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COOL SPOT

ANOTHER
WORLD



MUHAMMAD ALI
HEAVYWEIGHT BOXING



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• The revolution will not be televised – but you can read all about it here... •

DON'T BELIEVE THE HYPE
WE UNCOVER THE TRUTH BEHIND THE HEADLINES

SHOCKING!

THAT'S IT. WE'RE sick of newspapers blaming all the wrongs of the world on video games and painting us as a nation of monsters. This month we reveal the rumour-mongering behind the headlines and search for the facts among the hypocrisy. Back in the world of sanity we've got another thrilling 30-odd



pages of reviews for you to dribble over, plus all the latest in news and previews. You don't need me to tell you that, though, do you? So get reading!

Mark Ramshaw

Mark Ramshaw, Editor

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 Phew, nearly there. Now we've just got to pretend we know what's happening next month. Ah, right...

WIN!
 25 Cool Spot packs up for grabs
 Turn to page 15!

GAMESMASTER

As an added bonus for you this month, we've got a fab taster issue of *GamesMaster*. This 16-page special spills the ol' beans about the next exciting series of Channel 4's video games show – and a few more snippets besides. You'll find your very own mini edition of the mag in the middle of this issue.

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Domark do things with the Mega Drive most people only dream about. Ultra-smooth 3D on the 16-bit like you've never seen before...



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Take the 3D perspective of John Madden's, add the rules of footy and what have you got?



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66 ROCKET KNIGHT

Konami's shootin', flying 'n' platformin' mixture, complete with cute hero for that finishing touch.



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DON'T BELIEVE THE HYPE! 71

The national newspapers have already put video games on trial for a number of the world's ills. But who's fooling who? Sega Power sifts through the hearsay and sensationalism, listens to the argument from both sides and highlights the ignorance behind the ridiculous headlines.

VIDEO GAMES TURN KIDS INTO MONSTERS

Tests show addicts are so aggressive

By JENNY HOPE, Medical Correspondent

MONSTERS hooked on action-packed computer games are turning nasty, a shock report claims today.

More than 80 per cent of boys and 30 per cent of girls aged 13 to 15 are addicted to a game called Street Fighter II.

Researchers for tonight's World in Action TV programme questioned 146 youngsters in a typical domestic setting.

They found 41 boys and 25 girls were addicted to computer games. Sixteen of the boys and 10 of the girls were even given a psychiatric test along with a group of children with no interest in the game.

It showed 50 per cent of the aggressive boys and 20 per cent of the anti-social girls were addicted to the game.

Dr. David Reardon, a psychologist who has treated thousands of children with behavioral problems, said: "The results show that kids who actually get into a game like Street Fighter II are much more aggressive than those who just watch it."

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Video games on trial over fits in children

By JENNY HOPE, Medical Correspondent

THE MIND, January 7

Parents of children who have been hospitalized after playing video games are launching a campaign to get the game banned.

Experts say the games may trigger fits in susceptible children, but they hope to discover more about the link.

15 rating for violent Sega game

By Christine McCourt, Technology Correspondent

A CLASSIFICATION system for video games was announced yesterday by Sega, the Japanese manufacturer.

The new Night Trap video was rated as unsuitable for children.

The move follows rapid advances in technology that are bringing increasingly realistic graphics to games and the use of live video and real actors for the first time.

gets a caning

Parents call for probe into violence of computer games

By JENNY HOPE, Medical Correspondent

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Experts say the games may trigger fits in susceptible children, but they hope to discover more about the link.

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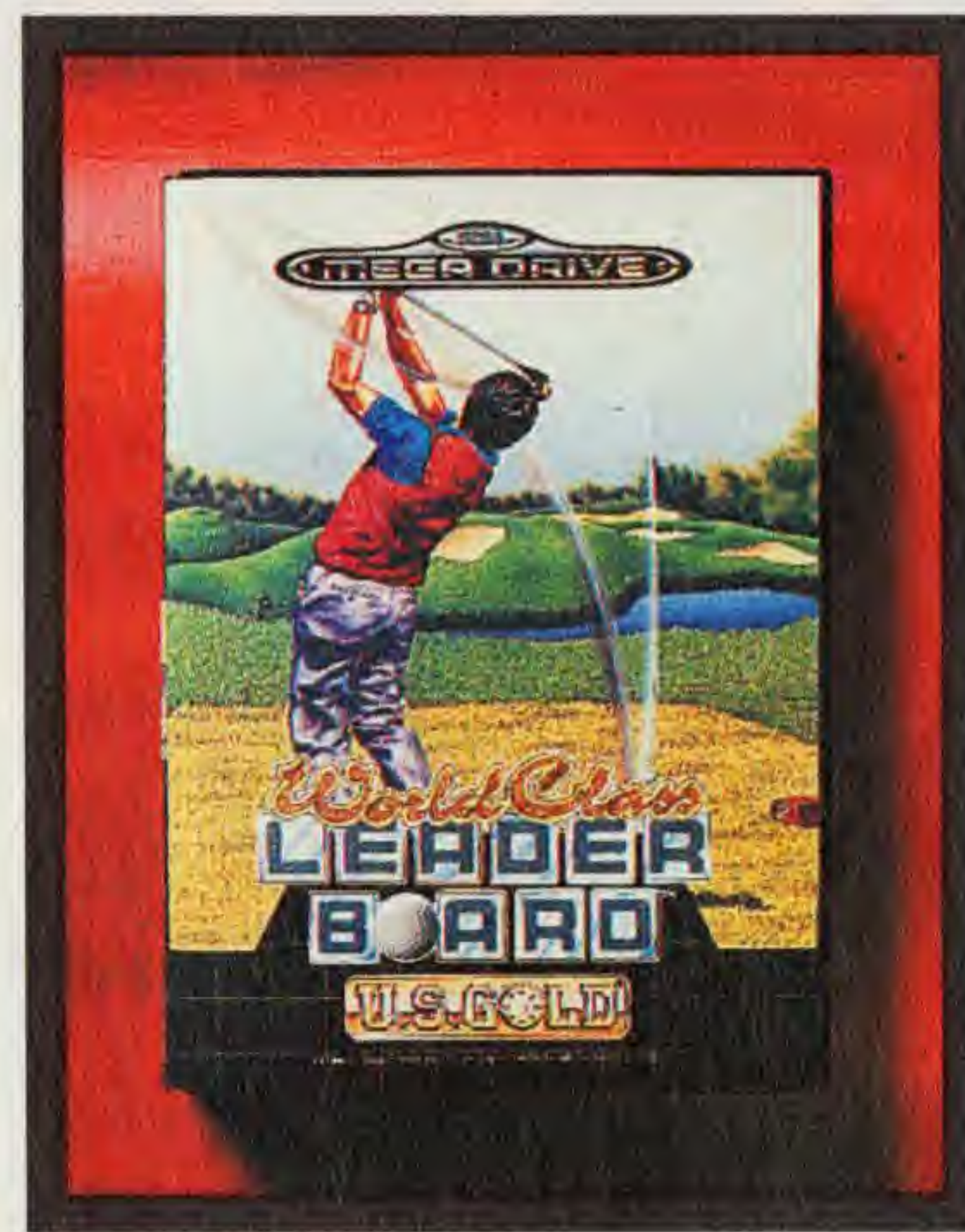
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AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.



AVAILABLE ON: MASTER SYSTEM AND GAME GEAR.



AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.

the great games

never di



“ Playability to keep you interested for ages. The best Indiana Jones action game we've ever seen ” (Mega Drive)
BAD INFLUENCE MAGAZINE - 90%

Indy at his all-time trail-blazin' best... escape the caves of Utah, say g'bye to the **KILLER** rats, suss-out the treacherous traps of the Grail temple... and you've got yer mits on the greatest prize in history!



“ Rapid and slick, Europa is an addictive conversion of a great race game ” (Master System)
SEGA PRO - 91%

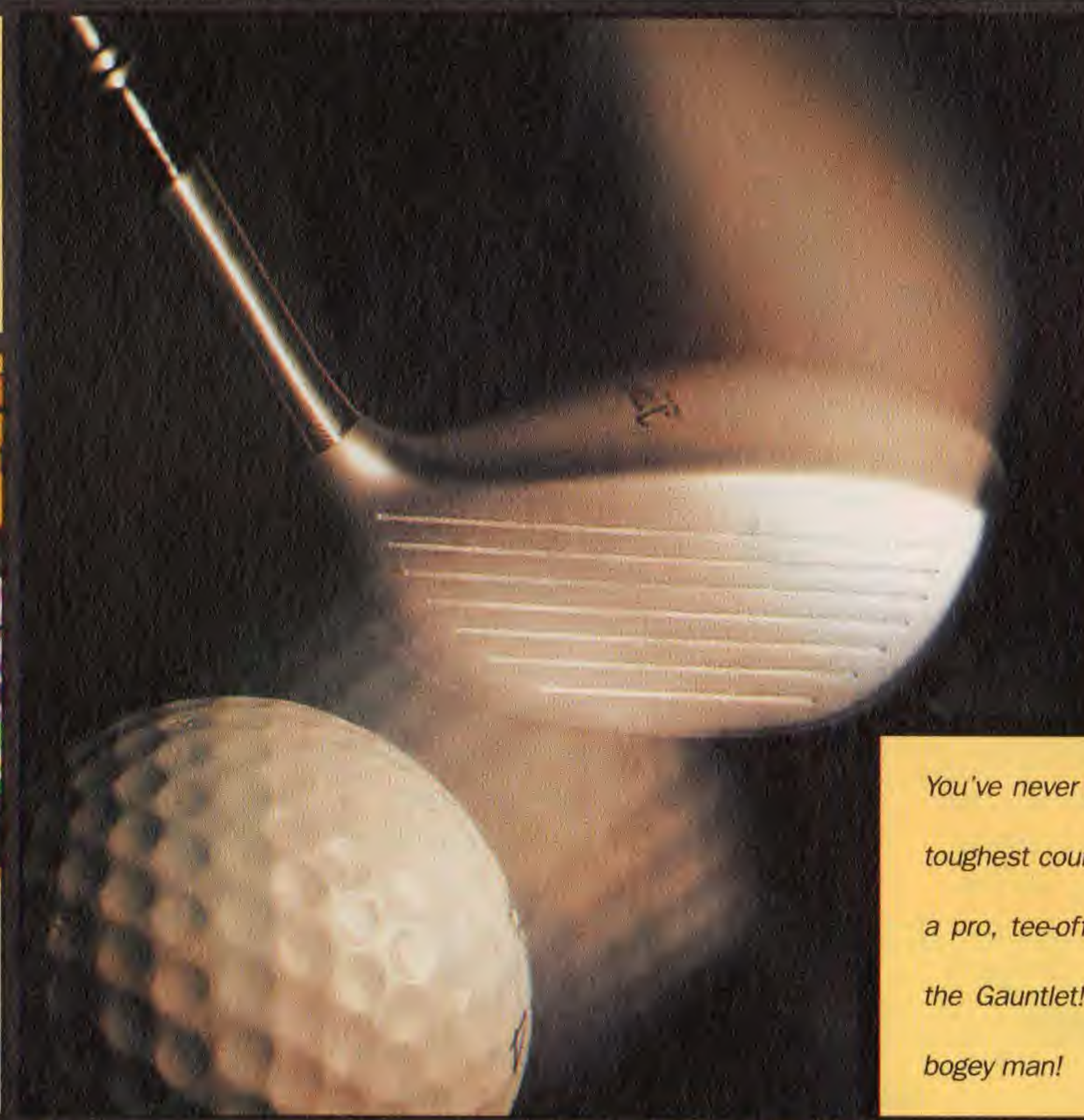


bigger

they just get

e

Take the wheel of the world's hottest roadsters and **SCREAM** after enemy agents across Europe... you'll need skill, nerves of steel and a wicked one-point turn!



“ Leader Board has set the standard for golf on the Mega Drive. Very playable, fast and accurate ”
BAD INFLUENCE MAGAZINE - 90%

You've never played golf 'til you've shot the world's toughest courses. Then, when you're **SWINGIN'** like a pro, tee-off on the ultimate 18 hole nightmare - the Gauntlet! Suddenly it's adios birdy man, hello bogey man!



NEWS

THE VERY LATEST NEWS FROM AROUND THE SEGA WORLD...



ROBOTNIK'S MEAN BEAN MACHINE

ROBOTNIK IS BACK IN YET another Sonic-related title. Called *Robotnik's Mean Bean Machine*, the game is a puzzler due out around Christmas time which stars the ubiquitous Sonic and (surprise, surprise) Robotnik himself. With *Sonic CD*, *Sonic 3* (currently down for January '94, but I'd be

surprised if Sega didn't pull it forward), *Robotnik's Mean Bean Machine* is now the third title to take advantage of the Blue One's phenomenal success.

Very little is known about the game at this stage and Sega Europe are playing possum. "Never heard of it... Nah, mate... Not here..." were just some of the comments I was greeted with. It's coming, sure, but you'll have to wait until next month for more details...

■ Robotnik returns in *Robotnik's Mean Bean Machine* – the third Sega game to cash in on, er, I mean expand upon, Sonic's success.

SEGA'S THEME PARK

THE BIGGEST SEGA-ONLY theme park in Europe is now open. Situated in sunny (ahem) Bournemouth, the park (all 25,000 square feet of it) is a showcase for all the latest and wildest Sega arcade units in the country – monsters such as the stunning multi-player *Virtua Racing*, the gut-wrenching *R-360* and even *Daytona* – a first-person racing unit that is, to all intents and purposes, the sequel to *Virtua Racing*. At the

beginning of next year, Sega's new Virtual Reality titles will also be on show at the park and, far more importantly, will be available to punters at "the best price possible", according to a Sega spokesman.

The Bournemouth Centre is just the beginning, however. Sega have already announced plans to build a slightly smaller Entertainment Centre in Colindale, North London – so inhabitants of the Great Metrollops

soon won't have to travel the 60 plus miles to get some serious arcade action down their throats. Coins at the ready...

■ Artist's impression of Sega's new arcade thingy in London. We can't promise that punters'll be wearing such trendy kit, but the arcade games are a cert.



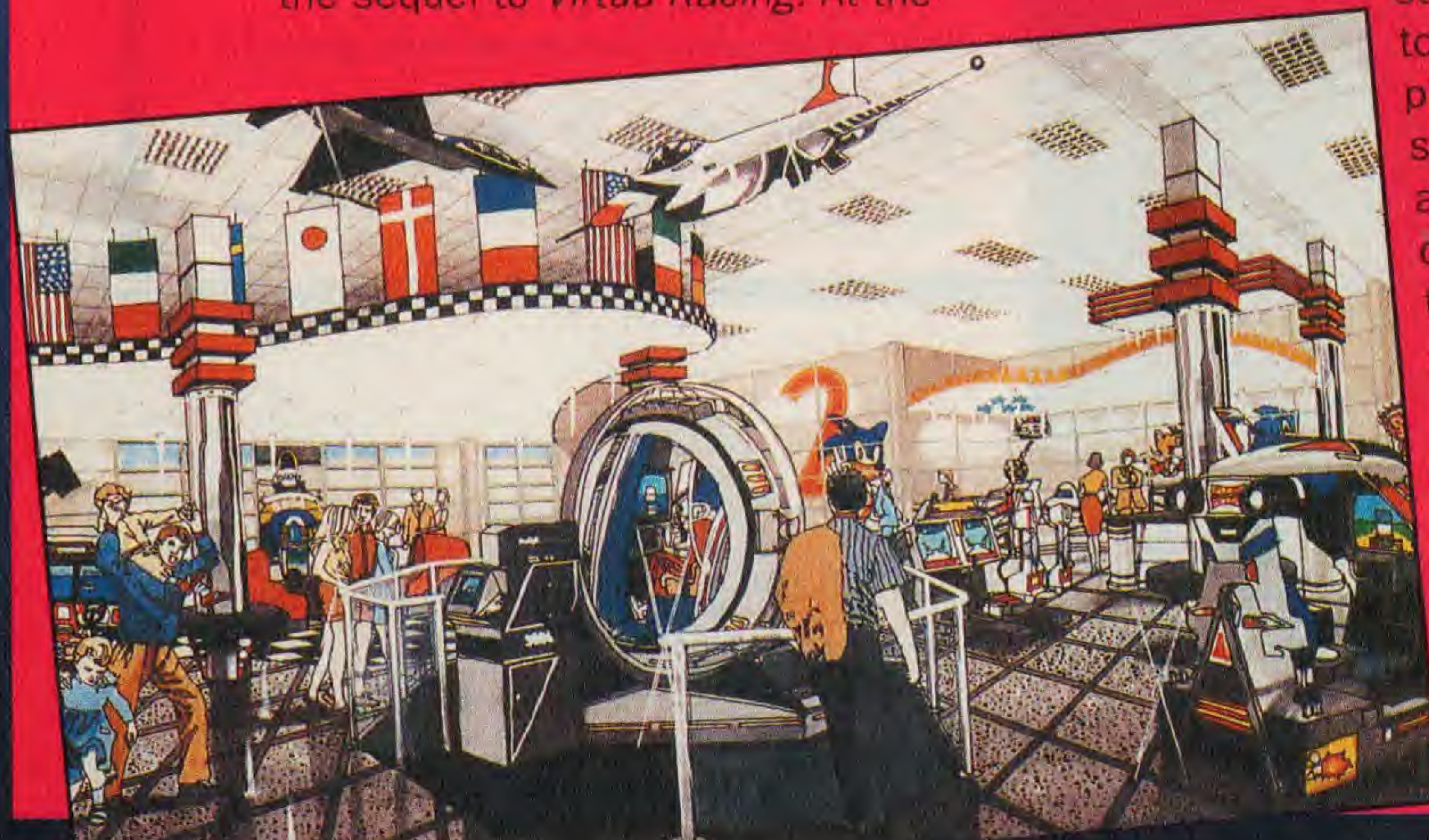
■ A big, cavernous thingy from *Dune* on the Mega CD. Everyone except me has read the book (but I count myself lucky, y'know).

VIRGIN ARE CURRENTLY CONVERTING Frank Herbert's sci-fi classic 'Dune' onto the Mega CD. Fans of the original books have been eager for a conversion after the titles first started appearing on PCs last year.

The game will use massive amounts of digitised footage (taken straight from David Lynch's movie), with the player taking on the role of Paul, son of Duke Leto Atrides.

It's then up to you to wager with the vicious local warriors – the Fremen – that you're tough enough to kick everyone off Dune and take control of Melange

DRUGS ON



32-BIT DELAYED UNTIL DECEMBER '94

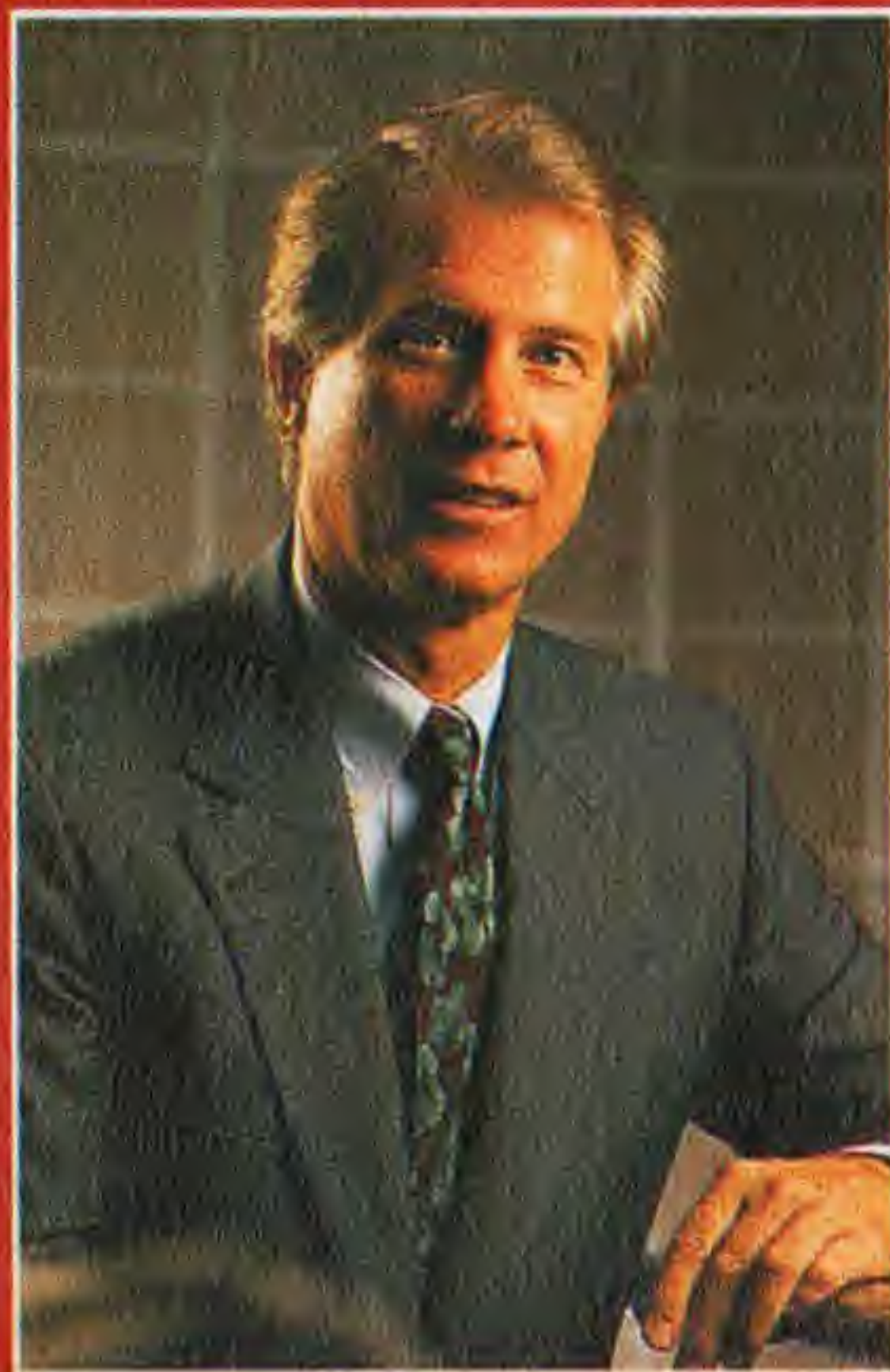
SEGA'S SCORCHING new 32-bit machine is definitely coming out next year (as was exclusively revealed in last month's News), but now probably won't hit the streets until around Christmas.

Rumoured to be complete already, the pre-production unit – codenamed 'Saturn' – is undergoing tests even as I speak, the only sticking point being whether to support cartridges or just CDs.

Tom Kalinske, Sega America's MD, told Computer Trade Weekly, "What people must realise is that through our arcade arm, we know more about 32-bit technology than just about anyone and we could bring out a machine tomorrow. That's how advanced we are with a 32-bit console..."

"But it's a question of being able to launch the machine at the right price and I'm not

interested in marketing any machine over £350". "Unfortunately", he added, "I don't think that's a problem we're going to be able to solve this year or next".



Tom Kalinske: "We know more about 32-bit technology than just about anyone."

Kalinske's comments clearly suggest that we won't see the 'Saturn' until the end of '94, leaving the Mega CD as the lead format for the next 18 months or so.

Sega Power predict some kind of price changes to keep the CD ball rolling – particularly with Amiga producers

Commodore rumoured to be launching a console CD version of their machine for only £300.

However, Sega are adamant that there are no price-cuts in the sidelines – insisting that even the Mega CD 2 won't be introduced at a lower price.

Whatever, the 32-bit is most definitely on its way.

MEGA CD TV AT LAST!



Grainy video with Sherlock Holmes on CD.

video scenes in 128 colours. Goodbye grain (à la *Sewer Shark*, *Night Trap* and *Sherlock Holmes*) and hello high definition video.

"Sega's custom addition of Cinepak will allow high-fidelity, full-screen, full-motion video to upcoming Mega CD titles like *Jurassic Park* and *Joe Montana NFL Football*", says Sega Product Developer Joe Miller. So it seems that soon all CD games with live action footage will use Supermac's new baby.

Cinepak will not be an additional CD or cart, but a device employed at the programming stage. It could, of course, lead to increased prices – Sega's Andy Wright confirms that the games "will be sold at a premium" – but we'll have to wait and see.



And this is what you can expect with Cinepak. 'Much better, innit, Mister Olmes?'

NINTENDO

NINTENDO ONCE AGAIN demonstrate their unquestionable right to the title of Party Pooper Of 1993 by speaking out against Sega's certification policy.

Nintendo marketing fellow Peter Main claims that "Sega have invented their rating system in response to outrage at *Night Trap* – a game that would never be allowed on any Nintendo format".

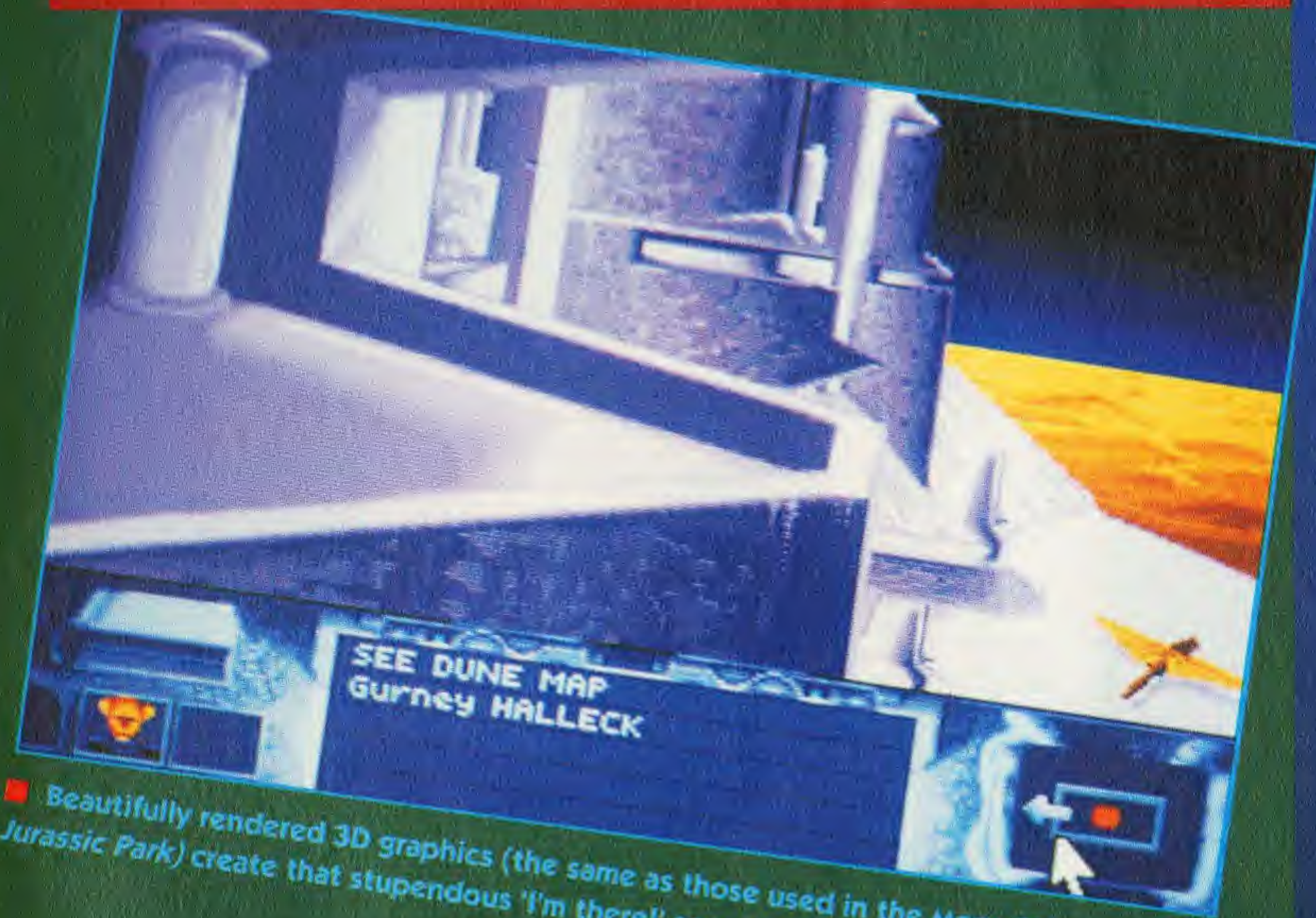
Besides lightly skipping over the fact that Sega are employing the B.B.F.C. (British Board of Film Classification) system – a movie

benchmark that's been in place for at least ten years – Nintendo also seem to be acknowledging a major rival company's games. Er, not a good idea, guys...

In fact, it only goes to show you that the ridiculous furore surrounding *Night Trap* has worked entirely in Sega's favour.

The game's still not out officially until September, remember, but if you can get yourself a copy on import, buy it and have some fun.

'ARE STIFFS' SHOCKER



Beautifully rendered 3D graphics (the same as those used in the Mega CD version of *Jurassic Park*) create that stupendous 'I'm there!' sensation.

production, the magical spice that offers those who take it the most enormous high.

Essentially, this makes *Dune* the ultimate simulation for would-be megalomaniacal drug-dealers, with you bartering for better prices per kilo and gunning down anyone who comes near that precious stash. Blimey. And I thought it was all about sand and giant wormy things...



Speak no evil, hear no evil, say no evil – the three Nintendo units collectively tut at Sega's *Night Trap* (ooh, it's scary and degrading). Er, yeah...

DRACULA GETS A REVAMP

IN THE WAKE OF OUR unfavourable review (issue 44: 41%), Sony and their British subsidiary Psygnosis have decided to pull their CD title *Dracula* – and spend three months reprogramming it.

Exactly what will be changed is unclear at the moment – the pre-rendered backgrounds (and very nice they are too) are certain to remain the same, so that leaves us to assume an overhaul of the rest of the game – the control

system, combat routines and level structure.

Nik Wilde, Project Manager for the revised version of *Dracula*, explained what's going on.

"In retrospect we feel that *Dracula* didn't really reach the standards we'd set ourselves – and given the adverse reaction from the press we decided to go back and improve the gameplay.

"The last thing Psygnosis want is to offer Sega gamers an inferior title", he said. "We're determined to make *Dracula* a game which makes the most of the Mega CD". Let's hope it's not in vein, eh? Oh dear...



Nice backgrounds, shame about the gameplay though. *Dracula* was a massive disappointment, but at least Sony are actually doing something about it.

IT'S BIGGER, IT'S BETTER...AND IT'S COMING...

The second **Future Entertainment Show**

generally more gopping FES will now be held in the **Grand Hall** at the huge **Olympia Exhibition Centre, London** from **Thursday 11** through to **Sunday 14 November**. Make a note of that...

"Linking

together Future's range of best-selling magazines and Hewland's highly successful 'Gamesmaster' TV programme will definitely create an awesome event", says US Gold's Geoff Brown. (They'll be just one of many software bods at the Show, by the way).

No admission fees have been finalised as yet, but you can be sure you'll get your dollar's worth. And – hey! – the Sega Power crew will be there in, um, full effect.

THE EPIC Future Entertainment Show, one of the biggest shows of 1992, is gearing up for a repeat performance in '93, and in anticipation of an even bigger turn-out (last year, huge crowds and enormous queues were the norm) has joined forces with 'Gamesmaster' honchos Hewland – and moved to larger premises. Thus the even grander, flashier and

BOOST FOR SEGA VR

SEGA'S FORTHCOMING VR titles have been given a serious boost by W Industries – the people responsible for the best arcade VR machines around at the moment. In fact, the company are also bringing their expertise and technology to Sega's very own arcade VR units which are scheduled to arrive sometime in the Spring of next year.

"They're going to be something completely new and different", confirms W Industries' Eimir Williams. "The existing VR market has grown to such an extent that we're ready to introduce the next generation of Virtual Reality machines".

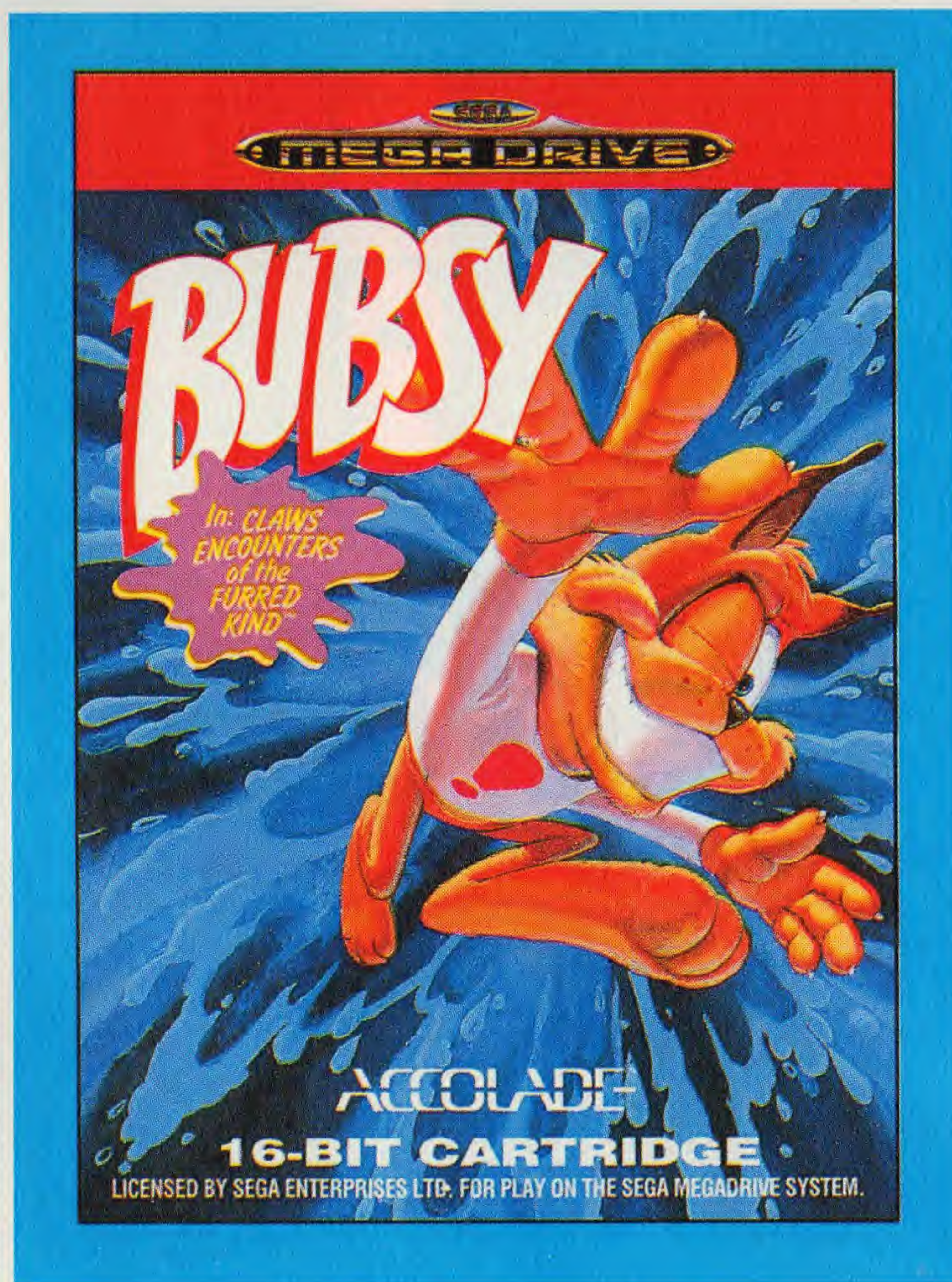
Everyone knows existing VR units are a little ropy – sluggish screen updates, dodgy gameplay and relatively simple graphics – but these new babies will hopefully introduce a new level of sophistication into the broth. One spin-off from all this is that the technology used in

said Sega VR units will eventually find its way down to Mega Drive VR titles – which are still set to hit the shops this Christmas, along with the Mega Drive VR system itself, 'course.



■ The bods who made these, the first proper VR machines of 'em all, are currently helping Sega to develop "the next generation of VR machines" over in Japan. Like, wow.

Another pun from Woolworths.
'Bubsy in: Claws Encounters of the Furred Kind.'



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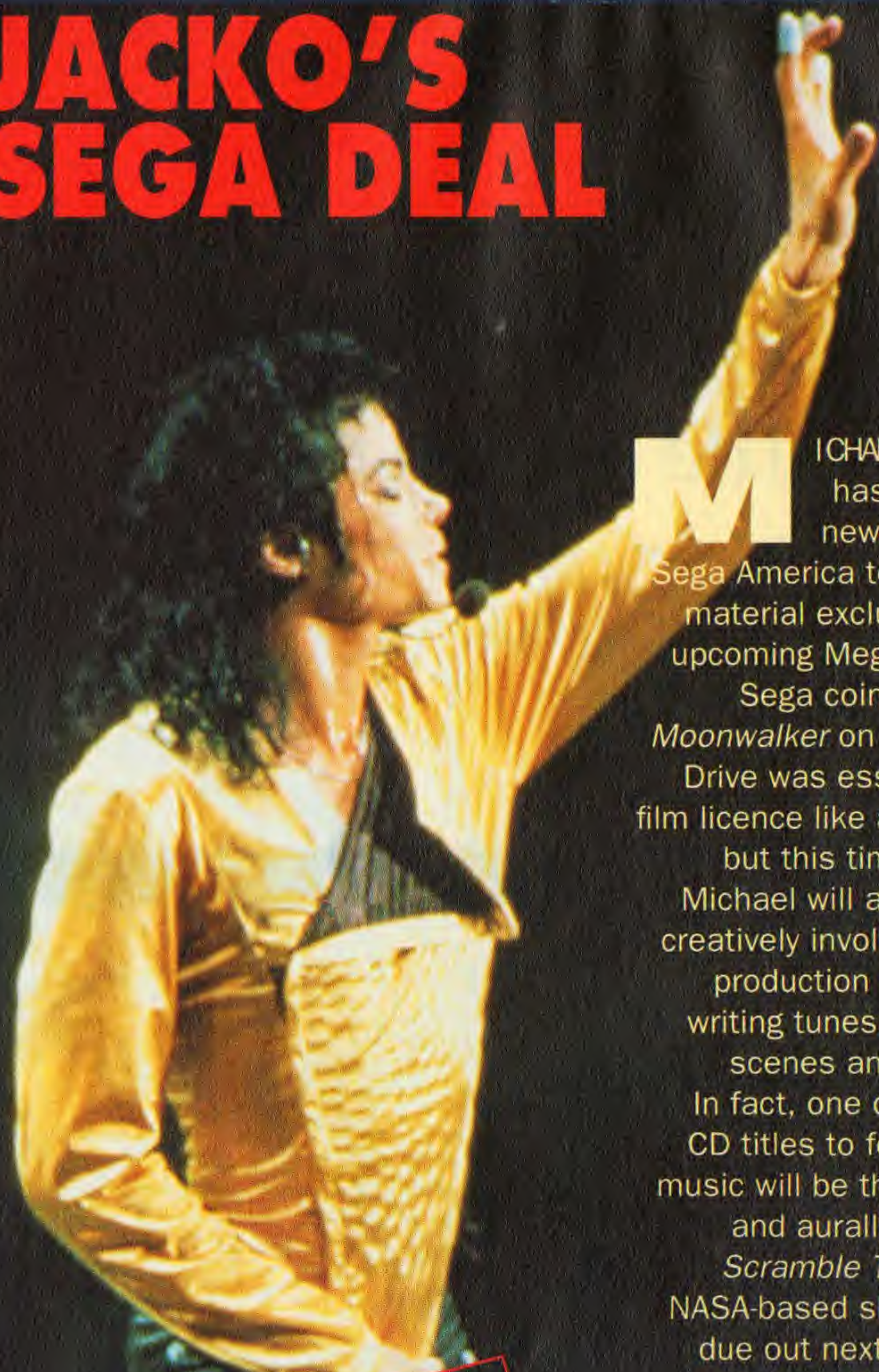
£39.99

Available to buy on Sega Mega Drive.

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time
All items subject to availability

JACKO'S SEGA DEAL



MICHAEL JACKSON has signed a new deal with Sega America to produce material exclusively for upcoming Mega CD and Sega coin-op titles. *Moonwalker* on the Mega Drive was essentially a film licence like any other, but this time around Michael will actually be creatively involved in the production process – writing tunes, shooting scenes and so on... In fact, one of the first CD titles to feature his music will be the visually and aurally amazing *Scramble Training*, a NASA-based shuttle sim due out next summer. Michael visited Sega America's MultiMedia studios discussing plans for CD soundtracks and was reported by Senior Music Producer Spencer Nielsen to be "very enthusiastic about the whole thing". Jacko is a well-known Sega fanatic, so who better to spread the Sega word about, eh?



■ *Sega's AS1 arcade machine – featuring Jacko's music and mug.*

MEGA

DRIVE

MODEM ON THE

Fancy a modem system for your Mega Drive? Well, that's just what you'll get if you hang around for Baton's rather snazzy sounding **Teleplay**, already launched in the States and awaiting distribution in the UK.

You plug the unit into your cart port, connect it to the telephone line and then simply phone up one of your friends (who also needs to own a Teleplay system) and play against him or her on one of the specially designed games. In other words, simultaneous two-player frolics even when you're miles away from each other. Clever stuff.

We're still waiting for a price, although I can tell you that the system will initially come with *Terran Wars* – a scrolling *Asteroids* sort of affair. Future titles include adventures, boardgames and two-player combat and action fests. Is this the way forward for console gaming? I'll let you know.

■ Give your mates a call – and then blast 'em to bits!



MEGA DRIVE TAKES

TO THE AIR



IN A MOVE DESIGNED to enhance that trans-Pacific flying experience, Japan Airlines will soon carry modified Mega Drives on all their flights for business and First Class passengers.

The units – called **JAL Megajets** – will be installed on selected flights initially, with 24 available on each aircraft. They're smaller than standard Mega Drive 2s, but just as powerful, and run into an LCD which is positioned in front the player.

You can choose from four available titles or bring your own Mega Drive titles on board (if the games they've chosen aren't your bag). Some airlines have banned people using handheld consoles on their planes, but the JAL Megajets are different and don't interfere with the pilots' controls.

"This tie-up with Sega Enterprises is just part of our continuing effort to make the Japan Airlines passenger more comfortable", said a spokesman for Japan Airlines. For more info on flights with the JAL Megajets call Japan Airlines on ☎ (071) 629 9244.

■ 'This is your captain speaking. We're cruising at a height of 25,000 feet and... oh, is it my go now, Jerry?'

SEPTEMBER RELEASES

MASTER SYSTEM		GAME GEAR		MEGA DRIVE		MEGA CD	
Title	Company	Title	Company	Title	Company	Title	Company
Chuck Rock 2	CORE	Chuck Rock 2	CORE	Chuck Rock 2	CORE	Chuck Rock 2	CORE
F1	DOMARK	Ecco The Dolphin	SEGA	Davis Cup Tennis	TENGEN	Heimdall	JVC
Road Runner	SEGA	F1	DOMARK	F-15 Strike Eagle 2		Sherlock Holmes 2	SEGA
Streets Of Rage 2	SEGA	James Bond	DOMARK		MICROPROSE	Terminator	VIRGIN
Super Off-Road Racing		Jurassic Park	SEGA	Gunstar Heroes	SEGA	Thunderhawk	CORE
	VIRGIN	Power Strike	SEGA	Haunting	E.A.	Wonderdog	JVC
Wolf Child	VIRGIN	Road Runner	SEGA	James Pond 3	E.A.		
		Strider 2	US GOLD	Rugby	DOMARK		
		Wolf Child	VIRGIN	Ultimate Soccer	SEGA		

STOP PRESS

LETHAL ENFORCERS



■ Downtown shooting action with *Lethal Enforcers*. One of 'em's male and the other's a very fruity blonde, but I'm not at all sexist and I didn't say that.

THERE'S A BRAND new title on the way from Konami. It's called *Lethal Enforcers*, it's currently doing major damage in arcades across the UK and it should be out on both the Mega Drive and the Mega CD in time for Christmas.

The game will be packaged with its own light guns, upping that real 'Reservoir Dogs' feel. The Mega CD version will feature

scenarios straight from the arcade unit, with digitised characters and backdrops livening up the otherwise rather simple point-and-shoot gameplay.

The Mega Drive won't have the graphics and visual power of its newer relative, but the frenetic action will be much the same.

Expect a price-tag upwards of £50 (including at least one gun). Could be one to watch out for...

■ Peekaboo! A moody mobster pops up and peppers you with bullets...



CARNAGE HALL



■ The Mega CD version moves even better than it looks. Mark says so anyway...

but with this coin-op powerhouse things could be different. Check out these shots from the Mega Drive and CD versions and see what you think.

YES, *TOTAL CARNAGE* IS on its way! That's the big news from third party developers THQ. Okay, so it's the sequel to the dull *Smash TV* and that game didn't translate too well to the Mega Drive, but with this



■ And here's the same game on the Mega Drive. Killing has never been so much fun.



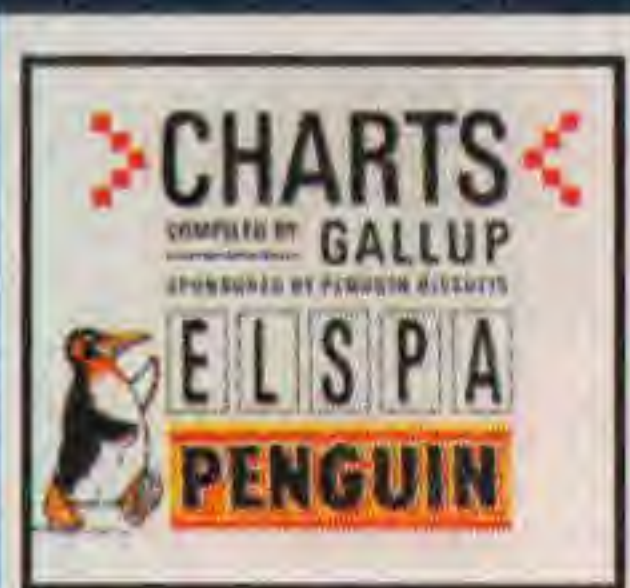
Now hear this



Your Sinclair's final, ultimate and amazingly last issue, containing a bumper 68 pages of spectacular wonderfulness, goes on sale on Tuesday 3rd August. Go on, buy it. You owe it to your Speccy. Or something.

YOUR SINCLAIR

It's crap. In a funky skillo sort of way.



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

THE CHARTS

• Uppers, downers, non-movers? We've got the lot •

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

SEGA POWER SEPTEMBER 1993

1	FLASHBACK <small>(Sega Power 43: 93%)</small>	SONIC 2 <small>(Sega Power 37: 93%)</small>	SONIC 2 <small>(Sega Power 38: 97%)</small>
2	Super Kick-Off <small>(Sega Power 40: 90%)</small>	Land Of Illusion <small>(Sega Power 41: 93%)</small>	Land Of Illusion <small>(Sega Power 45: 94%)</small>
3	Ecco The Dolphin <small>(Sega Power 40: 92%)</small>	Wimbledon Tennis <small>(Sega Power 30: 84%)</small>	Lemmings <small>(Sega Power 38: 88%)</small>
4	Cool Spot <small>(Sega Power 43: 80%)</small>	WWF Steel Cage Challenge <small>(Sega Power 44: 18%)</small>	WWF Steel Cage Challenge <small>(Sega Power 44: 18%)</small>
5	PGA Tour Golf 2 <small>(Sega Power 41: 79%)</small>	Taz Mania <small>(Sega Power 37: 65%)</small>	Mick And Mack <small>(Sega Power 46: 74%)</small>
6	Fatal Fury <small>(Sega Power 43: 84%)</small>	Lemmings <small>(Sega Power 37: 89%)</small>	Streets Of Rage <small>(Sega Power 38: 83%)</small>
7	Sonic The Hedgehog 2 <small>(Sega Power 37: 89%)</small>	Alien Storm <small>(Sega Power 28: 59%)</small>	Ninja Gaiden <small>(Sega Power 29: 81%)</small>
8	Tiny Toons <small>(Sega Power 43: 81%)</small>	G-LOC <small>(Sega Power 28: 56%)</small>	Tom And Jerry <small>(Sega Power 43: 42%)</small>
9	Road Rash 2 <small>(Sega Power 38: 94%)</small>	Streets Of Rage <small>(Sega Power 44: 81%)</small>	Batman Returns <small>(The Hard Line ***)</small>
10	Desert Strike <small>(Sega Power 29: 91%)</small>	Sagaia <small>(Sega Power 34: 78%)</small>	Super Kick-Off <small>(Sega Power 26: 91%)</small>
11	Streets Of Rage 2 <small>(Sega Power 41: 92%)</small>	Tom And Jerry <small>(Sega Power 43: 42%)</small>	Taz Mania <small>(Sega Power 38: 59%)</small>
12	E.A. Hockey <small>(Sega Power 22: 92%)</small>	The Ninja <small>(Sega Power 8: 71%)</small>	Wimbledon Tennis <small>(Sega Power 35: 79%)</small>
13	Lemmings <small>(Sega Power 37: 85%)</small>	Super Tennis <small>(Sega Power 8: 57%)</small>	Terminator <small>(Sega Power 36: 87%)</small>
14	World Of Illusions <small>(Sega Power 38: 89%)</small>	Alien³ <small>(Sega Power 34: 72%)</small>	Slider <small>(Sega Power 29: 79%)</small>
15	Toejam And Earl <small>(Sega Power 27: 91%)</small>	Tecmo World Cup <small>(Sega Power 43: 32%)</small>	Prince Of Persia <small>(The Hard Line ****)</small>
16	Mick And Mack <small>(Sega Power 40: 88%)</small>	Double Dragon <small>(Sega Power 23: 86%)</small>	Ariel The Little Mermaid <small>(Sega Power 43: 23%)</small>
17	European Club Soccer <small>(Sega Power 31: 68%)</small>	Krusty's Fun House <small>(Sega Power 44: 82%)</small>	Crash Dummies <small>(Sega Power 44: 21%)</small>
18	Mega-Lo-Mania <small>(Sega Power 40: 66%)</small>	Ghostbusters <small>(Sega Power 2: 58%)</small>	Chuck Rock <small>(Sega Power 39: 51%)</small>
19	Bulls Vs Blazers <small>(The Hard Line ***)</small>	Mick And Mack <small>(Sega Power 43: 82%)</small>	Super Space Invaders <small>(The Hard Line ****)</small>
20	Golden Axe 2 <small>(Sega Power 27: 81%)</small>	Air Rescue <small>(The Hard Line ***)</small>	Solitaire Poker <small>(Sega Power 28: 72%)</small>

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1. Employees of Future Publishing or Virgin really can't enter.
2. The Editor's decision is utterly final. On everything.
3. Get your entries in by **Tuesday 31 August**.
4. And no multiple entries, okay?

RUMBE

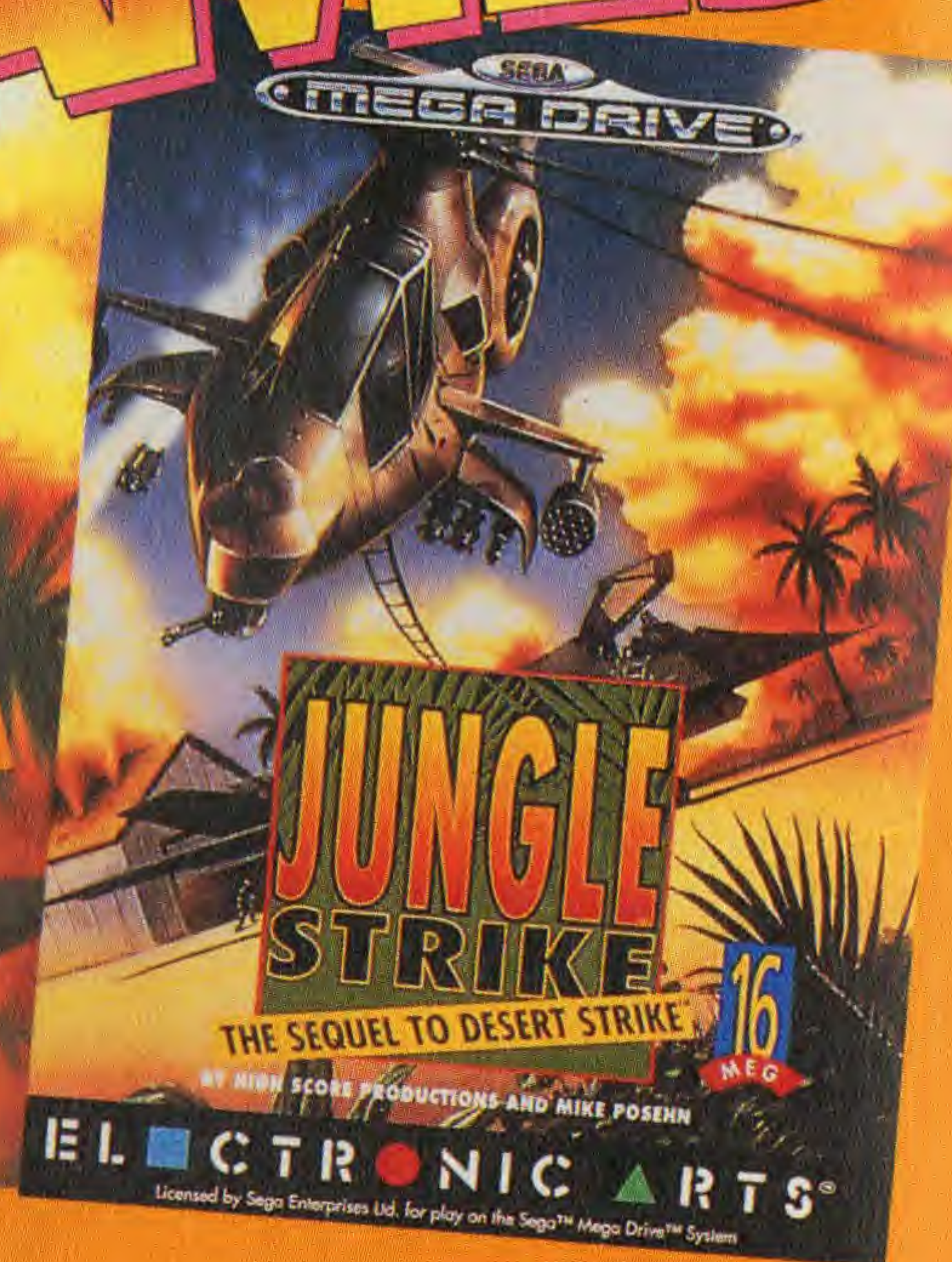
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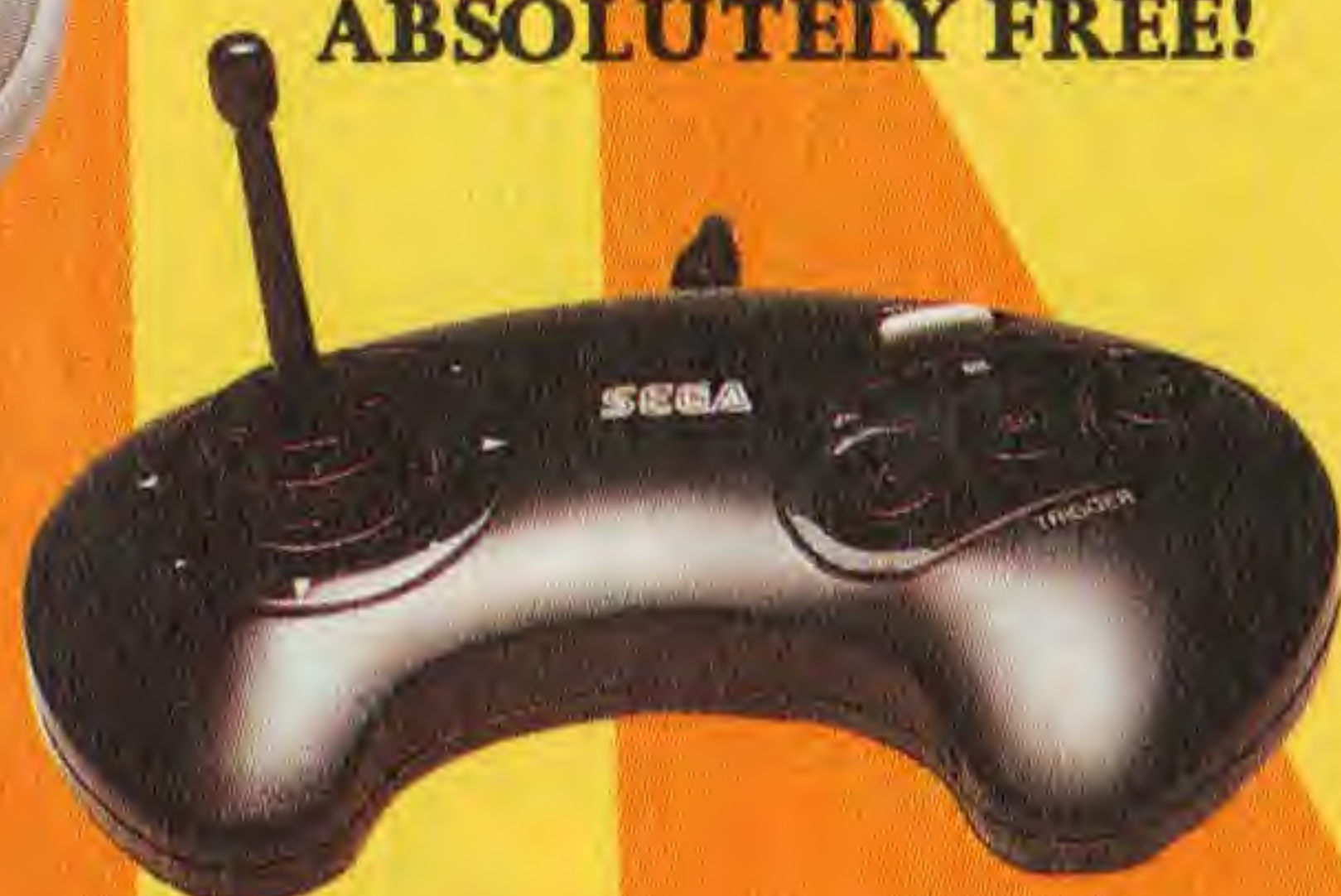
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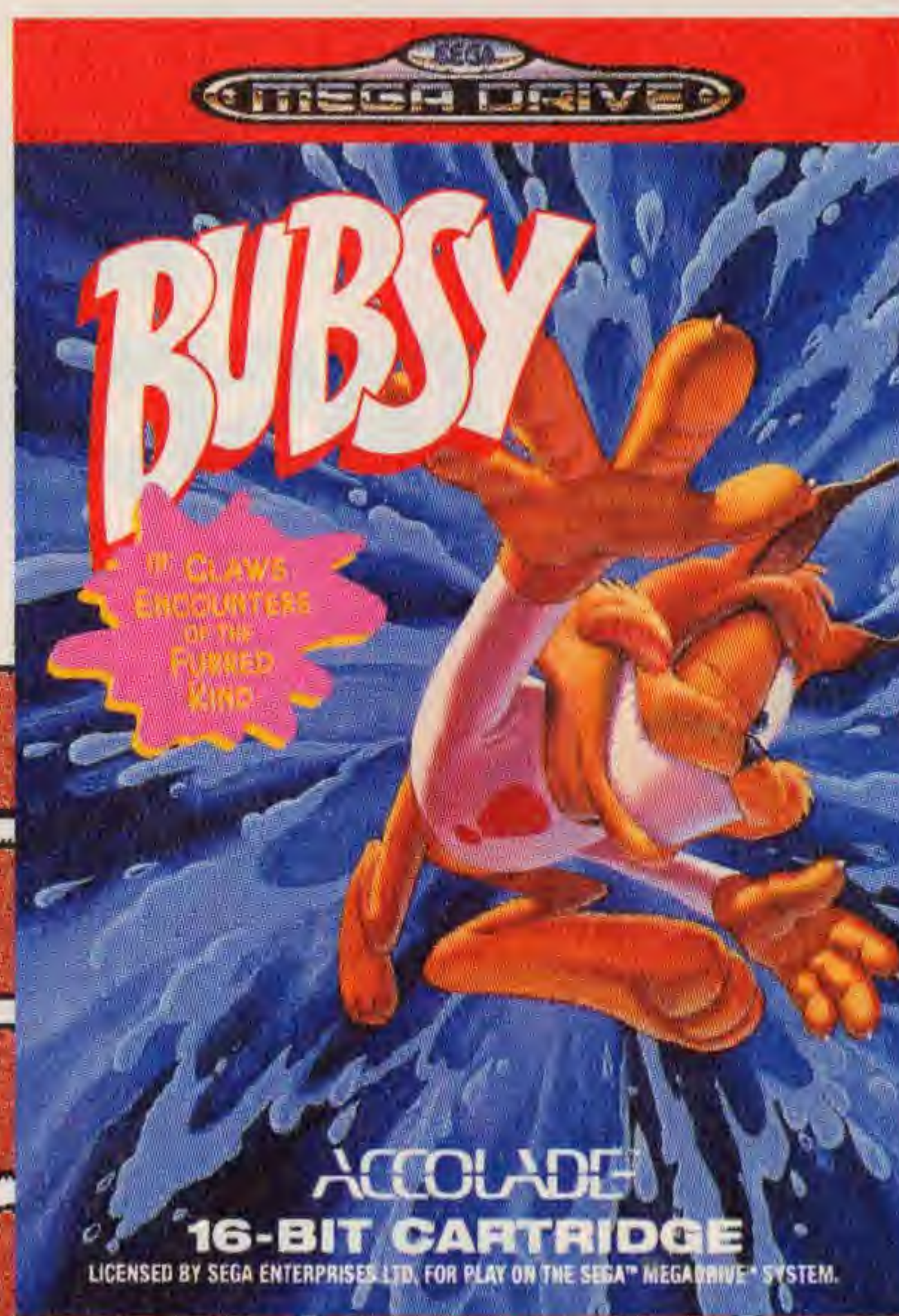


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PREVIEWS

GET READY FOR THE ADRENALINE BURN AS WE SHOW YOU THE SASSIEST OFF FUTURE GAMING TODAY



■ That artificial monkey-intelligence thang in full effect. They're not particularly clever, but they do know when to act to get right in your face.

■ (Right) A sort of a strange cross between *Taz Mania* and *Mick And Mack*, *Jungle Book* is all set to prep us for the ultimate Disney ride – *Aladdin*.

THE FULLY-LICENCED Virgin conversion of the aeons-old movie is falling foul of its scheduled release date with setback after setback pushing Dave Perry's latest masterpiece towards a January '94 launch (instead of October '93 as originally planned).

Although this means it'll be coming out possibly *after* the incredible *Aladdin* (the Disney adventure on the Mega Drive), *Jungle Book* still promises to be as polished a title as we've come to

expect from the Virgin programming team.

The game is – surprise! – a multi-level platformer, with the player guiding Mowgli through 12 levels of dense, lurid jungle. The sprite animations and distinctive Virgin 'touches' are very much in evidence, and programmer Dave Perry even wrote his own code to give the Mega

Drive a very basic form of artificial intelligence. "None of the main

characters move at random", explains Dave. "They're all keyed into the action. So when, say, a monkey sees Mowgli nearby, he'll get all agitated, then start lobbing rocks as the kid comes within range. And when he scores a direct hit, he just loses it".

Jungle Book is also a fair bit

more interactive than previous Virgin platformers, meaning that there's a load more thinking involved with this one.

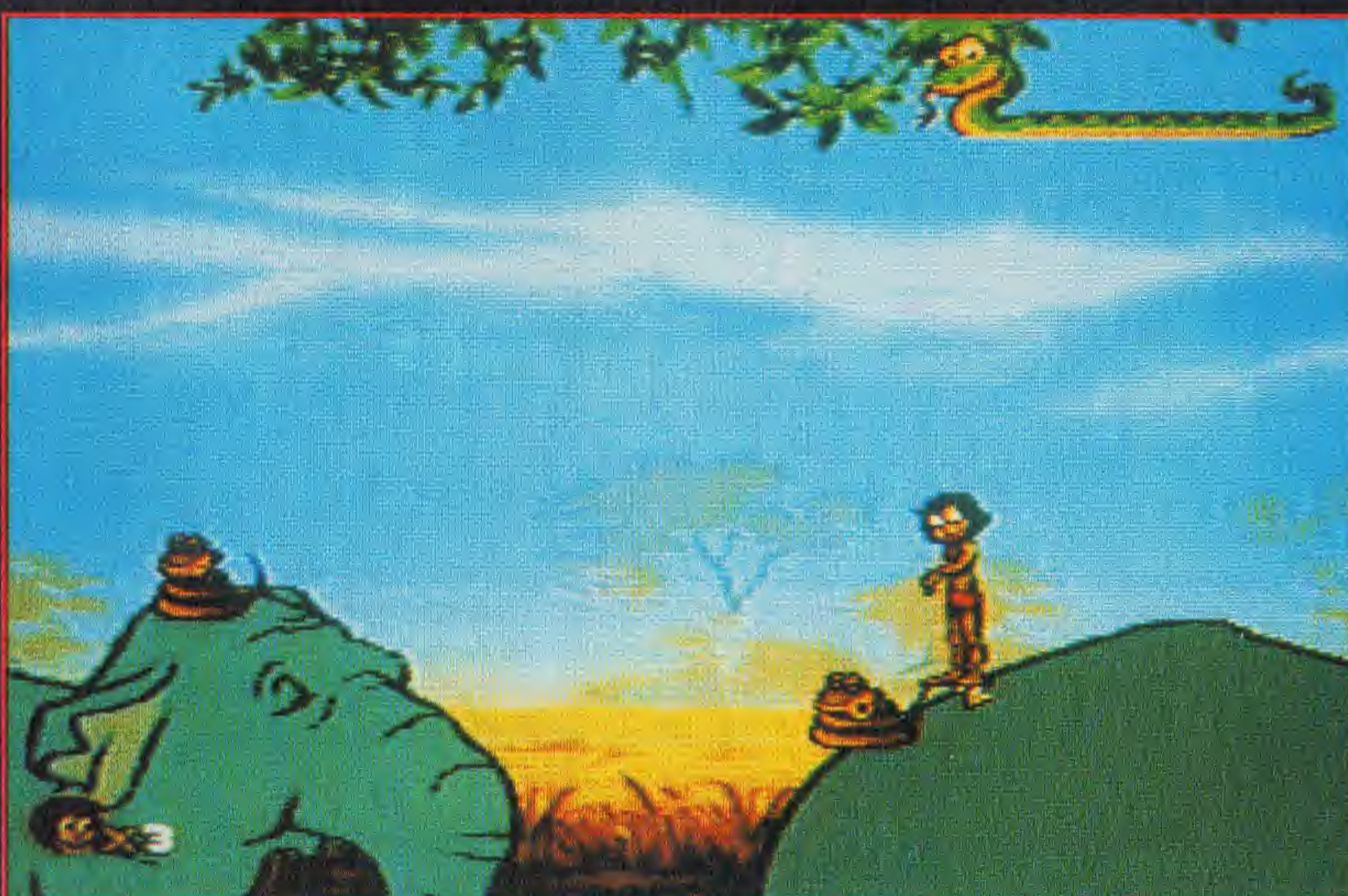
Accusations of lack of levels or overly easy gameplay are also out – even the first act of the game is a positive nightmare to get through in one piece.

Good news for die-hard Disney lovers is that all the characters from the film are to be featured in the game – in addition to Mowgli there's also Bagheera, Baloo, Colonel Halthi...

The soundtrack even makes an appearance, so you can relive all those early 'Bear Necessities' childhood memories.

JUNGLE BOOK

- Mega Drive ● £44.99 ●
- Release: December ● Virgin ●



■ Can't remember the name of the king elephant (Colonel Halthi! – Mark), but here he is anyway as Mowgli scampers along his back. All graphics are of the usual superb Disney quality.

SWITCH

- Mega CD ● £44.99 ●
- Out now ●
- Japanese Import ●



■ (Above) Ahh! Ain't that just the business? What I wouldn't give to have a real, live bottle-nosed dolphin flipping its way through my living room.



■ (Above) What did this guy have for supper last night? A rather heavy helping of chicken and mushroom pie, perhaps?



■ (Left) A few seconds ago, this was the Mona Lisa. One wrong Button later and... Leonardo would turn in his grave if he knew.

YOU CAN'T TURN A PAGE OF A Japanese games magazine at the moment without bumping into the hero of *Switch* – a new CD title which is so strange it's the nearest thing to a series of 'Monty Python' sketches on a home console you're likely to find.

The premise is simple: you race other 'switchers' through a vast number of levels by pressing the right switch (out of a series shown on-screen) at the right time. The gameplay's largely random – but get it wrong and some hysterical jape occurs which'll cost you valuable time.

Because it's a point 'n' click adventure, *Switch* is better with a Sega Mouse (available from Dream Machines) than a pad. Unfortunately, the version we had in the office was Japanese, so text, speech, graphics and sound were mostly unintelligible, thus making the game crazy to play and certainly unreviewable for a British audience.

Switch isn't down for an official launch over here yet, but it is to be released in

America very shortly (so you will be able to get an intelligible American import version if you're desperate).

The humour and japes are only for the die-hardest of 'Monty Python' fans, but some of the gags are well sicko – vomiting hoovers and some of the characters suddenly growing breasts are among the more bizarre of visual oddities on display here.

Ho hum. I guess it's such a laugh when you see it for the first time you can excuse the wafer-thin gameplay, but the question remains whether it'll have any lasting appeal.

SEGA POWER



■ Very nasty indeed. Press the right nipple, ahem, and on you go. Get it wrong, however, and you could be here all day.

■ Hey, kids, according to anecdotal evidence this'll happen to you if you play on your Mega CD too much. *Switch* warns would-be gamers against the dangers of overdoing it...



■ (Above) You'll need more than three wishes to get out of this room. Still, follow the obvious Buttons and you shouldn't be stuck for too long.

Many thanks to Dream Machines ☎ (0429) 869459 for the loan of their CD and mouse



■ Hmm, in a scene which is surprisingly reminiscent of that other famous walking puzzler *Puggsy*, Dizzy troops across an isolated beach searching for useful objects.

DIZZY

● Mega Drive ● £39.99 ●

Release: September
Codemasters ●

THE MOST SURPRISING THING about Dizzy is that, being an egg, he manages to survive such incredibly cavernous plunges with such consummate ease. He's been around in one state or another for about 20 years (*Are you sure? – Mark*) and now, finally, he's about to make his long awaited debut on the Mega Drive in possibly his most advanced form yet.

Fantastic Dizzy is set over levels which encompass everything from sandy beaches, deepest woodland forests to scenes 40 fathoms under the sea (to mention just a few). Dizzy has to solve vast numbers of poignant puzzles in order to progress and it's



■ The gameplay is of the interactive kind here, for example, here you have to find a key so you can open the door and fetch something for the King. You can't proceed unless you complete this task.

this brain-engaging element which'll hopefully – sets *Fantastic Dizzy* apart from rival walk-and-shoot titles.

Sounds a bit iffy to me. To be fair, though, *Dizzy* doesn't pretend to appeal to anyone other than young players, although the complexity of quite a few of the puzzles should amuse some of the older 'uns too.

One curious anomaly is why Codemasters chose to make the main sprites so tiny – they look like something off an 8-bit title. In fact, one look at the Game Gear version confirms this theory – it's *exactly* the same – but when you bear in mind that *Dizzy's* just a 4-Meg game, it's not really too surprising.

Currently down for a September release, *Fantastic Dizzy* is to Mega Drive games what performance Ladas are to the car industry – small, vroomy and with lots of room for extra bits.



■ Thrilling lava settings accompany Dizzy into some underground hell-hole. The levels all merge into one big world which you trudge around during your quest.



■ As you can see from this groovesome aqua shot, filmed by Ron and Valerie Taylor, *Dizzy* includes the familiar underwater sequences which have become the hallmark of walk-and-shoot titles everywhere.



ROCKETKNIGHT ADVENTURES

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■ Okay, so there are only four levels, but they're all darn huge and look and play the business – layer upon layer of ultra-yummy parallax doing its thang. Just check out the piccy above.



■ (Above) Treasure have managed to cram in some of the smoothest and fastest platform levels ever seen on a Mega Drive. Lovely stuff.



■ (Left) Bosses are big, bad and as tough as old leather. This is a good thing, 'cos otherwise they wouldn't be bosses, right?

GUNSTAR HEROES

● Mega Drive ● £40 ●
● Release: September ● Treasure ●



■ The sluggy thing is, in fact, a giant caterpillar – and it's just one of the colourful and imaginative creatures you'll face on your exciting journey.



■ (Left) The trolley level has your Gunstar Hero blasting down a series of underground tunnels, shooting everything as he goes. Some things never change...

■ (Right) And all this to find some madman who bears more than a passing resemblance to one M Bison from a certain street fighting game.



ANOTHER TITLE THAT'S BEEN causing rumbles on the import front is *Gunstar Heroes*. Programmed by a breakaway team from Konami and offering great things on just an 8-Meg cart, the game is really little more than a multi-tier platformer, but with 101 extras that set it head and shoulders above its rivals.

Gamespeed is pretty hectic, with the two Manga-styled heroes of the piece fair rattling across the screen as they blast away at the lurid and imaginative bad guys. There's a real bagful of bosses in there too and, if I'm not mistaken, they're even moving in that 'sprite-scaling' kinda way. Very nice.

But it's really the subgames which help

to make the game what it is. Just finish a level with the right widgets and you'll access a bizarre version of Monopoly, with the characters (it's best in two-player mode) tossing a dice and moving round the board, fighting monsters and working out puzzles en route.

It's all done against the clock, is infinitely playable and, just like the real thing, very, very aggravating when you start losing.

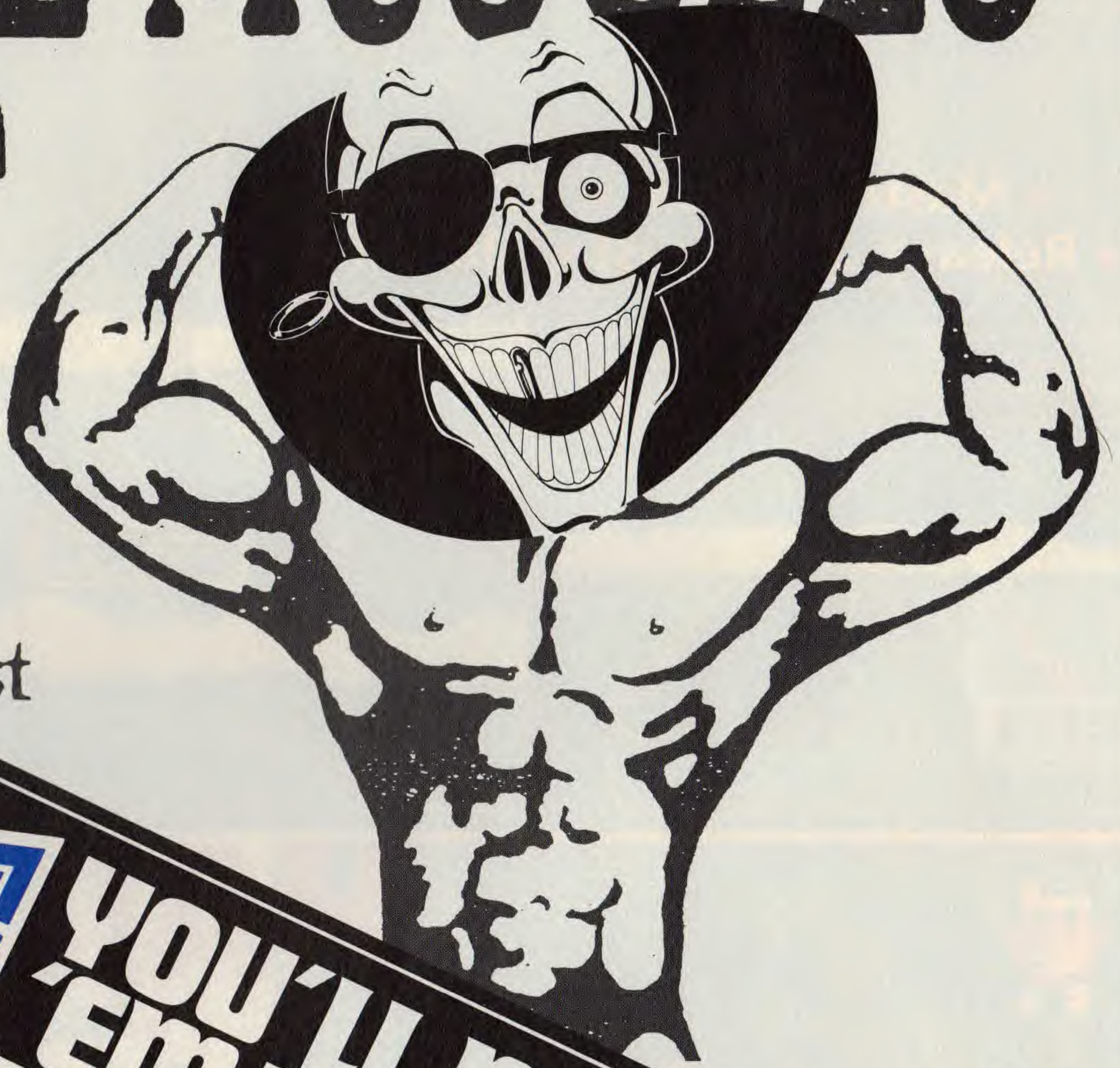
From initial playtests, *Gunstar Heroes* isn't the earth-moving monster of a game the US reports said it was (in fact, it's very similar to *Rocket Knight Adventures*). It is, however, incredibly good fun and as fast as you could possibly want, which isn't surprising when you consider Konami's pedigree.

SEGA POWER



■ First time you play this level, you'll die an awful lot – until, that is, you figure out just what's solid and what's not. The best bet is to keep jumping, shooting and, of course, praying.

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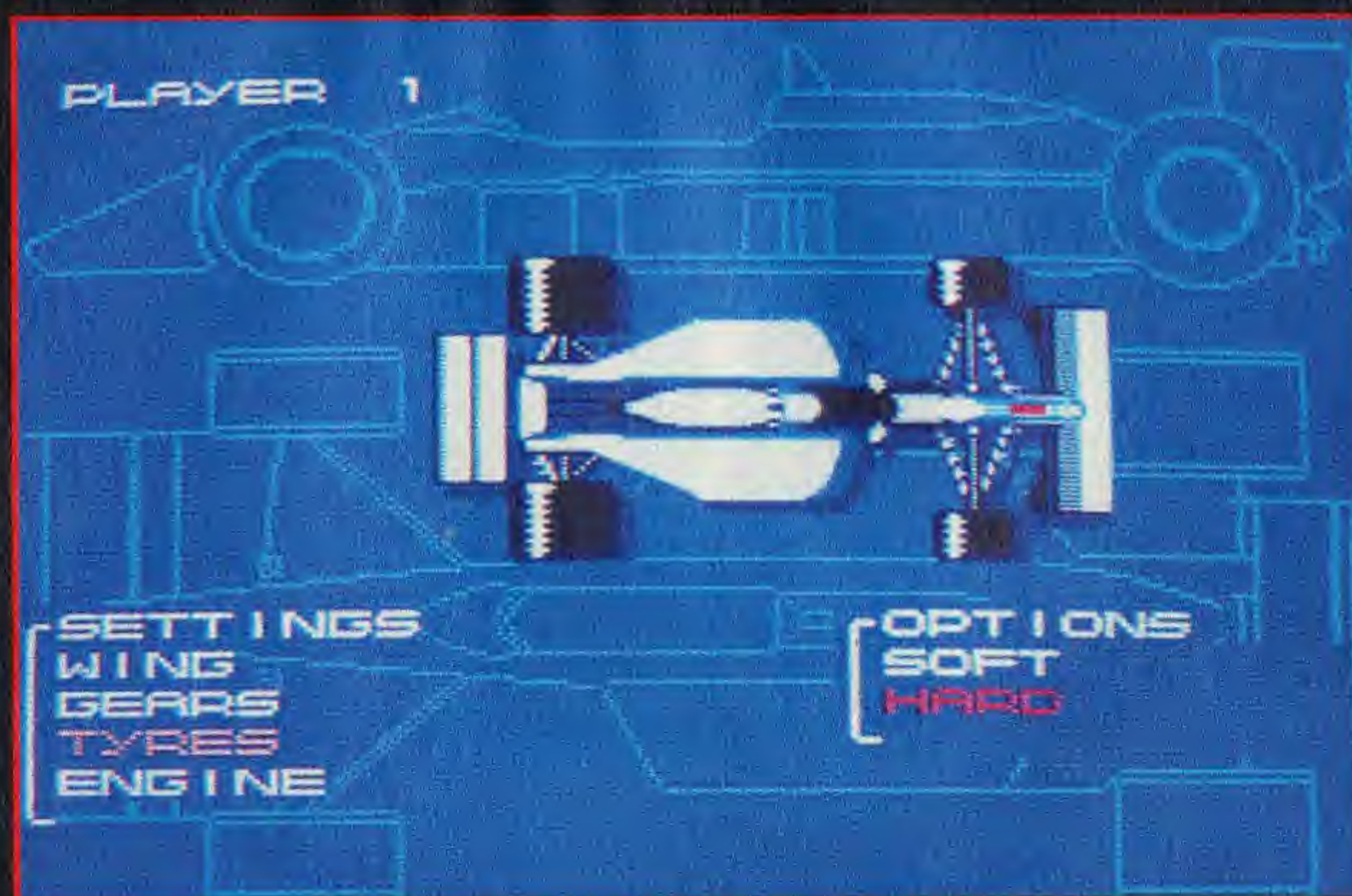
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F1

■ With as many driving options as the Mega Drive game (albeit less colourful), the Master System version of *F1* should be just as groovy as the 16-bit title.



● **Master System** ● **£29.99** ●
● **Release: 27 August** ● **Domark** ●

■ (Below) Your view of the action is from behind and above a bit, very much like *Virtua Racing*, in fact. This seems to be a perspective favoured by racing games all round the world.



THE 8-BIT VERSION OF Domark's fabulous *F1* racing game (see the Mega Drive review on page 60) is currently scheduled to hit the streets at the end of August (along with the Game Gear title – although rumour has it that this version could slip a little).

Domark – who are renowned for their superb 8-bit conversions – assure us they've really gone to town with this one too. Recent racing games from Sega (most obviously, *GP Rider* – *Sega Power* 44: 83%) have clearly shown that the Master System can run at speed when pushed,

so that side of the gameplay shouldn't really prove to be too much of a problem.

What set the Mega Drive version of *F1* apart from anything else, however, was the sprite-scaling, the hills, the tunnels and the sheer awesome sensation of utter speed. Whether these'll remain intact on this version is obviously a moot point, but there's still a very decent two-player split-screen option and the hills and dips are in there, albeit to a lesser degree. But the sprite-scaling? We remain sceptical...

Whatever, you can bet that Domark will be doing their damndest to squeeze as much as possible from the 2-Meg cart they've got for the job.

Featuring all the teams and characters from the Formula one scene and a slick 'from behind' play perspective, *F1* on the Master System should be a sleek and sexy roadblast.

Full review **SEGA POWER** next month.

■ Dig that split-screen action. With *Road Rash* also undergoing conversion and with *GP Rider* already out there, the 8-bit racing game is certainly coming of age – big time.

HAUNTING

● **Mega Drive** ● **£49.99** ●
● **Release: September** ● **E.A.** ●



■ This map shows the layout of one of the four levels. Bringing it up will show the positions of all the family.

IF YOU'VE SEEN THE ODDBALL horror-comedy 'Beetlejuice', then you'll feel right at home with the plot of *Haunting*. You play

a character called Polterguy (yeah, yeah, I know) who must free four large houses from their repugnant and murderous occupants. The

■ Here we see the very lovely Tony (cute kid alert) being tortured by a giant skull. Hmm, seems that there are a few advantages to being a member of the undead after all.



■ (Right) Before you get into the main game, you have to dash around the dungeons picking up ectoplasm. The more you collect, the more possessing you can do.

reason for this is very simple.

Four of your relatives bumped you off to get their hands on your inheritance and, having got the money, invested the lot in four houses. Polterguy is naturally a bit miffed at this, so the only way he can rest in peace is to get his revenge.

The game is split into four levels and once you've scared your family from one house you can move on to the next. To scare a family member, you can possess ordinary household objects – television, sofa, bed or whatever – and follow the person



around the place. Eventually, they get so scared they'll turn tail and run for it.

Possessing the various objects is great fun. Enter an armchair, for example, and a huge tongue pops out from the stuffing!

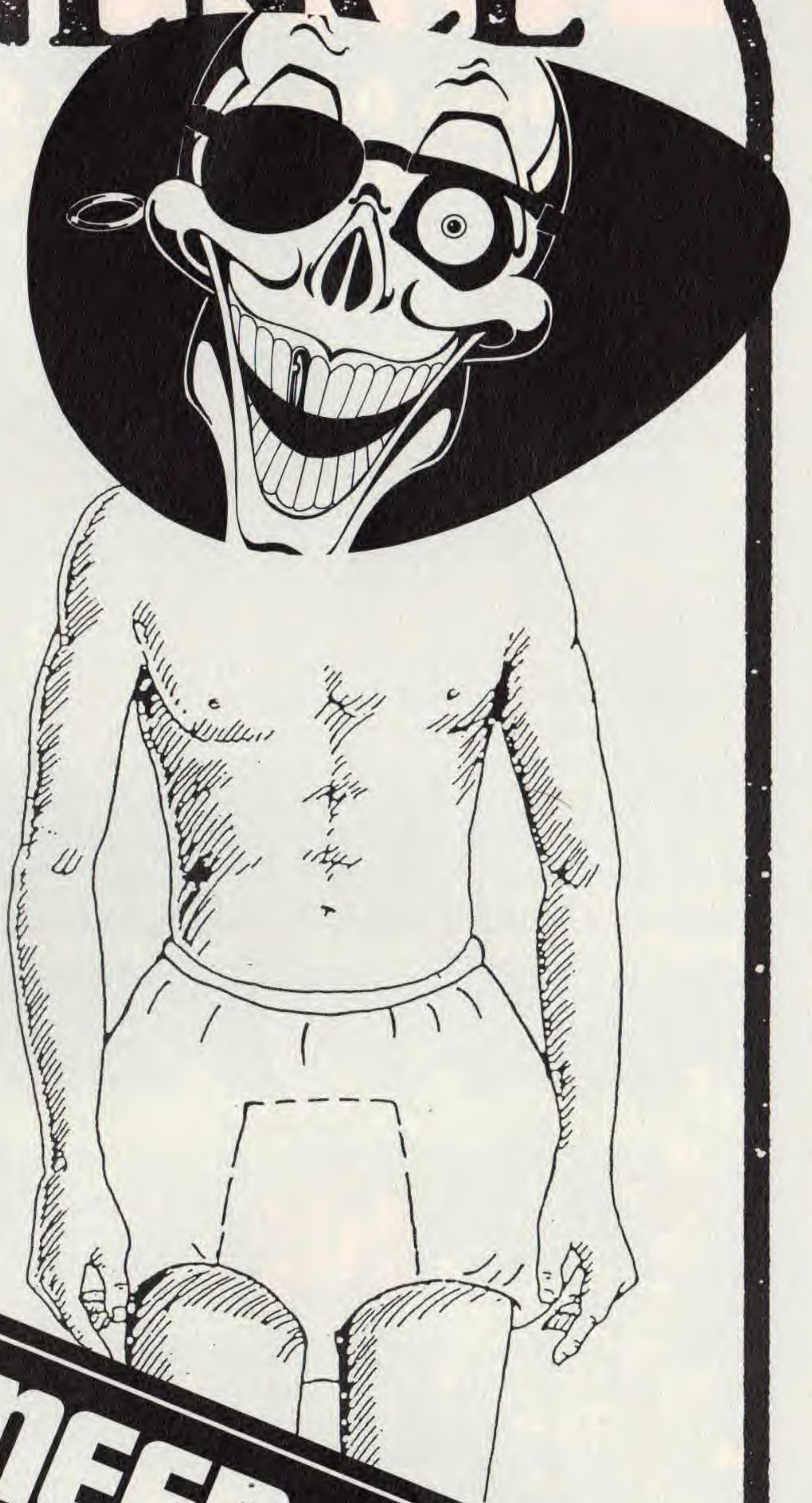
It sounds pretty promising and it looks very nice indeed. The price surprised us a bit, but it is a 16-Meg cart. Whether or not *Haunting* can justify the large price-tag remains to be seen though.

SEGA POWER

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ZOMBIES

● **Mega Drive** ● **£44.99** ●
 ● **Release: September** ● **Konami** ●

ORIGINALLY CALLED *Zombies Ate My Neighbours*, this newie from Konami is stupidly good fun and looks set to carry on the tradition set by the wonderful *Sunset Riders* (*Sega Power* 42: 68%) which was released a couple of months ago.

The most astonishing thing about *Zombies* is the number of levels – there are thousands upon thousands of the things. Well, okay, 55 to be exact, but it's a sizable number that puts to shame most other titles out there right now.

You view the action from a *Phantasy Star*-type angle and the

action is as frenzied as you'd ever want it to be.

You're a teenage kid who's running around blowing the living goop out of anything that moves. Great, eh? The levels are hugely varied but, sadly, the same can't be said for the creatures you face.

There's your standard arms-at-90-degrees-to-the-body type zombie, your average shaggy werewolf and the odd vampire fluttering overhead. Still, the situations are very taxing and not just a little amusing – something Konami seem to excel at.

Zombies has a nice polished sheen about it – the bosses are utterly intimidating, there's a



■ (Above) No, not *Chuck Rock 2*, but a bad ol' boss from *Zombies*. I never managed to kill this overgrown embryo – it's as much as you can do to run like hell.

massive range of weaponry lying about 'just waiting to be discovered' and enough sicksome body explosions to satisfy even the most hardened of teenage gore fans.

Don't get the wrong idea – *Zombies* is all ludicrous B-Movie material as opposed to *Splatterhouse* action – but there's still plenty here for you to sink your teeth into.



■ (Above) A group of Martians join in the fun too, which is a good thing because we all need a little help from above sometimes.



■ (Left) More gore-tastic action from the chief babe and her gun. The labyrinths are excellent for running about and getting lost in.



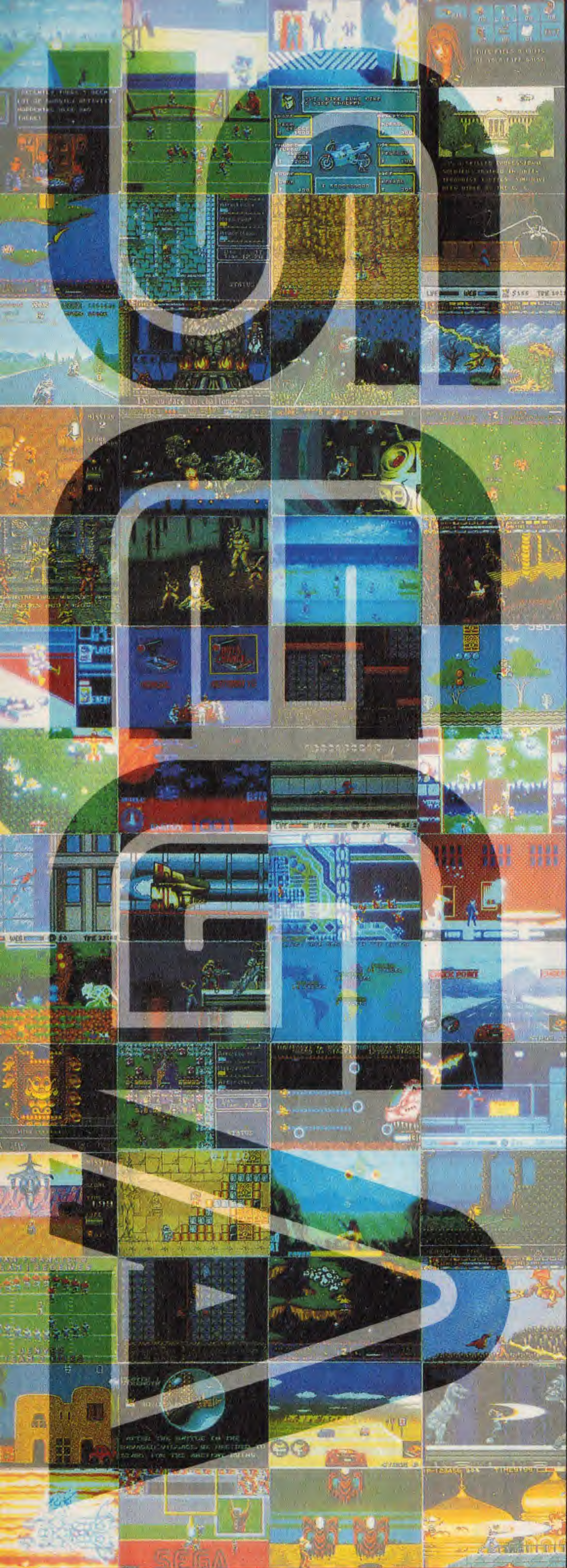
■ (Above) All zombies start with an electric shock – and these corpses are no exception. Just add garlic and melt 'em a little with yer tazer.



■ (Left) A true zombie-fest, this one. This particular band of undead are pretty stupid creatures, 'cos they've not even noticed that juicy cheeleader just waiting to squeal behind that tree.



■ (Above) Under this pained expression are a pair of very nasty werebeasts who are not only devils to shake off, but also hell to kill. Get ready with them silver bullets, boys.



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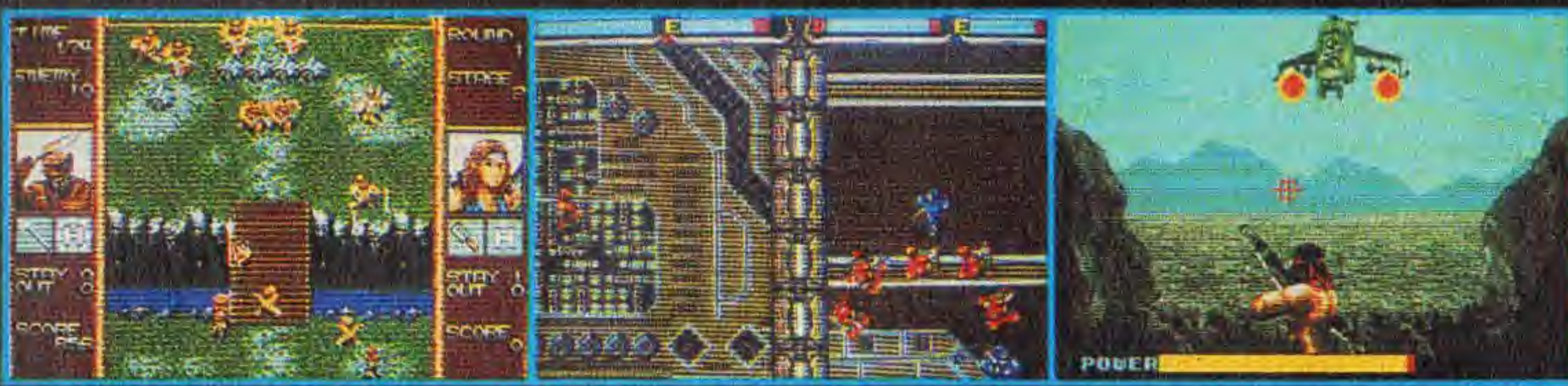
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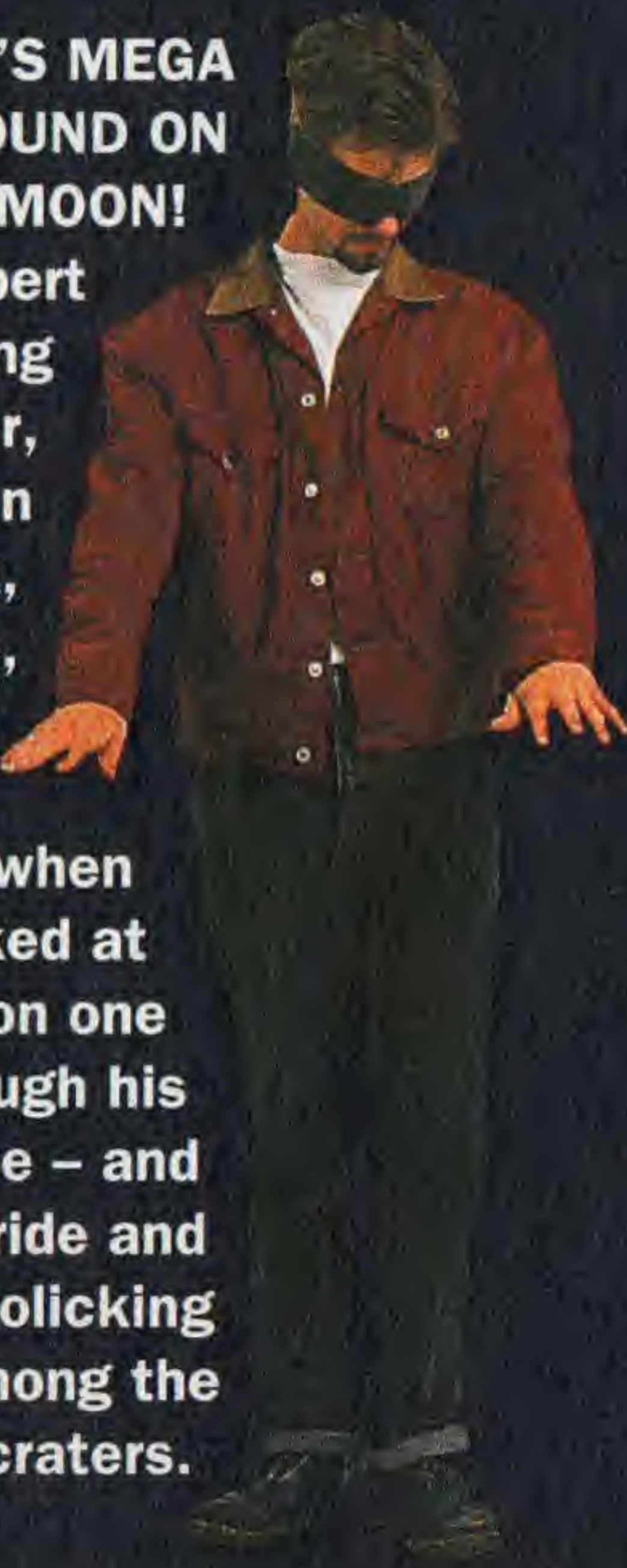


■ **ALIENS ABDUCT INSANE EDITOR!**
A distinctly pouting Mark Ramshaw, 23, gasped: "I was playing *Ranger X*, when they came. All I remember are the words 'Hoops Klaatu' and lots of bright lights". Conclusive proof, say experts, that Computer Games Must Be Banned!

■ **FREDDIE STAR ATE MY SEGA!**
Jocular journo John Cantlie, aged 22, had a brush with evil after playing on his Sega console. "There I was, playing *Sonic The Hedgehog*, when top comedian Freddie Starr appeared from nowhere and, well, you can guess what happened next..."



■ **MAN'S MEGA CD FOUND ON THE MOON!**
Tips expert and roving reviewer, Dean Mortlock, of Frome, couldn't believe his eyes when he looked at the moon one night through his telescope - and saw his pride and joy frolicking merrily among the fields of craters.



32 F1's the name and speed on the Mega Drive is the game.



34 It's the game where rave DJs compete against each other!

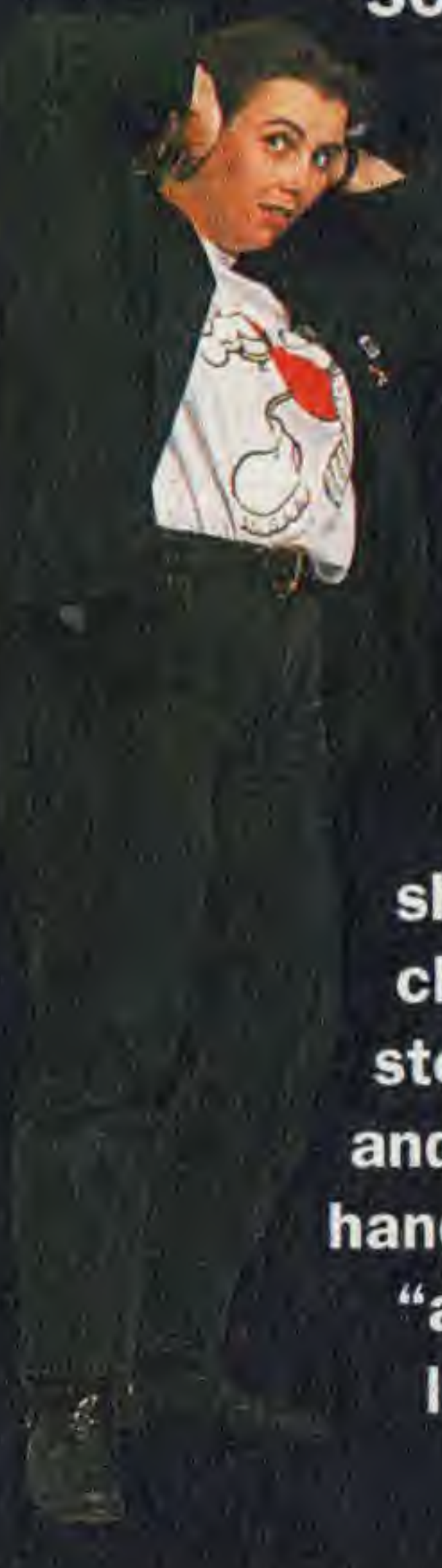


36 A devastatingly handsome Mega CD title? Not this time.



38 The ninja-type weirdo is back in yet another 16-bit adventure.

■ **MY NIGHT TRAP OF SORDID PASSION!**
Karen Levell, 25, of Bath, was once a well-adjusted girl. "Then she started to play *that game*", revealed a close friend. She hasn't been the same since... Her friends and family are shocked by the changes. "Now she steals tennis rackets and sings into the handles", said her mum, "and she was such a lovely girl too".



40 The burger twins return, this time on the trusty Game Gear.



41 Oh no! Even Master System owners aren't safe from this one.



42 SP Badges to the best guess as to what B.O.B. stands for?

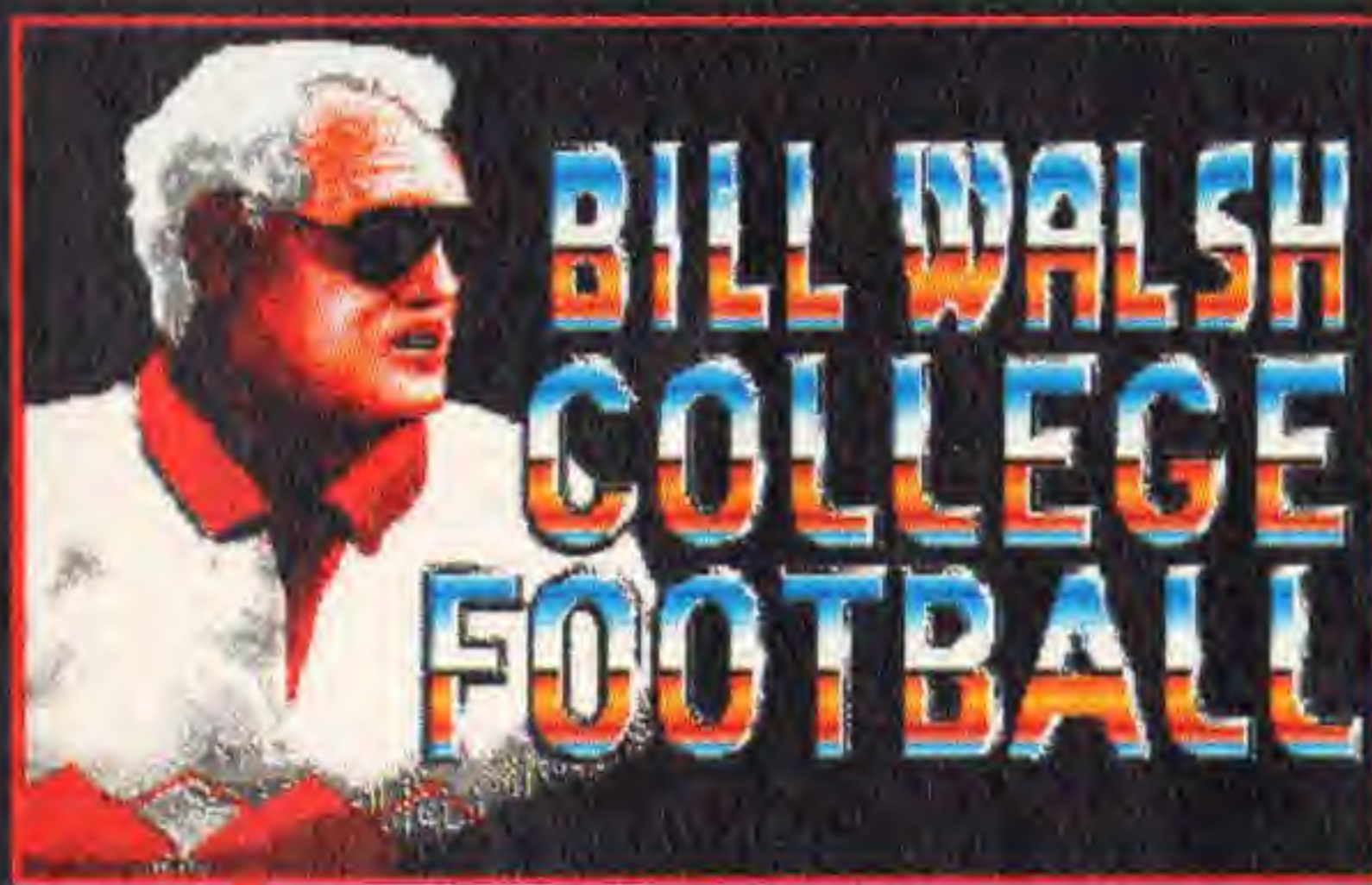


44 It's Soccer, but is it Ultimate? Check out this MD footy thang.

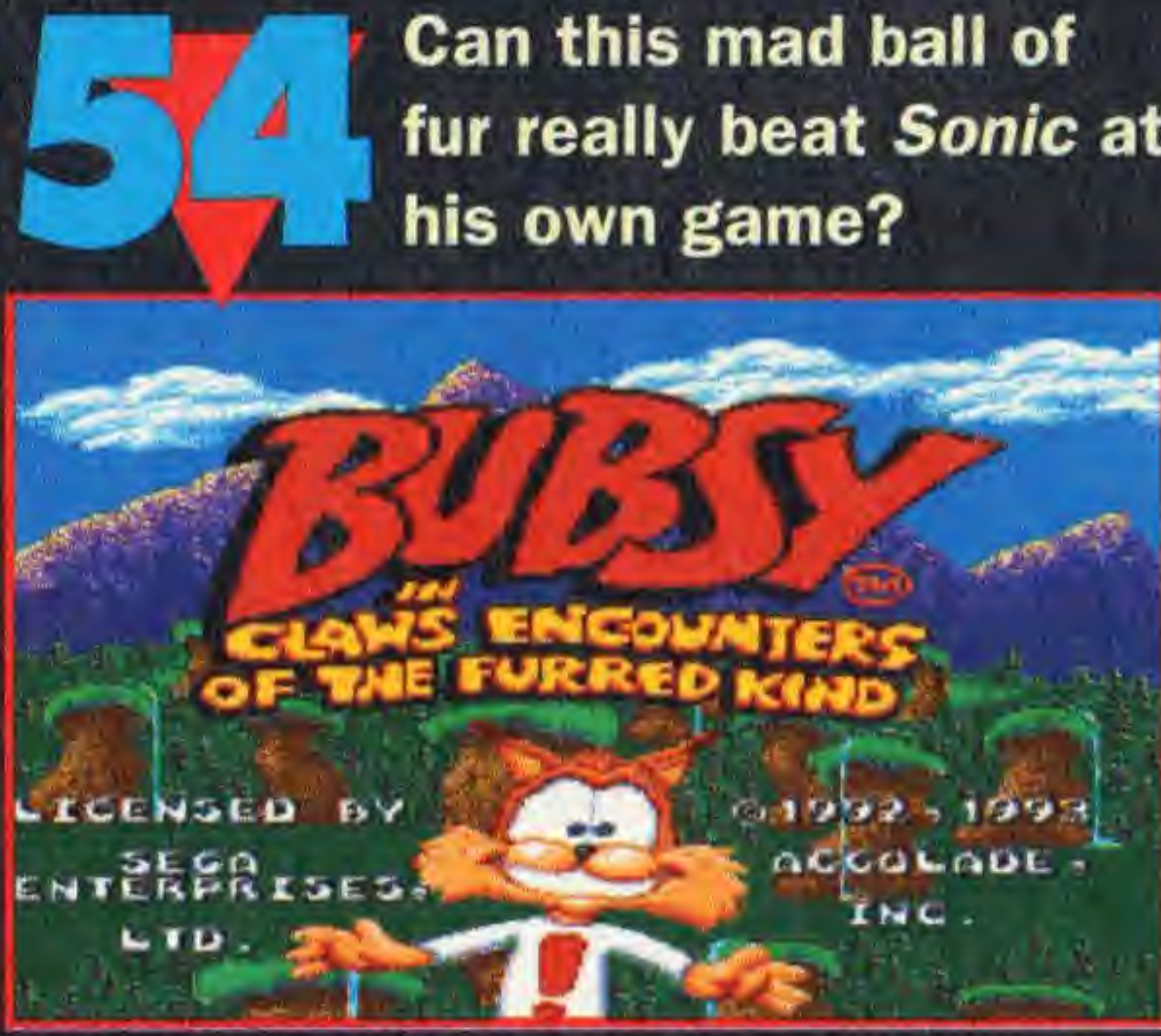


■ **MY GAME GEAR IS POSSESSED!**
Strange things have been happening to cheeky Andy Stout, 26, of Bournemouth. "I used to play with my handheld quite regularly", he said, "but one day I picked it up the wrong way round". To his horror, the visuals were all upside-down! "We knew it was the work of the Devil", said a friendly exorcist.

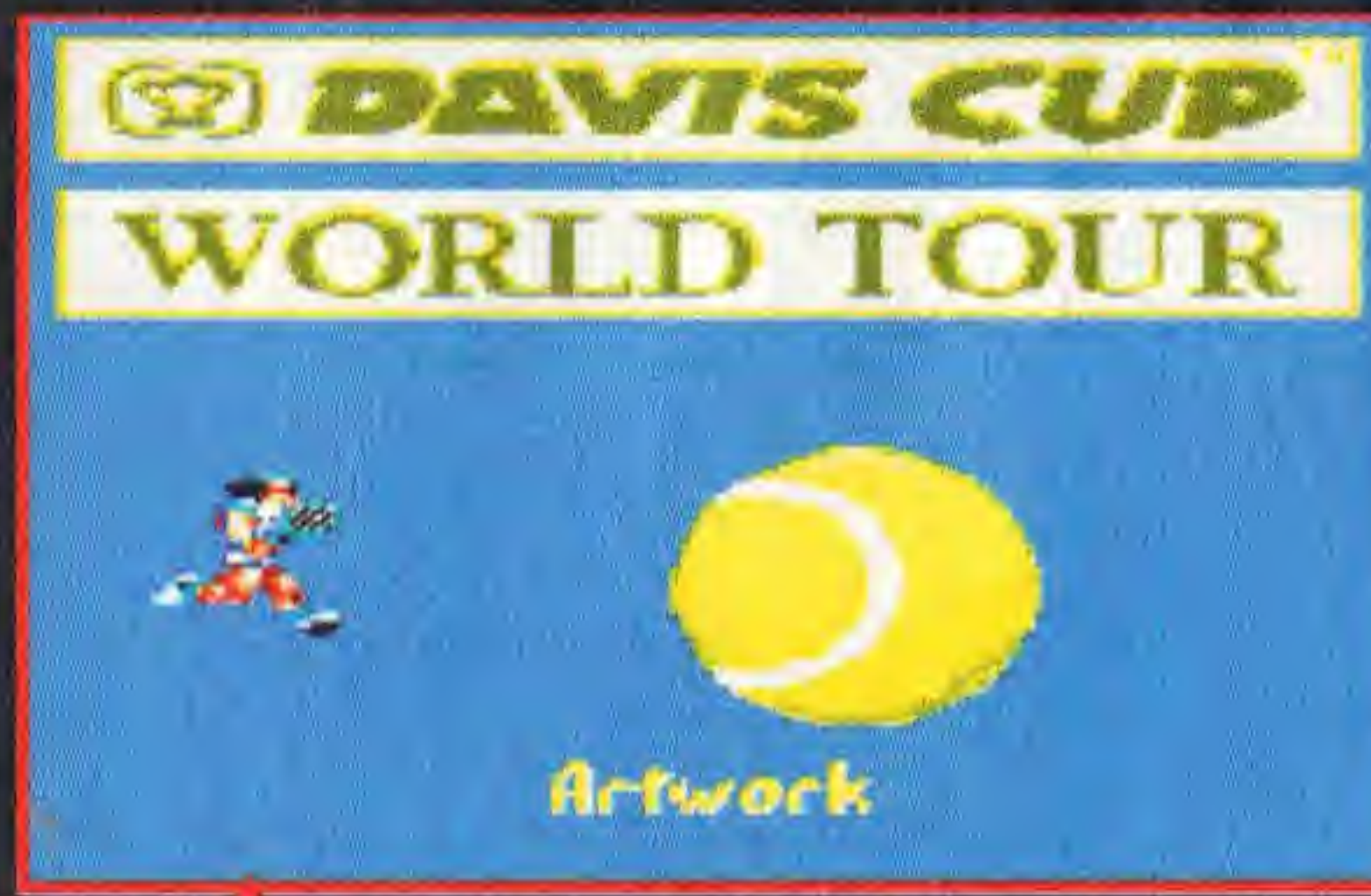




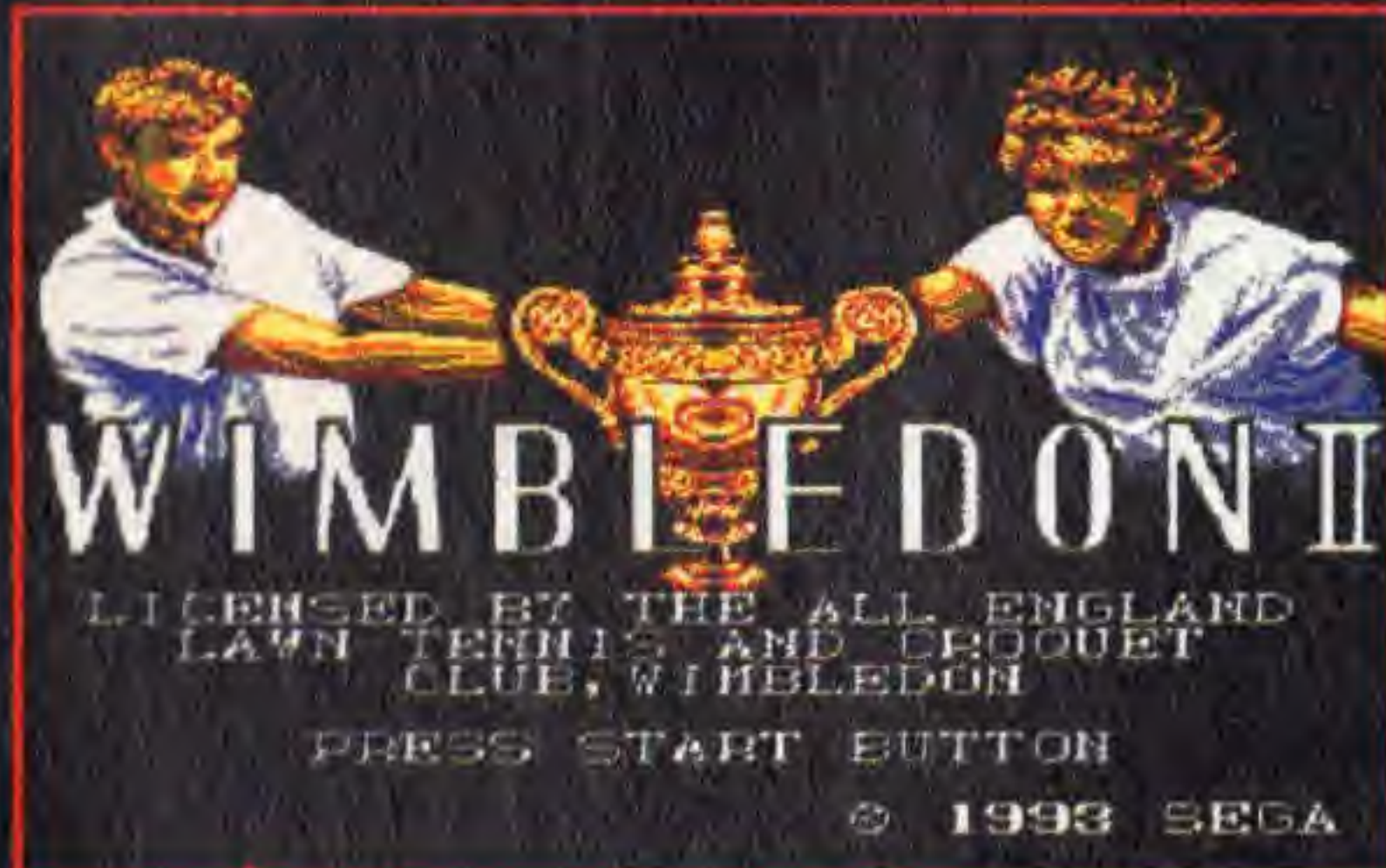
47 More American Footy for Mega Drive fans! Hurrah, eh, kids?



54 Can this mad ball of fur really beat Sonic at his own game?



64 Eek! More tennis, this time on the old Mega Drive. Whatever next?



48 After Wimbledon on the 8-bit comes, yes, Wimbledon 2! Wow!



56 Don't you just hate squeaky clean Mega Drive superheroes?



65 Whatever next, eh? A tennis sim for the Mega Drive. Wow.



49 More Master System on-court antics with that coffee-mad dude.



57 The old favourite goes handheld, but there's only one Dragon in it!



66 Konami bounce into action with - shock! - a 16-bit platformer.



50 It's golden. It's got three axes. And, er, that's about it really.



60 Great, After Burner 3. That's the Mega CD's future sorted out then.



68 E.A. go gun-crazy, mad with napalm and kill everyone on the 16-bit.



52 Is it a bird? Is it a... (Oh no, not that damn intro again. - Mark)



61 The second title in the groovy CD series. It's elementary!



53 The campaign for half decent Mega CD titles starts here...



62 Take two game-styles into the shower? This one has loads more.



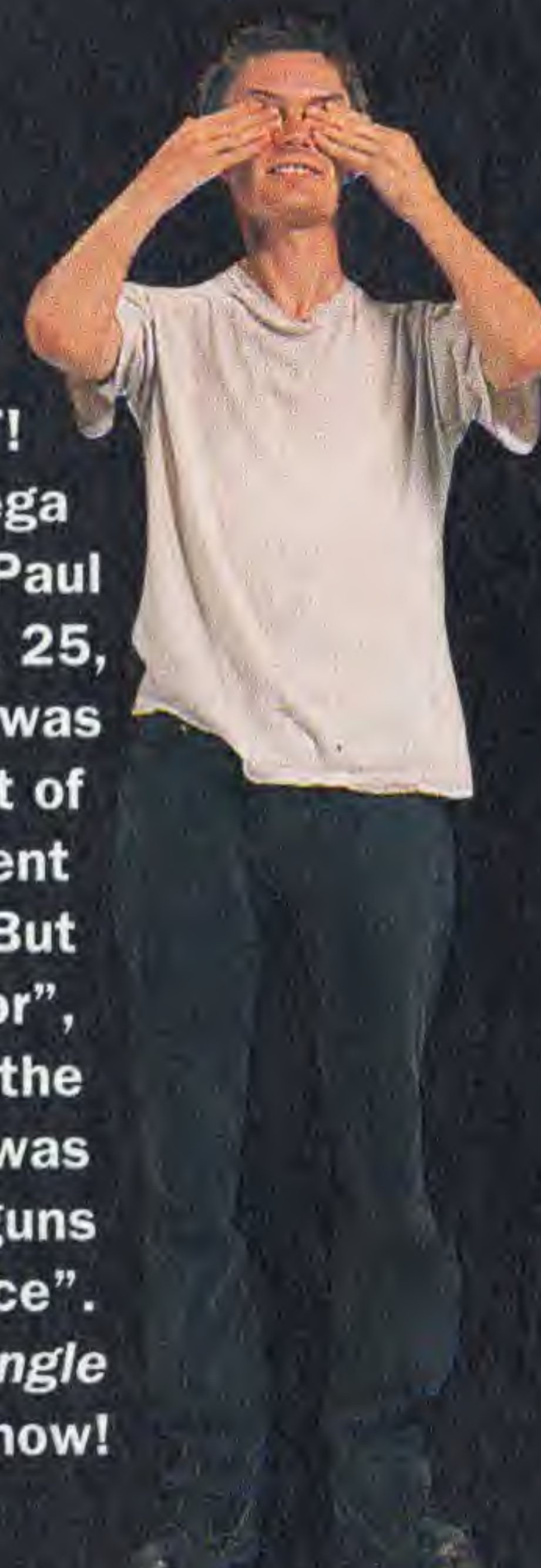
■ STREET FIGHTER 2 TURNED ME INTO POP STAR!

Computer junkie Richard Longhurst found that extended periods on *Street Fighter 2* not only left him hooked, but also altered his appearance. In fact, now he looks like that popular musical artist, Morrissey. "This game is evil and must be destroyed!" stormed a well-known politician (and music lover).



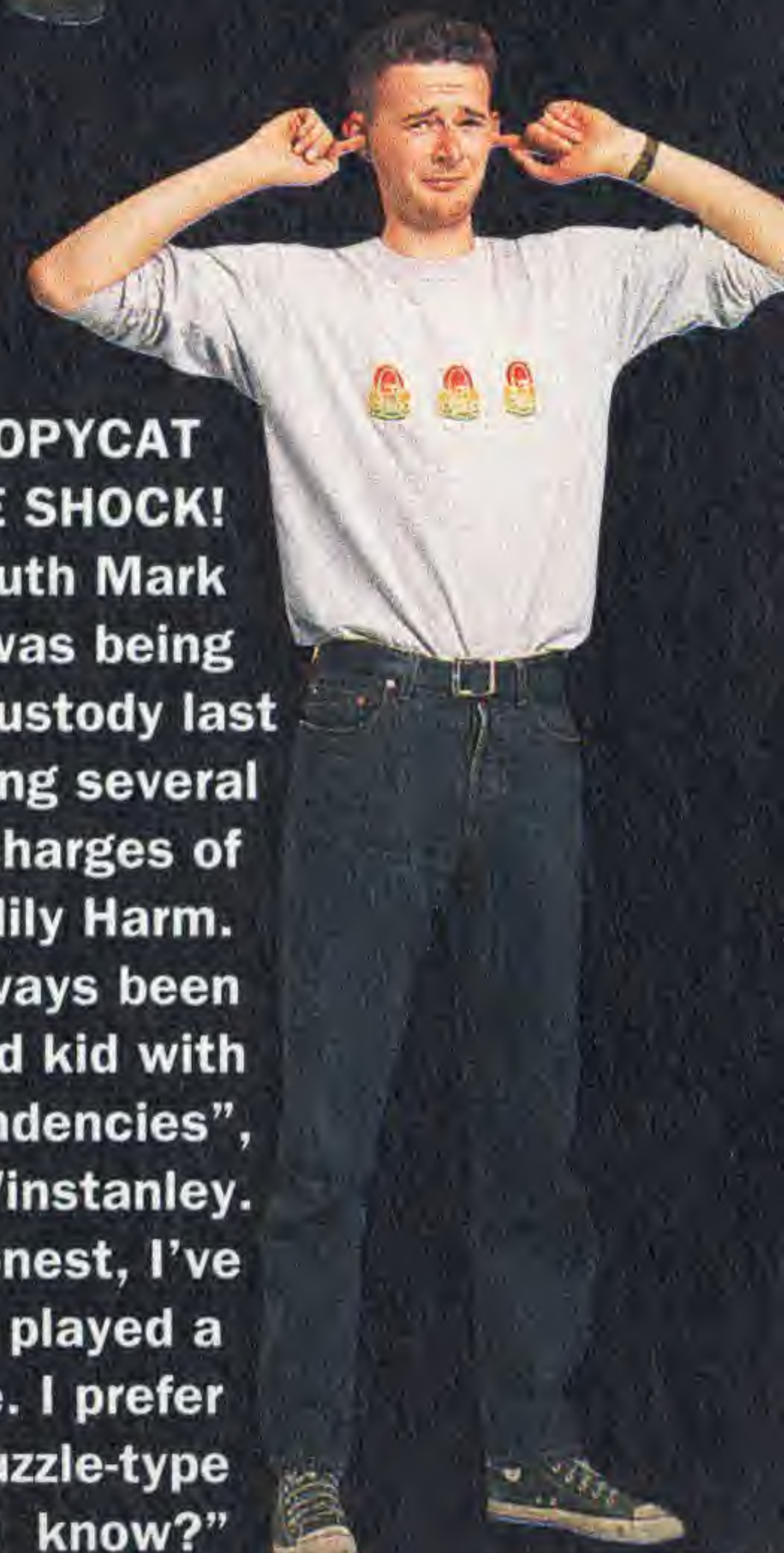
■ MY LUST FOR 'JOYPAD' FOR 'JOYPAD'

"It all began with a couple of games of Sega a week", Trenton Webb confessed. "But now I find myself playing games from 9 to 5 every day of the week". (But you're meant to play games. It's your job! - Mark)



■ MY EVIL CART!

Proud Sega owner, Paul Pettengale, 25, thought he was in for a night of non-violent gaming. "But to my horror", he said, "the screen was filled with guns and violence". Ban *Jungle Strike* now!



■ COPYCAT VIOLENCE SHOCK!

Wayward youth Mark Winstanley was being held in custody last week following several serious charges of Grievous Bodily Harm. "But I've always been a maladjusted kid with psychotic tendencies", claimed Winstanley. "To be honest, I've never even played a violent game. I prefer those puzzle-type ones, you know?"



■ The first corner is always absolute hell, so unless you can get a decent grid position or cheat like hell you'll just have to bide your time.

● Mega Drive ●

UNDERNEATH THE ARCHES



■ The sheer speed of the sprite-scaling is seen at its best when you're howling under a bridge or a flyover. They scream past with a 'whooshing' kind of sound...

■ ...but take care not to smack into a support in your enthusiasm to overtake. You can't scoot round the outside of these monsters.



■ You can try and overtake under the broader bridges – although if you so much as kiss the wall you'll slam to a halt in no uncertain manner. Ouch!



First there was *Super Monaco G.P.* Then there was *Jaguar XJ 220* on the Mega CD. Now comes *F1*, an 8-Meg cart that's set to redefine the standards and make a lot of racing games look very sick indeed. That speed demon John Cantlie gives it a zasp...

THIS IS, WITHOUT A doubt, the best Sega racing game on any console – and that includes the Mega CD. *F1* pushes back the boundaries because it's the first game that *really* gives the Mega Drive a workout.

We all rushed out and bought Mega CDs because of their sprite-scaling abilities, but now Domark have turned everything on its head by releasing a cart that features some of the fastest, smoothest scaling I've ever seen on a Sega. As if that wasn't enough, they've also given it stunningly addictive and outrageously fast gameplay.

And that's the main reason for *F1*'s success. *Super Monaco G.P.*

(*Sega Power* 16: 92%) was fastish but flat, *Lotus Turbo Challenge* (*Sega Power* 37: 81%) swoopy but dull – and even the mighty *Jaguar XJ 220* (*Sega Power* 43: 84%) on the CD fails to come near *F1* in terms of playability or gripping two-player action.

The other impressive thing is the licence. *F1*'s grabbed the F.I.A. by the scruff and collared every car and driver in the business. Prepare to power off the grid alongside the likes of Prost, Hill and Schumaker, with each of the famed drivers sporting their

POWER POINTS

PLAYERS	1-2
TRACKS	13
SKILL LEVELS	4
RELEASE DATE	August

OTHER DETAILS

The Arcade option gives you the chance to overtake as many cars as possible. Championship mode is far more entertaining.

TIME TO COMPLETE

A couple of weeks to win all the tracks on Expert.



■ The various options enable you to positively fine-tune your car – which makes a nice change. Swapping a low spoiler for a high one, for example, gives you less traction on corners but a higher top end.



Domark • £44.99 • UK Release •



■ The reason you can't see anything other than blue sky here is because you've just clipped someone else's rear tyre at 184 mph and now it's all you can do to hang on.

namesakes' particular strengths and weaknesses.

However, Domark were very keen not to turn the game into a 'Formula One' sim, so the gameplay's been tweaked for speed and – more importantly – fun gameplay.

Hit a chevron at 212 mph or catch a competitor's right rear wheel doing 80 round a corner and you don't just wipe out in a

flurry of sparks and tortured carbon fibre. No, in *F1* you take off and sail about 40 feet through the air before thudding back to the ground in a barely controllable slew. It's ludicrous but obscenely good fun – and if you time it right there's no reason why you can't overtake four or five cars by cutting out the apex of a bend and cruising on over the grass at the trackside. Stupendous. Needless to say, if you're looking for realism *F1* may not be your bag.

One niggly thing, however, was the pits. They're great 'n' all (you can change tyre composition, spoiler angle and gearbox type) but getting into them is real tricky.

Pull hard right on the wheel as you approach, for instance, and

■ (Right) The pits problem in full. You approach, hit the brakes – then understeer horribly 'cos you're not on the gas.

A DAY AT THE RACES



■ One of you has just left and the other's just arrived. It's really tempting to keep your eyes on your opponent's screen – and wipe out as a result.



■ The two-player mode hardly slows the action down at all and even though it's a little squished it does enable you both to go for it through the twisties.

TAKING A SHORT CUT

Cheating is the simplest way to outsmart the rest of the field.



■ If you don't fancy flying round the track and out-racing your fellow racers, why not try a short cut?



■ Like this one here. Get it wrong, of course, and you generally end up lurching in an oak tree...



■ The rate of deceleration from 190 mph to zero is rather alarming and could result in a severe loss of blood – or worse.

you'll almost certainly smash against the exterior railings – and then you have to complete an extra lap before you can get another crack at 'em. And even if you do get your entry line perfect, jump on the brakes at the last second and you'll fly straight through. Oops.

In fact, the only way to get into the damn things is to slow right down and sacrifice your time and your place.

There are 13 tracks to race in, from the ubiquitous Monaco to Japan, and each track is a faithful reproduction of the real thing, albeit in 64 colours.

The dips and turns all happen so quickly that you're left hanging

onto the joypad for dear life and there's even a complete turbo nutter version for the seriously affected racers.

Once every so often, a game comes up that really turns heads. *Ecco The Dolphin*, *Flashback* – and now *F1*. Domark seem to have whipped it up from nowhere and, quite simply, it's the business.



F1

- Mega Drive • Domark •
- £44.99 • UK Release •

For more information, contact Domark on ☎ (081) 870 2224

- Sprite-scaling on the 16-bit
- Sensation of speed is stunning
- Varied and accurate courses
- Two-player driving is groovy
- Actually sounds like an F1 car

GRAPHICS



SOUND



ADDITION



BRAINPOWER



FINAL VERDICT

"The Mega CD is here so, at last, programmers are being forced to push the Mega Drive even further. Domark's brilliant racing title should redefine current cart standards."

92%



ALTERNATIVES



■ I said left, woman, for God's sake!

Super Monaco G.P. 2 (issue 32: 93%) once ruled supreme. Now *F1*'s the best one to get.

TECHNO

● Mega Drive
● E.A. ● £39.99 ● UK Release

What do you get when you cross a band of technology-hating wizards with machine men? Lots of bloody aggro, that's what. Andy Stout goes in for a spot of blatant thuggery with E.A.'s latest 16-bit offering.

TAKE AN AVERAGE RPG, add a large measure of beat-'em-up and a daft fantasy film-style plot, and this is what you'll end up with – *Techno Clash*, E.A.'s latest in the swords and savagery category.

Don't expect the usual plodding role-player stuff with this though. Nope. If it moves, blow it up. If it doesn't, blow it up anyway.

You are Ronaan, wizard of the Inner Realm, son of the ancient Lord Rowan, and an adept in shedloads of magical thingies. Your spell-casting abilities even include the ability to see

through the eyes of the ancient, magical falcon, Indar (spot the dodgy 'Beastmaster' reference).

Everything's cool in the Inner Realm until one day Engine Man, a half-human half-machine creature, bursts through a portal to destroy the harmony of the natives. To the residents of the Inner Realm, all forms of machinery are considered evil. Naturally they're rather upset at the arrival of this hybrid, so off you trot to investigate.

During your exploration you discover that the portal is only one-way (surprise) and you and

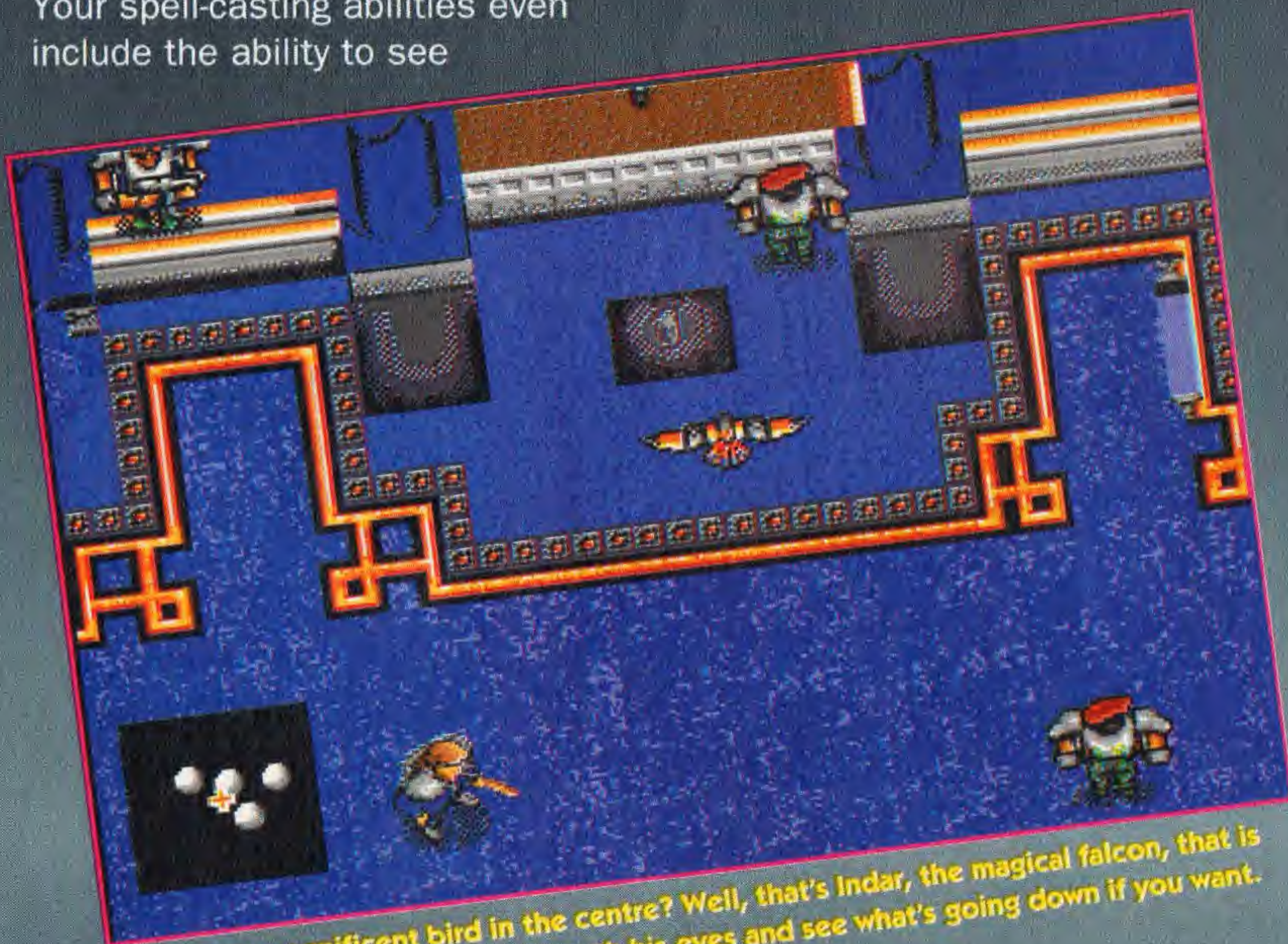
■ This is the dark cavern stage and, as you'd expect, it's packed with lots of caverny type things: rafters, struts, rope – and subtle lighting, of course.

your fellow travellers are now trapped.

This wouldn't be so bad, but you're stuck near Las Vegas! If you want to get out alive, you've got to defeat the enemies and find a way back home.

Okay, so it sounds like the sort of dire material that most fantasy

writers make their living out of, but in the context of the game it actually works. The storyline develops as you go along, revealing scraps of information as you desperately try



■ See that magnificent bird in the centre? Well, that's Indar, the magical falcon, that is – and you can view the world through his eyes and see what's going down if you want.

■ In this level all the characters have been shrunk down in size and placed on a chessboard. This is, in fact, a total fib, but what the hell. It makes for a damn more interesting caption.



Help! I tried this beret on and now it's bleedin' well stuck tight.

Techno, techno, techno! Hey, you in the red beret, get dancing, will ya?

Now if you used a VAX you could get this out no trouble...

Would you mind getting out of my way? I'm in a bit of a rush, you know.

DO CLASH

■ This is the main man himself – Ronaan – famed for clog-dancing and his ability to see through the eyes of wise old birds.



■ Abaris is a wizard, which means he can perform loads of interesting spells (I didn't know that – Dan). This makes him a bit of a whizz at parties and his rabbit and boiled potato trick has to be seen to be believed...



■ Chazz – or Sharon to folk who don't know him too well – is something of a bodyguard. His unusual method of defeating adversaries involves boring them to death with tales of croquet and weaving.



■ Farrg... Farrg? Am I going mad? I mean, what's wrong with these people? Are these the best names they can come up with? I used to think of better names than this when I was playing 'Dungeons & Dragons' as a mere nipper.



■ As is usually the way of things in video games, you have a boss at the end of each level. This one is from the first level and is a surprisingly tricky beastie. Still, be glad he ain't a pushover.



■ This stage seems to feature those floorlines you get in big American supermarkets. Y'know – green lines take you to the fruit 'n' veg section, red to the dairy bit, blue to the baker, white to...

POWER POINTS

PLAYERS	1
LEVELS	7
SKILL LEVELS	None
RELEASE DATE	August

OTHER DETAILS
Password system. You start with three continues, but only one life, I'm afraid.

TIME TO COMPLETE
Two to three weeks.

to stop your companions from bickering among themselves.

Everything follows a set pattern, unfortunately, so don't expect a flurry of RPG-like options. (In fact, the only way you can radically affect the outcome of the game is by getting blasted.)

Good thing? Bad thing? Well, it depends on what you want. But if you're just concerned with the main business of thrashing the enemy, it doesn't really matter. There's plenty of that sort of thing here, with Ronaan and his two bodyguards, Chazz and Farrg (spot the very dodgy 2000AD

reference), having heaps of fun dissing the evil machine men.

You can hack 'n' slash with your sword, but magic's where it's at. Simply press Start to display a whole host of options (ranging from a quick recce of the level, as seen through the eyes of the falcon, through attack spells of differing types and strengths, to healing yourself and changing the attitude of your bodyguard).

You're not just limited to a certain range of spells either – on your travels you'll find loads more

as you blast the enemy into so many gooey bits of flesh.

But while it all runs at a fair ol' pace, it's still far too easy to slide into Button-smacking mode.

If anything, the RPG element is a bit too diluted for my taste. The puzzles tend to consist of simply finding the right object and taking it to the right place. Real character input rather than just taking notes from blipped up message screens would have been a lot better.

Which begs the usual question. Does it all work? Well, erm, sort of. *Techno Clash* tries to sit on the boundaries between two different

genres and it's an enjoyable game. Now and again, however, it wobbles quite spectacularly and falls off with a resounding thud. **SEGA POWER**

TECHNO CLASH

• Mega Drive • E.A. •
• £39.99 • UK Release •
For more information, contact E.A. on ☎ (0753) 549442

- Fast and vicious
- Vaguely coherent plot
- Taxes the brain in unusual ways
- Too much Button-pushing...
- RPG bits not made enough of

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"A mix of gaming genres which doesn't really go the full distance. The quality of the plot and the RPG bits raises it above the usual crude beat-'em-up tat though."

73%



■ The scrapyard level is, oddly enough, full of scrap. The nine boxes in the lower left corner of the screen show you the various weapons you can cycle through by the way.

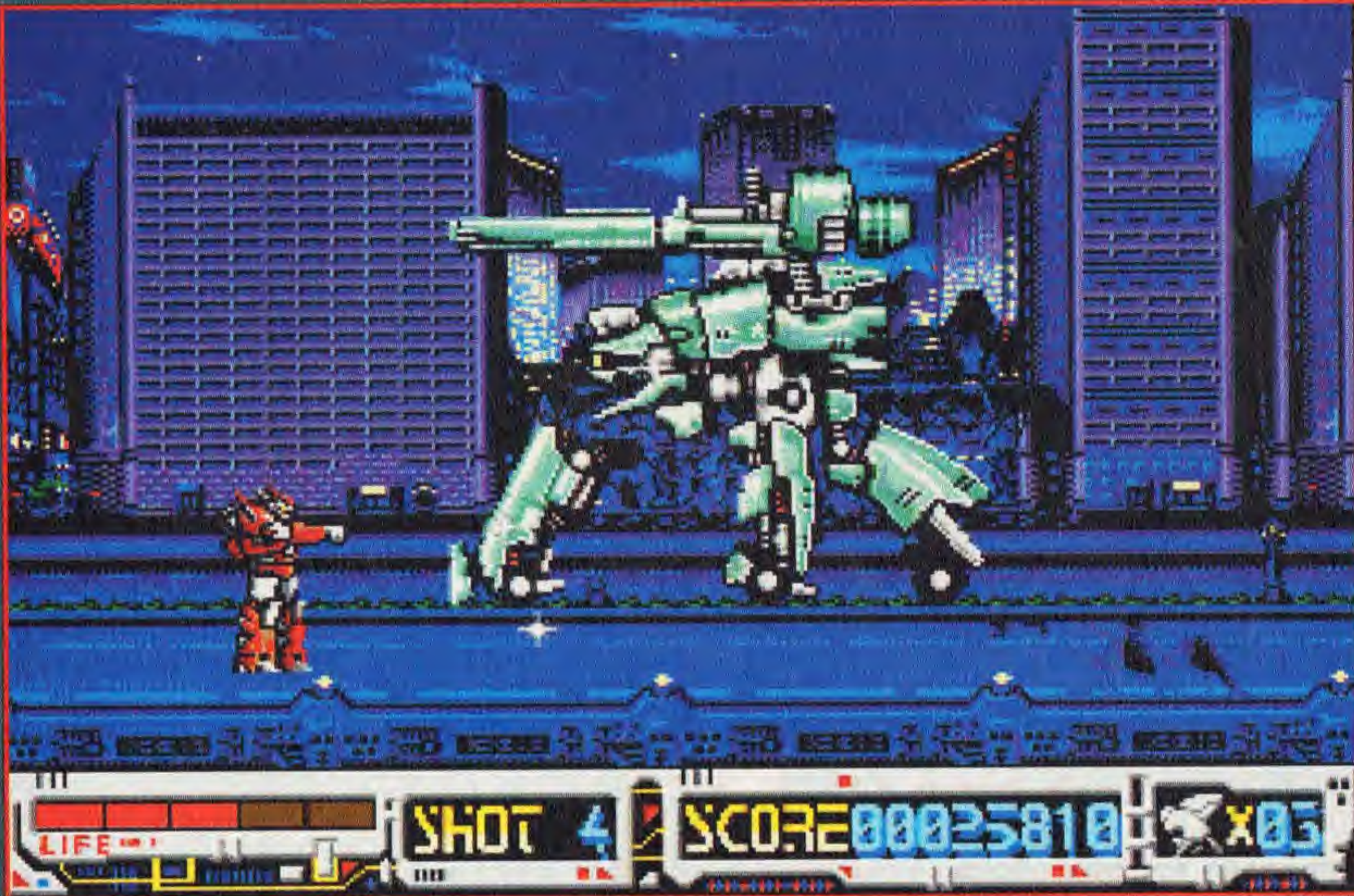
■ Every time you kill something you get a small token left behind. Collect these to boost up your stock of weapons.



Shooting guns isn't big, it isn't clever and it isn't... Argh!

DEVASTATOR

• Mega CD • Wolfteam • £44.99 • Jap Import •



■ (Above) Ho hum! What has the visual appeal of a Volvo estate and is about as threatening as a tea-strainer? Yep, it's this guardian from the first level.

DON'T ASK ME about the plot of this game. All the instructions and speech for the game are in Japanese which leaves me in a bit of a fix as far as the storyline goes. Take any of the usual alien invasion plots, though, and you should have a fair idea of what this game is all about. (Y'know the sort of thing – the evil lord Zeeb is enslaving alien races in his bid to rule the universe and – here's the surprise – only you can stop him.)

At the start of the game – and between each level – you get the almost standard Japanese animation sequence. Why all the women portrayed in this animation have to be so large in the chest department, I will never know. (I mean, when did you last see a



Japanese woman who could fill a D cup bra? That, incidentally, was not intended as a sexist or racist remark. It's just an observation.)

Devastator's levels are split between explore 'n' shooty type sections and an okay horizontally-scrolling blast-'em-up affair. What more can I say? You must have seen this format about 50 times before, so it's really pointless going into any kind



■ (Left) The graphics do improve slightly once you reach the second level. Don't get too excited though. It's not exactly a major change.

■ (Above) There's a nice flying section on the seventh level, but you don't actually fight any enemies – just the same old level two guardian.

"Why", raged Dean Mortlock, "are all Japanese CD games either too obscure to review or just dull old cart games with animated bits bolted on?" We wish we knew the answer.

■ (Below) Back to the scrolly-shooty type of affair and – cor blimey – the graphics are even better here. (Sarcasm? What sarcasm?)

of detail. Suffice to say, there's all the standard power-ups and odd-shaped end-of-level guardians which you've come to expect from games of this ilk.

So there you have it. Apart from the fairly good rock soundtrack

and the rather neat animation sequences, there's nothing here you won't find on your average, everyday import cartridge.

It's not a bad game. In fact, it's actually quite fun for a couple of hours. But it takes a lot more than a cartoon full of scantily-clad young females and a Bon Jovi

POWER POINTS

PLAYERS	1
LEVELS	8
SKILL LEVELS	3
RELEASE DATE	Out now
TIME TO COMPLETE	About a day.

ALTERNATIVES



■ This and a trillion others...

Well, if you've got *Sol Face* (free with the Mega CD) and any other platform game then you've got this one really.

style soundtrack to make a CD game. It's high time Wolfteam's band of designers realised that.



DEVASTATOR

• Mega CD • Wolfteam •
• £44.99 • Japanese Import •
Thanks to Gamesville for the loan of the CD ☎ (0293) 541953

- Okay soundtrack
- Good cartoon sequences
- Very unoriginal gameplay
- Too easy
- a waste of hardware

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"Hmm, okay as Japanese games go, I suppose, but when you've got 400 quids' worth of equipment to make the most of, you'd expect something a bit more exciting than this."

44%

Hot Enough To Make Your MegaDrive Melt!

F-15 STRIKE EAGLE

Now, hundreds of hours of hair-raising air combat flying thrills are at your fingertips with the most realistic jet flight simulation ever produced for the MegaDrive by MicroProse ...

This is the one you've been waiting for !

You won't know what's hit you as you dogfight the deadliest modern jet fighters and avoid everything the most sophisticated missile defence systems can throw at you!

Fly over an accurately mapped world and take out strategic ground targets in a flying game that just gets better and better.

Numerous missions each with

Primary and Secondary targets over six real war zones across four levels of difficulty with a vast array of selectable cockpit and external views ... It figures that nothing will ever come close!

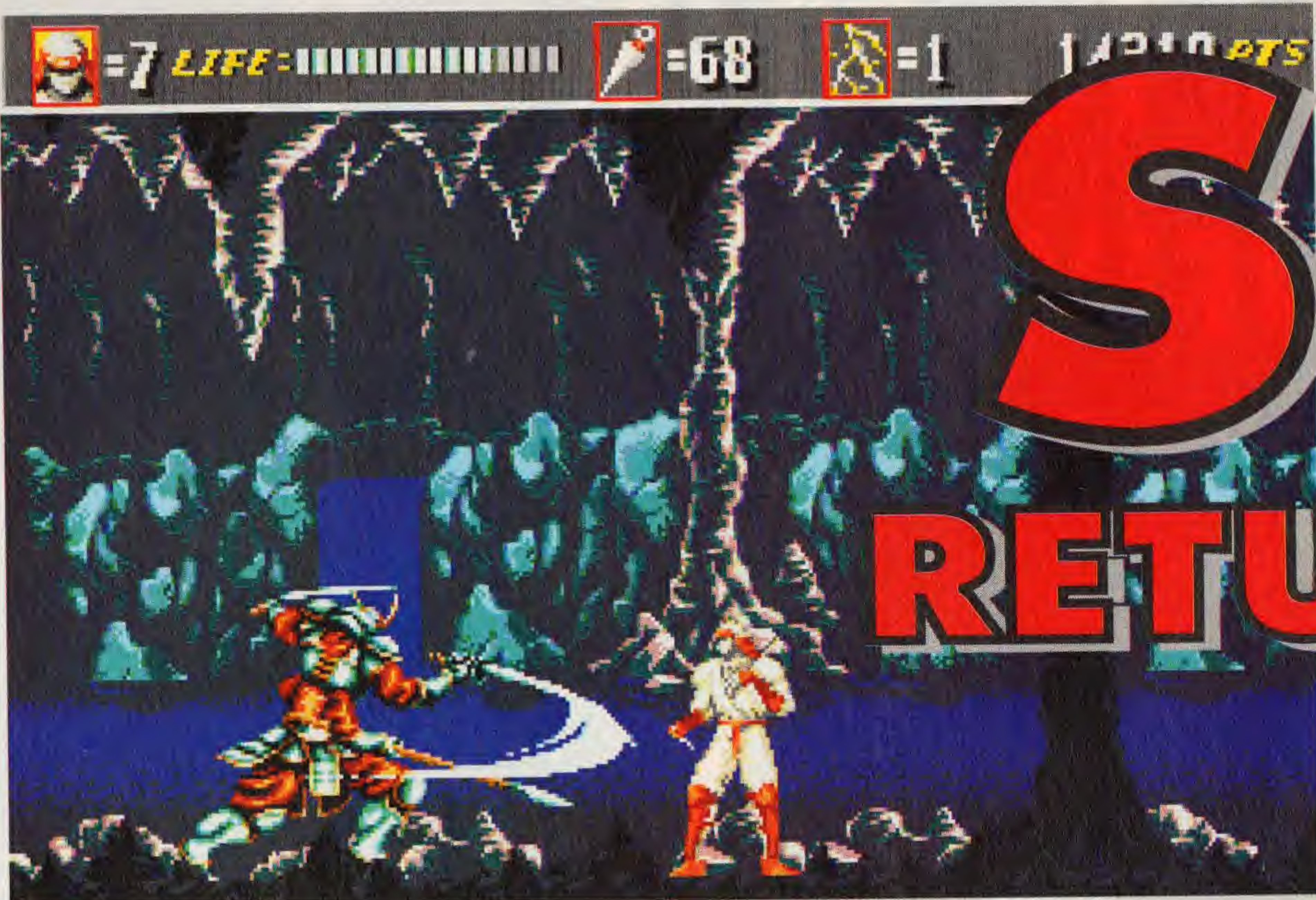
Push your MegaDrive to the limits and take up the challenge of flying the world's hottest jet fighter!

Get into the heat of the action!

MICRO PROSE[®]
Seriously Fun Software

SEGA
MEGA DRIVE





■ The first ugly dude you encounter is this overgrown samurai fellow. He delivers a lot of noise and general anti-social behaviour. This is probably because he spent his youth playing mind-destroying video games.

SHINOBI

RETURN OF TH

● Mega Drive ● Sega ●

In a complete turnaround of normal company policy, Sega have launched the third in a money-spinning series of games. After a rather frenzied series of portable phone calls, we got John Cantlie to check out this amazing new anomaly.

EEK, THESE THRUSTERS ARE TRICKY...



■ The all-new powered-surfboard section is very much like the horsey section, only wetter and flatter. Mr Shinobi scoots right takes the odd leap...

■ ...and scoots right once more. There's copious amounts of thumb-twiddling involved in these extra scenes.



SHINOBI. SOUNDS A bit like Obi-Wan Kenobi or karaoke. *Shinobi 3*, on the other hand, doesn't sound like anything, thus rendering this trilogy useless to word-bending clubs all around the country. *Shinobi 3* originally surfaced over eight months ago during the dark times of November 1992. Sega had just introduced their 'no-games-to-be-sent-out' reviews policy and I was spending half my time trooping over to Sega's HQ to play games I could only preview.

However, this worked in our favour, because the following month all the magazines had *Shinobi 3* covers. Then Sega dropped their bombshell that the game wouldn't, in fact, be released until July 1993. This meant that half the nation's Sega press had run a cover on a game that wouldn't be out for nearly a year. Heh, heh, heh!

Anyway, *Shinobi 3* is out this month and it is *completely*

POWER POINTS

PLAYERS	1
LEVELS	7
SKILL LEVELS	4
RELEASE DATE	August

OTHER DETAILS

There's an easy level select: just pause the game, press A, B and C together and then up and down to select the level.

TIME TO COMPLETE

Two weeks.

different to the one we all saw back then. In addition to all the usual shuriken-tossing and vicious gizzard-gutting activities, Joe Shinobi can now jet-ski and ride horses too. Okay, the gameplay's not changed a jot, but the *Shinobi* titles were always more interesting than the *Streets Of Rage* games – their smart graphics, smooth gameplay and varied levels making them a good long-term investment.

And *Shinobi 3* is no different in this respect – the bosses, bad



■ Explosive flatulence as Joe Obi-Wan Kenobi engages in a little skirmish with some enormous great cannons. Lycra leggings courtesy of Kenzo, Tokyo.

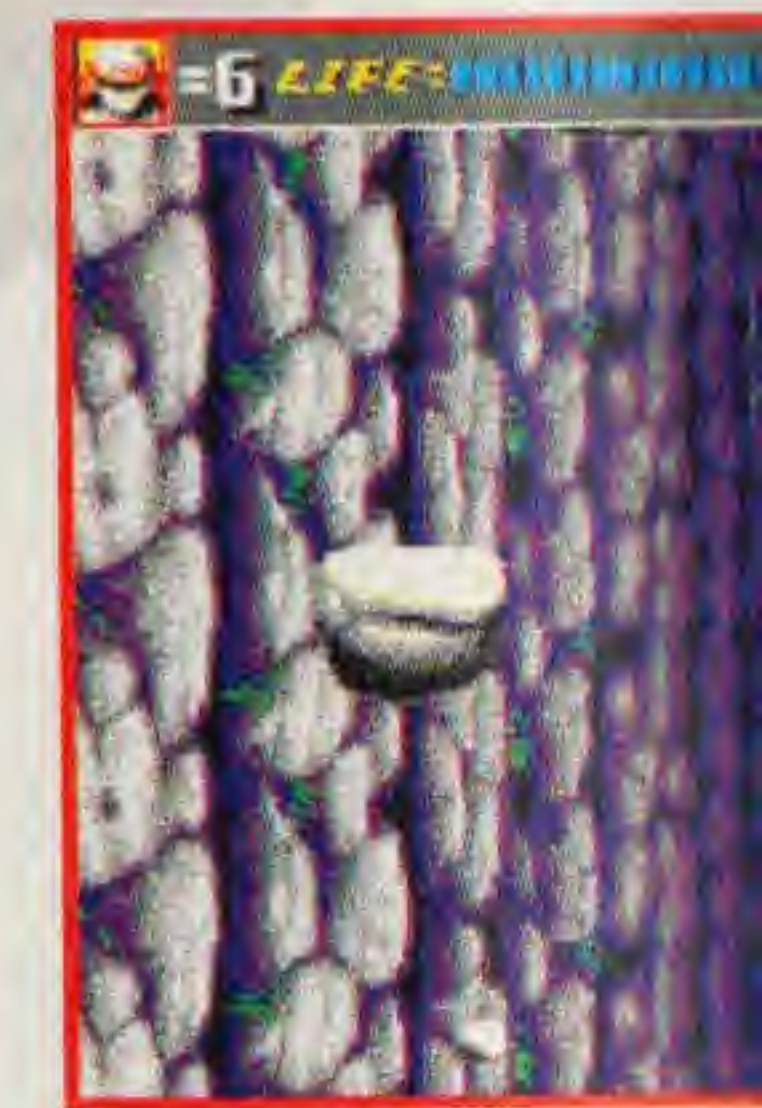
SHINOBI 3

RETURN OF THE NINJA MASTER

LEFT A BIT, RIGHT A



■ I love this level. You have to keep hopping upwards to avoid certain death on the invisible bits below the screen, but as you make your journey towards the top...



OBI 3

E NINJA MASTER

£39.99 • UK Release • =63 ✖=1 49000 PTS

■ 'Arise, Sir Greyman'. Here we catch a glimpse of our shuriken-chucking hero as he finishes his evening shift on the knight-assembly line.



■ Hand-over-handing is the only option left when the road abruptly ends. Shinobi is particularly adept at this stunt.

guy's and action-crammed levels are as crazy as they ever were, only this time I'd have to say the whole thing's more playable. Gone are the days of a very fiddly and tough to control Shinobi fellow. Welcome, instead, to the new user-friendly figure – a change that's done no harm at all to the rest of the game. Bit too easy? Could be, but there's no end of tougher settings on the options screen.

Ho hum. Seems Sega are finally getting round to making

their games trickier after years of hassle from the gaming world – although I have to say, the lack of restart points is somewhat disturbing. After all, it's utterly galling to scrap your way through endless streams of baddies and then fall at the

last hurdle – especially when you then have to start again right from the very beginning.

But there's no denying that the action's pretty compelling as Joe



■ Mad scientists ahoj. The tie-in with shuriken-tossing action is pretty thin here, but what the hell? Arnold's just done an 'Action' film that's even thinner...

BIT... DAMN!



■ ...the moon comes out to reveal these armour-wearing, flying beasties coming straight atcha. Your best bet here is to duck down and shoot lots.

OH, DO CLEAN THE TACK, DAHLINKS



■ There's even a lovely little show-jumping sequence thrown in for good measure. The only trouble is, it's all stupendously easy. Oh well, nice idea.



■ Great additions from the Sainsbury's Homebase collection include a new runny-jumpy-horsey bit for all you chivalry fans.

hands-over-hands and crawls on his belly as only a masked ninja-type can. Platformers these days could hardly be accused of being a rare commodity, but *Shinobi 3*, while being nothing outrageous or original, is certainly right up there with the best of them.

SEGA POWER

ALTERNATIVES



■ *Strider 2*: one of many similar games.

The most obvious choices are *E.S.W.A.T.* (Issue 17:78%) and *Strider 2* (Issue 45: 53%). Both are duller than Joe though.

SHINOBI 3

• Mega Drive • Sega •
• £39.99 • UK Release •
For more information, contact
Sega on ☎ (071) 373 3000

- Almost gripping action
- Varied 'n' different levels
- There's a few special moves
- It's just another platformer
- More of the same old action

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"*Shinobi 3* is to its predecessors what Kellogg's Special K is to cornflakes – same ingredients but with a different shape. It's a very playable, but unremarkable, platforming title."

79%



MICK & MACK

As The

GLOBAL GLADIATORS



■ This is Mick, saviour of the Earth and friend of Ronald McDonald. I think it's time to start worrying, don't you?

■ Mick checks his shoelaces are tied while a snot monster rolls ever closer...

■ That 'M' below is just one of 30 that Mick (or Mack) must collect on this level.



Virgin's blend of environmental clean-up and burger chain sponsorship makes it down to the Game Gear. Mark Ramshaw is the one left holding the mayonnaise.

- Game Gear ● Virgin ●
- £29.99 ● UK Release ●

I'M NOT REALLY ONE FOR grim conspiracy theories, y'know. Remember that whole thing with JFK and the FBI? I was never convinced. And that Marilyn Monroe cover-up

too... They never had me fooled. And yet, and yet... I can't help thinking that somewhere in the world there's this little old factory, packed to the conveyor belts with ageing Norwegian programmers, churning out Sega platformers like there's no tomorrow.

Mick And Mack is one title which just about manages to do



■ Mack bounds energetically onto the scene, disposing of nasty tin cans and the like with his goo-firing splurge gun. I suppose one day he'll grow up into a Big Ma... (Snip! - Dan)

CALIFORNIA GAMES 2



- Master System ● Sega ●
- £29.99 ● UK Release ●

'I don't want to be a Californian beach babe anymore', said Karen Levell. It's not the hole in the ozone layer or the fear of being culled by militant seal cubs that's put her off though. No, it's, erm, *this...*



■ From here you get to choose which of the four events you'd like to take part in. If you're interested in this geezer, by the way, his name's Tarquin and his hair's by Maurice. Nice.

IT'S SIX YEARS SINCE California Games first hit the streets - and the game is still raking the money in. Hardly a surprise then that Sega have decided to do a sequel. Sadly, they haven't put a lot of effort into this one (well, the antiquated '80's gameplay doesn't help, does it?).

Players of the original will be well familiar with the eight-player competition and special practice modes, but the number of events here has dropped from six to a measly four. And when you consider that two of those events - skateboarding and bodyboarding - are really just the first game's half-pipe and surfing events but with different graphics, you begin

BODYBOARDING



■ The main sprite lies belly-down on his board and heads towards the curl. Unlike the original's 'facing the tube' perspective, however, California Games 2 uses a side-on view of the waves.

Annoyingly, this angle severely limits both what you can see and what you can do. And while some may think the tricky controls an extra challenge, I reckon they're a weak substitute for gameplay.



to wonder what the hell Sega are playing at...

There aren't enough different sports and the gameplay in each event basically boils down to repetitive Button-pushing. The graphics and animation between

POWER POINTS

PLAYERS 1
LEVELS 4
SKILL LEVELS 1
RELEASE DATE Out now

OTHER DETAILS

Choose to be either Mick or Mack – if you care.

TIME TO COMPLETE

Seven to nine days.

■ Watch the birdie! Actually, this guy's a mad loon who thinks nothing of giving you a nasty peck on the cheek – or anywhere else for that matter. An upward blast with the gunk gun should easily get rid of him.



something interesting with the genre – despite the burger licence tie-in and squeaky-clean scenario.

Dean pretty much summed up my sentiments in his review of the fab Master System version (*Sega Power* 43: 82%), highlighting that the game's a fine little mover with plenty to keep the nimble of finger challenged for a good few days.



■ Look out, Mick. He's behind you! Yep, there's snow business like the green-eager burger business.

The difficulty level is pitched about right and the game is sizable enough to keep things on the boil. I still, however, have a couple of nits to pick.

Unlike Dean, I found the control system a total pain in the butt. Unless you kick in an appropriately nifty bit of in-flight navigation, Mick (or Mack) tends to go flying past

the desired platform – and often straight into instant death. There's nothing more annoying than a platformer which kills you off for just leaping into an unknown area – and *Mick And Mack* does it with glee. Greater variation in the gameplay department – a few more interesting monsters to destroy with

ALTERNATIVES



■ There are no burgers in Krusty's.

The ultra-mellow *Krusty's Fun House* (issue 44: 82%) or *Sonic 2* (issue 38: 97%) if platforming's your bag.

your gun, for example – wouldn't have gone amiss either.

Still, the game remains one of the best-looking Game Gear titles around at the moment. Give it a try and see how you relate to it.

MICK AND MACK

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

For more information, contact Virgin on ☎ (081) 960 2255

- Good exploration/combat mix
- Neat animation and scrolling
- Ronald isn't in the game much
- Utterly irritating suicide falls
- Niggly control method

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"Almost really good, but the leaps of faith which lead to death and naff jumping controls make this far more irritating than is necessary. Damn fine apart from that."

74%

Maybe I'm just being a sad and grumpy old git.

SEGA POWER



POWER POINTS

PLAYERS 1-8
EVENTS 4
SKILL LEVELS None
RELEASE DATE August

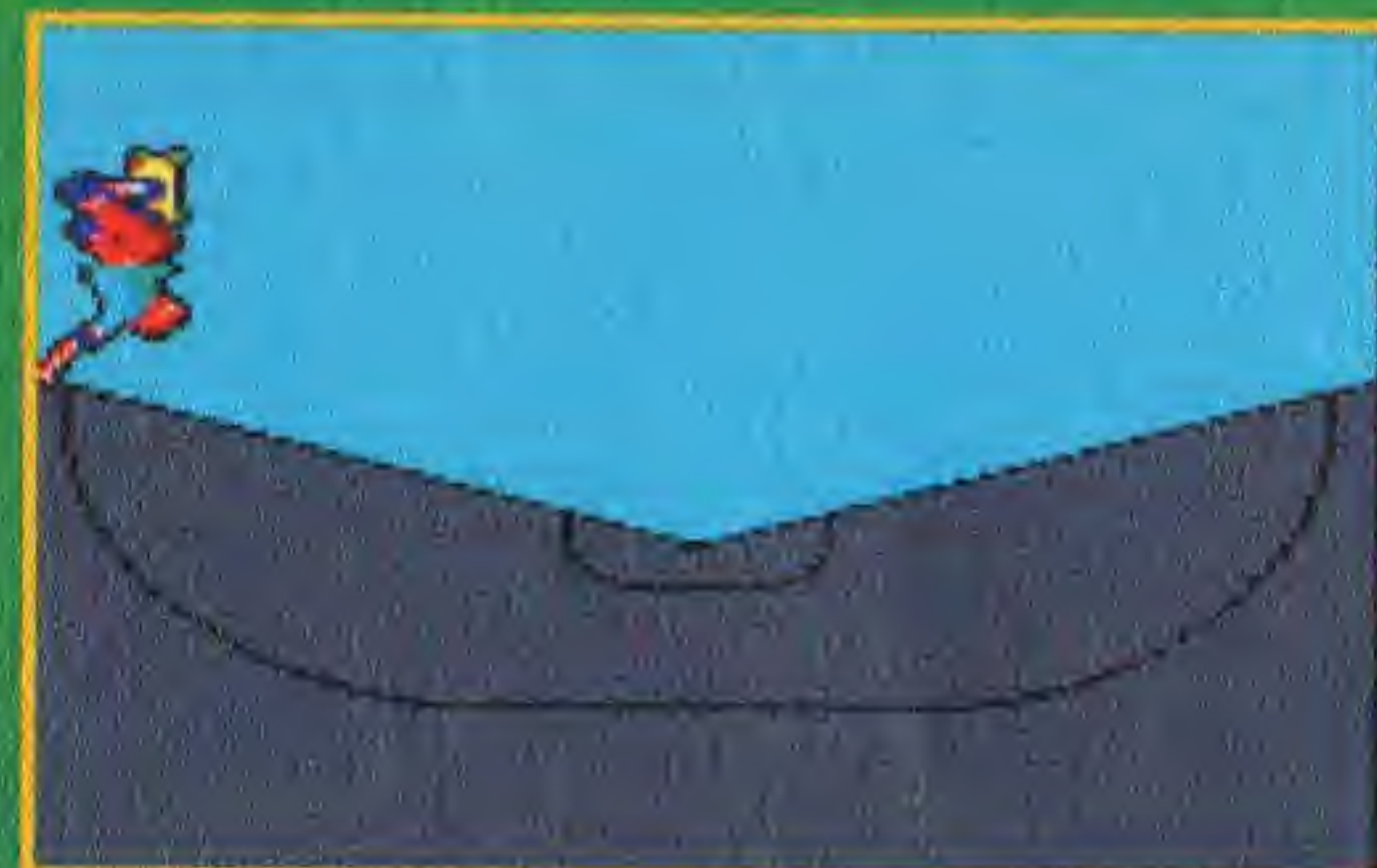
OTHER DETAILS

None.

TIME TO COMPLETE

Er, how do you 'complete' a game like this?

SKATEBOARDING



■ Pull various tricks as you work your way around the twisting 3D course. In addition to impressing the judges, you also have to ensure you're not riding too high on the half-pipe when you reach the full (or you'll smack into the tunnel walls). The course map (à la *Super Monaco G.P.*) helps you out in this respect. True, the half-pipe sections are similar to those in the original, but this is still the best of the four events.

HANG-GLIDING



■ The freshest and best-looking event. Ride the thermals and use 'em to pull loops and swoops

for points. You can even glide out over the sea and pull turns or drop bombs over targets. A bit of fun at first, but always having to use the edge-of-screen thermals limits the gameplay.



SNOW-BOWL



■ I can't tell you much about this event because I never managed to get to the base of the slope where, I believe, the bowl is located. Apparently, said bowl is a forum for such tricks as handstands and riding the edges. Whether these tricks are, as I suspect, similar to those found in the skateboarding

event, I can't say, because the weird viewing angle and sheer crudity of the slope's graphics made it almost impossible to navigate between the many obstacles littering the hillside.

After a frustrating hour spent flat on my face, I turned the machine off in frustration.



CALIFORNIA GAMES 2

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

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

- Nice skateboarding section
- Hopelessly outdated gameplay
- Only a four events and...
- ...two are from the original
- Well dodgy graphics at times

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"Not enough events and the whole game is plagued by a lack of variety and quality. Crumbly '80s gameplay bangs the final nail in the coffin. Nostalgia freaks may love it."

43%

sections vary wildly – from the competent hang-gliding event to the unbelievably crude snow-bowl. The subgames simply fail to gel.

Instead of spicing things up with spectacular visuals and a host of radically different sports, Sega have been content to dish up a meagre helping of inferior '80's gameplay. Still, if you were fanatical about the original you might want to get this anyway. Personally, I think it's a crock.

SEGA POWER





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

She's always been a bit of a space cadet, so no-one was particularly surprised when Karen Levell showed a leg and hitched a ride in an adolescent alien's space caddy.

YES, I DID SAY space caddy. Y'see we meet our hero B.O.B., a junior extra-terrestrial, just as he's setting off for a joyride in his father's prized intergalactic cadillac. After the standard parental lecture on road safety

and the rising cost of car insurance, B.O.B. sets off for a night of interstellar cruising and 'Wayne's World'-style jawing with his alien buddies.

Unfortunately, B.O.B. runs a cosmic red light and smacks head-on into a dirty great meteorite. Being such a hip guy, though, he

POWER POINTS

PLAYERS 1
LEVELS 50
SKILL LEVELS None
RELEASE DATE August

OTHER DETAILS
 Password system.

TIME TO COMPLETE
 A few weeks.

version of *Flashback*, while the animation is strangely reminiscent of *Alien³*, with just a hint of *James Pond 2* humour.

This odd mixture results in a bright 'n' cheerful gameworld of lovely big sprites, platforms, curious ladders, lifts, regeneration units, carts, vines and lava.

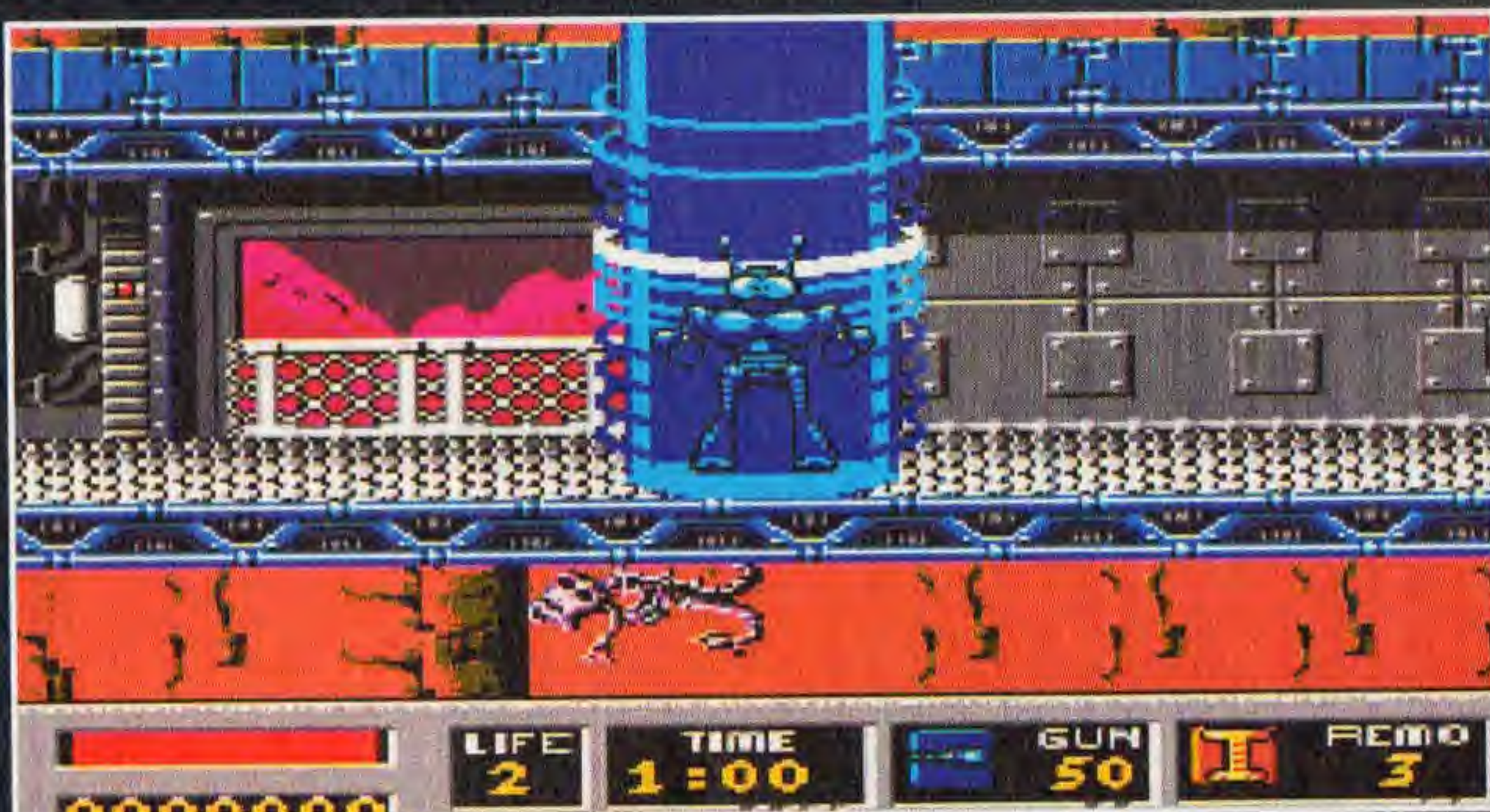
Naturally, such settings grab your attention for the first few moments of play, but then – after you've flogged your way through the 50 levels of the three worlds – it gradually dawns on you that the same six backdrops with their complement of enemies are being churned out time and time again.

Oh sure, the layout changes for each level, but essentially the

simply pulls himself out of the wreckage and saunters off to check out the local nightscene. What a guy!

This ridiculously silly plot sets the scene for a huge multi-directional scrolling, shooty affair with bags of character, humour and the sort of naff credibility which lifted games such as *Toejam And Earl* into the stratosphere of cult gaming. Unfortunately, with *B.O.B.* it somehow doesn't pay off.

Like the rest of the game, the visuals draw on a wide range of game sources. The backdrops are a sort of large, crude cartoony



■ Molecule scrambling shenanigans abound as B.O.B., like Conrad B Hart of *Flashback* fame, finds his way onto new levels via a transporter.



■ The weapons in *B.O.B.* are really the business. Say goodbye, alien slime...

B.O.B. INTERSTELLAR CRUISING

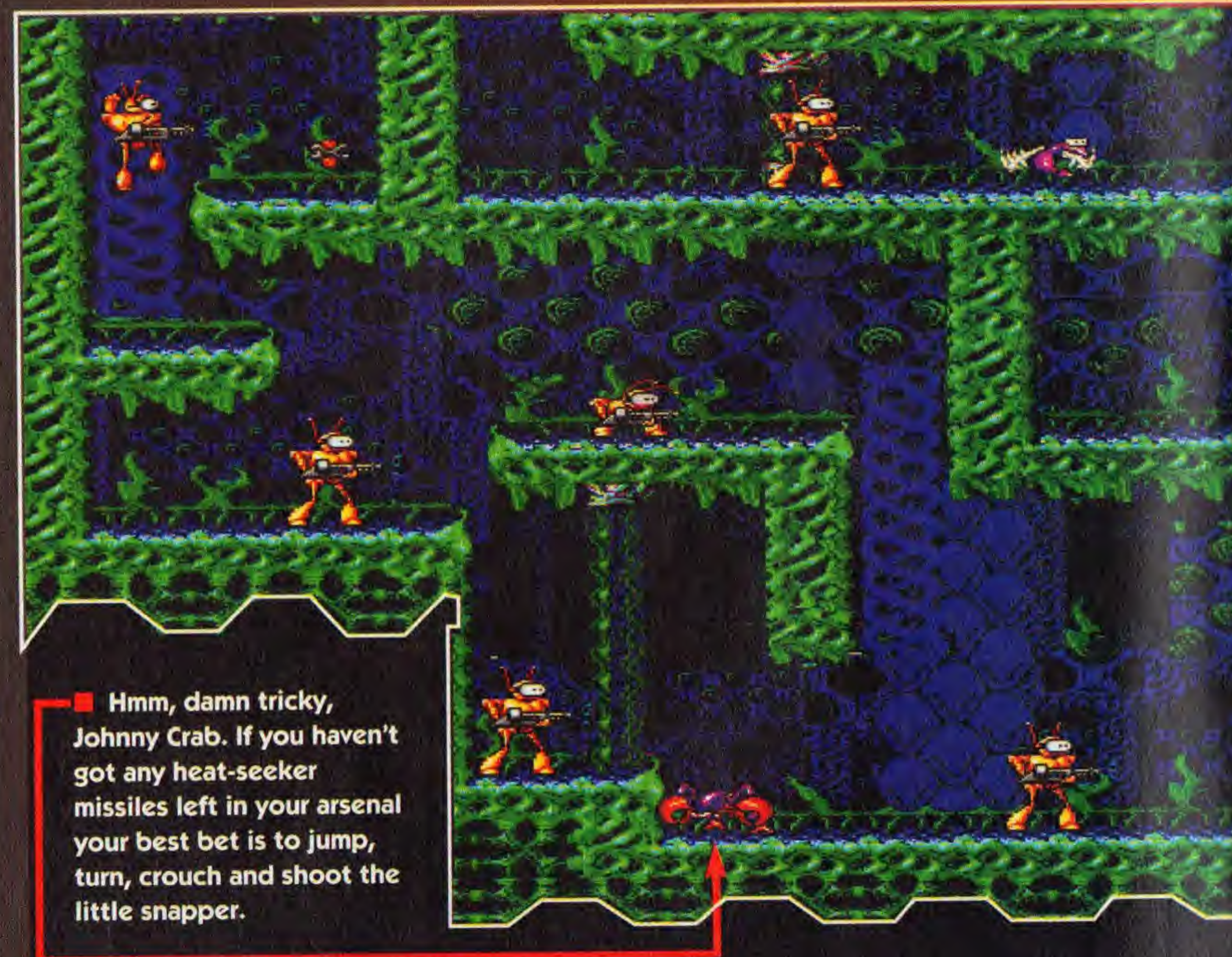


■ After several light-years of training by BSM (Bizarre Stellar Motoring) instructors, B.O.B.'s finally passed his driving test and, despite the warnings of his father, is off for an evening of wild plasma ducking frolics.

■ Unfortunately, B.O.B. is momentarily distracted by a nubile young nebulite (some things never change) and misses his exit off the interstellar freeway...



■ ...and runs headlong into a cosmic contraflow bollard (or a meteorite to you and me). As B.O.B. surveys the damage, he wonders (not for the first time) why parents the universe over are always right.



■ Hmm, damn tricky, Johnny Crab. If you haven't got any heat-seeker missiles left in your arsenal your best bet is to jump, turn, crouch and shoot the little snapper.



■ Great. Just what I need – a King Edward with an attitude! It pays to be sly in this game – here, for instance, it's far easier to shoot this guy from below rather than risk a face-to-face confrontation.

gameplay and enemies stay exactly the same.

Another problem is the finicky control method. Landing a jump accurately is a pretty tricky feat and you'll spend ages trying to position yourself correctly to climb the ladders. Considering you have to complete each of the levels within a certain time, the precious seconds spent desperately searching for 'just the right spot' add to the overall frustration and the unfair death toll.

This wouldn't be so bad if you could simply pick up the pieces where you died. But no, instead of providing convenient restart points the game drags you back to the

beginning of the level every time you so much as get a whiff of Death's breath.

Naturally enough, this is screamingly irritating, especially when the poorly designed control system is the reason for your untimely demise.

On the plus side, though, the collectables consist of a neat range of interchangeable state-of-the-art weaponry (including single and multi-directional pulse rifles, heat-seeker missiles and Ripley-style flame-throwers) as well as a host of gadgets to help you whizz around the platforms more quickly.

There are some great comic touches, but the awkward controls

WHEN THE GOING GETS TOUGH



■ This is just one of the weird boss type characters you'll come across. First shoot out the slimy hatches...

■ ...then prepare to deliver a hefty helping of missiles to the bug who detaches himself from the dead body.



■ Hmm, just when I thought everything was going so well too. B.O.B.'s really a philosophical kinda chap and always has some epitaph prepared for himself.

make the game frustratingly tough – and there's simply not enough variation in graphics, levels or

gameplay. *B.O.B.* promises great things – but then fails to deliver.



ALTERNATIVES



■ More alien scum bite the bullet. Well, odd as it may seem, the closest thing is really *Alien³* (Issue 34: 82%). The style of animation is spookily similar.



■ B.O.B. lets his fingers do the walking as he makes his way across a hanging vine in a style very reminiscent of the *James Pond* 'shimmy'.

■ "You have three minutes to reach minimum safe distance." Oh sorry. Wrong alien. Here B.O.B. has to take out the pod and prevent the miniature aliens escaping.

B.O.B.

● Mega Drive ● E.A. ●
● £44.99 ● UK Release ●
For more information, contact
E.A. on ☎ (0753) 549442

- Bags of character 'n' humour
- Big, big challenge
- Too little variety between levels
- Awkward 'n' finicky controls
- Lack of restart points

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"The novelty of the graphics and humour soon palls once you become bogged down with the controls and the repetitive platform action. A big shame."

67%

ULTIMATE SOCCER

● Mega Drive ● Sega ● £44.99 ● UK Release ●

"Why do I always review the football games, Mark? Why? Why?", cries Dean Mortlock. "It's not even as if I like the game or anything."

ODD THINGS, VIDEO games. They're sort of like buses, aren't they? (They are? – Mark) For years you wait for a decent footy sim, for example – and then, all of a sudden, there are millions of the things all queuing up for your attention.

E.A. Soccer, Goal, Sensible Soccer, Pelé... The list of soon-to-be released football games gets bigger by the day. And now Sega have joined the bandwagon with *Ultimate Soccer*.

As far as I'm concerned, however, *Super Kick-Off* is still the best footy game around. Sega's game comes pretty close, but the



■ Not a bad goal, eh? Our guy makes the run and nods it in while the goalie meditates on the meaning of it all. The action replay on this one should be interesting...

crown still undoubtedly belongs to footmeisters US Gold.

The presentation you get with *Ultimate Soccer* is truly superb though. There's a screen chock full of options and (unlike *Super Kick-Off*) accessing them couldn't

be easier. All the obvious options have been included – the ability to quickly alter the length of halves, difficulty levels (and so on) – but they've also added a few new ones: variable ball weight, inertia on the players, 11 or six-a-side teams and adjustable ball control. You can choose to play in a one or two-player match, take

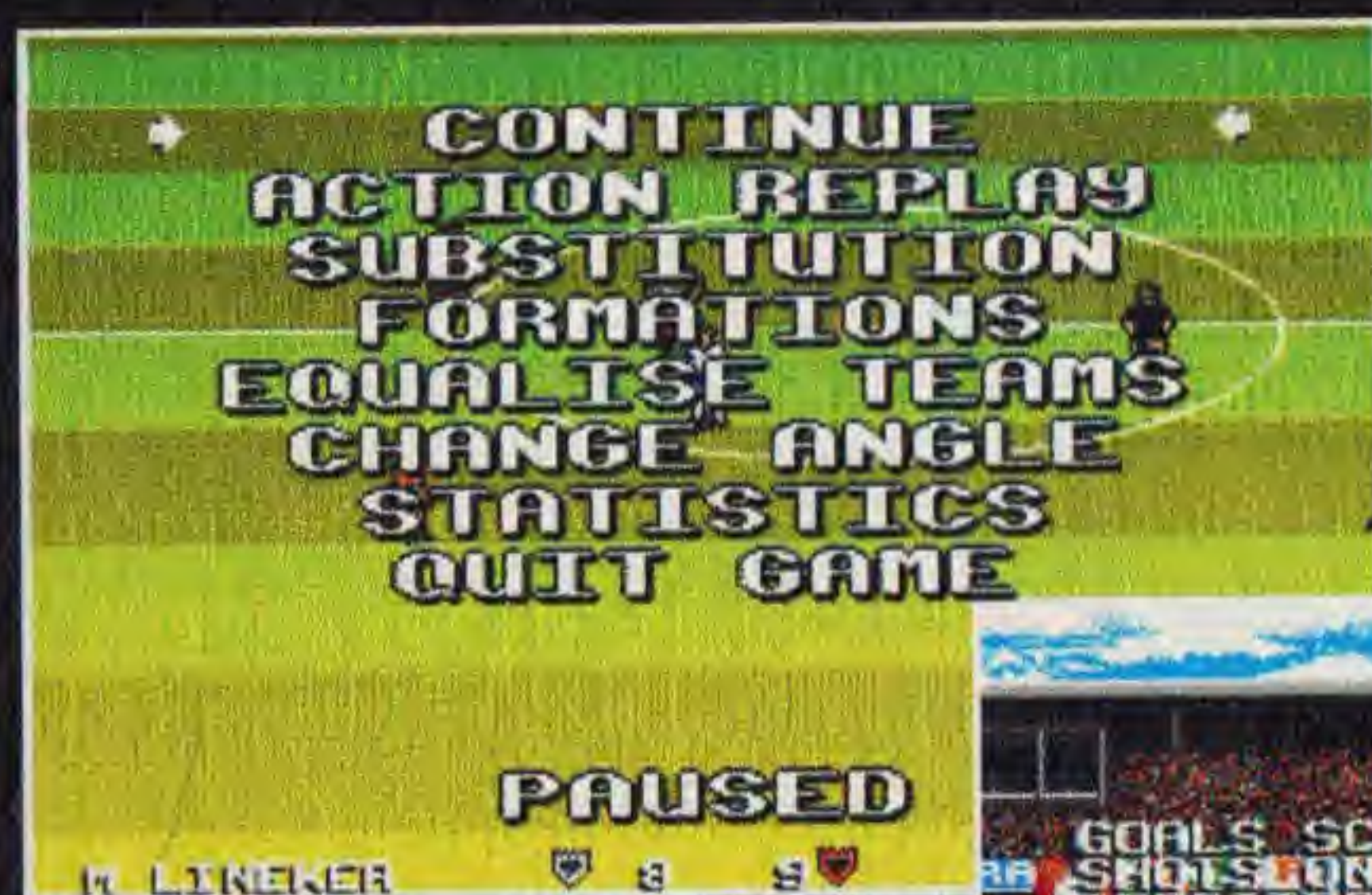


■ You get to choose from eight different team formations, but I'm not sure they actually make any difference to the gameplay. Oh well, select one anyway and get on with it.

part in the league, knockout competition or even the Ultimate Cup (which is basically the same set-up as the World Cup). There are six groups with four teams in each. After three matches, the top two point-scoring teams then go through to the knockout rounds. Once you've sorted out your options you can select your team from the 64 international squads available. Then it's kick-off time.

One of the major selling points about this game has to be the fact that it's the very first of Sega's 'multi-player Tap' compatible titles. (This wonderful device is an adapter that fits into one of the

IT'S TRUE, DEAN IS A TECHIE BUFF!



■ If you feel you need more options, press Start during the game to pause play and bring up this delightful list of definables.



■ By far the most interesting option available is the detailed statistics screen. Well, it is if you're a sad techie buff like me.

POWER POINTS

PLAYERS 1-8
LEVELS N/A
SKILL LEVELS 3
RELEASE DATE Sept

OTHER DETAILS
Far too many options to list here – read the review.

TIME TO COMPLETE
How can you complete it?

ER



Football wouldn't be football without the penalty shootout. Yes, this is the bit where everyone's tearing chunks out of the armchairs, the sofa – and each other.

joypad ports enabling up to four players to compete at once – and if you've got two of 'em then eight of you can do that Gazza thing.)

The game uses a Madden's-style behind-the-goal-and-up-a-bit perspective which works very well. You can alter the viewing angle, but I found it made little difference to the look of the game.

All the set pieces (corners, free kicks etc.) display a dotted line to show you where the ball will go when kicked. You have to move this line around in order to aim it. Well, that's the theory anyway. In practice, it never went in quite the direction I wanted it to.

Ultimate Soccer's got virtually everything you'd expect – and a bit

more besides. It certainly boasts more options than any other football game I've seen to date – including all the regulars like penalties and the almost standard nowadays action replay.

But I have to admit that I still prefer *Super Kick-Off*. There's just something about the hectic action of that game which appeals to me. Having said that, *Ultimate Soccer* comes a close second. If you're after a competent sim and *Kick-Off* wasn't for you, check this out.



A bit of a first for video game footy, this. Yes, it rains! Ever faithful to that true footballing experience, US Gold have brought the British weather to your console.

GREEN OR BLUE – IT'S UP TO YOU

In a desperate attempt to avoid monotony, I can now bring you a shot of a grassy and very green football pitch. These are usually found outdoors.

This tasteful blue pitch, on the other hand, is quite typical of indoor arenas where you can play six-a-side footy (and, yes, it's yet another option from the vast array...).



The perfect option for the more fashion conscious among you. Simply flip through the list and select the strip you fancy.



And here are all those options in full. To be honest, you'll never use half of them. They're still fun to play around with though.

ALTERNATIVES

It's a game of two halves, Brian. In a straight pound for pound scrap the best alternative is *Super Kick-Off* (Issue 40: 90%), but that's just my opinion...

ULTIMATE SOCCER

- Mega Drive • Sega •
- £44.99 • UK Release •

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

- Caters for up to eight players
- Tons of options
- A good alternative to *Kick-Off*
- The pitch angle works well
- Sonic's in it

GRAPHICS	FINAL VERDICT
10 1 2 9 8 3 7 6 5	"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. Worth checking out."
SOUND	82%
10 1 2 9 8 3 7 6 5	
ADDICTION	
10 1 2 9 8 3 7 6 5	
BRAINPOWER	
10 1 2 9 8 3 7 6 5	



The **future** of
videogaming

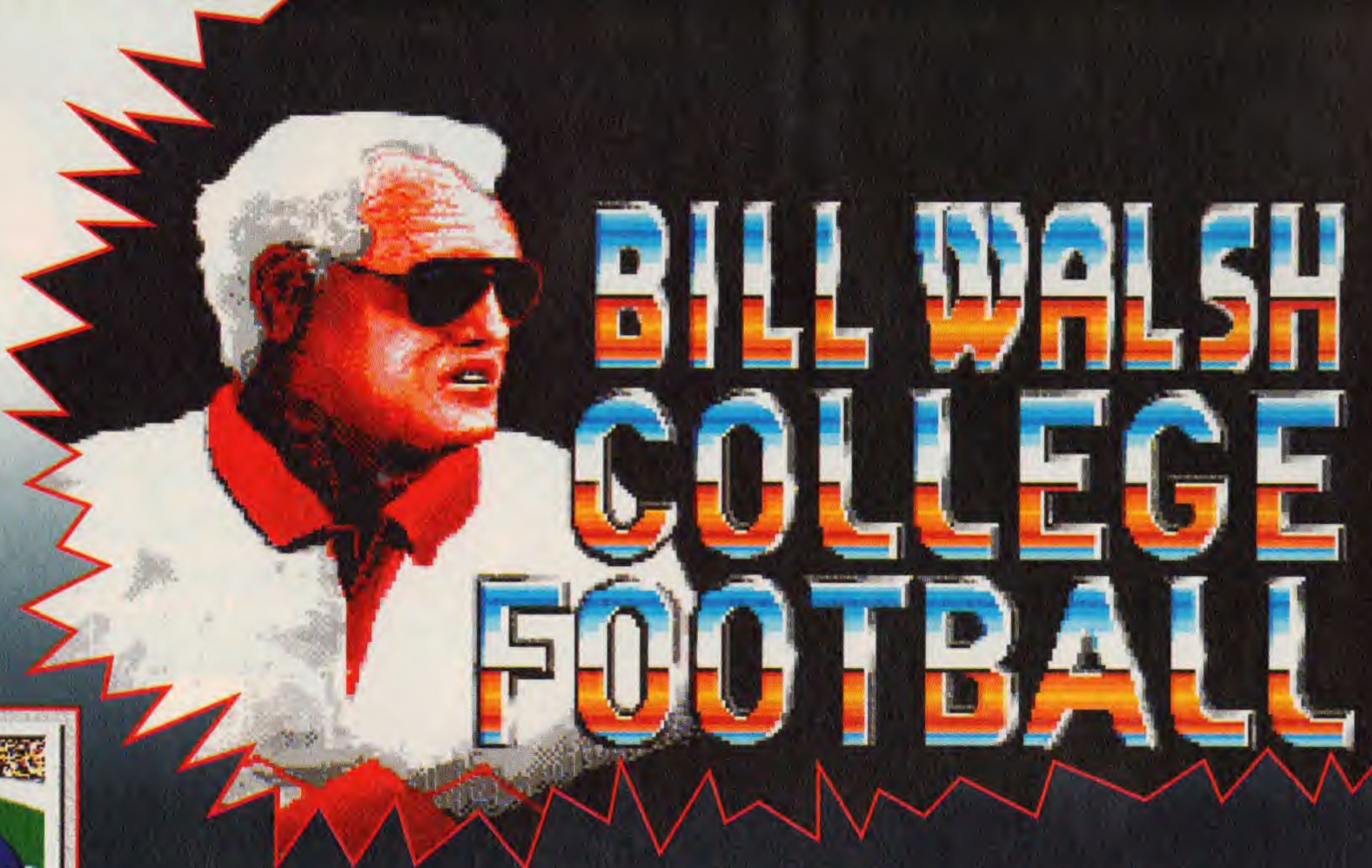
Mega Drive, Super Nintendo, **PC**, Amiga & then some

EDGE

onsale
at selected
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from Thursday
19 August 1993

Move **fast.**

And the jolly weird thing is, *John Madden's '94* is all set to hit the streets just after this one. John Cantlie, one-time American Football player and general all-round sad guy, tries to justify the release of football game after football game after football game...



■ (Left) One groovesome touch for collegiate football lovers everywhere is the massive 'All-time Greats' option, where you can re-enact all those truly fabulous '81 matches in full.

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



■ (Right) They're big, they're small, there are loads of the things and each one is different. The most amazing thing about this cornucopia of plays is that they're all very easy to select.

THE IMPORTANT BITS to remember are that a) E.A. are even more massive in the States than they are over here and b) Americans are a fickle bunch who can't say no to innovation. End result? *Bill Walsh College Football* is de rigeur, while *John Madden's '93* is outta here. In other words, E.A. release these titles because they sell...

Bill Walsh differs from the *Madden* series, however, in that it

uses an improved game engine. Indeed, old man Madden looks like he may have had his day.

The main differences between the two titles are that *Bill Walsh* is more detailed, has more plays and is easier to play. Changes for pedants, sure, but there's no doubting that *Walsh* is the slicker-looking title – and quite possibly the better game (crikey...).

Unfortunately, there's that perennial leagues problem. It's something that E.A. sports sims have always lacked – and *Bill Walsh* is no exception. There are plenty of teams to make up for the deficit, though, including a vast

array of top teams from the past. I can't help but feel, however, that perhaps E.A. could've worked on the speed of the thing a bit more.

Other niggles include massive crowd-out problems when the action gets sweaty. It's very difficult to see which Tight End you're passing to in heavy traffic, for example.

The movement of the pitch is scrummy enough, although the individual players move a bit on the slow side, and there are loads of options to play with. *Bill Walsh* doesn't throw any surprises, but what it does it does well enough.

ALTERNATIVES



■ Beautiful gameplay in Joe's title.

John Madden's '93 (issue 38: 83%) or *Joe Montana Football 3* (issue 38: 89%).

BILL WALSH WOULD DO IT THIS WAY

■ 1. (Below) How to score a touchdown in three easy stages. Select a 'Hail Mary' play from the play options and proceed to lob the ball to either receivers B or C...



■ 2. (Above) Once you've worked your way into sight of your opponent's endzone, select a Tight End throwing play and lob a nice short one over the line of scrimmage.

■ 3. (Below) This nearly always results in a full six points, with the option to go for another two on the extra point fake. (I'd like to see you do it again, John... – Mark)



POWER POINTS

PLAYERS 1-2
TEAMS Loads!
SKILL LEVELS None
RELEASE DATE Sept

OTHER DETAILS

Loads of pre-game options. Quote time: "American Football is the art of chess rolled into gang violence rolled into a televised way of life". How profound.

TIME TO COMPLETE

Until you get bored.

BILL WALSH FOOTBALL

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

For more information, contact E.A. on ☎ (0753) 549442

- Smarter than *John Madden's*
- Loads of plays but easier to use
- Bone-crunching sound effects
- Nothing over *Madden's '93*
- Still no league... Aaaaarrrgggh!

GRAPHICS



SOUND



ADDITION



BRAINPOWER



FINAL VERDICT

"I doubt whether most UK fans will be fussy enough about their game to fork out 45 quid for just a better 'engine'. Smart, but not smart enough compared to its predecessors."

78%

ANDRE AGASSI'S

● Master System ● Tecmagik ● £29.99 ● UK Release ●

■ The clay court isn't a favourite with vain players because it's so easy to graze your delicate knees on the harsh surface.



■ 'Are you lookin' at me girlfriend?' 'Didn't yer spill my pint last week?' 'D'ya wanna make summit of it?' The hard court. (Geddit?)

The hairy heart-throb gets the ultimate accolade – his own Master System tennis game. Sadly, Rich Longhurst reckons old Andre would be a bit embarrassed by this particular rendition of the sport.

REMEMBER THAT bastion of tennis venues Wimbledon? Remember that thrilling serve-and-volley racket-on-ball action? Remember those exciting tie-breakers? Remember the roaring of the crowd when a player pulls off an incredible shot?

Well, you'd better keep on remembering, because you'll find none of that in this cart.

You can play either singles or doubles (with a human or the processor as your partner) on any one of four surfaces: clay, grass, in-door or hard. You can also play either a one-off match or take part in a tournament against eight preset players (one of whom is Agassi). Sadly, the individual

statistics of the players make very little difference to the gameplay.

And that's it – those are the options in their entirety. The words 'extremely' and 'limited' spring to mind, don't they? Now to the game itself... Serving is a doddle.

POWER POINTS

PLAYERS 1-2
LEVELS None
SKILL LEVELS None
RELEASE DATE Out now

OTHER DETAILS
Four types of court.

TIME TO COMPLETE
A week, but it's so bad you really won't want to bother.

WIMBLEDON 2

● Master System ● Sega ● £29.99 ● UK Release ●

Sega roll out the strawberries and cream in a bid to cash in on the summer tennis sim fever. Rich Longhurst investigates the aces 'n' faults in this 8-bit racket (Please, Mark, get him out of here... – Power Crew).



■ Serve and volley just like the pros. Move swiftly into the net and hit that ball home.

THOSE TENNIS players really give their balls a belting, don't they? They can serve at more than 100mph and the other guy still manages to hit the ball back. Incredible.

Naturally, however, this is a bit of a problem for *Wimbledon 2's* programmers, because it's just impossible to make anything look as though it's doing over a ton on the Master System. Still, they've done their damndest – and almost pulled it off too.

Unless you're really quick on your toes, you won't be able to

POWER POINTS

PLAYERS 1-2
TYPE OF COURTS 3
SKILL LEVELS 2
RELEASE DATE Out now

OTHER DETAILS
Compete in five tournaments. Password system enables you to develop your players.

TIME TO COMPLETE
A couple of months – but only if you really get stuck into the tournament side.

take the pace of a Normal mode game, so it's a good idea to play your first few matches on Easy (where the slower ball gives you more of a chance to rush along and return the service).

It also gives you the welcome opportunity to move into the net and play some volleys. If you want to play more clinical strokes (say, like ol' Pete Sampras), however,



■ Choose your player and get ready for some steamingly hot ball-on-court action.

TENNIS

■ Andre's a fine figure of a man – and I've got the statistics to prove it... Steady on now, girls.



impossible to judge where the ball has bounced, so you don't know where to move your man. Second, Tecmagik have put so much effort into just animating the players that they seem to have

Press Button 1, direct the ball and that's it. There's so little skill involved, double-faults'll be a thing of the past. Hitting the ball back, on the other hand, varies between being stupidly easy and incredibly difficult. First of all, it's almost

forgotten about one important thing – control... Your guy lurches around the court like a left-legged leper with a limp, so it's frustratingly difficult to get him in a position where he can hit the ball back. Then there



■ The indoor court can't come out to play 'cos it's got that extremely weird photo-sensitive skin that burns in the sunlight.



are all those other 'moments' – like when a right-handed player can play a forehand stroke and still manage to hit the ball from somewhere near his left knee. It looks daft and leads you to think that perhaps it doesn't really matter where you position your player after all.

Then there are the sound effects – or rather lack of them. No crowd noise at all, the ball sounds as if it's one of the ping pong variety and the end of each game is signalled by a terrible jingle. They are possibly the worst sound effects you're ever likely to come across in a video game.

What else does it lack? Tie-breaks, instant replays, statistics at the end of each match telling you how many aces and faults you scored, the ability to create your own player, practice options... The list goes on and on. The game, most fortunately, does not. At least, not on my **SEGA POWER** Master System.

■ Win the game and get your name (or rather your player's name) in the papers. Now there's an incentive for you.

AGASSI'S TENNIS

• Master System • Tecmagik •
• £29.99 • UK Release •
For more information, contact Tecmagik on ☎ (071) 243 2878

- Andre's a good-looking dude
- An average tennis game...
- ...where average means bad
- Uncontrollable and unexciting
- A total double-fault

GRAPHICS



SOUND



ADDITION



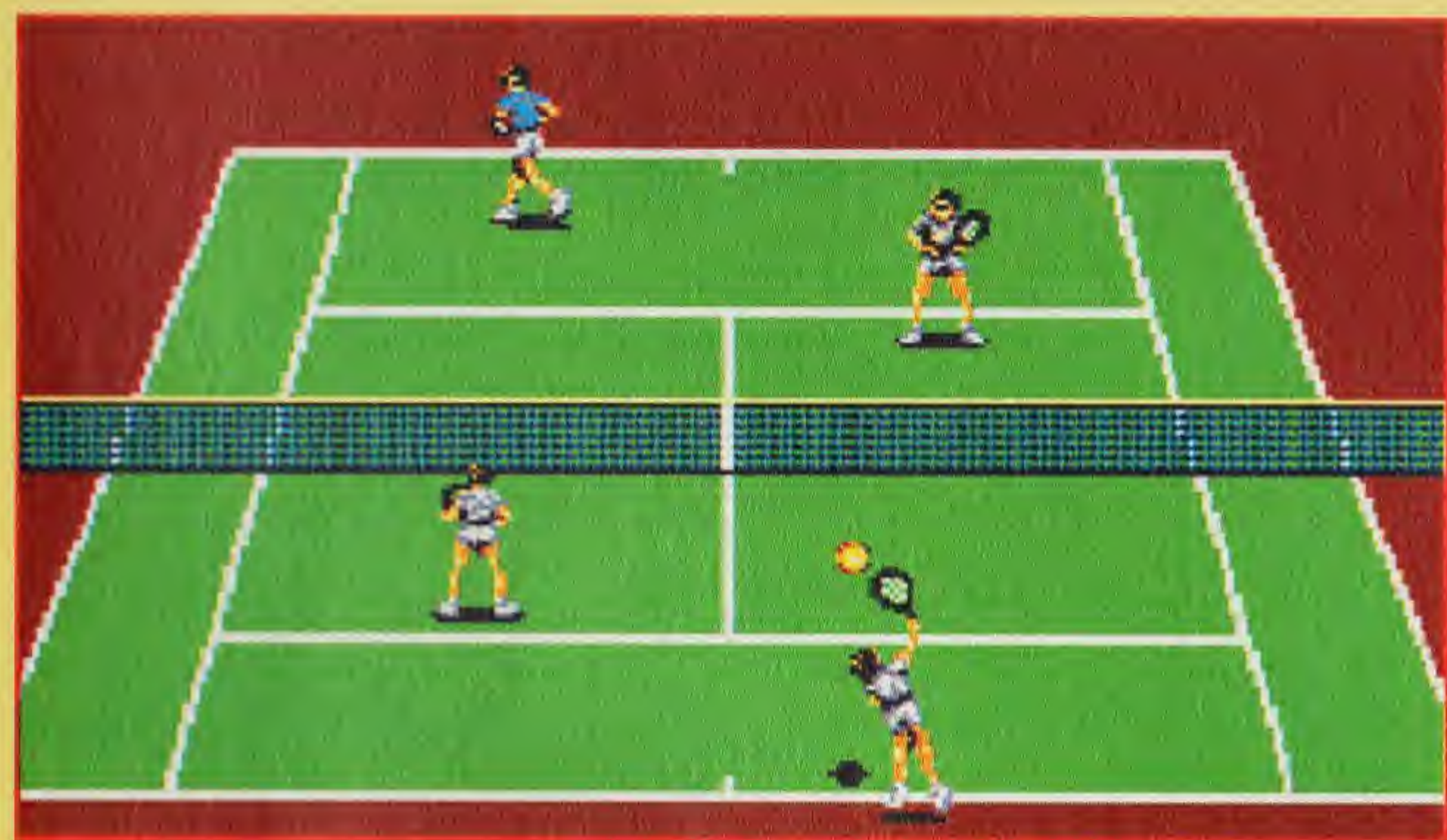
BRAINPOWER



FINAL VERDICT

"I find it hard to believe that a tennis ace like Andre Agassi would put his name to a game like this. When stacked against Wimbledon 2, this just doesn't stand a chance."

38%



■ (Left) Hey, mate – you're not looking at the ball! I'm not going to fall for that old 'I wasn't ready' ploy.



■ (Left) Oooh, the excitement of a break point. Pity you're the one who's serving though... You're about to lose too. What a shame.

then you'll have to switch back to Normal mode.

Unfortunately, although you can select the skill level, you only get a choice of two different shots (Button 1 for a flat shot, Button 2 for a lob). Still, you can control the ball's direction to some extent by using the D-Pad.

Off the court, Wimbledon 2 has plenty of options to get you in the mood. You can choose to play one-off single or doubles matches on hard, grass or clay courts.

You can even create a new player and start an illustrious

career on the tournament circuit. To do this you're initially given a pool of 20 points which you divide between the skill, stamina, power and speed ratings of your newly designated player.

At the end of each tournament you get more points to add to your ratings. Essentially, the more your player competes the better he or she gets. The aim is to battle through the American, French and Australian tournaments before finally going for Wimbledon itself.

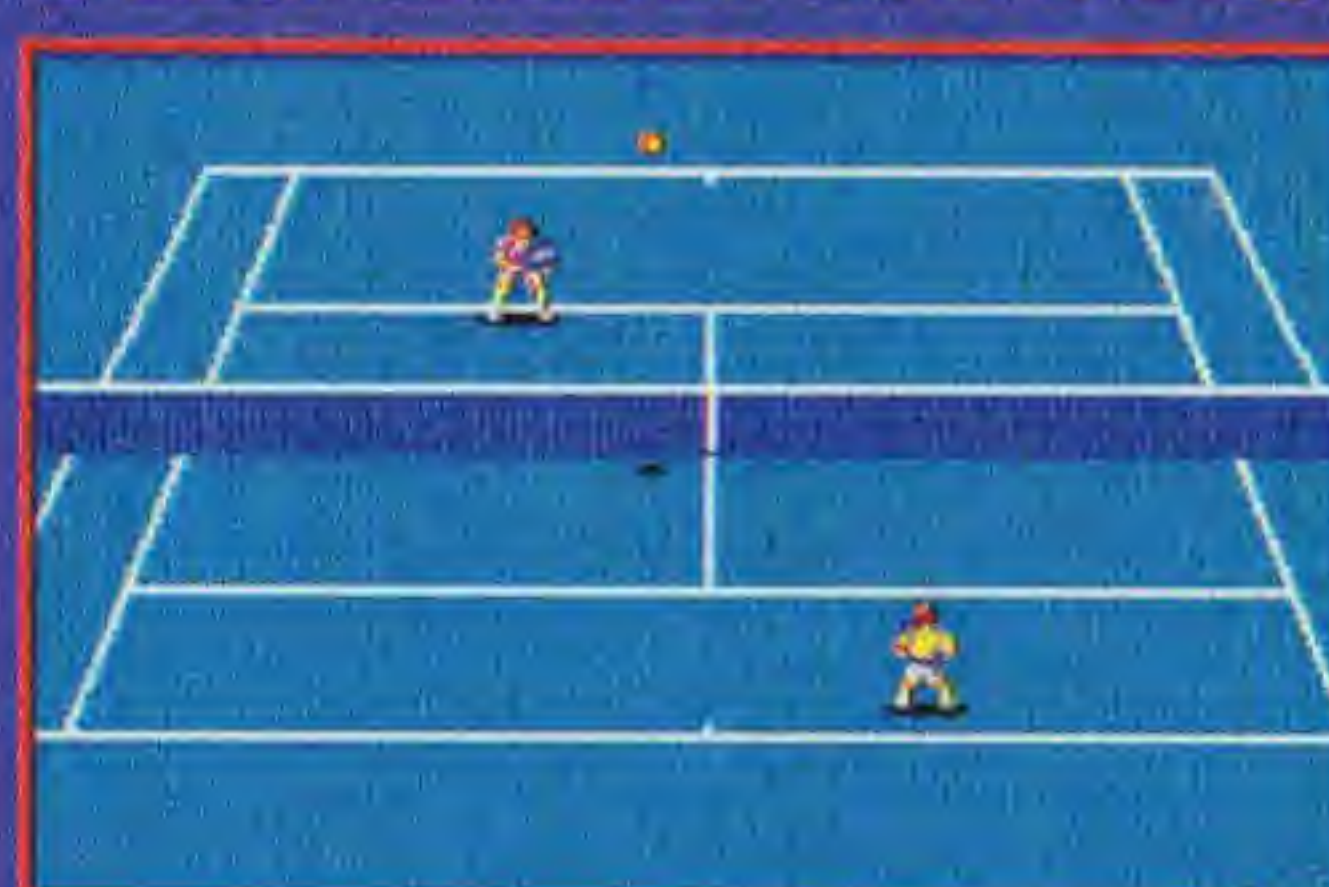
Wimbledon 2 is much better than Andre Agassi Tennis – a lacklustre tennis sim made worse by a lack of off-the-court options and general polish.

Wimbledon 2, on the other hand, gives you stacks of features and

long-term interest in the form of your player's career and statistics. The visuals aren't as good, true, but the speed of the matches means it's far more exciting.

SEGA POWER

ALTERNATIVES



■ Moves fast, but a lot less meaty.

Wimbledon (Issue 30: 84%) is the nearest alternative. The sequel's not as fast, true, but the action has a meatier feel.

WIMBLEDON 2

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

- Player development feature
- Easy to pick up and play
- Rallies can get exciting
- Loads of off-court options
- Animation's a bit stodgy

GRAPHICS



SOUND



ADDITION



BRAINPOWER



FINAL VERDICT

"Wimbledon 2's nothing stunning, but it's a decent all round game which'll give you plenty of fun. The rapid pace of the matches kinda makes up for the sluggishness of the animation."

72%

■ The game has loads of options – you can even select the type of background music you want.



GOLDEN AXE



● Mega Drive ● Sega ● £44.99 ● Jap Import ●



■ Oooh, a pretty bit! I have to admit that a couple of the sections in *Golden Axe 3* don't actually look that bad, but two out of 12 isn't that many, is it? Meanwhile, your man takes a hit from a couple of hungry skelly things...

When you've got a cack game to review, even dressing up in leather and waving a broadsword can't relieve the monotony, reckons our Dean Mortlock.



■ Kick these thieving dwarves in the pants to make 'em drop those vital potions. If you're familiar with *Golden Axe*, you'll know the score.

THAT'S FIGHTING TALK WHERE I COME FROM



■ Cripes, I don't think any of the characters in *Street Fighter 2* stand a chance against the bods in this game. I mean, just look at this guy's swinging sword manoeuvre. Very over the top...



■ And what about this? Wow. Is it me or does this guy look like Blanka? Shame he's not as hard or as big (or as anything really, so I think I'll shut up now and do something less boring).



■ The 'thing's' special move has you flying through the air and performing this distinctly odd manoeuvre. Hmm, it looks much better when you've got a four foot sword through your skull, believe me...



■ Clever move, this. You send your sword spinning towards the baddies at a hefty rate and it then scythes 'em up into little bits. Don't know quite how she catches it afterwards though.

ONE OF SEGA'S first 32-biters, *Golden Axe 3* the arcade machine boasted incredible graphics and was a big hit in the arcades. I was in high spirits then when I got my hands on the 16-bit conversion, currently available only on import.

Golden Axe and *Golden Axe 2* on the Mega Drive were okay for their time, but games have moved on a bit since then. *Golden Axe 3*, however, is hardly at the cutting edge of Sega technology. In fact, it's a huge disappointment.

You have the usual one or two-player options, but Sega have this

time included a Versus mode where you can either fight against another player or the Mega Drive. If you choose to fight against the processor, you've got to battle your way through five opponents before you can finish that section of the game. Unfortunately, it'll probably take you about ten minutes to defeat them all. After that, it's unlikely you'll want to play through again.

Get into the game and you're immediately surprised. But not because it's an exact replica of the arcade game or because the gameplay is so different from the other two *Golden Axe* games that



■ This odd-looking map shows you all the usual mappy things, like where you are and where you've got to get to. During the Game Over screen, it also shows you the last route you took through the game.

AXE 3

PICK ME UP BEFORE YOU GO NOW



■ If you come across a barrel like this one, always give it a hefty whack, 'cos it'll usually contain a useful spell or some handy food.



■ The same goes for chests, although they can blend easily into the background, so stay alert.



■ If there were a few more moves, available, larger sprites and better animation, then this Versus mode might actually have been quite good fun. Harder opponents would have helped a smidgen too.



■ Here we have the all-too-familiar sight of our musclebound hero clearing up a few stray crusties at the annual Stonehenge 'lentils and mud' Festival. Go get 'em, man.

ALTERNATIVES



■ The second in the series is best... **Golden Axe 2 (issue 27: 81%) is better than this disappointing blob of tripe.**

you're literally wetting your pants with excitement. Nope. The reason you're surprised is because the game is so average. Apart from a few new moves, it's identical to the previous two games.

There are 12 sections in all, and at various times you get to choose which way you want to go, but I don't believe your choice affects the gameplay in the slightest. You only need to play

seven of the 12 sections to complete the game anyway.

Should I mention the game's sound? Well, I could waffle on for a couple of lengthy paragraphs about what the music's like, but that would be about as interesting as the music itself.

The graphics are actually worse than those in *Golden Axe 2*. Come to think of it, the whole game is worse than *Golden Axe 2*. The main character doesn't feel as responsive and the backgrounds

are drab. I always thought sequels were supposed to offer something better over their predecessors. Not so this game.

They've added a few extra moves – a *Street Fighter 2*-style attack and a couple of swirling swordy bits, for example – but the animation is so poor there's very little to distinguish between the different moves.

Can you believe it? A sequel that's actually worse than the game that went before it. The

graphics, sound, addictiveness and gameplay are all as dull as a weekend of trainspotting and, to top it all, you'll probably complete it in a couple of hours. Sad.



■ Hey, maybe this game isn't so dull after all. I mean, in certain parts you can actually choose your route through the levels. Erm, no. It still doesn't work. Guess that means the game's still as dull as woodshavings.

NOT SO MAGICAL EFFECTS...



■ These deadly pillars are just one of the effects you can achieve via the potions. You can go through the whole game without using them, though, so it's all rather pointless really. Shame!



■ If you think this snowstorm looks dramatic, just wait until you see it in action on-screen. There are bits of ice flying everywhere. Most impressive. Yes, I am being a sarcastic, Mark...

POWER POINTS

PLAYERS 1-2
LEVELS 12
SKILL LEVELS 2
RELEASE DATE Out now

OTHER DETAILS
Versus mode, special moves and four different characters to choose from.

TIME TO COMPLETE
Half a day.

GOLDEN AXE 3

• Mega Drive • Sega •
• £44.99 • UK Release •

Thanks to Dream Machines
☎ (0429) 869459 for the cart

- Erm, lots of moves?
- Where do I start?
- It's just so dull...
- ...dull...
- ...dull!

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"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."

34%



SUPERMAN

• Mega Drive • Virgin • £T

■ One enemy comes on-screen, fires a bullet at you and then flies away. Can you cope with the excitement?

if you could earn loads of cash by designing the same game over and over again. 'Great news, guys', you'd say, 'we

got the 'Superman' licence – so who's for a platform game?

'We can have a bit of slow walking and jumping, plenty of punching,' you'd dribble happily, 'with naff monsters and rubbish backdrops. Superman can fly, remember, so we'll still need some flying bits so he can shoot things with his laser eyes, but he won't be able to shoot while he's walking because, er, well, er, for no good reason at all, actually.

'And to make it a bit more annoying and illogical', you'd burble, 'we'll let him have a

massive punch that he can only use while he's standing still.

'Then, of course, there'll be children for him to save, energy power-ups to collect and it'll be set on several levels with a puny and predictable boss at the end of each just to tidy things up a bit'.

Seriously, though, *Superman* is crap. In fact, it's the dullest, most unimaginative game I've seen in a

POWER POINTS

PLAYERS	1
LEVELS	A few
SKILL LEVELS	3
RELEASE DATE	TBA

OTHER DETAILS

Only two continues, but you get more when you rack up the points. Practice mode provides two levels and 15 minutes' worth of play...

TIME TO COMPLETE

A week.

He's been killed off in the comic, but Richard Longhurst reckons this game will drive the last nail into the Man Of Steel's coffin.

WOULDNT IT BE great to be a video game designer? The kudos, the girls, the machismo... It'd be dead easy too – especially



■ Never let it be said that *Superman* fails to give you enough variety. You get vertical and horizontal scrolling with this baby. Bet you can't wait, eh?

NIGHT STRIKER 3



■ Large, blocky sprites don't do this game any favours – I mean, what the hell is that thing, eh?

• Mega CD • Taito •

• £44.99 • Japanese Import •

Dean Mortlock was under the impression that the Mega CD was at the cutting edge of console technology, until he saw this...

THE SEGA POWER Crew stared in horror and disbelief at the screen. 'Is this really a CD game?' they cried, clearly shocked. To be honest, I wasn't really sure...

I mean, CD games are meant to have well snazzy graphics and animation, right? The tunes should blow your mind and the FX should make your ears pop. And a CD game should be huge, yes? Well, *Night Striker 3* has none of these

drool-worthy features – yet it still managed to arrive at our office on a round silver disc (packed in a small and slim plastic case), so I

■ Something stinks beneath the calm surface of suburbia, something very disturbing. The odd thing is, I can't remember Milton Keynes ever looking like this. And are those blobs on the side of the road really supposed to be houses? I don't think they work at all.

can only assume that this is some kind of sick joke by Sega Japan.

Basically, *Night Striker 3* has you flying around in your craft, shooting at other air-borne nasties à la *Space Harrier*. The game is split into 21 levels, with *Out Run* style junctions at the end of each. The scrolling is fairly smooth and

to give the game credit where it's due, the tunnel sequences do look fairly impressive. Nevertheless,



ALTERNATIVES



■ Take the Caped Crusader for a spin. If you fancy driving down hell's mainstreet blowing everything away get *Batman Returns* (Issue 45: 85%) instead.

MAN

BA • UK Release

long time, and the fact it's based on one of the grooviest heroes ever just adds insult to injury.

The graphics are so lifeless you'd think they'd been ported across from an old Master System title. The enemies (including the bosses) are all woefully predictable



too. Superman died a hero's death in the comic strip, but all Virgin can do is cash in on his noble end with this sad platformer.

ALTERNATIVES



■ Webs that make you go 'oooooh!'.

Pick a superhero and you'll find a duff platformer variant to go with him. *Spider-Man* (issue 24: 78%) is still good fun tho'.

SEGA POWER

■ Superman gets a faceful of robot plasma... That smarts!

■ A missile appears from nowhere. Fair?

■ Blast past this trundling droid to rescue the kiddies.

■ Now it gets tricky. Two enemies are on-screen at the same time (like, wow) and they've got an incredible special move – they jump up and down and, er, that's it. Wake up, Virgin! This is 1993!

SUPERMAN

• Mega Drive • Virgin •
• ETBA • UK Release •
For more info, contact Virgin on ☎ (081) 960 2255

- It's got Superman in it
- He can jump, fly, run, shoot...
- ...but not all on the same level
- Boring and unimaginative
- Easy to memorise what to do

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"There's nothing super about this festering bladder of a cart, I can tell you. Licking urine off a nettle would be more entertaining. Yet another tragically wasted licence."

30%

you've seen better elsewhere – and it's probably been on cart.

On booting up the game from disc, there's no flashy intro, no animated sequences – just a few reasonable stills with some awful background music.

Once you get into the game, look *real* close and you'll see – my God – the Mega CD's custom sprite-scaling chip in action! Er, yes, but don't get too excited. You see, you can't tell exactly what's coming at

you, because the sprites start off far too blocky – and look even worse when they're close up.

The sound's dire and the whole game's thoroughly dull. Although there are 21 levels, you only need to play through six of 'em to finish the game – which I managed to do on my first attempt. Not really the stuff challenges are made of, this one (to put it mildly).

The Mega CD is an excellent machine. The potential is there for some truly breathtaking software.

But in order for developers to continue supporting the machine, a strong user-base has to be established. If they keep churning out trash like this then it's hardly

likely to make people rush out clutching their £270, is it? If this was a cart game, I'd laugh. On CD, however, **SEGA POWER** it's a travesty.



■ That blue mass on the left of the screen is the boss for level one. Please don't ask me what it's supposed to be – your guess is as good as mine.



■ Here's a shot showing some of the more interesting visuals in *Night Striker 3* – the spray at the back of your ship and the bridges (which move at a fairly hefty rate).

NIGHT STRIKER 3

• Mega CD • Taito •
• £44.99 • Japanese Import •
Thanx to Gamesville for the loan of the CD ☎ (0293) 541953

- A waste of a good system
- Blocky sprites
- Dull muzak
- Unoriginal
- Too damn easy

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"If this is a CD game then I'm a lump of cheese called Rupert. Whoever designed it probably thinks that CD stands for Completely Dull, because that's exactly what this game is."

19%

POWER POINTS

PLAYERS 1
LEVELS 21
SKILL LEVELS 2
RELEASE DATE Out now

OTHER DETAILS

Although there are 21 levels in all, you can choose your own route and go through as few as six if you want. You get three continues, but probably won't need 'em.

TIME TO COMPLETE
15 to 20 minutes.

■ For some strange reason, when you get to the last level you decide to leave the relative safety of your craft and brave the dangers on your own. Yeah, right. Wise move, mate.





Remember, kids: playing on roofs is neither big, hard or clever, so don't do it, all right?



(Left) Wild West overtones permeate this level as Bubsy battles the Badland Bust-'em-ups. (Are you sure about this? - Mark)



Sonic's got those pipey things, Bubsy's got the log ride... and I've got to admit that the log flume's my fave ride at theme parks. What about yours? Do write in and tell.



Not only does Bubsy save the world from its wool-less fate, but he also works for Billy Smart's circus. Here we see him performing incredible feats of balancing with his co-star Vern.

BUBSY

● Mega Drive ● Accolade ●
● £39.99 ● UK Release ●

Bubsy The Bobcat and Mark (cat-swinger) Winstanley share a dark and sinister secret – neither of them are indigenous species of Africa's Ivory Coast. And that's a fact.

FOLLOWING IN THE massive tradition of cute animals taking centre stage in even cuter games, the hero of this one's a bobcat. Yeah, yeah, I know.

The world's apparently in danger of losing its entire stock of wool to some she-baddies from the planet Rayon called Polly and Ester (arf, arf). The ruling powers have therefore chosen to get a T-Shirt wearing bobcat to grab all the wool and bash any baddies that get in his path.

So how does he collect them? Why, by jumping and tumbling around. And how does he bash the baddies? Why, by simply jumping on their heads, of course.

Yep, it's one of those platform, I've-got-a-brother-called-Sonic jobbies, but what a looker! Right from the start, this friendly feline with his tufted ears and cheeky stance poings towards you and practically screams 'Cuddle me!'. Throughout the game, his cartoon antics are matched by cartoon



The super-cool Bubsy plays hard to get as one of the baddies blows gently in his ear.

soundtracks, cartoon backgrounds and battles with cartoon bad guys.

Featuring deserts, fairgrounds and strange, green, waterfalls, *Bubsy* spans 16 levels and shifts a

POWER POINTS

PLAYERS	1
LEVELS	16
SKILL LEVELS	None
RELEASE DATE	Out now

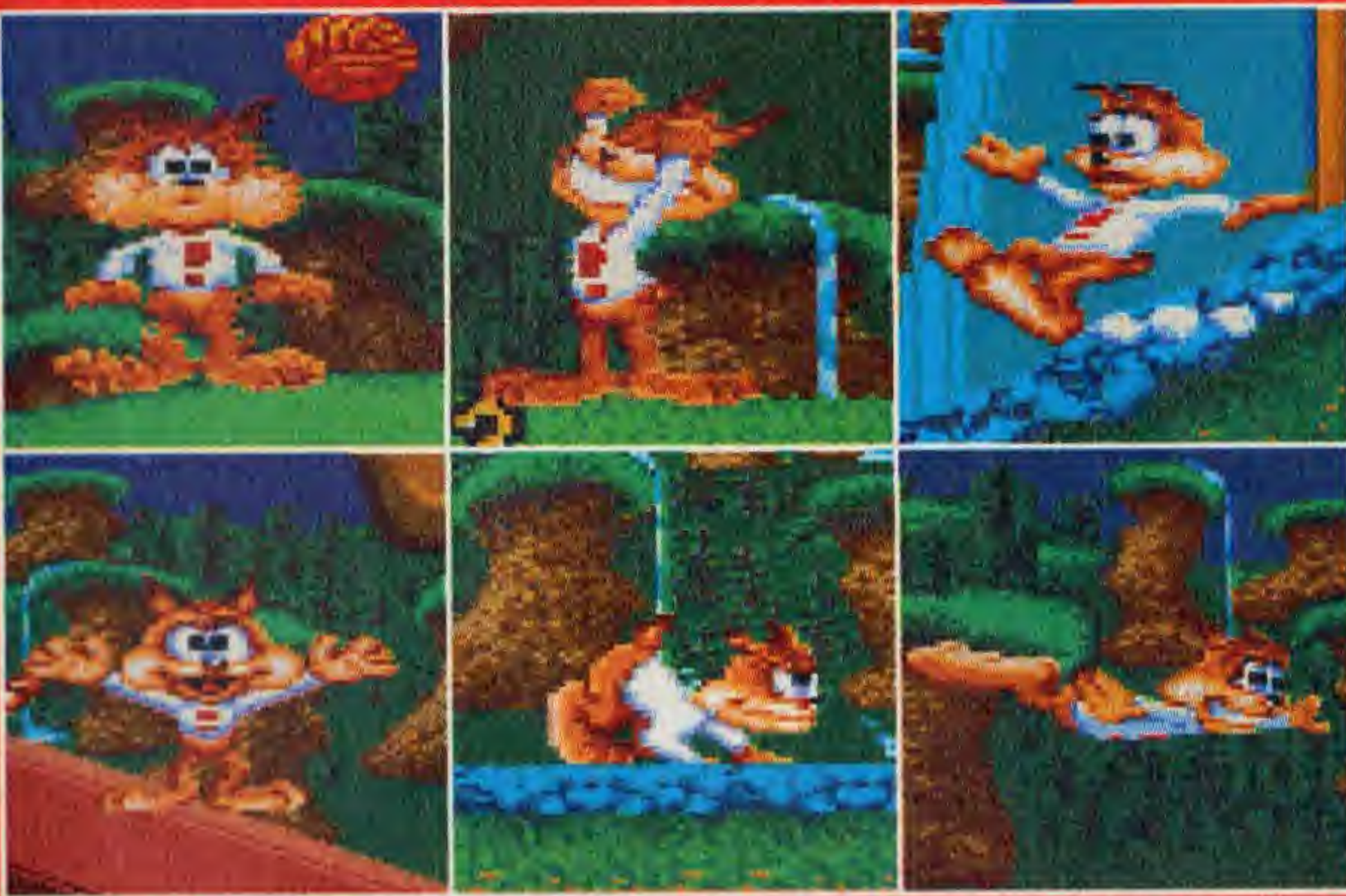
OTHER DETAILS
None.

TIME TO COMPLETE
Quite a few weeks.

These dark tunnels make handy shortcuts. Without even a thought of thuggery and muggery, Bubsy, that fearless hero, enters the city's subway...



BUSY



■ Cartoon caper overkill! The complexity of Bubsy's animation falls somewhere between that of 'Mr Benn' and 'Beauty And The Beast'.

fair bit too. Ever since Sonic did his thing, it seems to be essential nowadays that platformers move fast enough to give you a migraine – and *Bubsy* does just that.

Another norm is that the main character should show boredom when you leave the joyypad alone, wobble when he's on the edges of platforms and do something kooky every time he snuffs it. Well, Bubsy does all that too. In fact, when it comes to pushing up the daisies he's something of an expert, copping it in a large number of different ways.

So why wouldn't I buy this game then? Well, for a start,



■ Classic 'Bash Street Kids' violence.



■ Although water's fatal, Bubsy, that bobcat kid, can still get across the pool by reeling out this fantastic wooden bridge from this here spool-thing. Kind of nifty, eh?

■ In homage to Michael Douglas's brilliantly psychotic performance, Bubsy leaves his car in the middle of the road and goes in for a bit of his own 'Falling Down'. (Welcome to lousy gags of our time – Mark)

Bubsy does a lot of dying and, although he gets a lot of lives and

numerous restart points to help him along, there's often nothing you can do about it. Merely touching a baddie can mean instant death. What's more, unlike other platformers, falling too far can be fatal too.

But that's not all. The graphics are also so big there's not much of the game window visible at any one time, so leaps of faith become the norm. It's just tough luck if there's a hazard in your path. This kind of thing negates the speed of the game, because whereas Sonic is indestructible when he spins his way across the screen, Bubsy inevitably blunders into something and dies.

Things are made even worse by the badly planned sections. On the log flume, for example, you set Bubsy off sailing down a flume – but then have to watch helplessly as he plunges over a fall at the end. Awful.

The character's cute and is bound to adorn numerous badges,

but there's still an unfinished feel to *Bubsy's* gameplay. Giving the player lots of lives to compensate for the excessive number of unavoidable deaths is an ugly and unreasonable solution. Less lives and a diminishing energy bar would've been far better. *Bubsy* tries too hard to be *Sonic* and despite its sumptuous graphics it doesn't really get there.

SEGA POWER

WAYS TO MEET YOUR MAKER

Following in the tradition of such cult movies as 'Dead Again', Raimi's 'Evil Dead 2 – Dead by Dawn' and Romero's 'Night of the Living Dead', Bubsy dies. Quite a lot, in fact.



■ Combining Bubsy with sharp objects results in lots of deflating balloon antics.

■ Another fave cartoon method of demise is the 'shatter into bits' death.



■ Rolling down a hill is possibly the most pathetic way of meeting your maker.

ALTERNATIVES



■ The original hedgehog incarnation. *Sonic* (issue 22: 97%) or *Sonic 2* (issue 37: 89%) – and both are better than this.

BUSY

● Mega Drive ● Accolade ●
● £39.99 ● UK Release ●
For more information, contact Accolade on ☎ (081) 877 0880

- Massively cute graphics
- Loads of vast levels
- Like Sonic, but not as good
- The fatal falls suck
- Too many unavoidable deaths

GRAPHICS



ADDICTION



BRAINPOWER



FINAL VERDICT

"Bubsy's lovable and great to look at, but this game proves once and for all that great graphics do not a great game make. If you want a poor man's *Sonic*, it could be right up your street."

69%

It's time to save the planet in yet another ecologically sound platformer. Richard Longhurst repents his CFC spraying past and turns a curious shade of green.

CAPTAIN PLANET AND THE PLANETEERS

• Mega Drive • Sega • £39.99 • UK Release •

■ Hoggish Greedly – fat boy famous for having a stupid name.



■ Verminous Skumm – another daftly-named foe.



■ Dr Blight – a babe not to be messed with.



■ Duke Nukem – ugly radioactive monstrosity.



■ A true platform game – lots of moving platforms and very little excitement.

SAVING THE PLANET IS A VERY worthy, not to say absolutely essential, thing to do in this polluted day and age, but that still doesn't mean it's gonna make good game material.

For starters, the title's atmosphere is torn to shreds by the utter naffness of it all. The captain's a total cheesecake, all the kids seem to be suffering from piles and the enemies have totally dumb

names (Verminous Skumm, Hoggish Greedly or Duke Nukem, for example).

You start (ready to vomit?) on Hope Island where you can choose to clean up one of the four toxic zones, each of which contains a different pollution menace. The game then randomly selects one of the five planeteeers for you to control. Unfortunately, it doesn't matter who you get lumbered with because they're all equally crap.

Moves are limited to say the least – with the green little 'uns just about coping with a weak or strong shot and a feeble jump. What's more, the shots use up a small amount of energy so unless you can find an energy-replenishing collectible after a day's

■ It's impossible to get through this oil rig without getting hit a zillion times.

DOUBLE DRAGON

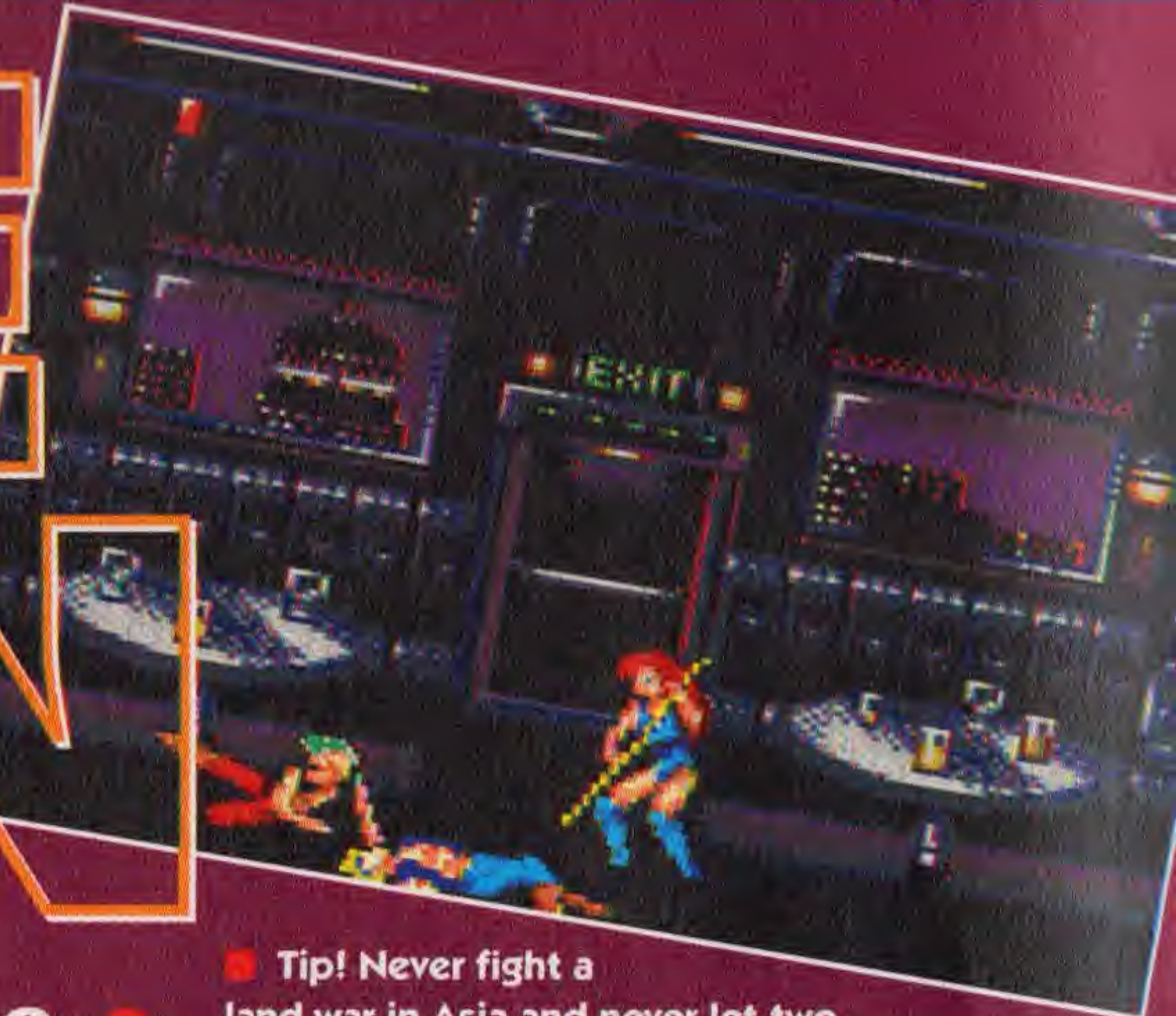
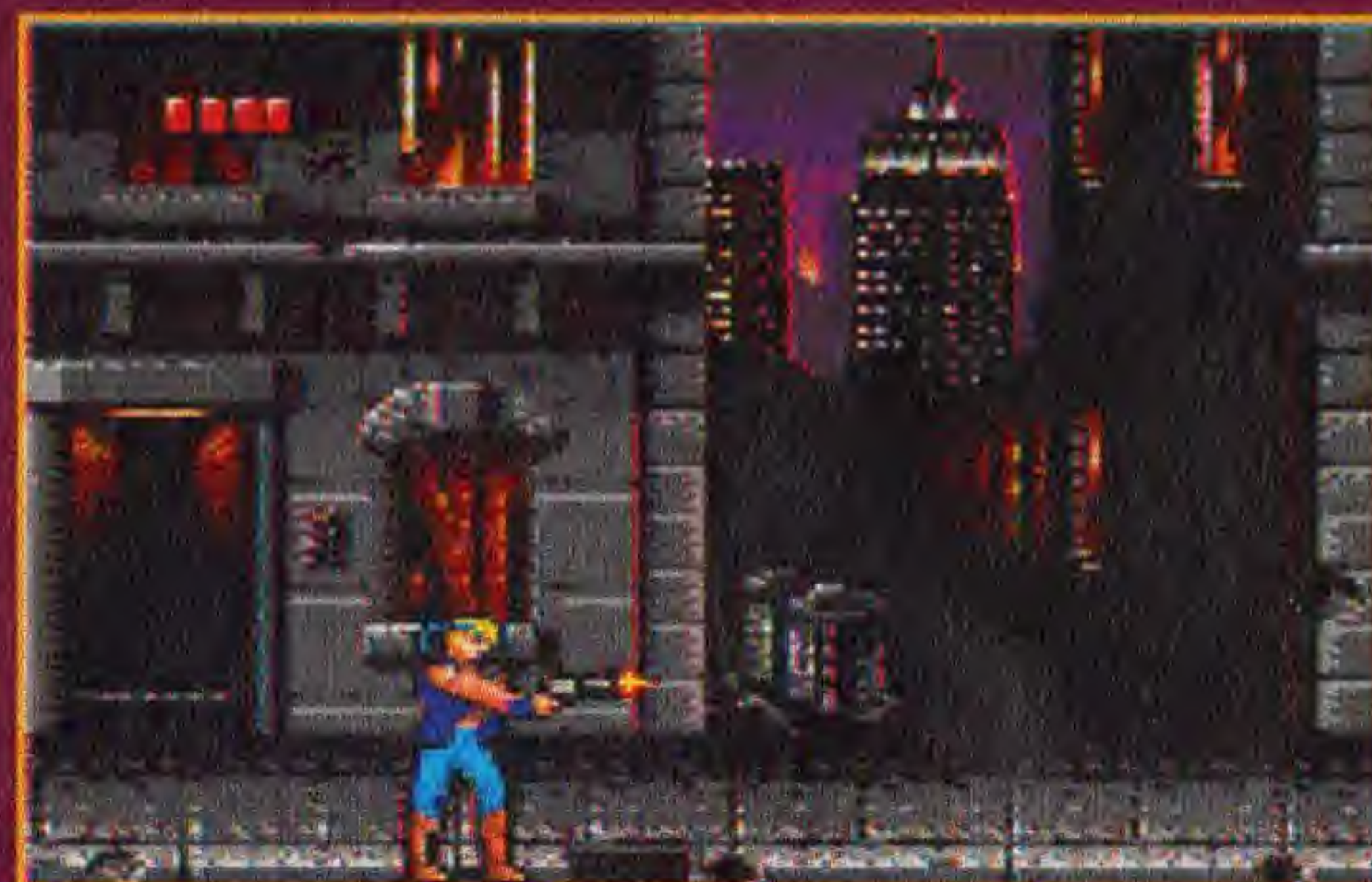
• Game Gear • Virgin • £29.99 • UK Release •

Jimmy Lee (ageing Double Dragon-type character) meets Trenton Webb (ageing reviewer-type character). Only question is, who'll need the zimmer frame first?



■ (Left) While wandering through the city Jimmy stumbles across a loaded firearm, like you do.

■ (Right) Hmm, I wonder how this thing works? Arrggghh! That's downright dangerous, that is. You could have had someone's spleen out with that, you could.



■ Tip! Never fight a land war in Asia and never let two people kick you dead hard in the ribs.

ONCE AGAIN, THE venerable vigilante, Jimmy Lee, takes on the role of a street cleaner with attitude. He's tired of all the scum, hoodlums and thugs littering his town, so in true 'Falling Down' tradition he's

decided to take care of the problem personally.

Unfortunately, our Jimmy obviously hasn't seen the film because he overlooks the one thing which'll help him out – state-of-the-art military hardware.

Jimmy (alias Mr Dragon) therefore accomplishes his task by walking from left to right thrashing anyone he meets into a flickering pulp. *Double Dragon* suffers from a severe shortage of different thugs – all you're up against are a few mohawk punks, knife-wielding nutters, musclebound meat-heads, basque-wearing stick-women

POWER POINTS

PLAYERS 1
LEVELS 5
SKILL LEVELS Three
RELEASE DATE Out now

OTHER DETAILS

The kids have different weapons, but they don't really make any difference.

TIME TO COMPLETE

A couple of weeks.

■ The Planetees are locked in the toxic zones. Are you dumb enough to help set them free?

you can combine the kids' powers to summon Captain Planet for the final showdown with the head-pollution-honcho, Zarm. Originality isn't a



strong feature of the platform genre, but *Captain Planet* does contain one twist. You can use as many lives as you want, but you've only got an hour in which to save the world.

Some of the levels are dead easy, but the infinite number of lives seems to have

provided the designers with an opportunity to create some absurdly difficult sections. It's impossible to get through the first part of Hoggish Greedly's underwater oil rig without losing nearly all your energy, for example.

The actual gameplay is from the 'seen-it-several-million-times-

before-jump-around-a-bit-and-shoot-things' school. And the few anti-pollution-related tasks hardly distinguish it from the heap of similar titles. It's made worse by the poor animation of the kids, some annoyingly precise jumping

ALTERNATIVES



■ Platform japey with Chuck D Head.

Any platformer with a shooting element, like *Decap Attack* (Issue 26: 93%) or *Castle Of Illusion* (Issue 18: 94%).

CAPTAIN PLANET

• Mega Drive • Sega •
 • £39.99 • UK Release •

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

- Tackle the levels in any order
- Saving the world is a noble idea...
- ...but it makes for a dull game
- Stodgy animation...
- ...and tedious gameplay

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"A below par platformer with some imaginative aspects, but the gameplay's so boring not even Captain Planet could save this one from the trash can..."

44%

requirements and a lack of any decent effects. This is below average platform trash that you've seen too many times before.



POWER POINTS

PLAYERS 1
LEVELS 12
SKILL LEVELS None
RELEASE DATE TBA

OTHER DETAILS

Very dull indeed.

TIME TO COMPLETE

A week at the most.

like to spice things up, but it's hardly a fierce arsenal.

With repetitive bad guys and limited attack options, *Double Dragon*'s appeal is short lived. A successful strike is all down to just getting in the right position and stabbing an appropriate

Button. There's a faint feeling of stickiness with the directional control. This leads to frustrations galore as Jimmy refuses to turn and face his adversaries until they've beaten him round the head.

Double Dragon lives up to its reputation. The limited number of blows, the repetitive enemies and reluctant controls strangle any chance this title had of making a major move on the handheld's beat-'em-up scene. A two-player option might have helped, but with everything else

going against it, *Double Dragon* really doesn't stand a chance.



ALTERNATIVES



■ Leaves *Double Dragon* way behind.

The brilliant *Streets Of Rage* (issue 38: 83%), which leaves *Double Dragon* for dead...

DOUBLE DRAGON

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

For more information, contact Virgin on ☎ (081) 960 2255

- Slick pics show real promise
- Constant head-kicking action
- Massively repetitive foes
- Solo play style misses the point
- 'Sticky' controls hinder survival

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"Why bother? This game offers nothing new. The lack of two-player action kills what little charisma the original once had stone dead. Sad, tired and very, very average."

47%



■ Things aren't going quite according to plan. A point brilliantly illustrated by the fact that you're spitting teeth into the carpet.



■ Zap the monitors in Dr Blight's evil computer. What a load of tosh!

heavy shooting, your power supply will fall to a level where you can no longer fire your weapon.

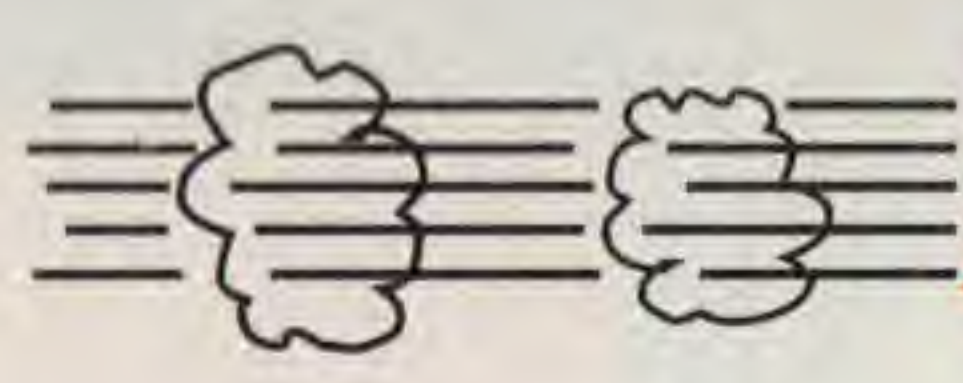
On each level you have to find and destroy about five polluting machines and then kill the boss. Once you've cleared all four zones

and fearsome bowing kimono sisters. And you get to see them over and over again.

The variety of attack moves is even less impressive with only a high kick, sweep kick, punch, jumping kick and a funny *Golden-Axe*-slidey-move with which to slap your opponents down. Sure, there are guns, baseball bats and the



■ Ooh lumme! If there's one thing you can be sure of it's that green samurai always cause no end of trouble.



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SCI - P1 © 1993



■ A rare moment of excitement just before your Tomcat is blown into oblivion by what looks like a thermos flask in a marshmallow. Terrifying stuff.

AFTER BURNER 3

● Mega CD ● Sega ● £39.99 ● UK Release ●

Richard Longhurst thought he'd seen the worst game ever – until he got an eyeful of this. Strap yourself into the cockpit of an F-14 Tomcat and get ready to fly into the cesspit of the known gaming universe.

■ Now and again, an enemy plane tries to shoot you down from behind. Fortunately, the best they can normally manage is just a couple of feeble hits. Gosh, and I thought I was in danger.



■ Don't worry when night falls – the ground attacks are still a total doddle. Just wait for the targeting computer to lock on and then fire at will. Dead easy.

WELCOME TO the pits – a place so bad even games like *Home Alone* and *G-LOC* come out smelling of roses.

So what's so bad about *After Burner 3*? After all, there's a reasonably drool-worthy intro sequence (complete with a

groovesome soundtrack), some halfway decent engine noise and a smattering of speech.

But then you press Start, your F-14 takes off and you realise – horror! – it's no different from the original *After Burner*. It makes no difference whether you view the action from inside the cockpit or from behind your plane – the



■ Great suspects of our time part one: The Crusty. Crusty here is your regular, dumb-acting cruster type who's a bit shifty on the side. You're never sure if he's lying or not. I wouldn't trust him...

■ If you can get through to the judging scene, there's no reason why you can't take pot luck and go through every name in the London Directory. Strewth.



YES, THE SLEUTH AND HIS amiable companion are back (they weren't really gone very long, were they?) and again they're muddling through more mysterious cases in the name of Sherlockdom, grainy full-motion video and accents that'll make

your little toes curl.

The game continues (unsurprisingly) from where the original left off – and even uses exactly the same intro sequence. A bit of a swizz really.

The cases cover a vast number of subjects and places and, given that it took me two

POWER POINTS

PLAYERS 1
CASES 3
SKILL LEVELS None
RELEASE DATE Out now

OTHER DETAILS

Hmm, so very jolly puzzling, Watson, don't you agree?

TIME TO COMPLETE

How thick are you?

Sherlock Holmes 2

● Mega CD ● Sega ● £50 ● US Import ●

'Cor, blimey, mister 'Olmes. If it isn't that John Cantlie fellow bludgeoned to death most 'orrible loike', wittered Watson, mouth agape. 'As I predicted, Watson. Now pass me my violin. I fancy a little fiddle...'



It's all systems go for another bed-wettingly exciting *After Burner 3* mission. Wake me up when it's over please.

is guaranteed to hit the target) and that's it...

Accuracy fans might like to note that Sidewinders are heat-seeking

gameplay is boring, the graphics are dull, the detail is non-existent and the sound sucks.

To attack, you simply wait for your *automatic* targeting system to lock-on (a voice then tells you to fire), loose off a Sidewinder (which

missiles which work by locking on to the heat emitted from a target's engines. In *After Burner 3*, you meet 99% of your enemies head-on, though, and yet can still use the blasted things! Most odd. Oh yes, you've got an infinite supply too, so your cannon is redundant.

Defence is a doddle too. Keep banking in one direction and the enemy missiles never hit you. You might have to dodge around when a plane comes from behind, but no matter how hard you try, you won't be able to shake it loose.

Accuracy fans might like to note that if you bank in one direction you keep going round in circles. Not so in *After Burner 3*. You always move closer to your target, whatever direction you fly in.

And just when you think you can't take much more, it ends! It just stops. On stage 16 you land

POWER POINTS

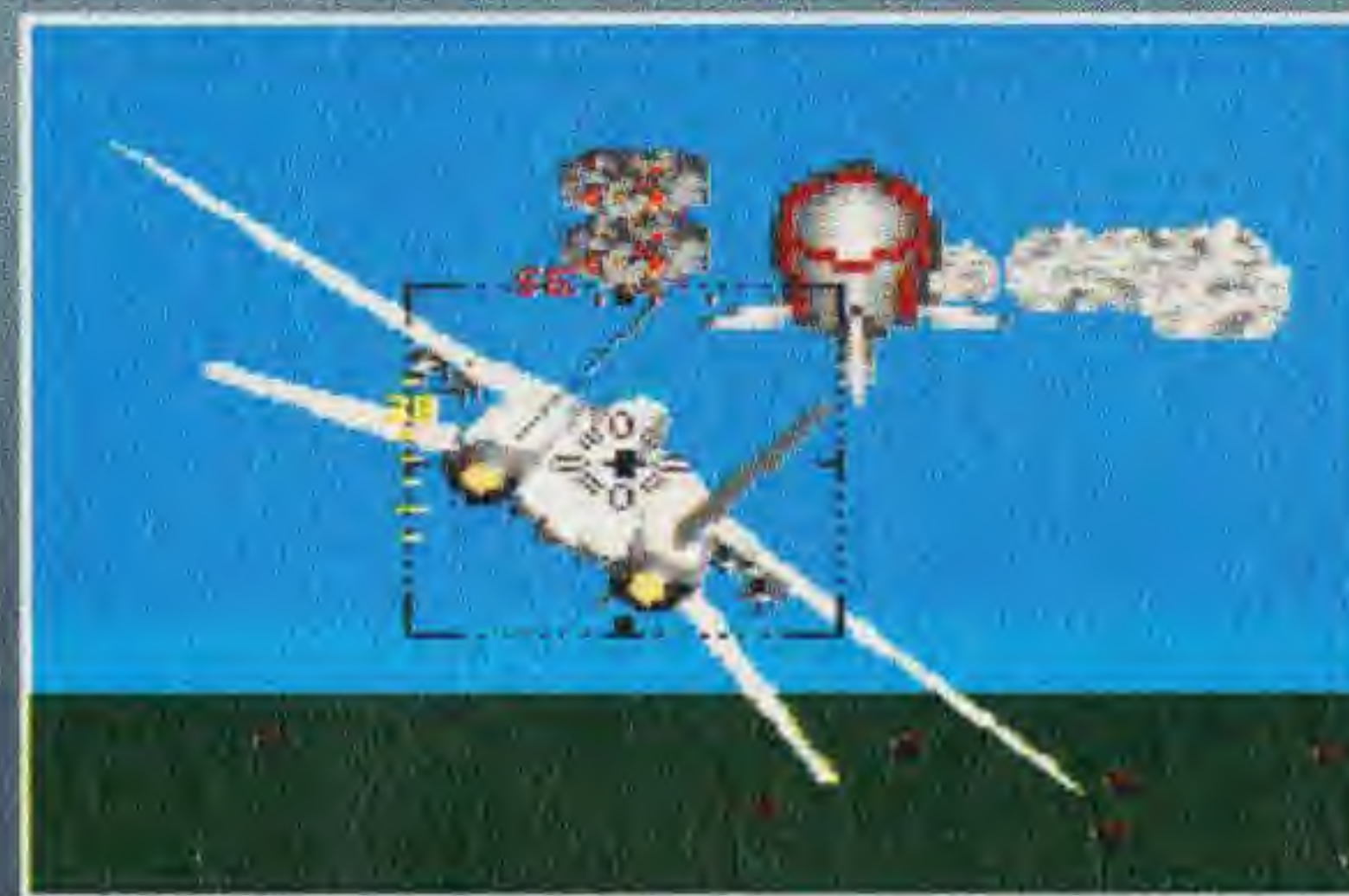
PLAYERS 1
LEVELS 21
SKILL LEVELS 3
RELEASE DATE Out now

OTHER DETAILS

A few poxy and irrelevant options – skill levels aren't.

TIME TO COMPLETE

One hour, including intro and extro sequences, playing to level 10 on Normal, finishing the game on Normal and then completing it on Expert.



That was a bit of a close shave – lucky I've got razor-sharp reactions (geddit?).

on an aircraft carrier and (in Normal mode anyway) that's your lot. Oooh, at least 30 minutes' worth of game. Even worse, on Expert you get 21 stages (which'll take you about 15 minutes)...

This has got to be the worst game ever – made all the more

AFTER BURNER 3

Mega CD • Sega • £39.99 • UK Release •

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

It moves quite fast...

- ...but only 'cos there's no detail
- Totally unoriginal and shallow
- Hour's worth of play at most
- Awful graphics and gameplay

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"The worst Mega CD game to date – and one of the worst games ever to 'grace' a Sega console. Heads should roll for this, Sega. It's an appalling mess."

6%

shocking for being on CD. For £40 you get to spend an hour playing a bastardised conversion of an old coin-op. It's a bloody disgrace.

SEGA POWER

ALTERNATIVES



Even *G-LOC* is better than this pap.

Breathing and sleeping romp home way ahead of this drivel. It even makes *G-LOC* (issue 42: 32%) look good.

GUILTY AS CHARGED, M'LUD



Lo and behold, you have a 25% chance of breaking this case first time round. Reminds me of the old days when I was doing my O-Levels... Remember them?

Congratulations! You've made it to the court room. From here it's all just multiple choice until you hit the right answer. Very much like British justice today, methinks.

- A. He did it in self-defense.
- B. He was jealous that his father admired his brother's skill as a lion tamer.
- C. He wanted to retrieve the Oldenburg jewels from their neck pouches.
- D. His sister-in-law paid him to do it so her husband would stop travelling.

full days of sleuthing to figure out the first case, they're pretty tough too. The video bits work well with the clue-gathering and notebook, but referring to 'The Times' (which doesn't look like 'The Times' at all

– unless you come from a different planet) is a total waste of effort.

As before, the game secretly works out all the scores and evidence for you, but when you think you've got the whole thing sussed, you can access a Jukebox

Jury type thing and get the show on the road.

But herein lies *Sherlock's* biggest problem. The only way the Sega judges your sleuthomity, y'see, is by checking the various references you use against an in-built list of 'correct' deductions.

There's no picking-up on little bits of gossip, no 'and then he said, 'something for the weekend, sir', know wot I mean?' It's all 'Big John hated Little Harry'. You look up Big John, find he's a ships' mate with all the decorum of a razor-wire fence, stick him in the cooler and that's that.

If only there were more subtle hints, *Sherlock Holmes 2* would have been a Conan-Doyle pleaser. As it stands, it's taxing fun for a week or so, and top news for

trainspotter types who get to write things in small notepads for hours on end, but after that, I can see the interest failing fast.

SHERLOCK HOLMES 2

Mega CD • Sega • £50 • US Import •

Thanks Dream Machines ☎ (0429) 869459 for the cart

- Jolly puzzling stuff
- Three varied cases
- Fun full-motion video
- American English is crap
- Not enough subtlety

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"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."

77%

ALTERNATIVES



"London is not a beautiful city..."

I have no alternative but to suggest *Sherlock Holmes* (issue 43: 73%), Watson.

DID YOU KNOW THE VICTIM, MADAM?

(Below) This 'woman in comfortable shoes', ahem, is one of the last people to have seen the suspect alive. However, don't be too quick to judge. Was it her or her...



(Above)...disreputable friend, Marcie, who lured the innocent fool outside? And did they, in fact, know anything about his private life? It's up to you to decide...

Dunno what happened to the original, but *Blaster Master 2* is the continuing story of S.O.P.H.I.A. – a huge tank that jumps (yes, we thought the same thing too). John Cantlie takes the big metal girl for an even bigger test ride (ahem).

POWER POINTS

PLAYERS 1
 LEVELS Loads
 SKILL LEVELS 3
 RELEASE DATE Out now

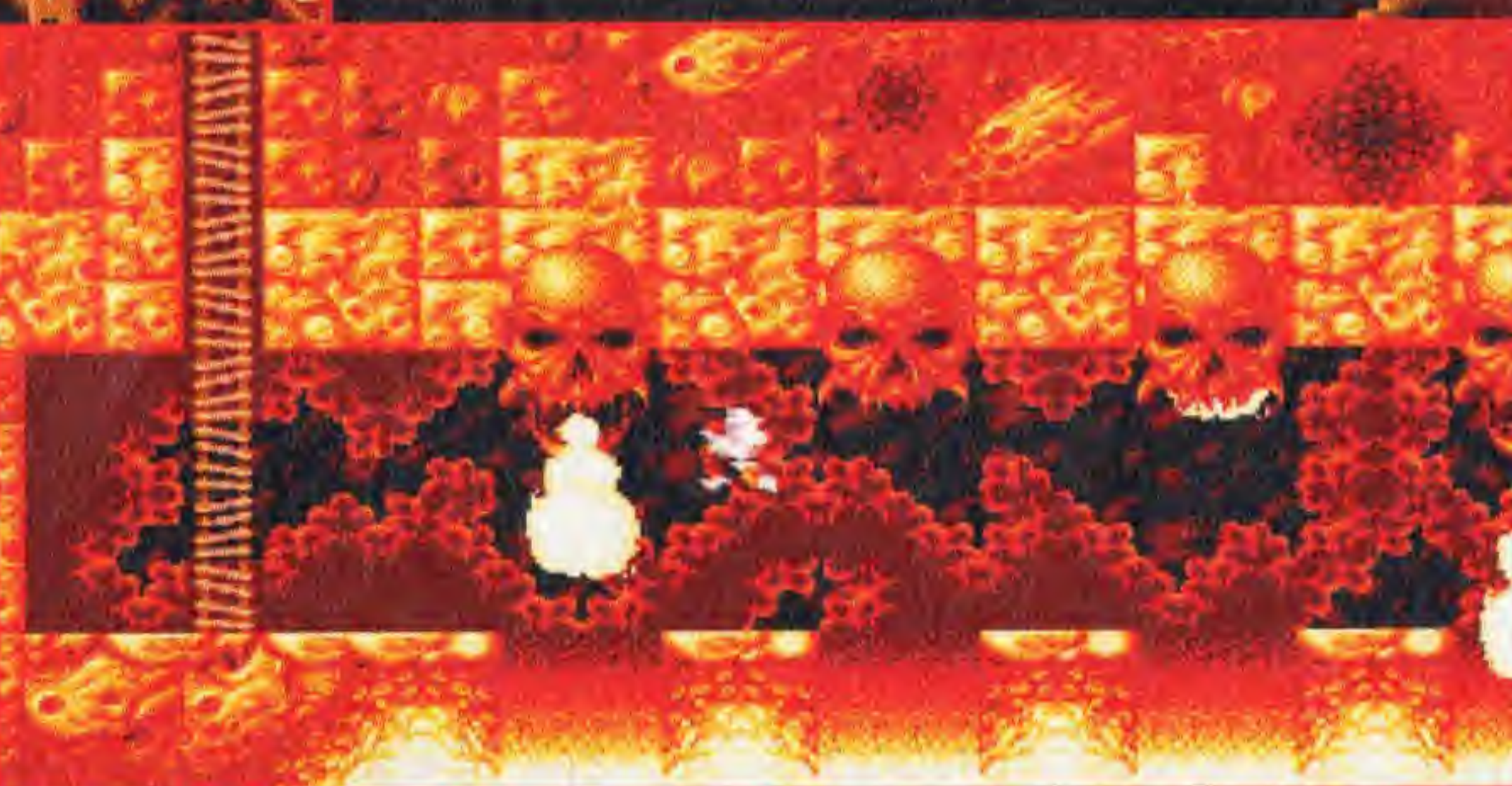
OTHER DETAILS
 Different views really do save this from mediocrity.

TIME TO COMPLETE
 One month.

■ Bats are more of a menace than you might think – well, until you get a power-up for your gun, that is. Once your fire-power's been boosted you can mercilessly mow them down in a fusillade of death.



■ I love bees – buzzing, friendly things that only sting you if you cheese 'em off (which is fair enough really). Wasps, on the other hand, should all be shot at birth.



■ (Above) There's a heat-protective suit that you can pick up somewhere round here. And it's just as well too because this place isn't very friendly.

SORRY, KIDS. IT'S another platformer. But – hey! – this is a platform game with a tank and four different views (exterior tank view, 'out of tank and running around' view, 'jolly close up and blowing things away' view and, last but not least, an 'above and looking down on old S.O.P.H.I.A.' view. Hmm. If you've made it this far, the bottom line is that *Blaster Master 2* is actually quite good fun, although you could hardly call it earth-shattering.

Action is strictly limited to moving to the right and shooting a great deal, but it's an old formula that's

■ (Left) Master Jason (he's the hero of the piece) can hop out of his tank at any time and then tackle the smaller items personally, which is a handy thing to do in some situations.

■ Disaster strikes as our S.O.P.H.I.A. blows you out (ha, ha) and leaves bits of Jason's body scattered over a 50-yard radius. Ah well, back we go again (sigh)...

worked well enough for console gamers in the past.

The levels follow the usual forest/underground/lava pattern, but it's really the sublevels that make the game. You can jump out of S.O.P.H.I.A. at any time, for example, and scuttle through the levels on your own two little feet. This is great for getting to those hard-to-reach places (although it's also incredibly dangerous). There are crateloads of power-ups for

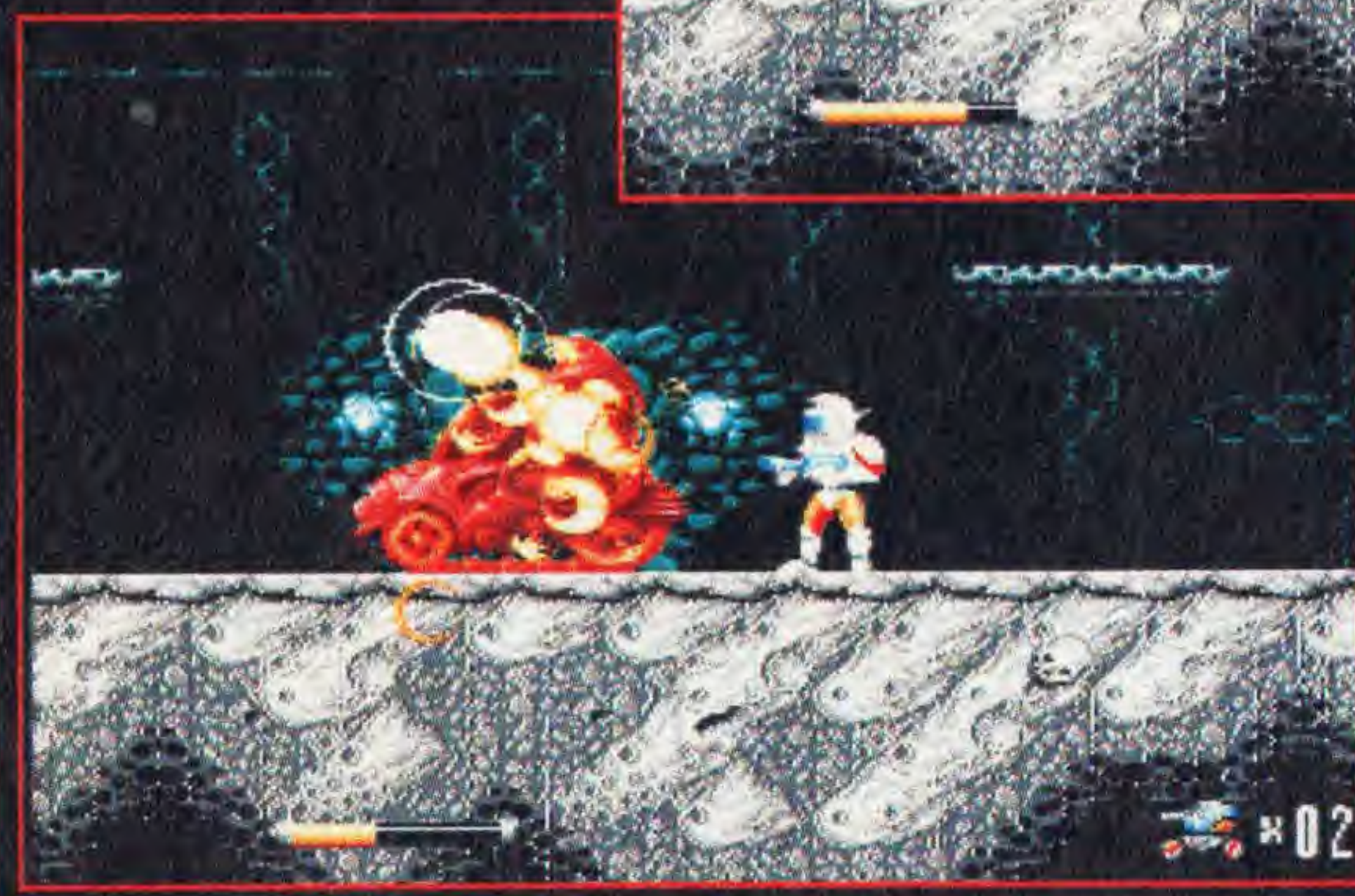
you to collect as you wander about the place, but half of 'em have to be won in scraps with vast bugs 'n' stuff.

Naturally, without the protection of your tank you're very vulnerable – so in order to nab the precious bonuses you have to sacrifice either security or increased mobility. The choice is yours.

This twist is a good thing, because, while they haven't actually *changed* the given

GETTING TO THE OTHER SIDE

■ You've got to get past this trundling fellow on the right to access a doorway which takes you into the exciting overview-bit...



■ ...but he doesn't give it up without a scrap, naturally. The explosions in *Blaster Master 2* are long, noisy and gratuitous.

● Mega Drive
 ● £40



■ (Top) The backgrounds are all pretty scrummy as your tank hops from platform to platform. The local inhabitants are a bizarre mix of insects and cyborg-like things.

■ (Below) The inventory screen lets you chop and change your special weapons, rocket launcher thing and jet-pack controls. Looks a lot, doesn't it? Well, believe me, you're gonna need it all before very long.



■ (Left) Gratuitous screenshot showing the way through the third level. Huge, 200-ton presses are big trouble and should be treated with a lot of respect.

■ This bit is very reminiscent of a Spectrum game that was the absolute business in the old days – you get to trundle around in your tank, killing everything that moves.



■ (Above) Dotted throughout the area are assorted goodie rooms which enable you to power-up at your leisure. A three-way homing missile attachment, sir? Certainly...

Sunsoft • US Import •

formula, Sunsoft have at least added to it. Still, you can't help but feel that perhaps they could have worked a little harder on the gameplay front.

Anyway, despite the faults, there are some top moments to savour here – the seen-from-above bits were a particular favourite of mine, for instance.

For some extraordinary reason, however, the programmers have not included a password system.

Utter lunacy. However, there's no denying the variety in the levels or the ever-growing challenge as you smarm your way through. It's a little too easy, but then what do you think those difficulty options are for?



■ Pretty hot, eh? Without the protective suit provided by the boss of this section, any attempt to leave the safety of your tank will result in a hideous fiery death.

WHO LET THE MAGGOTS OUT?



■ The close-up bits give you the chance to blow some ugly-bugly away and progress onto the next level. Here you're fighting for the rights to a large 'n' powerful gun.

■ Unfortunately, this ugly bugalus is only willing to give up after he's been pummelled by about 200 rounds of pure cannon fire.



ALTERNATIVES



■ Well, it's sorta the same, I s'pose.

The only thing with guns and platforms is, er, *Atomic Runner* (issue 36: 88%). Look, there aren't any with tanks, okay?

BLASTER MASTER 2

• Mega Drive • Sunsoft •
• £40 • US Import •

Thank to Dream Machines for the loan of the cart # (0429) 869459

- Hundreds of varied levels
- Go solo or in the tank
- Power-ups galore
- It's a platformer
- Gets too easy too quickly

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"Spices up the usual platform action with tanks and guns. The levels, although unastounding, are different enough to make it one of the better choices currently around."

76%

DAVIS CUP TENNIS

● Mega Drive ● Sega ● £39.99 ● UK Release ●

■ If you move to the side of the screen the parallax scrolling will compensate so you can still see the whole court.



■ (Left) The Indoor doubles option provides incredibly fast action – especially if you've got a Mega Drive partner who leaves the leg-work to you!

Summer's here, you've got a cool drink in your hand and you fancy a couple of hours in front the box. Then Paul Pettengale turns up and asks, 'Anyone for tennis?'

TENNIS HAS HAD A raw deal on the Mega Drive – until now, that is. *Davis Cup Tennis* takes the sport, bungs it onto the trusty 16-bit and comes up with something that's had me stuck, nay, *addicted* to my Mega Drive for ages. I just can't get enough. Tennis, you understand, is not as easy as it looks – and this cart recreates the action and excitement of the sport perfectly.

The range of shots open to you and the degree to which you can

control those shots literally beggars belief. I've been playing tennis for well over 15 years now and there isn't a shot that I've ever played that you couldn't recreate with this game. Backhand sliced drop shots, backhand overhead smash or sliced serves with heavy top spin – they're all there in their entirety. Hell, this game *is* tennis.

And there's no loss in speed either, so the game is extremely exciting to play. Serves come storming over the net – and

Andre Agassi's TENNIS

● Mega Drive ● Tecmagik ● £39.99 ● UK Release ●

Tennis is a fast, frantic 'n' energetic game, packed full of excitement and thrilling action. But, as Paul Pettengale finds out, Tecmagik have somehow overlooked all this.



■ The top-down, 45 degree viewing angle gives you a clear view of all the on-screen action.

OH DEAR. There's a chance that

when you see this game on the shelf next to *Davis Cup Tennis*, you'll pick it up because of the famous name on the cover. Don't. Take a deep breath and say to yourself 'I know better' two or three times and then make the sensible choice. Believe me, you'll regret it otherwise.

The designers of *Andre Agassi's Tennis* seem to have completely missed the point. Tennis is supposed to be fun, fast and, well, playable. This cart isn't.

Although the presentation is better than that in *Davis Cup Tennis*, once you get past the first couple or so screens and into the



■ The doubles option in *Agassi* is slow and rather boring. You'd be better off going for a singles game.

game proper, you'll discover a title that's both slow and imprecise.

You have precious little control over where you hit the ball. On the serve, for example, you can play exactly the same shot twice yet the result will be different on each occasion. This renders the game pretty well unplayable from the serve onwards.

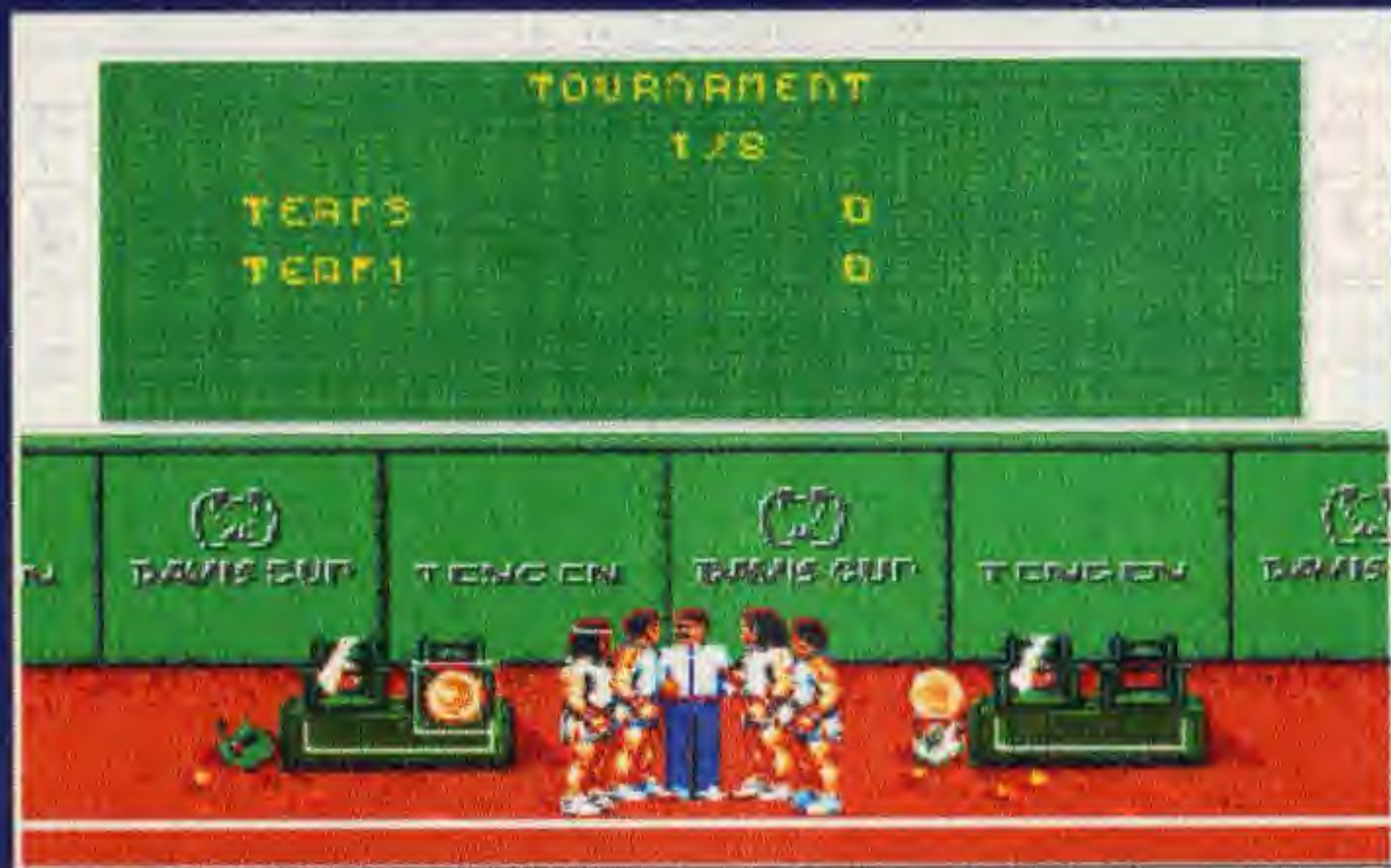
A decent rally is virtually impossible because of said dodgy controls and the iffy collision detection between racquet and

POWER POINTS

PLAYERS 1-2
LEVELS 4
SKILL LEVELS 3
RELEASE DATE August

OTHER DETAILS
 No password system.

TIME TO COMPLETE
 A couple of months.



■ At the start of a competition match you and your partner toss the coin to decide who serves first.

because you can serve at many different angles, you really have to be on the ball (no pun intended) to return a good serve.

Net play is like that too. It takes a certain amount of bravado to approach the net and attempt to volley the ball down into your opponent's side of the court. If

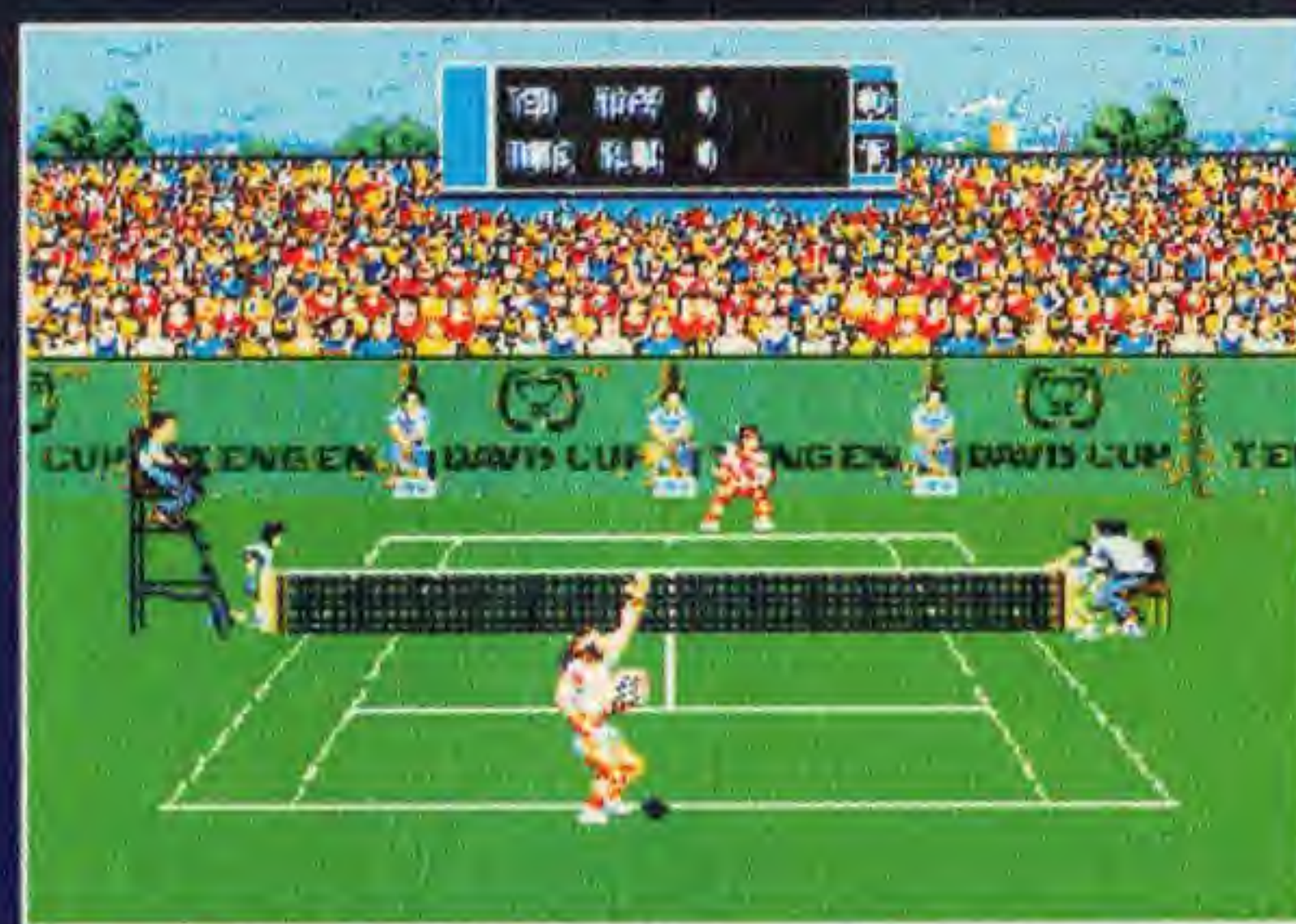
■ (Right) Here's where you choose the type of match and court surface for your next game.

you can pull it off, great, but it still takes time to develop the skill.

The graphics, particularly the viewing angle, take a while to get used to but once you've worked out how to judge the ball's position/angle, it works far better than the more top-down viewpoint of, say, *Andre Agassi's Tennis*.

And, unlike *Amazing Tennis*, you always play with a behind-the-player view of the action – which eliminates the difficulty of trying to play effectively when you're hitting from the far end of the court. There's some tremendous parallax squeezed in too.

If there's one major criticism of *Davis Cup Tennis*, it's that it's a bit too hard. When you've played your fourth game and not scored a point you begin to wonder how long it'll take before you win a match. Stick



with it, though, and things do come together.

This really is the ideal 16-bit tennis game. Great for one-player, completely addictive for two and as realistic as it could be. It helps if you're into the sport, but even if you're not, give this cart a go. You will not be disappointed.

ALTERNATIVES



■ It's big. It's colourful. It's amazing! *Absolute's Amazing Tennis* (issue 45: 76%) is just one of the post-Wimbledon crop.



■ (Left) At the end of each game the scoreboard appears to tell you not only how many games and sets you've won but also of your match earnings so far.

ball doesn't help either. You have to swing slightly early and slightly off one side of the thing to stand any chance of hitting it back. To be frank, it stinks, and doesn't look or feel realistic.

The range of shots open to you is limited by the random nature of the control system. Playing is really more a case of 'I hope it goes in', rather than 'If I use that

particular shot at the right time it should go in'.

It's painful to have an ideal manoeuvre scuppered because the game doesn't 'allow' that kind of shot. We're not talking about anything complex here – even a drop-shot would've been great.

Graphics and sound are both, well, ordinary – the court and players are sparsely detailed, but

the umpire's digitised speech is clear enough. The top-down, 45 degree view works fine and there are a fair few options. One interesting



feature enables you to increase your skill level as you play through a tournament. But none of this can make up for the completely dreadful gameplay.

After playing *Davis Cup Tennis*, I had high hopes that all tennis games would follow suit. *Andre Agassi's Tennis* has brought me down to earth again. I only wish it had been several feet under... At least then I wouldn't have had to play it for as long as I did.

POWER POINTS

PLAYERS 1-2
LEVELS 3
SKILL LEVELS Nope
RELEASE DATE August

OTHER DETAILS
 None to speak of.

TIME TO COMPLETE
 Two weeks.

■ Recreate the challenge of Wimbledon by selecting a singles match on grass. The speed of the ball is unbelievably fast.

DAVID CUP TENNIS

• Mega Drive • Sega •
 • £39.99 • UK Release •
 For more information, contact Sega on ☎ (071) 373 3000

- Wide range of shots available
- Incredibly fast paced
- Easy to control
- Totally addictive
- A bit too hard at first

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"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."

89%

■ (Left) Here I am working my little white socks off in the men's singles match and, as usual, I'm losing horribly – it's my first service that's letting me down, you see.

AGASSI'S TENNIS

• Mega Drive • Tecmagik •
 • £39.99 • UK Release •
 For more information, contact Tecmagik on ☎ (071) 243 2878

- Lack of control
- Slow match play
- Poor range of shots
- Average graphics
- Just isn't tennis

GRAPHICS



SOUND



ADDICTION



BRAINPOWER



FINAL VERDICT

"You can hardly control the ball, the gameplay's too slow and the whole thing is uninspiring. The graphics and sounds are okay, but this is still a very duff game."

35%

■ The type of court surface doesn't really make a great difference to the speed of play in *Andre Agassi's Tennis* – they're all stupidly slow!





■ These pesky kids keep getting under my feet. Anybody would think that their folks had been killed and their once idyllic home invaded by mutant pigs. As if.

POWER POINTS

PLAYERS 1
LEVELS 7
SKILL LEVELS 2
RELEASE DATE Out now

OTHER DETAILS
Each level has loads of different sub-levels.

TIME TO COMPLETE
One to two weeks.

ROCK ADVENTURE

● Mega Drive
● Sega ● £39.99
● UK Release ●

If you thought dying was all about agonising pain and the haunting sound of the final scream, think again. The creatures in the world of Zebulos just throw up their arms, smile sweetly and utter a brief but poignant squeak. Paul Pettengale marches off to stab a few of them through the heart.

PREPARE YOURSELF for a shock. Here's a game that brings a new lease of life to the platform genre. Well, a lease of life that's been sitting in the fridge for a few days, but it's a lease of life nonetheless.

Yes, *Rocket Knight Adventures* manages to effectively combine a

range of gamestyles – from the frantic shoot-'em-up to the mindbending puzzler – and very entertaining it is too.

Sparkster, leader of the Rocket Knights, defenders of the realm of Zebulos, has seen his master die at the hands of an evil pig called Axle Gear. The land is also under attack from the nearby Empire of



■ This boss causes serious grief by spitting out little poisonous spiders which crawl around the screen in an unsightly fashion. Sadly, swatting them with a slipper has no effect.

is opossums do), mercilessly slashing killer pigs, tentacled trains and giant lobsters (to name but a few) from neck to navel with his magic sword. Of course, should things get out of hand, you can always activate his rocket pack and launch the guy skyward out of danger.

Devontindos and, to make matters worse, Axle has only gone and kidnapped the princess of the realm. Drastic action is called for. Sparkster must crush the invasion, rescue the princess – and kill the pig while he's at it. So off Sparkster trots (or whatever it

The action is great fun and unrelenting, with baddies coming at you from all angles, especially after the first level. They all behave in different ways too and most boast complicated attack routines which aren't easy to suss out.

■ Another huge sort of boss, this flying dragon is, in fact, a doddle to kill because he doesn't spit acid, breathe fire or anything nasty like that.

A MISERABLE TALE TO TELL...



■ So there you are, minding your own business, standing on top of a 200 feet tall bit of rock, looking out and admiring the lie of the land of Zebulos...

■ And like, wow, man. Along comes this enormous pig-like apparition which promises to kill off all your children and stir-fry your goats. Ouch....



■ Boo! That dastardly turncoat, Axle Gear, pulls up for a gloat and runs off to his castle with your beloved princess! This has not been a good day...



■ Here you must use a combination of timed jumps and all-out blasts with your rocket pack to avoid the spiky balls. Take it slowly or you'll end up losing something vital, believe me.

ROCKET KNIGHT ADVENTURES



■ So this is what happened to the three little pigs... No wolf, no shoddy house-building – just three trouble-makers looking for fame in the 'Fairy Tale Daily'. "You don't stand a chance, pigs of iniquity", shouts our hero proudly. "Prepare to meet my sword and die a noble death".



■ Mind the spikes – and don't forget you're in the drink here, so control is appropriately treacle-like. Still, there's far worse to come. Gulp!

But the game is challenging in other areas...

When the rumbling terrain gets particularly tricky, for example, you have to employ your rocket pack to avoid the danger zones. (Then

again, it's great at any time for uncovering those hidden bonuses and extra lives.)

The huge sprites in *Rocket Knight Adventures*, while nothing groundbreaking in themselves, are good enough, and most of the characters (especially Sparkster himself) are especially cute in a Japanese kinda way. One

A FISTFUL OF GAMESTYLES

There are loads of different gamestyles stuffed into Sega's hybrid *Rocket Knight Adventures*. Just check these familiar ones out...



■ (Left) Naturally, there are plenty of the bog standard platform romp bits, where you get to leap around, killing monsters and hanging upside-down from shattered trees.

■ (Right) Then there are the shoot-'em-up sections where you fly around on your rocket pack, shooting anything that has the sheer audacity to live.



■ (Left) Finally, there are the puzzle type bits where you have to work out how to get into the next bit of the game (without dying). Like here, where you have to use your rocket pack in a certain way to escape.

novel feature about the game is that you can interact with the backgrounds (in other words, jump between foreground and background areas). Unfortunately, the nasties can do the same so you'll have to be nifty on the pad if you want to survive.

The sound and musical effects, however, are just disappointing – and, ultimately, so is the hectic gameplay. There are two difficulty settings, but the only difference between 'em is the number of lives and continues you start off with. If you play for the first time on Easy you'll get at least a third of the way, if not further, into the game. Poor really.

If you're looking for a new platformer to restore your faith in the genre, however, it's the best

yet – despite the sickeningly cutesy scenario. My advice is to just skip Easy, play it on Hard and enjoy yourself. I know I did.



ALTERNATIVES



■ Why not sniff out those *X-Men*? *Flashback* (issue 43: 93%), *X-Men* (issue 43: 81%) and *Battle Toads* (issue 43: 87%) are worth a playtest.



■ This lot look like they've come straight out of 'Return Of The Jedi', and they're a pain in the butt to kill. Stand your ground, swing that sword and watch them fall!



■ This mechanical monster is the very first creature you encounter in the second level – and he's tough! Get through this bit, though, and you can tackle anything.

ROCKET KNIGHT ADVENTURES

• Mega Drive • Sega •
• £39.99 • UK Release •

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

- Variety of gamestyles
- Plenty of action
- Colourful graphics
- Sounds are a bit weak
- Too easy on Easy

GRAPHICS



SOUND



ADDITION



BRAINPOWER



FINAL VERDICT

"Great looking, loads of gameplay and no two levels are the same. The action is so damn hectic you'll be at it for a couple of weeks. Not so sure about the longevity after that though."

82%

GENERAL CHAOS

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

Are video games too violent? Are they turning the youth of this country into homicidal maniacs? Dean Mortlock thinks not – and he's prepared to shoot anybody who disagrees with him...



Each of the coloured pins represents a section of the map taken by one of the Generals. The idea is to edge your way over to their headquarters and defeat 'em. Then you're onto the next map.



(Left) If the members of opposing sides come into direct contact they'll start a man-to-man scrap. If you've ever seen the fighting bits in E.A. Hockey then you'll know what to do here.



(Right) Use your medics sparingly. You get five at the start, but it's easy to use them all up on your first battle. Extra medics are available at 10,000, 25,000 and 50,000 points. There's also the odd medic box bonus which you can pick up.

SEGA POWER SEPTEMBER 1993

WHO SAYS video games are too violent? Despite its rather aggressive sounding name, *General Chaos* is as nice and fluffy a game as you could ever hope to meet. Am I lying? Of course I am. *General Chaos* is possibly one of the most violent games I've ever played. As arcade-wargames go, however, it's also one of the best.

Electronic Arts have responded to Sega's Tap with their own four player adapter, y'see, called (oddlly enough) the 4-Way Play, and *General Chaos* is one of the first in a series of new games to use this rather natty piece of kit to the full.

Anyway, back to the plot side of things. The game has the


leader of the Moronican army, General Chaos, fighting the commander of the Vicerian army, General Havoc. You must battle your way through three areas, each containing 17 battlegrounds – making a grand total of 51 possible battle scenarios. (Er, three times 17, divided by six, multiplied by pi equals... Yeah, right... 51 battles... – Dan)


So what exactly happens in these battle things then? Well, before each and every skirmish you have to recruit your band of troops. Depending on which particular squadron you choose, you control between two and five of the available combat soldiers.


There are five different classes of soldier and each one is highly trained in the use of a specific type of weapon (check out the 'privates on parade' box on the facing page for more details). You have a choice of

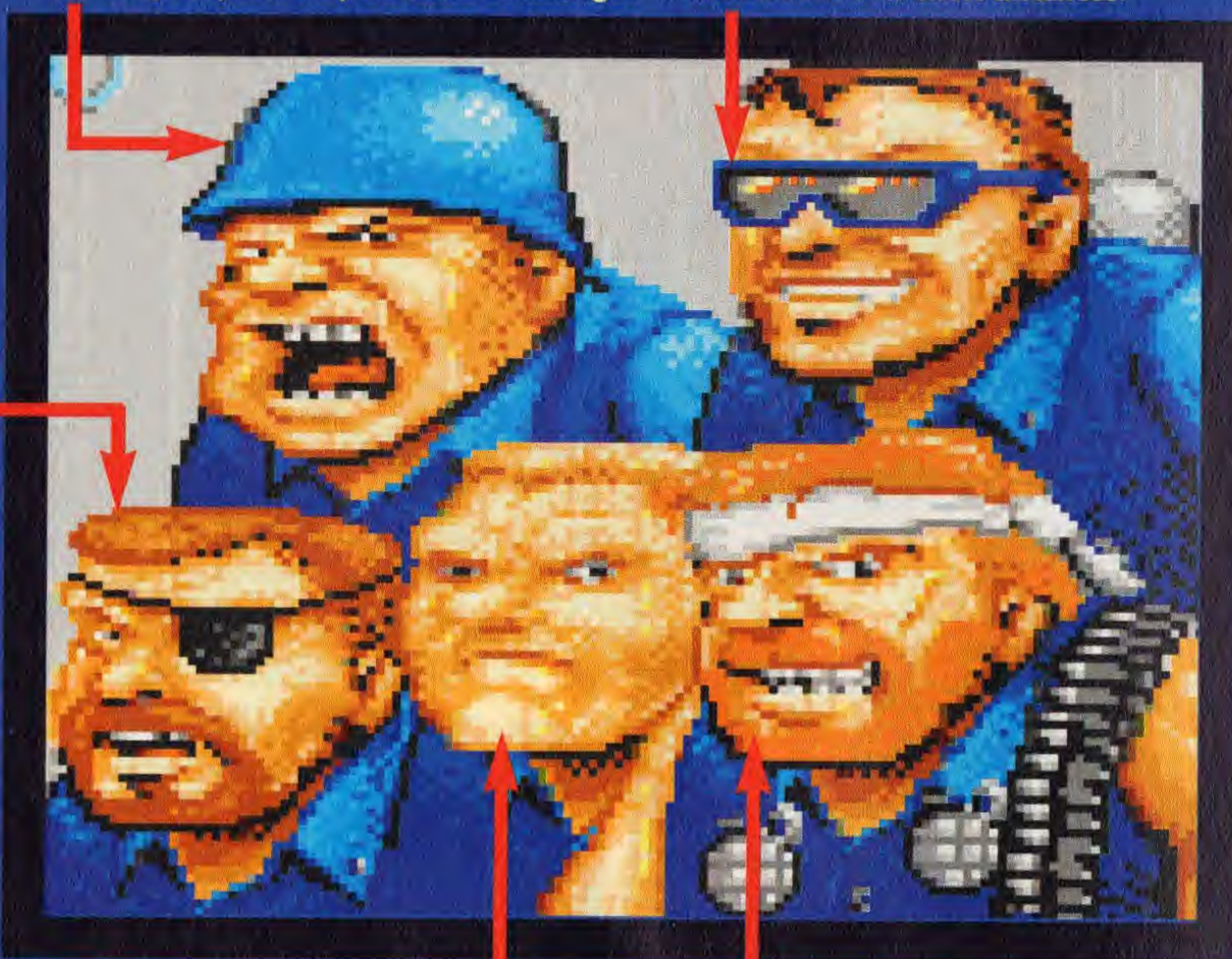
three varied squadrons which are made up from a differing mix of the assorted soldier types or, if you prefer, you can select the commandos instead. There are


only two of them, but they're more resilient than your standard grunt. Once you've chosen your squadron you can then move onto the map screen. As I mentioned


 You have to be very accurate with them, but the bazookas have a range of 150 metres (the longest of all the weapons) and they do loads of damage.

 Although this is a short-range weapon (only five meters), the flame-throwers are brilliant over short distances.

 Probably the most useless of all the weapons. The dynamite throwers have only got a 10 meters range and tend to lollop around until the enemy blows 'em away.



 The most versatile weapon available. With a sprayed range of 40 metres anybody walking in the way of these guys is in trouble. They do have a nasty habit of jamming though.

 Grenades are great for two reasons. Firstly, they blow people up and, secondly, they're the only weapons that can go over obstacles. Which is pretty essential at times.



SPECIAL MISSION - OR HOW TO COCK UP BIG TIME...



■ That box at the top of the screen shows you the special objective for this battle. If you succeed you get tons of bonus points.

■ ...and here you can plainly see all my blue guys in position. Nothing can possibly get through this impenetrable barrier...



■ ...erm, apart from five other soldiers. Defending positions is actually darn tricky. Well, I haven't managed to do it yet.

POWER POINTS

PLAYERS 1-4
LEVELS 51
SKILL LEVELS None
RELEASE DATE Out now

OTHER DETAILS
 Up to four players with E.A.'s 4-Way Play adapter.

TIME TO COMPLETE
 One week.



■ You can tell when a man can't be healed. He slowly decomposes leaving just a skeleton behind and Kate Adie turns up to do a news report. Or is it the other way round?

before, there are three areas which are split up into 17 different battlegrounds. The map'll show all the different sectors (and if you happen to be midway through a game, you can also see who won control of which areas during the previous battles).

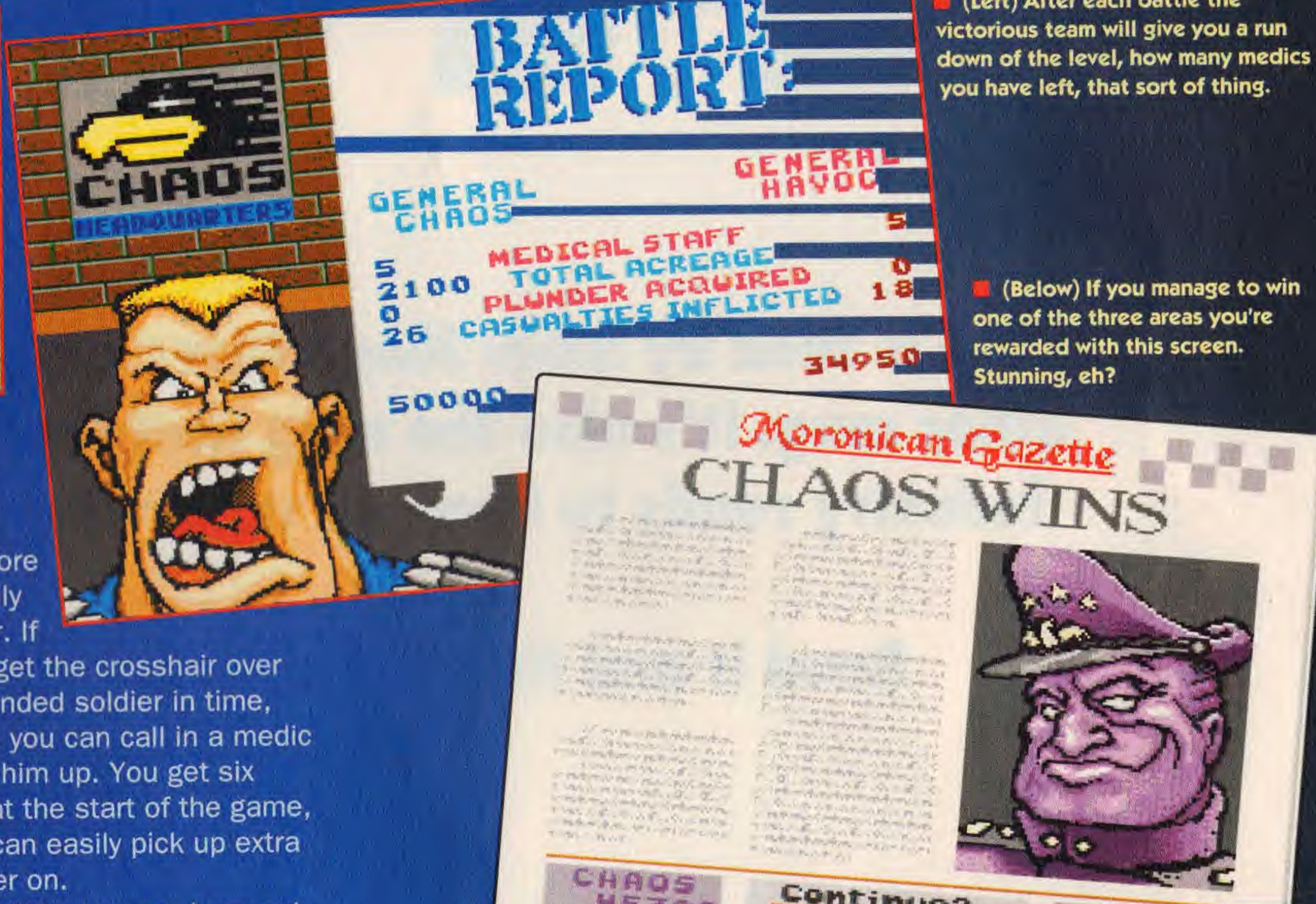
Select your territory and you're into the battle proper. The controls are simple to use, but difficult to explain. The enemy targeting is done automatically, so you only have to concentrate on getting your team arranged safely.

This is done by moving a crosshair around the screen and giving the B Button a whack every time you want one of your squad to move to that position. Your soldiers can take between five and

ten hits each before they finally keel over. If you can get the crosshair over your wounded soldier in time, however, you can call in a medic to patch him up. You get six medics at the start of the game, but you can easily pick up extra ones later on.

A lot of the screens have sub-missions. You might have to protect a house or a plane, for instance. If you manage to keep the enemy from destroying the object in question, then you get a hefty points bonus. This helps to extend the interest of the game.

General Chaos is a difficult title to explain. It's very original, very



■ (Left) After each battle the victorious team will give you a run down of the level, how many medics you have left, that sort of thing.

■ (Below) If you manage to win one of the three areas you're rewarded with this screen. Stunning, eh?

PRIVATEES ON PARADE - OOEER, MRS...



■ You get one of each of the weapons in the assault team, so you get a good all-round squad. They're a bit boring though.



■ This is more like it. You've mostly got short-range weapons here, so you've got to muck in straightaway.

■ I couldn't get the hang of these guys but it could just be me. There's only two of them, but they're much tougher than your standard grunt.



■ Now these guys mean real business. Two guns, two bazookas and a grenade lobber. Yep, this a great all-round fighting team.



violent (although it's all extremely tongue-in-cheek) and very, very frustrating. Basically, you have to control all five characters at once and, as you can imagine, this isn't easy (to put it mildly). After a few hours, however, you start to work out the ranges of the various weapons and which ones are best for the task at hand.

I liked this game. It's got bags of humour and offers a welcome change from the multitude of second-rate platformers out there. It is highly frustrating tho'. You have been warned.

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

- Original idea
- Varied weapons
- Tons of violence (heh, heh)
- Good sound effects
- It's hard controlling five sprites

GRAPHICS 10 1 2 9 8 7 6 5 3 4

SOUND 10 1 2 9 8 7 6 5 3 4

ADDITION 10 1 2 9 8 7 6 5 3 4

BRAINPOWER 10 1 2 9 8 7 6 5 3 4

FINAL VERDICT
 "It's tricky to get into (there's so much going on at once), but it's original enough to be interesting. If you like running around with heavy artillery then check this out."

80%

FACT:

MEGA is read by more Mega Drive owners than any other mag. It's also the mag that the video game industry reads to keep up with what's going on.

Read it and find out why for yourself.

**ON
SALE
Thursday
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MEGA

100% PURE SEGA MEGA DRIVE AND MEGA CD

DON'T BELIEVE THE HYPE!

1993 has so far been a bit of a turbulent year for video games in the national press, especially when it comes to the issue of violence... *Sega Power* have decided that enough is enough – it's about time the truth was told. Andy Stout goes in search of the facts among the media smear.



■ Do you find this disturbing, horrific, titillating or just plain B-Movie hokum? The Mega CD romp *Night Trap* has got everyone talking about the effects of video games on our society.

VIOLENCE ISN'T GOING to go away overnight... Reported instances of violence against the person, for example, leapt from 47,000 cases way back in 1971 up to 190,300 cases in 1991 (Annual Abstract Of Statistics 1992/3). We live in an aggressive society and there are many different explanations provided by the so-called experts as to why, ranging from the reasonably sensible to the downright weird

(like bug-eyed aliens beaming aggressive thoughts to us from the dark side of the moon). However, read the papers this year and you could be forgiven for thinking that there was one, prime cause. One thing alone that was responsible for all the angst we

see around us... See that trusty Mega Drive in the corner of your room? Well, you're probably going to start hitting people because of it. No, I'm serious...

EVIL INFLUENCE

There's no denying that video games can be extremely violent. Eugene Provenzo's book 'Video Kids', for instance, describes a time not so long ago when just seven of the 47 top-rated games in the US were non-violent.

The crucial question, however, is whether or not this aspect of modern video/computer games leads to violence on the streets – whether wasting a jumble of pixels on-screen has the knock-on effect of making you want to pick up an iron bar and smash it across

"See that trusty Mega Drive in the corner? Well, you're probably going to start hitting people because of it."

VIDEO GAME MONSTERS

MONSTERS hooked on action-packed computer games are turning nasty, a shock test claims today. Of girls aged 13 to 15 are addicted to games like *Street Fighter II*. Harmless games like *Sonic the Hedgehog* get the youngsters hooked. But then they move on to others containing vivid martial arts-type violence.



Mario gets a call

Teachers call for probe into 'dangers' of computer games

By JENNY HOPE
Medical Correspondent

NINTENDO FACE HEALTH STORM

The Mail, January 7
playing Nintendo's Super Mario One.

DOCTORS are launching a study into links between video games and epileptic fits in

philosophical by flashing light patterns never had a self The £40,000 jointly funded National Society for and Department and Industry, specialists at

By Christine McCauley
Technology Correspondent

A CLASSIFICATION system for video games was announced yesterday by Sega, the Japanese manufacturer, after complaints that its new *Night Trap* video was unsuitable for children.

The move follows rapid advances in technology that are bringing increasingly realistic graphics to games and the use of live video and real actors for the first time. Sega asked the British Board of Film Classification to review *Night Trap*, which involves the player as an undercover agent trying to trap aliens before they kill five scantily-clad American women in a haunted house. It gave the game a 15 certificate, making it suitable only for players aged 15 and over.

Night Trap: more than 100 million copies sold. The equivalent of 'Who?' He said majority of Sega games in the U category. The company's Hedgehog games no classification, fighter II, to be PG label, said Mr. Under the Video Games Act 1984, games are exempt from classification by the Board. This will mean that children buying or renting them should be accompanied by an adult. The

are so aggressive

By DICK SAXTY
The two biggest makers, Sega and Nintendo, have each sold around 3 million systems in the United Kingdom. Last Christmas computer games accounted for more than half of all

of quality games accepted by the population of the country. "It's something we have to put in proper context," Tom Kalinski, president of Sega, is interpreting the statistics. "I hope those that are putting them

By SUZANNE O'SNEA
COMPUTER games are in teachers' bad books. They claim cult games such as *Super Mario* and *Street Fighter II* are interfering with school work.

Now the Professional Association of Teachers is calling for a Government inquiry into their effect on children and wants parents warned of the 'potential dangers'. "Our members are reporting that children's social and educational development is already being affected by playing games to excess and we are concerned that long-term there will be medical effects on them as well," said a spokesman.

BC SCHOOL day no 80ma

video game violence

► someone's face. The tabloids say yes. Pixel annihilation leads to people annihilation, but the whole issue is a lot more complex than that. And opinions are divided.

BIG CONCERNS

Of course, there are always going to be fanatics – big organisations

like Family And Youth Concern – wanting to get involved in the debate, but Jacquie Miller, the Deputy General of the Professional Teacher's Association, is far from an extremist.

In fact, she embodies the rational objections to video game violence and is in no way about to

ape the tabloids' vilifying of the video game console.

She concedes that it is very difficult to prove that one leads to the other on an individual level, but says, "There is very little research about the effects of computer games on children, and one of the things we've been saying to the government is that we need properly funded research into this.

"Such evidence as there is shows that children who play these games, particularly the violent games, show heightened levels of aggression afterwards. Candidly, we want things that calm them down, not that psyche them up." Er, what about tranquillisers?

Admittedly, teaching in some areas can resemble a quick sortie into Bosnia and Ms Miller is very much at pains to point out that the teaching profession on a whole is not following the tabloids who seem to use video games as a scapegoat for society's ills.

DIAMOND GEEZER

Ask Dominik Diamond, presenter of Channel 4's 'GamesMaster' for his opinion, though, and you get a somewhat different perspective.

"It's crap," he says with typical tact. "The violence in video games is cartoon violence and to think that young people take them seriously is to insult and patronise them in the way that the older generation always does.

"It's utterly unfeasible to think of a kid playing a game where you have to napalm legions of soldiers going down the corner shop and

asking for half a pint of napalm. That's just not going to happen".

Too right, they're always out of stock. Oh damn, he hasn't finished yet. Sorry, Dom...

"Similarly, there's this whole thing about kids trying out *Street Fighter 2* moves on each other. If you really go down the shopping centre and try the Spinning Bird kick on somebody, then you've got problems as it is and it's nothing to do with video games".

Yeah, Dominik, but what happens when the violence isn't toon against toon, but digitised image against digitised image?

"That's obviously where the problem starts," he says. "Stuff like *Mad Dog McCree* where you're actually shooting people.

"But I think that human beings in general, especially kids, are just too smart to get caught by that. I don't believe they think it's real".

Proving it, however, one way or the other, is almost impossible. Although it has been widely accepted that aggression at a young age leads to aggressive behaviour in adult life, the causes of that aggression are legion.

Psychologists (always keen to use several words where one will

"BREEDING A NATION OF MONSTERS"

(Daily Star – 16 February 1993)

While most of the tabloid reporting following the 'World In Action' programme was rabid, Michael Hellicar's article went for an all-out assault on the video game industry jugular.

The feature is extreme enough, but what makes it stand out is the way it's been presented.

There are two photos, both from the Jamie Bulger case earlier this year (where two teenagers abducted a toddler and led him to his death), plus two smaller, boxed out stories about schoolboy rapists.

This establishes a link between horrifically violent youngsters and video games. The text then reinforces it.

"What the hell", says Mr Hellicar, "is going on in our society when a 12 year old and a 14 year old rape a 15 year old schoolgirl. And what is happening to our kids when a 13 year old can steal 200 cars, run rings round the police and taunt them from the kerbside? Police and psychologists believe we

are spawning a nation of monsters through the fantasy world created by violent video games".

There you go, folks. Forget unemployment, a rise in poverty or falling education standards. It's all down to those evil video games... Blimey, so *that's* why Mr Hussein invaded Kuwait.

Okay, there is some cause for concern here. Dr David Lewis points out further on in the piece, for example, that there'll always be a tiny fraction of the population who can't differentiate between fantasy and reality and that it is important the boundaries are clearly defined. But a nation of monsters? Inflammatory to say the least.



"It's human nature to fear what you don't understand and attack what you fear."

Dominik Diamond



SEGA POWER SEPTEMBER 1993

Video games on... er fits in children

Computer game add

NINTENDO FACE HEALTH STORM

The Mail, January 7

playing Nintendo's Super Mario One.

Experts say the games cannot cause epilepsy, but trigger fits in susceptible people, and warn...

photosensitive – at by flashing lights light patterns – but never had a seizure. The £40,000 jointly funded by the Royal Society for and Department of and Industry, will specialists at 120 around the cour will analyse the during two peri June to August, and December 1994.

A spokesman said the compa to launch its into behaviour using video ga weeks.

Nintendo s supported th and would fully

School head bans computer games

A headmaster has banned pocket computer games such as Nintendo's Game Boy

72... he is worried they... making his pupils...



By NORMAN LUCK and GERARD GREAVES

SCHOOLS are heading for an epidemic of computer game addicts, a report claims today.

Researchers found that in one school, 60 per cent of boys and 30 per cent of girls were hooked on cult games like Super Mario and Street Fighter II.

Most worrying of all, more than half the worst-affected players showed aggressive and anti-social tendencies.

The findings in Granada TV's World In Action report tonight

Schools face video

Watchdog to oversee video games

By Christine McGourty Technology Correspondent

THE electronic games ind in setting up a standa

do) use the phrase 'the ecology of development' to describe the way children develop in the context of their surroundings.

But there are so many differing factors in that 'ecology', that for the press to have singled one of them out and hung, drawn and quartered it in print is so ludicrous it almost beggars belief.

THE TV EFFECT

So far, as Jacquie Miller states, research on aggression and video gaming has been negligible. However, plenty of research has been made into the effects of television. Admittedly, this doesn't reflect the interactive element you get with games (as long as you don't view pressing a button as being interactive, that is), but the results are intriguing nonetheless.

Some studies, for example, have claimed that there is a direct link between watching violent programmes and violence in the viewers. However, such studies have been consistently rubbished over the years for not taking into account other factors and for the actual methods used to collect the data.

The only thing the experts can agree on is the fact that violent people

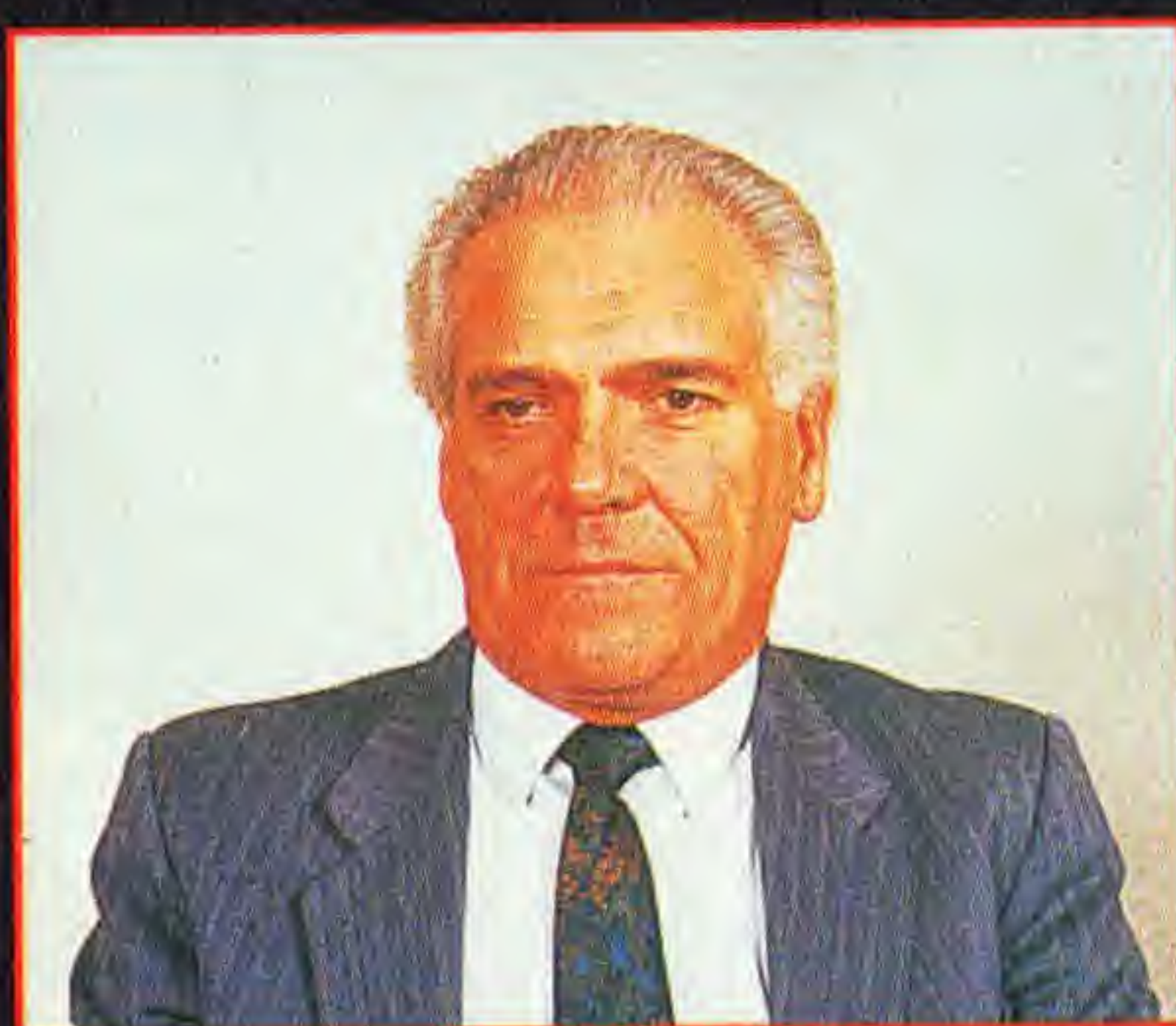
"Police and psychologists believe we are spawning a nation of monsters through the fantasy world created by violent video games."

Daily Star

are drawn to watching violent programmes, which seems to turn the whole thing on its head really. The causal link remains unproven (the 'World In Action' statistics being a case in point). In fact, one psychologist dismissed the link as "providing an easy answer".

MORAL GUIDES

But in the popular press and on the backbench seats of the House



"The manufacturers are evil and ought to be punished for promoting this game."

Tory MP Terry Dicks on Sega's Night Trap

Of Commons, video games seem to explain it all. The tabloids are stern judge, jury and (would-be) executioner all rolled into one. So why the fuss in the first place?

"If it is possible that some things, including computer games, are among the contributory causes of the way children are behaving then they need to be looked at", says Jacquie Miller with reference to the PTA's attitude towards Sega, Nintendo (et al).

"We're not saying it in a scarist or alarmist way", she hastens to add. "We're saying that we, as adults, ought to be responsible for the next generation. We ought to

be sure that if there are influences which are damaging that we recognise them and deal with them appropriately".

Dominik Diamond is of a slightly

different opinion. "It's just the old generation, that's what it is", he complains. "It's human nature to fear what you don't understand and attack what you fear".

It's also the nature of journos to make biased stories, politicians to sabre-rattle for all-important votes, academics to chase research funds (etc. etc.).

All we have to do now is sit back and wait for the Evangelists

to find 'Satan Lives!' encoded in Sonic's programming.

PATHETIC EXCUSE

To single out video games on their own is pathetic and ignores so many other factors that have been clearly proven to encourage violent behaviour in people - smacking or other forms of extreme physical punishment, for example.

"Computer games are one factor", says Jacquie Miller.

"Television in one factor. The apparent breakdown in some kinds of families is one factor. Unemployment is one factor. There are dozens of factors.

"I would be very much opposed to the view that all children were lovely little, cuddly creatures that did nothing but watch 'Winnie The Pooh' before the advent of computer games. That would be absolute rubbish."

Nevertheless, that's exactly the kind of rubbish that's been written by the press recently...

PRESS GANG

1993 seems to have been open season as far as the video games industry was concerned.

First there was the over-the-top epilepsy scare, then the coverage surrounding 'World In Action's' Welcome To The Danger Zone programme, all followed by shrieks of outrage at Sega's Mega CD title *Night Trap*, led by the Daily Mail.

Throughout the tabloids, words like 'junkies' and 'addicts' were

RUMOUR MONGER

As a service to you, our faithful readers, *Sega Power* shoot colossal rumours in the foot and clip gossip round the head.

1. The Sega Sales Pitch: Sega deliberately planted the big *Night Trap* story in the press in order to gain some publicity.

Nope. Despite their marketing campaign (which depicts the company as a rebellious and anarchic organisation), Sega, like any other corporate entity, are an entirely profit-seeking organisation. If they act too rebellious they'll lose any parental sympathies they might have gained - a bad move when a significant proportion of their sales are dependent on parents dipping into their pockets.

ELSPA's Roger Bennet says "It has been surmised that it was a deliberate act, but I can assure you that it is not the case". And he should know.

2. The Conspiracy Theory: lots of shadowy groups are hovering around in the background and manipulating the media.

Perhaps, but most of the pressure groups involved are pretty small and have the clout of a small mackerel. Reliable sources do, however, point the finger at certain newspaper editors who harbour a grudge against video games and, slightly more seriously, at certain academics who kick up a fuss in an attempt to secure larger research grants.

3. The Sponsor's Quandary: bad publicity will cut Sega's sponsorship opportunities.

Yeah, right. I can really see Frank Williams losing sleep over that one. 'Nuff said.

Watchdog to oversee video games

By Christine McGourty Technology Correspondent

THE electronic games industry is setting up a standards council to monitor a new generation of games that includes film footage and real actors for the first time.

Mr Roger Bennett, director of the Electronic Leisure Software Publishers Association, said he hoped a voluntary code of conduct would be adopted by the industry.

"We have been drawing up a draft code of practice for submission to the Office of Fair Trading, the Depart-

MURDER

MICHAEL HELICAR

There is no doubt that a violent video game, played often enough by someone with an impressionable mind, can make that person regard aggression as a means of solving problems," he says.

The risk is that they will believe the only way to settle a conflict is someone on to sit and

acceptable way of making progress? "The whole point of the game is to win by strength and power - strike before the enemy strikes you!" "All the time the game is being played, you are God - a Supreme Being in a world where there are absolutely no repercussions and you do not have to take any responsibility whenever he is called to trouble involving young people there is now a tendency for them to stay and



HORROR: Hunt for clues after abducted toddler Jamie Epiper

Pals 'in sex at on schoolgir

By Christine McGourty Technology Correspondent

store sh 'live act horror g

By Christine McGourty Technology Correspondent

SEGA'S new electro horror game, featuring actors instead of characters, will not be by Toys'R'Us, one of the country's biggest retailers, the store yesterday.

"Night Trap" involves a player as an undercover agent trying to trap a murderer before they kill five children in a haunted house in a town where the dead go on sale within a matter of days. A buyer from Harrods



"Politicians who try to ban evil products like this [Night Trap] only succeed in making them more popular."
Sir John Wheeler

used (an old newspaper trick guaranteed to bring to mind loads of negative references to drug addiction). One report even went so far as to talk about kids graduating to 'the harder stuff' - in other words, more violent games. *Street Fighter 2?* It's all right, guv. I can handle it.

Coverage is to be expected, but as you can see from the extracts, it's not exactly fair or objective.

UNINFORMED

"It's been covered in the usual way you expect tabloid coverage", says Ronnie Dungan, writer for industry and trade paper Computer Trade Weekly.

"It's pretty sensationalist stuff and very similar to what they did with video nasties ten years ago".

Roger Bennet, head of ELSPA (the European Leisure and Software Publishers Association) agrees. "At best uninformed, at worst unacceptable", he explains.

"Nevertheless, one has to expect these things as the market develops in new technology. But there has been no consideration of the product as seen in the eyes of the law".

Quite right. All the sensational 'something must be done to save our kiddies' pleas have ignored the fact that something already has been done - under the 1984 Video Recordings Act (see the box below). The law is in force already in case you didn't know it, guys.

OVER-REACTION

The general consensus of opinion in the video games industry is that



Mortal Kombat, Acclaim's soon-to-be-released beat-'em-up, uses digitised images to create more 'realistic'-looking sprites. But is that enough to get you hitting out for real?

there are a lot of Luddites out there, a lot of technophobes and that whenever the technological frontiers are eased forward slightly you can bet your bottom dollar they'll come out of the woodwork.

"There's no getting away from the fact that it is a new type of technology and a new type of video game", says William Clutterbuck, a spokesperson for Sega Europe.

"People will always look at pioneering things adversely". Indeed they might, but at least they could write about them with some semblance of factual accuracy.

"People will always look at pioneering things adversely."
William Clutterbuck, Sega Europe

DEAD CERT
 Still, the net result of all the fuss over Sega's *Night Trap* was the multi-billion

dollar company referring it to the British Board of Film Classification where it received its rather harsh 15 certificate. Weren't Sega acting a bit cautious here?

"Not at all", says ELSPA's Roger Bennet. "I expect that if they had not done so they might have found themselves in court". CTW's Ronnie Dungan agrees... "They've anticipated. Rather than waiting for an outside body to enforce censorship, they've reacted". Dominik Diamond sees it in another way. "Classification is a good way of getting rid of really crap games", he says. How 'Jurassic Park'

THE LAW

Video Recordings Act 1984
 A video work is not an exempted work... if, to any significant extent, it depicts:

- (a) human sexual activity or acts of force or restraint associated with such activity,
- (b) mutilation or torture of, or other acts of gross violence towards, humans or animals,
- (c) human genital organs or human urinary or excretory functions.

Penalty for a first offence? About £40,000, apparently.

Video Recordings Act 1984

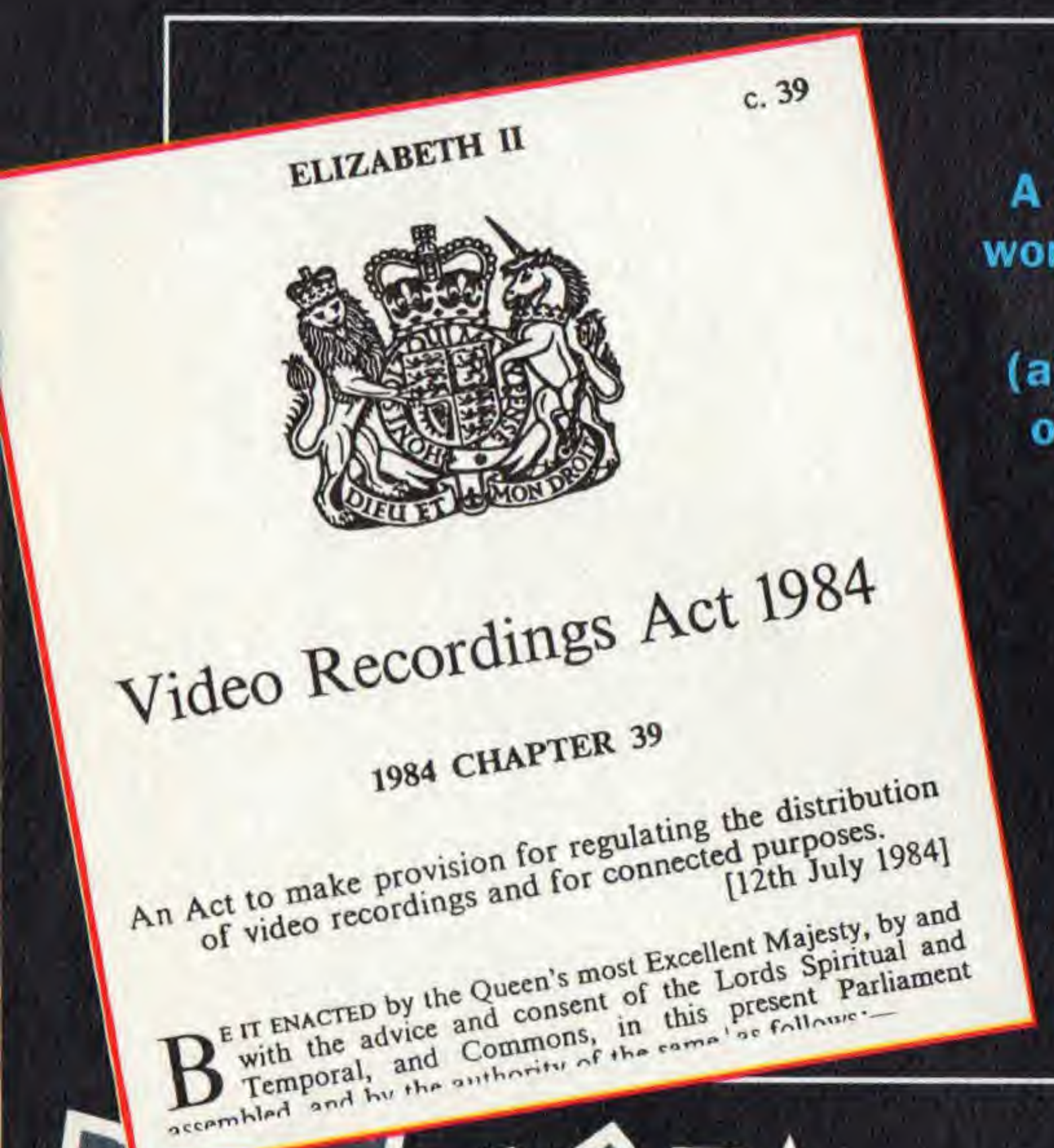
2.—(1) Subject to subsection (2) below, a video work is for the purposes of this Act an exempted work if, taken as a whole—

- (a) it is designed to inform, educate or instruct;
- (b) it is concerned with sport, religion or music; or
- (c) it is a video game.

(2) A video work is not an exempted work for those purposes if, to any significant extent, it depicts—

- (a) human sexual activity or acts of force or restraint associated with such activity;
- (b) mutilation or torture of, or other acts of gross violence towards, humans or animals;
- (c) human genital organs or human urinary or excretory functions;

or is designed to any significant extent to stimulate or encourage anything falling within paragraph (a) or, in the case of anything falling within paragraph (b), is designed to any extent



Video games on trial
 over fits in children

VIDEO GAMES TURN KID INTO MONSTERS
 Tests show addicts are so aggressive

Mario gets a caning
 Teachers call for probe into 'dangers' of computer games

By JENNY HOPE
 Cultural Correspondent

By SUZANNE O'SHEA
 "Mario games are bad books. Cult games such as Street Fighter II are interfering with school work."

"We should like to see parents control the amount of time their children spend on computer games, especially if it becomes clear that it is becoming more than a normal hobby."

Government to set

addiction and was carried out for tonight's World In Action TV programme. Welcome to the Danger Zone, which analyses the surge in games popularity in Britain.

Psychologist Professor Cary Cooper, who analysed the survey, said: "It could be that children who are aggressive anyway are attracted to computer games, or it may be that the violent nature of the games makes them aggressive."

"Either way it is a problem, and it is something that needs to be analysed in a large-scale survey. But until more research is done I don't think the video games companies have any justification in saying they have no impact on children."

Tom Kalnska, president of game producers Sega, said: "All we are doing is interpreting what our customers show much of quality games accepted by the majority of the population."

"It's something we have to put in the proper context," Tom Kalnska, president of Sega, U.S., said. "All we are really doing is interpreting what one sees in the world today and making some form of game play out of it."

"I hope we develop those that are so interesting you don't want to put them down."

Stuart yesterday... 'I must have blocked

BOY'S 7 HOUR





■ The original artwork for *Night Trap*, complete with scantily-clad girlie.

"Children who play these games, particularly the violent games, show heightened levels of aggression afterwards."

Jacque Miller, Deputy General of the PTA

terrifying than dinosaurs with a penchant for goat and human flesh.

HYPOCRITICAL

Despite helping to make *Night Trap* unavailable to under 15 year olds, the tabloids have also, of course, inadvertently provided Sega with a lot

of free but valuable press. Very generous of them really.

Equally generous, however, are the review columns, the numerous competitions and all the rest of the hype they can squeeze into their pages as they do battle for

managed to get a PG certificate for its undoubtedly more violent and frightening content is something of a mystery in this respect. Obviously, fictional blood-sucking aliens from space are more



■ And here's the *Night Trap* game in action. Frankly the cover artwork (above) is far more shocking and titillating than the small and grainy digitised visuals in the game.

"THE SEGA SICKENER"

(Daily Mail - 28 April 1993)

A classic of its time, containing all the essentials of good tabloid reporting: an alliterative headline, a big illustration of a blonde with prominent boobies, quotes from various outraged MPs and loads of inaccuracies. Wonderful. Aspiring tabloid hacks take note.

Yes, this is all about *that* game and, as far as *Sega Power* can ascertain, the Daily Mail never even saw the thing up and running, but picked up on a report in an American newspaper via the international news agency Reuters. And if they never saw it, then neither did the honourable members...

Inaccuracies first. The writer, Luke Harding, not only states that the game utilises "Virtual Reality technology" (which is complete cobbles unless he's got a really unusual way of spelling digitised images), but then states that the Mega CD has "500 times more power than a normal games unit". As to what on earth he is talking about there, answers on a postcard please.

Now to the quotes. Apart from Sir John Wheeler's short but astute, "The problem

is that politicians who try to ban evil products like this only succeed in making them more popular", all call for legislation to prevent such titles being released, blissfully unaware that the legislation already exists.

Terry Dicks, Tory MP for Hayes and Harlington, however, easily takes the Foaming Rant award for his delicious comments.

"The manufacturers are evil", he thunders, "and ought to be punished for promoting this game... [Parents] should be forced to give their name and address if they buy it".

Sega Power contacted Mr Dicks to ask him exactly what he meant.

"I don't answer questions on things like this", he said. Erm, but you did for the Daily Mail, we suggested. He put the phone down. Draw your own conclusions.



readership with their tabloid rivals. On the one hand we've got a vile nation of monsters, on the other we've got 'Win, win, win a mega Mega Drive!'

"It's rather like putting a story about a woman getting attacked

on one page and a woman in a state of undress on the other", says Ronnie Dungan.

Naturally, you'd never find them doing that. Er, unless it meant bigger sales, of course...



Video games on TV
over fits in children

By JENNY HOPE
Medical Correspondent

DOCTORS are launching a study into links between video games and epileptic fits in children.

They hope to find out how many children have been triggered by the games since they were first introduced in the early 1980s.

The study will be carried out by the University of Cardiff.

NINTENDO FACE HEALTH STORM

The Mail, January 7

playing Nintendo's Super Mario One.

Experts say the games cannot cause epilepsy, but may trigger fits in susceptible people, and warn that the risk is higher with the

photosensitive - affected by flashing lights and light patterns - but have never had a seizure.

The £40,000 study, jointly funded by the National Society for Epilepsy and the Department of Trade and Industry, will involve specialists at 120 centres around the country who will analyse the seizures during two periods, from June to August, this year and from December to March 1994.

A spokesman for Sega said the company was due to launch its own study into behavioural patterns using video games "within weeks".

Nintendo said that it supported the research and would co-operate

School head bans computer games

A headmaster has banned pocket computer games such as Nintendo's Game Boy because he is worried they are making his pupils more aggressive.

game addicts

By NORMAN LUCK and GERARD GREAVES

SCHOOLS are heading for an epidemic of computer game addicts, a report claims today.

Researchers found that in one school, 60 per cent of boys and 30 per cent of girls were hooked on cult games like Super Mario and Street Fighter II.

Most worrying of all, more than half the worst-affected players showed aggressive and anti-social tendencies.

The findings in Granada TV's World In Action report tonight, called Welcome to the Danger Zone, confirm growing fears about the impact of

Schools face video craze cult epidemic

considering a monitoring agency to "police" the industry.

Video game addiction is said to be reaching epidemic proportions and education experts have warned "The danger must be tackled before it is too late."

Granada's survey of 148 pupils aged between 13 and 15 showed that 42 per cent could be described as "addicted", and 55 per cent of those showed aggressive responses and anti-social behaviour.

of games. It also called for a ban on adverts targeted at children, and extensive research into the side-effects of playing the games.

PAT's deputy general secretary Jackie Miller outlined disturbing evidence of the computer scourge. She said children were turning up for school exhausted after playing late into the night. They could have medical problems and suffer psychological damage.

"Teachers also fear that some children may be retreating into a fantasy world of computer games she added.

Prof Cary Cooper, of Manchester University's Institute of Science and Technology, said: "Kids who watch video games a lot actually use that behaviour or transpose that behaviour

Watchdog oversee video games

By Christine N Technology Correspondent

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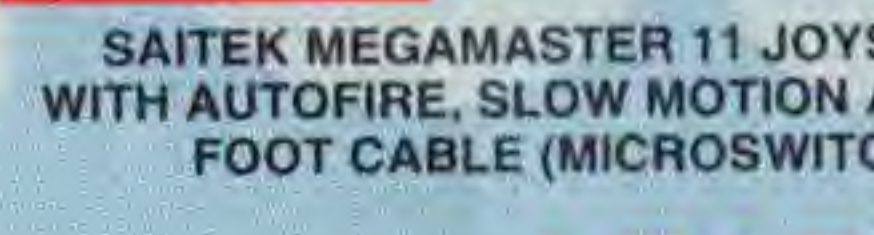


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UNCLE DEAN'S

Dark was life without the Mortlock creature, but then he spoke – and we lived!



■ 'In my day, you didn't have any of this obscene video game nonsense corrupting our kids. A stick and a hoop was all I had...'

The summer heat has finally tipped me over the edge... With the help of my team of tipping pixies (!?!), I've managed to compile a complete guide to *Defenders Of Oasis* on the Game Gear, carefully sculpt a detailed help sheet for two with *Lemmings* on the 16-bit – and then add the finishing touches to my epic *Another World* solution. What? Mad, me?

YEP, SUMMER IS MOST DEFINITELY HERE. Picture the scene: funky tunes on the stereo, steamingly hot days and a worry-free mind as you enjoy the idyllic neverending days and I beaver away in a smelly old office (*Oi, less of the smelly!* – Mark). I don't want to go out and feel the warmth of the sun on my face, really I don't (sob).

SPIDER-MAN
(Sega Power 24: 78%)
Sega £19.99

■ I buy your mag every month, but I've yet to see any tips for the Mega Drive version of *Spider-Man*. I'm baffled by what I think is the last stage. Spider-Man is in a room with the Kingpin and Mrs Parker is hanging above a blazing fire. I don't have a clue as to what to do next. Can you please help a very distressed fan?
David Graham, Fife

First, web the chain holding up Mrs Parker. If you don't it'll lower her into the fire. You now have to jump-kick Kingpin in the head. Keep hitting him in the mush until he cops it – and don't forget to occasionally web the chain while fighting him.

ALIEN³

(Issue 34: 82%) Acclaim £34.99

■ I am writing to you because I'm stuck on the Mega Drive version of *Alien³*. I can get to stage 10 and find all the prisoners but I can't find the exit. Please could you tell me where it is?

James Platts, Grantham

You're right. The exit to this stage is pretty tricky to find... At the bottom of the stage, head towards the left of the level.

When you get as far as you can, jump into the wall and continue to the left. You will find the exit at the far end of this corridor.



■ Getting out of a penal colony isn't easy at the best of times – well, unless your in a Securicor institute, that is.

CASTLE OF ILLUSION
(Sega Power 23: 78%) Sega £39.99

■ I've been kicking myself for ages to find a cheat for *Castle Of Illusion* on the Game Gear. Do you think you can help?

O J Warr, Bromsgrove

'Fraid not, O J, but if you write and tell me where you're stuck in the game, I should be able to help.

■ Well, this game's been captioned to death, so I'm not going to write anything like 'this is *Castle Of Illusion* on the 8-bits. Fab, isn't it?' Oh dear, looks like I just did. Ah well, ho hum.



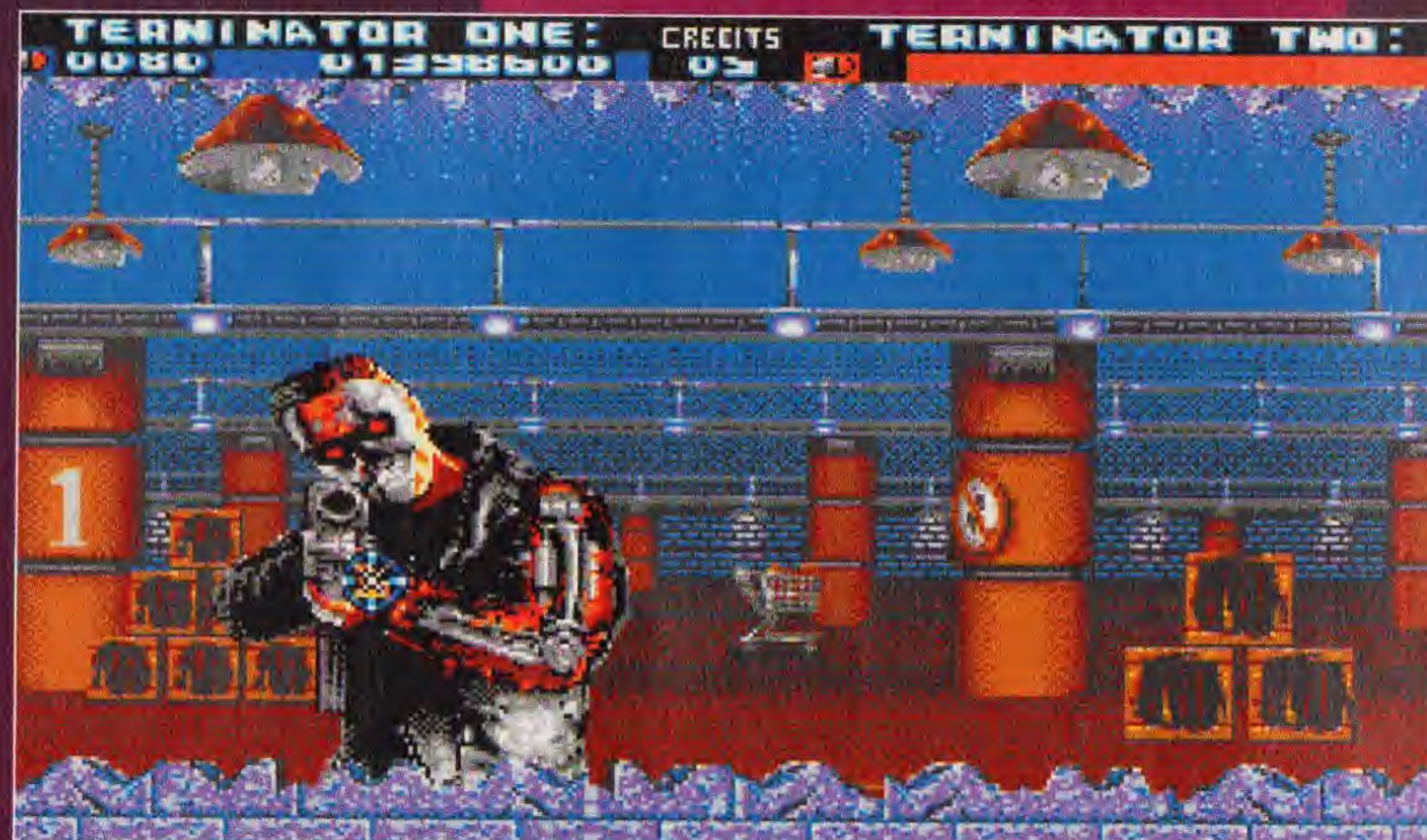
TERMINATOR 2

(Sega Power 38: 88%) Acclaim £39.99

■ I'm finding it impossible to get past the level with the truck. Please can you tell me how to get past it or give me a level select cheat?
Mark Daniels, Newport

I can give you a level select cheat, Mark. How does that sound? On the title screen - when it says 'Push Start' - push up, down, left and right on the joystick.

Now repeat this sequence and Arnie'll shout 'Excellent!'. Start as normal. If you now pause the game and hold down Buttons B and C, you can jump to the next level.



■ Handy hint: Never superglue your gunsights or you'll end up tearing your face off.

HELP FOR AMNESIACS



■ Sometimes a memory implant just isn't enough – that's when you need Uncle Dean...

We've had tons of post about *Flashback* (Sega Power 43: 93% US Gold £39.99), so here's a select few from the bag...

■ Please, please, please could you help me with the second level of *Flashback*? No matter how hard I try, I just can't reach the ledge on the second screen. Thanks for your help.

George Thomson, Glasgow

Well, George (and Adam Tewksbury from Dorset who's stuck at the same place), there is a really clever way of reaching these high platforms (it does mention it in the manual, guys).

If you press Button A, then go either left or right (it's up to you), you'll run off-screen. If you now let go of the direction on the pad, but keep hold of Button A, you'll automatically jump onto the ledge on the above platform. Easy, eh?

■ I'm stuck on the fourth job on the second level of *Flashback*. I can get through to the end of the stage, but I always die while trying to find out where to put the new chip in the generator. I always run out of time. Please help!

Diana Greenaway, Eastbourne

When you get into the room with the generator, stand on its right side and use the card (you should be standing near the middle of the screen). You'll now be teleported away.

■ On level two (In New Washington) there's a coin slot just next to the Job Centre. When it's activated the machine dispenses a photo. What's this for? Please shed some light on this rapidly darkening situation for me.

Daniel Rash, Wellingborough

Don't worry, Daniel. It's got absolutely nothing to do with the game. The machine is one of those photobooths like the ones you get at train stations. The photo the machine gives you is of yourself and it has no purpose whatsoever – apart from being a fiendishly good way of wasting your credits.

PHANTASY STAR 3

(Sega Power 25: 93%) Sega £49.99

■ I have managed to get beyond the Dungeons Of Shuroran and have reached the end of the labyrinth near the end of the first generation (where you meet Lena again and Lyle leaves the party).

After Rhys has approached Lyle, he is challenged to a duel. Whenever I try to fight Lyle, however, the man always manages to take Rhys' health points down to zero before I can get enough attacks in on him.

I would be grateful if you could help me defeat Lyle so I can carry on with the game.

Jonathan Lowden, Chelmsford

he'll join your team again (along with Lene) and you should then head off to the weather control tower in Aridia.

Sorry I can't be more help, but remember, you don't have to kill the guy – just defeat him.



■ What's going on? Well, the leader - Ajax (or something like that) - is, er, leading his band of heroic adventurers through a rather deserted village. RPGs have never been my cup of tea. Decent shoot-'em-ups are more my bag...

Practice makes perfect, Jonathan. There's no set method to defeat Lyle, just keep on trying. When you eventually overpower him,

DEAD ANGLE

(Sega Power 3: 71%) Sega

■ Hello, I'm Alan (*Hello, Alan - Dean*) and I was wondering if you could give me a cheat for *Dead Angle* on the Master System.

Alan Delury, Irvine

I can, but unfortunately we haven't got a copy of the cart in the office, so I haven't been able to test this one out for myself, I'm afraid. Anyway, what you need to do is

connect both the joypads to your Mega Drive and alternately push left and right on both of the pads while the title screen is on display.

If you're lucky (and my info is correct, of course), you should hear a beep to let you know that the cheat's worked. You should now be able to select both your starting level and number of lives. I hope it works.

ECCO THE DOLPHIN

(Sega Power 40: 92%) Sega £39.99

■ I'm having great difficulties on level 14 (City Of Forever) of *Ecco*. Is there a cheat for jumping very high? I would be very grateful for any help you could give me.

Robert Rushmer, Witham

I agree with you, Robert, those jumps really are a killer. Unfortunately, however, there are no cheats that I know of which'll make you jump higher, so I'm

afraid you'll just have to try and battle through on your own.

If, on the other hand, you really can't take any more, this code will take you to the next level (*Jurassic Beach*): FXMTAPEA. I hope that's of some help.

■ If you're still stuck on *Ecco The Dolphin* then hunt around for a copy of issue 41, where we printed all 25 of the level codes plus cheats for an infinite air-supply and deadly sonar weapon.



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UNCLE DEAN'S, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.

Road Rash 2, Speedball 2, NHLPA Hockey '93, Lotus Turbo Challenge... Your mates have trashed you at every single two-player game around. But then there's Lemmings... Danny Wallace helps restore your pride with this guide for two on the 16-bit title (Sega Power 37: 85% £39.99 Sunsoft).

'There can be only one'

Quickly build a bridge over the first gap. Let some of your Lemmings get home, but then make one of your rodent flock into a blocker. Afterwards, turn him into a bomber (making sure, of course, that he's not too near the bridge, which you've taken so much trouble to build, or the thin rock).

By now some of your Lemmings will be walking towards your opponent's home. Use 'em to create hazards for the other player. If more than one Lemming is walking towards the enemy home, use the last one to take out the bridge and the rest to create holes to trap your opponent's Lemmings.

Or use your last blocker to block his route – and then send them towards *your* home.

■ No game has destroyed as many friendships as this. Remember: you have been warned!



'Game on! Choose your tactics'

There's an incredibly nifty way to win this level. Send at least one Lemming over to where your opponent's Lemmings are falling from, and then use a digger to dig straight underneath them. That way, all your opponent's Lemmings will fall straight into your home and your mate can do virtually nothing about it. Be precise, though, or all the 'enemy' Lemmings will just end up dead and no use to anyone.



■ Things you never knew about Lemmings (3): as well as being small, cute and cuddly, they are also quite mad. This is evident by the fact that they have this very odd habit of chucking themselves off high cliffs. Most strange.

'Still everything to play for'

Use a blocker to stop your opponent from guiding Lemmings towards his or her home. Now simply bash through the 'boxes' at the very top of the section. That way, you'll still have enough room to work with if your opponent makes any blockers.



■ Things you never knew about Lemmings (1): Lemmings are, in fact, small rodents, measuring between three and six inches in length. They are also closely related to voles. So now you know.

'In the thick of the fray'

You have to move quickly here. First, concentrate on getting your Lemmings home by building the necessary bridges. Once you've done that, create a blocker and send a few of your little 'uns into battle.

Destroy your opponent's bridges and position a blocker in front of his or her home. Another good tactic is to bash through one of the steps, using a blocker to trap as many 'enemy' Lemmings in the newly created tunnel as possible. The basher will eventually reach the end of the screen and the Lemmings will meet their fate – meaning that the other player will have less Lemmings to control.

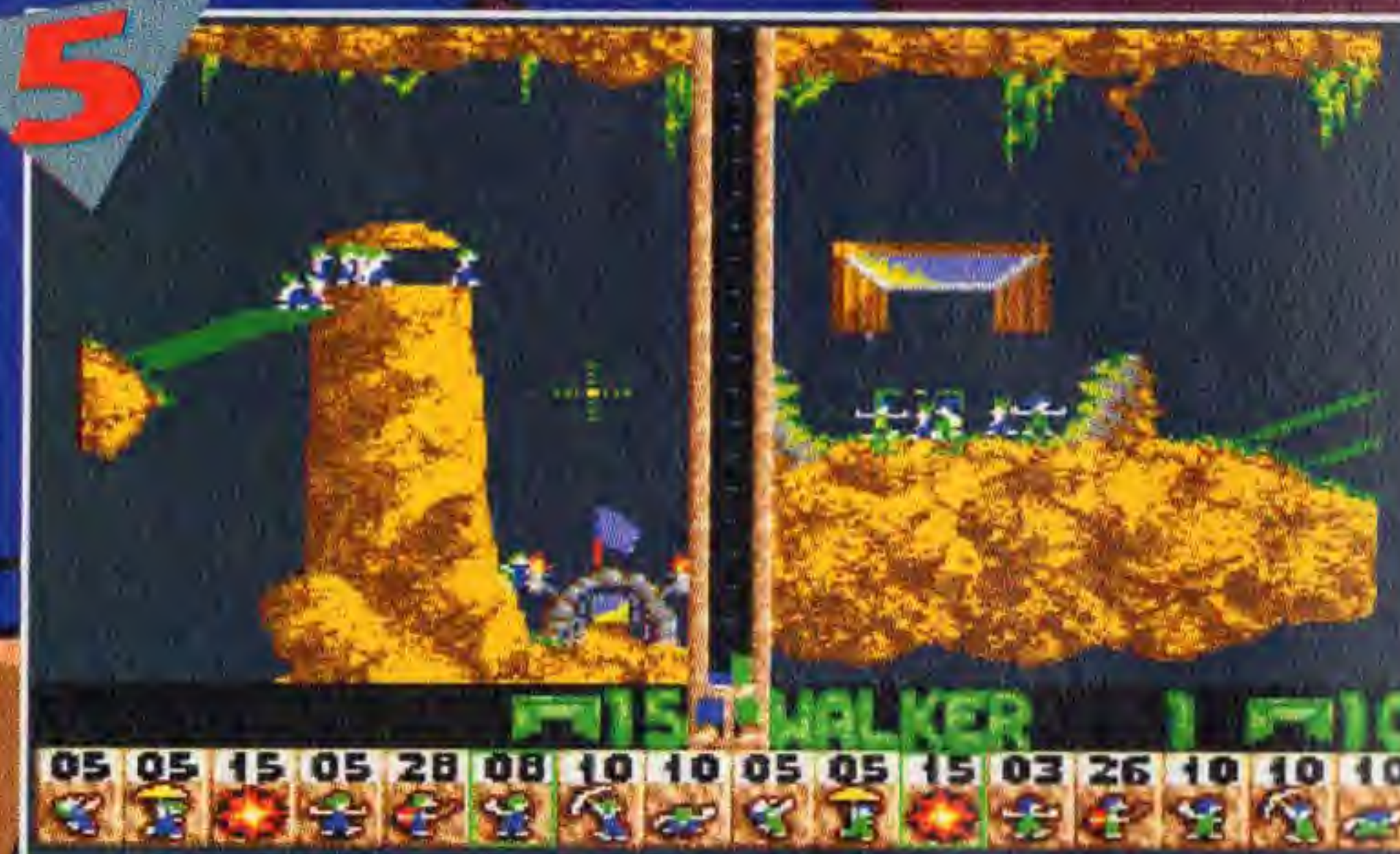


■ Things you never knew about Lemmings (2): they live in the Arctic tundra and are well adapted to severe weather conditions.

'Good Game! Good Game!'

Once you've built all the necessary bridges, use the normal tactics of assigning a Lemming to blocker duty and then blowing him up when the time is ripe. The Lemmings you send back to your opponent's end can then knobble all the bridges and create loads of havoc in his or her trenches.

The only thing stopping a Lemming from becoming a dollop of pâté are the small ridges on the hill next to their home. If you can get one of 'em on top of that hill and shave the side nearest home using a digger, the enemy has no chance!



■ Lemmings breed like rabbits, so they've got this in-built suicidal alarm system to keep their numbers under control.

lemmings

'The rubbish dump'

If you're the one controlling the blue-clad Lemmings, bash through the wall on the left of the screen. They'll now march into a large open space. Now use

a digger to make your Lemmings (and as many greens as possible) fall down and walk into your home. Before you do this, though, make as many floaters as you can (after all, the last thing you need is a load of squished Lemmings).

If you're the green player, however, things are a bit more difficult. Use diggers, bashers and miners to get your blokes to safety, but try and ruin the opposition's plans by creating diggers of your own. That way, he or she can't be as precise when judging where Lemmings will fall.

■ Did you know that if you take both the 'M's out of the word Lemmings and rearrange the remaining letters, you can get the word SINGLE? This is interesting because it has absolutely nothing at all to do with this screenshot.



■ This is a shot from level 7 and, well, erm, it's very nice and it's got lots of those Lemmings things in it, which is quite important, I suppose, 'cos that's what the whole game's all about.

'And the winner is...'

Your first priority on this level should be to quickly bash through the wall and build the necessary bridges to get your Lemmings to safety.

Once you've managed to build all your bridges use the traditional 'block and blow' tactics outlined earlier and send some Lemmings back to destroy the other player's bridges. The object here is to get as many of your opponent's Lemmings on the ground (where it's far harder to rescue them) as is possible.

You should also attempt to cause as much damage and destruction to the doughnut-shaped levitating rock as you possibly can. This will make it harder for the other player to concentrate on just one thing (he'll be too busy repairing the holes to do anything else).

'Any chance of a truce'

Create a blocker straightaway, so that both sets of Lemmings end up walking towards your home. Now you just need to watch out for your Lemmings and keep an eye on the opposition.

If the other player creates a blocker, however, it is still possible to bash underneath and turn him into a normal walker. Another excellent thing to do is to send a Lemming towards the opposition's home and then turn him into a basher just before the other Lemmings get to the top of the slope. If you bring it off, you'll shave off the top of the metal blocks and the Lemmings will walk past the home and off the edge of the cliff.

If you notice a build-up of enemy Lemmings at the top-left or top-right of the level, send a Lemming up and turn him into a blocker, then a bomber or a digger. Either way, it'll be mass death when the supporting material disappears and the furry ones all fall down into oblivion.



■ This is more like it! Obviously, the guy who's controlling the blue Lemmings (Danny) is a much better player than the guy who's controlling the green Lemmings (Dean). Expertise rules supreme (Fancy a game of E.A. Hockey, Danny? - Dean).

GENERAL TIPS

- Keep an eye on your opponent's side of the screen. They may have read this guide too, you know.
- Always try to keep your opponent from noticing what foul deed you're pulling off. If you're not careful they'll see what you're up to, so move away from the scene of the crime as quickly as possible.
- Make sure you have enough diggers, bombers and bashers in reserve. Anything that can cause destruction will come in handy at some time or other.
- Don't forget to gloat after every game you win.

'Now use miners and climbers'

One of the more misleading titles because you need neither miners or climbers on this level. First, dig a hole underneath the bit where the enemy Lemmings enter the scene - and be quick! Afterwards, concentrate on building your bridges and destroying the enemy's. As soon as they've built their first, place a blocker at the top of it. The only real way they can then get past is by destroying



■ As I said before, Lemmings are rodents, as are rats, mice, weasels and squirrels.

the bridge and starting again. In which case, you can repeat the process ad infinitum.

lemmings tips

'Joy! Joy! Joy!'

Don't panic on this one. You don't have any blockers and all your Lemmings are heading right for your opponent's home, but by creating a basher, it's possible to shave the top of the metal block right off. Now your Lemmings can't get inside your opponent's home. Use a builder to get to the base of the rather large column and then bash through. The rest is just a simple case of bashing.



■ You can easily identify rodents by their teeth. They have a single pair of incisors in the upper and lower jaws which continue to grow throughout their lives. Despite a nasty reputation, rodents prefer seeds, grain and other vegetation to a juicy steak.

'Just for fun or to the Death?'

You both have to use the middle column to survive this one, but try to send a Lemming through to your opponent's side - to where he can either dig a hole under the enemy Lemmings trapdoor or directly above your home. Afterwards, concentrate on working your way through the column. Remember: try to vary between diggers and bashers, so your Lemmings don't fall too far and die.



■ It's important not to panic. I know it's not easy when you've got seven million things going on at once, but the only way to succeed in this game is to keep calm.

'A task for blockers and bombers'

As soon as your Lemmings drop through the door, make the first a blocker - then blow him up! The rest of your Lemmings will now fall straight through the hole and into their home. You use up fewer Lemmings doing it this way too.

■ Digging a hole directly underneath your opponent's starting position should mean you get a fair few of his or her Lemmings into your home too. Real sneaky, eh?



'Cross-over point'

Yet another chance to send the opposing player's Lemmings into oblivion by digging under his or her entrance. But if that's too mean for you, you can always restrict yourself to digging a hole above your home for the enemy to fall down. Basically, use the same formula as you did for level 11.



■ Oh God, I've got another one of those 'how the hell do I caption this?' situations. Well, I could waffle on for what seems like an eternity... That should fill it up.

'The passing place'

Concentrate on bridge-building. If you're feeling a bit tough, make one Lemming a floater and then turn him into a climber. Now send him to the middle metal column, where he can start work on a bridge to the home without being bothered by the opposition.

Try and leave a blocker in front of the other player's home. Building a few extra bridges will also make things harder for your opponent.



■ Be careful with your bridges on level 14. It's all too easy to go overboard and end up with so many of the darn things that you're not entirely sure what's going on.

15



■ It's very easy to get trapped in this dip. It's all to do with bridge-building, you see. Try to get your bridges built before too many Lemmings fall into the dip.

'Take what you can, when you can'

This is a great level because there's always something you can do to your opponent. If you want to win, use a blocker to separate one of your Lemmings from the rest and then set the loner building.

Don't leave him until there's no way he can fall off and die. Once he's finished and safe, let the rest come, but keep the selector on builder, because your opponent will probably start to hack away at your construction work and you have to be fast to rebuild in time.

If you're really mean, you can get past your opponent's blocker by either building over him or by digging down diagonally a tiny way, then bashing along horizontally. You can then start ruining the bridges.

'The hammock'

The best way to win this level is to just play it safe and do what's required. If you're feeling particularly malicious and you can spare a few Lemmings then go for it (the bridge is an extremely vulnerable spot for would-be saboteurs) but – until then – be environmentally-friendly and save 'em all.

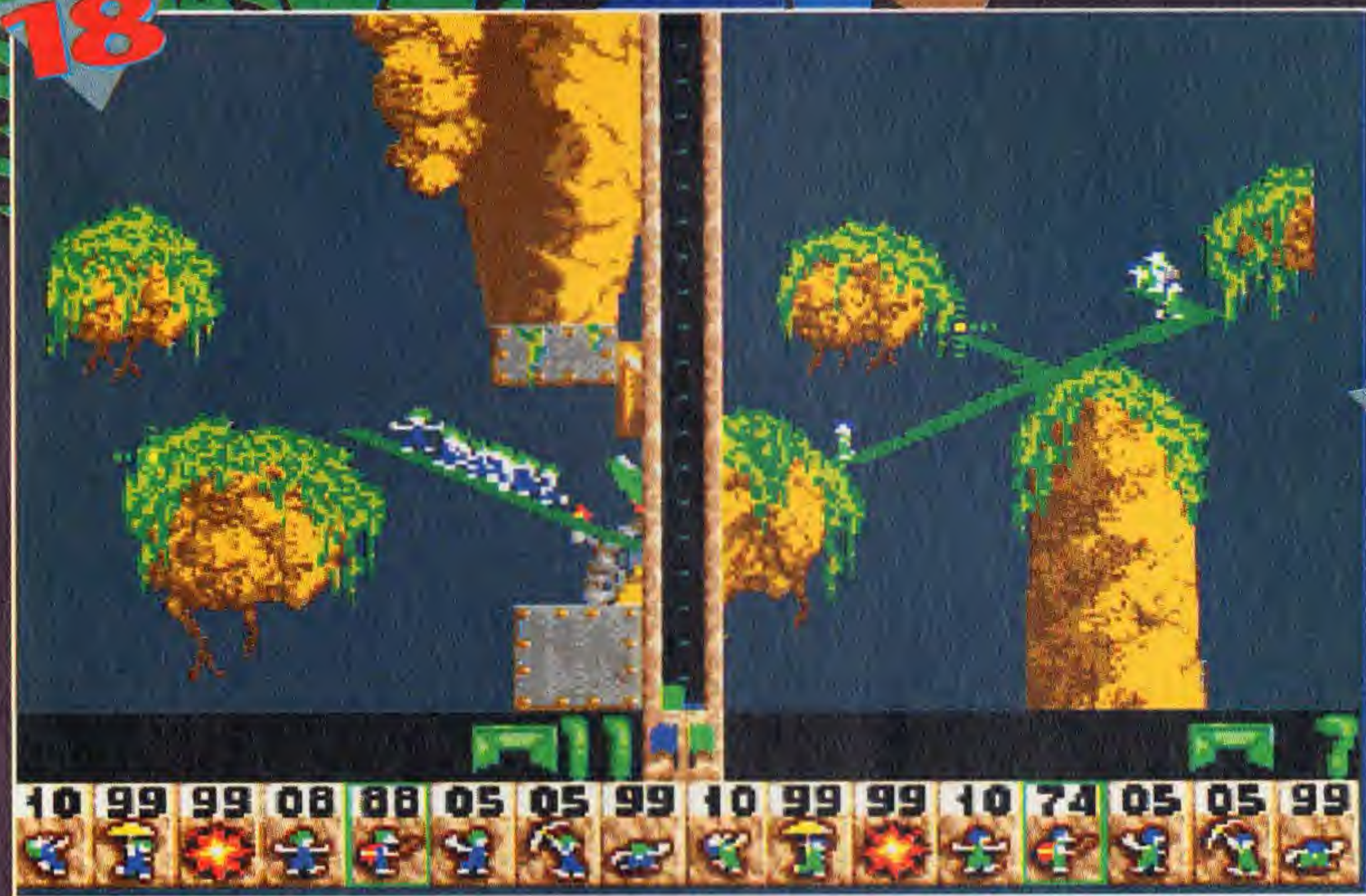
■ *Lemmings 2 – The Tribes* is now available on computer formats and will soon be out for the Mega Drive. Well, it'll probably be near the end of the year – maybe even the beginning of next year, but there's tons of new characters and it's supposed to be pretty brilliant. Look out for it.



'Islands in the sky'

This really is quite simple – just make sure you don't lose any Lemmings and keep building and destroying those bridges (i.e: build yours, destroy his/hers). And don't forget you'll have to construct a bridge to stop your Lemmings

entering the opposition's home. You can guide your opponent's Lemmings into your home, by the way, by activating a blocker at the enemy's base and then sending a man back, turning him into a blocker and thus forcing all the enemy Lemmings in your direction.

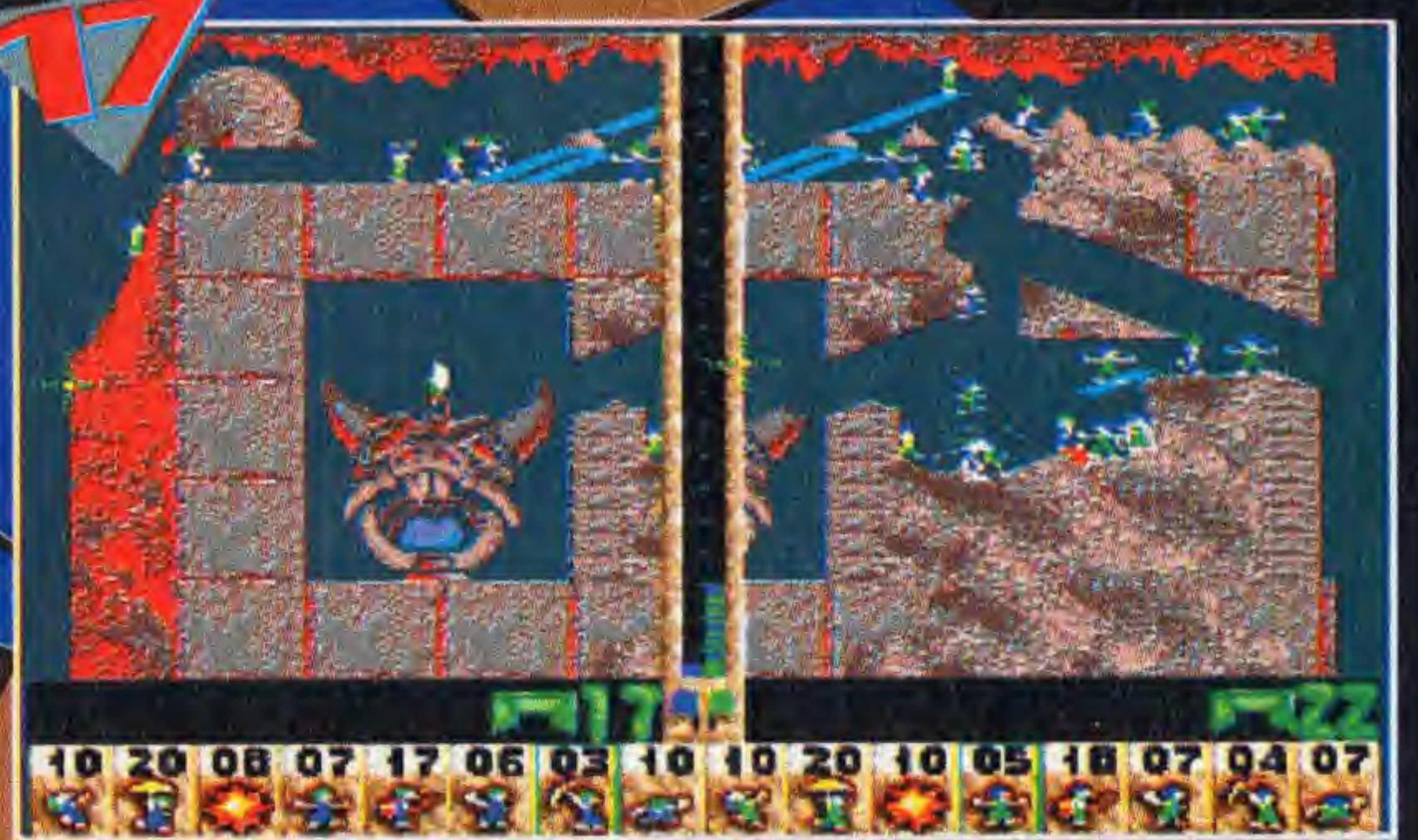


■ Probably the simplest way to avoid walking into the wrong base is to build a bridge over it. This also guides any of the opponent's Lemmings towards your base.

A task for blockers and bombers'

This level has the same name as level 12 but has absolutely nothing to do with blocking and bombing. Both sets of Lemmings are heading in the same direction, so the first person to place blockers in strategic positions will be the winner.

A good thing to do is turn a Lemming into a blocker just as he's overtaking an enemy basher or miner, so that the route is then closed. This is quite difficult and takes a lot of practice, but it's definitely a skill worth acquiring.



■ Now this screenshot shows exactly what can happen if you're not careful. There are Lemmings everywhere, bridges all over the place and it's pretty likely that neither player is gonna have a clue what the hell's going on.

'May the craftiest player win'

Separate one Lemming from the rest using a blocker and then let him do all the building. Try to get this going faster than the other player. Once he's at the top, turn him into a basher to get through the wall – and then a floater to ensure he doesn't plummet to his death. Once down, build the

necessary bridges, but make sure the Lemming hits his head on the ceiling. He'll then turn around and start walking the other way. When he's in the right position, build another bridge. This will enable the rest of your Lemmings to fall without dying. Now it's just a case of destroying as much of the other player's handiwork as possible.



■ (Above) Hurrah! Level 19 and you're nearly there. Bet you're absolutely sick and tired of the things by now, aren't you?

We're in this one together'

This is a tricky one for the simple reason that anything you do to your opponent also harms you in the same way. However, as with all the other levels, you only have to save one more Lemming than your opponent to win the game. So a good idea is to separate one Lemming from the rest, then dispose of all the others using loads of diggers, bombers or miners. (Go on bump 'em all off – show no mercy!)

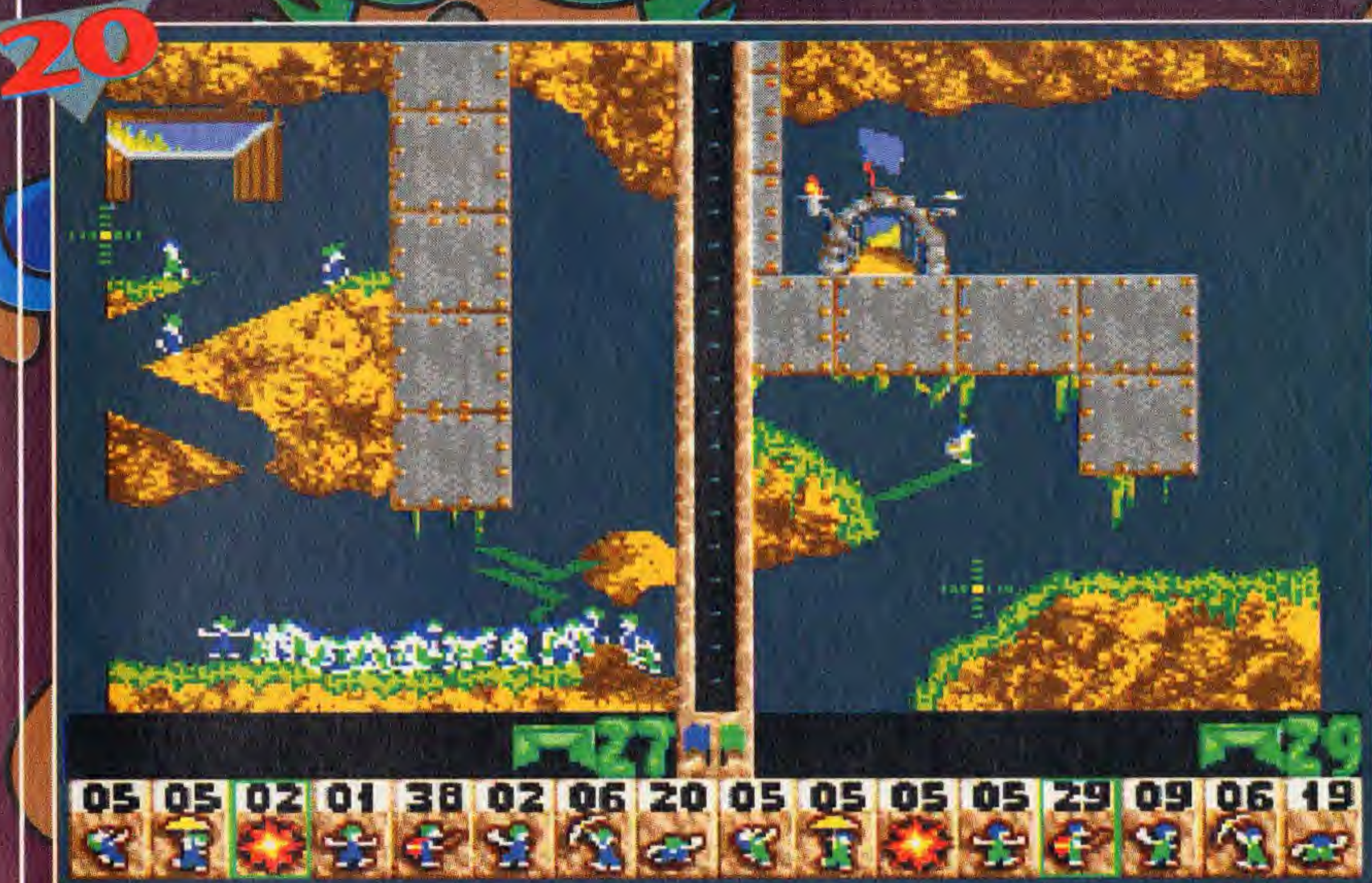
From then on, be very, very careful. One tiny error could result in the death of your remaining Lemming – which would be kind of tragic really.

■ There's nothing worse than being stuck for something to write in a caption. Editors hate it and so do the production people. But I've got just a couple of lines left and I'd like to thank... (Snip! – Mark)

TURNING AROUND

Isn't it annoying when one of your Lemmings misses his cue and walks past the spot where you needed him to build/bash/mine (etc. etc.)? Here's how to turn the little fellow around.

1. Turn him into a digger and let him dig a little way down (but not too far).
2. Now make him into a builder. He should build a little bridge, hit the side of the hole, turn around and walk the other way. Simple really, innit?



DEFENDERS

Ever had a really bad day? Like when you burn your toast, find your car tyres have been slashed, your cat struck by lightning or your girlfriend out on the town with your best mate – and all before lunchtime? Paul Pettengale shows the Prince in Sega's *Defenders Of Oasis* (Sega Power 44: 90% £34.99) how to make it all all right...



7 ■ It's essential in *Oasis* to talk to everybody you come across – it's the only way to pick up vital, realm-saving clues.



3 ■ They're a humble bunch, these *Oasis* villagers, and not of the highest mental calibre either, but it pays to talk to 'em anyhow.

SEGA POWER SEPTEMBER 1993

CHAPTER ONE

Your day starts with the news that the Princess of Mahamood is coming to visit your father, the King of Shanadar. You're woken by your servant and told by the King to go to the docks to escort the Princess back to the castle. No problem you think... Wrong!

Leave the castle and enter the local village. Talk to the peasants and traders who are there before making your way east towards the harbour. When you get to the Princess' boat, you'll find she's disappeared – talking to her maid only confirms this.

Return to the village and chat to the inhabitants. A man on the

east-side of the village will inform you that the Princess was last seen heading in the direction of the local boozier (and why not?), so it's wise to head there. At the pub you'll find the Princess – along with a couple of nasty-looking thugs. Defeat them and then take her back to the castle as your father instructed.

At the castle, your tutor will warn you that the Kingdom has been invaded by warriors from the Kingdom of Eflaat. You must flee with the Princess at once and try to return her to the safety of her Kingdom. Before you hurry off, though, visit your father one more time. He will give you the first of

the three rings you'll need to stop the evil Serpent King Zahhark.

Use the secret passage the tutor shows you to reach the harbour without having to go through the invaded village. When you reach the docks, take on the pirates. You'll be wounded, faint... ..and then wake up in a secret hideout owned by ally rebel forces. They'll tell you to collect a magic lamp which is hidden in the King's strongroom (the entrance to the strongroom is in the northeast part of the castle). Again, use the secret passage to enter relatively easily. Once inside the strongroom, take the various

goodies and the lamp. A genie will appear and pledge his allegiance to you – he becomes the second member of your party.

Go back to the harbour (via the secret passage) and then take on Varuu and his pirates. It's a long and tough battle but if you kill the pirates first and then concentrate on Varuu, you should pull through without too much trouble. Once you've defeated them all, board the ship

CHAPTER TWO

You're now on the high seas (thanks to your newly acquired ship) and heading for an island.



2 ■ No turning back now – you're about to leave the castle and begin your quest. Hold on to your hats!



4 ■ Things are going horribly wrong – you've arrived at the dock to find that the Princess has done a runner. (Well, there's gratitude for you.)



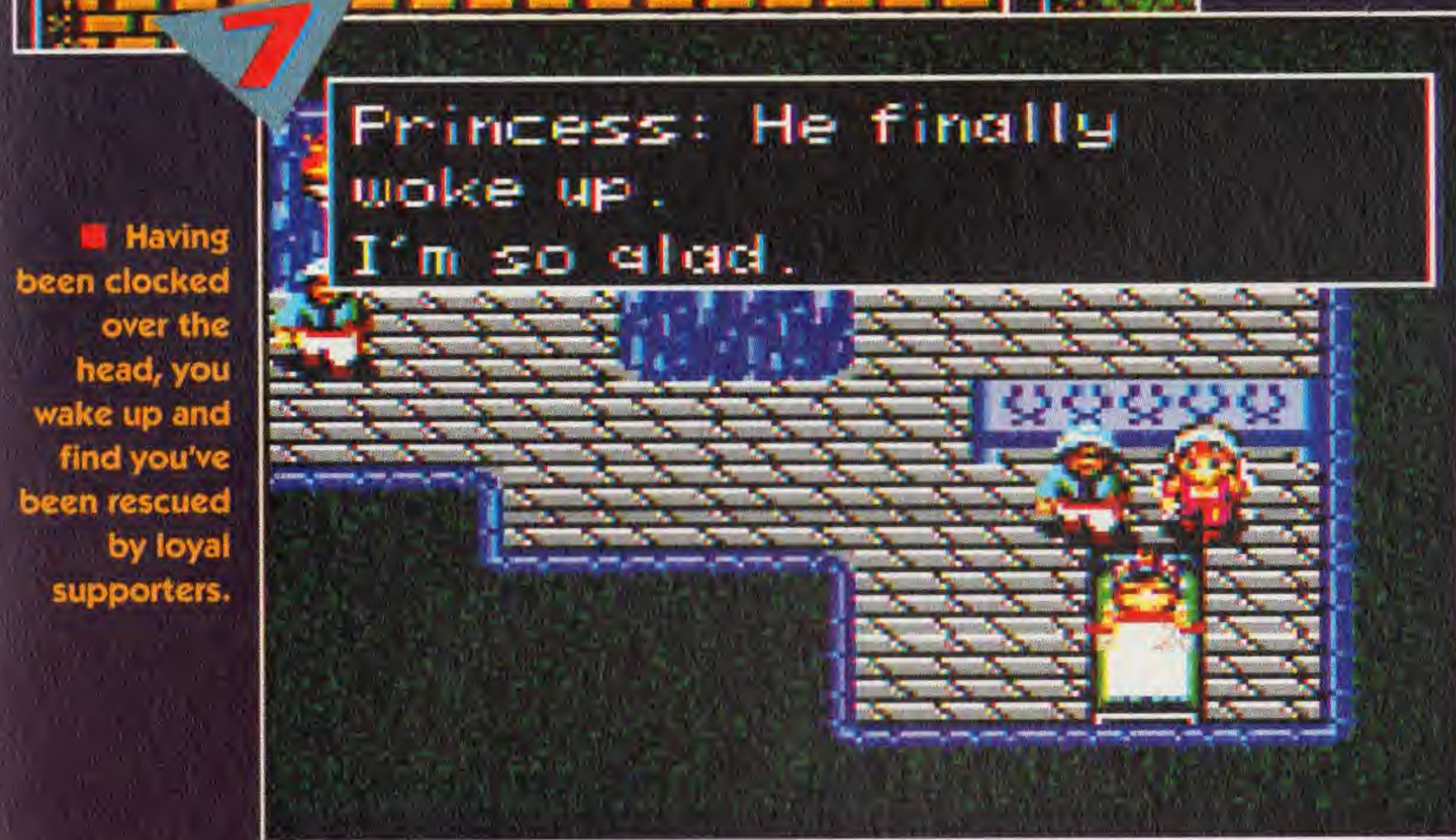
5 ■ If you go through the bookcase you'll come out in this underground passageway. This'll lead you safely out of the king's castle.

OF OASIS



6

■ The secret passage leads under the town and then out through the sewers.



■ Having been clocked over the head, you wake up and find you've been rescued by loyal supporters.

Princess: He finally woke up. I'm so glad.

Have a chat with everyone on board, especially the captain. He'll ask you to collect a couple of things for him – and send his son along to help you out.

Stick to the island road if you don't want to meet any monsters. However, most of 'em are easy to kill if you do fancy taking a few on – it's a quick way of boosting experience points, after all! Make your way to the village and head

for the wise man's house if you fancy a quick recuperative kip.

The next day, return to your ship. You'll find it's been overrun during the night. A huge battle ensues, during which you must use the genie's healing powers to the full while the rest of the team keep on fighting. Once you've won the battle, return to the village.

Go to the temple on the eastern side of the village and



8

■ This strange collection of beasts is intent on ripping your body apart, so fight back!

SHOUT & WALK :
Prince damaged

■ The battles at the beginning of the game are easy – these spiders only inflict a couple of points of damage with each hit.

9



Fight

Run

Item

Parry



10

■ On the ship which takes you across to the island, make sure you talk to all the sailors, especially the captain and his son. They've got something to ask you.

break the door down. Enter and talk to the green monster. When he asks you to give him his name, run back to the village and talk to the locals who'll give you the appropriate information. Go back to the temple and decode the inscriptions on the walls – and watch out for the magic spells!

Now visit the green dragon and resume your conversation. When you give him his name, he'll launch a savage attack, so be careful. Once you've beaten him, enter the maze and walk through it until you reach a cul-de-sac. There you'll find the RAAG spell inscribed on a ledge. This handy spell gives you access to any part of the game, but right now it's time to move on to...

CHAPTER THREE

This chapter begins in the castle of Shanadar. Talk to all the people there and in the local village before travelling to the town of Gulan. Chat with the sentries and then return to Shanadar. Here you'll find a deserter wandering around the village. Go to the castle, speak to the magician and then go back to the deserter. He will give you a passport to grant you entry into Gulan.

So now a trip back to Gulan is in order. Show the passport to the chaps on the gate and enter the town. Collect all the treasure you can find scattered around, then enter the maze. You'll find the Princess locked up in jail (she's causing you so much grief I'd be inclined to leave her there, but...). Try to free her and – whoops...

...you'll fall into a cell occupied by Agmar, who agrees to join your party. First, however, you must



■ Whatever you do, stick to the path when you've reached the island. Otherwise, you could be overwhelmed by monsters.



■ The island villagers are a friendly bunch – they even offer you a night's rest so you can recoup your energy (and hit points)!



Villager: Thank you. Come again.

■ While you're on the island, take the opportunity to visit the local trader so you can stock up on essential herbs and stuff.



I'm starting to get a bit senile.

■ The leader of the village is pretty useless when it comes to giving information.



■ Back on board the boat and the Princess has got herself in trouble yet again.

defenders tips

16

■ These are the enemy's crack assassins – and they're likely to give you major grief.

Princess LV 15 HP 83	Genie LV 84 HP 100	Saleem LV 57 HP 71
----------------------------	--------------------------	--------------------------

Fight	Item
Run	Parry

➤ defeat Kohle, the leader of the pirates, who's hanging around in the same cell. Once you've defeated him, leave the jail and go upstairs to the room with a switch on the wall. Pull the switch to deactivate the trap in front of the Princess' cell. Now go back and rescue her (it had to happen).

Leave the maze and take on the guards outside. Travel to the town of Ulk and kill the three thieves who've been terrorising

Ulk's inhabitants. Afterwards, look for the Lost Tomb. In the middle of the screen you'll see the entrance to the thieves' den. Use the highly original phrase 'Open sesame' to open the door. Quickly run behind the three trees and then watch as three more thieves arrive. Follow them into their den.

Interrogate everyone until you find a thief who asks you a question. Give a positive answer and you'll be let into a huge room



17

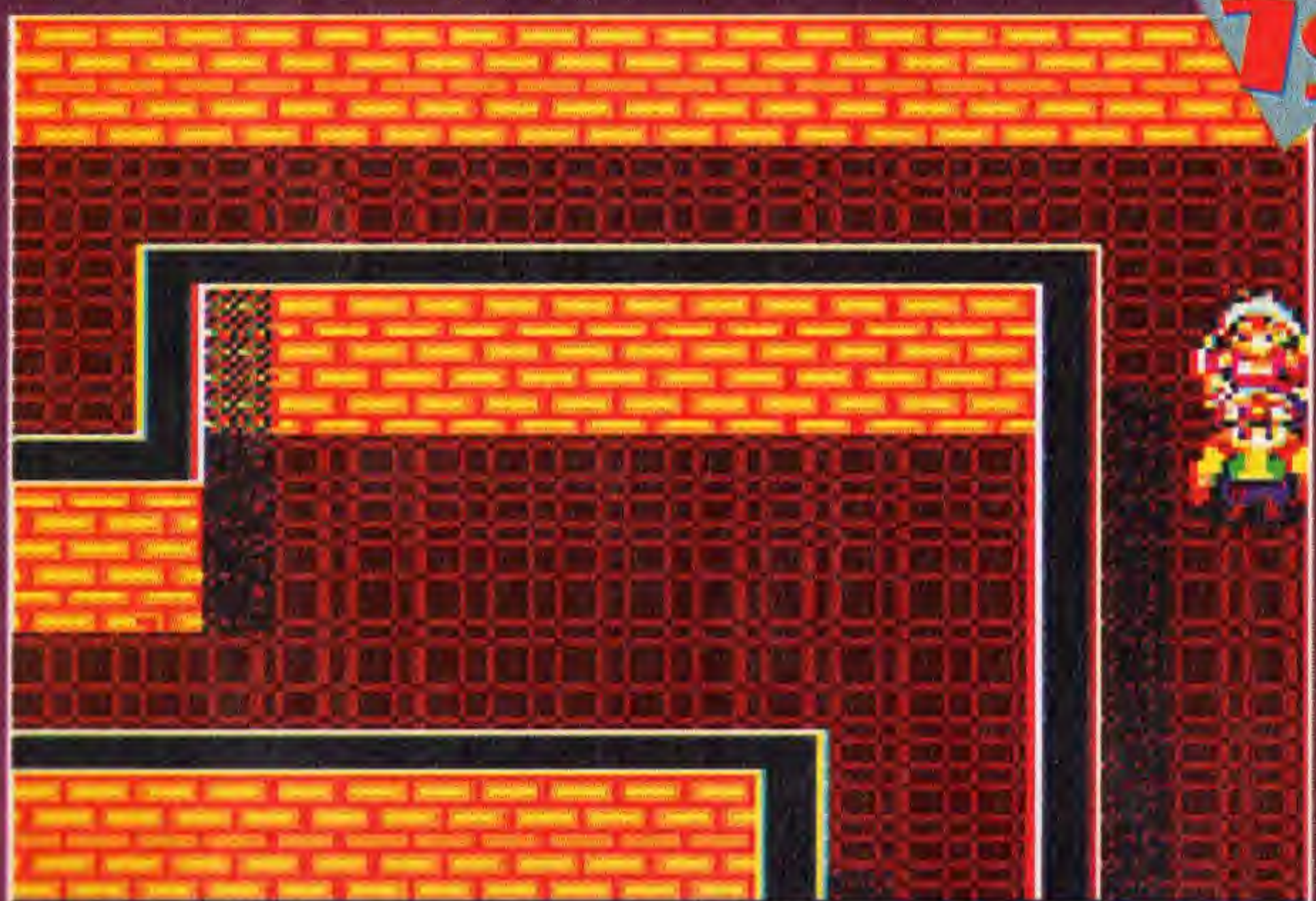
■ The onslaught just doesn't stop – you've already killed the assassins, but now you've got Varuu to deal with.

18

■ Varuu's spell creates two hell hounds which are virtually impossible to kill. Keep trying though. You'll win eventually.

Princess LV 56 HP 74	Genie LV 68 HP 100	Saleem LV 63 HP 91
----------------------------	--------------------------	--------------------------

Fight	Item
Run	Parry



19

■ The maze towards the end of the game is filled with very powerful monsters, so it makes sense to make a map of it as you go along.

stuffed full of treasure. Leave after you've taken your fill, but be careful because you are about to run into a bunch of well mean dudes – Ali Baba and his crew.

After reducing them all to a squashy mess, use the hammer you picked up in the cavern to smash

open the entrance to the Tomb. Go inside, rob all of the chests and then use the KSALA spell to cross the lava river. As you leave to go back to Shanadar, however, prepare for a shock. The Princess turns out to be an impostor and steals your magic lantern!

Quickly return to Shanadar, which is under siege by Mal's evil forces. Kill the first four guards you come across and go back to the castle. You must now face your own magician (who is armed with the lamp). Al is impersonating your father and has killed your true dad – a rather impolite action which makes you really mad.

Whatever, you're thrown out of the castle (the cheek!) and subsequently end up on a floor of ice. Slide along it to reach the various chests you can see. In the centre of the floor is a set of stairs which you must carefully ascend. Once you're at the top, fight four creatures to get the second of the three rings.

CHAPTER FOUR

Speak to everyone at the castle and then travel to Gulan and confront Al. Take the key marked 'E' from his bloodied corpse. This'll enable you to open the

20

Princess LV 16 HP 179	Genie LV 56 HP 130	Saleem LV 6 HP 226	Agmar LV 7 HP 155
-----------------------------	--------------------------	--------------------------	-------------------------

Fight	Item
Run	Parry

■ The more powerful monsters in the final stages take a lot of hits before they die – a good tactic is to kill 'em one at a time.

doors in Gulan. One of the doors has a spell on it which you can break by using KSALA. Behind this door is a room containing the dreaded Kohle. After you've thashed him, find the room that contains Kaila and talk to him. He will steal your two rings and throw them into a boiling cauldron.

Return to the castle and talk to everyone. Now go back to where Kalia stole your rings. Travel to the village of Mahamood and have a chat with all of the inhabitants. Now depart for Jilkart. Climb the five flights of stairs and descend to the first floor. Walk into the room and beat the giant Roc into submission. He'll then take you to Devil's territory.

This place is filled with giant stone crabs – and you must kill all of 'em. Head for the passage preceding the one that leads to Animau. It'll be blocked by rock, but you can still move it by leaning on the right and middle wall sections. After you've killed Kaila, walk back to the final passage.

Walk up here to find Animau and then – dramatic drum roll – waste him! End of story – cue end sequence. There, that wasn't too hard really, was it?

SEGA POWER

Princess LV 15 HP 116 MP 179	Genie LV 1 MP 80 HP 56 HP 100
Saleem LV 15 HP 6 HP 226	Agmar LV 12 HP 7 HP 155

Item	Status	Spell
------	--------	-------

■ The party is now four strong, but it's still not easy to overcome the enemies in combat. Use the genie to cast healing spells while the rest of your party dish out the wounds.



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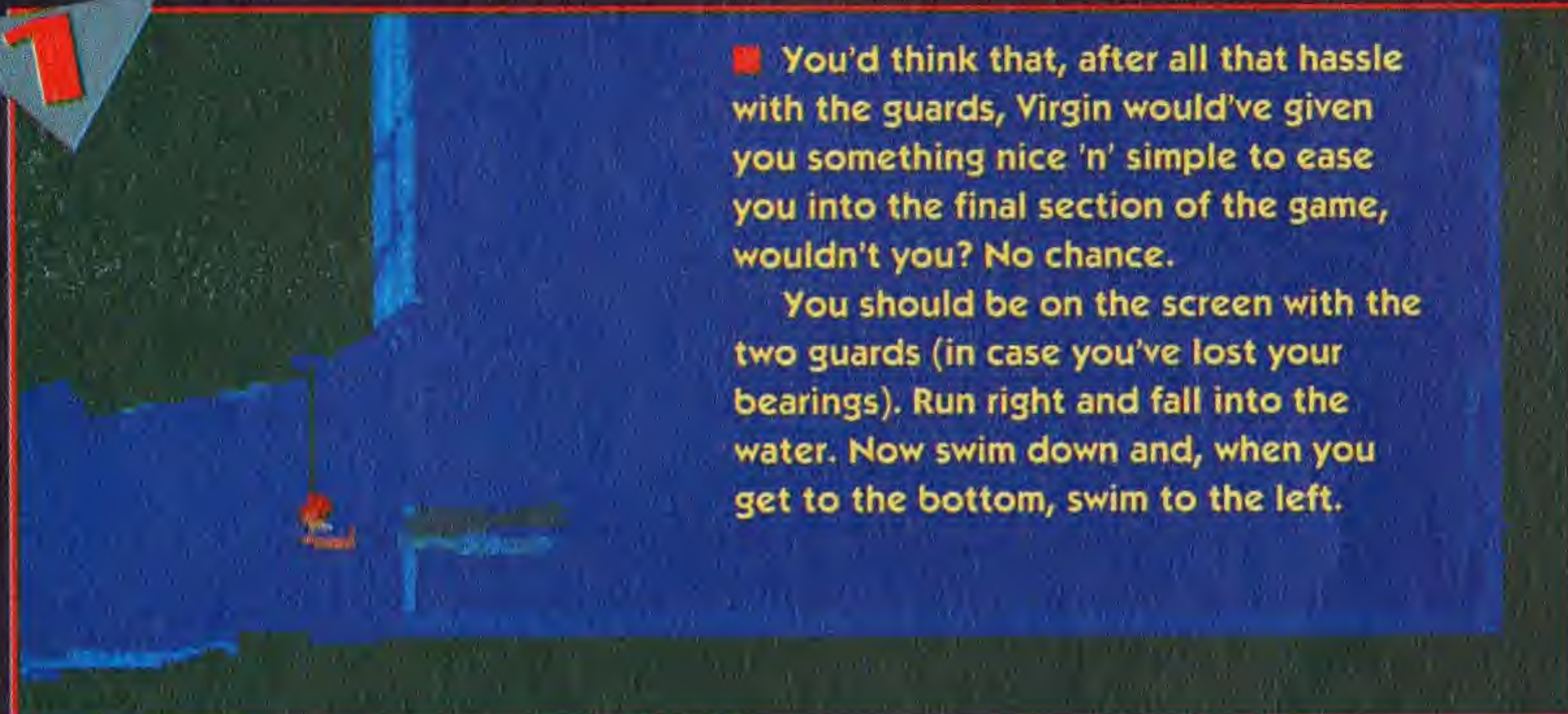


ANOTHER WORLD

You've wrestled with guards, shot almost everything in sight and clung to tiny ledges for dear life – but has it all been worth it? Well, now's the time to find out. Dean Mortlock guides you through the final seven stages of Virgin's enormous adventure (*Sega Power* 42: 83% £39.99).

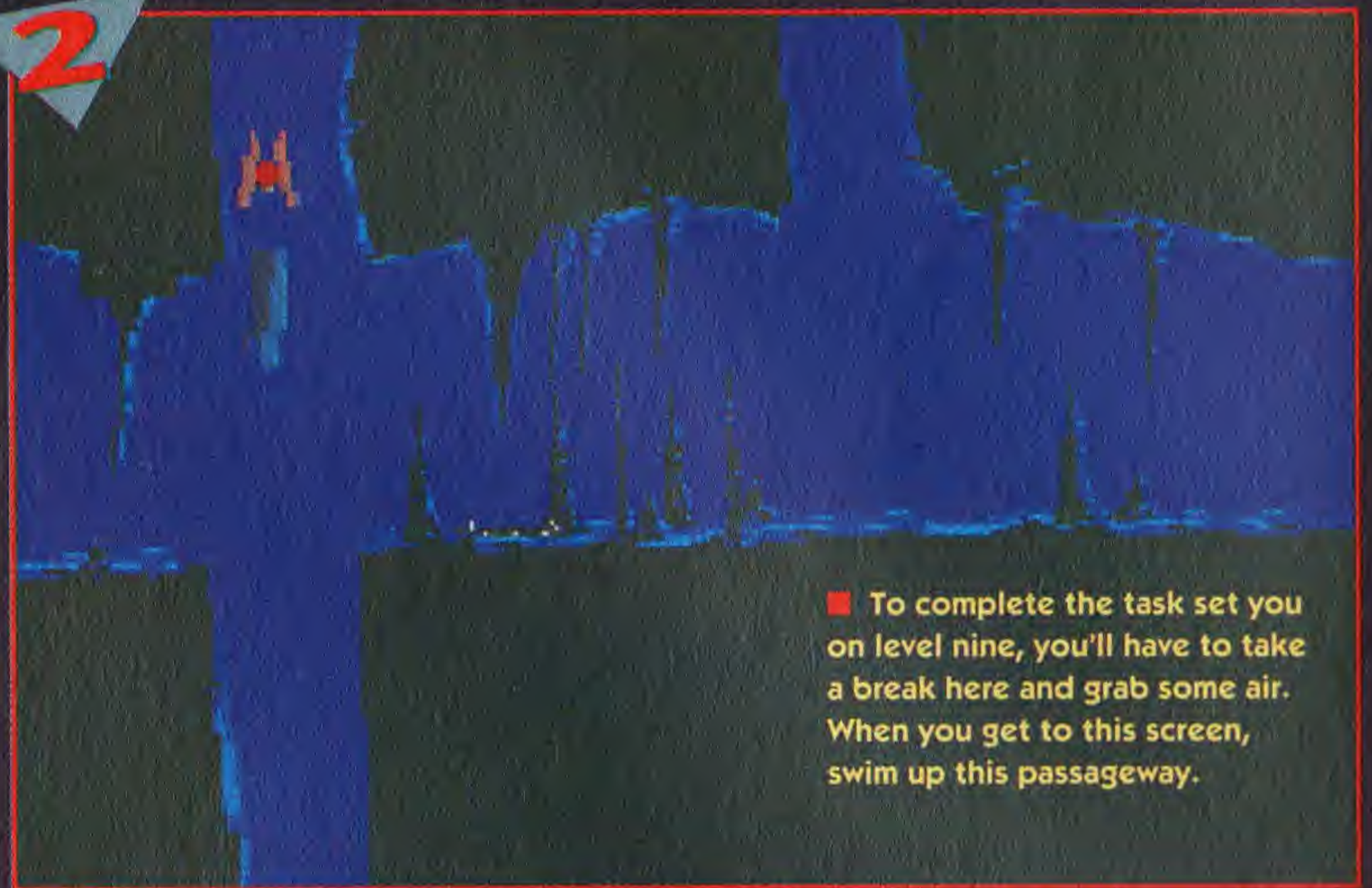
STAGE NINE Code: DDRX

1



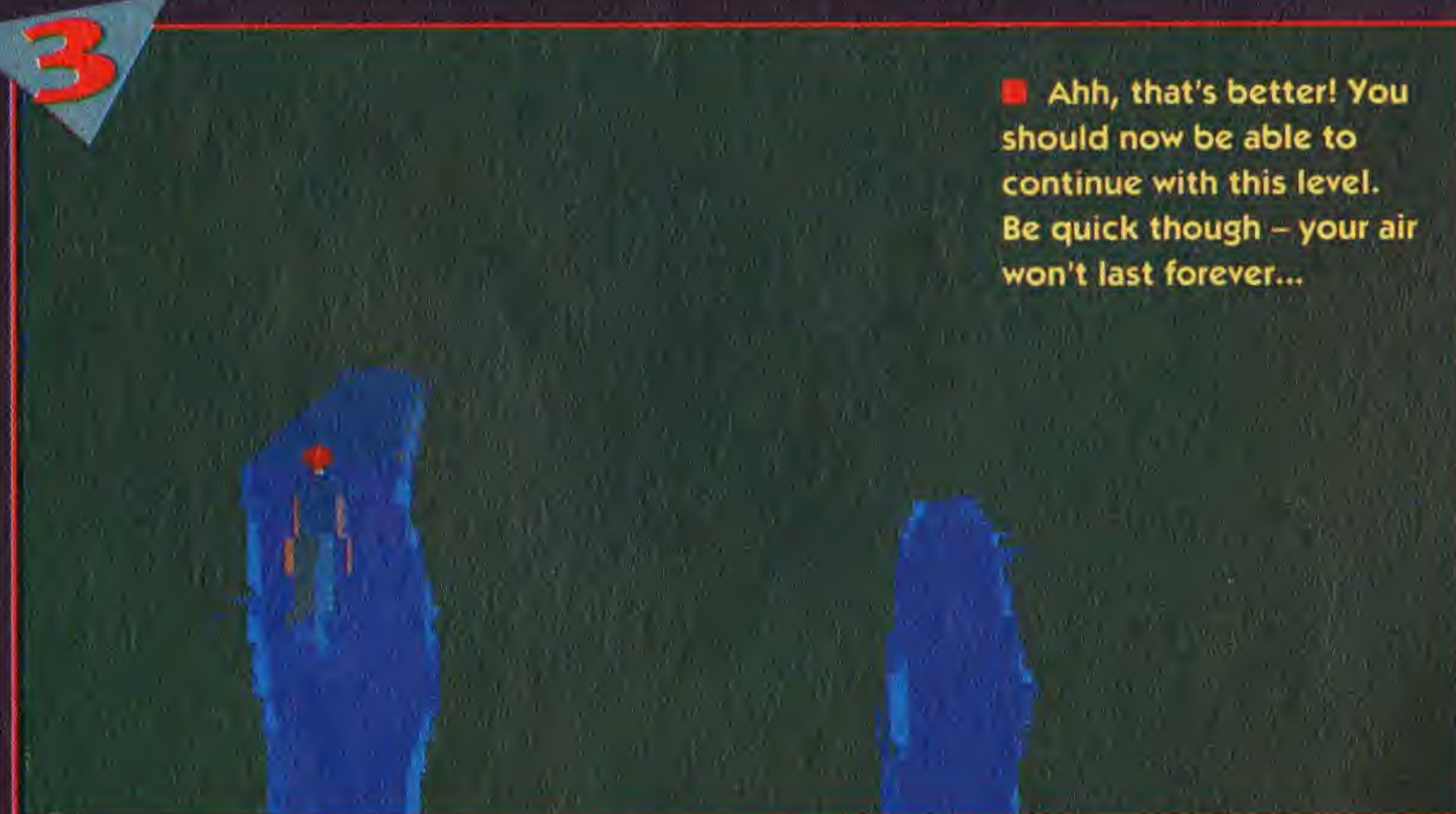
■ You'd think that, after all that hassle with the guards, Virgin would've given you something nice 'n' simple to ease you into the final section of the game, wouldn't you? No chance. You should be on the screen with the two guards (in case you've lost your bearings). Run right and fall into the water. Now swim down and, when you get to the bottom, swim to the left.

2



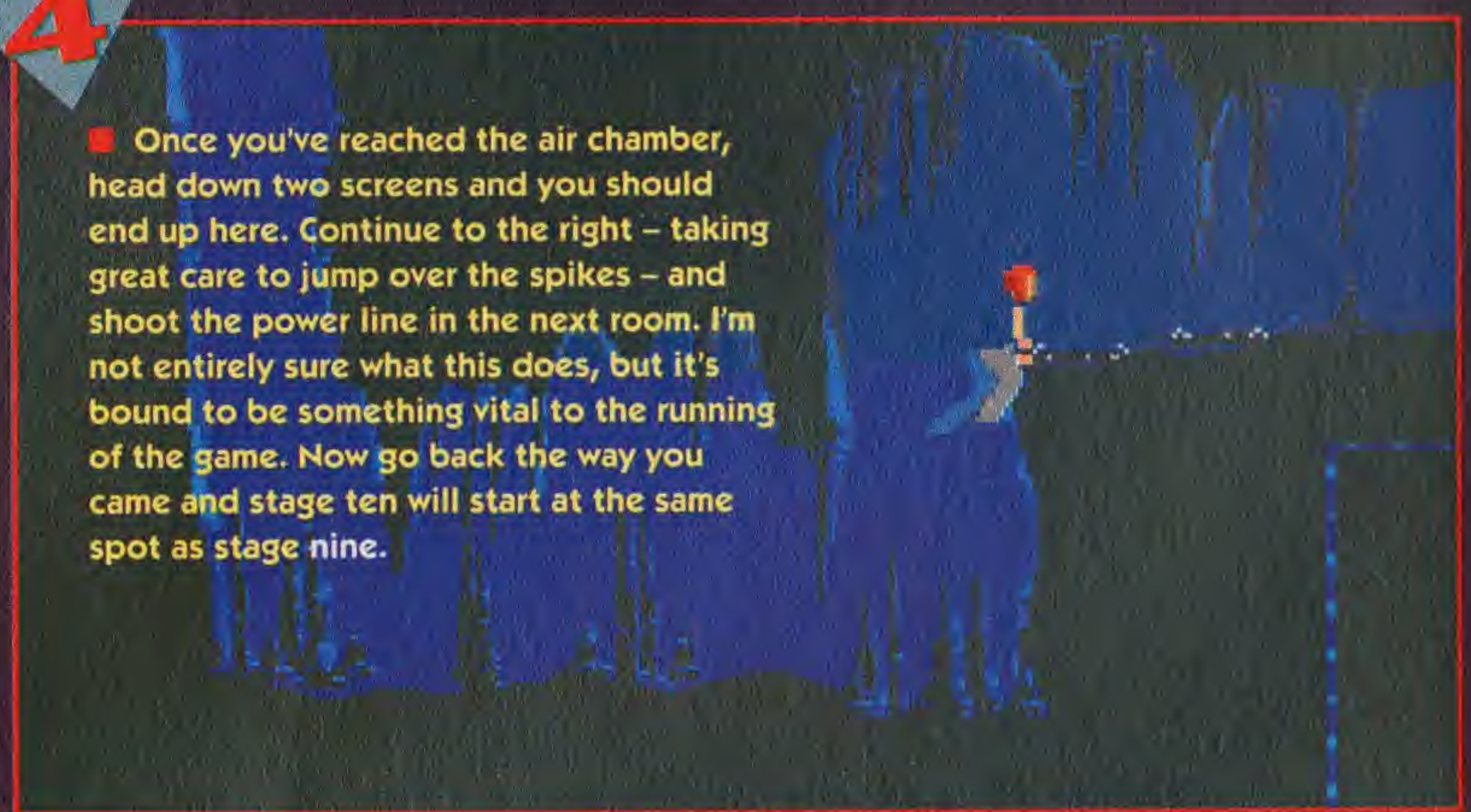
■ To complete the task set you on level nine, you'll have to take a break here and grab some air. When you get to this screen, swim up this passageway.

3



■ Ahh, that's better! You should now be able to continue with this level. Be quick though – your air won't last forever...

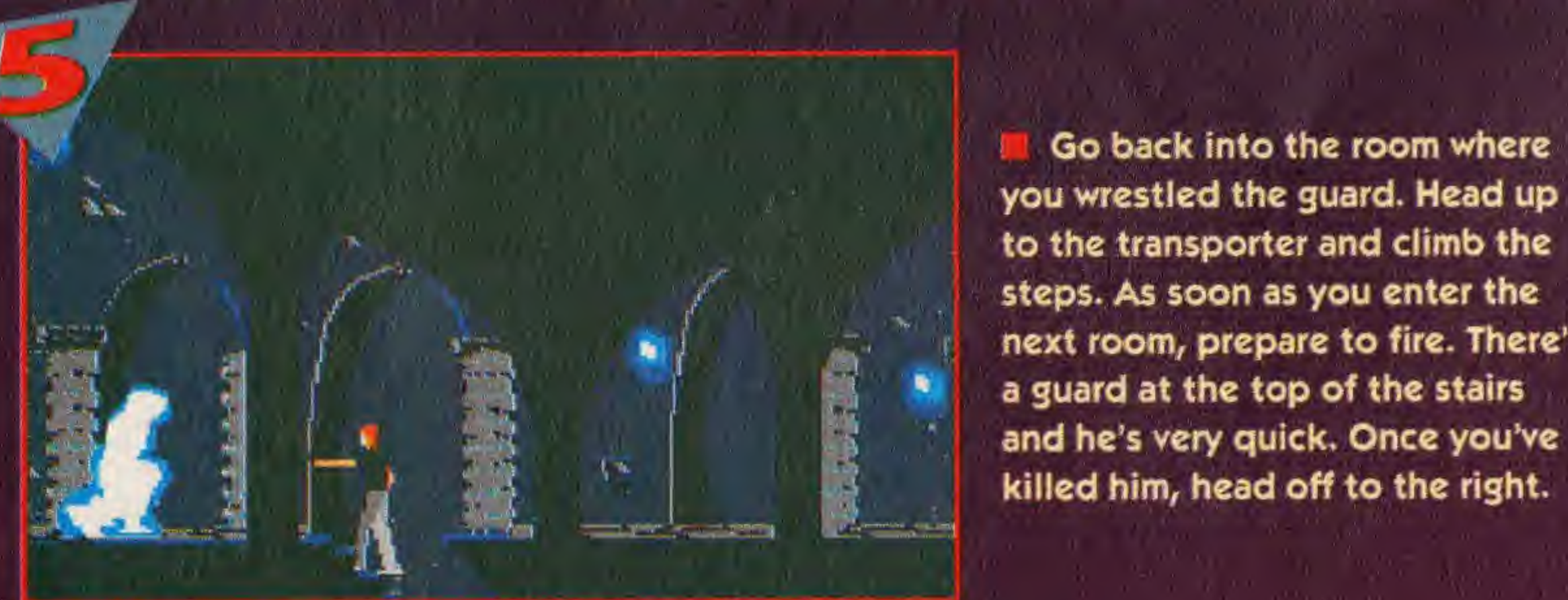
4



■ Once you've reached the air chamber, head down two screens and you should end up here. Continue to the right – taking great care to jump over the spikes – and shoot the power line in the next room. I'm not entirely sure what this does, but it's bound to be something vital to the running of the game. Now go back the way you came and stage ten will start at the same spot as stage nine.

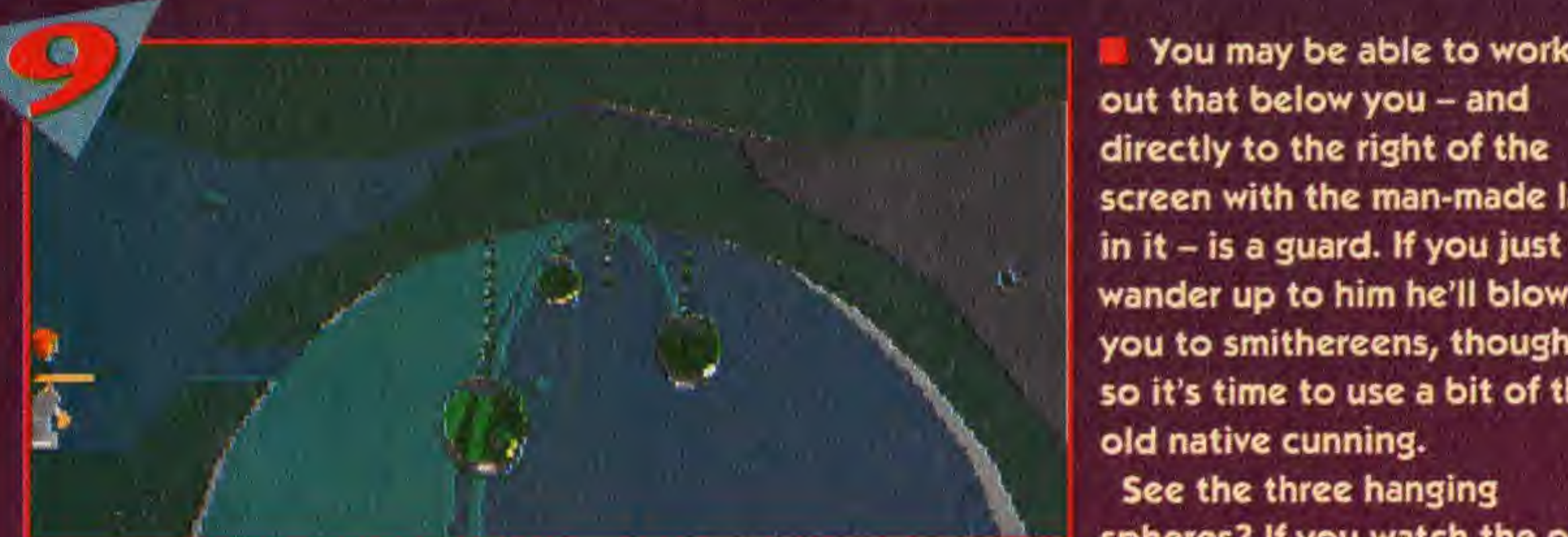
STAGE TEN Code: HRTB

5



■ Go back into the room where you wrestled the guard. Head up to the transporter and climb the steps. As soon as you enter the next room, prepare to fire. There's a guard at the top of the stairs and he's very quick. Once you've killed him, head off to the right.

9



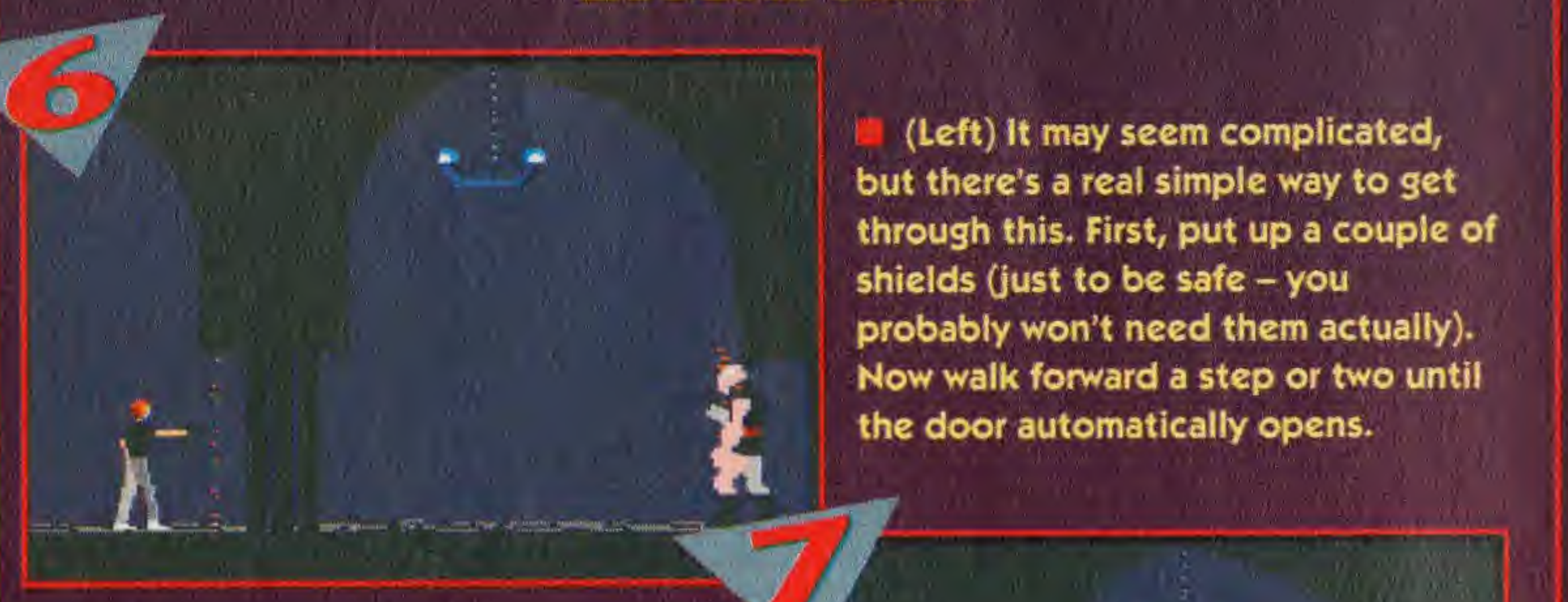
■ You may be able to work out that below you – and directly to the right of the screen with the man-made lake in it – is a guard. If you just wander up to him he'll blow you to smithereens, though, so it's time to use a bit of that old native cunning. See the three hanging spheres? If you watch the one

on the left, it'll show a reflection of the guard as he plods back and forth in his room. If you watch closer still, you'll see that the guard regularly stops for a couple of seconds. Quickly shoot the sphere while he's pondering the meaning of it all and the thing should drop on his head and kill him.

Now go back the way you came (if you swim across the lake and continue onto the next screen you'll see the body of the guard you killed). Head off to the right to enter stage 11.

BACKFIRE!

6



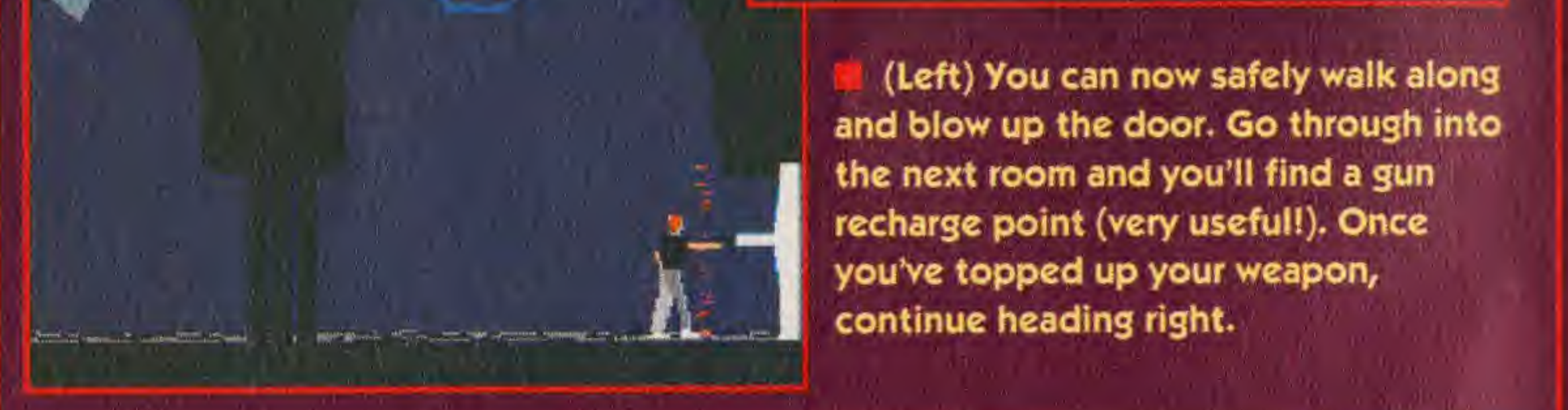
■ (Left) It may seem complicated, but there's a real simple way to get through this. First, put up a couple of shields (just to be safe – you probably won't need them actually). Now walk forward a step or two until the door automatically opens.

7



■ (Right) The guard'll launch a bomb at you. If you quickly move to the left, the door will close again. The point of all this is that the bomb bounces off the closed door into the guard's face.

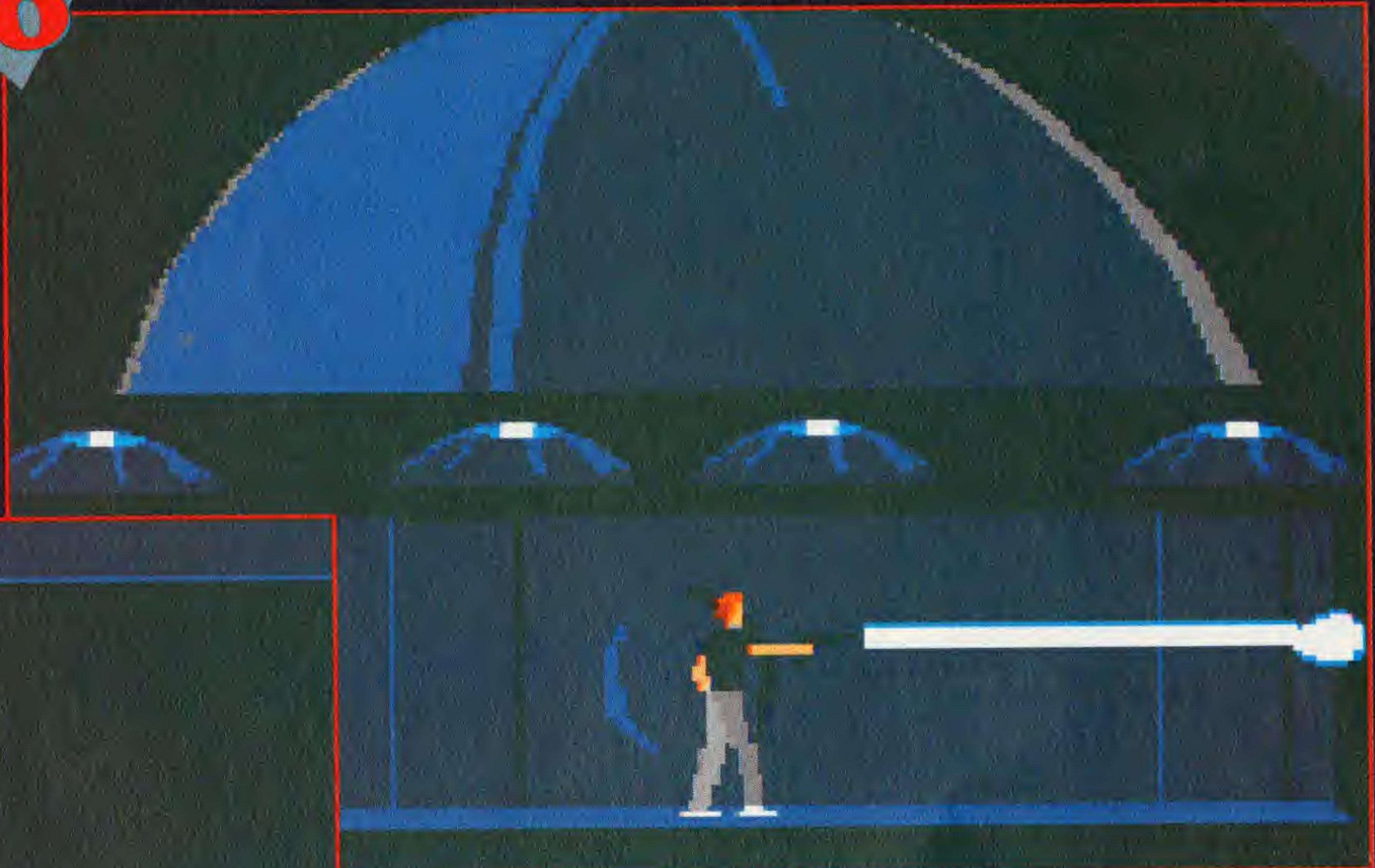
8



■ (Left) You can now safely walk along and blow up the door. Go through into the next room and you'll find a gun recharge point (very useful!). Once you've topped up your weapon, continue heading right.

STAGE 11 Code: BRTD

10 ■ (Right) As soon as you drop into stage 11, you'll have to quickly fire off a mega shot to the wall on the right. This will provide you with your precious escape route when the multitude of guards appear through the door on the left. As soon as the explosion dies down, quickly run to the right.



11 ■ And here's our hero legging it through the corridors. Don't worry about the doors. They all open (and close behind you) automatically. Good job too 'cos there's a huge amount of gunfire licking your heels.



12

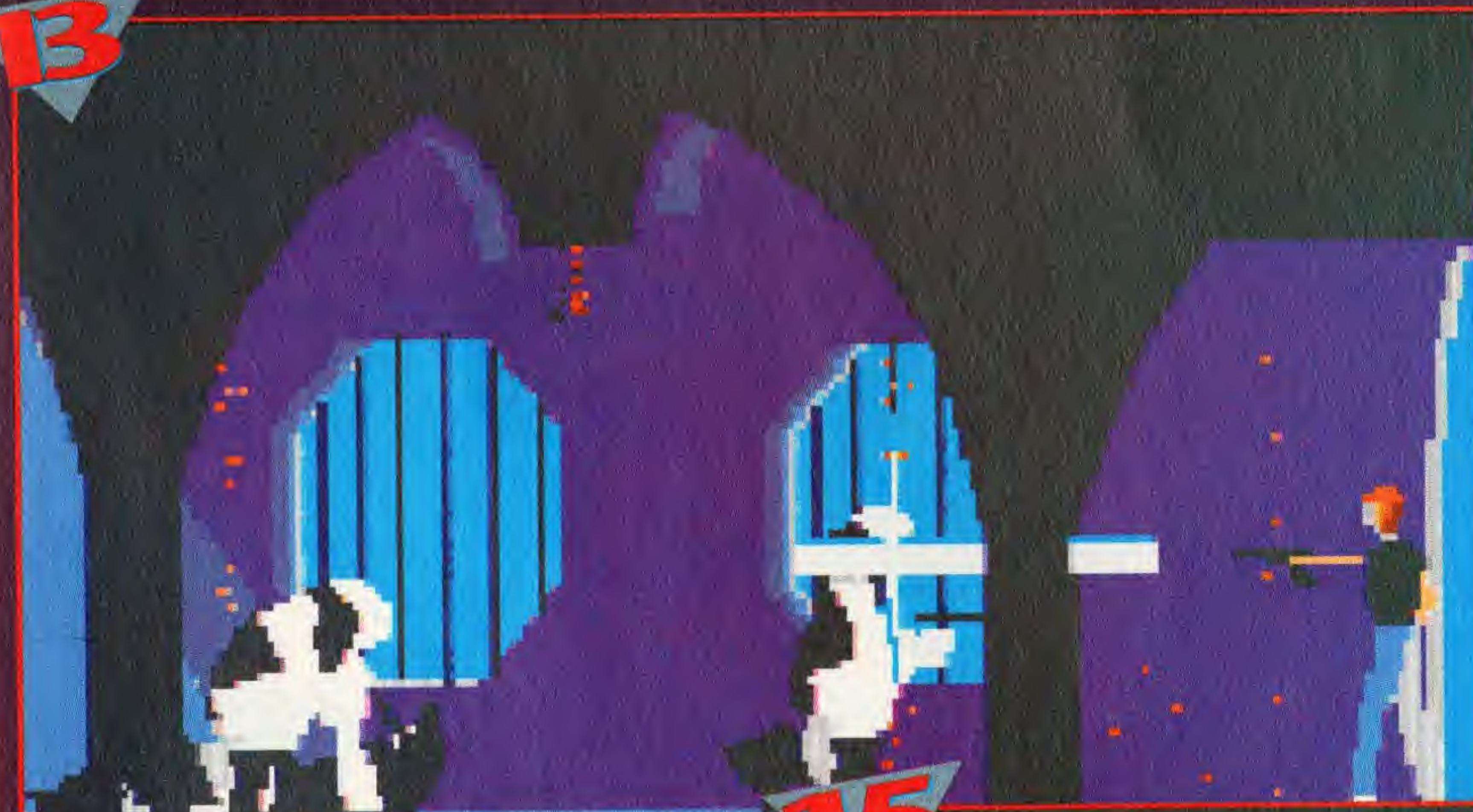
■ When you eventually get to the end of the corridor, stop underneath the hatch in the roof, turn to the left and start putting up shields. The guards soon appear on the left of the screen, but as long as you keep putting up the shields they won't get through. After a few seconds your alien friend reappears and lifts you into the next stage.



STAGE 12 Code: TFBB

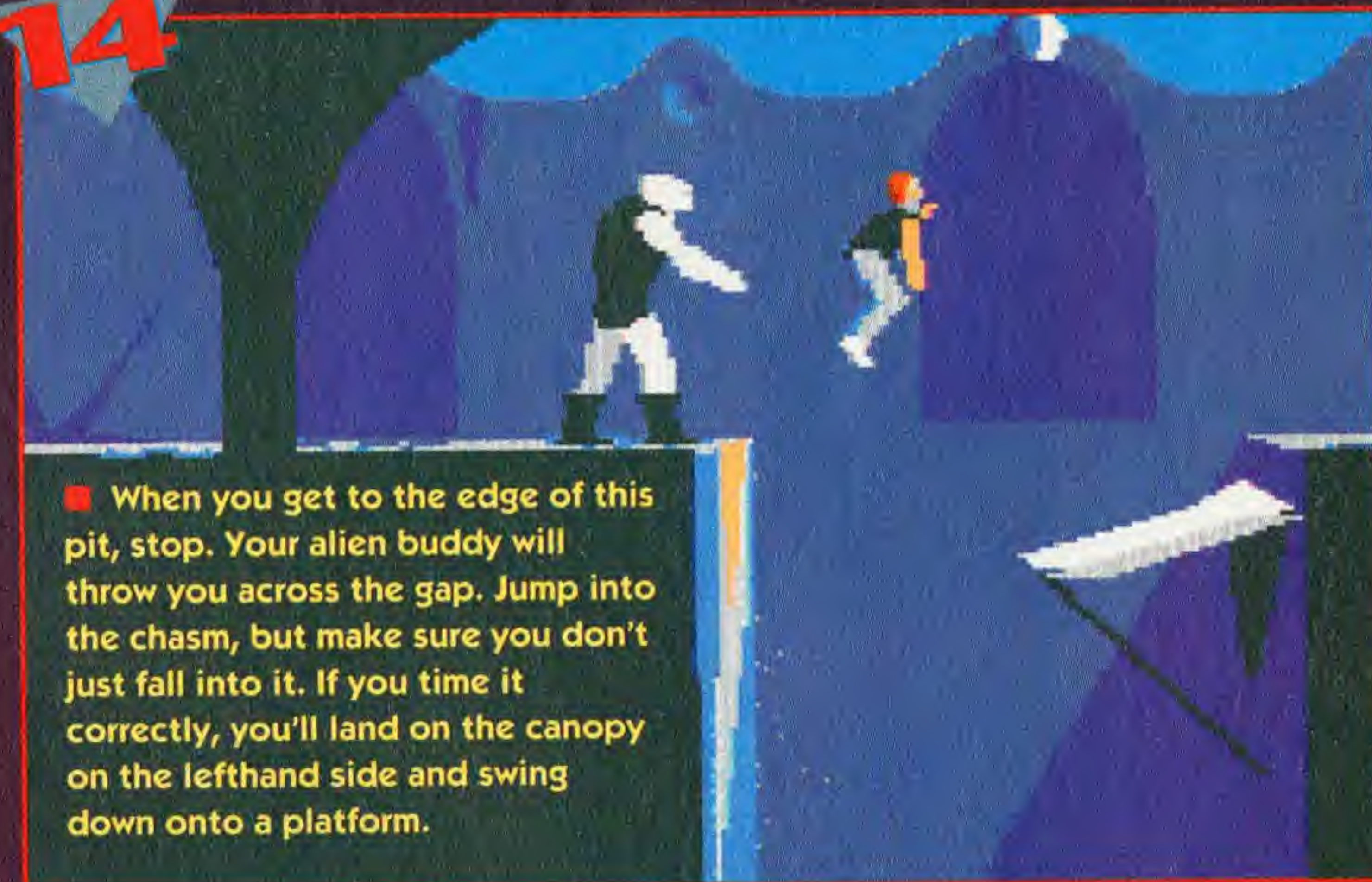
At the start of the stage, your alien friend will run off into the room on the right. Don't follow him or you'll be fried. What you have to do is to run to the far left of the screen and then run to the right. This takes you into the back of the scenery and behind the building that your mate ran into. You should finally end up on the right side of the building unharmed.

13



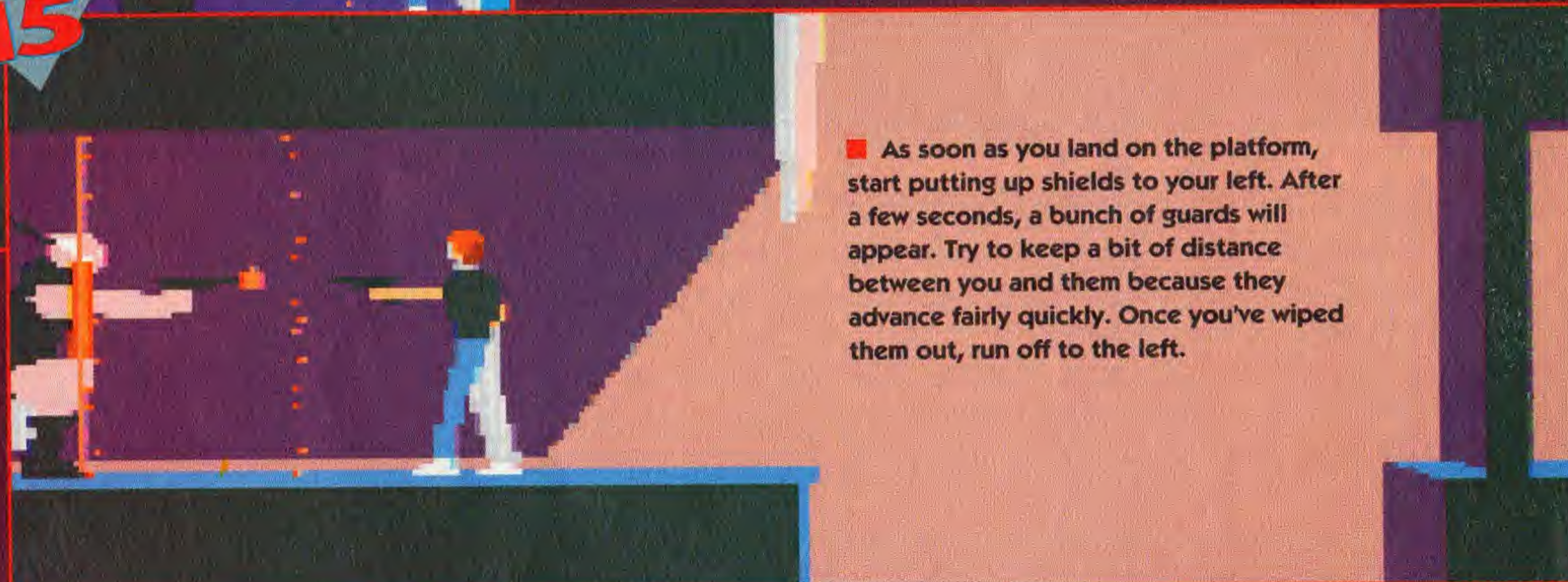
14

■ When you get to the edge of this pit, stop. Your alien buddy will throw you across the gap. Jump into the chasm, but make sure you don't just fall into it. If you time it correctly, you'll land on the canopy on the lefthand side and swing down onto a platform.



15

■ (Above) As soon as you enter the building, put a couple of shields up to your left. One of the guards will start firing at you, but be quick and you'll live. Let off a power shot to blow away his shield – and then blow him away. Your alien friend will then defeat the other guard and you can now both run off the screen to the right.



■ As soon as you land on the platform, start putting up shields to your left. After a few seconds, a bunch of guards will appear. Try to keep a bit of distance between you and them because they advance fairly quickly. Once you've wiped them out, run off to the left.

STAGE 13 Code: TXHF

■ (Below) This stage is quite tricky – you must do everything in order or the whole thing'll fall apart. Keep running through the rooms until you get to one full of guards. They all run out of the room, apart from one. He gets trapped with you and puts his arms up to surrender. Stand near the automatic door and point your gun at him (but don't fire). He'll now press a hidden switch and the doors on both levels will lock shut. Now run back out of the room and climb the stairs.



■ You'll now realise the importance of the guard locking those doors. Put up at least three shields, take *one* step forward and then let off a power shot to destroy the guard's shield. Quickly fire off a few shots to kill him. Now walk right and drop down through the teleporter. At the bottom, you'll find another mysterious switch. I'm not too sure what this one does either, but shoot it anyway and then go

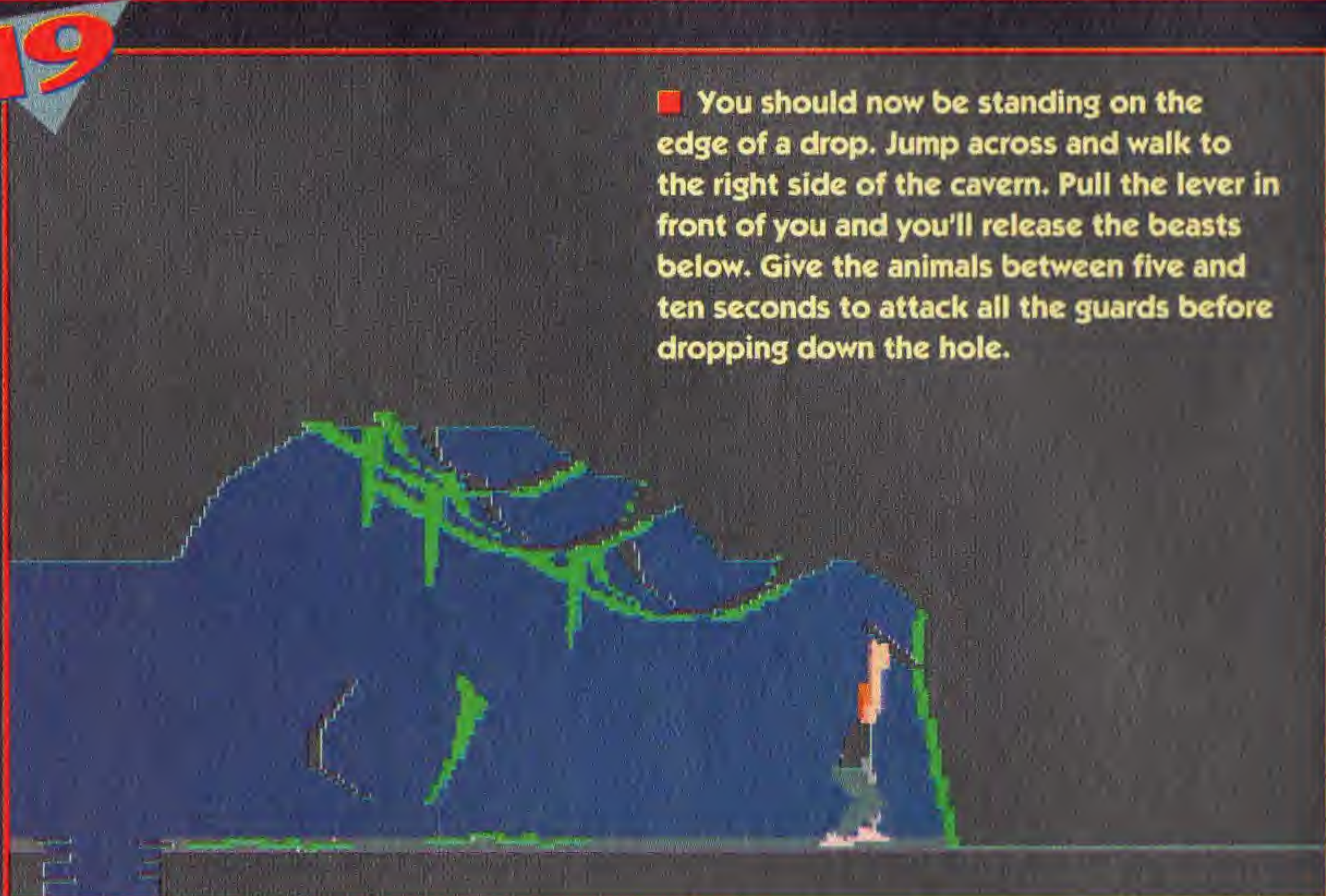
back up the way you came. Now go back round and walk down the stairs. You should find that the bombs the guard dropped earlier have created a hole, giving you access to the tunnels. Drop through the hole and start running. As long as you keep moving through the lasers, you'll be okay. Make sure you stop running as soon as you're through them though.



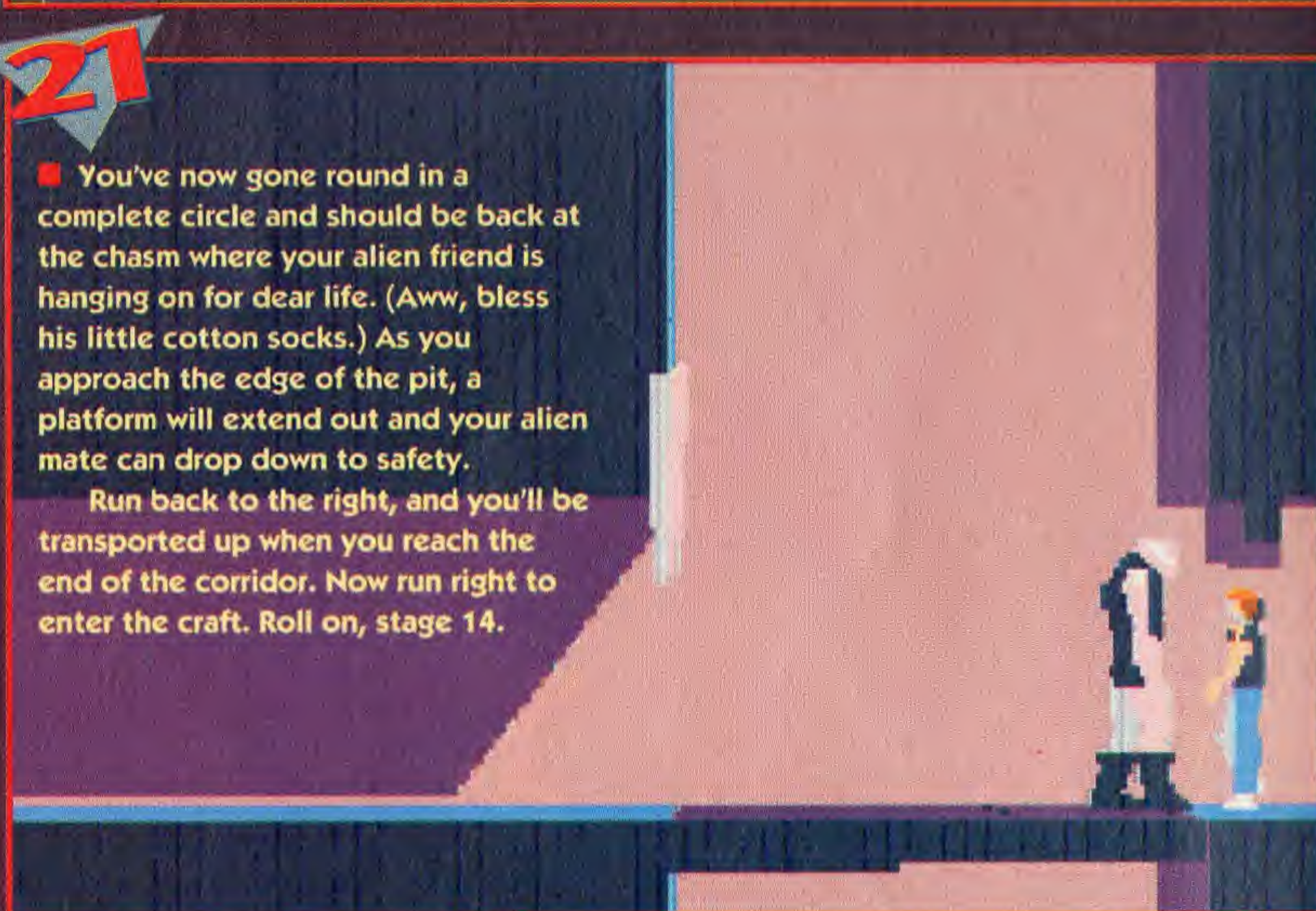
■ Once you're in the guard room start running to the right – and don't stop! Once you get to the end of the corridor, jump up into the teleporter and run to the left.



■ Once you've reached the top of the stairs, turn right and jump across to the small platform. Now turn back to the left and blow away the door opposite. Before you kill the guard, let him launch no less than four bombs. These will roll down the stairs and create an exit into the tunnels for you. (Neat, eh?) Now run to the left side of the room, face right and drop through the teleporter to enter the next chamber.



■ You should now be standing on the edge of a drop. Jump across and walk to the right side of the cavern. Pull the lever in front of you and you'll release the beasts below. Give the animals between five and ten seconds to attack all the guards before dropping down the hole.



■ You've now gone round in a complete circle and should be back at the chasm where your alien friend is hanging on for dear life. (Aww, bless his little cotton socks.) As you approach the edge of the pit, a platform will extend out and your alien mate can drop down to safety.

Run back to the right, and you'll be transported up when you reach the end of the corridor. Now run right to enter the craft. Roll on, stage 14.

STAGE 14 Code: CKJL

(Right) The object of this very small stage is simply to escape from the craft before the guards blow it up. You see that box in the top lefthand corner of the screen? Well, that shows the inside of the craft and the buttons you have to push in order to escape. Pressing one button will probably light up another couple in another section of the display. Basically, press as many buttons as quickly as you can. When a large flashing white one appears in the middle, press that and two pods – containing you and the alien – will be jettisoned out to safety.



STAGE 15 Code: LFCK



■ Shy things that they are, these ravishing young alien bathing belles will disappear as soon as your pod crash-lands in their swimming pool. The guards will then open fire. Best tactic? To run off-screen as quickly as your pixelled legs'll carry you!



■ Stop as soon as you arrive on the next screen and put up a shield or two. Four guards will appear from the left and you've got to take 'em out one at a time.



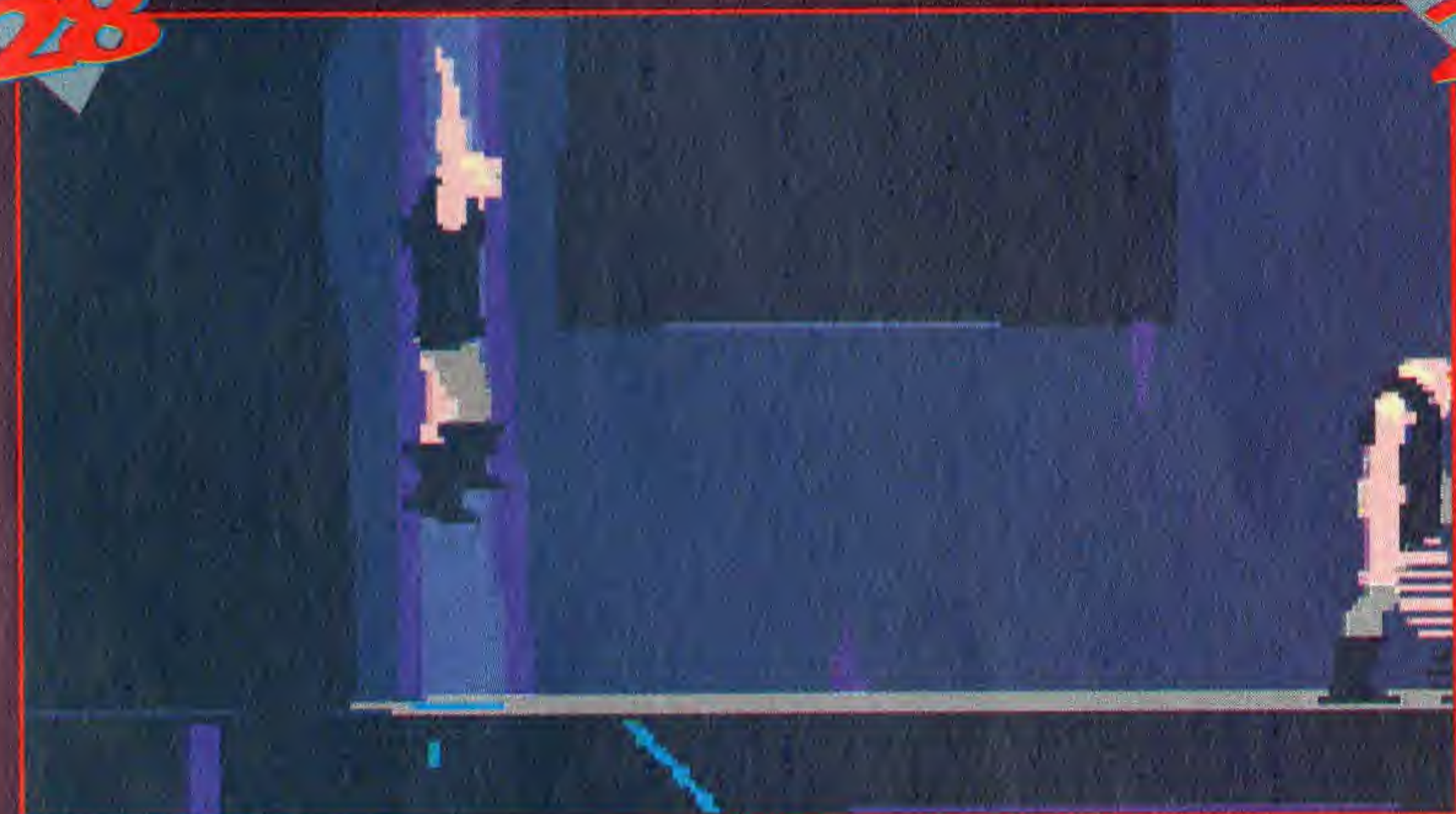
■ Continue right, and you'll bump into one of the guards. He doesn't hurt you initially, but is he quite as friendly as he seems?



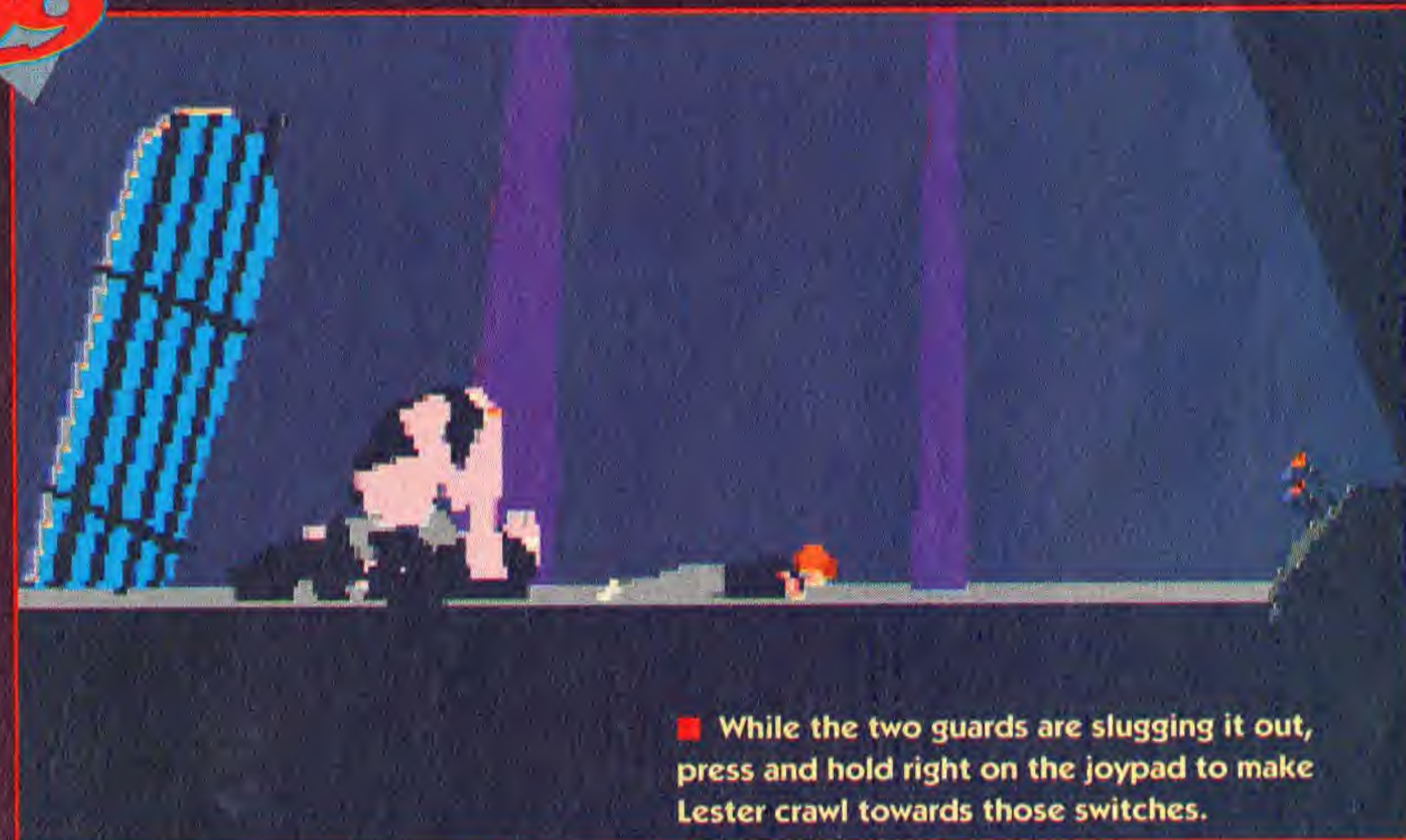
■ He'll save your life when you get blasted off the platform, so all seems well and it looks like you've found a new friend...



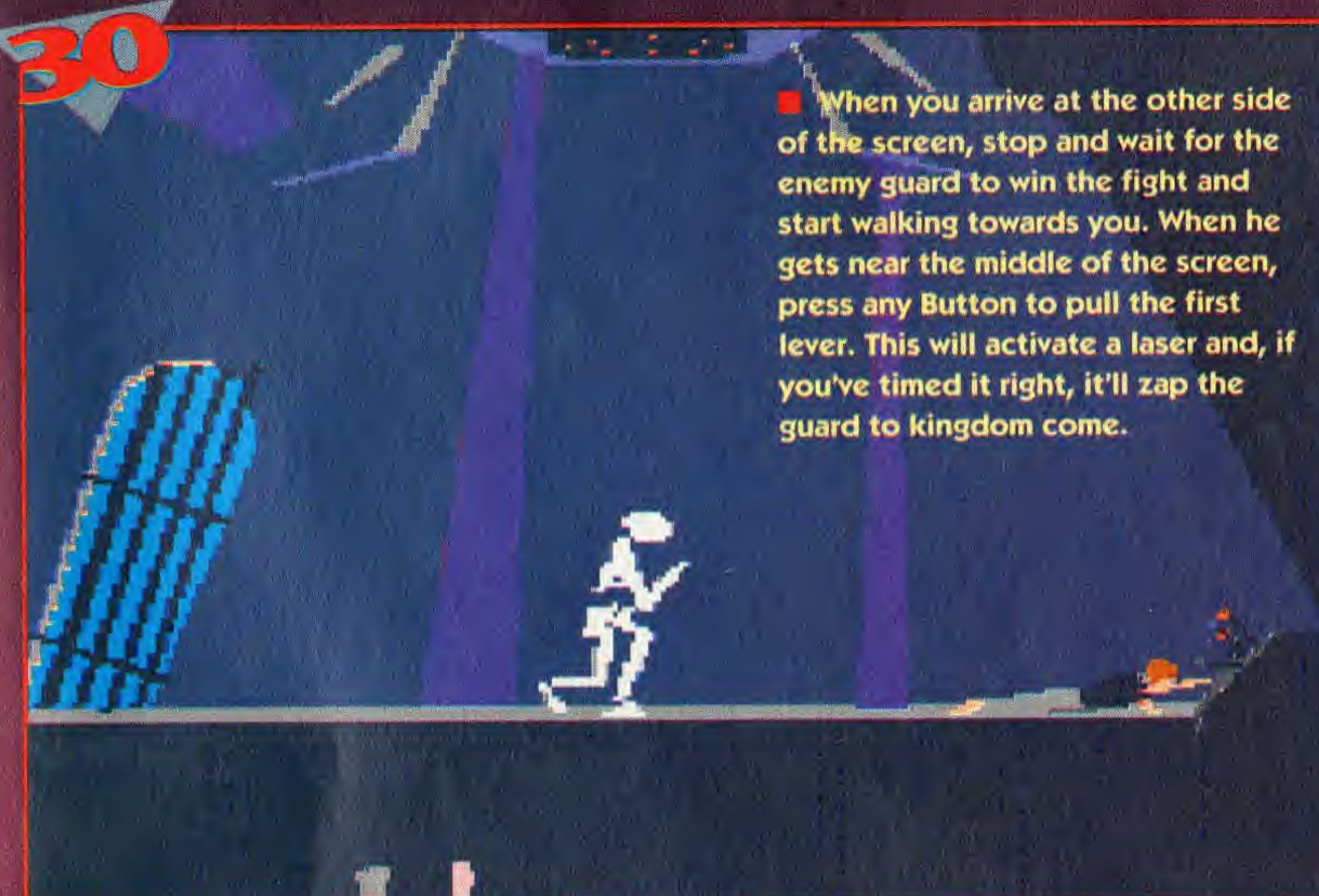
■ ...but then he blats you in the head once you're back on terra firma.



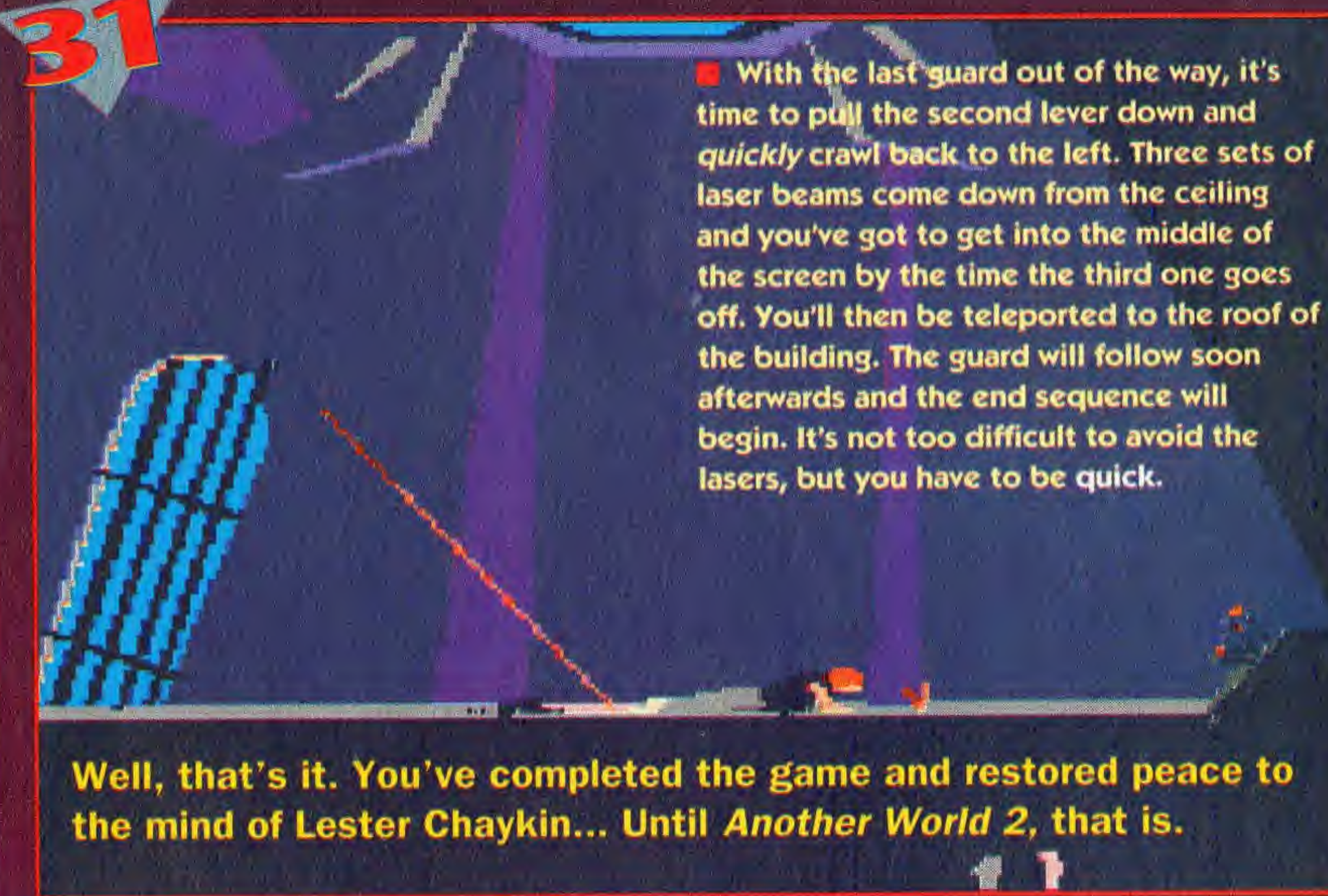
■ All is not lost, however – because as you begin to crawl away from him you're old buddy appears to help you out (i.e: beat the hell out of the other guard). Hurrah!



■ While the two guards are slugging it out, press and hold right on the joypad to make Lester crawl towards those switches.



■ When you arrive at the other side of the screen, stop and wait for the enemy guard to win the fight and start walking towards you. When he gets near the middle of the screen, press any Button to pull the first lever. This will activate a laser and, if you've timed it right, it'll zap the guard to kingdom come.



■ With the last guard out of the way, it's time to pull the second lever down and quickly crawl back to the left. Three sets of laser beams come down from the ceiling and you've got to get into the middle of the screen by the time the third one goes off. You'll then be teleported to the roof of the building. The guard will follow soon afterwards and the end sequence will begin. It's not too difficult to avoid the lasers, but you have to be quick.

Well, that's it. You've completed the game and restored peace to the mind of Lester Chaykin... Until *Another World 2*, that is.

POWER TIPS

● So who is the mysterious and mad Stranger on the meadow?

The man stumbled out from the edge of the copse and into the harsh light of the early morning sun. Just then he saw the Stranger, alone, standing in the meadow. He broke into a run and, as long last, came before his nemesis. Talking was difficult – he hadn't spoken to anyone for ages – but eventually the vital words escaped his lips... 'Have you...', he choked, '...got any tips?'

TINY TOONS

(Sega Power 43: 81%) Konami £39.99

Press Start during the title screen and (when the options appear) select the password entry one.

Use this code and enter it using just Button B: NGQQ WWQW QKWQ QWWQ WGRY. When you now start the game, you'll be able to see all of the map. Dead useful, that.



■ If you want to see all the map without having to play through the entire game, just enter my codes and life's a cinch.

FLASHBACK

(Sega Power 43: 93%) US Gold £39.99

This is probably the most popular game in the Sega Power office at the moment and almost certainly US Gold's best title so far. If you're still stuck, though, here are the codes to all the levels.

EASY	NORMAL	EXPERT
1. PIXEL	FALCON	CLIO
2. BESTY	DATA	ACRTC
3. PANCHO	MILORD	BLOB
4. STUDIO	QUICKY	STUN
5. TOHO	BIJOU	MIMOLO
6. AKANE	BUBBLE	HECTOR
7. INCBIN	CLIP	KALIMA

If these codes aren't enough, you might like to know that I'll be printing a complete (and very detailed) solution to this game in future issues. Keep your eyes open.

ACTION REPLAY CODES

As always, Datel's Mark Wallace provides the very latest in Action Replay codes for the Mega Drive (below), Master System and Game Gear (facing page). If you need more help, ring Datel Electronics on ☎ (0782) 745992 between 9am-5.30pm (Mon to Fri) and 9.30am-1.30pm (Saturdays).

MEGA DRIVE

- Flashback
FFD3D70005 Infinite shields.
- Lotus Turbo Challenge
FF41A5000X Level select (where X = 0-7)
FF7CB50063 Unlimited time for player one.
FF7D7F0063 Unlimited time for player two.

TIME GAL

(Sega Power 45: 71%) Sega £44.99



■ 'You can't catch me! You can't catch me!' Time Gal's a brave lass, but if she opens her gob once more I'll throttle her...

I strongly believe that Time Gal is the best cartoon CD game to date – if only for the brilliant death scenes.

If you're still running into them a little too frequently, though, you might find this here cheat a mite useful.

Press Start on the title screen to bring up the game select option. Now press left, right, right and up for a level select option.

However, if you're stuck on a particular level and you don't

want to spoil the game by leaping straight to the final section, try out these codes sent in by one Daniel Rea from Cheshire. Ta, Dan.

Level	Code
BC 70000000	Dodzilla
BC 3000	Stoneage
BC 1600	Elephant
BC 44	Osiriiya
AD 500	Hardwork
AD 666	Deathoul
AD 1588	Southern
AD 1941	Worldwar
AD 1991	Landmine
AD 2001	Reckless
AD 3001	Murderer

MAKE MY VIDEO KRISS KROSS

(To Be Reviewed) Sony Imagesoft £44.99

Sad 'band', sad game but this cheat, while nothing outstanding in itself, is still interesting enough to try out.

At the song selection menu, press Buttons A, B, C and right on the pad to watch some brief behind-the-scenes

footage. If you now press Start you'll call up another sequence – the 'Annals of Digital Pictures' – in which you can watch the 1986 session where the Make My Video concept was originally worked out. Er, interesting...



■ Let's hope future Make My Video titles don't rely on 'musicians' like Kriss Kross for that sell factor – I'd rather see some decent bands, myself.

- Mega Lo Mania
FF156F0063 Infinite men for every island.
- Cyborg Justice
FFAF5A0002 Infinite lives.
FFAF9E007F Unlimited energy.
- Terminator 2
FF80CA0004 Unlimited lives.
FF80190025 Unlimited missiles for player one.

THE FLINTSTONES

(Sega Power 45: 59%) Sega £34.99

Choose five lives, your difficulty level and then press Buttons A, B, C and Start (all together). Now rotate the joypad clockwise.

When you're on the title screen, press Start and you won't lose a single heart throughout the game.

For infinite lives, choose five lives again, then press Buttons A, B, C and Start. Now press left and right until the title screen appears. Afterwards, press Start. You should now find that when you run

out of lives, nine more'll appear. Blame **Andrew Miller** from **Poole** if they don't, though, 'cos he's the guy who sent me the cheat.



■ What a life, eh? Surfing on a shark, avoiding the drink and meeting killer fish. Shame the game's so bland tho'.

COOL SPOT

(Sega Power 43: 80%) Virgin £39.99

Many thanks to the very kind person who sent us the *Cool Spot* model (you know who you are). It now has pride of place on my desk. Anyway, enough chat.

Here's a cheat. Pause the game and then press Buttons A, B, C, B, A, C, A, B, C, B, A and C.

Now simply unpause to jump to the end of the level.

KRUSTY'S FUN HOUSE

(Sega Power 44: 82%) Acclaim £29.99

One of Acclaim's better releases over the last few months and pretty tricky too, so these level codes for the Master System version should be just the ticket.

I'd like to take all the credit, but **David Bolton** from **Shepton Mallett** is the man responsible.

Level	Code
2	BARNEY
3	MARTIN
4	SQUISHY
5	ELFMAN

And if that isn't enough for you, this code will open all the doors: HPKEITH. Good luck!

SPLATTERHOUSE 3

(Sega Power 45: 61%) Import £44.99

It's dodgy, it's got sick graphics and when all is said and done it's pretty easy, but there's bound to be somebody out there who'll be interested in these codes. (Well, I hope someone'll be interested...)

Level	Code
2	REISOR
3	ETLBUD
4	TABRAE
5	ELPOEB
6	THENIX

■ Take that and that and that, you thing of the undead you. And give me back my marbles. You didn't play fair, you didn't.



MICK AND MACK

(Sega Power 43: 82%) Virgin £39.99

When the Sega logo comes up, press Buttons A, B, C and Start (but not together). Do this four times in a steady rhythm and – if

you're lucky – you should get a screen packed with juicy cheats. This is a tricky one to activate but stick with it. It's worth doing.

EX-MUTANTS

(Sega Power 40: 72%) Sega £40

Go to the options screen and set the music to 05 and the sound FX to 21. Highlight Exit, then hold down Buttons A, B and C before pressing Start.

Shannon will say 'Too easy!'. A cheat screen full of options

(infinite lives, stage select and infinite weapons) will now pop up. You can only select *one* cheat from this menu, however, so choose wisely.

The game starts as soon as you've made your choice.

KRUSTY'S FUN HOUSE

(Sega Power 44: 82%) Acclaim £27.99

We printed some of these Game Gear codes last month, but since I received the rest just after the last issue rolled off the presses, I thought I might as well print the lot again in their entirety. Hope you don't mind.

Level	Code
2	SELMA
3	SCRATCHY
4	SKINNER
5	GROENING

This version of *Krusty's*, like the Master System title, has a code which opens all the doors. And,

like, wow, here it is: TRACY. Many thanks to **Graham Wilkins** from **Edinburgh** for these tips 'n' bobs.

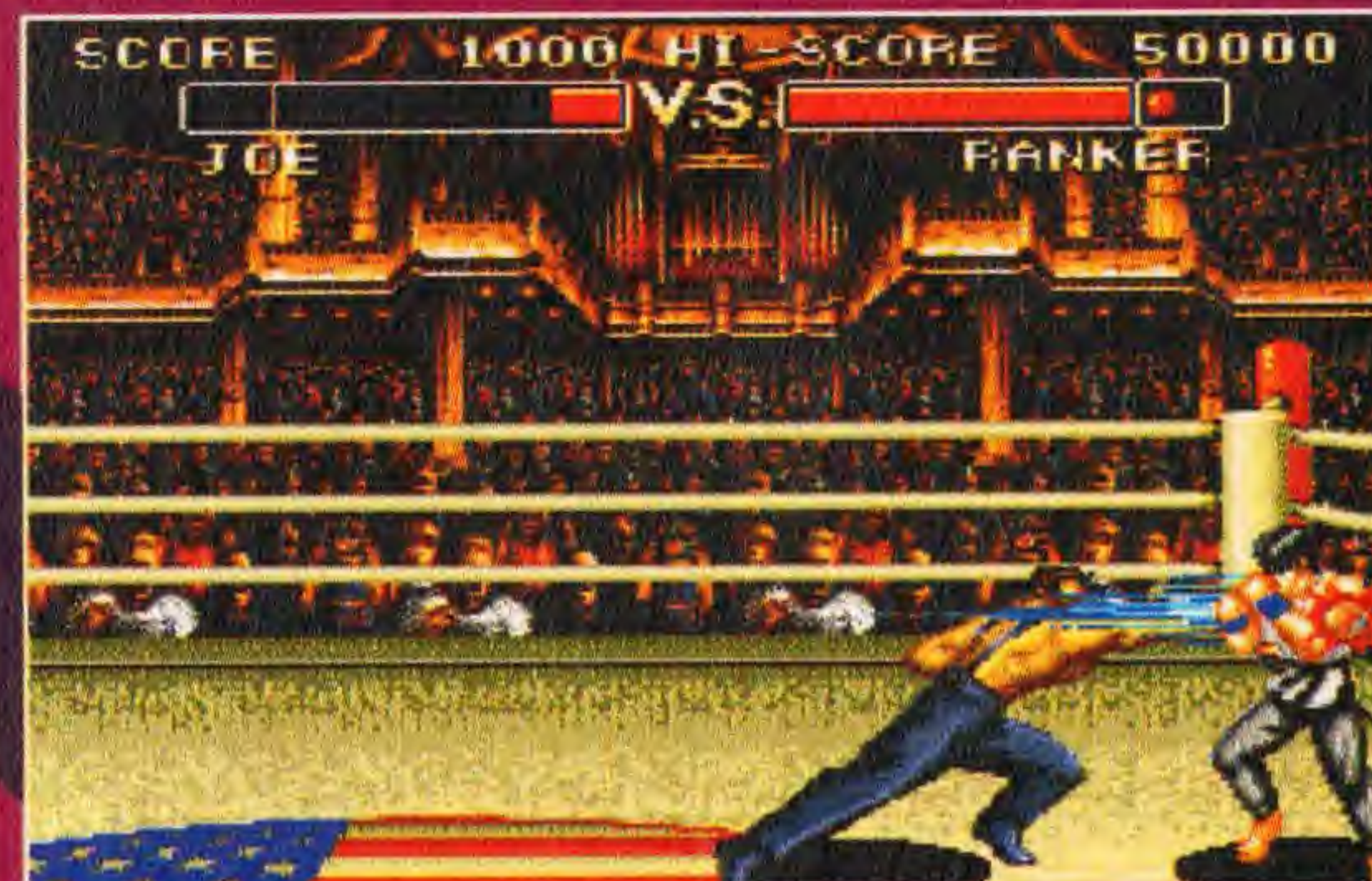


■ I used to have a pet rat called Murphy and he was the sweetest... (Bah! They all smell, Dean, and you know it – John).

POWER ATHLETE

(Sega Power 41: 54%) Import £40

If you can't make it to the final opponent, give this code a bash. Just enter EYV G9DG 2Q7 on the password screen and you'll be up against Ranker (and no, that's not a typing error...).



■ A typical display of camaraderie by the stars of *Power Athlete*. What a punch, lad!

ACTION REPLAY CODES

MASTER SYSTEM

● Global Gladiators	00D0E905	Infinite lives.
	00D0BA3F	Infinite energy.
● Lemmings	00DB5C64	100% completion every time.
● Prince Of Persia	00C29208	Infinite life.

● Slider	00C39704	Infinite lives.
● Prince Of Persia	00C29203	Infinite energy (blows/falls still kill tho').
	00C2983B	Infinite timer.
● Streets Of Rage	00CCF317	Infinite energy.
	00CD0903	Infinite lives.
	00CEEE01	Infinite timer.

● Smash TV	00C51007	Infinite lives.
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● Smash TV	00C51205	Infinite lives.
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GAME GEAR

● Chakan	00DFB3F0	Renews your energy when you enable the Action Replay.
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● Terminator	00CC1664	Infinite energy.
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More codes next month...

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THE HARD LINE

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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

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. ***

DRACULA SONY IMAGESOFT £44.95
Superb rotating backdrops, beautiful animation and yummy graphics do little to hide a very dull beat-'em-up. Poor. **

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 £7BA
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-rod affair. Stunning stuff. ****

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. ****

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. ***

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. *

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

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. ***

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. However much you enjoyed the coin-op, give this conversion a wide berth. Naff, naff, naff. **

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. ***

ANOTHER WORLD VIRGIN £39.99
Solve the puzzles and guide Lester back to his homework in this excellently animated and highly original game. ****

AQUATIC GAMES E.A. £34.99
James Pond 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
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 quite tricky to control. Persevere though and, you never know, you might just enjoy it. ***

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally 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. **

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 huge, tough and very challenging - everything a game should be. ****

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. ****

BLOCK OUT E.A. £19.99
Take the classic, block-shifting Tetris, add a new dimension along with a different perspective and voila! Easily as addictive as Tetris, but expensive. ****

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. **

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 targetting 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. ***

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 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. ***

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. ****

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. ****

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. ****

CURSE (Import) £25
This Horizontal shoot-'em-ups features vile visuals, appalling animation, sour sounds and limited levels. **

CYBERBALL SEGA £19.99
Odd futuresport 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. Get rid of the Black Knight and save 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! 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. ****

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
A different idea for a sport, but it tends to tire very quickly – the sport itself is pretty feeble. Not too bad in two-player mode though. **

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
Detailed 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. *****

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. ***

Fairy Tale Adventure E.A. £39.99
A jolly role-playing game whose computer game ancestry is just a bit too obvious. Punny 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. ***

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
Good fun and there are loads of options, but a severe lack of any realism means that the game is ultimately a disappointment. ***

FIRE MUSTANG (Import) £30
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. ****

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. Heavy on the strategy, its slower pace might make a 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. ***

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. ****

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 – a major downer when you think about it. ****

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. ****

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 good tennis game – but with the usual problems: it's just too easy. You'll probably complete it in a day or two. ***

GREEN DOG SEGA £39.99
A super cool beach bum stars in this very run-of-the-mill platformer. Good graphics though, but lacks any sort of spark to make it stand out from the crowd. ****

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 the statistics are dull and fielding is a pain. ****

HARD DRIVIN' TENGEN £25
Competent 3D driving simulation, but nothing to write home about. **

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 appalling insult to video games. This is crap – pure and simple. Avoid! *

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 buddies complement the above-standard action. ****

ISHIDO: THE WAY OF THE STONES (Import) £25
This is a puzzle game that offers tactical gameplay similar to a kind of reverse *Shanghai*. 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... ****

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
The *Desert Strike* sequel is all that you could want and more. Bigger, faster and more varied. Get it. *****

K A-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
RPGs are renowned for being long on play and short on prettiness and this is typical: loads of adventure, but not much 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.' ****

LAKEERS 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. ****

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. ****

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
One of the better beat-'em-ups around at the mo, with smooth animation, tough gameplay and a brilliant *SF2*-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 flight 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. ***

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 disturbed by the layout, why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles of playability. ****

NHLPA HOCKEY '93 E.A. £39.99
E.A. *Hockey* is back, and very swanky it looks too. New moves, new players and more statistics than you can shake a hockey stick at. It's blinkin' brilliant! ****

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 wreslin' 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 novel strategy game. Destroy your enemy's people with natural disasters and take control of the land. Neat visuals and some curiously addictive gameplay. ***

POWER ATHLETE (Import) £40
This game tries to rip off *Street Fighter 2* and fails. The visuals are nice and big and there are some decent enough touches, but overall there's a definite lack of moves and finesse. Fun (as they say) 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. *

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
One of the better shooting titles now available. A thinking man's blast-'em-up with gameplay 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 guppies 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. ****

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
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-directionally scrolling hack-'n'-slice with eerie backdrops and naff animation. **

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 RPG. Startling graphics, super smooth animation and complex labyrinths to explore. A true classic. ****

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. **

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. ****

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. ****

SPLATTER HOUSE 2 NAMCO (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 (Import) £50
This game is simply unbelievable. Superb gameplay, stunning arcade graphics 'n' action, totally addictive and excellent two-player mode. It blows all other fighting titles to kingdom come. ****

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
A huge scrolling hack-'em-up, which really 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 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. **

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 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 Ayton 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 sim, with 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 too average to make you want to part with excitement. *

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 skills but dead rosy 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... ****

T ALESPIN 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 cuteness, 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. ***

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 humorous cartoon touches. **

TERMINATOR VIRGIN £34.99

Amie'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. ****

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 series and the best so far. Tons of gorgeous levels and a massive challenge. Truly toasty! ****

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 japey. 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 slamm'n' 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 buddies and weapons, but still lacks that addictive spark. It's also just a tad too easy. ***

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. ****

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 visuals in this poor man's *Streets Of Rage*. The gameplay's gummy and the characters are obnoxious. Pure cack. *

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 to expect. Playability isn't up to much and the sound does little to persuade. ***

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. **

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 plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but the numerous continues work against longevity. ****

WARPSPEED ACCOLADE £34.99

Tiresome shoot-'em-up with poor targetting 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

The latest in the E.A.'s Edutainment series. This time you'll get a faceful of geography. Dull, but your mum'll 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... ***

WONDERBOY 3 MONSTER LAIR SEGA £34.99

Wonderboy, of Master System fame, dips to an all-time low in this scrolly 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 ILLUSIONS 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 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 in the classic tradition. Not as good as the Master System version and the gameplay has some very serious 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 RPGs are your thing, try *Shining In The Darkness* instead. ***

Z ANY 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! ****

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-ups. Nicely detailed graphics with plenty of planes and ships to destroy, but it's still nothing special. ***

MASTER SYSTEM ACE OF ACES SEGA £32.99

Load of trash that falls short between a simulation and an arcade. Ghastly graphics and really crap gameplay make this even nastier than Kelly Le Brock's taste in aftershave. Yuck! *

ACTION FIGHTER SEGA £12.99

There are loads of excellent vertical scrollers, but this isn't one of them. Put it near the bottom of the list for this genre. Dull graphics and duller gameplay. Nice price though. **

AERIAL ASSAULT SEGA £29.99

P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers – it's all here (and there are no surprises whatsoever). ****

AFTER BURNER SEGA £29.99

The graphics prove to be the games biggest asset. Speedy visuals and plenty of movement. It just goes on a bit, that's all. **

ALEX KIDD IN HIGH-TECH WORLD SEGA £29.99

This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. **

ALEX KIDD AND THE LOST STARS SEGA £29.99

Worst of the series because of its tame platform action. Might keep a youngster happy for a wet afternoon (and pigs might fly). **

ALEX KIDD IN MIRACLE WORLD SEGA £24.99

Alex's first outing is now the standard built-in Master System game – and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads and loads of variety. ***

ALEX KIDD IN SHINOBI WORLD SEGA £29.99

Novel twist to the *Alex Kidd* line-up – it's really a very slick, *Shinobi* meets *Super Mario Bros*.

Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. ****

ALF SEGA £30

Pure, undiluted swill. And 30 quid? Do us a favour... *

ALIEN³ FLYING EDGE £34.99

An okay version of the Mega Drive game, but still lacking in the graphic and sound departments. It's also a helluva lot easier than its 16-bit rival. ***

ALIEN STORM SEGA £29.99

Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ***

ALIEN SYNDROME SEGA £29.99

Even without all the groovy graphic frills and the excellent two-player mode, this title is still a neat coin-op conversion. **

ALTERED BEAST SEGA £29.99

Four levels of beat-'em-up action with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. **

AMERICAN BASEBALL SEGA £29.99

Competent translation of the United State's favourite sport with behind-the-player and overhead views – plus some neat zoom-ins on close calls. ***

AMERICAN PRO FOOTBALL SEGA £29.99

Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ****

ARCADE SMASH HITS VIRGIN £29.99

Another quantum leap backwards for ideas, this time from Virgin. Three games – *Missile Command*, *Space Invaders* and *Centipede* – on one cart offer good value for money, but they'll won't last you that long. ***

ASSAULT CITY SEGA £29.99

Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. It's nice and colourful, but the graphics are flat and the bosses far too easy to beat. ***

ASTERIX SEGA £29.99

A platform adventure with truly awesome graphics and great Gallic gameplay. ****

ASTRO WARRIOR/ PIT POT COMBO CART SEGA £29.99

Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ***

AZTEC ADVENTURE SEGA £12.99

A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this could fit the bill. **

BACK TO THE FUTURE 2 IMAGE WORKS £29.99

Please, this really isn't worth wasting time on. Suffice to say, this game's even worse than the sequel, which is, obviously... *

BACK TO THE FUTURE 3 IMAGE WORKS £29.99

...pretty junk in itself. *

BANK PANIC SEGA £17.99

Wild West antics as you try to defeat crowds of gun-toting buddies. Nice quick-draw gameplay with oodles of gunsmoke plus bright and jolly visuals. **

BASKETBALL NIGHTMARE SEGA £29.99

Weird title, eh? Well, this bizarre game is essentially a basketball sim played by monsters. Good close-ups of shots and very enjoyable in two-player mode. ****

BATMAN RETURNS SEGA £29.99

Oh dear, this is sadly lacking in atmosphere and gameplay. The action is predictable and the enemies far too easy to defeat. A really luke-warm affair. ***

BATTLE OUT RUN SEGA £29.99

This one goes up against Taito's *Chase H.Q.* and wins by a bumper. Ultra fast road racing with some crunchingly mean demolition derbying thrown in for good measure. Adrenalin at the ready, folks, this is it! ****

BLADE EAGLE 3D SEGA £19.99

Vertically-scrolling shoot-'em-up viewed from 'overhead'. You have to guide your ship 'into'

and 'out of' the screen – the only innovative feature in the whole game. ***

BOMBER RAID SEGA £29.99
Another vertically-scrolling fire button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ***

BONANZA BROTHERS SEGA £29.99
The original was flawed and this conversion is no better. There's no saving simultaneous two-player mode either. Dull. **

BUBBLE BOBBLE SEGA £29.99
Blow bubbles, trap monsters, burst 'em and then gather up the bonuses as you try to rescue your girlfriends from an evil witch. A hectic but enjoyable version of the arcade hit with a fun simultaneous two-player mode. ****

CALIFORNIA GAMES SEGA £29.99
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. ****

CAPTAIN SILVER SEGA £29.99
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. ***

CASINO GAMES SEGA £29.99
A selection of wheelin' and dealin' in Las Vegas has you playing Blackjack, pinball, poker and one-armed bandits (eh?) in the quest for more money. Decent enough but very uninspired. **

CASTLE OF ILLUSION SEGA £29.99
Mickey is well animated, the backdrops are stunning and the gameplay brilliant – this game works beautifully. ****

CHAMPIONS OF EUROPE TECMAGIK £29.99
Surprisingly, not the most enjoyable footballing experience on the 8-bit. *

CHOPLIFTER SEGA £24.99
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ****

CHUCK ROCK VIRGIN £29.99
S'not as exciting as other platformers of this ilk. Too much progress relies on learning from your mistakes instead of forward planning. It's good, but not that good. ***

CLOUD MASTER SEGA £24.99
This oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ***

COLUMNS SEGA £24.99
Tetris style gameplay, but success is a bit too random. The simultaneous two-player option is superb though and makes this a game worth checking out. ****

CRASH DUMMIES ACCLAIM £29.99
This collection of five ancient arcade subgames is really too abysmal to describe. *

CYBER SHINOBI SEGA £29.99
Shinobi 2, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues! **

CYBORG HUNTER SEGA £24.99
Unusual scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up aliens and collect the goodies. Neat, but repetitive action gets your back up after a while. ***

DANAN THE JUNGLE FIGHTER SEGA £29.99
Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. ***

DEAD ANGLE SEGA £29.99
Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ***

DOUBLE DRAGON SEGA £29.99
The Lee brothers star in this two-player scrolling beat-'em-up. Simple gameplay, flickery visuals and scenically unimpressive. (*Sounds great... – Maryanne*) **

DRAGON CRYSTAL SEGA £9.99
Poorly designed combat sequence and endless dead end paths make this RPG a bit of a non starter. **

DYNAMITE DUKE SEGA £29.99
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between

Duke and baddie for a change, but it all sounds a tad familiar. ***

DYNAMITE DUX SEGA £29.99
As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points, it's still far too easy! ***

ENDURO RACER SEGA £9.99
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track. There are five different courses (played twice), and you can finish it in a week. **

E.S.W.A.T. SEGA £29.99
Poorly animated and with pathetic graphics, this multi-level platformer really has nothing to offer anyone over the age of seven. **

FANTASY ZONE SEGA £12.99
This *Defender*-style horizontal scroller may be showing its age but it's still great fun and good value for money. ****

FANTASY ZONE 2 SEGA £24.99
Similar to the original *Fantasy Zone* but with loads of zippier aliens, meatier weaponry and tougher bosses. What the hell, get 'em both and have a good time. ****

FANTASY ZONE 3 THE MAZE SEGA £24.99
Pac Man meets *Fantasy Zone* in this peculiar labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer well clear though. **

FIRE AND FORGET 2 SEGA £29.99
A speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Unfortunately, it's still as dull as a wet weekend in Bognor. **

FORGOTTEN WORLDS SEGA £34.99
Stunning shoot-'em-up conversion ruined by the lack of a two-player option and an over-easy mission. ***

GAIN GROUND SEGA £29.99
Innovative combat game set over a series of static screens. Choose a team member and clear each area. Interesting strategy element but average visuals. ***

GALAXY FORCE SEGA £29.99
Stunning 3D shoot-'em-up with amazing visual effects. Not the coin-op by any means, but a fine attempt nonetheless. ****

GANGSTER TOWN SEGA £24.99
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ***

GAUNTLET SEGA £29.99
Almost perfect conversion of the golden oldie coin-op. A bit samey after a while, but still one hell of a beautiful game! ****

GEORGE FOREMAN'S KO BOXING FLYING EDGE £29.99
AAAARGH! How could Flying Edge release this pap – or Sega approve it for that matter? This is awful on a grand scale. *

GHOSTBUSTERS SEGA £29.99
Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though. ****

GHOST HOUSE SEGA £17.99
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! ***

GHOULS 'N' GHOSTS SEGA £29.99
Medieval hack-'n'-slash with dragons, demons and a long 'n' varied quest. Easier than it should be but a great game anyway. ****

G-LOC SEGA £29.99
This is a poor man's *After Burner*, but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ***

GLOBAL DEFENCE SEGA £12.99
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics. Different enough to make it worth investigating. ****

GOLDEN AXE SEGA £29.99
Technically impressive version of the Sega game. Two-player option is missing and it's a

bit easy but the enjoyable hack-'n'-slay action remains intact. ****

GOLDEN AXE WARRIOR SEGA £32.99
Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. **

GOLFAMANIA SEGA £32.99
Tidy golf simulation which features overhead views rather than a 3D perspective of the course. Fast and unfussy. ****

GOLVELLIUS SEGA £29.99
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure which tests your powers of reason and reaction. ****

GP RIDER SEGA £29.99
Undoubtedly the best racing game on the MS. The sensation of speed is superb and the game's marred only by some flickery graphics and dodgy collision detection. ****

GREAT BASEBALL SEGA £24.99
This baseball simulation has been superseded by *American Baseball*, but there's little to choose between the two. Lacks the graphical frills of its rival, but it's a fiver cheaper. ***

GREAT BASKETBALL SEGA £24.99
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. **

GREAT FOOTBALL SEGA £24.99
No, this isn't soccer from old Blighty – this is yet more American Football. There are very few tactical plays, a heavy sprite glitch and a poor one-player mode. ***

GREAT GOLF SEGA £24.99
Leaderboard-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. **

GREAT ICE HOCKEY SEGA Deleted
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ****

GREAT VOLLEYBALL SEGA £24.99
A simulation which doesn't work too well. Odd perspective and fiddly controls make it difficult to get to grips with, while cut gameplay and a lack of options ensure a short life. **

HANG ON SEGA £9.99
Coin-op two-wheeler affair, but without the arcade handlebars. Fast road racer, which although lacking in visuals it makes up for the deficit with sheer exhilaration and speed – it's quite spectacular to play. Entertaining and pretty much timeless. ****

HANG ON/ASTRO WARRIOR COMBO CART SEGA (Not applicable)
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ****

HANG ON/SAFARI HUNT COMBO CART SEGA (Not applicable)
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shooters. ****

HEAVYWEIGHT CHAMPIONSHIP BOXING SEGA £24.99
Fisticuffs à la *Final Blow*. Big, meaty sprites but lacking good animation. **

HEROES OF THE LANCE US GOLD £29.99
The excellent graphics of this D&D adventure can't compensate for the clumsy gameplay and awkward character controls. **

INDIANA JONES AND THE LAST CRUSADE US GOLD £29.99
This is one of the neatest looking Master System titles available, but marred, by the finickity gameplay. ***

IMPOSSIBLE MISSION US GOLD £29.99
This classic platform-leaper is brilliant. Jump the robots and prevent the Mad Scientist from causing global nuclear destruction. ****

JAMES BOND DOMARK £34.99
This piece of quality programming is almost identical to the 16-bit version – with all the evil

henchmen from the films, great graphics and huge, action-packed levels. ****

JOE MONTANA FOOTBALL SEGA £29.99
Yet another American footy game. A lacklustre sports simulation overshadowed by *American Pro Football* in all depts. **

KENSEIDEN SEGA £29.99
Pretty oriental slice-'em-up. The main character is fairly slow and unresponsive, but there's a lot of game here. ****

KLAX SEGA £24.99
Become what amounts to a 3D brickie with this puzzler from Domark. Braitaxing fun, but nothing spectacular. If puzzles are your thing, then go for it. **

KRUSTY'S FUN HOUSE ACCLAIM £29.99
Great Simpsonsque graphics and puzzling platform action make this game a real fun blast, even if it lacks imagination. ****

KUNG FU KID SEGA £24.99
Kung fu kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ****

LAND OF ILLUSION SEGA £29.99
Mickey's second outing is everything a platformer's supposed to be, with fantastic graphics, captivating gameplay and a terrific cartoony atmosphere. ****

LEMMINGS SEGA £29.99
Considering the limitations of the machine, this is a fantastic conversion. 100 levels of brain-enhancing frolics as you desperately try to save the hapless rodents from their suicidal tendencies. Nice! ****

LINE OF FIRE SEGA £29.99
Don't expect the 3D visuals of the coin-op – this is just a vertically scrolling shoot-'em-up with loads of baddies. Graphics are nice but poorly animated. Gameplay is okay. **

LORD OF THE SWORD SEGA £29.99
This arcade adventure tries both elements and does neither. The repetitive form of the gameplay is too shallow for puzzlers, and too joysticky for thinkers. Pretty though. **

THE LUCKY DIME CAPER SEGA £29.99
This platform romp has it all: superlative graphics and literally tons to see and do. With seven levels (from Mexico to the North Pole) plus Donald Duck himself what more could you ask for? ****

MARBLE MADNESS DOMARK £29.99
Classic rolling game that stands up on its own on the Master System. Not much lasting appeal and no two-player mode, but pretty tough and fun to play. **

MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART SEGA Deleted
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksmen Shooting, Trap Shooting, Safari Hunt* cart below? **

MARKSMAN SHOOTING/TRAPSHOOTING/SAFARI HUNT COMBO CART SEGA Not applicable
Once upon a time, this combo cart came free with the Light Phaser. This package includes three shooting games – the best of which is *Safari Hunt*. There's loadsa nicely animated targets too. **

MASTER CHESS SEGA £29.99
Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess players will absolutely love this version. 3D and 2D views, plus loads of options: set up moves and so on. ****

MASTER OF DARKNESS SEGA £29.99
A fair attempt at a platformer in the *Ninja Gaiden* mould. But like the vast majority of games nowadays though, it's really not that original – and it's too short. **

MAZE HUNTER 3D SEGA £19.99
Grab those 3D goggles for some real depth! For once the 3D works really well, but the game itself is disappointing. **

MICK AND MACK GLOBAL GLADIATORS VIRGIN £32.99
Clean up the world in this good-looking eco-platformer. Okay, it's nothing original but it's good fun and fresh enough to keep you playing. Toastin'. ****

MIRACLE WARRIORS SEGA £32.99
Control four heroes in this Jap fantasy RPG. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. ****

MISSILE DEFENCE 3D SEGA £19.99
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... **

MONOPOLY SEGA £29.99
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. **

MOONWALKER SEGA £29.99
Old Wacko Jacko gets pixelled in this oddball platform beat-'em-up where you defeat baddies with fatal dance moves. **

MS PAC-MAN SEGA £29.99
The title may have been brought up to date but the gameplay is straight from the Stone Age. A faithful conversion of the coin-op and what's more, you can get Pac-Man to join in with the two-player mode. Fun. ****

MY HERO SEGA £17.99
Knife-throwing, gut-punching horizontal scroller. The cartoon graphics are an eyesore, but the ninja action's pretty decent. **

NEW ZEALAND STORY TECMAGIK £34.99
A very good example of how a top-class platform game should be done. ****

NINJA SEGA £9.99
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ****

NINJA GAIDEN SEGA £32.99
An above-average ninja platform game with good graphics – even if they are a tad on the small side. Unfortunately, a bit too similar to other platformers. **

OLYMPIC GOLD US GOLD £34.99
Sporting sims like this are often regarded as dull, boring and repetitive. *Olympic Gold* rises above this level by a fair amount, but after a while it's bound to become dull, boring and repetitive. Ah, well... **

OPERATION WOLF SEGA £29.99
Classic coin-op carnage. Blast the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ****

OUT RUN SEGA £29.99
Take away the steering wheel and snazzy graphics you get with the coin-op and what's left? A competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's good fun. **

OUT RUN EUROPA SEGA £29.99
Race across Europe for stolen secrets, yep, the series continues with yet another spiced up version of *Out Run*. Pretty good. ****

OUT RUN 3D SEGA £29.99
Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. **

PAC-MANIA TECMAGIK £29.99
This a four-way scrolling isometric version of the original *Pac Man*. Now you can get old lemon-head to jump over ghosts! Not only is it smooth and very playable, it also brings back good memories. Sigh... ****

PAPERBOY SEGA £29.99
Guide your paperboy through a diagonally-scrolling suburbia of runaway machinery and nutty neighbours while hurling newspapers into the correct houses. Beautiful. ****

PARLOUR GAMES SEGA £17.99
What an odd program! It offers you pool, darts and 'world bingo'. Entertaining and a break from blasting. **

PENGUIN LAND SEGA £29.99
Vertical platform puzzler where you guide penguin and egg through each infested level, avoiding monsters and keeping the egg in one piece. Very addictive. ****

PHANTASY STAR SEGA £39.99
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months. Astounding and huge. Get it. ****

PIT-FIGHTER **DOMARK £32.99**
Pit-Fighter was never designed for the 8-bit systems – and it shows. The graphics are small and badly defined, and the gameplay is repetitive and slow. A sad effort. **

POPULOUS **TECMAGIK £34.99**
 Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc upon the enemy population in order to defeat the opposing deity. *****

POSEIDON WARS 3D **SEGA £19.99**
 Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. **

POWER STRIKE **SEGA £24.99**
 Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy. A real test for even the most battle-hardened of blasting fans. *****

POWER STRIKE 2 **SEGA £24.99**
 This shoot-'em-up is really too fast for its own good. The quick pace makes it difficult to tell friends from foes. ****



PREDATOR 2 **SEGA £34.99**
 A regular child of averagesville, this title is so unpectacular it hurts. **

PRINCE OF PERSIA **DOMARK £29.99**
 This has got to be one of the best animated carts on the Master ever. Huge dungeon area to explore and diverse ways to die which will keep you on your toes all the way to the end. A real milestone in 8-bit graphics. *****

PRO WRESTLING **SEGA £24.99**
 Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ***

PSYCHIC WORLD **SEGA £29.99**
 Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The 'psychic' bit involves telekinetic powers. Nothing special. **

PSYCHO FOX **SEGA £29.99**
 With some of the fastest, smoothest eight-way scrolling on the MS and some massive levels, this was almost perfect. *****

PUTT AND PUTTER GOLF **SEGA £29.99**
 Bland looking title, but it has everything to offer in the two-player addictiveness stakes. Lasting ability and fun in one-player mode are highly questionable though. ****

QUARTET **SEGA £24.99**
 The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Shame. **

RAINBOW ISLANDS **SEGA £29.99**
 The rainbow throwing, jewel trapping antics of this vertically scrolling platform sequel to *Bubble Bobble* hasn't got the depth it had on the 16-bit but it's still a colourful, challenging and addictive title. **

RAMBO 3 **SEGA £29.99**
 This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing. Certainly a rare Phaser game – one of quality. ****

RAMPAGE **SEGA £29.99**
 You and a buddy control a werewolf, ape or lizard and must smash up all the on-screen buildings. Just for fun, of course! ****

RAMPART **DOMARK £29.99**
 A puzzle and arcade mixture in which you must build walls, claim land, shoot ships and then, of course, stop your opponent from doing the same. **

RASTAN **SEGA £29.99**
 Moody, atmospheric, action-packed and very playable, this is probably the best sounding game you can get on the MS to date – and that's the truth. *****

R.C. GRAND PRIX **SEGA £29.99**
 Fast multi-directional scroller has you steering your car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. **

RENEGADE **SEGA £40**
 Easy gameplay, disappointing graphics and no atmosphere. Avoid this beat-'em-up. *

RESCUE MISSION **SEGA £9.99**
 As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety. **

ROCKY **SEGA £29.99**
 A boxing sim. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it long. **

R-TYPE **SEGA £29.99**
 Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blaster than this. Buy it. *****

SAGAIA **SEGA £32.99**
 This really is one of the better shoot-'em-ups for the 8-bit, with some of the most original guardians ever. You're not going to complete it in a day either. ****

SCRAMBLE SPIRITS **SEGA £29.99**
 A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. **

SECRET COMMAND **SEGA £12.99**
 Ikari Warriors style two-player vertical scroller. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US and *Secret Command* on the screen! ****

SHADOW OF THE BEAST **TECMAGIK £29.99**
 Beneath the supersmooth graphics and animation in this horizontal scroller lies very little in the gameplay department. **

SHANGHAI **SEGA £24.99**
 Curious Chinese puzzle game: pair up tiles to remove them from the pile of assorted ones on-screen. Quietly entertaining – and sports a stunning end sequence! *****

SHINOBI **SEGA £29.99**
 This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, smart bonus rounds, good graphics and captivating moments that'll have you grippin' yer stick. *****

SHOOTING GALLERY **SEGA £24.99**
 Strictly for Light Phaser owners, it presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals – and a few nice effects. ****

SLAP SHOT **SEGA £29.99**
 Ice hockey with slippery players and a hands-on punch-up option. A good two-player sim but lacking in long-term interest. **

SMASH TV **FLYING EDGE £29.99**
 Slightly easier than the impossible Mega Drive version, but the graphics are really awful and the firing is mostly hit and miss. **

SONIC THE HEDGEHOG **SEGA £29.99**
 The quickly prickly out on the Master System. Supersmooth graphics and totally dreamy gameplay. You really have to see it to believe it – it's the best there is. *****

SONIC THE HEDGEHOG 2 **SEGA £34.99**
 The supersonic hog returns! And it's as good as they say. The levels are bigger, they're crammed with secret rooms – and it's even faster than the original of yesteryear. Still a tad too easy, but who cares when a game's this much fun? *****

SCI **SEGA £29.99**
 This is basically *Chase H.Q.* on the Master System. It's not bad and even quite addictive for a while, but it's a bit on the slow side, and this cramps the long-term interest. **

SPACE GUN **SEGA £29.99**
 Good to see a new Phaser title – and this one isn't half bad. The graphics are better than most of the earlier releases and it's jolly good fun with the Gun (although it does get a bit repetitive after a while). **

SPACE HARRIER **SEGA £29.99**
 Old coin-op conversion which still looks good despite its undeniable age. It's a 3D shooter with some massive enemies and stunning 3D perspective effects. Good for a meaty blast any day of the week. ****

SPACE HARRIER 3D **SEGA £19.99**
 Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan. ****

SPEEDBALL **SEGA £29.99**
 Violent future sports are all the rage at the moment and this one started it all off. Superb

for two players, with a league providing the challenge for the solitary gamer. ****

SPELLCASTER **SEGA £29.99**
 Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Thank heavens for the save game feature. You'd be in the soup without it. *****

SPIDER-MAN FLYING EDGE **£29.99**
 Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method. **

SPORTS PAD FOOTBALL **SEGA Deleted**
 Great football but, unfortunately, requires the Sega Sports Pad. It would be great – if only you could get hold of the thing! ****

SPY VS SPY **SEGA £17.99**
 Help the zany spies do battle on the split-screen as you collect booby traps, outwit your adversary and head for the airport. Great fun in two-player mode. ****

STREETS OF RAGE **SEGA £29.99**
 Hmm, it's better than any other beat-'em-up currently available on the MS, but it's still too easy and it's lost the 16-bit's two-player mode as well. Nearly a classic. ****

STRIDER **SEGA £29.99**
 As acrobatic hero, Hiryu, you must save the world in this scrolling platform-cum-beat-'em-up game. It looks good but it fails to offer any long-term challenge. **

STRIDER 2 **US GOLD £TBA**
 This game looks great, but it's so unforgiving in the gameplay that you won't finish it. Go for the original instead. It's much better. **

SUBMARINE ATTACK **SEGA £29.99**
 This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit too nigh. **

SUMMER GAMES **SEGA £29.99**
 This is a multi-player sequel to *World Games*. The limited action relies heavily on strict joystick moves. **

SUPER KICK-OFF **US GOLD £34.99**
 An English footy game for the Master System which has every feature you could possibly ask for. Overhead views of the pitch, great graphics and intelligent gameplay. Here we go, here we go, here we go... *****

SUPERMAN **VIRGIN £TBA**
 A very average beat-'em-up that'll only ever draw an average response. Dull. **

SUPER MONACO G.P. **SEGA £29.99**
 With dual viewscreens, two players can race head-to-head in this quality conversion. It's fun, but the cars don't handle very well, and you won't see much scenery as you're pegging it around the course. Shame. **

SUPER MONACO G.P. 2 **SEGA £29.99**
 This grinds to a halt before it's even begun. Improvements to graphics and sound have been made, but it's still vague. **

SUPER REAL BASKETBALL **SEGA £24.99**
 A marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. Try it out first. **

SUPER SPACE INVADERS **DOMARK £29.99**
 The game that started the whole thing off is now available on your Master System. Plan your route to the big end-of-level boss and enjoy all the invader novelties and handy power-ups as you go along. *****

SUPER TENNIS **£9.99**
 Awful ball movement and control method makes this one to avoid. **

TAZ MANIA **SEGA £29.99**
 So much has been cut from the original 16-bit cart that you're left with just a standard platformer. Bit of a shame really... **

TECMO WORLD CUP **SEGA £29.99**
 Boring football sim with small, fiddly graphics and irritating gameplay. Yuck, yuck, yuck! *

TEDDY BOY **SEGA £9.99**
 Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence on the Master System. Cute, addictive and cheap. **

TENNIS ACE **SEGA £29.99**
 Two-player modes, singles, doubles, tournaments – this game's got it all. Definitely worth a look. ****

TERMINATOR **VIRGIN £29.99**
 Pretty average platformer. There's enough action for diehards and good gameplay too, but the sound's awful and there simply aren't enough levels. Far too shallow. ***

THUNDER BLADE **SEGA £29.99**
 This was a bold attempt to convert the coin-op onto the MS. The scrolling sections work well, but the 3D suffers. Saved by hectic action and a challenging mission. ***

TIME SOLDIERS **SEGA £29.99**
 Multi-directionally scrolling *Commando* variant for two players. Nice backdrops and some meaty power-ups make it worth a look – well just. about. ***

TOM AND JERRY **SEGA £29.99**
 Some good graphics help make this look – initially – very attractive, but after only a few plays you realise it's really a huge crock! **

TRANSBOT **SEGA £9.99**
 Tedious and boring horizontally scrolling shooter, with a few puny power-ups. *

TRIVIAL PURSUIT **DOMARK £32.99**
 Perfect for those nights when you've got your friends round. Squillions of questions and loads of humour. Excellent! ***

ULTIMA 4 **SEGA £39.99**
 More depth than the *Caemyn Trough*, more strategy than *Stommin' Norman* and enough spells to fill an Oxford Dictionary, this is one astounding game. *****

VIGILANTE **SEGA £29.99**
 Horizontally-scrolling street beat-'em-up with a highly oriental flavour. Grows tepid all too soon. ***

WANTED **SEGA £24.99**
 One of the better Phaser games which has you battling against Wild West outlaws. Bonus screens and scrolling stages provide variety but it needs more levels. ***

WIMBLEDON **SEGA £29.99**
 This is a brilliant sim. Loads of different play options (singles, doubles, tournaments, clay or lawn courts). And, more importantly, it's damn good fun too. ****

WONDERBOY **SEGA £24.99**
 Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth. ***

WONDERBOY IN MONSTERLAND **SEGA £29.99**
 Arcade adventure with lots of places to visit, enemies to destroy and hidden items to find and use. ****

WONDERBOY 3 THE DRAGON'S TRAP **SEGA £29.99**
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. A must buy. *****

WONDERBOY 3 IN MONSTERWORLD **SEGA £32.99**
 Another *Wonderboy* game, and while it's the latest in the series, it's far too simplistic. **

WOODY POP **SEGA Deleted**
 This is an ancient *Arkanoid* clone with cutesy characters, piles of power-ups and nicely designed screens. ****

WORLD CLASS LEADERBOARD **US GOLD £29.99**
 This three dimensional style golf game looks dated, but the course view works well – and there are plenty of trees, bunkers and ponds to look out for. Heaps of fun in multi-player mode too! ****

WORLD CUP ITALIA '90 **SEGA £24.99**
 This soccer sim missed the competition when released. And good job too. **

WORLD GRAND PRIX **SEGA £12.99**
 Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! ****

WORLD SOCCER **SEGA £24.99**
 Tidy scrolling soccer sim, viewed from the stands. Gameplay could be a lot faster, but it's got a nice range of options. **

WORLD TOURNAMENT GOLF **SEGA £24.99**
 Smart, smooth and snappy – that's the verdict on this title. The lack of sounds and main golfing sprite is sad but the overhead view is pretty good. ***

WWF STEEL CAGE ACCLAIM **£29.99**
 Utter drivel with all the gameplay and style of half a pound of streaky bacon in an Israeli army barracks. *

XENON 2 **VIRGIN £24.99**
 Tricky and tough aliens make for a real challenge in this fabulous vertically-scrolling shoot-'em-up. ****

Y'S, THE VANISHED OMENS **SEGA £32.99**
 This RPG boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screen. ****

ZILLION **SEGA £24.99**
 Expansive *Impossible Mission*-style explore-'n'-shoot. Plenty to do but absolutely awful control method which completely ruins what gameplay there is... ****

ZILLION 2 TRI FORMATION **SEGA £24.99**
 Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is repetitive and ultimately unrewarding. Go and play in the road instead. **

GAME GEAR

AERIAL ASSAULT **SEGA £27.99**
 Quite nice graphics in this rather plain blast-'em-up, but the gameplay is so dodgy, it's just not worth telling you about it. *

ALIEN³ **FLYING EDGE £29.99**
 A solid platform title with 15 levels, multiple weapons and hordes of aliens. Non stop blockbuster action. ****

ALIEN SYNDROME **SEGA 29.99**
 The gameplay is fine but you'll probably finish it in a two hours. A waste of money. **

ARIEL THE LITTLE MERMAID **SEGA £29.99**
 Don't be fooled by the pleasing graphics and Disney licence. The gameplay is so banal even a catatonic chicken would get bored. You'll finish it in half an hour. *

AXE BATTLER **SEGA £29.99**
 This arcade adventure is a *Golden Axe* spin-off with RPG overtones. The puzzle elements make it more challenging though. **

BATTER UP (Import) **£20**
 This baseball sim works well and has a great head-to-head option, good graphics and neat sound FX. Still room for improvement in the gameplay though. ****

CASTLE OF ILLUSION **SEGA £24.99**
 Mickey Mouse in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. The tiny display makes this fiddly game more tricky to play, though. ****

CHAKAN **SEGA £29.99**
 Attractive graphics fail to hide the shallow gameplay. Lacking battles and puzzles, this is just another okay maze wanderer. **

THE CHESSMASTER **SEGA £24.99**
 Oodles of chess. You can't go wrong with a version as stonkingly good as this. *****

CHUCK ROCK **SEGA £27.99**
 A standard platformer with a couple of satisfying puzzle elements. The controls are tricky and it's too unforgiving in the gameplay department for any lasting appeal. **

COLUMNS **SEGA £19.99**
 A fun puzzler with a *Tetris* gamestyle. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive fun. ****

CRASH DUMMIES **ACCLAIM £27.99**
 Mind-numbing collection of five archaic, crumbly arcade subgames. Pitiful. *

CRYSTAL WARRIORS **SEGA £29.99**
 Tactics and action cross paths in this absolute killer of a game. Absolutely gorgeous graphics and animation too. *****

DEFENDERS OF OASIS **SEGA £34.99**
 The first decent RPG for the Game Gear and it's a real beauty. Nicely tuned gameplay and great battle sequences. *****

DEVILISH **SEGA £24.99**
 A good attempt at a cross between *Arkanoid* and pinball. Unfortunately, the game just isn't that addictive. **

DRAGON CRYSTAL **SEGA £24.99**
 RPG arcade adventure featuring mazy paths revealed upon exploration. This good idea is marred by continual dead ends and poor 'statistical' combat. **

E VANDER HOLYFIELD REAL DELE BOXING **SEGA £24.99**
 This game like Evander himself – looks good and comes in pretty strong, but it just can't go the full distance. ****

FACTORY PANIC SEGA £24.99
A novel puzzle-'em-up which has you changing switches on conveyor belts in order to guide goodies to your hungry customers. Sadly, the guards get in your way and mar the otherwise enjoyable puzzlin' gameplay. **

FANTASY ZONE SEGA £24.99
Brilliant presentation let down by sluggish controls and repetitiveness. **

G-LOC SEGA £24.99
Superb introduction sequence followed by some not-very-superb flight sim gameplay. Repetitive and unfulfilling. **

GEORGE FOREMAN'S KO BOXING FLYING EDGE £27.99
One of the worst games around for your handheld. There's very little skill involved – just smack away at the Buttons and hope for the best. *

HALLEY WARS SEGA £24.99
Taito's vertically-scrolling shoot-'em-up has enough variety to stifle yawns and more than enough action. Nice one. ***

HASTLE GOLBY (Import) £25
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. Simple arcadey fun let down by repetitive action. ***

HOME ALONE SEGA £24.99
A pus-dilled wart on the face of Sega games. Boring, dull and hateful. *



JOE MONTANA FOOTBALL SEGA £24.99
Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and lack of options. **

KRUSTY'S FUN HOUSE ACCLAIM £27.99
Krusty The Clown stars in this platform puzzler. Great fun, with plenty of Simpsons style violence and humour. ***

LAND OF ILLUSION SEGA £29.99
The most polished platformer on the handheld (bar Sonic). This is a 'must buy' game even if it does have too many continues. ****



LUCKY DIME CAPER SEGA £24.99
Massive cartoon sprites, great animation and some frustratingly addictive gameplay. Yep, highly recommended. ****

LEMMINGS SEGA £27.99
Now Game Gear owners get their chance to save the suicidal rodents. Everybody may have scoffed at the thought of it, but Probe have produced a blinder of a version. ***

WHY NOT RING THEIR BELLS?

Active Consoles.....081 752 0260	Jong Rich.....010 337 227 8917
A Dan Ltd., Active Sales.....081 752 0260	KMA Ltd.....0684 296610
Beeshu, Euromax.....0262 601006	Konix.....0495 350101
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Hornby Hobbies.....0843 225555	Sega.....071 727 8070
I.S.M.....021 625 3344	Spectravideo.....081 900 0024

MARBLE MADNESS DOMARK £27.99
Does the idea of rolling a marble around endless ramps interest you? If so, then you'll love this quality conversion. ****

MASTER OF DARKNESS SEGA £24.99
Haunting backdrops and diverse enemies 'n' weapons make for an enjoyable and, well, almost scary platform blast. ****

NINJA GAIDEN SEGA £24.99
A fun walk, jump and hack-'em-up with six levels of frantic action that'll have you swearing for months to come. ****

OLYMPIC GOLD US GOLD £27.99
A balanced series of events, well animated and nicely presented. The Gear is a bit small for the frantic Button-bashing, however, and the gameplay, you've got to admit, is a bit on the crusty side. ***

OUT RUN SEGA £24.99
Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ****

OUT RUN EUROPA SEGA £19.99
This action cum driving game is definitely worth checking out. Plenty of levels and some sexy graphics. ****

PAC-MAN (Import) £20
Pac-Man returns to chomp his way through the blue maze. Yes siree, this is a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. Simply lovely stuff. ****

PENGO SEGA £19.99
Slide the ice blocks to squash your enemies and make with the strategic thinking. Simple, fairly dull and with no longevity. **

POPILS (Import) £20
A puzzler head and shoulders above the rest with 100 levels and a simply stonking Gear-to-Gear option. There's also a memory back-up. Very neat. Very neat indeed. ****

PRINCE OF PERSIA DOMARK £27.99
Huge levels, puzzling mazes and animation that'll take your breath away, this is a very, very special game that deserves to be in

every handheld owner's library of carts. What are you waiting for? Get it. ****

PSYCHIC WORLD SEGA £19.99
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure. Not meaty enough for discerning players. ***

PUTT AND PUTTER SEGA £25.99
Impressive graphics and a neat two-player option, but the lack of variety makes it boring in the long run. ***

SHINOBI (GG) SEGA £24.99
This beautiful *Shinobi* game has a level select, gorgeous graphics and some beautiful sonics – but, boy, is it tough! Definitely a lasting challenge for mobile gamers around the globe. Stunning. ****

SHINOBI 2 SEGA £27.99
Big levels and very tough bosses provide plenty of quality gameplay. It's easier than the original but, it's still a fine game. ****

SLIDER SEGA £24.99
99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Unfortunately, there's no two-player mode and far too many continue options. ****

SOLITAIRE POKER SEGA £25.99
This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. ***

SONIC THE HEDGEHOG SEGA £29.99
This classic game has all the features of the original Master System version. The action's even been enlarged to cope with the Game Gear's much smaller display. ****

SONIC THE HEDGEHOG 2 SEGA £27.99
This is even better than the Master System title! The game is virtually identical, but the end-of-level guardians are a lot, lot tougher. Definitely the best cart on any handheld, anywhere – no arguments. ****

SPACE HARRIER SEGA £24.99
Classic three-dimensional action (without the seat) as you pilot your jet-powered hero into enemy territory, destroying all manner of segmented nasties. ****

SPIDER-MAN SEGA £24.99
Slick animation, stunning graphics and great soundtrack combine to make this a real classic cart. ****

SPIDER-MAN 2 ACCLAIM £27.99
Not so much a beat-'em-up as an avoid-'em-up. The enemy action is so poorly designed that hitting 'em is more a matter of luck than skill. Looks nice though. **

STREETS OF RAGE SEGA £29.99
The graphics aren't as sharp as the 16-bit version, but it's got all the levels, moves and a two-player mode too! ****

SUPER KICK-OFF US GOLD £27.99
This classic title works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. ****

SUPERMAN VIRGIN £29.99
Best fill your Gear with a double dose of Kryptonite to fend off the horrors of this superhero gone bad. Erratic gamespeed,

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JURASSIC PARK

Cert: PG (Universal Studios)

Release: Out now

After all the cheering's over and you've pushed your jaw back into place, you realise you've just seen the best film since 'Star Wars'.

That's the only way to describe the full-on movie experience that is 'Jurassic Park'. After all,

where else could you go to see a 30 foot tall Tyrannosaurus Rex drooling over a couple of puny six foot tall humans? As far as the eyes are concerned, that terrifying dinosaur is just *real*...

There are some gaping holes in the man-recreates-dinosaurs-thru-genetics plot, but the sheer rollercoasting special effects are so captivating, so damn 'how the hell did they do that?' inducing, you don't really mind if the storyline has to take a back seat. Mr Spielberg proves once again that he is *the* master of creature-driven blockbusters. Don't miss it! ★★★★★



HOT SHOTS 2

Cert: 12 (Twentieth Century Fox)
Release: 20 August

If you can grimace your way past the first 20 minutes or so and get into the mood of the thing, 'Hot Shots 2' is a refreshingly ludicrous film that parodies everything in the cinema from 'Basic Instinct' to 'Apocalypse Now'.

The action carries on from the first film, with Charlie Sheen filling the shoes of one Topper Harley and displaying a definite penchant for straight-faced comedy. Age-old

funny man Lloyd Bridges is the typically incompetent President and Richard Crenna provides that Rambo feeling as Topper goes in to rescue the men who went in to rescue the men...

'Hot Shots 2' can't fail to entertain and goes some way to bringing back the sense of fun that's been missing from the big screen for so long. The riverboat scene with Sheen senior, for instance, has to rate as one of the funniest sketches in modern cinema. ★★★

UNFORGIVEN

Cert: 18 (Warner Home Video)
Release: 20 August

Clint Eastwood's latest film is, according to the man himself, "not for everyone". Nevertheless, it still managed to scoop four Oscars at the ceremonies last year so there's no doubting its pedigree in the eyes of industry bods, filmmakers and critics.

Essentially a study in cold-heartedness, the movie is shockingly downbeat from start to climatic finish. Clint is studiously enigmatic as the ex-gunman and Gene Hackman gives the kind of shotgun performance that worked so well in 'The French Connection'.

While it doesn't pretend to appeal to action lovers or even long-term Clint Eastwood fans, it delivers the message in a methodical and alarming style. Uncomfortable, tough, uncompromising and (dare we say it?) almost awe-inspiring. ★★★★★



WIN!
'Unforgiven' Videos!

In a unique tie-in with Warner Brothers, we've got *three* copies of Clint's excellent movie to give away on video. Neat, eh? They're only just available on the rental circuit, so this is your chance to get hold of a totally superior movie before anyone else in the entire

country. To win one of the tapes, just answer this slightly taxing question...
● What's the name of the character Clint Eastwood plays in 'A Few Dollars More'?
Scrawl your answers down on a postcard and send your entry in to: Make My Day Compo, *Sega Power*, 30 Monmouth St., Bath, Avon BA1 2BW. Tuesday 31 August is the closing date and all the usual rules apply.



MEDIA ING.

Cert: 15 (Guild Home Video)

Release: Out now

Three hours is long enough for any video, but Spike Lee's film doesn't pretend to be just about the black extremist – it's a profile of his life from the cradle to the grave.

Mr Lee has never fallen shy of portraying events the way he sees them, and right from the opening credits (run poignantly against the controversial Rodney King footage) you know you're in



MALCOLM X

for an extremely powerful ride. If you don't know that much about the man, you'll know a lot more after seeing this, but if you do, the

film is still, without a doubt the clearest biography of one of the most vivid characters of mid-60's America.

It's a sad story of deceit and blind belief, and Spike Lee goes straight to the heart of the black-white issue without flinching. Denzil Washington delivers what is probably the best performance of his career, playing the man who's made

more of a difference than even he could have anticipated. Yes, it is a long film, but you'll be gripped from start to finish. Superb. ★★★★★

FISHBONE

Give A Monkey A Brain And He'll Swear He's The Centre Of The Universe (Columbia)

Release: Out now

From underground beginnings as a ska-reggae outfit, Fishbone have never been afraid to mix politics with partying, all the while getting more experimental musically.

This, their fourth album, sees the songs more focussed than ever,

with the band veering between hardcore rockouts and relatively mellow James Brown funk-fests.

With manic songs like Drunk Skitzo, hyperactive frontman Angelo Moore is in danger of losing the plot just a touch, but when the band slow it down for some real heavy skanking or sweaty funk, you just know that life's gonna turn out fine (well, probably).

An essential CD for anyone with a split musical personality. ★★★★★

U2

ZOOROPA '93 (Island Records)

Release: Out now

Love them or hate them, there's certainly no way you can ignore U2. Their huge mass-media roadshow was one of the musical highlights of last year – and 'Zooropa '93' is effectively the album of the successful tour.

Basically continuing the theme set down in 'Achtung Baby!', the album's not as harsh as its predecessor but features a good mix of slower songs – as well as the odd industrial influenced track (one, Numb, featuring The Edge as lead vocalist).

Rather than stick to a tried and tested formula, U2 aren't afraid to experiment. A lot of that is down to the excellent production work of Brian Eno, who always manages to get the best out of people.

Listen to it a fair few times before deciding what you think though – 'Zooropa '93' is definitely an album that grows in the playing.

It's also U2's best since 'The Joshua Tree'. ★★★★★



LAST ACTION HERO

Cert: PG (Columbia Pictures)

Release: Out now

In what appears to be a total mis-reading of his audience, Arnold Schwarzenegger changes tack from rock hard, no-laughs, machine-gun toting neo-loony to big softie who's so pliable even the kid star of the movie has no qualms about taking him home to meet his mum.

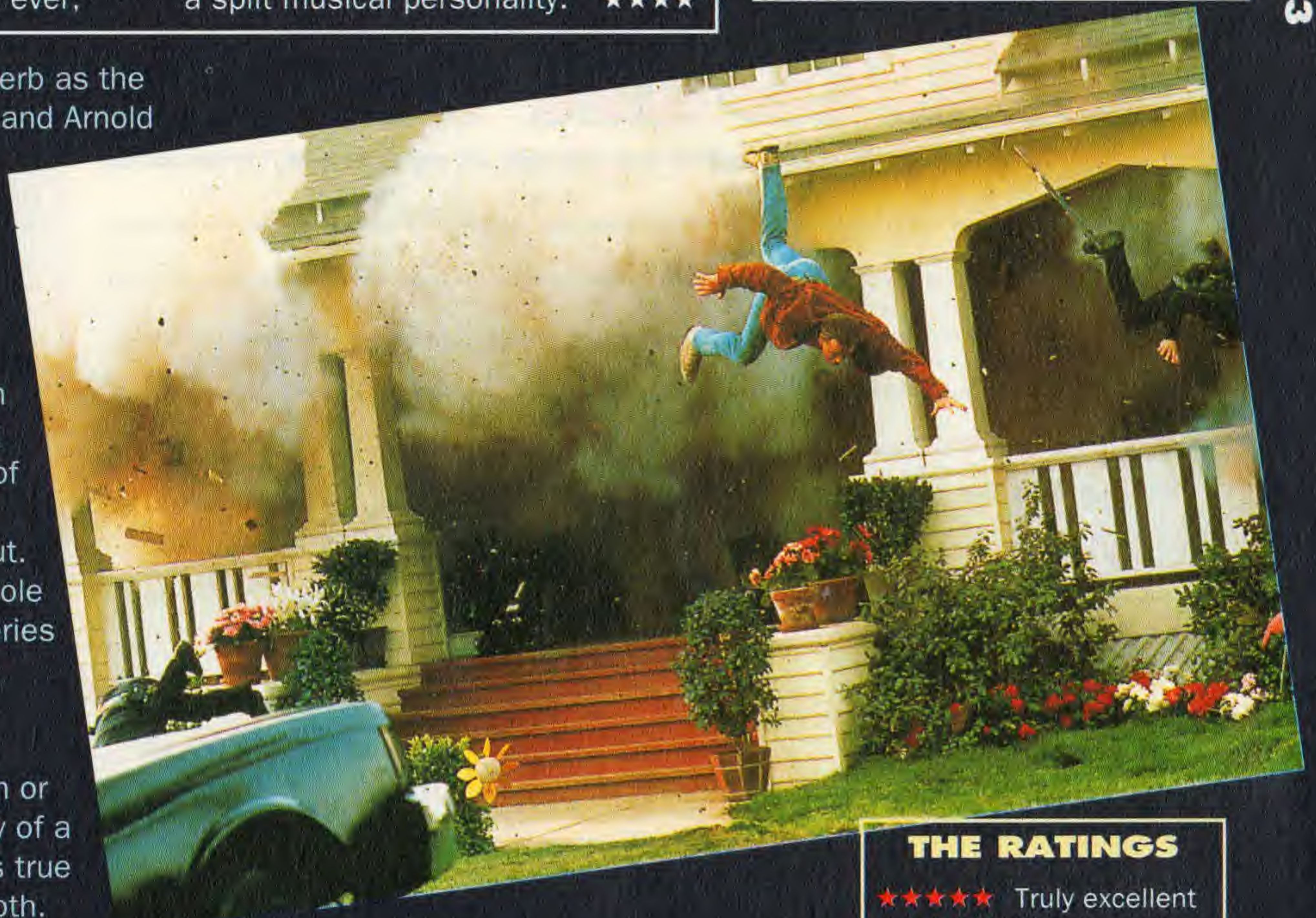
The action takes place both in and out of the big screen after 11 year old Danny Madigan gets his hands on a magical ticket which enables him to step into any movie world of his choice.

The plot's impressively tight and Robert Patrick (the cop from 'Wayne's World') gets to continue his fleeting career as a cameo stand-in, along with hundreds of other famous names... Director John McTiernan delivers a complete explosionfest,

Charles Dance is superb as the ruthless Mr Benedict and Arnold gets to mutter some pretty calculated one-liners. But...

But 'Last Action Hero' doesn't have enough *action* in it. There's way too much waiting for something to happen and none of the characters are sufficiently fleshed out. You could boil the whole film down to just a series of very expensive but sharp sketches.

Either 'Last Action Hero' is an action film or it's the touching story of a lonely man finding his true identity. It can't be both. Final word must go to two 10 year olds we spoke to after the screening. "Well, it was all right but



when's the soundtrack coming out? Whoops! Big mistake, guys... ★★★

THE RATINGS

- ★★★★★ Truly excellent
- ★★★★ Mondo cool
- ★★★ Ho-hum
- ★★ Dodgy
- ★ Crap

SMALL ADS

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Small Ads, Sega Power, 30 Monmouth St., Bath, Avon BA1 2BW.

FOR SALE

OVER £25

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Tel: (0366) 500574

For sale: Mega Drive with 2 joypads and 3 games (Sonic, James Pond 2 and Green Dog) bought at Christmas. £120 o.n.o. I also have a range of extremely cheap C64 computer games. Phone now on:

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I'll either sell my Mega Drive with 2 joypads and 5 games (all boxed as new) for £175 o.n.o. or swap them for an Amiga 500 and games (must be in good condition). Sunderland area.

Tel: (091) 548507

Game Gear with AC adapter, carry case, Wide Gear and 5 games (World Class Leaderboard, Super Kick-Off, Olympic Gold, Sonic and Wimbledon Tennis). Everything in excellent condition, boxed with instructions. £140 o.n.o.

Tel: (081) 9471324

For sale: Master System, 2 joypads, Light Phaser and 11 games. Worth over £300, but will sell for the bargain price of £175 for a quick sale.

Tel: (0943) 600074

I'll sell my Mega Drive copy of NHLPA '93 for £30 or swap for Rolo To The Rescue or Flashback. I'll also sell my copy of Revenge Of Shinobi for £18 (no box or instructions).

Tel: (081) 8044073

For sale: boxed Mega Drive, 2 joypads (6 months guarantee remaining) and Sonic game. Sell for £100, or will consider part exchange for Amiga A500/600 (cash difference paid). Tel: (0289) 331471

Game Gear, small carry case, super Wide Gear, car adapter plus 10 Game Gear games (including Sonic 2 and Terminator) and 3 Master System carts. A good buy at just £225.

Tel: (0702) 292628

Boxed Mega Drive and Mega CD with 7 CD games and 10 carts including: Fatal Fury and Bulls Vs Blaizer. All for £400 o.v.n.o.

Tel: (0784) 453098

Mega Drive and 12 games (including Sonic 2, Mickey etc.) sell for £350 o.n.o. Or I'll swap the 12 games for a Mega CD with or without games.

Tel: (0787) 224055

UNDER £25

Mega Drive games for sale. 10 titles including: Marble Madness, Global Gladiators, Desert Strike, Fantasia and Road Rash (all boxed with instructions).

Tel: (0296) 28703

For sale: Road Rash 2, Winter Challenge, Populous £15-£20. Or I'll consider swapping them for PGA Tour Golf 2, Corporation and any other good title.

Tel: (0734) 566292

For sale: Game Gear version of Olympic Gold (with instructions) only £15. I'll also consider swapping Wonderboy 3 or Olympic Gold for any other games.

Tel: (0509) 232762

Streets Of Rage, Golden Axe and MERCS - £20 each. Ariel The Little Mermaid - £25. Road Rash 2 - £30. Control pad - £7. All boxed as new. Will also consider swaps.

Tel: (0670) 361910

Mega Drive and Master System games for sale. Most less than half price and all in perfect condition. For more details call on:

Tel: (0908) 230019

For sale: Master System version of Sonic (immaculate condition, boxed with instructions) £15, or I'll swap for any Mega Drive game.

Tel: (0635) 297608

I will sell Fantasia for £25 or swap it for any game rated at 80% or over.

Tel: (050581) 2773493

For sale: Thunderforce 3 (Jap import) on the Mega Drive only £20. Call now on:

Tel: (0732) 351220

SWAPS

I'll swap my Master System with 5 games (including Alex Kidd) for a Game Boy with at least 5 games. Please call after 6pm on:

Tel: (0631) 71359

I'll swap Sonic 2 and Taz Mania for 2 of the following games: James Pond 2, Phantasy Star 3, Rolo To The Rescue or Ecco The Dolphin. Sutton area.

Tel: (081) 3374961

Mega Drive swaps: Desert Strike, Smash TV, Bio Hazard, James Pond 2 and Alisia Dragoon for Jungle Strike, World Of Illusions, Road Rash 2, Micro Machines and Global Gladiators.

Tel: (0245) 400178

I'll swap Sonic on the Master System for Super Monaco G.P. or World Grand Prix, or I'll sell it for £15.

Tel: (0377) 42501

I'll swap my Mega Drive copies of Desert Strike, Indiana Jones and E.A. Hockey for Micro Machines, Shinobi 3, MiG

29 Fulcrum, Fatal Fury or an Action Replay cart.

Tel: (0236) 431897

I'll swap my Master System with 3 games (one built-in) for a Game Gear with 1 or no games. Or I'll sell for £60 o.n.o. North Wales area.

Tel: (0352) 755250

I'll swap Sonic on the Game Gear for Bubble Bobble on the Master System.

Tel: (0200) 441891

I want to swap my Mega Drive versions of Streets Of Rage, Sonic, Spider Man and Moonwalker, all titles considered.

Tel: (0856) 875547

I will swap my Master System version of Spy Vs Spy for Lemmings or Castle Of Illusion.

Tel: (0294) 214436

I'll swap my Mega Drive copy of Ecco The Dolphin for Hit The Ice, or I'll swap Ultraman on the SNES for NHLPA '93 Hockey on the Mega Drive. By post only.

Tel: (0924) 468461

I'll swap Sonic 2, James Pond, Strider and Jap import F1 Racing for any decent games. Please call me on weekdays after 5pm on:

Tel: (0282) 860093

I want to swap Ghouls 'N' Ghosts or Quackshot for a fighting game (all titles considered). Or I'll swap World Of Illusions for E.A. Hockey or Marble Madness.

Tel: (0274) 591266

I'll swap Terminator 2, Wrestle Wars, Winter Challenge and John Madden Football for Gadget Twins, Super Kick-Off, David Robinson Basketball and Lotus Turbo Challenge on the Mega Drive. Other titles also considered.

Tel: (0482) 633101

I'll swap my Master System copy of Asterix for either Wonderboy 3 The Dragon's Trap or Ghouls 'N' Ghosts.

Tel: (0272) 500019

Swap your unwanted Mega Drive games for different ones for just £4.

Tel: (021) 4224159

I will swap Road Rash for any of the following: Ecco The Dolphin, James Pond 2, Streets Of Rage, Streets Of Rage 2 or Shadow Dancer.

Tel: (081) 6569171

I will swap my Mega Drive versions of Taz Mania and Sonic 2 for Ecco The Dolphin and Road Rash 2. I'll also swap World Cup Italia '90 for Zero Wing. Other swaps also considered. If you're interested in any of the above offers then please write to:

7 Sutton Close, Nettleham,

Lincolnshire LN2 2XH.

Yo! Anyone out there want to swap Streets Of Rage 2 for Ecco The Dolphin on the Mega Drive? If so then why not give me a call on:

Tel: (0734) 572332 Reading area only.

PENPALS

I'm a Mega Drive owner looking for a penpal aged 16 or over to swap games 'n' tips and generally have a laugh with. Interested? Then write to: 25 Tiree Ave, Glenburn, Paisley, Renfrewshire PA2 8HG.

I'm a 20 year old male who'd like to hear from girls of any age. My interests include weight training, raving, watching films and playing on my Mega Drive. Please write, enclosing a photo, to: 247G Junction Road, London N19 5QJ

Never mind the cack! My fanzine Ultima has stacks of cheats, reviews, penpals and swaps. Yo check it out - for free! Send your SAE to me at: 33 Central Ave, Speke, Liverpool L24 3XG.

Bored and fed up? Then why not write to me? I'm looking for penpals of all ages. Interested? Then write, enclosing a photo if possible, to: 7 Western Ave, Swanwick, Derbyshire DE55 1DA. All letters will be answered.

WANTED

Wanted: If anyone out there has copies of the Mega Drive versions of Rainbow Islands or New Zealand Story which they are prepared to part with, please contact me on:

Tel: (0742) 456707 (all reasonable prices considered)

I will pay £10 for your Master System copies of Terminator, Sonic 2, Aliens 3 and Prince Of Persia. All games must be in very good condition, although boxes and instructions are not necessary.

Tel: 07713-350

I want the following Mega Drive games: Humans, Lemmings, Columns and both Carmen Sandiego carts. Must be boxed with instructions. Prefer to swap, but may buy.

Tel: (0428) 607769

Mega Drive games wanted (must be boxed with instructions). I'll pay £10-£15 for each title. I also have Master System games for sale - £15 each.

Tel: (0752) 365595

Space Invaders '90 for the Mega Drive. Have you got it? If you have, then I'll pay you between £25-£30 for a copy in good condition. Please phone me on:

Tel: (0768) 899773

I want your Mega Drive or Master System games, I will pay up to £20 per game. Call now on:

Tel: (0732) 351220

Wanted: Sonic on the Master System. I will pay anything up to £15. Also Game Boy games for sale £10 each or I'll swap 3 of them for a Master System game (must be in good condition).

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- Trade ads? Forget it - our noses are trained at sniffing out such crafty subterfuge...
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- Make your Small Ad legible. If we can't understand you, how d'you expect everyone else to cope?
- We cannot guarantee the positions of your adverts or that they will appear in specific issues of *Sega Power* (God Bless Her And All Who Sail In Her - Royal Person), but you'll always get in somehow.

5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. Ha, ha, ha, the power at my command, ha, ha, ha (etc. etc.).

Signed

Date

.....

MAIL BONDING

• All the others call them letters, but I reckon they're a gateway into metacossciousness... (Yes, Dan... - Mark) •

They may be square (all right, oblong then), but postcards, letters and small bits of paper are great for writing down what you think about us, the world, unicycling budgies, invisible flea gags and, er, video games. The address? You need to be told? Okay, okay, it's Mail Bonding, Sega Power, 30 Monmouth St, Bath, Avon BA1 2BW.

OH DEAR

Dear *Sega Power*,
Will the Mega CD 2 have 24-hour Sega TV?

Christopher Cooke, Staffs

Oh dear, there's another advertising concept down the toilet. Sorry to disappoint you, Christopher, but there is no 24-hour Sega TV - other than the one you make for yourself by playing Sega games for a whole day (as if). **Mark**

I HAD A DREAM

Dear *Sega Power*,
My class have been doing a project on Martin Luther King. We had to do a poster about his life and afterwards write a comment and give marks out of ten on each other. The reason I am telling you this is because by reading your magazine I knew how to put my words together and what they should be, while everyone else was putting stuff like 'This one's good and this one's bad'.

I know it's got nothing to do with games but I wanted to tell you.
David Chilton, Surrey

Thanks, David. Next! **Mark**

I'M GAME

Dear *Sega Power*,
For quite a while now my brother and I have been fighting about the Game Gear. I have a few questions I would like you to answer.

1. Is the Game Gear an 8-bit or a 16-bit console?
2. Is there a WWF wrestling game for the Game Gear?
3. Will *Street Fighter 2* be coming out on the Game Gear?

Mark Green, Rotherham

The Game Gear (like the Master System) is an 8-bit console. Wrestling-wise, there's Acclaim's WWF Steel Cage, but we wouldn't recommend it. Street Fighter 2 is unlikely to appear on the Game Gear, but Mortal Kombat (previewed in last month's issue) could well be up your fighting street. **Mark**

TAKE YOU HIGHER!

Dear *Sega Power*,
What do Sega think they're doing? After all the hype about games

being too expensive, they only go and raise the prices!

Take *Streets Of Rage 2*, for example. Sega put that one out at £45 (and *Fatal Fury* costs even more). You'd have thought that after all the fuss they would've dropped prices not raised 'em, wouldn't you?

It seems that every other cart is a 16-Megabit cart at the moment - *Streets Of Rage 2*, *Jungle Strike*, *Splatterhouse 3*... And now there's even talk of 24-Megabit carts. I understand that these games are bigger and of a higher standard, but £45 is still really way too much.

Street Fighter 2 is bound to sell for at least £50, which is sure to put a lot of people off buying it, especially parents. Surely Capcom and Sega could make more money by cutting their prices a bit and selling far more copies as a result?
Ian Garland, Sutton Coldfield

We can't deny that we'd love to see the price of carts come down, Ian, but Sega seem firm about their pricing policies - and it hasn't done them any harm so far.

If you really feel strongly that something is overpriced, don't buy it. That's probably the only effective way to express your dissatisfaction with the situation. **Mark**

VIRTUALLY THERE

Dear *Sega Power*,
Now that Konami and Capcom are producing games for the Mega Drive, is there a chance that any of these games will be released for the Sega: *Super Star Wars*, *X-Wing*,

Contra Spirits, *Rebel Assault* or *Pilotwings*? Is the technology in the SNES a lot better than that used in the Mega Drive?

One final thing - will the new VR chips being incorporated into some Sega carts mean that such carts will be able to produce visuals as good as those in *Starwing*?

Richard, Nottingham

Rebel Assault is a definite for Mega CD, Richard (what, no surname?) and we may yet see Super Star Wars, but the other games are pretty unlikely candidates for conversion to Sega.

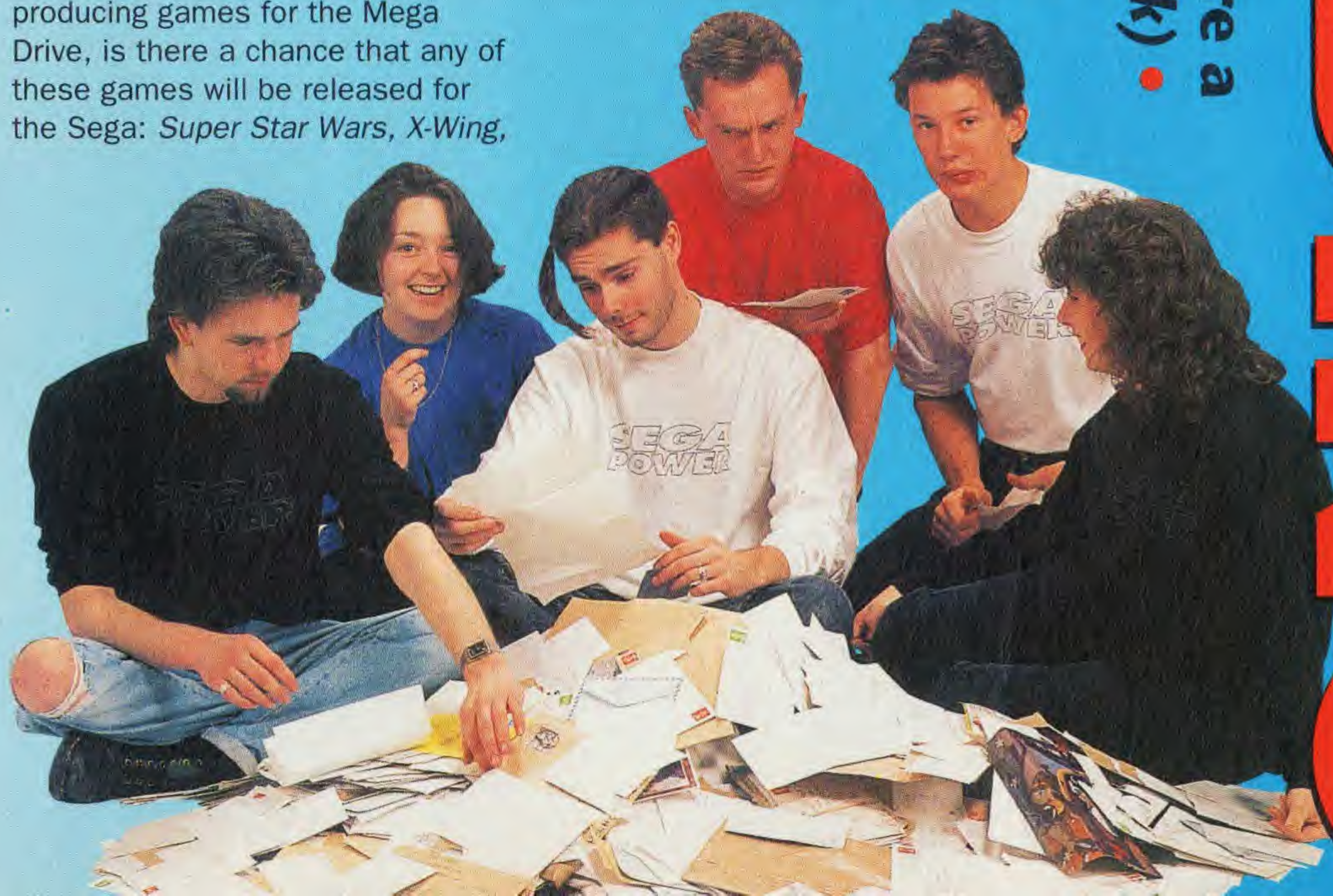
As for the old Mega Drive versus SNES debate, the SNES does have more colours as well as built-in sprite-scaling and rotation effects, but the Mega Drive has the faster processor. It all comes down to how the different programmers use the technology really.

Sega's VR chips won't help the Mega Drive do Starwing-style graphics (Starwing is Nintendo's new 3D shoot-'em-up spectacular, by the way), but the DSP chip will.

Virtua Racing will be the first title to make use of this customised chip and we reckon the results will blow the pretty slow vector graphics in Starwing out of the water. **Mark**

THE CENSOR TRAP

Dear *Sega Power*,
I'd like to congratulate Richard Boyd for his brilliant letter (issue 43) >



OUTTA YER TREE!

IMAGINE THAT WE, THE Sega Power Crew, are attendants at some great fairground ride. The issue you've got in your hands is a Waltzer, a spinning-whirling dervish of a ride which amuses and delights all. You, the readers, are visitors to the fair – laughing, smiling and enjoying the ride for all its worth. You see all those empty crisp packets and gooey sweet wrappers getting trampled into the mud by the side of the ride? Well, that's this lot...

■ I believe Sega Power is imprisoned in an alien attic in old lady land. You are an alien helping take over Sega Power.

Damn, that's that subtle plan for world domination out the window then... Mark

■ The Master system is the "roots" of Sega gaming, I know. But you can't think like "You wanna kill 4 tandy lion? Take out the roots " NO? Once a wise man said " when you have grown up, you do not need any parents, you can take care of yourself on your own." True or false? "When you're old you can still win in a fight of wisdom". True. True or false? "When you are old you can still win a fight of strength and kilo bits." False. Goodbye Master System, my good old buddy. We won't forget you. Promise!

It's letters like this which make me understand – no, honestly – the meaning of true mental anguish. Terrible! Mark

■ Will there be a version of Street Fighter 2 for the ZX81?

Nice try, but no banana. Mark

■ my Sega will connect Video Recorder to play and play, will it make games easier if fast forward is pressed at the same time as joypad? please tell me cause my friend has told me it will be better than Nintendo.

You see what we have to deal with around here? Mark

GIVE US A JOB!

Dear Sega Power,
I am writing to you for some advice. I'm currently unemployed and looking for work in computer games (designing, doing graphics and so on) and would like advice on where to start.
Paul Nicholson, Sunderland

The best way to get a foot in the game-designing door is to come up with an initial game spec, Paul. The initial idea should be between 20 and 40 pages long, detailing all the various events which take place in the game, as well as all the levels, puzzles, sprites, backgrounds (and so on).

Also, storyboards and flowcharts are often a good idea. Rough sprite designs won't do any harm either. If it's game graphics you want to go for, however, you'll really need a full-blown computer with a top-of-the-range arts package – and loads of example screens.

Once you've got yourself set up, try approaching the likes of Accolade, Electronic Arts or Psygnosis. Good luck, and if you find fame and fortune don't forget to let us know. Mark

Dear Sega Power,
I am a 16 year old boy who has left school after taking my exams. The reason I'm writing is to ask your advice on how to get a job on a computer magazine as excellent as your own. (Aww, shucks. – Sega Power Crew). I'd appreciate it if you would tell me how the Sega Power team got to where they are now. I like Sega Power and think that one day I might be lucky enough to work on it but I don't really know where to start.
Richard Houghton, Rotherham

The simplest way to get a job is to continually practise your writing technique and watch out for

recruitment ads in Sega Power. Future Publishing is continually expanding and is often in need of new blood. As for the Sega Power Crew, here's what they all had to say on their rise to, er, fame:

● **Dean Mortlock:** "After working on Console XS for a few months (I got that job after applying to an ad in my local Job Centre), Andy Smith (ex-Sega Power Editor) brought me over to his mag and I haven't look back since. Honest."

● **Mark Ramshaw:** "I've got a long and sordid history of involvement with computer games which stretches back to 1982, but my real break came when I got a job doing all the writing and design for a magazine-cum-newsletter for Amstrad's official user group. Afterwards, I blagged my way onto Amiga Power magazine as a Production Editor and then worked my way up to the dizzy heights of Editor, before jumping over here to Sega Power."

● **John Cantlie:** "After a stint in Australia doing a spot of gardening and some press office stuff, I worked as a freelance hack in London, writing for magazines such as Time Out. I then applied for a job on Sega Power and, to my surprise, got it."

● **Karen Levell:** "After leaving university, I replied to a job ad in Sega Power and got called in for an interview. I didn't get the job, but did get some freelance work. After about four features I finally got offered a permanent position."

● **Dan Goodleff:** "Well, it all started off way back in 1969. The next big step didn't happen until I graduated from Durham University (With a First Class degree, the smarmy git – Mark) and got a job on ST FORMAT. From there I jumped over to Sega Power. I've been Production Editor and art critic here ever since."

So now you know. Mark

➤ on video game scaremongering by the media. And now it seems the government is trying to get in on the act too by censoring games (such as Night Trap) as if they were movies. They're not, of course. They're meant to be fun and for all the family.

This classification will stop under-15s buying the game, but what if someone old enough buys it, brings it home and leaves it lying around so that any child can play it? What's the point of the censorship? The government are just trying to take the fun out of consoles and get in on the act.
Katy Dodson, Derby

Interesting point, Katy, but you could apply the same argument to films on video... The classification system for these, while not perfect by any means, has proved quite effective. I don't really believe the government are trying to 'get in on the act' as you seem to think though. They're quite naturally

worried about sex and violence in computer games and the effect it has on children.

And you seem to forget that Sega voluntarily obtained a rating for Night Trap. The government didn't pressure them one bit.

That said, we reckon a 15 rating for the game is a bit extreme. It's probably more a reaction to the tabloid scare stories than anything else. **Mark**

PRICE MARK?

Dear Sega Power,
I thought I'd drop you a line to discuss – and this might surprise you – Sega games. 'Twilight Zone' stuff, huh? First of all, I want to make a point regarding your (and other mags') percentage scores.

When you decide on a percentage, I assume that you take into consideration the price of the reviewed game and then change the rating up or down depending on whether you think the game is good or poor value for

money. Within a month or so your reviews are compacted down to a few lines in The Hard Line and if a game doesn't come across well in the review then it certainly doesn't fair well here either.

Well, I would like to make the point that whereas a game may be considered poor quality because of its high price, what about the same game at half price or lower? Surely this would have an effect on the mark given in the review?

Wouldn't Dynamite Dux, for instance, be considered a better game if it were only £10? Perhaps if you were to suggest a price at which a game would warrant a higher percentage, it might help with people's buying decisions.

I know there are some games beyond help (G-LOC, Home Alone, Two Crude Dudes and so on), but some would definitely be more attractive with a hefty price-cut.

I nearly always get my games at a discounted price. It may sound like stating the obvious, but look

BREEDING A NATION OF MONSTERS?

Dear *Sega Power*,

I thought you might like an example of the positive effects of video games. My son Stephen is 12 and suffers from autism-timid obsessional behaviour. A while ago he was obsessed with the Teenage Mutant Ninja Turtles, but now he's definitely into Sonic – and that's got to be an improvement.

Stephen shares a Game Gear, Mega Drive and Mega CD with his brother. He's not a brilliant gamer, but it's the way the games, magazines and TV programmes stimulate his imagination that's really significant.

He has written and drawn plots to several Sonic stories, made up new moves and cheats to get

round obstacles – he even writes in the same style as your mag (although his spelling isn't too good).

Stephen attends a special unit school, which is attached to an ordinary school. Autistic people live in a world of their own and do not form friendships like most people. However, his interest in video games is such that he now has something in common with the other children and his teachers have been really impressed by the contact he now has with them, discussing his and their progress (and so on) on the various games.

Mrs Margaret Rickets, Oxon

I think this letter speaks for itself... Mark

around. You can often find cheap games in unexpected places.
Graham Schofield, Middlesex

Although the price is certainly taken into account when we review a game, it's just one of many factors we have to consider, Graham. At the end of the day, a good game is a good game, whatever the price.

That said, if a quality cart like Flashback (Sega Power 43: 93%) retailed at, say, 80 quid then we probably wouldn't have been quite so eager to give it the high score we did – a mark of between 70% and 80% would probably have been more appropriate.

As for us recommending a price at which games would be good value, I'm afraid that just isn't practical. It's hard enough to come up with a review mark as it is without having to add more complications to the equation.

Besides, I'm sure most readers get an idea of a game's quality from The Hard Line, find out how cheaply they can buy it, then work out just what kind of value for money it represents using just that information. Mark

BYE, EVERYONE!

Dear *Sega Power*,

I am totally peeved at the thought of Britain's best-selling Sega magazine featuring music and video reviews. You have got to be joking! If I wanted video reviews I would watch Barry Norman (mega boring) and if I wanted to read music reviews I would buy *Look-In*. And, believe me, I'd much rather be reading *Sega Power*...

I have bought every copy of your magazine and up until now I wouldn't have dreamed of buying anything else.

Once *Sega Power* was 100% dedicated to Sega users but now,

of course, this is not the case. It is a very sad day – Britain's Number One has turned sour.

My son is a Game Gear addict who is 14 years old and keeps every single copy of *Sega Power* in polythene to keep it as new as possible. But now, after seeing this feature, we've both decided to look for an alternative guide.

We are both totally gutted and think all of the *Power Crew* should be ashamed of themselves. How could you let this happen, Mark?

S & M Kershaw, Newcastle

Sorry, but from the letters we've received so far you seem to be in the minority here, S & M.

Frankly, I'm shocked that the Media Inc. page strikes you as such a bad idea, given that every other movie has an accompanying Sega game these days.

And you're still disillusioned with us despite the fact that we're now reviewing more games and bringing you news and previews

faster than ever before? That sounds very odd to me.

Of course, you're entitled to your opinions, but I guess we can live without those two extra readers if it means improving the mag for everyone else. Mark


TRAY AGAIN...

Dear *Sega Power*,

Could you tell me if the tray that supports the Mega Drive 2 and Mega CD 2 is detachable or not? If it isn't, won't the older Mega Drive overhang the unit when it's connected to the Mega CD 2?

Richard, Exeter

No, Richard, it's not detachable, but the tray comes with a special attachment which compensates for the slightly wider build of the older Mega Drive.

Next month we plan to do a feature on the Mega Drive 2 and Mega CD 2, so stay tuned to this station for that,  okay? Mark

YOU'VE WON A PRIZE!

I LOVE TRACTION CONTROL COMPO

Back in the misty past of issue 44 we gave one of you the chance to win an exclusive Williams paddock jacket along with a pair of very special Sega stickers.

We asked you to tell us the top speed of the Williams-Renault car. 220 mph was the answer we were looking for – and the first correct postcard pulled out of the office tombola was sent in by David Durham from Cleveland. Well done, Dave.

IT'S A LOT LESS BOVVER WIV VR COMPO

Yes, you're right – the name of the detective series starring Pierce Brosnan was, in fact, 'Remington Steele'. The winner of the 'Lawnmower Man' crew jacket is John Kennedy from Lancaster, while the five T-Shirts go to Rebecca Williams from Bristol, Craig Bowman from Durham, Ian Bennett from London, David Evans from Clwyd and J A Clark of Cleveland. 'Lawnmower Man' videos, on the other hand, are winging their way to Bruce Buchan from Peebles, Gus McTiernan from Purley, Neale Davis from London, Paul Millward from Redditch and Claire Sexton from Welling. Congrats, all.

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■ We welcome unsolicited material but cannot guarantee returning anything. Oh, and we can't reply to personal letters – sorry!

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Neil West, 92%
Mega magazine

"One of the best and most original games ever"

Look-In

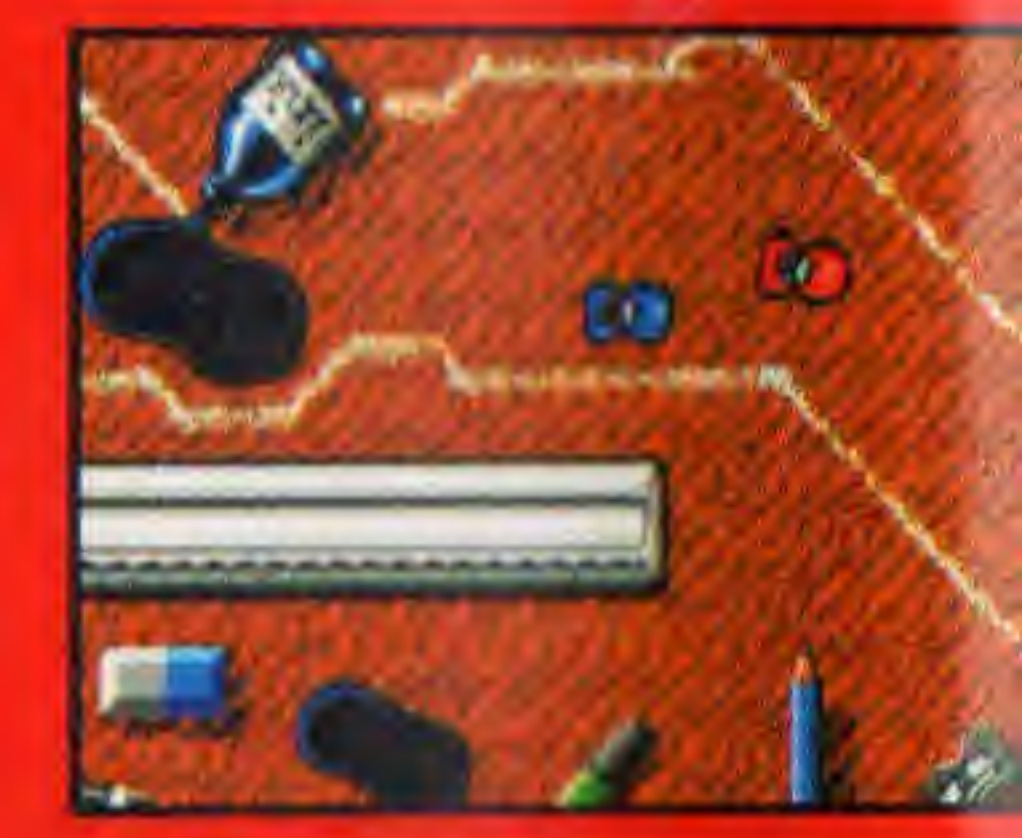
93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
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IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?



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