import) £30
Swords and sorcery scroller with excellent visuals, smart intermission screens and astounding music and sound effects. Characters join you as you go along and help

out when things get dodgy. This really is one hell of a quality slash-'em-up. ****

VERYTEX (Import) £35
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians, but there's little else to do but survive once you've powered yourself up. Above average, but that's not really saying much is it?. ***

VIRTUAL PINBALL E.A. £44.99
It all sounds perfect in theory, but there just aren't enough of the frills which make a great game of pinball. As a result it soon gets extremely monotonous. ***



VOLFIED (Import) £25
Version of *Qix* with stylised backdrops and tweaked gameplay. Slick and very playable but not for everyone. ****



WARDNER (Import) £35
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but there's no real spark of originality in either the graphics or the gameplay. ***

WARDNER SPECIAL (Import) £35
Mega platform shoot-'em-up conversion, with lots of extra levels and features. Coin-op graphics and good tunes, but the numerous continues work against longevity. ****



WARPSPEED ACCOLADE £34.99
Tiresome shoot-'em-up with poor targeting and zero gameplay. *

WARRIOR OF ROME (Import) £40
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome . Sadly, there are only four scenarios, the graphics are crap and the control system is poor. **

WARRIOR OF ROME 2 (Import) £40
An improvement on the first title. There's loads of strategy, bags of options and menus, and some edge of the seat gameplay. ***

WHERE IN THE WORLD IS CARMEN SANDIEGO? E.A. £44.99
This is the latest in the E.A.'s Edutainment series. This time you'll get a faceful of geography. It's terminally dull, but your mum will love it. **

WHERE IN TIME IS CARMEN SANDIEGO? E.A. £49.99
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first in Electronic Arts' 'Edutainment' series. ***

WHIPRUSH (Import) £15
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level. Collectable weaponry, tough nasties and long levels. Nice, but not the best... ***

WIMBLEDON SEGA £39.99
It's dodgy collision detection means it's not a *Davis Cup Tennis* beater, but this is still one of the best tennis sims available on the Mega Drive. It's compatible with Sega's four player multi-tap too. ****

WIZ 'N' LIZ PSYGNOSIS £44.95
Fast, different and very jolly, *Wiz 'N' Liz* aims to do it for the 'kids' and just about delivers. Lack of structure and flimsy content are its two downfalls, though. Not bad. ***

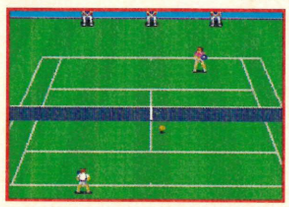


WONDERBOY 3 MONSTER LAIR SEGA £34.99
Wonderboy, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Game style is very 8-bit – you'd be better off with the Master System version of *Wonderboy 3* and the Converter. **

WORLD CLASS LEADERBOARD US GOLD £37.99
One second your opponent's Nick Faldo, the next he's Stevie Wonder in this erratic, but nonetheless quite splendid, golfing simulation. Good against a friend, but far too frustrating against the console. ***

WORLD CUP ITALIA '90 VIRGIN £19.99
This soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. **

WORLD OF ILLUSION SEGA £39.99
The Mickey and Donald saga continues. This time, however, they're in the same game! Too easy, but who cares with a game that plays like a dream? ****



WRESTLE WAR SEGA £19.99
With loads of moves, some nicely detailed characters and dynamic animation, this game is particularly recommended to fans of the, er, sport. Others should steer well clear. ***

WWF ROYAL RUMBLE ACCLAIM £49.99
This stands up well against the competition. Having said that, it's really only a game which'll appeal to fans of the 'sport' – that's about, ooh, 13 people now, isn't it? ****



WWF SUPER WRESTLEMANIA FLYING EDGE £39.99
Lots of nice digitised graphics and moves, but I just can't help feeling that it's really a load of old tosh... **

XENON 2 VIRGIN £34.99
A vertically-scrolling shoot-'em-up. Not as good as the Master System version and the gameplay has some flaws... ***

XDR (Import) £35
X-Dazedly-Ray believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Simple gamestyle with dodgy collision detection and nothing new. **

X-MEN SEGA £39.99
In a platform saturated market this graphically smooth game manages to come up with a slightly different format – where you can switch your character (and special attack moves) between levels. ****



Y'S 3 (Import) £44.99
Standard role playing adventuring. The gameplay is quite frustrating and the graphics are mediocre. If role-playing games are your thing, you'd be better off buying *Shining In The Darkness* instead. ***

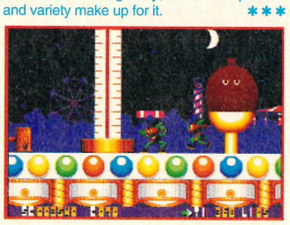
ZANY GOLF E.A. £39.99
Crazy golf? Well, it's a good idea all right, but there's just not enough depth or courses to make it worth the money. **

ZERO WING SEGA £19.90
Toaplan provide their most polished and fantastic horizontal blaster to date with *Zero Wing.* Tight scenics and lovely sprites make it a brilliant visual treat and the sonics are great too. Not quite a *Hellfire* beater, but pretty damn close! ****

ZOMBIES KONAMI £44.99
Well-executed homage to every trash horror movie that's ever screamed its way out of Hollywood. It's certainly not a brain game, but it's funny and excellent if you play in two-player mode. ****



ZOOL GREMLIN £TBA
This *James Pond/Sonic* crossbreed is one of the more challenging platformers on the market. It lacks originality, but the fast pace and variety make up for it. ***



ZOOM £29.99
Quite simply a spiced up version of the ancient *Painter* coin-op. Really fiddly controls and mediocre gameplay guarantee this one stays on the shelves. **



1943 (Import) £20
Known as *Dai Senpu,* this is the latest in the *1940* line of vertical, side-sliding shoot-'em-up. Nicely detailed graphics with plenty to destroy, but it's still nothing special. ***

SEGA POWER

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MAIL ORDER: BUYING WITH CONFIDENCE

- Before you send any money, ring the supplier to confirm that the game you want is in stock; when the delivery is likely to be made, and enquire about returning unwanted goods and the supplier's refund policy. Find out about hidden extras like postage and packing charges, and whether the prices you are quoted include VAT.
- Beware of companies that do not include an address in their advertisement.
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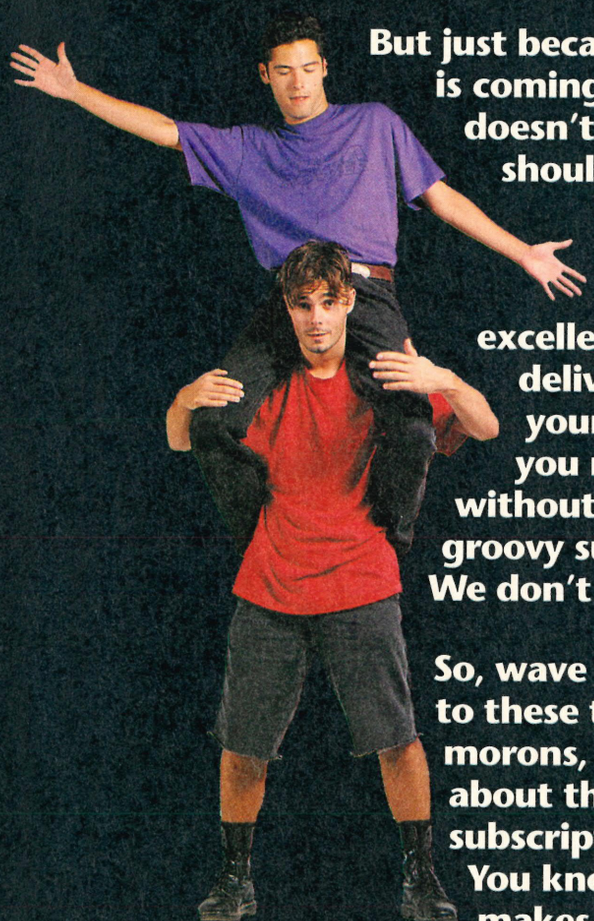

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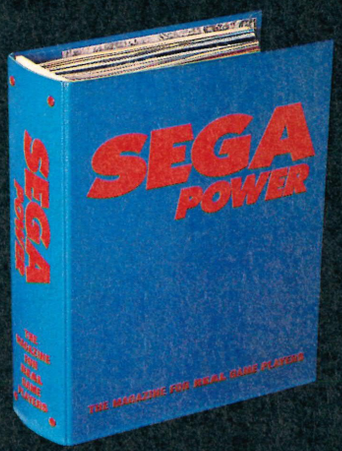

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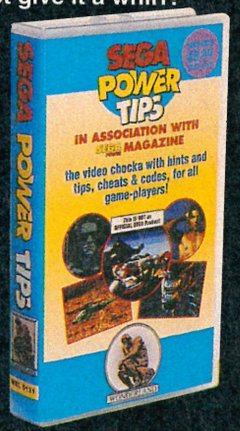

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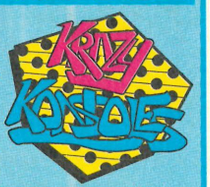

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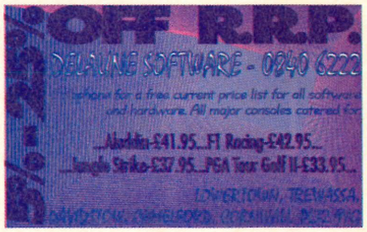


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BENNY & JOON

VIDEO

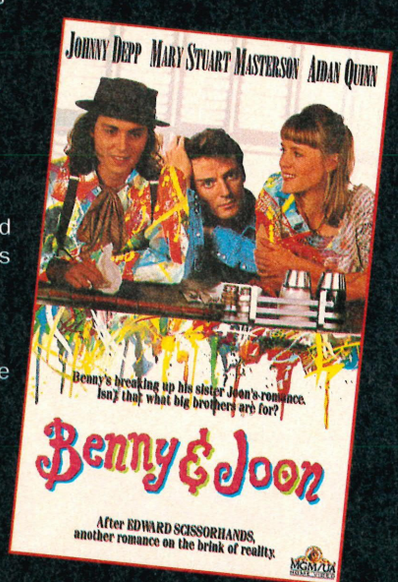
Cert: TBA (MGM)
Release: Out now

The Joon of the title, played by Mary Stuart Masterson, is an artistic, pretty and quick-thinking girl with a slight mental problem. Exactly what that problem is isn't fully explained, but it does mean that she tends to flip out under the slightest stress and needs to be supervised by a housemaid while her brother, Benny, is at work.

Naturally, this type of care doesn't come cheap, and the long-suffering Benny (Aidan Quinn) has to work all hours to ensure he can support Joon and himself. Yet, despite everyone's advice that he should put Joon in a home, he's determined to care for her himself.

Enter Sam, the cousin of one of Benny's buddies, who Joon accidentally 'wins' in a poker game. The bet means that Sam has to live with them. Sam idolizes the silent-screen stars of the '30s (Charlie Chaplin, Buster Keaton) and recreates their tricks and performances perfectly.

It's slushy, but there're no cringeworthy moments, as both Depp and Quinn turn in great performances. It's a delicate subject, but the film handles it with intelligence and humour (without being patronising). This is definitely one of the year's best films. ★★★★

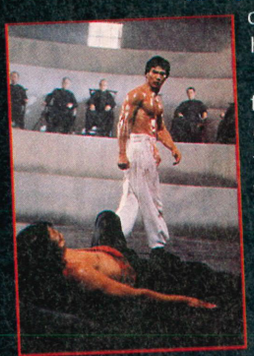


DRAGON: THE BRUCE LEE STORY

MOVIE

Cert: 15
(United International Pictures)
Release: Out now

Twenty years after Bruce Lee's mysterious death, the man who sparked a 70's kung fu craze has now been immortalised by Hollywood film makers.



They've not done a bad job either, considering the constraining wishes of his widow, Linda (played by Lauren Holly) and the need to attract a mainstream audience. Bruce's turbulent life is given a rose-tinted treatment and the morals-in-your-face aspect does make it seem like a TV movie.

A few hammy mini-series style performances don't help, but Jason Scott Lee (no relation) is excellent as the cocksure, yet vulnerable hero struggling with the inner demons that haunted his life.

Beat-'em-up freaks may be disappointed with the fight scenes, which owe more to over-the-top comical pastiche than *Mortal Kombat* gore. An entertaining biopic, which tries to make you laugh and cry, but ultimately leaves you shouting, "kick him in the nun-chaka's". ★★★★

CYBER SLED

COIN-OP

Namco
Release: Out now

This is a high-tech update on the classic *Battlezone* formula. The two-seater cabinet places each player in front of two tank-style joysticks, and within a 3D solid-polygon arena. The virtual maze forms the playing area where you take control of a tank-like sled and try to blow each other up. There are things to be shot, power-ups, mazes, various sleds and a one-player mode. *Cyber Sled* is a winner. The hunter-and-the-hunted action never falters. Excellent stuff. ★★★★



UNITED FUTURE ORGANISATION

ALBUM

(United Future Organisation)
Release: Out now

The UFO have been on the music scene since 1991, and their endeavours have attracted a fair bit of interest on Kiss FM.

Most of the album is laid-back summery jazz, with salsa-style latin music and jazz/dance tracks thrown in. It's a strange mix – with the infamous Galliano making an appearance, and even some poetry from radical author Jack Kerouac. If you're a fan of Jazzmatazz and US 3, then you'll like this. ★★★★

INXS

ALBUM

Full Moon, Dirty Hearts
Mercury
Release: Out now

INXS are a weird beast – the Australian rock outfit managed to satisfy a cult UK audience for a number of years until 'The Kick' caught the attention of the mainstream, and sent them spinning into a stadium-filling orbit. Since then we've had the clumsy stuttings of 'X' and the wonderful 'Welcome To Wherever You Are' – which saw them experiment in the way that U2 did with 'Achtung Baby'.



Unfortunately 'Full Moon, Dirty Hearts' marks a downswing. It's a riff packed record, but half the songs seem bereft of anything humable, and the band seem to have forgotten the lessons they learned on 'Welcome'. If only the promise of the excellent single, 'The Gift', had been fulfilled on the other cuts. ★★

THE RATINGS

★★★★★ Most excellent
★★★★ Really rather fly
★★★ S'alright
★★ Oh dear
★ Sad

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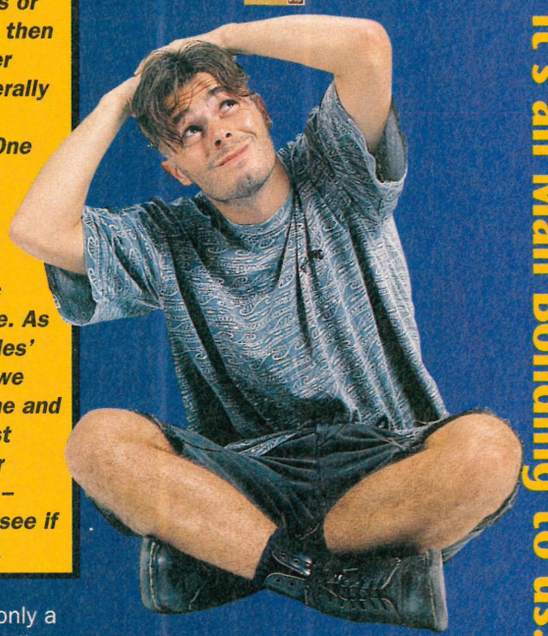
• Rap, write, talk, chat, debate, communicate, interact, argue, give feedback, interface, agree, jaw, scribble – it's all Mail Bonding to us. And we love it •





Hello, you have reached the Mail Bonding intro. The *Power* Crew are all out partying, soaking up the Christmas spirit and wrapping up members of the opposite sex in that tickly tinsel stuff at the moment. But if you'd like to leave a message after the address, they'll get back to you. Maybe. Mail Bonding, *Sega Power*, 30 Monmouth Street, Bath BA1 2BW. Beeep...

HARDER THAN YOU

Dear *Sega Power*,
I've been reading your magazine since June 1992 and it's been really good, but I am annoyed about your views of older games in The Hard Line. *Populous* was a five star game until you reviewed *Populous 2*. Also games such as *Super Hang-On*, *Zero Wing*, *Streets Of Rage*, *Strider* and *PGA Tour Golf* have all gone down from five stars. Some of these games haven't had sequels. A game doesn't get any worse as it gets older.

In fact, readers, if this letter is in the mag, look at *Dragon's Fury* in The Hard Line after *Dragon's Fury 2* has been reviewed. I bet it won't have five stars any longer. Also, why did you say *Populous 2* is better than *Populous* when it got a lower rating? And why did you say that *Sonic CD* "is the hog's best outing yet", when the game only got 88%?
S Marsh, Stroud

True, games don't automatically deteriorate as they get older, but in many cases sequels take a game much further than the original, making it seem dated. Programmers are generally doing far more impressive things now on the Mega Drive, Master System and Game Gear than they were a few years ago. Who could have predicted* Mortal Kombat *on the Game Gear,* Sonic Chaos *on the Master System, or* F1 *on the Mega Drive? When we review a game several things are taken into account. The main one is just how enjoyable it is, but the price and how it compares with previous or similar titles is also considered. So, when a game comes along which expands or improves on another game, then it's bound to make the older game seem dated and generally less impressive.

***Think about the movie 'One Million Years BC' – it impressed the hell out of people a few years back, but compare it to what Spielberg did with 'Jurassic Park' and it looks laughable. As time moves on, so do peoples' expectations – that's why we amend stuff in The Hard Line and why a game can be the best version, but receive a lower mark. As for* Dragon's Fury *– we'll just have to wait and see if the sequel compares.* Mark**

MORTAL THOUGHTS

Dear *Sega Power*,
I've been having your magazine delivered for over a year now, and have purchased over ten games for my Mega Drive. Each purchase has been made after carefully reading your reviews. I must say that each review of the games I bought has been perfect. But due to one moment of madness, and the fact that a recent copy of *Sega Power* arrived four days late, I went out and purchased a copy of *Mortal Kombat* – breaking the rule of always reading your ace reviews first. To my surprise, once I got the issue your review was spot on again, and I was further depressed when I read the *Street Fighter 2* review. All I can say is that only a fool buys a game without reading one of your reviews first. May I congratulate you on being so accurate with your reviews, and end by saying – *I love you all.*
Craig Luby, Stoke-On-Trent

Thanks very much, Craig, we're kinda fond of you too. **Mark**

EXCLUSIVELY YOURS

Dear *Sega Power*,
I'm writing to complain, not about your magazine, but about your competitors. Why is that they use the word 'exclusive' in every other sentence? Everything they do, they claim an exclusive on, even when they obviously haven't got one. It just makes them look laughable, really. I feel sorry for the people who believe them. I've even seen them review stuff a month after *Sega Power* and still try to claim that it's an exclusive. It doesn't wash with me, I know when you lot say 'First Review' or 'Exclusive' that it really is. Plus, I hardly ever disagree with your ratings. You're one of the few magazines that doesn't hand out stupidly high marks all the time. Keep up the good work.
Leonie Simpkins, Honiton

We don't usually go in for the 'we're great and the others are ➤

OUTTA YER TREE!

We really do seem to be getting less and less printably unprintable letters from the more unhinged people out there in Sega land. Maybe they're all getting saner. Or maybe they've all taken a flight to Happy Land. Whatever, Outta Yer Tree's days could be numbered. Meantime, here are some of the choice snippets we did manage to cull from this month's post.

■ **Could you please send me £10000 to the address below, also send me an envelope and a full pack of 24 stamps to send this letter to you**

***There's a fine line between real and studied stupidity. Can you guess which one this writer leans towards?* Mark.**

■ **My ffrend told me ofer ffrend Mario Free was gwd so me of frind bort it for his Gam Geere but it wood not ffit in the slott. Why woos vis?**

***To be honest, I'm not sure if this one is crazy, winding us up, or just not very good at English. You decide.* Mark**

■ **Is Sega going to make more movie games like 'Blade Runner' with Harrison Ford or 'Lethal Weapon' with Mel Gibson, or even 'Bird On A Wire'?**

***Wait a minute, you don't belong in Outta Yer Tree. You've just got some bizarre fetish which involves having craggy, handsome heroes turned into dodgy Mega Drive sprites. (Actually I suspect the answers are maybe, it's a very slim possibility, and very definitely not.)* Mark**

■ **I am the boss of Sega and so want every issue of *Sega Power* and all your games and some money or I will shut you down.**

***Oooh, we're scared.* Mark**

➤ *crap' type of stuff, but a little occasional trumpet-blowing never hurt anyone.* **Mark**

CASH FOR CHAOS

Dear *Sega Power*,
One simple question for you, but first a compliment: you turn out a good magazine – keep it up, and don't take any crap about Media Inc either. It's useful and well put together. Okay, here's the question: should I buy *Sonic* or *Sonic 2*, or wait for *Sonic Chaos*? I'm quite new to the world of Sega and don't have a console yet, but will be getting a Game Gear very soon.
J Webster, Fraserburgh

Go for Sonic Chaos, *that's what we say. All three titles are pretty similar, but* Chaos *is probably the best of the bunch* (Sonic 2 *being the weakest on the Game Gear). Glad you like Media Inc, it looks like it's here to stay.* **Mark**

OH DEAR

Dear *Sega Power*,
When I was reading Mail Bonding in issue 48 of *Sega Power*, I noticed a letter saying that Jason McEvoy was the best thing since sliced bread (or something along those lines) and he was worthy of a 'Phwoooooaaarr'. Personally, I think that Mark is worth twice the 'Phwoooooaaarr's that Jason is. Why not form a Mark Ramshaw fan club? I think Mark's smile is nicer than Jason's and his shorts are much nicer too.
Joanna Gooch, Bexhill
PS: Who is Béatrice Dalle?

All hell has now broken loose in the Sega Power *office. Mark is running around with a smarmy grin on his face and Jason has been left sobbing in the corner. So how about rallying around to Jason's cause, girls? Does he have the better smile? What about his trousers? Is he a sex symbol? Or will he be forever in the shadow of our egomaniac of an editor? And should we stop printing these self-indulgent letters and get back to talking about Sega games? Only you can give us these answers. Oh, and by the way, Joanna, Mark says that Béatrice is "the star of such classic art movies as 'Betty Blue' and 'Night On Earth'. She's French, sophisticated, sexy, intelligent, aggressive, wonderful, lovely" and to be honest he kept rabbitting on about her for at least another half an hour. We eventually shut him up by promising to let him put some more posters of her up in the office. Sigh.* **The *Power* Crew**

THE PRICE AIN'T RIGHT

Dear *Sega Power*,
Please could you tell me why Capcom have priced *Street Fighter 2* so high? I get £10 pocket money a month, so it's going to take me at least six months to save up for it. It may be a damn fine game, but at £60, I think you'll agree, that it's a bit of a rip-off.
Simon Plumb, Bingham

Sorry, Simon, but no I don't agree at all. Sure, £60 ain't cheap, but Street Fighter 2 *is the kind of game which you're going to be playing a year from now. For the number of hours playing time you're buying, the price isn't so bad. Of course we'd all like to see carts cheaper, but that doesn't change the fact that* Street Fighter 2 *is damn good value. Capcom (and Sega) charge so much for it because it's a 24-bit cart, and – more importantly – because they know they can. For every person who thinks it's over-priced, there's another Mega Drive owner willing to hand over a pile of crisp tenners. If you think it's a rip-off, then don't buy it. It's that simple.* **Mark**

NUMBERS GAME

Dear *Sega Power*,
Please, oh please answer these questions:
1. Do you know when *The Secret Of Monkey Island* on the Mega CD will be released?
2. Will *Mortal Kombat* and *Fatal Fury* ever be released on the Mega CD?
3. Do you know if *Street Fighter 2* will come out on the Master System and Game Gear?
4. Will there be a Game Gear 2 with thing's like built-in games?
5. Will there be a 32-bit machine?
Dean Lockey, Doncaster

I dunno, whatever happened to the art of conversation?
1. Monkey Island *will be available on import any day now, an official UK release has yet to be confirmed (expect it in the first quarter of '94).*
2. Mortal Kombat *is lined up for a Mega CD release, but* Fatal Fury's *really seen better days, so I wouldn't expect to see it converted for CD.*
3. I wouldn't expect to see 8-bit versions of Street Fighter 2, *to be honest. Why not check out* Masters Of Combat *(reviewed on page 76) instead?*
4. Nope.
5. There sure will. It's codenamed the Saturn, and practically every Sega programmer in the world is currently waiting for one to fall into his or her lap.
There you go – hope we've been of help, Dean. But our work here is done, and it's time to move on to the next letter. Hi-ho, Sega Power, *away.* **Mark**

SPIES LIKE US

Dear *Sega Power*,
Is there ever going to be a very good Spy games on the Mega CD? Because I have asked alot of people about what kind of Mega CD game and most of them said agood spy game. They say one with apart were your in a car and you have to blow up the badies car abit like *Chase HQ* but I and most of the other said one were you have to go into club's and apartments killing people and

SCUM BASHING

Dear *Sega Power*,
Does it seem possible that the philosophy of "scum just waiting to be bashed" (as in *Streets Of Rage*) is perhaps not very good for the kids? I should probably write to Sega manufacturers, because I'm greatly concerned about all these violent games, especially now that CDs are coming in and making things look so realistic.
Mary Jones, Nottingham

Mmm, "scum just waiting to be bashed" does seem rather gratuitous, doesn't it? Then again, that's how pretty much all make-believe violence – be it in films or whatever – is justified these days. It makes it easier to swallow if it's a bad guy that's getting hurt.

***You're right to be concerned over CD titles, but at least Sega are keen to introduce ratings for their games. So now it's simply up to shopkeepers and parents, such as yourself, to ensure that young kids don't get their hands on the certified stuff.* Mark**

getting info. And apart were you aim a gun (from a selection of gun's) at the bad guy from all kind's of places and blew him away. With brill graphics and sound's, you get the picture.
Adam Smith, West Yorks

I'm sorry? **Mark**

BARELY MANAGED

Dear *Sega Power*,
Can you tell me if Sega are planning to bring *Football Manager* over to the Mega Drive. I really miss it since swapping my Amiga for a Sega.
J Sanderson, Ashford

Sorry, but there aren't any plans as yet. Still, given that we receive letters like this nearly every week, maybe Sega should consider it. I always find them as dull as dishwater myself, but – hey – each to their own. **Mark**

CONCRETE BLONDE

Dear *Sega Power*,
Hi there, Sega fans and *Sega Power* staff. I think *Sega Power* is a raging success. At first it was like a door unopened, and now you've opened it. I haven't got all your *Sega Powers*, but I think your mag's excellent anyway. Did you know it was your fourth birthday on issue 48? (48 divided by 12 equals four years). Happy Birthday! Can we see the actual first issue? Please, please, please?
Neil Main, Banbury

Thanks for the congratulations, it means a lot to know you guys care. Hopefully this whopping anniversary issue will keep you happy too, especially with a sneak at those very early issues on page 97 (including – yes! – the very first issue of Sega Power*).* **Mark**

SPEED KILLS

Dear *Sega Power*,
This is a desperate plea for help. No, I'm not stuck on the first level of some poxy platform game. *(Phew, we'll let you continue then – Mark)* I'm in a bit of a dilemma and you are the only people who can help. Let me explain my problem a little. Recently I had a Mega Drive altered in such a way that it's now able to run at both 50Hz and 60Hz. I'm sure you're aware that such a procedure is possible by putting a switch connection in a Mega Drive. *(We're familiar with it – Mark)* Well, I thought that after having this minor and uncomplicated piece of electronic surgery carried out, I would be able to enjoy the prospect of playing all my games on a 'full' screen and 17.5% faster. But, to my shock and horror, I found that the picture I got on screen was out of synch, i.e: it was crap. I checked my scart lead and that was in perfect working order, so I guessed that couldn't be the problem. I eventually discovered that some TVs are incompatible with my new set-up.

So, what TV do you guys use? And what TVs do other *Sega Power* readers who have made this adjustment to their Mega Drives use? The last thing I want to do is to buy another TV which will be incompatible.
Andrew Goodall, Portsmouth

We use Sony, Samsung and Grundig monitors round here. But you should be able to get your hands on a TV with scart input and 50/60Hz switching display. Anyone out there got a fairly inexpensive one they could suggest? Alternatively, Andrew, why not pop down to your local electronics shop (one where you know the sales guys will have a modicum of knowledge) and ask them what the cheapest switchable TV is. It's a feature which is becoming increasingly popular, so you might be pleasantly surprised. **Mark**

SEVENTH HEAVEN

Dear *Sega Power*,
I'm writing to complain about your absolutely rubbish review of *Mortal Kombat* for the Mega Drive. The review was based mainly on *Street Fighter 2* (which was mentioned no less than seven times in the review). I don't think this is fair on Acclaim, as they have produced an almost arcade-perfect game.
Steven Eagles, Bicester

So, let's get this straight – when we review a beat-'em-up we shouldn't compare it to the competition? Even when both games are arcade conversions, both have been eagerly anticipated and both have been hyped to kingdom come? Basically, you're saying we should avoid giving points of reference in our reviews? Yeah, right. **Mark**

ANSWER ME!

To the *Sega Power* Gang,
First, well done on a smart mag – I like the new cover as it doesn't fall to bits! Now, could you please fill me in on the answers to these questions?
1. Is *Street Fighter 2* on the Mega Drive better than the *Turbo* on the SNES?
2. Which of these should I buy as I like the look of them all, but can't afford all three.
a) *Rocket Knight Adventures*
b) *Cool Spot*
c) *Tiny Toons*
Thanks very much.
Paul Lyon, Leicester

1. Mmm, tough call – but considering we're a Sega mag we're bound to say go for the Mega Drive version.
2. Rocket Knight Adventures *is probably the best – it's the one we all seem to end up playing when we roll in after a heavy Friday night's partying.* **Mark**

WINNER TAKES ALL (EH? MICHAEL)

Back in issue 48 we offered you the chance to win either one of four pairs of Tubular 2 shoes, or one of ten sets of baseball caps and T-shirts. To stand a chance of nabbing the gear you had to tell us which rap band quoted Adidas in one of their song titles. The answer was, of course, Run DMC with 'My Adidas', don'tcha know. And here are the lucky winners and runners up. A pair of Tubular trainers will be going out to: Martin Pritchard from Cheltenham, Mark Grennell from Luton, Raphael Edwards from Hadfield and Lee Stephens from Blackburn. The T-shirts and caps go out to these lads and lasses: Robert Gibson from Norwich, Paul Davies from Catford, G Brechin from Oxford, A Cash from Upminster, A Hutchings from Sedbury, David Falp from Leamington Spa, R Gilby from Farnborough, Mark Gregory from Exeter, Otis Stewart from London and, finally, G Watson from Wirral. Congratulations, one and all.

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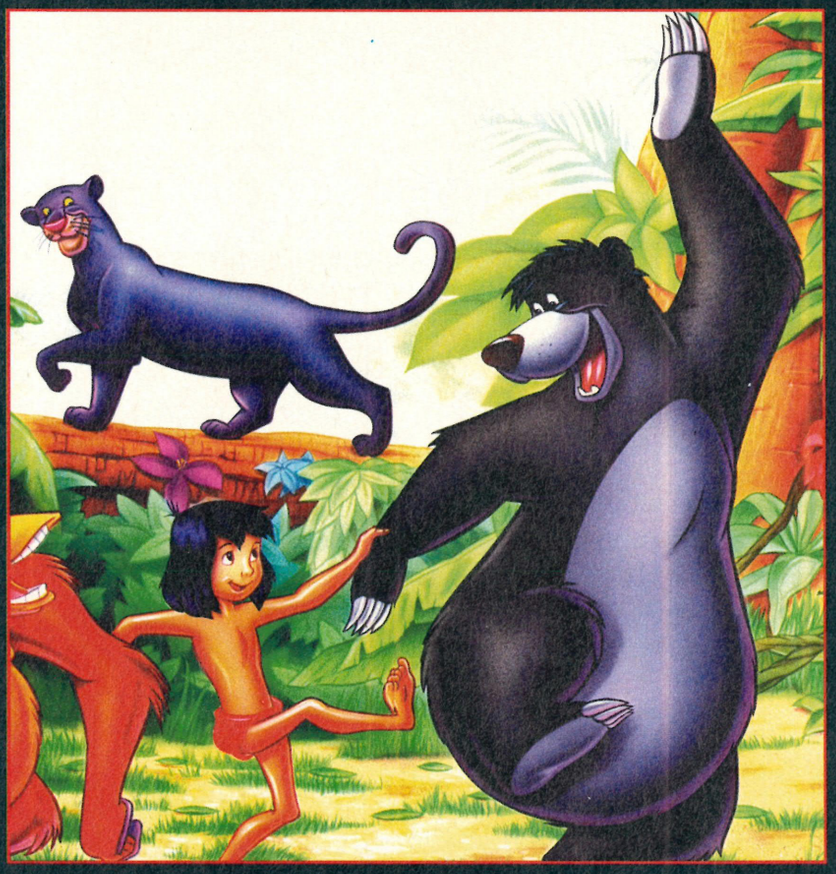

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