YOUR COMPLETE GUIDE TO THE AMAZING WORLD OF SEGA ENTERTAINMENT

SEGA POWER

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Mega D... Master System • Game Gear • Issue 66 • May 1995 • £2.50



WORLD EXCLUSIVE

STREET RACER REVIEW

Future Publishing

Woooaaargh!

ETERNAL CHAMPIONS CD
The sickest, biggest, bestest beat-em-up EVER!
EXCLUSIVE! 6-PAGE REVIEW

MK3 EXCLUSIVE PICS INSIDE!

Mega Drive!
Striker
True Lies
Tough Man Boxing
Road Runner
Stargate

INSIDE... How To Get Free Stuff! Latest Sega Coin-Ops Go Snowboarding! Story Of Thor/Pitfall Tips



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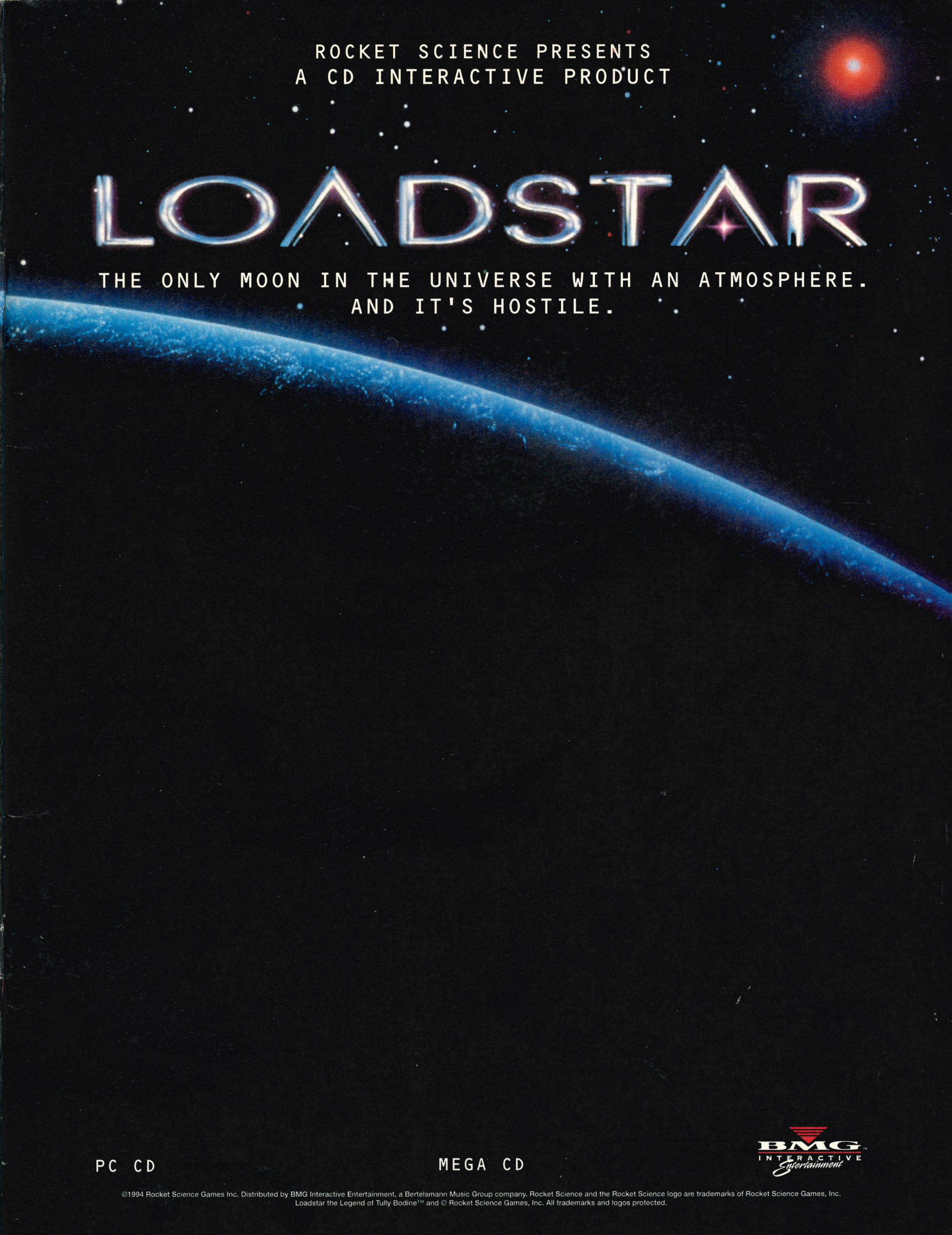

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SEGA POWER Cont

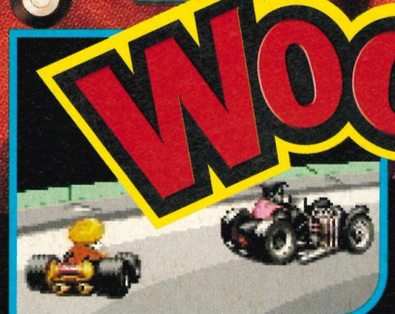
SEGA POWER CD Edition

SLAM CITY

This here magazine may have come with a CD if you payed the extras. You want to know how to play it, don't you? *Slam City* is a basketball game in lovely FMV. You have to become the king of the hoops or something and beat those rude contenders and save yer pride. And guess what. You're called Ace. Ace!

Most of the gameplay is explained on the demo, but... When you're attacking, use the D-pad left or right to move about, up and down to adjust shot strength, hold A to begin a jump shot and then release it (B breaks past your opponent). For defence, left/right is for movement, A is for hindering your opponent's shot, B to block it and C to steal. Secret super slams are there to be discovered, so get some 'respect'! ENJOY! Any problems, call Simon Crook...

Woooaaaargh!



AND IT'S BETTER THAN THE SNES VERSION!!! Shout it to mummy NOW!

28 We had a slappy hands fight with them other mags, and our palms were stronger! WE GOT IT FIRST FOR YOU! The finest racer on the Mega Drive here!

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Preview







14 Hit me about the lungs with a havana cigar if I ain't correct in stinkin' well saying these here previews are better than God playing swingball. Upcoming beauties on the leggy Sega schedule include the all new Knuckles 'vehicle' *Chaotix*, super-duper shooter *Soulstar X* and the boozed-up tramp that is *Stellar Assault* on the 32X. And, if you want it, gorge your gamey lippy bits on the madness that is *Alien Soldier*. We hope you're ill with enjoyment.

ents

MK3 EXCLUSIVE PICS - PAGE 9



COIN-OPS

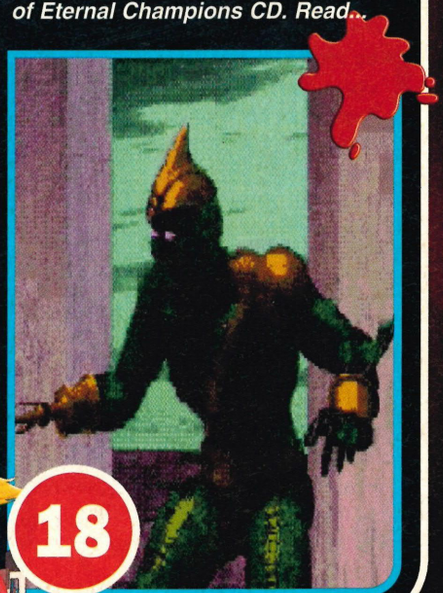
10 In beard terms. footy is the Brian Blessed of sports. Pick up yer anorak goalposts and goggle at this monster. *Worldstriker* could well be the best footy game EVER - and WE exclusively ...tested the jellyhead! Et-gloating-cetera...



Fancy yourself as a bit of a *footballer?* You can 'practice' here. *(Lovely sense of humour.* - Andy).

ETERNAL CHAMPIONS

36 *Heads splitting like sobbing onions, dogs gnashing at eyelids. Mortal WHAT 2? Pah! EXCLUSIVE, VERY VIOLENT review of Eternal Champions CD. Read...*



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GO SNOWBOARDING! COMPETITION



24 *Snow is cold/snow is good/quack me pants with chunks of wood. So sang bacon fan and pop star Chipfat TheOtherOne from that East 17. We agree. And now's your chance to win some free snow-boarding lessons. Rooster!*



Reviews... Of A Snake!

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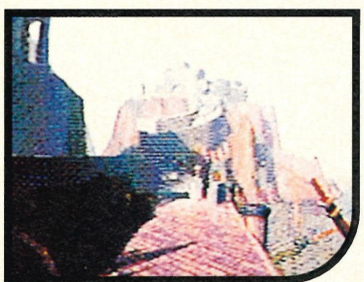
Myst on Mega CD



1. "Bonjour, monsieur. Je voudrais une bière. Merci."



Win a large cup with handles on it or a Mega Drive joypad.

Tug on the memory cords, dearest reader. Remember *Myst* news on Saturn thing? Looks nice, etc. Coming aht on the Mega CD innit. Imagine the usual wandering around stuff, but with lovely rendered graphics that, as you can see from these pictures, do look rather great and nice.

The game should be bubbling up to the surface sometime soon over in America, but you should be able to find it clinging to a lifeboat at an importer near you...



Mist (or myst) as these funny Japs like to call it, is a freak weather condition leading to a general-fog-situation. Smog, on the other hand, is found in cities and makes you cry.

Wild Woody

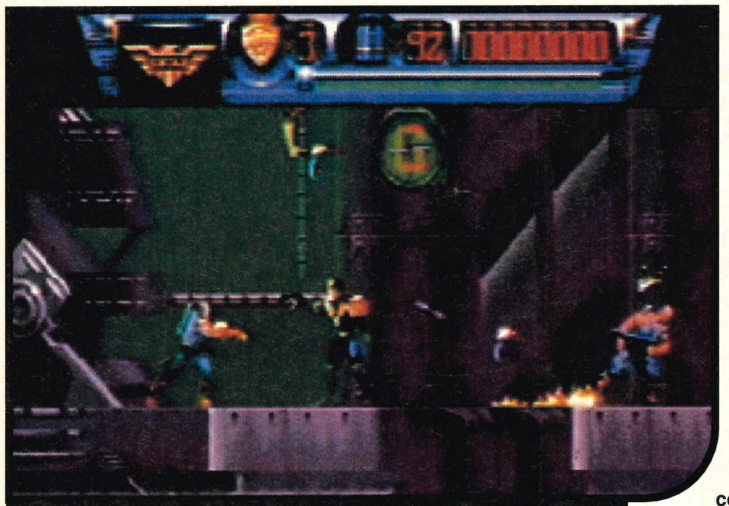


Buy a game that'll scare the wits out of your children, by containing characters of a freakish nature.

Snigger. Like, Woody man. Y'know. Uh, uh. WOODY!!! And it's WILD!!! And stuff. Its... a... Mega... CD... game, and it's like, uh, about this *Wild Woody* thing. Regurgitating Beavis & Butthead isn't particularly new, big OR clever, but it amuses me in the same way that we all try not to laugh when we see someone fall over - regardless of the amount of pain they inflict upon themselves. Yes. Misfortune amuses.

Wild Woody is a Mega CD game, it should be out VERY soon and it looks nice 'n' all - with NICE FMV graphics, NICE levels (in a platformy sort of way) and a NICE wooden, pencil-type character. Nice.

THIS IS JUDGE DREDD



I used to read 2000AD a lot when I was younger. It... was... good. It's a load of old rubbish now, of course. But then again, things do change.

When the Judge Dredd movie rattles onto our screens in July, you can bet your bottom stuff that all eyes will be looking for the inevitable license. If we're going to be perfectly honest, games of films have tended to fall into the shite pile more times than not, but Acclaim have got two of the best film licenses of the next six months coming up - namely *Judge Dredd* and *Batman Forever.*

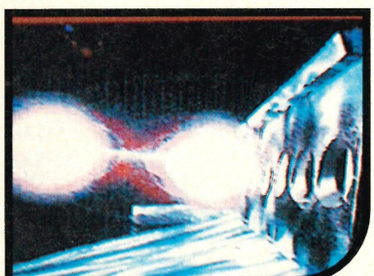
BUT WHAT ABOUT THE GAME?

Yeees, it's a platformer with all the usual blood, guns, metal backgrounds, characters, weapons, death and mutilation we've come to know and love from our chisel-chinned friend. Other licenses coming soon: Forrest Gump, The Remains of The Day, The Best Little Whorehouse In Texas, and Gone With The Wind (the Director's cut).

Surgical Strike?

It's out in a couple of months and it's ANOTHER Sega FMV-type game. We've established that FMV games are things that you either love like your favourite kissing person, or hate like a dead cat. I like them. Not as much as my favourite kissing person, but... er... stuff.

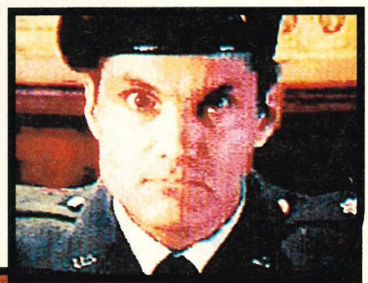
Surgical Strike involves lots of rogue surgeons who go mad, kill people with their Devilish medicine and eat their parents. Maybe. SWAT teams are probably involved and Sega would like to give you a message: "Hello, we're Sega. Our new game, *Surgical Strike*, is very nice and far more interactive than some other FMV games we could mention... Want to buy a 32X?"



Surgery is done by very clever people who train for years...

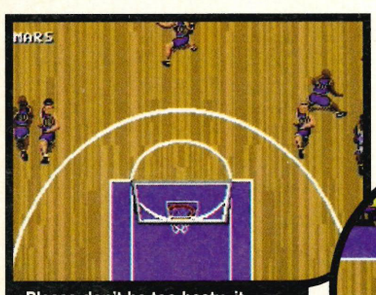


...because they're clever people and earn lots of money and work stupid hours. PAY THEM!!!

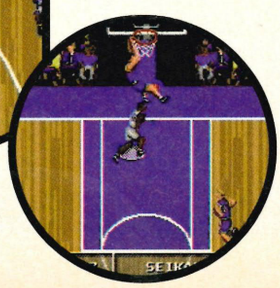


Strikes are things done by silly people.

NBA ACTION



Please don't be too hasty, it might be good. You never know.



Apparently, say Sega, NBA Action's HUUGGEE in America. Well, so's drug abuse, but we don't want that in old Blighty, do we? *(Ooh, God bless ya, no.* - Andy). The game looks okay, nothing outrageous, nothing to auction your pants for and certainly nothing in the realms of the *Jam* games, but if you've got more money than brain cells, you'll probably buy it.

Latest Saturn News



A regular Saturn column, and that. This month... guitar tutorials!

While perusing some of the more 'bizarre' computer magazines, you occasionally come up trumps with the odd bit of strangeness, and that's what we're going to try to feature here, in yet another (hopefully) regular column...

Unplugged Songs - The Guitar Player Series will be released in America through UBISoft, and will guide the amateur plinker/busker/part-time Big Issue salesman through 10 songs, with both music and tablature notation. The 'hits' include Hey Joe by Jimi Hendrix and Redemption Song by Bob Marley. Now, as good as these songs are, you can't help but think a more current selection of tunes would've been a bit better.

"I was a gaming monster..."



This month: Danny "Dickwit" Curley

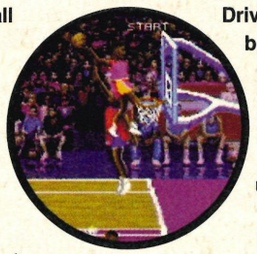
We thought it would be, dare I say, fun to skip merrily through the garden of Sega gaming past, murmuring the vital question: Where Are They Now? Either that, or it's just an excuse to use this picture of Danny 'Hippo-boy' Curley.

Danny 'Jabba The Hut' Curley, eh? He won the Sega European Championship a couple of years running and then shuffled off to work for US Gold as a play-tester. With a gormless expression, obsessive love of games and cheeky, fat smile, he managed to destroy any hope we had in the future of humanity. *Next Month - Dexter Fletcher...*

INTERESTING STUFF ON 32X

Eeeveryone knows that *Mortal Kombat 2* is now out on the 32X, but what about other stuff? We know, and we're going to tell you. Why? Because we can, and you'll like it...

Frank Thomas' "Big Hurt" Baseball - As well as RBI, there's another Baseball game coming out. It's unsure whether it'll reach these shores or not, but it sounds fairly promising and importers will, no doubt, have copies floating about somewhere if you nuzzle them hard enough...



NBA Jam: Tournament Edition - All the glory of the Mega Drive version, but with better graphics, and that. Could be unmissable.

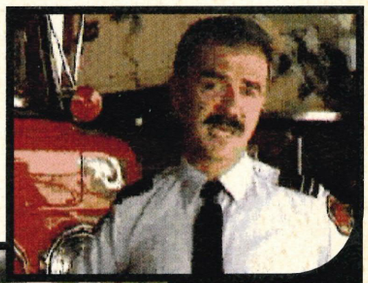


NFL Quarterback Club - We thought the Mega Drive version was the best thing since chocolate pants, but this could be equally as tasty - and a whole lot less messier.

Fahrenheit

It's supposedly like Backdraft, but on a computer... like. Basically, you get all these missions to complete which involve you running around houses, choosing directions at key points and ending up getting terribly lost, burnt to death and killing everyone else in the process.

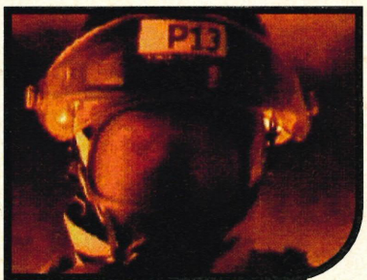
Maybe I paint an excessively gloomy picture. It's certainly fairly original, there's some very nice Cinepacked FMV and plenty to do. The 32X version will, obviously, be clearer and better and all-together more wonderful, but we should be donning our Kurt Russell-approved flameproof equipment next issue. *(Oh, very good. Very clever.* - Andy.)



'I'm an idiot. Feel sorry for me.'



Do YOU want to be a fire-fighter when you grow up? Very dangerous stuff, fire.



I've seen 'It Came From Outer Space' one too many times...



This is what happens when you're not careful kids.

PC ATTACK



Speedy Gonzales

It may sound like a bizarre disease, but PC Attack is a WONDERFUL NEW MAGAZINE that's LAUNCHED on APRIL 13th. BUY IT - then I'm sure that you'll be interested in reading IT.

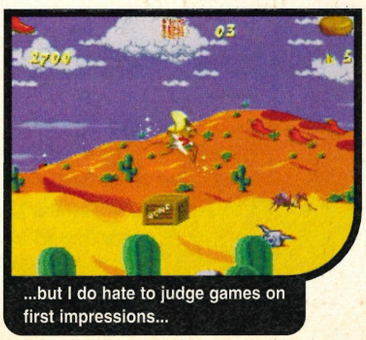
Basically, if you think that computers are good and you're one of those people who say, "Yeah, but *Doom* on the 32X isn't anywhere near as good as the PC version blahblahblah", then you'll be pleased as a rock to hear about this. Lots of games, tips, cover disks/CDs and lots of pretty pictures. It's also not as 'stuffy' as some mags we could mention. And, by the look of the team, it's pretty devoid of chimps, too - we actually *like* some of them.

Maybe I'm flying in the fat face of general opinion, but I don't mind these cartoony platformers. *Speedy Gonzales* was 'done' by the same people who did the original *Taz* game, and it's very much like that... and *Daffy*... and *Taz 2*... and *Road Runner* and two sugars, please. Plenty of milk. Cheers. Er...

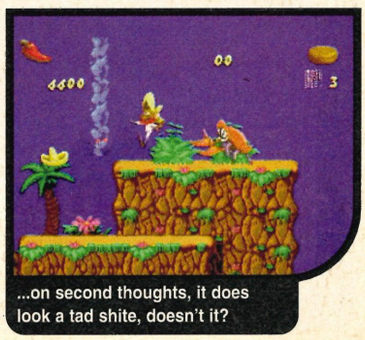
Maybe if you have one or two of them, buying another one makes as much sense as eating a pensioner, but try not to laugh at Sega too hard - they're just 'doing their job.'



(Sigh) Okay, so it doesn't look amazing. It's a platform game...

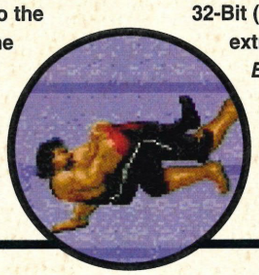


...but I do hate to judge games on first impressions...



...on second thoughts, it does look a tad shite, doesn't it?

Revolution X - The coin-op featuring the slightly-better-than-utter-shite band, Aerosmith is throbbing its poodle rock-shaped glands onto the 32X and Mega Drive soooon. The band 'do' music for it, but please don't let that form an early opinion of the game in your head - it might be good.
WWF Raw - Surprisingly good for a wrestling/fighting game.



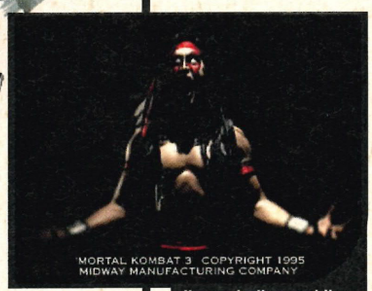
The 32X should be able to improve the graphics and playabilty, being 32-Bit (with extra X).
Batman Forever - Promises to be a lot more than a standard film-license/platform/thing. Acclaim's Advanced Technologies group have been digitising things left, right, centre, and just a teensy bit to the left of the centre (but still, technically, in the centre) so we expect BIG, sticking-out things!





Mortal Kombat 3 Update





I'm an Indian and I'm very angry.

I drew these, I did. Really, and the Mona Lisa too. Rich I am.



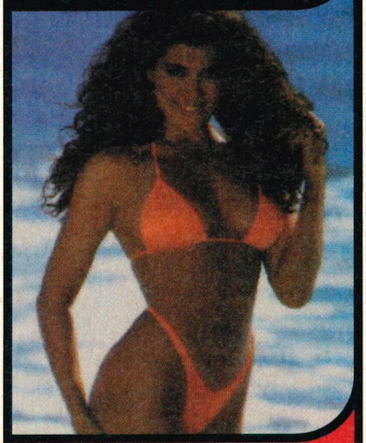
The bloke on the right does look a bit like Fulgore on that Killer Instinct thing. Not that we'd know of course, that being a stinkin' Nintendo game 'n' all. We're Sega, and good. Lots.

Hot news, er, just dragged shamelessly off the Internet! We know a bit more about the new characters in the greatest beat-em-up currently being, um, developed. Aaaand here it is...

New pics! Rrrriiiight over there on the left - why, look! - it's a new version of Kung Lao. Just to the left and down a bit - rejoice, youngsters! - for it is a COMPLETELY NEW CHARACTER who may not have a name, but looks rock and new. And then... THEN... down at the bottom - wave to it, laddies! - it's an ACTUAL PICTURE of a fight intro screen - complete with ANOTHER ACTUAL NEW CHARACTER!

Other NEW CHARACTERS include an L.A. S.W.A.T. team bloke, Shao Kahn's missus and (hold yourself...) A FEMALE GORO!!!!

Hot gossip

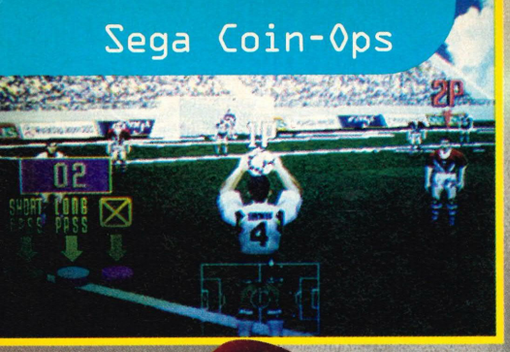


Zowie! Me Mandy Mound! Me American! Me thick as cat litter! Me very tired Sega Power joke! Sigh...

■ I was loitering about in my bikini watching cars crash at the Venice Beach Demolition Derby when who came up to me but my old friend Stevie Wonder. After congratulating me on my bikini, he told me in his soulful voice that the really mad shoot-em-up *Thunderhawk 2* is being developed by Core Design for the Saturn. Then, as soon as he'd arrived he was off again for some more ill-advised beach racing. Then, my bikini fell off and that.

■ While I was partying at this party in my party bikini last night, who did I bump into in the jacuzzi but ... er... Michael J.Fox! Being both a Sega and soccer fan, he mentioned that EA are developing a 32X version of *FIFA Soccer*, reported to be much like the fabbio 3DO version with rendered graphics. And then he started touching my ass, damn him. And then my bikini fell off and...

■ I was walking along Venice Beach this morning when God said to me, "Them AM2 programmers are developing that arcade shooter *Wing War* for the 32X!" As the light shone from above, I heard a vague humming sound getting louder and louder. This was it. God had come to get me. Only it wasn't God. It was Stevie Wonder still blundering about the beach in his car after last week's Demolition Derby. He ran over my face and I died. And my bikini is in an irreversible coma and that. Bye bye, readers. Mandy Mound RIP (1994-95).
Next Month - Placenta Venus' Red Hot Column From Warsaw...



FACT: the throw-in was invented by TV's Gloria Hunniford...

Worlds



During each match the screen swoops about like a dad showing off...

Virtua Fighter 2

Yeah, and like, I've heard you can, like, 'be' Goro in this, only in football clothes, yeah?







Remember Football Crazy cheesy puffs? Uh?



Match highlights include them inevitable shirt-thwacking fouls, which can be replayed in ouchsome close-up.







You DO NOT need to be told what this is...

Striker

• Hamleys • Regent Street • A Quid a Kick-about •



We're a glass-eyed and cynical gaggle of gamestock farmers here at *Sega Power*. We love cod, we hate cider, we're at present undecided about Sainsbury's Cod In Cider, but most importantly, we will remain forever cautious when treading between the flabby legs of our dearest Japanese corporation. Believe me, it's for YOUR BENEFIT when we don't go uncontrollably mentalighted about everything that belches forth from the not-always-all-knowing Sega. Ah. But....

OI! FANCY A FOAM? Sift through your bathroom cabinet for grandad's Pearl Drops, smear it around your mouth rabid pitbull style, and bounce up and down on your bed screaming and cacking with adrenalin. You know...like, get *excited* slack pants! This one's going to be bee eye gee BIG.

Forget yer *FIFA*s, yer *Sensibles*, yer *Cackoff Threes*, yer *Dino Dini's Dino Dini's DINO DINI'S* sockha. *Worldstriker's* destined to become the best boot-'em-up ever. And if I'm wrong on that one, I'll eat your dunce cap. (Bash me with spoons, we're blowing Sega's trumpet this time...)

Your norm is 18 international teams (yes, and that includes - I mean *honestly* - Japan), tournaments, two-player options, regular blah. But look at the photos, Chesney. If *Worldstriker* were on the arcade catwalk, it'd turn every head. If *Worldstriker* were on the arcade catwalk, everybody would want a grope. AND WE GOT FIRST GROPE.

To be blindingly obvious, it's what could have been called Virtua Soccer. Polygons. Everywhere. If you can imagine twenty four Virtua Fighters, kit on and kicking on one screen at one time, you're getting close to the gobsmacking technological achievement (CG 'model 2' texture mapped hyper graphics, cleverclogs). But enough of them electro anorakisms. It looks and plays, like, *reet smatt*.

With the instant playability of *FIFA* and the speed of lovely *Sensi*, *Worldstriker* knocks 'em both into a pot. To give you an idea... you're tactically passing the ball about, working it up for a tacti-goal, when in slides a defender knocking your polygons into the pitch. The screen zooms in, your virtua bloke writhing about on the ground, a whistle blows and WHAM! you get your free kick, complete with angled ball options and defenders clutching their virtua nuts. And then... THWACK! your ball wellies spectacularly into the goal to some super-woofer crowd hoots while the screen spins about the stadium. Ace!

Victory Goal may be alright on your earth computers, but this? This is footie through the flick and flash mega-dazzle of an MTV-reported World Cup final. It's coming soon and remember: the hype started here.

SEGA POWER











Golden Axe

• Hamleys • Regent Street • A pound a punch •

So there we are, like a spoonful of hyperactive Spinning Jennys, oohing and aahing at the innovative world of Sega arcade stuff. And then this farts onto the scene. Based on Golden Axe - The Video Game (first conceived in the nineteenth century), Golden Axe - The Duel is one of them retro efforts Sega seem so keen on at the moment. Heritage? Schmeritage. Trying to flog Space



Burners on the 32X is fine in a monkey stupid marketing strategy way, but *this*? This is in PUBLIC. And it wants to sit in the SAME ARCADE as *Killer Instinct* and *Virtua Fighter 2*? Bloody idiots. *Golden Axe* is a beat-'em-up by numbers, the likes of which you've seen a dillion times before. You've got your token geezerettes, your traditional half-man-half-monster Monkey Cat thing, your massive attacking swords, your timed rucks, your yawny slappy thwacky norm. Trying to emulate your *Virtua Killer Kombats* is generally 'a good thing'. Trying to emulate *Samurai Showdown* is generally 'a bad thing' in a bad-being-closer-to-tired-and-average bad type of way. Since this was still being play-tested at Hamleys, there may be room for improvements. Doubt it though, as its already under development for the Saturn. So as first impressions go, *Golden Axe* looks, sounds and plays like YET ANOTHER *Streetfighter* clone. Mmm. Excited? Spin on a stick...





SEGA POWER

Billy can't play with his pals today.
He's got a whole baseball league to sort out.

LITTLE BIG LEAGUE

PG



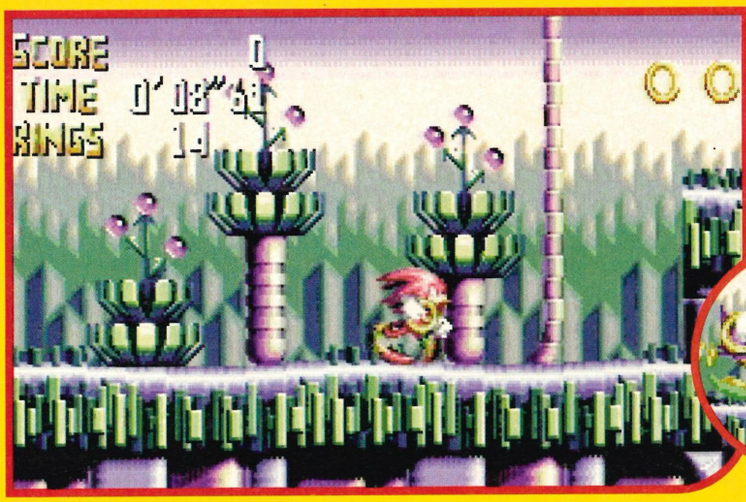
FEATURING HITS BY KEN GRIFFEY JR.

CASTLE ROCK ENTERTAINMENT PRESENTS A LOBELL/BERGMAN PRODUCTION AN ANDREW SCHEINMAN FILM "LITTLE BIG LEAGUE" LUKE EDWARDS TIMOTHY BUSFIELD JOHN ASHTON ASHLEY CROW KEVIN DUNN AND JASON ROBARDS MUSIC BY STANLEY CLARKE FILM EDITOR MICHAEL JABLOW, A.C.E. PRODUCTION DESIGNER JEFFREY HOWARD DIRECTOR OF PHOTOGRAPHY DONALD E. THORIN, A.S.C. EXECUTIVE PRODUCERS STEVE NICOLAIDES AND ANDREW BERGMAN STORY BY GREGORY K PINCUS SCREENPLAY BY GREGORY K. PINCUS AND ADAM SCHEINMAN PRODUCED BY MIKE LOBELL DIRECTED BY ANDREW SCHEINMAN DOLBY STEREO IN SELECTED THEATRES RELEASED BY RANK - CASTLE ROCK/TURNER CASTLE ROCK

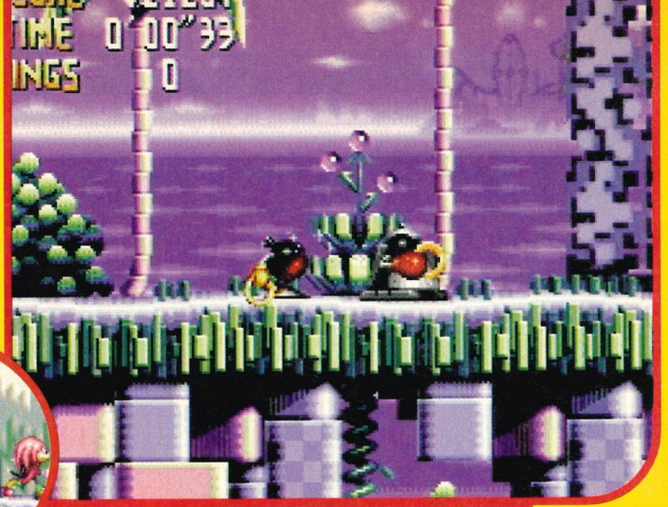
FROM FRIDAY APRIL 7

AT SELECTED CINEMAS IN LONDON & ACROSS THE COUNTRY

(CHECK LOCAL PRESS FOR DETAILS)



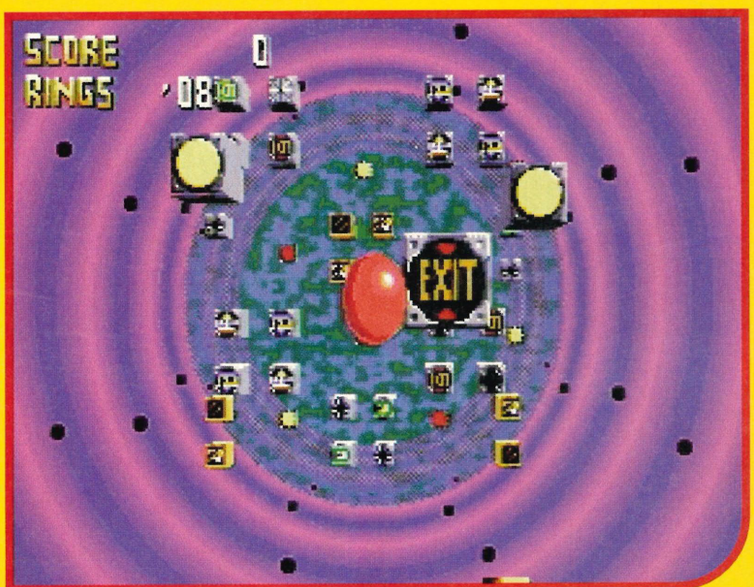
A shot, this is, of Knuckles. Racing through the level. Nice.



Here's two small metal things, holding some rings, and that. Sorry, I've been captioning all day and, to be honest, I'm starting to run out of inspiration. Such is life.

• 32X • Release: June • Sega •

Chao



Ever seen Are You Being Served? It's a thoroughly repulsive sit-com featuring actors of the 'shite' variety. This is a shot of the wonderful bonus stage.

In the great, throbbing world that is Sega gaming, Sonic does tend to rule supreme. Not in the chicken sense, but more in the 'I'm the boss, you're all not that good, really' way. Time has passed, chickens have died and Sonic has, most definitely, been put out to pastures new. He's 'ad his lot. Become too familiar. Slashed on 'is chips. *(Yes, yes.* - Andy).

IT IS A TIME for a new hero. A TIME for something so new and original that the name Sonic will be a fading memory in the anals *(Eh?* - Andy). of time. Time for KNUCKLES!

Weeell, he's not too new, but then again, neither is the gameplay. It's mostly pure Sonic - only with smarter graphics, neater bonus stages and a new control method. And, with Sega Power's cuddly, new 'WE (heart) EVERYBODY AND EVERYTHING' strut, it's ALL neatly explained in a boxy thing somewhere else on this 'ere page.



Right, YES! It *does* play like Sonic, and YES! Knuckles the Echidna does bare more than a brief, glimpsing resemblance to Sonic and maybe you're thinking that you're tired of Sonic games and why don't Sega give us something NEW for our money - but

Joined at the hip?

Imagine, if you will, two people connected by a bungy. Their movement would be governed by speed and direction in relation to the other player or something. Now, if you will, think about the possibilities and connotations that a device of this kind spews up. There's a tutorial thing to guide you through the basics, and it all seems to work pretty well.

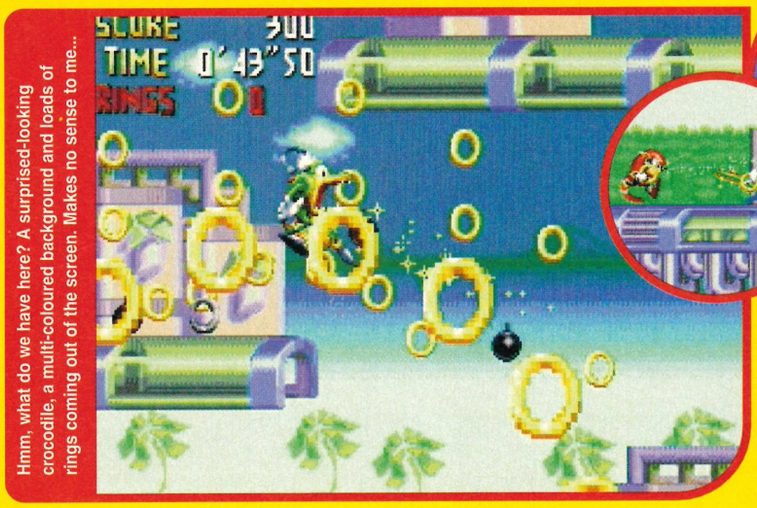
You can either play it as a two-player game, with each player controlling a different character, or in one-player mode, where the computer controls the other 'thing'. Ace.



I WANT TO HELP YOU. By giving you this nice boxout thing, I'm doing just that.

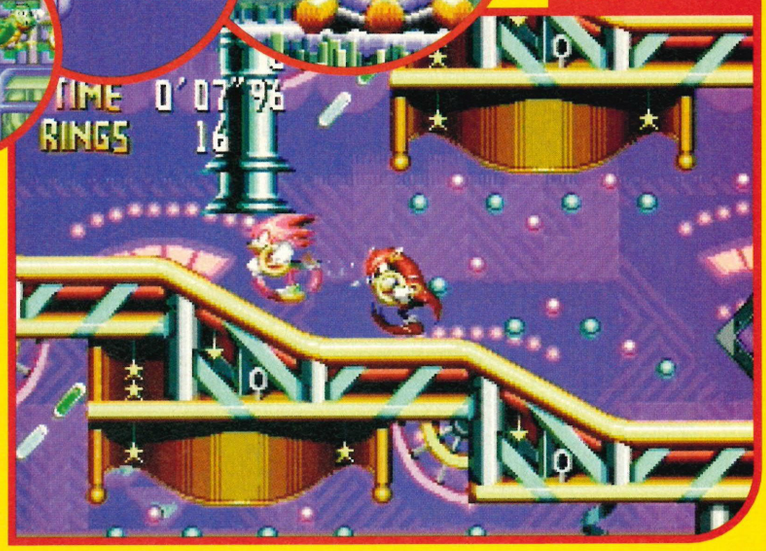


Hey, like it's a two-player bit. Cleverly located next to this superb boxout, it carefully illustrates the wonderous abilities available in this lovely game.



Hmm, what do we have here? A surprised-looking crocodile, a multi-coloured background and loads of rings coming out of the screen. Makes no sense to me...





Do you like Sonic? If he was real I'd wish him much pain and discomfort. That's what I'm like.

tix

WAIT! young hasty person. Don't speak too slurred. It's actually pretty darned good. But, this being a preview and not a review, we're saving our filthy, stinkin' critical commentary. Meanwhile...

You get a choice of seven characters and a one or two-player option. CHECK THE BOX THING FOR MORE. Here's the list of characters. In full, and stuff: Knuckles The Echidna, Mighty The Armadillo, Espio The Chameleon, Charmy Bee, Vector The Crocodile, Bomb and Heavy, The Marvellous M.C. Spazchrist, the Eggman's Mechanics, The Lunatic Infector and (our favourite) Jizzfruit The Giraffe.

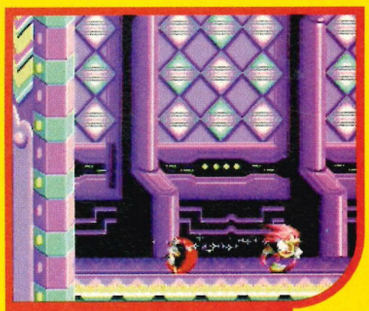
The bonus stages are - ahem - also VERY Sonic. One has you falling down an eternal well-like thing, collecting bonuses along the way. The other involves hurtling down a 3D tunnel, grabbing the good stuff and avoiding the 32X-like rubbish

Look. Don't expect this to be the best game ever 'done'. It's a Sonicy game on a 32-Bit system. We SHOULD be reviewing it next issue, so - for Herman's sake - eat nothing until then...

SEGA POWER



Look at his amazing spindly, sticky feet things. RUBBISH!



A totally confusing picture, which ties in nicely with this caption, which makes no sense.



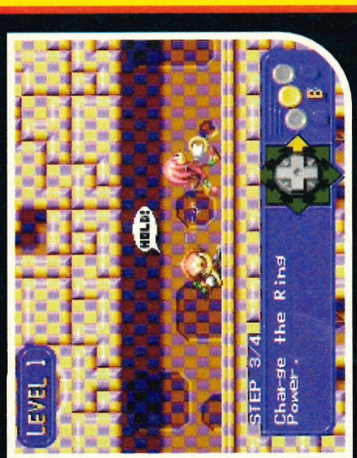
Not plunging to his death, but merely in a bit of pain. No death here. No no no.



And by explaining the shots in these caption boxes, you'll know exactly what's going on.



Looks good doesn't it? If you're thinking it looks like Sonic, then, by Christ, you'd be right.

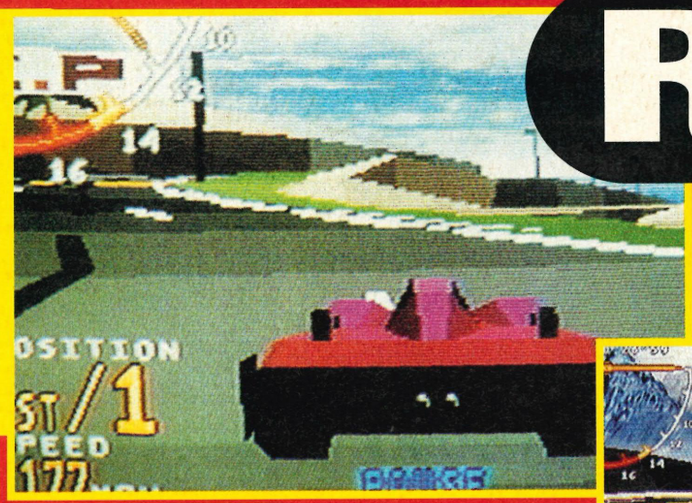


But we've still managed to give you all the information you needed. By filling these boxes...



...with... absolute... drivel. Oh, sorry. Still, why quit when you're ahead. That's what I say.

Virtua Racing



If I had, like, a million pounds, this would be the car I'd have. Plus a really big house and stuff.

• Saturn • Release: November • Time Warner •

Virtua Racing = Lego cars, Lego backgrounds and Lego people? True? Maybe, but it's also the smoothest, cheekiest and downright bestest racing game on the Mega Drive and 32X.

Saturn machine = *Daytona* though. Incredibly cushty racing game. Do folk want the original, and let's be honest, worse game?

We say a big YES. Such a big YES that it would take a mouth sooo big to say it that your head would have to be the size of a hotel. Or something.

Time Warner (surprisingly) are the funsters working on the conversion (no AM2? Why?) and they've added lots more to the original arcade (and Mega Drive) version, and even a few more things from the 32X one. BUT WHAT ABOUT THE GAME?

These shots are from a 40% complete version, but cast your delicate peepers over the shots maaan. Grooovey, huh? At the present time there's five courses, but that's not to say there couldn't be more. Rumour has it that the only course from the original version is Bay Bridge. One of the new courses that you can see here is Alpine - with snow, glaciers and lots of other snow-related things. Probably.

There's also a total of five vehi-cles to choose from. The original Formula one car (obviously), plus a Porsche 911 Carrera, a Kart (or it could be cat - I'm not sure), a prototype sports car and an all-terrain vehicle.

A full preview will appear when the second moon has risen above the skies of Bladvor. Until then, mortals, have fun.

SEGA POWER

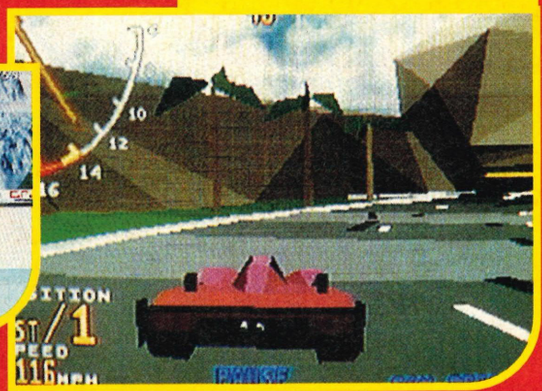


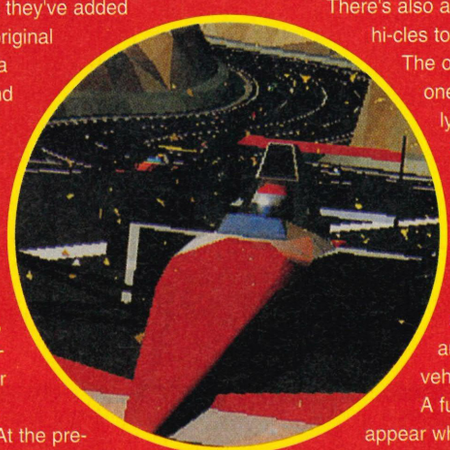
Virtua Racing reached number two in the Austrian charts; only being kept off the top by Whigfield, with her catchy 'ditty', Saturday Night.

Oopsy, watch you don't slip on the ice. Oh, it's alright, you've got all-weather tyres.



...Safety is sooo important in the hurly-burly world of computer racing.







Weston-Super-Mare wil NOT be a level in Virtua Racing...

...but Clacton could well be. Stranger than fiction, really.





The bay bridge. Called so for it is a bridge, er, in a bay. Sorry.

A posh posey angle, just like one of them there adverts.





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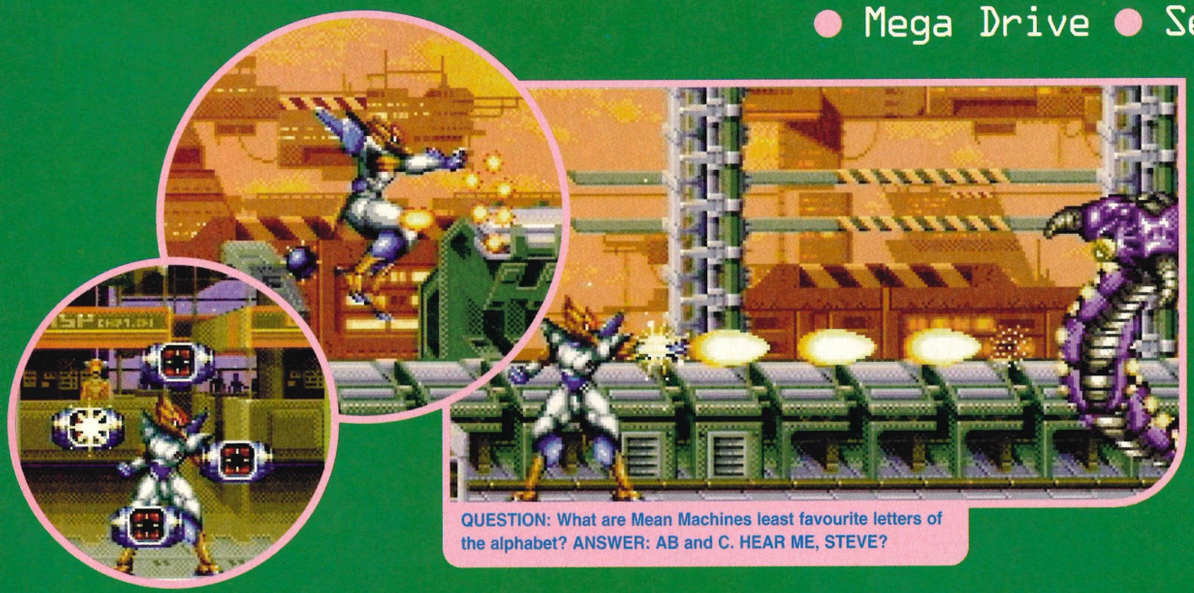
● Mega Drive ● Sega ● June ●



QUESTION: What are Mean Machines least favourite letters of the alphabet? ANSWER: AB and C. HEAR ME, STEVE?

Alien

These days them aliens are a pretty eclectic bunch - any old shite from space will do. Yeah, fifteen eyes, two sets of lips, nine billion fingers and an eye that looks like an African elephant's mammaries dripping with people gravy. You like? Me draw. Look! Now you draw. You are nice. Now make a film. Oh. Do I shut up now?

Right. Enough of the dithering intro. (I'm hungover at the moment. And I'm still at work. Aren't I hard.) If you like aliens, space wasps, cyberknockers, or whatever the new Sci-bleedin'-Fi trend is at the moment, then you will *just love* this here new game called *Alien Soldier*... Or maybe you won't.



One of our most commonly straddled high horses, Kippy Wippy Blue Eyes Richard, has just been fed with straw and poster paints allowing us yet again to clamber onto its hairy back. Now we're tugging away at its mane and jabbing spurs into its hooves, we are currently able to 'rap with you dudes' about (shiver/snigger) Treasure Software. Hence the following. Now listen up, you dirty old cows.

"We thought *Gunstar Heroes* was crap. Some other magazines didn't. We thought *Dynamite stinkin' Headdy* was crap. Some other magazines didn't. SO ENTHUSIASTIC WE AIN'T ABOUT YET ANOTHER WACKY TACKY OH-SO-JAPPY TREASURE GAME." Bah. We can but try...

First off, it looks great in a gawdy graphicky way. All of Treasure's trademark painful rainbow of tackni-colours are in full force yet again, ensuring at least an eye-bleeding gamey experience. And, yes, the sprites are huge and quivvering with above-average animation. Ha! As if you needed telling...

Ah, and as if you needed telling. There's bosses. Not one. Not two. Not even carrying on this number thing. There's bosses. Boss after boss after boss (even the bosses are bossed about by other bosses). *WHY DO THEY DO THIS?*



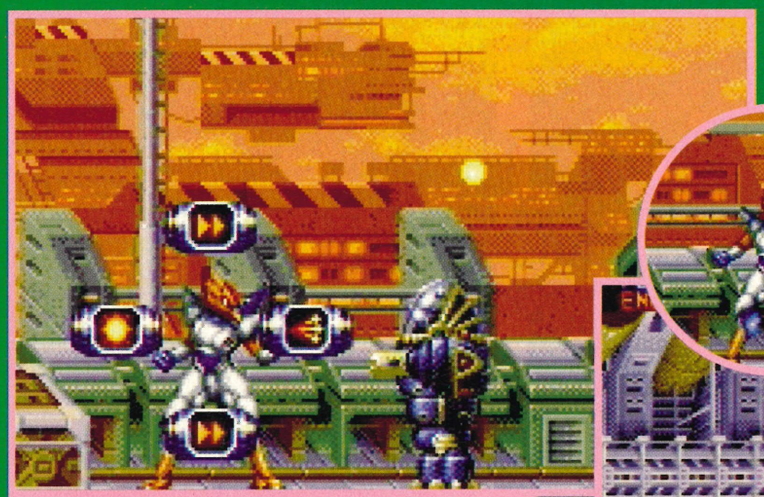
Now... don't tell me... it's a... it's a... nearly got it.... neeee-arly... it's a... IZZA BOSS!!! (Are we funny any more?)



If you look on pages 14 and 15 of issue 63, you may notice a certain similarity between them. AM I THIS BORED?

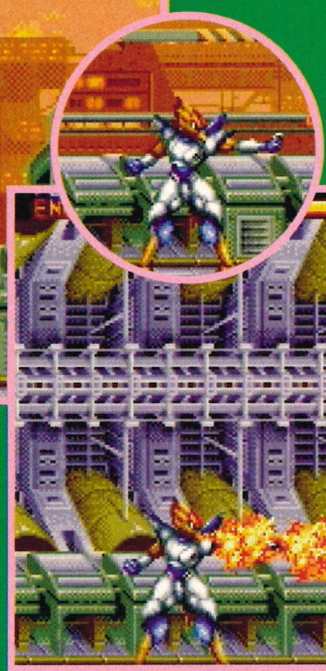


Yeah, yeah. We can do that trick too...



Any time during any level, your (ahem) alien soldier can select-a-weapon and spank the naughty space robots.





Er, try some Alien Facts? Er... like... ever seen an alien do a poo? It comes out of its eyes. OH, GROW *UP*.



Could this be *anoother* boss? Well, *couuuuld* it? Please write in and tell us.

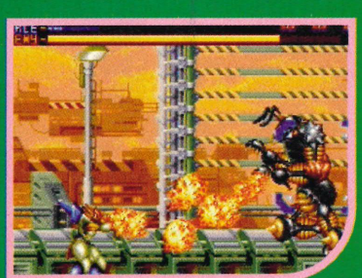


Soldier

Well, if we had the answer, we'd bloody well tell them to STOP IT. But we don't, so on with the game-o-mation.

Following in the footsteps of yer *Probotector*s and (yes!) *Gunstar Heroes* style of horizontal scrolling shooters, *Alien Soldier* is about an alien that is a soldier. You shoot things, dumbo. And damn meself if I'm not right, there's a selection of six weapons which are interchangeable during the game (swords, flamethrowers, homing missiles and the like). Levels are short. Because (why of course!) there's a relentless fart of bosses to deal with. More info in them captions, but on a final note, bear this is mind: *Alien Soldier* is intended for a Japanese audience. Make your own conclusions, Keith...

SEGA POWER





TARMAC ECZEMA:

An unsightly skin complaint caused by repeated contact with the road surface.

ROAD RASH 3

ROAD RASH

MEGA DRIVE

MEGA-CD

THE RASH IS BACK

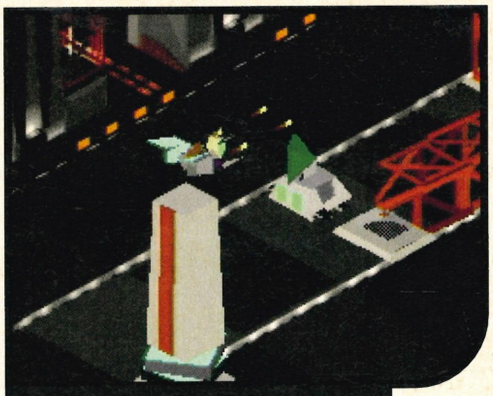
For more information about Road Rash III, please call 0753 546 465, or write to Electronic Arts, PO Box 835, Slough, Berkshire SL3 8YU. • Mega-CD and Mega Drive are trademarks of Sega Enterprises Ltd. • Road Rash is a trademark of Electronic Arts.



The reason the game's called Motherbase is... answers on a house brick et blah ace cetara.



First look big boss yes see look yes like see Transformer toy see look. Thankyou.



FACT: God lives at the end of space, where He wears flip-flops and pushes angels about.

Motherbase

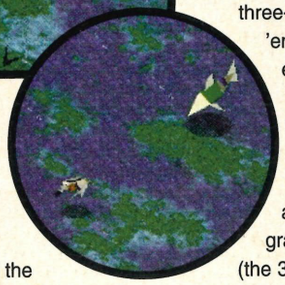
• 32X • Sega • Release: June •

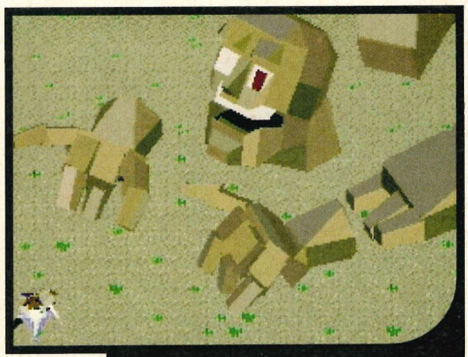


Sega Power says: "Roll fat people down hills."



Each level has its own themed monster enemies things...





This desert level boss hurts you with his hands. That's handy!!! (*Sacked* - Andy.)

Bust my clams! The 32X a stop-gap piece of hardware? Not according to Sega. Ooh, no. The 32X is a Knees Up Mother Brown party machine, complete with cyber-ironing board, boy trap, and spooky metal crumpet spaz.

So, it's nice to see that Sega have got off of their FAT BUFFALO CHIPS and decided to support the almost-but-not-quite-I'm-trying-as-hard-as-I-can Next Generation machine with some *software*. Isn't that nice of them.

To state the dancin' Zammo McGuire obviousness of it all, us baboons at *Sega Power* have yet to be convinced by the 32X. It's not the machine we've got a problem with. In fact, we're certain it can spank the pantaloons of yer 'other consoles' until the cows explode. Swatsde*problem*? You want a word? Software. Please, I invite you to agree with me.

By the end of this year, there should be fifty or so game crutches supporting the sort-of poorly 32X. And this is the start of the Sega summer onslaught to kick you X owners back into an exciting shape again. It's called *Motherbase*. Isn't that nice.

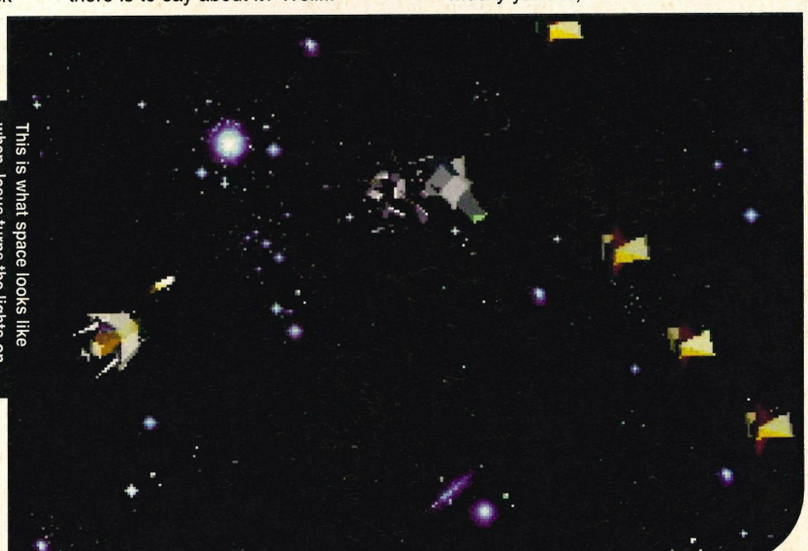
For those of you that are old enough, we can reliably inform you that *Motherbase* bares more than a slight resemblance to the arcade zimmerframe, *Zaxxon* (or, if you like, the getting-on-a-bit *Viewpoint*). And for those of you still fox-trotting in your joy nappies, it's an isometric, three-dimensional shoot-'em-up (I get a prize every time I mention something clever like that). YOU SHOULD BE INTERESTED.

Set in the vast utility room of the universe, yer shooting antics take the impressive graphical form of them polygons (the 32X thinks it's good at that sort of thing, so poly bleedin' gons is what you're going to get). Ubiquitous or nay, it all looks extremely good up-and-running with its flashy (Daddy, do I have to say it again?) P-O-L-Y-G-O-N-S. Shooting. Polygons. Is that really all there is to say about it? Well...

Look. You're either Pope Suzie the Fifth, or you're a games player. There's power-ups, big bosses, different enemies for different backgrounds, the norm. One supposes what one is trying to say is that this has all been seen before, but at least this time it looks like it's going to be done pretty well. Unlike *Cosmic Carnage*, which was about as good as needing to do a poo in the middle of running the 400 metre hurdles. And there, mucky yahoos, I end.

SEGA POWER



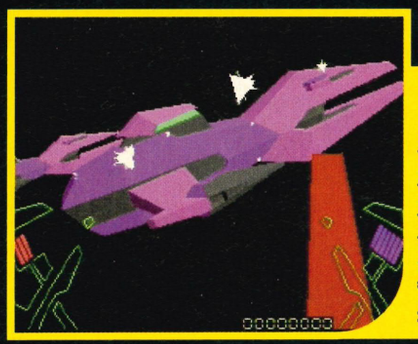


This is what space looks like when Jesus turns the lights on.

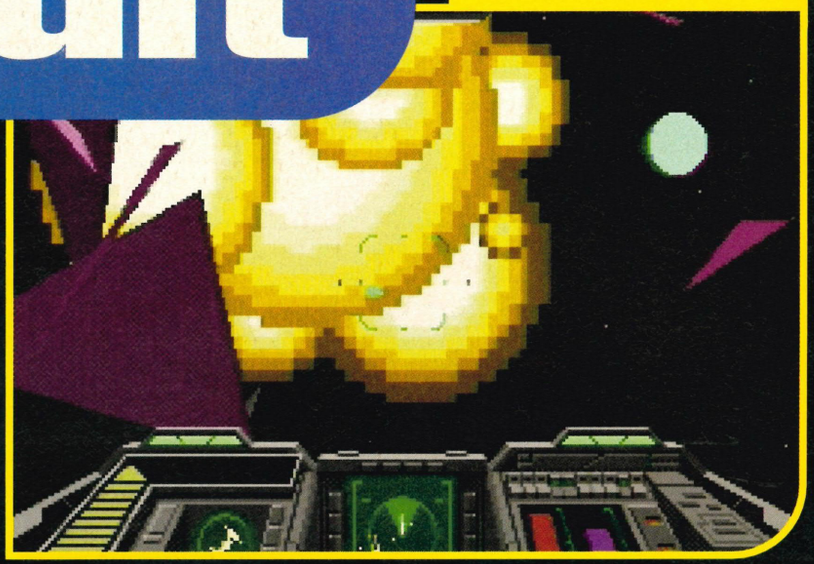
"Look, darling. The stars look like the confetti from an alien wedding." "Tony Gubba! Get your face away from those dustbins..."

Stellar Assault

• 32X • Release: June • Sega •



Yer first mission involves killing the ears off a big ship.



After five hours of corned beef spraying out of his ears, the butcher went bang...

We reported on this one in the year of '94, a time when the game was generally known to most banjo-cluckin' skinheads as *Bullet Fighters*. It's now 1995, and, apart from the revelations that John Major recently sucked the lemonade out of Michael Portillo's yellowing face, the game has nipped to Deed Poll and got itself a name change. Nothing as no-friends drastic as Radion Automatic or anything. Just a straight swap of 'bullet' for 'stellar' and 'assault' for 'fighters'. So *Stellar Assault* then. Sounds a bit like *Black Hole Assault*. Which is a game, by the way.

This one's been slowly oozing like a tortoise head since late last summer, so there's no unpleasant Men's Room stink of a rush development here. In fact, the version our eyes plopped upon was still very much a work-in-progress, with the existing eight missions very possibly getting a beef-up to double figures by its summer release date. And, like, in a further-more-and-neat-intro-into-the-next-paragraph way, we liked what we saw. So much so that Dean did a big jobby in his chair.

To be honest, this is the stuff of which the Mega Drive is OAP unfamiliar with. Yet again, the 32X shows off with its polygon technology graphic looking-nicery, only this time it's doing its stuff in space. "Yeah, but that *Star Wars Arcade* thing had that polygon stuff and was set in space too," remarked ginger haired super reader Beano Binns.

After regurgitating five whole prawns into a publisher's pyjamas, a journalist wrote: "Yeah, but *Star Wars Arcade* was overrated monk spittle, while *Stellar Assault* looks and plays quite lovely really."

Perhaps I've been eating from too many bins recently, but this has that (dare we froth it) *Elite* feel to it. Yes, Derek, although *Elite* has been shelved for the Mega Drive, you may be able to revisit those Sinclair Spakdrum memories with *Stellar Assault*. I mean, as if you'd really want to...



The infospaniels amongst you are probably barking for more, so... it's a 3D tactical blaster, with a variety of spacey missions (including a truly hatstand asteroid section), and a complex and speedy graphical tango routine. There's a choice of two ships, one for one-player mode and the other for the two-player (with a friend, or get the computer to do the dirty work). But the neatest gimmick we saw was a 'trace play' option in which, à la *Virtua Racing*, you can replay completed missions from any angle. Ace!

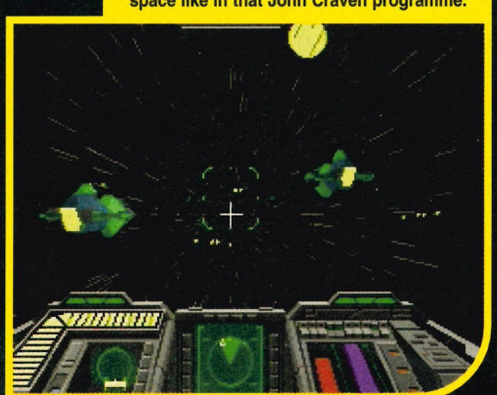
If any of the above interests you, await dear reader, for a soonish review soon.

SEGA POWER

Here trace sequence here. You will watch once then ignore. ME PREDICT!



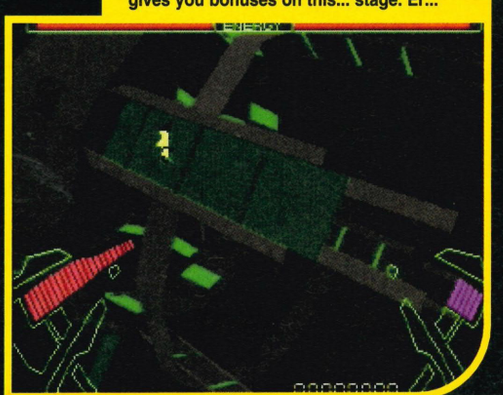
This is the bit where you warp through space like in that John Craven programme.

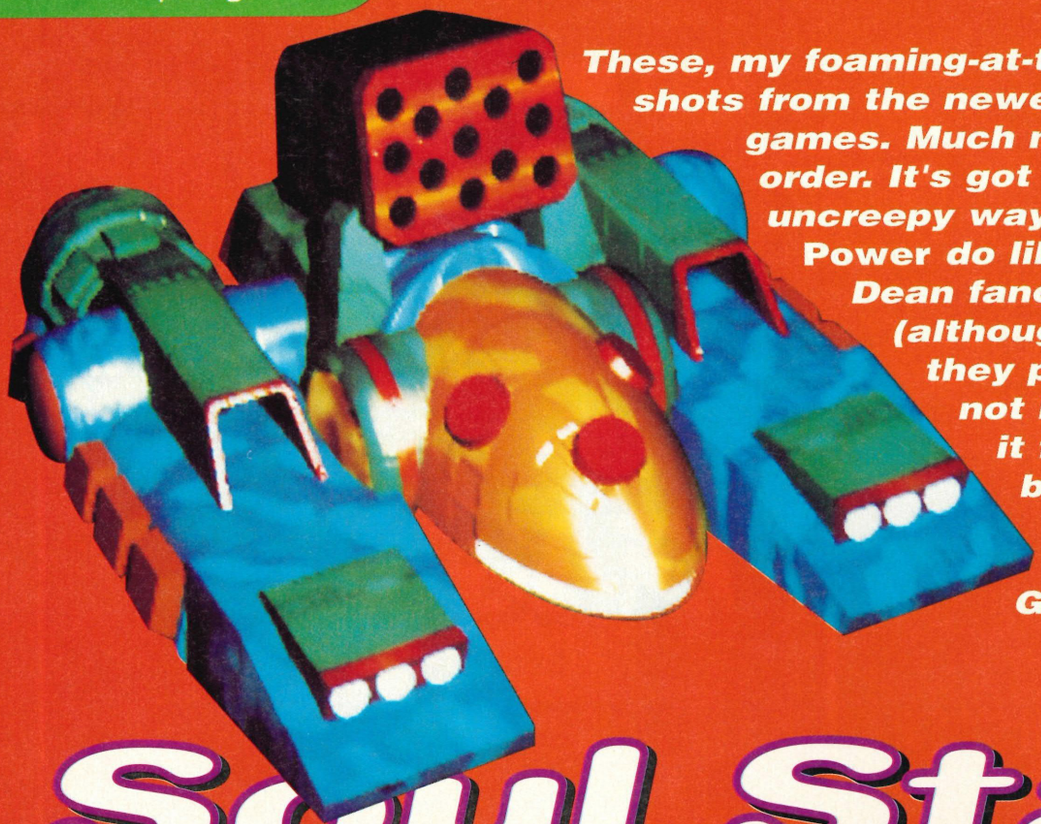




Fact: Captain Kirk from Star Trek eats blue boys for breakfast.

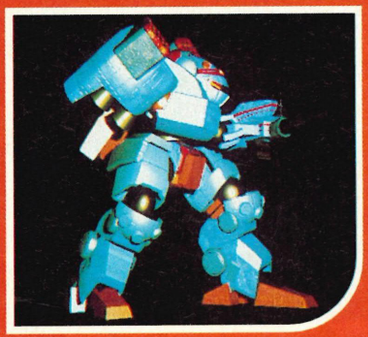
The 3D bonus stage of Stellar Assault gives you bonuses on this... stage. Er...

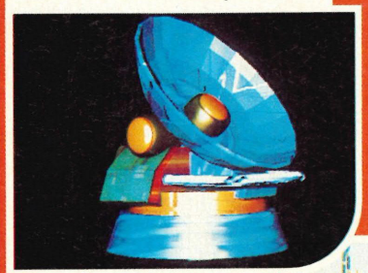




These, my foaming-at-the-mouth friends, are shots from the newest Core Design 32X games. Much niceness of a very high order. It's got to be said, in an entirely uncreepy way, that we here at Sega Power do like Core. Not because Dean fancies the PR person (although... ahem) not because they pay us to, and certainly not because of any 'we get it first and kiss your bottom' antics. Oh no sirree, Alan. We like them because THEY DO GOOD GAMES. See?

Soul StarX





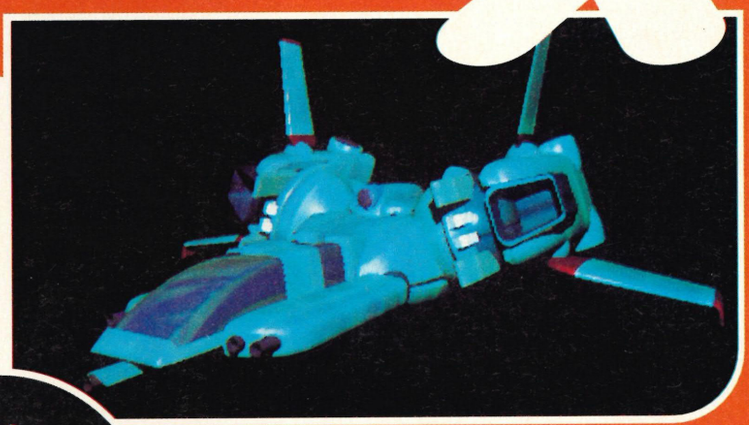
Satellite's gawn up to the sky, things like that drive me outta my mind.

• Release: June •

Aaaghh. My pants are most definitely WET. LOOK AT THE GRAPHICS. Simon likes his *Soulstar* - as do we all - and his comment on the pictures was this: "If I showed you pictures of a coffee cup, a stapler, an Iguana, a bag of sugar and a fluffy cloud, what would *you* say?" He's odd. Very odd.

AAAnnnyywwaayy. *Soulstar X* will be like the Mega CD version, but, at the same time, it'll be totally different. Different in the triple-pronged attack of graphics, sound and gameplay. Core are promising craft designed on one of them there Silicon Graphics machines, loads of Fractal-generated 3D terrains and, and, and... oh, everything.

My 10 pounds each-way bet is going on this to be the best shoot-'em-up to appear on the 32X. Ever. Oh yes.



Ship. Better than rubbish from Blake's Seven. It is. Agree? Yes.



By the flaming crystal ball of Mystic Meg, this picture doth give out a lot of information about the game. Er, makes captioning hard. Like.





Got to be said, when push comes to shove and the worm turns full circle, THIS IS NICE.

The Scottish Open

VIRTUAL GOLF



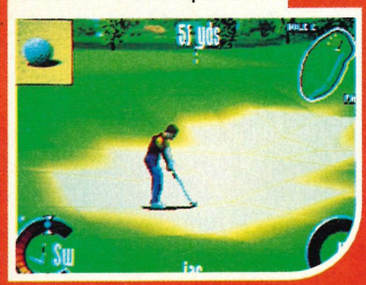
Today we bring you another exclusive thing.

• Release: May •

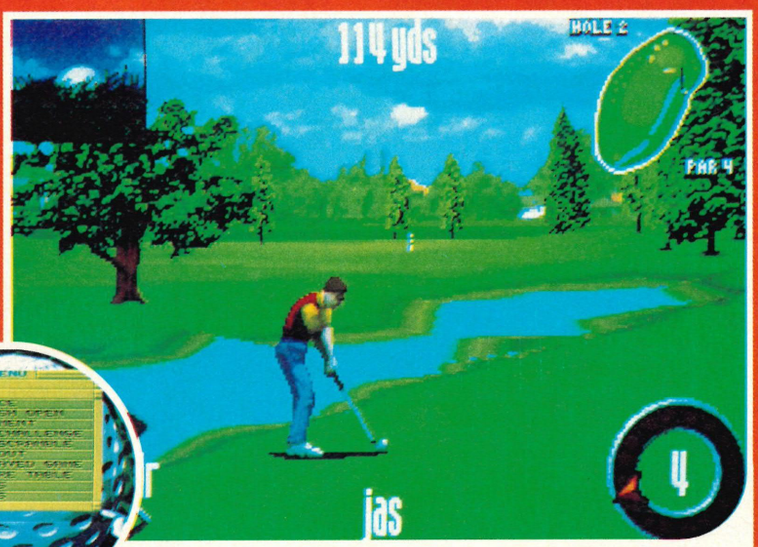
If you're one of those people who keeps all their issues of *Sega Power* in pristine condition in plastic folders or binders or the like, then you'll probably have issue number 61. If you now turn to page 27 of the said issue, you'll find a 'Work-in-Progress' thing for something called *Tee-Off*. Yes, it's the same game and yes we're doing it again. But it looks GOOD - much better than *Fred's, Holes, Stuff* from Sega.

You want funny camera angles and zooming, panning stuff? It's all here. Silly trousers, FOUR 18 hole courses, crazy height mode (whatever that be) and everything saveable to ease worries and increase smiles.

And this, for some mad reason, is Scratch 'n' Sniff captions...





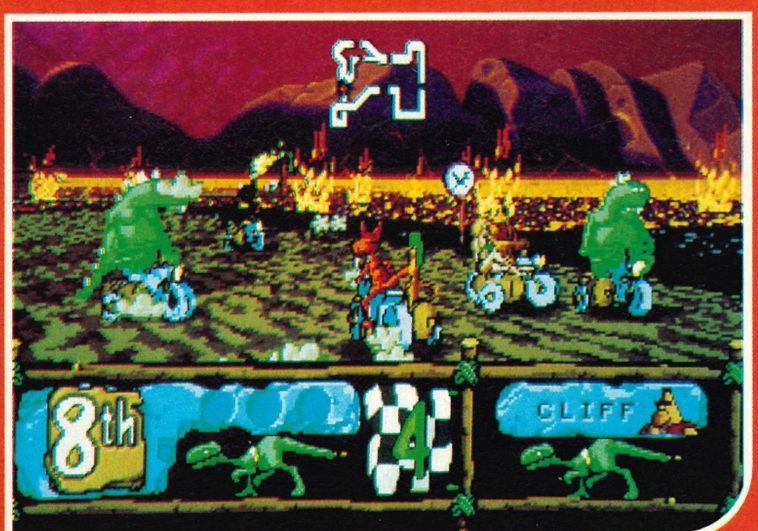


...scratch the grass and smell it. Scratch the sand and get it in your face. Scratch the golfer and smell his stale body-odour.

BC RACERS



Looks much the same, doesn't it? Well, if you think that, you're silly and wear old clothes.



Cut this page out, take it over to your Nintendo-owning friend's house, rub it in his face, and laugh at him - 'HA HAA!' *(Sad, tribalist dog-wee.* - Andy).

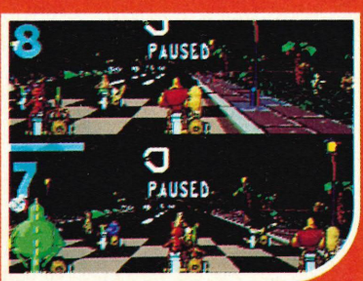
• Release: April •

Eeemagine, right, *BC Racers* on the Mega CD, right, but with BETTER GRAPHICS. Good. Now think of a two-player, split-screen option. Still with me? Right. That's what you're going to get on the 32X version of *BC Racers.* Skip merrily through the garden that is Sega, sniff the pungent flowers that are games and get bitten on the ankle by the toad that is *Asterix.*

Enough. Lots and *lots* of colours (256 carefully chosen from loads of others) and some very spunky camera angles and camera options. Is there finally some evidence that the 32X is capable of some chexellent software? Uh? UUUH?



Buy a 32X. Er, it's good and Nintendo are rubbish. Yes.



Split-screen things for two-player nonsense. New, that.

GO SNOWBOARDI

What You Have To Do...

Up north, there are these very sad, ugly old men who 'gurn'. This is a 'sport' which involves pulling faces similar to a monkey scrotum facelift. Snowboarding is also, technically, a 'sport'. So (ahem) imagine you're, like, snowboarding and it's really fast and you're scared or exhilarated or ecstatic or whatever. Simply whip out your polaroid, and take a close-up picture of your hideously contorted mush. Pull a face, photograph it and send it to us. The stupidest expression wins the day out. Cinch.

And, please, for the sake of our sanity, try not to expose any diseased viscera or leaking bodily fluids. PLEASE.

If your idea of entertainment consists of holing yourself up in a small, murky place, studiously counting the shifting darkness molecules and repeating the phrase, "Ten-pence comic" endlessly to yourself, then you definitely won't enjoy snowboarding. If, however, you fancy your 'kicks' might lie in writhing your spindly frame into a lurid procession of padded, fluorescent clothing and hurling yourself down a snowy incline, teetering ludicrously on an angular slab of wood, then snowboarding you will indeed stiffen over.

And, in a lamentably inevitable start to this second paragraph, *Sega Power* have "joined forces" (we asked if we could do it, they eventually said yes) with the good people at the so-called 'Tamworth Snow-Dome' to bring you A Day Of Snowboarding (complete with a complimentary session of surly, irritatingly intolerant 'instruction').

The rules are very simple. Enter the competition, win, and, when we get round to it, we'll contact you, set up a convenient day, and, thereafter, parental consent willing, you're on your own. (We'll cover all travel expenses, of course. But no taxis. And easy on the Belgian Chocolate lunch receipts). Go for it! Now! Don't turn the page! Er...

Tamworth Snow-Dome

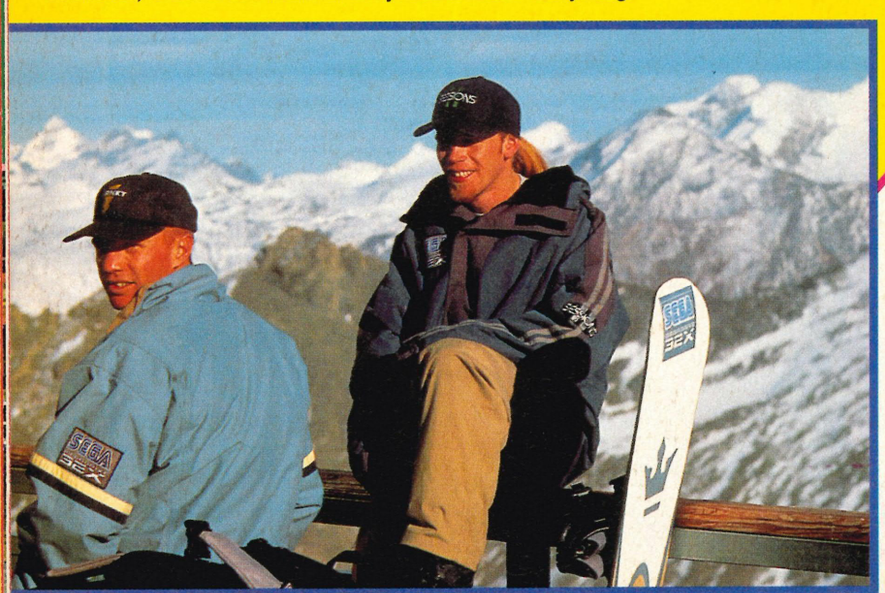
Yep. Now there's no need to travel to impossibly exotic international locations to gleefully take cascades of potent, hedonistic abandon fully on the chest. Set in the picturesque, industrial town of Tamworth, the Tamworth Snow-Dome boasts a two-tier piste (or 'slope') complete with fully-functioning stand-up escalator and real, fake snow. Just like in Africa.

Sega's unfortunately named 'Sega Pro' Snowboarding Team apparently use the Snow-Dome quite a lot, and that's all the Sega connection you're getting.

All the stupid gear is provided on-site and, unless you're obscenely obese, the guys and gals with amusing Birmingham accents will be happy to find something that sensuously caresses your body in that special, day-glo snowboarding uniform kind of way.

With its ample, buxom car-parking facilities, ludicrously overstocked ski-shop (ideal for those ill-advised, over-optimistic impulse buys) amazing musical toilets, and semi-operational 'Coca Cola' vending machine, the Tamworth Snow-Dome is the ideal day out for the snowboarding enthusiast.

Of course, it is in Staffordshire. But you can't have everything.



DING!



RULES

1. Send those blurred polaroids to - "LOOK AT ME, I'M PULLING A FACE!", Sega Power, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW by April 16th.

2. Include a daytime contact number so we can get this thing out of the way as quickly as possible.

3. Use of accessories (false teeth, make-up, gelatinous substances, those amusing 'slinky'-style spectacles) will be favoured. Sort of.

4. The editor's decision is often strangely addled, but it's still 'final' and that.

TARMACAPHOBIA:

The irrational fear of landing on your face at 220mph.

ROAD RASH 3

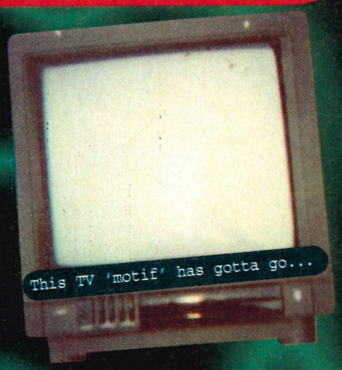
ROAD RASH

MEGA DRIVE

MEGA-CD

THE RASH IS BACK

For more information about Road Rash III, please call 0753 546 465, or write to Electronic Arts, PO Box 835, Slough, Berkshire SL3 8XU. • Mega-CD and Mega Drive are trademarks of Sega Enterprises Ltd. • Road Rash is a trademark of Electronic Arts.


This TV 'motif' has gotta go...



Street Racer (footy) (md)


Street Racer (racing bit) (md)

Reviews

Gleefully soiling the duvet of marketing with emissions of reason...

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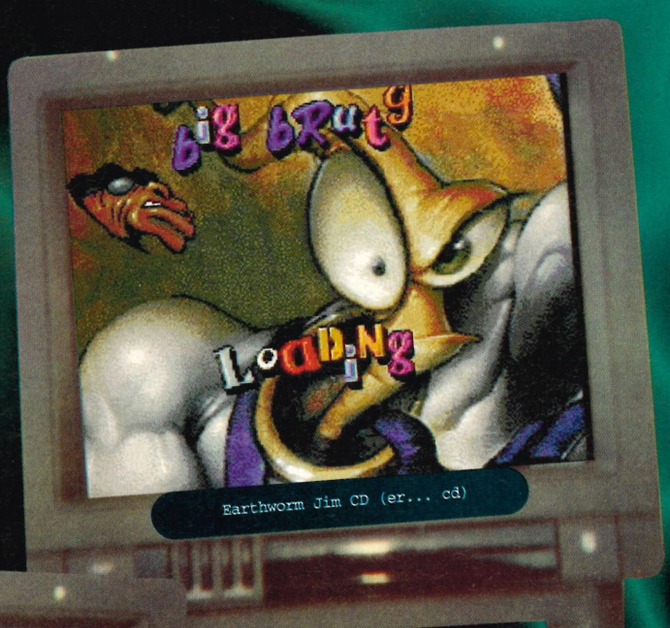
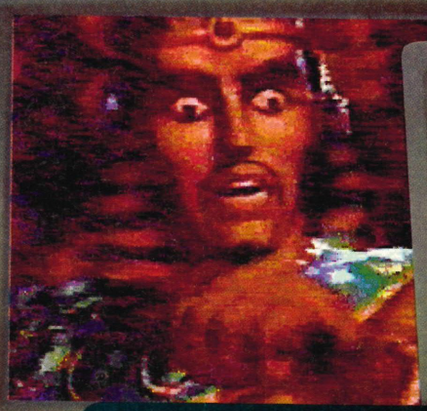
Victory Goal (Saturn)



Earthworm Jim CD (er... cd)


Supreme Warrior (cd)


Stargate (md)



Eternal Champions CD (um... cd)



Mr. Nutz 2 (md)



Striker (md)



Desert Demolition (md)



Tough Man Boxing (md)



Asterix (md)



We'll change it next issue!



Sonic Drift 2 (gg)



Kawasaki Superbikes (md)



True Lies (md)

EXCLUSIVE!





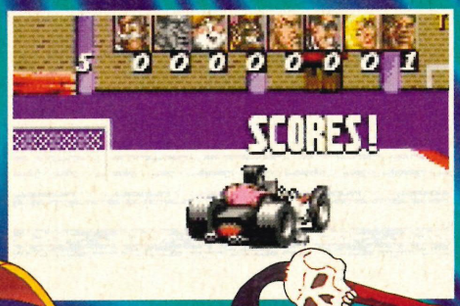






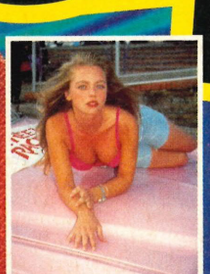
STREET RACER

Wo





ooaargh



Hopelessly, fantastically playable. Hand-stuffed to the greasy forearm-hilt with driving, footy, multi-player, head-to-head, beat-em-up, hormone-curdling INSANITY! READ THE FIRST REVIEW...



Yeees, and starting off the captions today we have the old favourite, 'oh my God. it's a standard racing shot and I can't think of anything to write about it'. One of my favourites, that one.

Street Racer was conceived in a London pub when all the characters from the game happened to all walk in together and somebody thought they would make a good computer game. Then they saw them drive away, and a game idea was born.





Here's a fine shot with some racing types, driving at night. No lights, though, silly people.



If you notice, the wheels on this car are very low to the ground. Obviously due to the man's girth.

In some parts of London they do actually play football with cars - too poor to afford shoes, see?

Sega Power proudly presents: The exclusive review-thing for one of the finest Mega Drive games you're likely to see for many a month. Gloat? Us? Never... Ha haa!



This logo here, this is. Doesn't it look like a certain beat-em-up's logo? UH?

Let's talk about multi-player games. We like them. A lot. Come home from the pub, full of ale and big of shouting, get a few mates 'round, smack in a copy of *Micro Machines 2* and away you go. Basically, THEY RULE.

We've all got our favourites; *Micro Machines 2* (naturally), *Mortal Kombat 2*, *Super Streetfighter 2* (yeeah, but what's best?), *Pete Sampras Tennis*, *Sensible Soccer*, *Virtua Racing*, *John Madden's Football*, *EA Hockey*... the list is, as they say, endless. There's nowt wrong with pounding away at your *Shining Force 2* for hours on end in the comfort and safety of your own room, but I'm of the belief that computer games should be (and probably are) a lot more social than the tatty tabloids would have you believe. Remember the headlines? 'MAN EATEN BY CHILD PLAYING COMPUTER GAMES', 'TEENAGE GANGLAND WAR - COMPUTER GAMES BLAMED'. Blah.

I digress. A swift sandwich and a cup of tea on the train of thought and we stop at the station called Fact. Fact: yes, the Mega Drive CAN 'do' Mode-7 style graphics. Without the aid of any fancy chips, and all that SNES stuff.

Fact: they've crammed in a split-



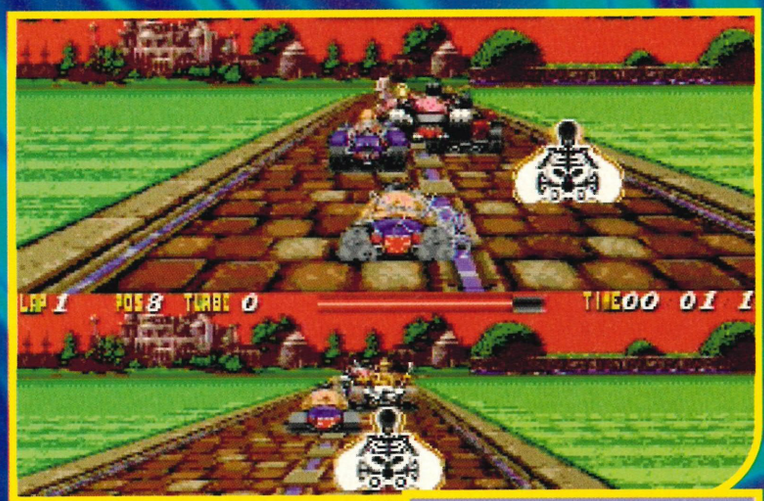
WAHAY! STATS! I hate to admit it, but I did get a small rise when I saw this excellent list of options. Nice.



Just to prove it does exist, here is a shot of the 4-player option. Unlike the Loch Ness monster and Bigfoot, who, er, don't. There's not even four of them. Eh?



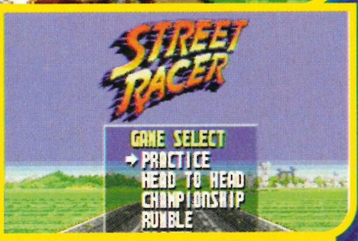
Tired of your usual captions? Find them not coming out as white as they used to be? Try new Spower..er (go with me. It's working) - gets your captions whiter than white and washes out unwanted stains. DOH!



Remember kids: playing with electricity isn't fun or grown-up. Play with toys instead. I'M GETTING TIRED.



What? Not Frank Skinner the amazingly unfunny footballing 'comedian'? Surely not. Could be wrong, though.



First person to send a prize to the office wins a competition entry. SEND THEM NOW! WIN STUFF!

screen four-player mode, and guess what game fans? It actually works !!! None of that squinting at a playing area two inches high. Okay, so it's not amazingly large, but it's certainly very playable. Yes, sir.

Fact: Vivid Image (the developers of both the original SNES version, the MD version and the forthcoming 32X and Saturn versions) have managed to squeeze all of this fruity niceness into an incredible 8 Megabits. Oh yes, none of your wasting-space-and-bumping-up-the-price-just-for-the-sake-of-it here.

Fact: finally, and a huge *HA HAA* to your SNES-owning friends, IT'S BETTER THAN THE SNES VERSION. Why? Because it has everything in the SNES version, and more besides. A better control system (according to Andy and Simon), up to four players in the Soccer game, and a whole new style of Rumble game - you race around a rink, knocking your opponents off the edge. It seems faster. Okay, the Mode 7 graphics aren't quite as good, but they're head and shoulders above the graphics on any other Mega Drive racing game.

Also worth mentioning is that the replay mode is available in two views - forward and back (*So's the SNES version* - A Nintendo person), you ▶

WHAT'S BEST?

I can hear your bleating voices now... 'WHAT'S BEST WHAT'S BEST WHAT'S BEST WHAT'S BEST... W H A T ' S B E S T ! ! !' Eagerly you sit there, waiting for my reply, like an audience with Jackanory presented by Michael Jackson. I can make you wait no longer. *Street Racer* 'has a fight' with...

Virtua Racing

You may be forgiven for thinking that SVP stood for So Very Pricey... and you know, you'd be right. *Virtua Racing* was a technical good thing and whizzer with the old polygon routines. Take all that away, though, and the gameplay's tiresome after a few weeks.

Fight Result: *Virtua Racing* scarpers crying, tells the Woodwork teacher and gets you in detention for the rest of the week. You definitely come out tops, though - you get him on the way home.

Road Rash

Another 'good in its time' thingy. Still fairly sound, plenty of lifespan, but needs to be left alone now. Much like a tired parent.

Fight Result: *Road Rash* comes in like Frank Bruno - all muck and muscle - but lasts about four rounds before it gets a jolly rubbing.

F1

Very strong. True, an older game, but in the fast, addictive world of serious racing, there's no equal. Can't beat folk up, though, and where's the football? Same quality, different style of game.

Fight Result: Both settle their differences over a pint and realised that they didn't have much to scrap about. Probably get drunk and pick on small people. So... er, now you know how *Street Racer* 'compares', yeah?



If there were only seven players, then this grab could be called 7-Up... like the drink... HA HA HA HA



There's an argument that says captions should be serious? Why? Where's the humour in the world?



Much like a Cliff Richard movie, our stars drive along the beach, with the wind in their hair and sand in their pants. Gets everywhere, y'see.



PJ & Duncan are ready to rumble, and so can you with this bumper, rumbling bonus game, called rumble. With any luck PJ & Duncan are also ready to...(*Sorry Dean, can't afford the legal fees* - Andy)...blast.



Caption competition: the first person to send a Welsh person wrapped in blue ribbon into the office wins... this caption box, lovingly presented in its own presentation box.



Fat people can't fly. Fact, not fiction. They're hollowed out and made into planes.



Most clouds are shaped like different things. Some can make you blush and giggle. Some not.



Once in a lifetime offer: Buy the collected works of the Sega Power Captioning Demon. Yes, every caption ever written in these hallowed pages...

can pan in and out and swap camera things between the characters (*Yes, yes. So can we* - A Nintendo person) and you can also 'do' the replay option in four-player mode, with each player independently controlling their own camera... unlike the SNES version (DOH! - A Nintendo person).

Yes, the replay mode. After the race you get the opportunity to replay the WHOLE race (much like *Virtua Racing*), but with all the added options mentioned above. I'm very excited.

The list of options is extensive. You can change everything from the number of laps to race, to the speed of play, difficulty and damage settings on or off, Head-To-Head (where up to four players and a set number of computer-controlled cars - set by you - race on a track of your choice), Championship (with three cups - bronze, silver and gold - and a password for each one), a Custom Cup (where you set up to 24 tracks and can choose any of the tracks, as often as you want) and the two bonus games - delicately explained elsewhere.

The control of the cars is fine - it's an arcade game, not a simulation - and



See that, that's my girlfriend, that is. Sad, but predictable caption, I'm afraid. No, she's not my girlfriend, but if she was, I'd take her to expensive places, buy her fancy frocks and kiss her lots - if she'd let me kiss her lots, that is.



...is now available in a 'easy wipe-clean' book. Who could ever forget the gem about the French from issue 25, page 17? Not me, that's for sure. That's why I ordered my copy already. Just £12.99 from usual retailers. Etc.



PJ & DUNCAN ARE SILLY

Bonus games ahoy! In the crow's nest of the good ship Sega Power, land has been spotted, and er... Help?



Football

In the style of a Tomorrow's World presenter (sigh)...

"You may think that football and cars don't mix, and in the hurly-burly world of today, you'd be right. UBISoft, however, hope to change all that with their NEW football bonus game.

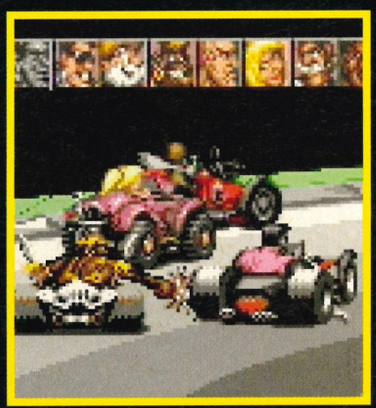
You set the amount of goals, the number of players (1-4) and the computer takes control of the keeper. There's three types of NEW pitch, ball swerving things and you can WORK TOGETHER with the other players. What a NEW and ORIGINAL bonus for the person who likes CARS and FOOTBALL. Now, over to Howard who has some exciting news for fungus fans. Howard HOWARD? HE HAS MUSHROOMS!"

Rumble

In the style of top 'pop' duo, PJ & Duncan...

"Er, rumble it is then. Like that ace fil-um, *Rollerball*, you gotta get all the other players out the thing and stay in yourself. It's *greeeaaat* and we like it and you can have 1-4 players and it's got almost the same name as our hit song thing, 'Let's get ready to rumble'. And that.

Me Mam reckons computer games are for saddos, but I'm on the streets, right? And I know what's goin' on. Yeah! Kids! Wow! So, yeah, rumble. You're in a circle-thing, and you go 'round and 'round the outside, and it's GREEAAT!!!!!" (*Yeah, thanks. The twelve-bore should do it* - Dean.)



with the added interest of the special moves and fighty nonsense to add that variation. Imagine *Road Rash 3* with more options, better graphics, add a dash of *Streetfighter 2*, and er, cars instead of bikes and you'll be getting close. Another easy comparision is to think of *Mario Kart* suddenly appearing like a ghostly fart onto your favourite Sega entertainment system. Oh yes young Mega Drive owner, may your chest swell with pride.

That's the whole lot. Slap us warmly on the back and pass us the warm punch if this isn't the finest multi-player game around. 'Yeah man, but what about *Micro Machines 2*?' Simple. Read the other box - floating in the ether of this review - and all will be revealed. We LOVE IT! It's one of the most addictive and well-programmed games we've seen for many a moon, and us, being us, that's very high praise indeed. SEGA POWER

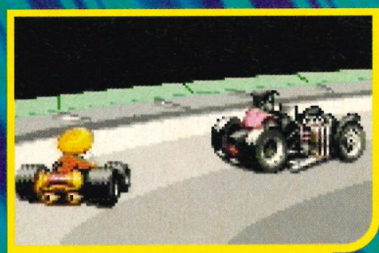


If you want to annoy the Pet Shop Boys, it's really easy. JUST DON'T BUY THEIR RECORDS...

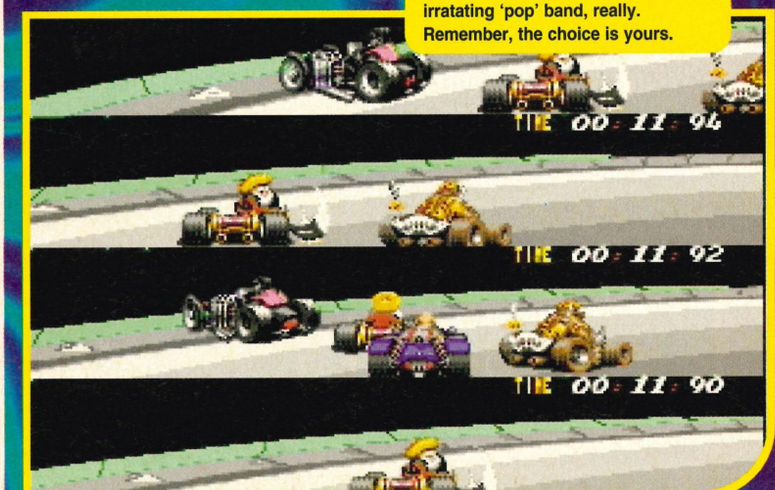




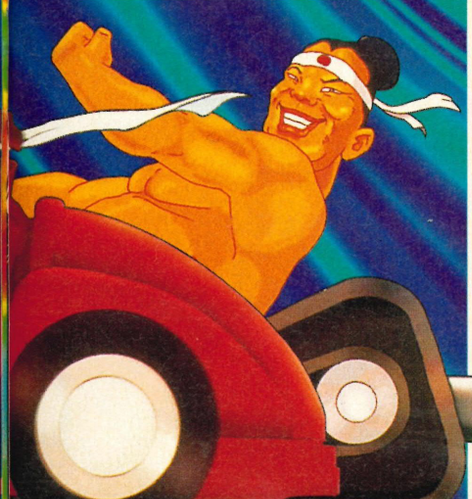
...the same's true of any irratating 'pop' band, really. Remember, the choice is yours.



Hey! That's surely not another shot from the top 'rumble' bonus game? By golly! It is!



Seeing as this is the very last caption on this page, I thought it'd be nice to thank all those responsible for this exclusive: Vera Shah, Mev Dinc and of course, Sega Ma (NO! - Andy.)



Street Racer

- ▲ 4-player split-screen stuff
- ▲ LOADS of good stuff
- ▲ Fighting stuff
- ▲ Soccer/Rumble stuff
- ▲ Mode 7 stuff

Graphics 9

Sound 8

Addiction 9

Lifespan 9

Power points

Release date.....April
Players.....One - four
Tracks.....24
Friends.....None
UBISoft.....(081) 941 4004

Final verdict

"As tippity-top as you'd hope to imagine. Original, addictive, and oozing with FUN!" *Dean*

95 Percent

STREET RACER

Helmut Von Pointenegger

Tired of his countryfolk's chipolata-snaffling, war-losing, interminable Beer Festival-having image, Helmut has vowed to wear a monocle a lot.





TRIPLANE. Flits around, menacing the other cars.



SPINNING SIDE SAWS. Slit 'em all up a treat.

Biff

This be-braced, beardy 'man-hillock' hails from good ol' Uncle U.S. Of Stateside. Although he makes 'a blinding cup of tea', he also stinks.



GRAPPLE. Reach out, hold 'em back, bleed 'em.



MASSIVELY BLOATING TYRES. Are quite nice.



Hodja Nasreddin

Born, in a panic, in Turkey, this great, stupid, farting wizard-with-facial-hair "just loves to drive - doesn't he, Keith?" Would you like to see his painting?





MAGIC CARPET. Skim! Like some crazy chaffinch.



MAGICAL FORCE FIELD. A Magical Force.

Frank Instein (No! Stop! - Andy).

Much to our puerile, bloody idiot-like delight, Frank is.. A MONSTER! But - mock his macadamisation (Eh? - Simon) at your peril. He's hard.



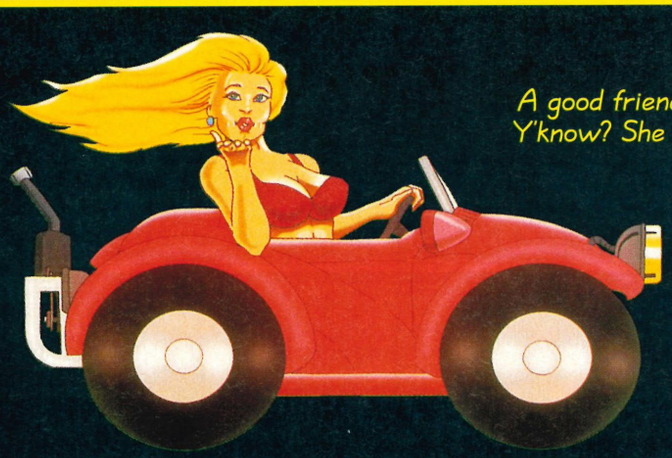
BATMOBILE. "It's a bit like Wacky Races, this.."



SCREAMING BANSHEE. "Oh! Great observation.."



Surf Sister



A good friend of our dearly beloved Mandy Mound. Surf was theeere, man. Y'know? She LIVED THROUGH THE SIXTIES! Let's go crazy ape's hit! Er..

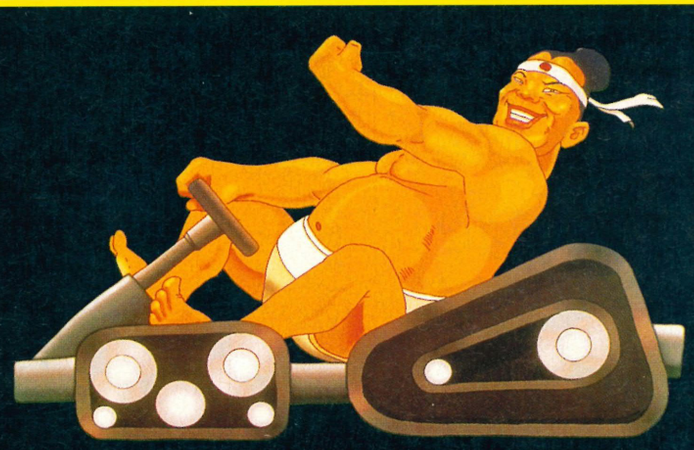


EXPANDING BEACH BALLS. I know, I know..



MAGNETIC ATTRACT. Seriously, though, "'lads'"..

Sumo-San



Surly ol' Sumo tosser with a few too many Caramac stains coating his bloated colon. Also eats veins and crap.



ELECTRIC SHOCK. Fry their pets slowly. Giggle.



SUMO SPLASH. Sit on their shabby brains. Now!

Suzulu

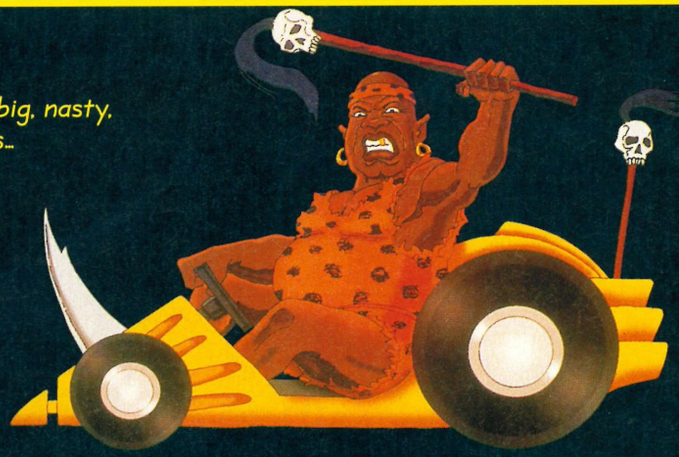
Yeah, yeah, stereotypes, blah blah, SHUT UP! He just looks big, nasty, furry, shiny and, generally, don't-call-his-mum-a-'sweat' to us..



RHINO HEAD/SPEARS. Stab others in car-thighs.



RHINO CHARGE. Don't queue for things. Barge!



Raphael



So.. so.. I mean, so.. what IS the point of Thursday, eh? He's saying, "Look at me - I've got my shades on."



CHAIN GRAPPLE. Bizarre, jewellery fatality.



BIG HORN. Oh, I could do, but I CAN'T BE ARSED!

CENSORED



Free! Handy, wipe-clean, '18' motif Jacket Patch.

ETERNAL CHAMPIONS CD CHALLENGE FROM THE DARK SIDE

This game will have an adult theme. It may contain strong and disturbingly exhilarating scenes of violence which, let's face it, is always a bit of a selling point.

It may also have really, like, realistic graphics which makes it even better, yeah?

SEGA POWER



These here are the 13 basic characters you can choose from at the start of the game. When new characters are found, they'll automatically be placed here at the start of the game. As nice as granny's grubby hair.

Look everybody, I can morph into a snake and eat people. Snakes are good and stuff. I was a snake once, got some pills from the doctor and before you can say 'I like snake people', I was a normal, functioning human being again. True, that.





FIGHT FACT: If you want to fight someone, a good way of starting it is to say bad things about their mother.



FIGHT FACT: Fights usually start over women and beer and a lack of anything better to do.



FIGHT FACTS: The first ever fight was the fight of mankind to raise itself from the primeval ooze.

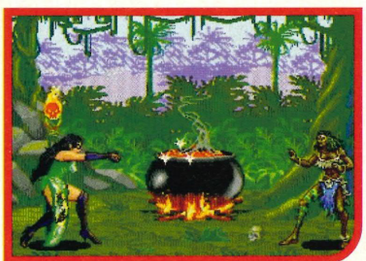
"Weeee are the champions, my freh-hends. And weeee'lll keep on fightin' to the eennddd." Freddie Mercury sang that, before he died.

You've probably heard faint mutterings from the press over the last few weeks concerning this game, *Eternal Champions CD*. In an amazing show of niceness, Sega have actually looked at why *Eternal Champions* wasn't that good, and decided to do something about it.

Much like that other CD game, *Earthworm Jim*, Sega have given us loads of treaty stuff. Rather than just bosh out a straight conversion, with a tatty FMV intro and the 'odd' bit of orchestration, they've kept some of the original graphics and started again. The spunksters.

In an unprecedented display of gloaty stuff, WE'VE GOT THE EXCLUSIVE REVIEW. Why? Because Sega love us more than anybody else, and that's OFFICIAL. Gloating is good, you see. If you want to crow like a cockrel, and you've got something to crow about, then go for it, I say. Don't shuffle about in the background, staring at your shoes and mumbling into your shirt. Stand up proud, stride to the front and tell everyone you're the best, and if they don't like it, then there's drubbings all 'round. We do.

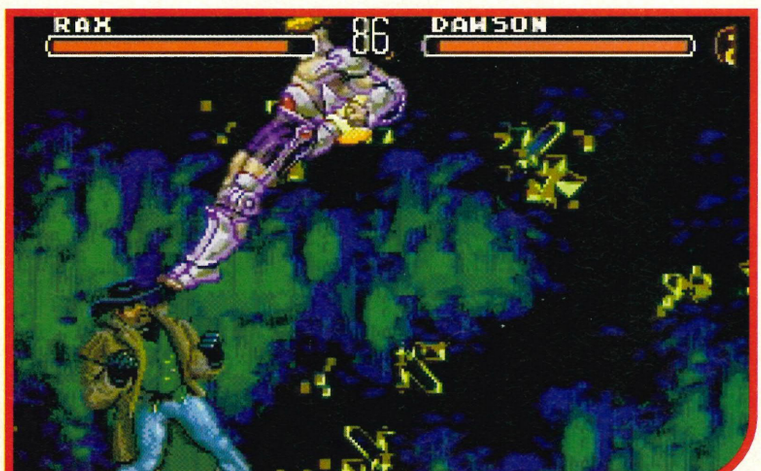
Apart from the obvious exceptions, *Eternal Champions* got a bit of a slapping from the mags when it was released last year. Everyone agreed that, while it wasn't exactly disastrous, *Eternal Champions* lacked that certain, oh I don't know, 'spark' that *Streetfighter 2* and *Mortal Kombat* had. The beat-'em-up part wasn't too hot, the controls for the special moves were too fussy and there was nothing to lift it above the common herd. Sega listened. They sat down - it was probably a sunny day - and worked out the problem, the men that they are...



Feel the force of my Devilish casserole attack. Carrots 'n' all.

"Good morning faceless employees. I'm Mr. Bigperson - holder of numerous purse strings and suchlike. Please, pray tell, what went wrong with *Eternal Champions*? You tell. Now."

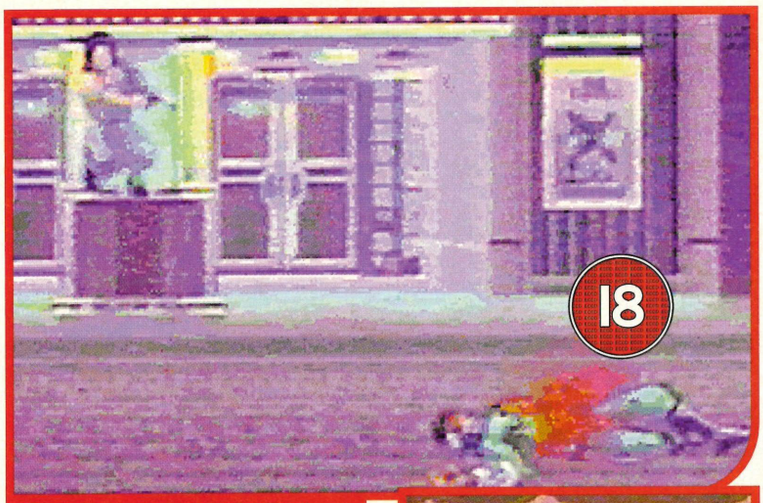
Faceless employee (1): "Well, John



A lesser magazine writes: "Heeey, loook eeverryybooddyy!!!!! The bloke on the right is balancing on the hat-rim of the bloke on the left. Er, exept that it looks like he's about to fall off. Um, I'm a bit crap really, aren't I. Sorry."



Large man with bad dental work and big club attacks the man made from water. Who do YOU think would win? Hard bloke or water bloke? The choice, as they say, is yours. Always.



The death moves are as gory as any bloody, nasty horrible film you'll see. Monsters are like that.



There's one of those living in the tree at the back of our house. Really, it's called Eric and it's...nice.



Um, it looks like she's just blown that chap's head off with her shotgun. Of course, I could be wrong and they could be the best of friends. Doubtful.

OTHER DEEP WATER GAMES WE'D LIKE TO SEE

Basically, Deep Water's an American affiliation to the Sega label. Sega, in their infinite wisdom, have realised that there's a market for the over-eighteens. *Eternal Champions* IS for over-eighteens (seriously folks, it's VERY violent), and we began to think about the label's future releases. Until we found a stray press release at Sega, that is...

Mandy Mound Unplugged
Mandy Mound 'struts' her stuff through a collection of twelve of the most current dance hits. Discs being spun at a discotheque near you, will soon be 'Mandy-ized'. Featuring the enormous talents of Splatter The Chimp and a man from Peterborough. Tons of FMV stuff. Nah. It's just *naughty* to make things up all the time...

The Revenge of The Stinking Dead
Everybody prayed that the game would come out, and now we can reveal it WILL. Loved the film, surprised at the fine acting and sensitive subject-matter. Will almost certainly be a shoot-'em-up, but expect a novel twist in the form of 'scratch 'n' sniff' cards.

I Love Mallory
Featuring the father we love to hate, played superbly by Rodney Dangerfield, *I Love Mallory* will be a heart-rendering trip into the subject of American dysfunctional families. Mega Drive, 32X and CD versions expected in the front lounge.

Forrest Gump - The Director's Cut
The only cut in this film should be the... (*NO, NO, NO* - Andy)

on the third floor believes the dividend return, due mainly to poor POS and current market strength with MK and SF2, was weak through the main quarter of sales projection..."

"How did you reply to his comment, chimp man?"

Faceless employee (2): "Er, we shot him sir. Nobody could ever understand a word he said."

"Good. Next?"

Faceless employee (3): "Well, *Streetfighter 2* had the hype and *Mortal Kombat* had the violence and, er, hype."

"Sooo, what we need is a mixture of the two. Correct?"

Chorus: "SIR!"

Enter, stage left, Mrs Danby - local producer of fancies and the love interest. Probably.

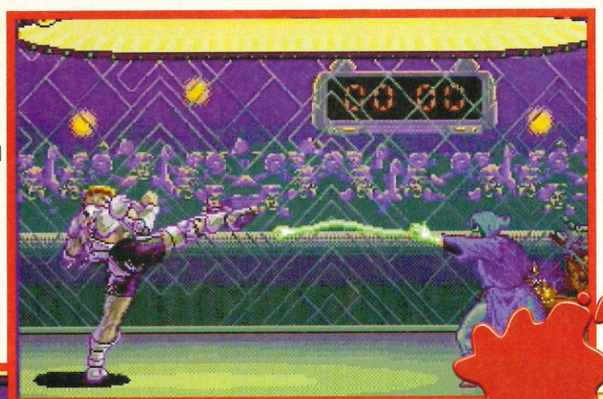
Mrs D: "What you should do is get a top development team to create a violent bloodfest full of special moves, hidden characters, fancy SGI-created death moves and bung it on a CD. That's what I'd do."

Mr Bigperson: "Have that woman washed and scrubbed and brought to my room."

But the mad woman does make sense, and Sega have listened. The gameplay's been improved - in that it's now far easier to do the special moves, and with the power of the CD, large amounts of death moves and hidden characters have been included.

The graphics are still okay - although the SGI stuff is superb and the death moves are funny and well-defined (mostly). The sound's all been beefed up and CD-ized, and hoorah to that.

On the downside, when it boils down to it and at the end of the day - before the last cup of tea, but after News at Ten - *Eternal Champions* still isn't the best beat-'em-up (both *Streetfighter 2* and *Mortal Kombat* play better. Why? Just that undefinable factor that makes these bizarre games interesting in the first place), but it's a very



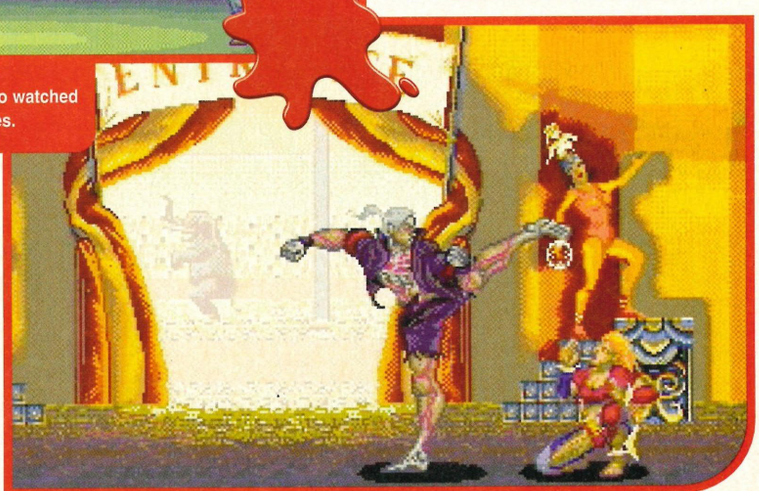
FIGHT FACT: Boxing was 'discovered' by a man who watched the mating habits of apples.



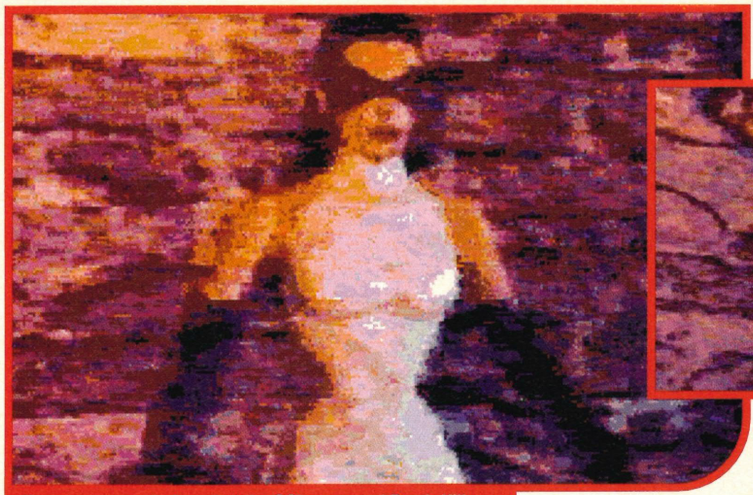
This caption is available in three flavours: Milk, Cheese and Leather. Market it myself, I did.



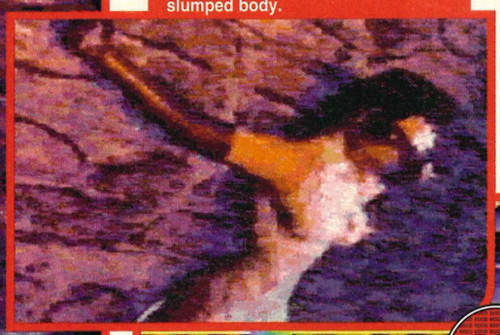
FACT FIGHT: If all the money invested in boxing was given to the homeless, then they'd all be happy because they'd have somewhere to live. Only the boxers would be sad. They're too stupid to do anything else.



Laugh at the woman in the backgound, for she is mad. Mad because a) I said so, and b) she's standing perfectly still while bizarre folk are fighting like children in front of her.



If you were wondering what the SGI-generated Death Kill things look like, then worry no longer, for this be one of them. Although there's not too much death going on.



Oh, looks a bit more promising. There's definitely signs here of a slumped body.



'Ave some of that! Right between the eyes, didn't see it coming.



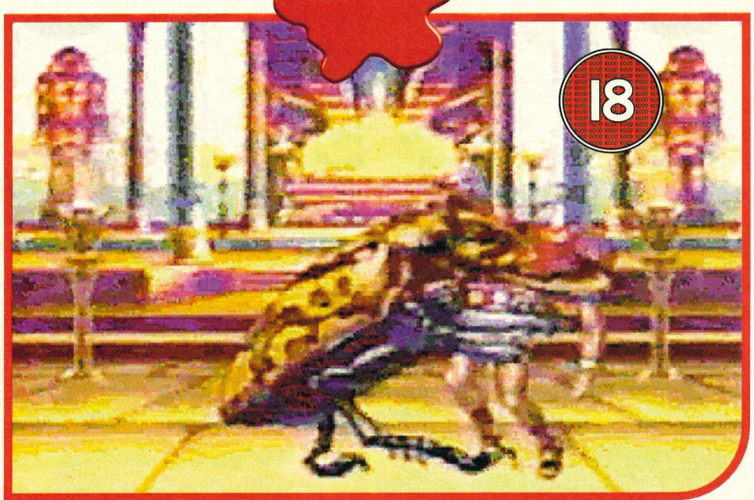
SPIKE IN YOUR BACK SPIKE IN YOUR BACK SPIKE IN YOUR BACK SPIKE IN YOUR BACK. I do like my violence, but only if it's done in a cartoony/fun/not real people kind of way. I HAVE TO SAY THIS.

close third. Very close.

What DOES make *Eternal Champions* worthy of the high mark we've given it is all the extra stuff. Any beat-'em-up (*Streetfighter* excluded. It was the original and can do what it likes) is only really as good as the extra things that are bolted onto it. Disagree? Think about it. How good would *Mortal Kombat 2* be if you took away the digitised graphics and fatalities? As good as the original probably. Possibly probably.

Eternal Champions is the same. With seventeen tournament modes, four fatalities for each person and a total of *twenty four* characters to fight with, there's more than enough gameplay here to keep you going until your eyes turn to jelly and your dried-up brain pops out of your ears.

Yes, we liked it. No, it isn't the best beat-'em-up around. Yes, it's violent. Yes, it's more violent than *Mortal Kombat 2*. No, it shouldn't be banned. Yes, it should only be seen by older game-types. Yes, it's one of the better uses of the Mega-CD we've seen, and it's certainly the



Have you seen Naked Lunch? It's utter crap, but there's these REALLY HUGE BUG things and they eat stuff and scare folk. All about drugs, see? Say NO.



A good death move is to shoot someone with a VERY LARGE GUN. Not the most original one available, I grant you, but definitely effective.

THE SENSIBLE BIT

If you just want the plain facts, with NO FUNNY STUFF, then here's the sensible facts. Clearly explained in this handy pie-shaped box...

Characters:

A chunky thirteen basic characters (as opposed to nine on the original version), plus an ear-bleeding nine hidden ones, finishing off with the Eternal Champion himself and finally the Dark Champion. A total of 24 characters, then. Once a hidden character's been found, it'll appear on the menu on start-up, so you don't have to find it again. Very ace!

Special Moves:

Each character has around eight special moves. Most of these are explained, but a few are hidden - to be found by your clever mates. Most of them are very easy to 'do', and a few of them are quite violent.

Death moves:

Beats *MK2* here. A total of four finishing moves are available for each character. Let's look at the press release, shall we?

"Hello. 'Over Kills' and 'Sudden Deaths' are unique to each character's background environment and allows gamers to put enemies away (what?) in a brutally dramatic fashion (that's nice). Personal 'Vendettas' are vicious kills that reflect each character's personal fighting style. Most impressively, players can inflict 3D-rendered SGI (Silicon Graphic Imaging) 'Cinekills' that are graphically amazing cinema-like kills intergrated into gameplay. Blahdeblahdeblah."

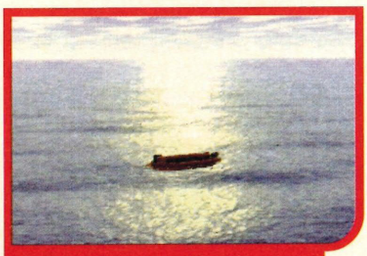
Thank you.

Tournaments:

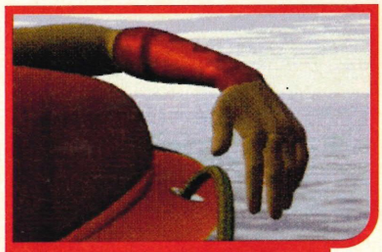
There's sixteen of them, and apart from the usual 'best of three - h



best beat-em-up on the CD. Yes, we've finally come to the end of the review and the all-important score bit. That's your favourite part, isn't it? Look over there and you'll find it. Go on, don't be shy... SEGA POWER



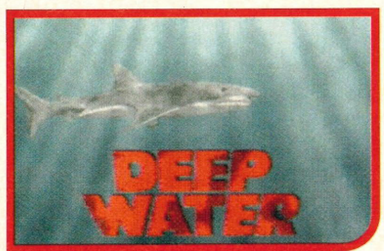
Scene 1: Here's our chumpy twosome. Happily bobbing about in the sea. Enjoying the sun and being generally chummy and nice.



Scene 2: Stupid thing, really, but it's not wise to dangle your hand in the water. 'Cos of sharks, y'see.



Scene 3: Here's a close-up of the boat and it's... CAMMY! GET OUT OF THE BOAT. ESCAPE. QUICK.



Scene 4: Deep Water indeed. This be bits from intro, this be. Shame we couldn't show you the gnarled arm..

Eternal Champions CD

- ▲ A good CD game
- ▲ Amazing SGI graphics
- ▲ Loads of special moves...
- ▲ ...and death moves
- ▲ Lots and lots of Tournaments

Graphics 9
Sound 8
Addiction 7
Lifespan 9

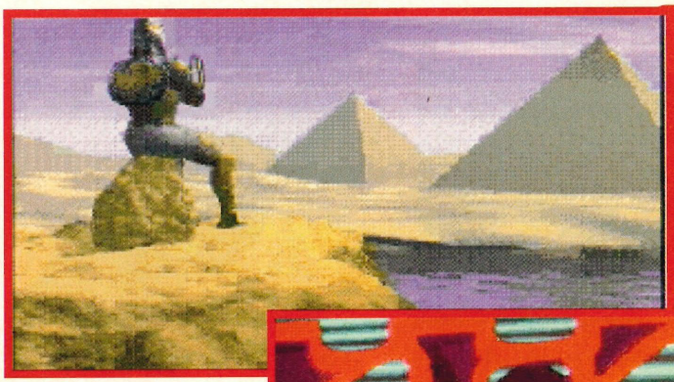
Power points

Release date.....April
Players.....1-2
Fighters.....24!
Difficulty.....Varies
Sega.....(071) 373 3000

Final verdict

"Stand up and give Sega a clap. *Eternal Champions* has improved in every respect." *Dean*

91 Percent

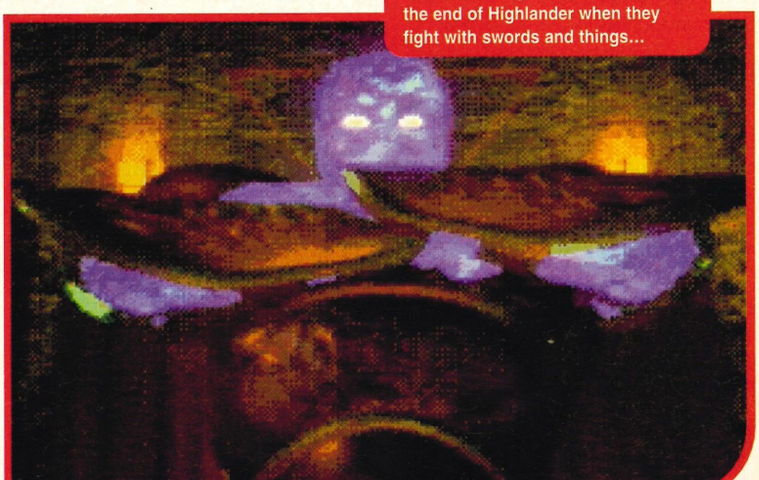


Here I sit to contemplate the mysteries of life and make an ideal target for an assassin.



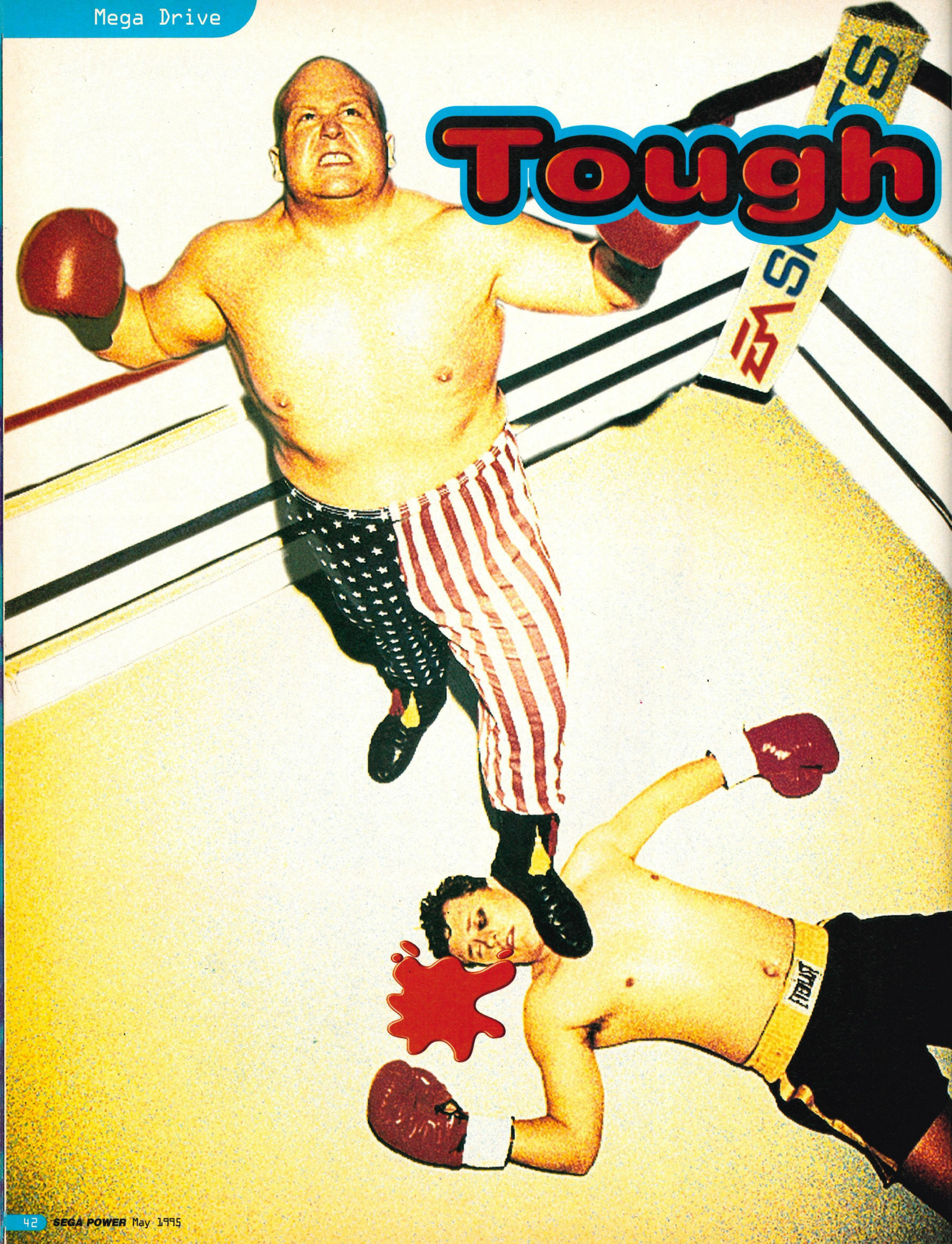


Great, it looks just like that bit at the end of Highlander when they fight with swords and things...



I am the master of EVERYTHING. HEAR ME ROAR! Was that alright? I wasn't exactly sure what you were after, you see? Oh good, do I get the part? I can be really mean if I want to.

Tough



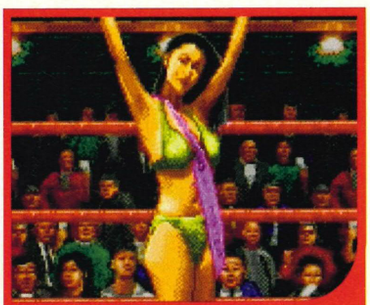
Man Boxing

• Mega Drive • EA • £49.99 • UK Release •

Some bloke called Oliver Wendell Holmes once said, "The peaceful are the strong". Nutter.



Boxing, eh? You think you're at the top, then someone scores a late equaliser.



And this is the final boss, "Tough Man Bill", er, who you must, um, better.

Tough men are great, aren't they? With their broken noses and Bonnie Langford-sized girlfriends, that *did-you-spill-my-pint?* face and Jabba The Hut laugh, they form an essential part of any culture. Famous 'tough men' include Toughie Harris, the Incredible Shrinking Man, TV's Mr. T, and Colin, a publisher. They've always been around, and it's hard to imagine a world without 'em. So it seemed natural that some games company somewhere would want to design a game all about the trials and tribulations of those lovable 'tough men'. And EA, notably tough, have done just that...

Called *Toughman Contest*, it's one of them fighting ones. Now, any hardened games-player will know that various software houses have, in the past, shocked the world by producing games in which the player takes the part of the underdog, whose job it is to take up some huge challenge and, through sheer grit and determination, become the world's number one at whatever it is. But they've also stunned the world by producing games in which the player takes the part of someone who's, er, not all that good, and has to, um, rise up and beat some other people to become world champ.

But, in a complete turnaround, EA have decided that in their Toughman Contest, you should take the part of a lowly fighter who must use only skill and dedication to prove himself the best in the world. Um...

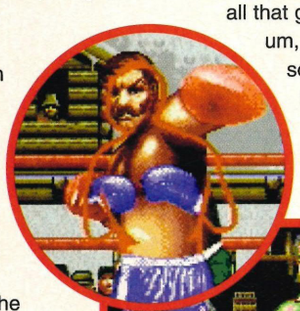
So then, in this Toughman Contest, normal, every day tough men meet up, have a few drinks and then have a fight. But rather than just a late night grapple outside a club over who vomited on who first, the contest is an organised tournament for the distinguished title of Very Tough Man. Or something. ▶



"Tough Men" include TV's Elmer Fudd, PC Format's James Binns, and anyone who's fought outside the HUB in Bath.



Invisible Ready Brek Man in a fight with another man.



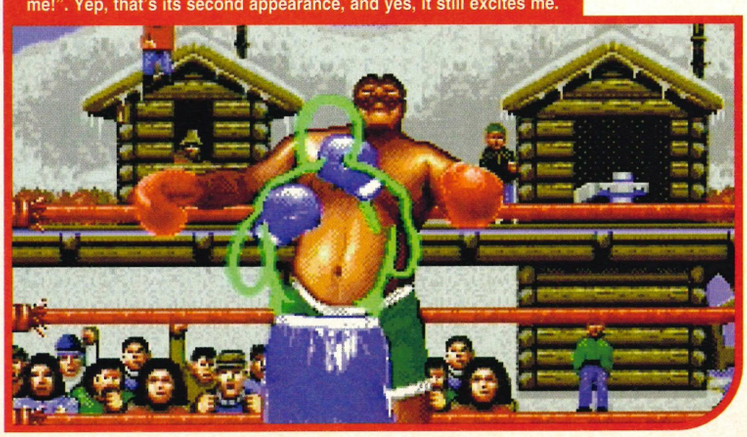


Dunno what that is..



Toughman Contest - adapted from Enid Blyton's novella of the same name - features various 'men' having 'fights' and 'meals'.

Mean Machines Sega is still an anagram of "I can shag seamen, me!". Yep, that's its second appearance, and yes, it still excites me.

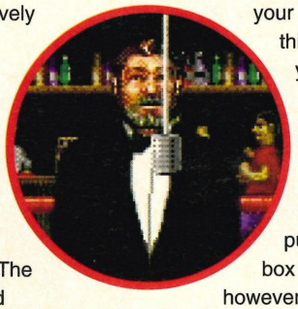




A dream come true for Stephen Fry, a bit of press like this. We love ya, Frysie.

The actual fighting is viewed from a behind-your-fighter perspective which, although confusing at first, actually works pretty well. As well as your standard pack of punches, there's also the option to choose your fighter's three special moves (Headbutt, Pinkie Smack and Sponsored Leg Twirl being the best), each of which are surprisingly satisfying. Each fighter is (it says here...) 150 pixels tall, meaning that the graphics are lovely and large, but - hey - is the gameplay (wait for it) 'Hit' or, ha ha, 'Miss'?

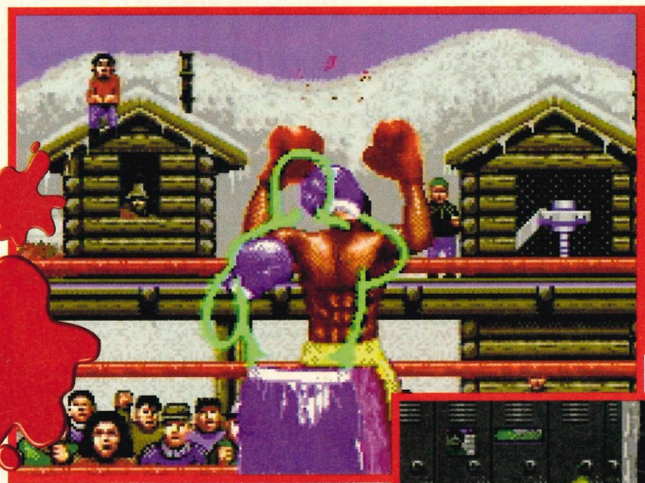
Actually, it compares well with *Legends of the Ring*. The action is fast, fluid and frenzied, and pulling off a combination of moves does wonders for all that pent-up anger and confusion the yoof of today seem to have. Throw away your Morrisey album, and get this instead, then? Well, you could do. But if you're just considering *Toughman Contest* because you simply want a beat-'em-up, think carefully before you put that *Mortal Kombat 2* box back on the shelf. If, however, you're 'into' boxing games, then this has to be a major contender.



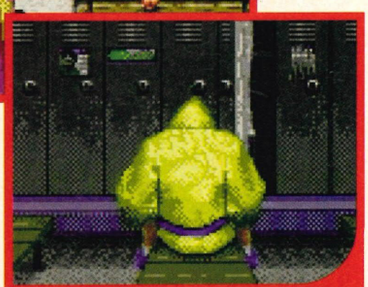
SEGA POWER



Quick competition: Anyone who can name three characters from the ancient game *Wrestle War* will, um, win. Er...



Spittle and blood fly from the mouth of the enemy like oil from a nun's ear. Which, unless you're an oily nun, is top.

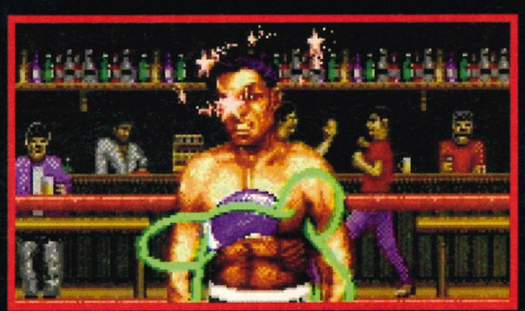


Solitude, Dejection and Misery. Just three of the hidden Gladiators in *TMC*.

EXCLUSIVE: THOSE TV STAR TOUGH-ALITIES

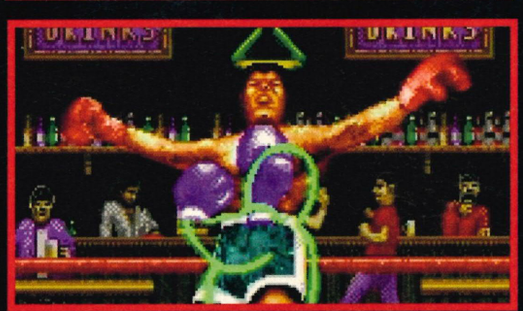
The Hird-ality

By simply rotating the joypad anticlockwise for seven seconds, you'll morph your otherwise sweaty muscle-on-every-hair hero into the - hey! - hilarious star of *Last of the Summer Wine* and *Songs of Praise*. It's Thora Hird! With your opponent stunned and unable to strike a lovable celeb such as Mrs. Hird, a swift bash with your bible should see him out of the ring! Top as Trumpton!



The Carolgees-ality

To turn your opponent into Bob Carolgees (with optional Spit the Dog), thus condeming him to a life of *Celebrity Squares*, *Blankety Blank*, and general second-rate stardom, simply turn round three times, (making sure that the TV is watching you) and press 'B'. As well as casting your opponent into a deep cess-pit of depression and eternal gloom, you will now also find it much easier to beat seven shades of thingy out of him.



The Grant-ality

Sort of like a babality, this. Shout "You're a big fat man who earns hundreds of thousands of pounds a year for spouting dribble into the world of our national press" at joypad 1 while fiddling with joypad 2, and your opponent - as if by magic - will turn into a big fat dribbling Russell Grant baby. Ace!



Tough Man Boxing

- ▲ Big, clear graphics
- ▲ Decent sound
- ▲ Very playable
- ▼ That fat bloke at the start
- ▼ Not *quite* great

Graphics 8
Sound 7
Addiction 7
Lifespan 7

Power points

Release date.....April
Players.....1-2
Difficulty.....Can get pretty hard
I AM.....IRON MAN
EA.....(0753) 549 442

Final verdict

"Satisfying and fun, this. I could say it pulls no punches, but that'd be crap."
Danny

82 Percent

Digital Pictures

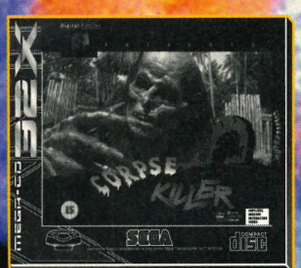
Too real to imagine

100% Full Motion Instantly Interactive Video Gaming lets you...

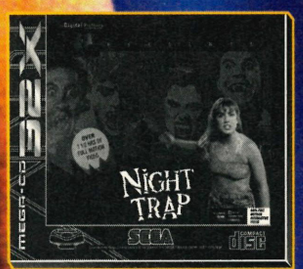
Slam it with Scottie...
Become the Supreme Warrior...
Be the ultimate Corpse Killer
and
Escape the dangers of Night Trap.

When Movie-makers make games, everything else is just cartoons

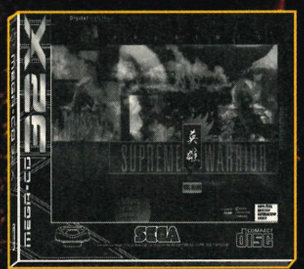
MEGA DRIVE 32X



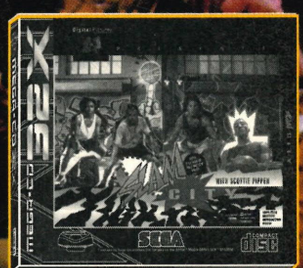
Corpse Killer



Night Trap



Supreme Warrior



Slam City

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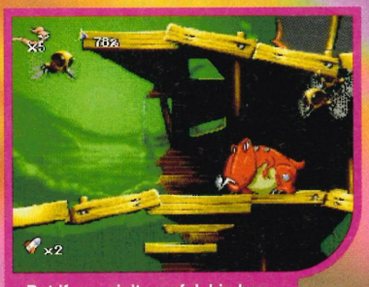
Yer new level introduces you to some gnarly homing missiles...

And then moves on to one of several sniffy Big Brutys to trap...





But if you ain't careful, big boy gets his bleedin' lunchy wunch...

And as if that weren't enough, Bruty can mini-multiply. JOYOUS?



EarthWorm JIM

Special Edition





• Mega CD • £49.99 • UK • Interplay •

Donkey slop! The flying Friesian, belching fish, shape-shifting puppy and Satan's own pussy are back and scratching for worms. Rooster!

My hoovering buddhas. There are so many heaving, lock-jawed, soundbitten cliches I could use to describe *Earthworm Jim* that I'd probably end up rolling about in the literary crib that is Mean Machines. For instance, there's your, "When this came into the office, Dean wanted to review this - but, luckily, I got here first!!!" Then there's, "Unless you've been living under a rock somewhere, you're bound to have heard of *Earthworm Jim!!!*" And of course, where would Sega Pro be without, "That's it! I'm off for another go..."

Swallow a pig. *This* is how it is (according to this particular bear-headed gaming bible). Earthworm Jim, from intro to end (seen it yet?)

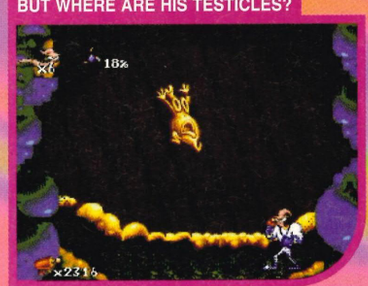


As well as an extended level within What The Heck, you've also got a tougher snowman boss. YOU SHOULD NOT BE DRINKING VINEGAR!

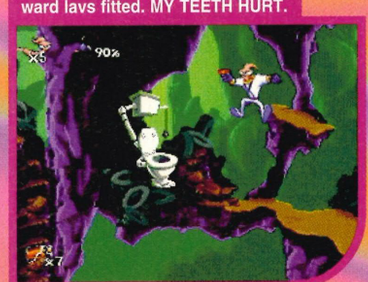


This game is available in April. BUY IT INSTEAD OF SWEETS. HAPPY NOW?

The Buttville boss is still tough. BUT WHERE ARE HIS TESTICLES?



Yer first level has more flush-forward lavs fitted. MY TEETH HURT.





A new slippy-slidey suitless sub-level. ARE YOU A STUD?

FACT: worms aren't animals. They're flowers.





This is how Dean Mortlock eats his dindins. The tubeless spaz.

YOU WILL BUY THIS GAME AND YOU WILL LIKE IT. Do we influence you at all? Do we hope so? DO WE?



Earthworm Jim Special Edition

- ▲ Even better sound
- ▲ Even better graphics
- ▲ Additional cushty levels
- ▲ The usual innovative gameplay...
- ▲ ...in a 'proper' special edition

Graphics **10**

Sound **10**

Addiction **9**

Lifespan **9**

Power points

Release date.....April
Players.....1
Levels.....Nine
Skill levels.....Three

Thanks to Shiny for the CD

Final verdict

"Brilliant. Essential. Outstanding. The best bleedin' platform game ever just (ahem) got better. BUY IT." *Simon*

96 Percent

is living proof that video games can still thrill, choke and throttle any old Jeremy Public into a giddy joy-joy state. And this Special Edition? Ahem - it *is* actually special. No poncing about *Mickey Mania*-style with the sound and then chucking it in clingfilm for the punters to lazily lap up. Instead, Shiny have created a one-off for the Mega CD: *Earthworm Jim* One-and-a-bleedin'-half.

Since we've bred you lot on a steady diet of happy-go-cynical pie, we're well aware that you may well blurb a "So What?" back into our stinkin' faces on this one. Aaaaaah. G-waan! Trust us just this once. This is (cue bad TV overdub) motherluvin' brilliant, ant holes...

Space, as ever, ain't exactly flopping loosely about like some Brazilian stripper in this part of the mag. So we've gone for the ol' chocolate dwarf option - this is going to be short and sweet. You've got... an extra skill level in which Easy has become Normal, Hard is Difficult and Difficult a Krypton bleedin' Factor sweatathon. You've got... a new password system which has to be one of the more logically designed, considering yer YOU WON'T FINISH IT YET skill curve thing. You've got... a foley artist's farm of new surreal samples (e.g. "*Armarackitmeen!*"). You've got... a new homing missile power-up to scare the bejeezus out of the bad guy menageries. And you've not only got a whole new level of what plays like a game of monster tag, but also some hefty, inventive extensions on the original levels. Not to mention the secret bits and THREE new endings! UUH?

Arthur C. Clarke says, "Finish the game on 'easy' and you get a *five minute* lecture on worms."



What's left, lard boy? On the Mega Drive, *Earthworm Jim* is boozey brilliant. On the Mega CD, it's fantastic. Got EWJ and need an extra platty snack before the sequel? Get it! Get it! Now!

SEGA POWER

ACQUIRED TARMAC DEFICIENCY:

The sudden withdrawal of Road Rash, characterised by uncontrollable nervous convulsions.

ROAD RASH 3

ROAD RASH

MEGA DRIVE

MEGA-CD

THE RASH IS BACK

For more information about Road Rash III, please call 0753 546 465, or write to Electronic Arts, PO Box 835, Slough, Berkshire SL3 8NU. • Mega-CD and Mega Drive are trademarks of Sega Enterprises Ltd. • Road Rash is a trademark of Electronic Arts.

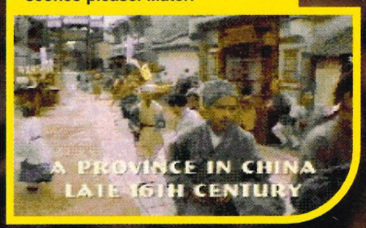
Supreme

Here's Supreme Warrior, a game based on a time when men were MEN, er, bad folk rampaged - like they do - and people lived to about 36 and were very short. Apparently.

• Mega CD • £44.99 •
• US Import • Acclaim •



I could make you feel really bad by saying that I stood outside that building. Ha Haa.



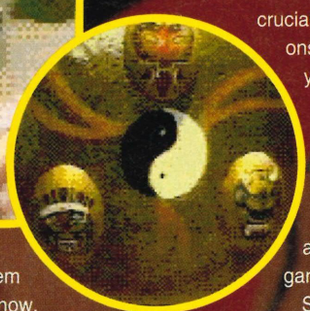
Province? Oh, la-de-da. Pass the scones please. Mater.



I gun would do well here - if only I had a time-machine thing.



'Fingers like sausages', that's what they said about me. Until I won the Essex fingers-like-sausages competition. That



There will always be incredibly evil people. Imagine how dull films, books, computer games, and dare I say it, LIFE would be without them. *Supreme Warrior* has one hell of an evil bastard installed on it.

He has one half of a mask. You've got the other half - get the plot? The whole mask will give supreme power to its wearer, and him being evil and that, he probably wants it to avenge something dark and distant from his grubby past.

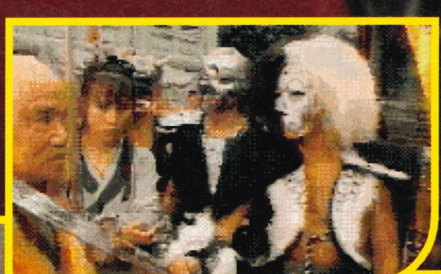
Soooo, it's a beat-'em-up? Yes. But is it like the very average *Prize Fighter*? Well, it's along the same lines, but before you hold that against it, much like the clutches of an aroused partner, please remember that *Prize Fighter* came out about a year ago and people tend to learn by their mistakes.

FMV games are one of those strange areas, in that you either love them or hate them. Thankfully, I like them in that very special way. You know, the way you look lovingly at a puppy before it chews all your belongings and craps in your shoes. The same way that you don't always admit to watching Blind Date, but have to watch it, just to see how the latest pairings of vacant 'people' (said in the loosest terms) 'get on' when they either pick grapes on vineyards in France or get some fat, hysterical bird to sit on a helpless donkey at the very loveable Blackpool pleasure beach.

Enough. For the unaware, *Supreme Warrior* has digitised hands onscreen, which, when prompted, should be flung in the direction of your opponent. Legs, too. The timing, naturally, is crucial. An icon appears onscreen to show you when to attack, and although you may think it would, it doesn't detract from the atmosphere the game creates.

Special moves must be learnt. Every time you beat someone you gain some of their power and a special move. Nooot baad. All this, naturally can be saved onto the CD for later laughs of a gaming nature.

All this sounds pretty good so far. The FMV is some of the best we've seen and there's more than enough interaction to silence a lot of those 'but

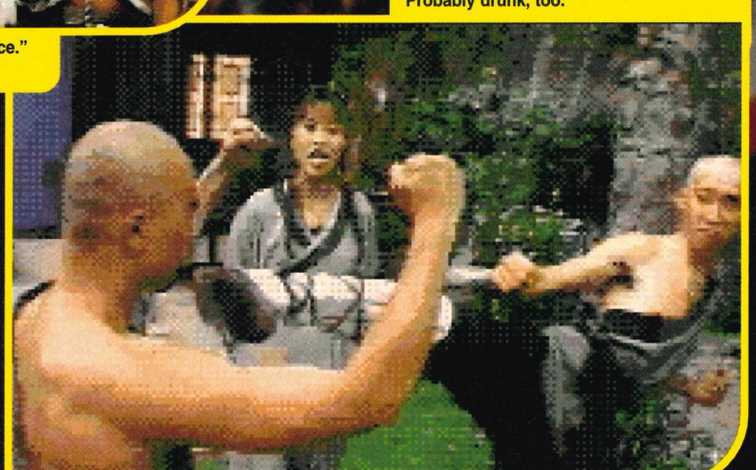


"Laugh at my freakish face."



Don't FFWWOOORRRHH her matey. This game's set in 16th century China, so she's been dead for about four-hundred years.

Top 'blokes fighting over bird' caption. Probably drunk, too.



Warrior

Er... Feel the mighty force of my something-or-other.



there's no gameplay; you might as well just watch a video' types. The problems start in the gameplay. I just found it ridiculously hard to land any sort of combination of punches. In three day's play I never managed to get close to beating an opponent. Maybe I'm crappier at games than I think I am, but I feel there's a largish problem with the gameplay. I believe that, with persistence, players will be able to work their way through the game. But it's all a question of how much patience they've got. And Jesus didn't bless me with much of that stuff.

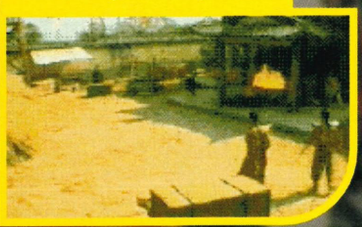


SEGA POWER

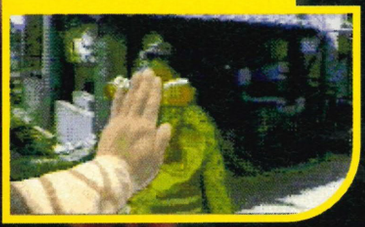
See, my hands will protect me from your dastardly attack.



A small. Chinese house from the 16th Century. Yesterday?



'No! Stop your evil reign of terror, you vile worm excrement!'



WIN! A SPECIAL THING!

Yes, you too can play your own game of *Supreme Warrior* in the comfort of your very own home, with this wonderful, authentic 'Supreme Warrior - Fire Warlord' mask. This is a good thing, yes? OF COURSE IT IS.

We may josh around from time to time, but 'swear on muvva's life' stuff, this is a genuine mask from the game. Digital Pictures being the lovelies that they are, kindly donated it, to give to you.

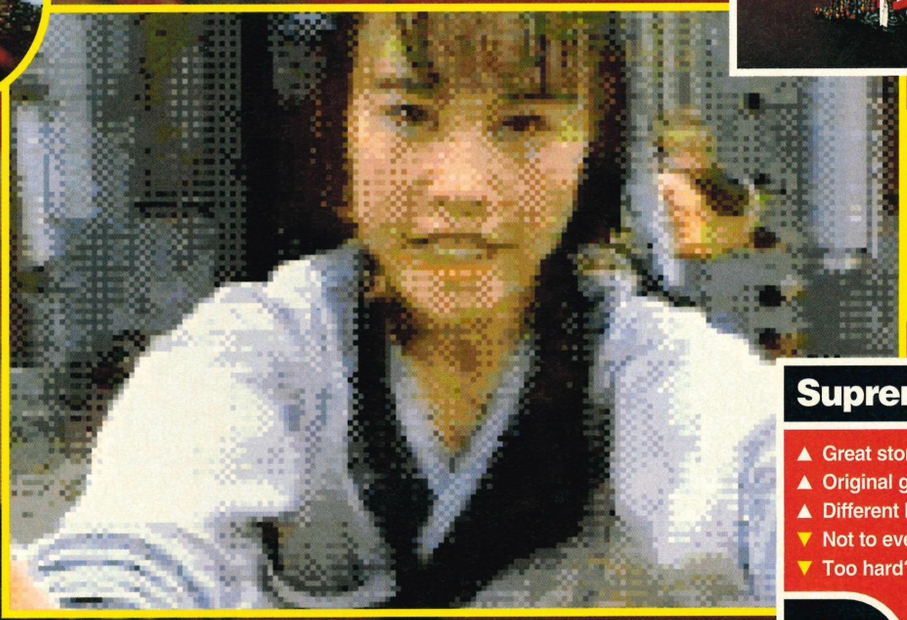
Not only that, but the runner-up will win some rubbish from the *Sega Power* office. Some chips of *Ecco 2* on the Master System, the odd post-it note and maybe a pen could be winging its way to you very soon. Just 'do' this very simple thing and the prize is yours. That is all.

"Name four OTHER games 'done' by Digital Pictures" (Sorry, Ray, but that *doesn't i*nclude this one).

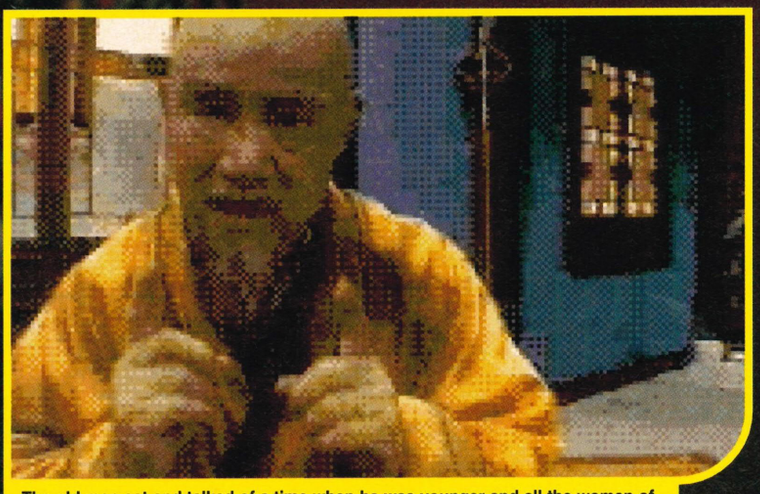
Replies to: I hate postmen, Sega Power, Future Publishing, 30 Monmouth St, Bath, Avon.

I thank you. Now wash yourself.





It has been said, by many, that captions are the work of the Devil, and do you know what? They're right. Absolutely right. (*Bored by any chance?* - Simon.)



The old man sat and talked of a time when he was younger and all the women of his village shrank under the weight of his... (*You're a sick man* - Simon.)

Supreme Warrior

- ▲ Great storyline and characters
- ▲ Original gameplay
- ▲ Different beat-'em-up
- ▼ Not to everyone's taste
- ▼ Too hard?

Graphics 8

Sound 8

Addiction 6

Lifespan 6

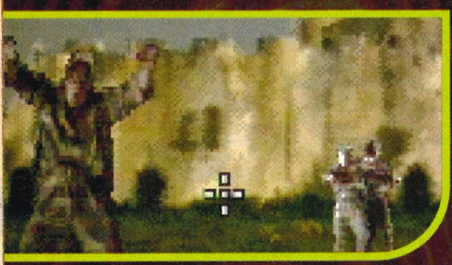
Power points

Release date ..... May
Players 1
Lard ..... Nice
Difficulty ..... Bleeding 'ard
Acclaim ..... (071) 344 5000

Final verdict

"Nice in a 'I like FMV' kind of way. Initial plays will put a lot of people off, though, as it's very hard."
Dean

77 Percent



CORPS

● 32X/Mega CD ● £44.95 ● UK Release ● Acclaim ●



"Tense? Why not pay a visit to Spunky Clown's Outdoor Massage Village? Yes. Have a massage beneath the sun. True."

Zombies good. Zombies stagger and grunt and bits of them fall off. Like lepers. Zombies = funny, rubbish, camp, so-bad-they're-good films and that. One of the first 32X/CD games has zombies in it. ADVICE... KILL THE BODY AND THE HEAD WILL DIE!

Oooookay. There's a Mega Drive, a Mega CD and a 32X... and, like, they go into this pub. The intense snaffling of numerous shandies invokes a yapping, hazy chumminess. Mega Drive wrenches his foggy gaze away from the suddenly pleasing textures at the bottom of his glass, gathers himself up and addresses Mega CD...

"I tell ya... When you first, like, came out, I thought you were a bit, well, crap. Yeah? But a few of them clever developers - they've done a few good games on you, like..."

"Thunderhawk!" bawls 32X, aiming sludgily at the syllables. Mega Drive prods Mega CD... "Yes, yes. And him... he had that *Doom*, and *Virtua Racing Deluxe* was alright... but *Metal Head? Cosmic Carnage?* Well (sweaty, spitty, snigger) sorry, mate - but they were (too loud) TOSS! I always thought you were both worth more! Let's SHOW 'EM! The lot of us against the whole friggin' world, knowwhaddamean?"

Sigh. You'd think such a teetering, sumptuous orgy of coupling electronics would spatter forth something vaguely fertile. This... *this* is a futile, greasy, *I'm-not-sleeping-on-it* smear of sweeping unplayability and thankless drudgery.

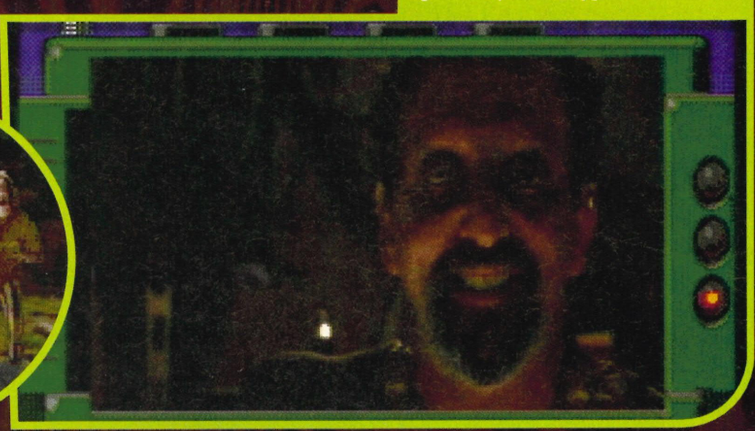
Story? Eye-rolling Pentagon-renegade-loony-doctor holes himself up on a

"Hi! Weeeell - my name's Victor, I'm 43, and I'd like to meet a reeeally FILTHY girl. That's right! I'm a personal hygiene consultant."



"HELP! WE'RE BEING HELD CAPTIVE IN AN ABYSMAL VIDEO GAME!" (Abysmal magazine, more like. - etc...)





Corpse Killer - The Complete Player's Guide

Still stupid enough to have exchanged hard, cold, cash for this quivering bowl of pig-filth? Finding it all a bit 'difficult'? Simply poke the tip of your tongue from the corner of your mouth, rock yourself backwards and forwards in your chair, say "Sorry, mum!" and "Hello, Raaay!" a lot, and follow our Danny's exclusive mince-by-mince tips 'showcase' pullout guide...



1 Swagger over to your local video games vendor, say in a loud, steady voice, "A Mega Drive, A Mega CD, a 32X and a copy of *Corpse Killer*, please!" Hand over too-many-hundred of your planet's "pounds".

2 Hail a hansom cab and instruct the "cabbie" to carefully assist you with your newly-acquired, fragile luggage. Be sure to tip him uglily.



3 Call over a friend called Neville or Glen to deal with the stupefyingly dull and tediously tecchy set-up.



SE KILLER

remote tropical island. After gorging himself on the local voodoo culture, he conceives his own reanimation rituals, takes command of a seeping, stumbling, troop-of-the-undead, and *still* has the audacity to kidnap a group of good ol' gung ho, chilli dog-chewin', napalm-flinging G.I. Joes. 'You' are the fuzzy-faced, death-or-glory Gulf War vet who, with the assistance of a ludicrously stereotyped local Rasta boy ("Rrradical, mon!") and a headstrong-but-sexeee rookie journo ("I bet you know how to do a *lot* of things...") must, well, shoot the zombies and sit through the jarring, endlessly replaying FMV cut-aways.

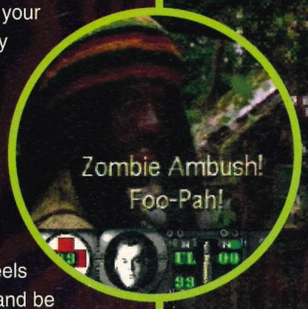
Once again, it's a sloppy, glutinous vat-load of lurid cosmetics shamelessly plastered onto the pitted, angular features of a laughably inferior *Lethal Enforcers/Crime Patrol/Mad Dog Bleedin' McRee* clone. At least the vaguely random nature of the *Ground Zero Texas* shooty bits revealed an effective seam of non-linear tension. Here, it's just same-ol', same-ol', point-the-cursor-and-shoot-shite.

This is bad. Bad, bad, bad, bad, bad! Don't even *think* about it. Don't even browse it in the shop. Tell your friends not to buy it. Heartily and repeatedly recommend it to your worst enemies. Should you ever happen to stroll beneath the wheels of a juggernaut and be ground to an undignified, sinewy puree, at least you'll be able to smugly carry the knowledge to your grave that you never soiled yourself with *Corpse Killer*.

SEGA POWER



Top zombie movies... Zombie Aftermath, Night Of The Living Dead, The Video Dead, Philadelphia.





Stereotype /'ste-/ *n.* standardised conventional idea or character. Stereotyped *a.* standardised and hackneyed. ("HYPOCRITES!")

Uumm... (Say what you see! Say what you see!) Okay (ahem) - "Don't shoot?" Rubbish.



Corpse Killer

- ▲ You can use the back of the CD for... *(NO!* - Simon)
- ▼ It's barely playable
- ▼ It's hypnotically repetitive
- ▼ It's a game barely alive, HUH?

Power points

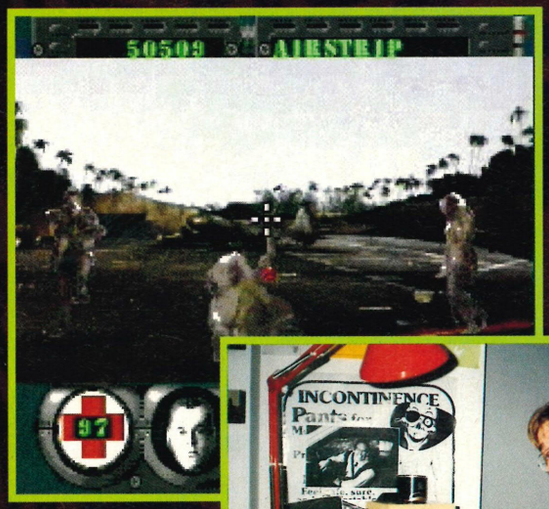
Release date.....Now
Players.....1
Levels ..Four Zombietown zones
Revenge Of ...The Stinking Dead
Acclaim.....(071) 344 5000

Graphics **7**
Sound **2**
Addiction **1**
Lifespan **2**

Final verdict

"Reheated, moronic, ill-conceived POND SCUM. Rancid, cynical, unplayable anti-entertainment."
Andy

22 Percent



5 Begin play. Randomly visit different locations and, using the joypad, try to shoot all the zombies. Realise that the target doesn't actually move fast enough to reach them all in time. Vaguely discern that familiar, sour, migrainey throb... Stare at other things.



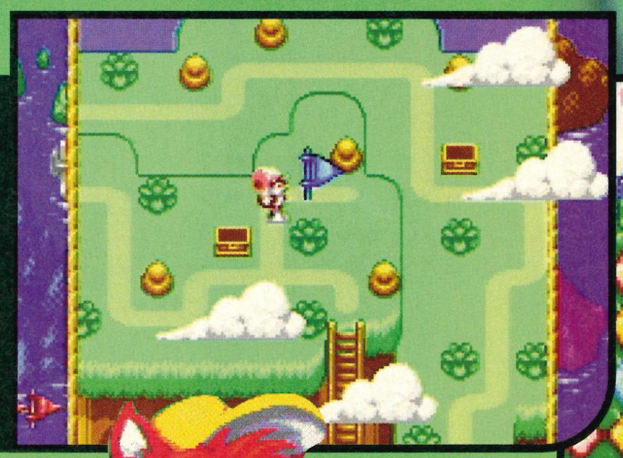
4 Learn about zombies. Sit up and consult the manual... then burn it.



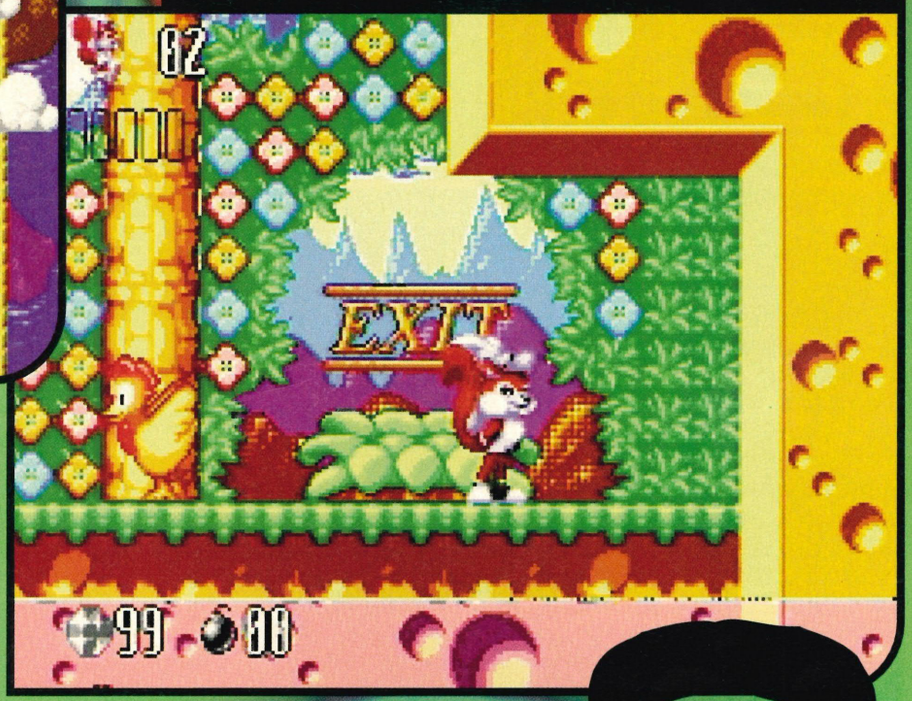
6 Keep running out of energy (due to the problem in '5'). Save the game a few times. Realise that there's nothing actually worth saving the game for anyway... Watch the same scenes over and over and over and over and over and over and over and...



7 Burn the game. Curse. Growl. Cry. Learn your lesson, booooy!!



Reader interaction caption - insert your own caption - insert your own caption here!



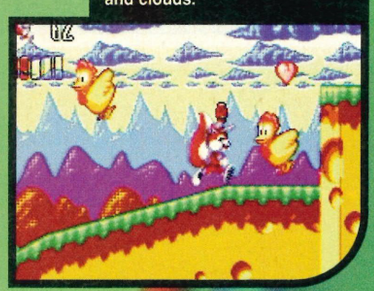
Brighter and more colourful than a wonderfully integrated society, with people from all corners of the globe coming together to form one giant love cocktail of harmony. Nutz.



Mr Nutz 2

Someone once said Mr. Nutz was an 'unstoppable games animal'. It wasn't me. But - hey! - why not read the review and, like, make your own mind up?

Chickens and squirrels. Hearts and clouds.



• Mega Drive • £39.99 • April • Ocean •

Uuuh? Cruel trick or genuine misunderstanding of last issue's less-than-enthusiastic review?

Whatever the story, *deja-vu* is a ruthless duchess, and the fickle finger of fate has been joined by the... er, fickle finger of sequels to heave a mighty twos-up to the world in a sort of Mr-Nutz-IS-crap-but-let's-do-a-sequel fest. Let's call it *Mr.Nutz 2*, yes?

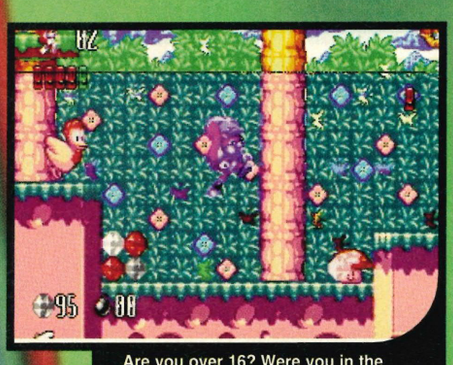
So after a mighty one month hibernation period, old ballsy is back. But whereas last time he knew exactly what he was - a celebration of the whole "you've seen it all before" cliche - this time schizophrenia rears its ugly heads, as Mr. Nutz delves deep into his inner self, to grope about, fondle with inner organs, and find out exactly *Who He Really Is*. Is he still a clone of a clone of a Sonic-clone? Uh-*huh*. And (in what must surely be a first), our platformy squirrel friend also becomes a sort of *Zelda*-esque RPG star.

Hmmm... doesn't quite seem to work on paper does it? Lucky then that it... Oh. Doesn't seem to work on screen either. Yep, once again, Lady Disappointment slaps us with another dead squirrel, because this one plays like a kipper.

The platform parts aren't well thought-out, and tend to sink into the tedium that so many recent releases have dragged us lot into. The role-playing sections are frustratingly slow, too superficial to take seriously but too prominent to ignore. Oh, and the 'conversations' are quite possibly the dullest to have ever been thought up ("Hi. I'm a pebble." "Hi. I'm Mr. Nutz" "Hi Mr. Nutz. How are you?" "I am fine thankyou" et-flippin'-cetera). Plus, the whole game just seems a tad aimless, with Mr. Nutz wandering around in a vain struggle to find something to do.

Mr. Nutz was nothing special before, and by releasing a sequel of similar quality without amending any of the faults of the original, Ocean haven't left much time for the indistictive smell of Nutz to clear the room. Sorry lads, but straight Amiga-to-Sega conversions just won't do anymore. And we all know what they should have called it, eh readers?

SEGA POWER



Are you over 16? Were you in the Tufty Club? Let Danny know...

Mr Nutz 2

- ▲ Quite speedy
- ▲ Well presented
- ▼ Utterly average
- ▼ Sadly out of fashion
- ▼ Zzzzz

Graphics 6
Sound 6
Addiction 5
Lifespan 5

Power points

Release date.....April
Dave Perry.....Games Animal
Players.....1
Difficulty.....Varies
Ocean.....(061) 832 6633

Final verdict

"It'll take a while to finish, but FACT: once you do, you'll never touch it again." *Danny*

65 Percent

Night Trap

• 32X • £49.99 •
• US Import • Acclaim •

We all know what FMV stands for, but the funniest alternative sent to us will win something. Probably.



Never trust anyone. These people are vampires. Yes?



Sneaking around a house full of young girls in black isn't clever. Fun, though.

How do I review this? The way I see it, I have a couple of different angles to take. I mean, I could go for the 'how does this compare to the Mega CD version' angle, or I could plump for the old favourite, 'how has it aged against newer, more interactive FMV games?'. Or, as many people might expect me to, I could prattle on for three hundred rubbishy words and not mention anything about the game once. The best compromise, I feel, is a mixture of all three.

Firstly the FMV screen is fifty percent larger, it's clearer and smoother and has four times the amount of colours. All this is very important and should be stored away in the part of the brain marked 'interesting things'. The overall effect is impressive and you do feel more involved in the overall 'experience' of the game.

Naturally, the gameplay remains unchanged. You still have to capture the Augs, save the girls and generally give yourself that feeling that you've fallen into an American fifties B-movie. (Something with a title like 'Earth Maidens Eat Pies on The Moon', or 'I Married an Accountant From Buckland Dinham' - yes?)

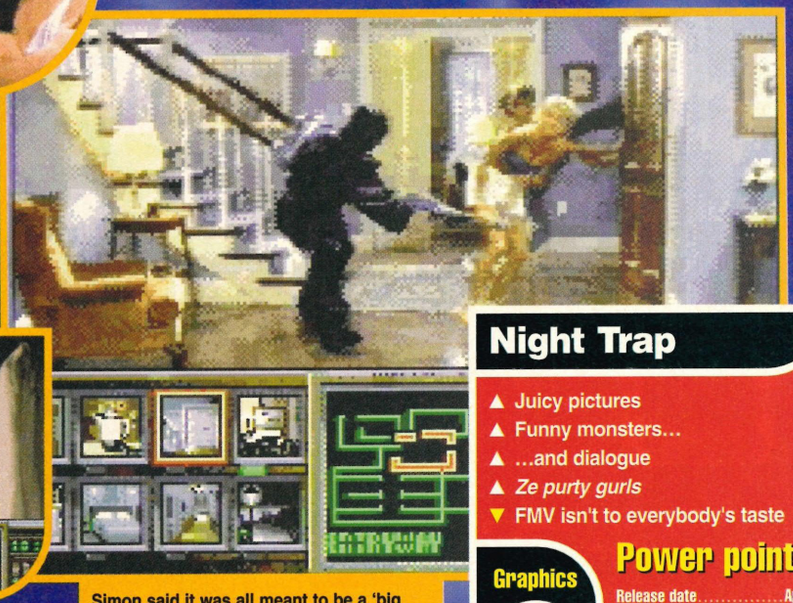




The gameplay's still fun. There's still a fair amount of pleasure to be had from eavesdropping on the various characters (in a bizarre, illegal kinda way) and finding all the times is a big enough challenge for you 'gamesplayers'.

Soooo it's a new thing for the Mega Drive and it'll keep you busy. Maybe it's lost a bit of its original impact, but it's still certainly worth checking out.

SEGA POWER



Simon said it was all meant to be a 'big joke', but it took weeks for the girl's bruises to disappear...

'It takes different strokes to rule the world, yes it does.' Ha *Haa*!



Remember to hide things you don't want people to find.





Choose your favourite: 1) Take two Augs into the shower? Not me. Er, or: 2) Go on, geez a sniff!



This is a map. Don't be cruel, I like things like this.

Night Trap

- ▲ Juicy pictures
- ▲ Funny monsters...
- ▲ ...and dialogue
- ▲ *Ze purty gurls*
- ▼ FMV isn't to everybody's taste

Power points

Release date.....April
Players.....1
Monsters .....and that
Difficulty .....Medium/hard
Acclaim.....(071) 344 5000

Final verdict

"Love it or hate it, this is still a good example of how an FMV game *should* play. I say."
Dean

Graphics	Sound	Addiction	Lifespan
7	7	7	8

80 Percent

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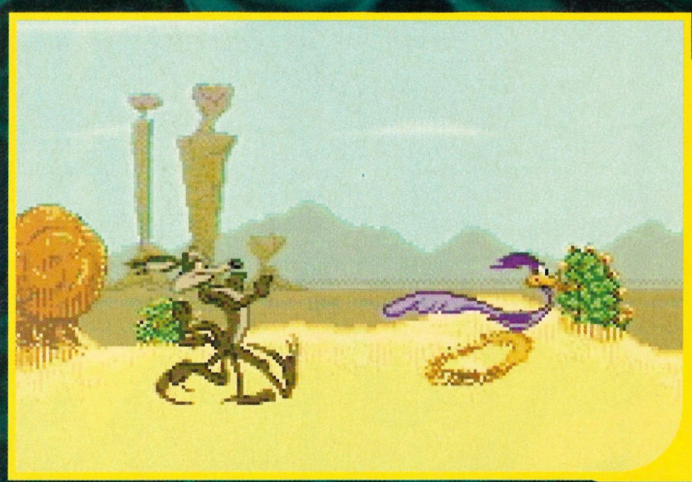
More news from Dominik Diamond
We talk to the PlayStation's head honcho and have a look at the brand new Jaguar CD.
EARTHWORM JIM 2
We've got an EXCLUSIVE feature on this MONSTER game. Direct from the programmer to you.
On sale 16 March

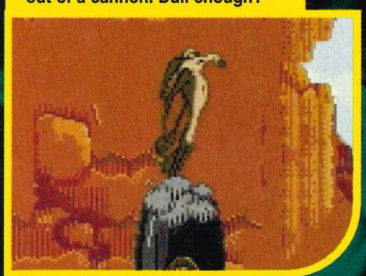
Desert Demolition

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



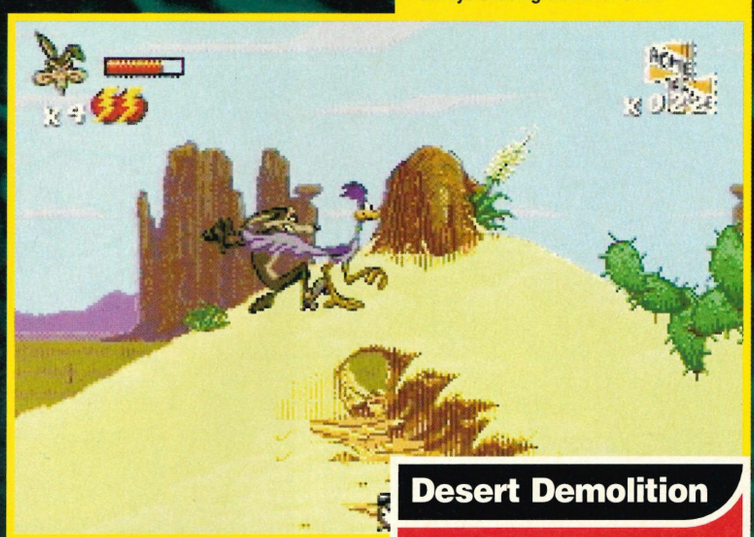
STOP CHASING HIM! STOP IIIIIIT! GET A FREAKIN' POPSICLE OR SOMETHING. PLEASE.

In true cartoon form Wile is shot out of a cannon. Dull enough?



Road Runner went Meep Meep. Coyote went Grrr Grrr. And after an hour with this, our reviewer went insane.

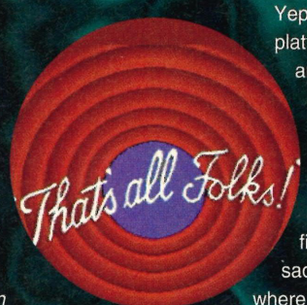
Exclusive: the real reason why he was always chasing that bird. Um...



Cartoony things are the obvious choice for platform game stardom. But recently it seems that software companies can't work out quite how to make these games fun. Or, for that matter, 'good'.

So in true software-house form, the ACME corporation's latest release sees Road Runner (Speedicus Birdicus) meeting up with ol' showbiz pal Wile E. Coyote (Canis Ravenous) to 'produce' (sigh) *Desert Demolition* (Arsicus Carticus).

Somehow I still find it sweet that software companies, in what appears to be their ultimate innocence, continue to slap any old tat onto a cart in the vain hope that someone, somewhere will chuck £44.99 at them in appreciation.



But I'm not quite so impressed by anything that you're supposed to pay big money for, only to have completely finished every aspect of it IN UNDER AN HOUR. Like *Desert Demolition.*

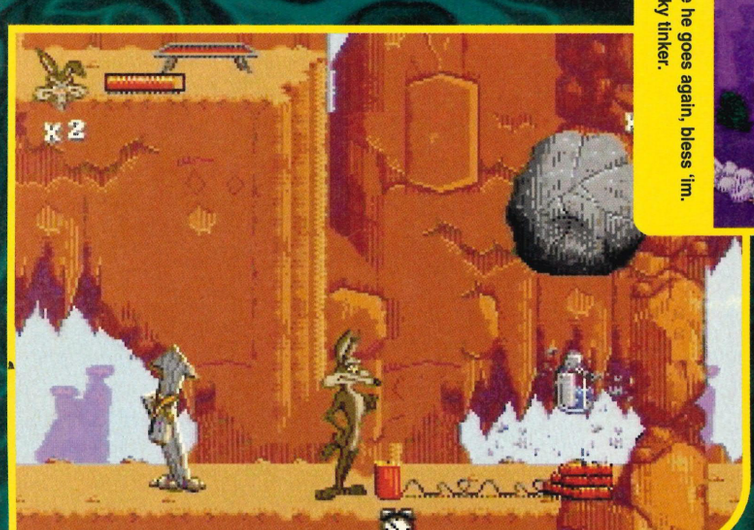
Yep, a "multi-levelled platform game" it may be, and yes, you may well be able to 'be' either Road Runner or Coyote, but no matter which character you favour, it's just way too easy to finish, leaving you with a sad, empty feeling around where your wallet used to be.

Sega will simply say "it's for the kids," and you'll be left thinking of all the better ways you could've spent £44.99 and an hour of your time. Pah! Just phone up Sega and offer them a fiver for it.

SEGA POWER

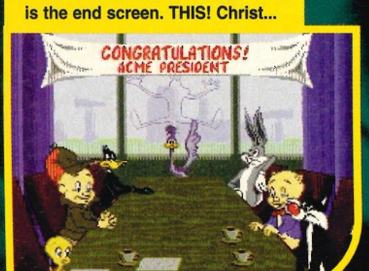
There he goes again, bless 'im. Cheeky tinker.





Blow up the dynamite, send the rock soaring, grab the bottle, get squashed. Why doesn't he just fall off cliffs like he used to do?

Just to batter any curiosity, this is the end screen. THIS! Christ...



Desert Demolition

- ▲ Some nice backdrops
- ▲ Cartoony feel
- ▼ So embarassingly easy...
- ▼ it's over in one sitting...
- ▼ and That's All Folks. HA!

Power points

Release date.....March
Players.....One
Levels.....Loads
Difficulty.....pathetic
Sega.....(071) 373 3000

Graphics **6**
Sound **6**
Addiction **5**
Lifespan **4**

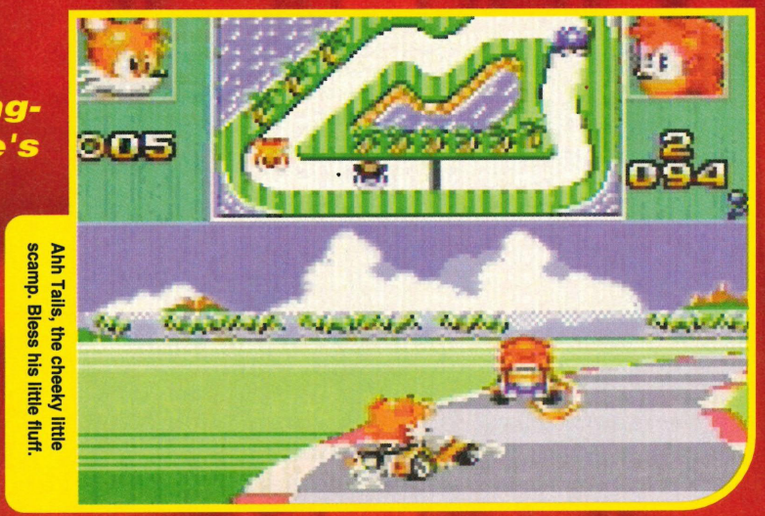
Final verdict

"Lose 45 pounds in 6 weeks on the new Weight Watchers plan? I know a better way." *Danny*

55 Percent

Sonic may be as washed up on the Mega Drive as Long-John Silver, but he's still 'doing it' on the Game Gear. As this game clearly shows...

• Game Gear •
• £29.99 •
• March • Sega •



Ahh Tails, the cheeky little scamp. Bless his little fluff.

Sonic Drift 2

▲ Girls
▲ Beer
▲ Er, films
▲ Food
▼ Does it represent youth culture?

Graphics 7
Sound 6
Addiction 7
Lifespan 8

Power points

Release date.....March
Players.....1
Levels.....18
Difficulty.....Easy/Medium
Sega.....(071) 373 3000

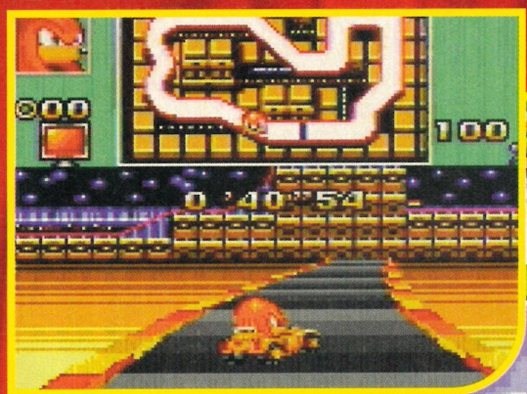
Final verdict

"Wahay kids! Fun fun *fun* - all the way to the fun bank. Where it makes a huge deposit. Of fun. Er..." *Dean*

81 Percent

If all the *Sonic* games were laid end to end, many would ask why.





Hedgehogs were made my God to keep humans amused.



I once had a Game Gear, but everybody laughed at me, so I gave it to a tramp.



Maybe we don't push the Game Gear as much as we should. While the Master System is currently calling for the priest and having its heart kept pumping by the aid of several large machines, the Game Gear is still quitely mulling along.

If the Game Gear was a party guest, it would almost certainly be 'Keith', the friend of the host's boyfriend who works in the same department as him, and blagged his way to the party by talking to him constantly at the Christmas party the week before. Keith would, undoubtedly, spend most of the party in the kitchen, and leave moaning that the music was "too loud" and the chicken legs were "red in the middle".

In simpler terms, the Game Gear has, and never will, set the world alight, but in its own special way deserves heaps of credit for some of the software available for it. *Sonic Drift 2* is not a bad effort. Unlike Keith, I suppose.

The game does remind one of *Mario Kart* in some ways. There's three different leagues, each with six tracks, a varied array of computer-controlled enemies and bonuses, pick-ups and things thrown at you galore.

The scolling of the tracks is typically eight-bit racing standard. Nothing special, but okay. On some of the tracks Sega have tried to make some of the corners bank, and it *nearly* works.

So, to conclude. *Sonic Drift 2* is a) much, much better than the awful *Sonic Drift 1*, and b) one of the best racing games to appear on the Game Gear. Got a Gear? Buy it as soon as possible, Keith.

SEGA POWER

Sonic Drift Racing



Sonic The Hedgehog went into the pub, right?...

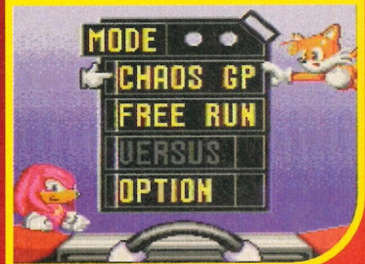
...And asked the barman for a drink. The barman said...





...'Sorry, we don't serve hedgehogs in this bar'...

...So Sonic left and went somewhere else. Er, not funny.



Striker



Owners of *Sensible Soccer* - check out the last sentence of the manual. The writer now works for Mean Machines.

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

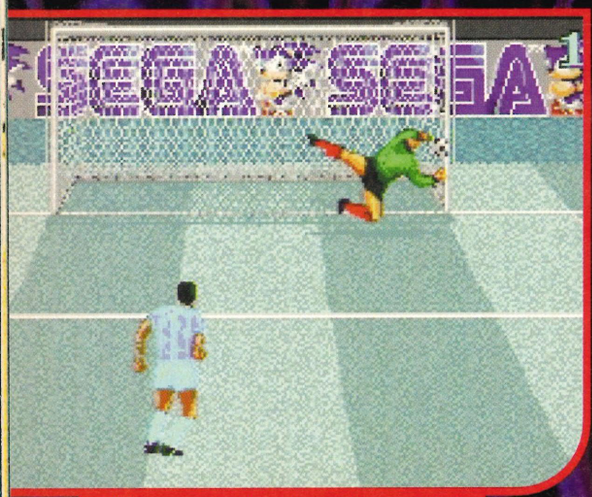
With more passion than a kiss from a Frenchman's lunging boot, please welcome (sigh) more footballs.

Just when we thought it was all over, we've been denied the chance to shout "it is now". Recently, the Mega Drive's been involved in several intriguing love affairs with various software houses and their stud-shaped offspring. For what seemed like an age, liquid football was dribbling out of the nation's gaming pores and such classics as the *FIFA* brothers, *Sensible Soccer*, *Ultimate Soccer* and *World Cup '94* were soon established as the top-class signings in the world of Sega. Sadly, with every first division comes a Leeds United or two. Both *Ryan Giggs Championship Soccer* and *World Championship Soccer 2* had, er, very similar names, and were awarded nowt but red cards and early baths. And now along comes *Striker*. Shattering your illusions is something that we're good at on this magazine, so I'll say right now that *Striker* is no *FIFA* beater. The graphics and gameplay don't compare, but if taken on its own merits, *Striker*'s a good little game. Options are jumping about all over the place, and there's also the chance to view the game from directly above (like *Kick Off*), from the side (like *Euro Club Soccer*) or from a slightly elevated position. Apart from your standard filth-spattered shorts situation, footballing can also take place in some school gym somewhere with a reasonably nifty five-a-side tournament.

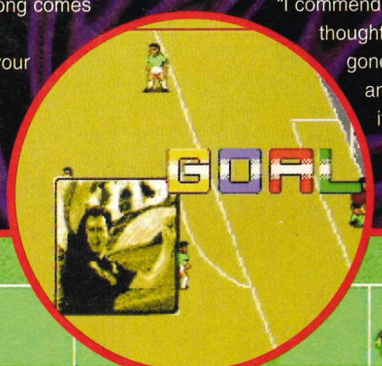
But even though *Striker*'s not going to win the league, the games fairy should really run up to the gorgeous programmers, give 'em a kiss and say "I commend you". A lot of thought has obviously gone into the game and it seems as if they've tried to include everything they could think of to please the gamesplayer. It's just that even though *Striker*'s a nice arcadey-sort of a game, it somehow lacks the certain special combination of gameplay and addictiveness that *Sensible Soccer* kicked our way. And all the puns don't help either.



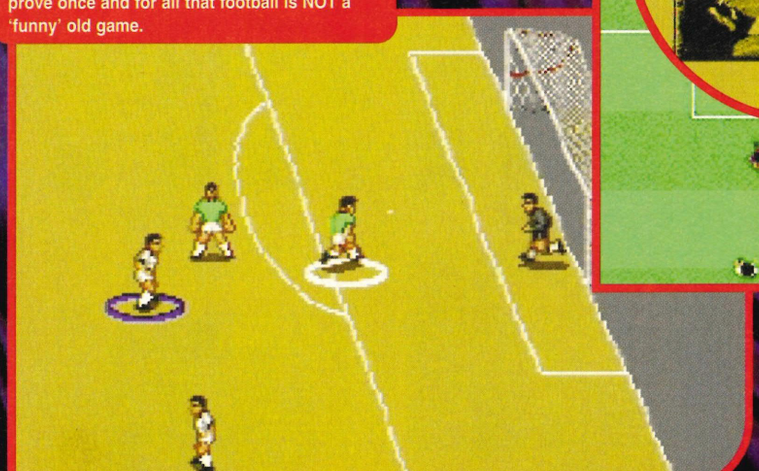
Dean says he played football once.



All those puns on the bottom-right screenshot prove once and for all that football is NOT a 'funny' old game.



This'll be the overhead view. If you look really closely, it's possible to check for breasts.



FACT: GamesMaster's Leslie Ellis plays 5-a-side football every Saturday. Phone him up and ask him about it. He's waiting...



Striker

- ▲ Loads of options
- ▲ 5-a-side is best
- ▲ Good presentation
- ▼ Not quite what it tries to be
- ▼ Annoying sound

Power points

Release date.....April
Players.....1-2
Difficulty.....Easy/Medium
Puns.....BALLS!
Sega.....071 373 3000

Graphics **6**
Sound **4**
Addiction **7**
Lifespan **7**

Final verdict

"Good enough to make division one, but not a hope of winning the league." *Danny*

79 Percent

Kids On Site

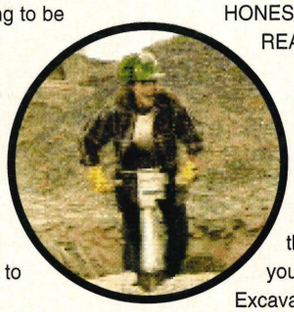
• Mega CD • £49.99 •
• US Import • Digital Pictures •

"Kids have had lots of opportunity to watch big equipment in action. Now, put YOUR child in the driver's seat!!!" Bum fluff.


Well, roast me in a pop band, it seems this TRUCK IS CRYING!


"Hey everybody! After six pints of cider, I like to operate heavy machinery!"

Hula-hooping monsters. Why exactly are we reviewing this? Not because we're trying to be wild and crazy, that's for sure. Wild and crazy sucks onion. Wild and crazy blows egg. No - we're reviewing this because the game originally planned for this page 'didn't arrive in time.' *Kids On Site:* crap to fill a page. Impressed?

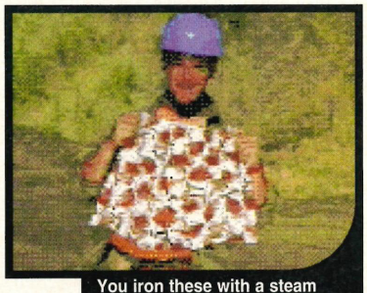


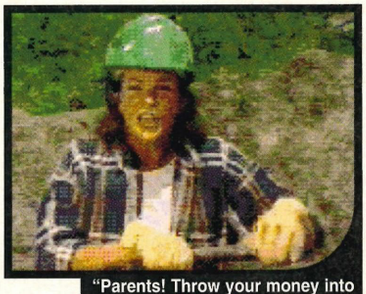
To be perfectly honest, I'd rather churn milk. But I'm older than most of you lot. Admittedly not that much, but old enough to KNOW. Like I know what a bevelled edge is, but I've never bought a pillow.

What else? *Kids On stinkin' Site.* Forget it. Forget we ever mentioned the feverish crone. Forget we ever thought it was a good idea. Forget that you bought this magazine to learn about games. We don't deserve you, we really don't. Mind you - you can stop thinking about us refunding your money right now. We'd rather pick your nose and eat it. Yum yum.

CHRIST. YOU STILL WANT TO KNOW ABOUT THIS SLOP OF SURPLUS RUBBISH DON'T YOU? YOU STILL WANT TO KNOW ABOUT *KIDS ON STINKIN' SITE*? REALLY? HONESTLY? HONESTLY REALLY? Asked for it...

"Would you like to guide your kid through the real thrills of operating heavy construction equipment? Then join the Coffee Break gang as they laugh and learn with you. Scoop with Eddie the Excavator, lift with Billy the Bulldozer, flatten with Melvin the Steamroller, and demolish with Ruby the Wrecking Ball. (Bored yet?) Let the colourful and zany cast help you around the building site, then have a go on your own! Complete each goal for each machine, and you'll get the chance to set off a big demolition charge in the crazy finale."


You iron these with a steam roller. IS IT FUNNY OR WHAT?


"Parents! Throw your money into a pig or buy this! THIS!" Duh...

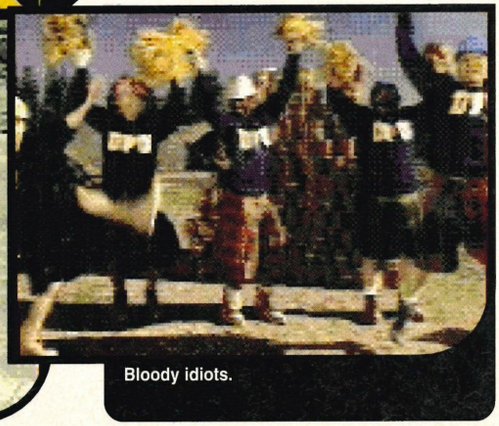
Blahblah*blah*. The FMV's grubby at best, the dialogue is wretched, the interaction stretches to pressing A, B or C to prompt another excruciating scene et stinkin' cetera. Frankly I don't care if it's for kids. Even mummy and daddy won't like it. And anyway - Tonka toys are cheaper. WHAT RHYMES WITH SITE? SEGA POWER



This is the game. There are 3 buttons. Fascinated.



Of *course* building sites aren't dangerous. Go run about them, children. It's FUN, yes?


Bloody idiots.

Kids On Site

- Hygiene clippers
- Pop socks
- Baby on board stickers
- Sega Magazine
- These cost money too

Graphics 1
Sound 1
Addiction 0
Lifespan 0

Power points

Release date.....March
Players.....Lobotomised
Machines.....Four
Difficulty.....Non-existent
Acclaim.....(071) 344 5000

Final verdict

"A very expensive paperweight."
Simon

1 Percent



Tony up on the estate has got a brand new bike, and it's rock hard and everything and he's got all the leathers and a helmet and everything. He says it's called a Vespa. Are they good?



Anyone who can tell what's going on in this two-player mode, write and tell us.





You may not have to play through all these tedious samey tracks before being able to conclude that *Kawaskaki* was in fact a waste of time.

Kawasaki

• Mega Drive • £44.99 • UK Release • Time Warner •

Motorbikes are dangerous. That's a given. But what we wanna know is... are cack games bad for your health? Eh, Cheesy? EH?

See that great game? See how much fun it is? See how the smooth-moving, fast polygons create an impression of presence and speed? See the joy of the split screen two-player game. See how much money *Seeeyga* made from *Virtua Racing*? Mmm. Sure could use a slice of that pie.

Enter Time Warner, stage left: "Me and the lads saw *Virtua Racing* down the arcade for ten minutes. Shouldn't be too hard to rip off. Play it? Nah, we didn't actually play it, but Jo's sister, said her mum had a go and it was great. We're going to do it on bikes. Just wait and see - it'll be the best."

Oh dear. *Kawasaki* is one of the most unplayable racing games we've ever taken for a spin. First impressions - fairly ropey and uninspiring front-end with some tatty graphics and menus and... erm... a single shiny bike.

Second impressions - never mind all that - let's get stuck into the game. Hold on. There's something wrong with me telly. Why can I only see game action on a strip in the centre of the screen? Asking you to drive a motorbike at a crawling 200 mph and look through a letterbox *at the same time* seems to be asking a bit much.

Third impressions. This isn't actually much cop is it? The background polygon graphics are chugging *really* slowly. The competitor motorbikes are almost all identical, only have two or three animation frames each, and never actually fall over when they crash. All the bikes do is make a bonging noise when they smash into a pillar. Your back wheel rises. This is *not* a quality simulation.

Fourth impression - hold on. There's a multi-player game and a turbo setting. You can't really lose, can you. Can you? Yep, you can. Playing the split-screen game, it's almost impossible to see where you're going, since the windows are too small. The turbo setting would've been put to better use improving the frame rate and graphics on the actual game, rather than just making the same engine 'rev' faster.

Lasting impressions. Why would *anybody* want this poor man's *Virtua Racing*?

SEGA POWER







The hilarious bunch who programmed *Kawasaki* have given full rein to their gag-writing talents by thinking up *funny* player names. Jokes on them.

Kawasaki

- ▲ Bikes are cool. Heh. Heh.
- ▼ Now they're not
- ▼ Cack graphics
- ▼ Rubbish two player game
- ▼ Not a single decent accident

Power points

Release date.....April
Players.....2
Difficulty.....Easy to middley
Tracks.....15
Time Warner ...(0604) 602800

Graphics **3**
Sound **1**
Addiction **2**
Lifespan **3**

Final verdict

"A deeply flawed after-thought-fast-buck-made-bad of a game. Oh dear..."
James

25 Percent



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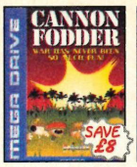

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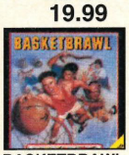

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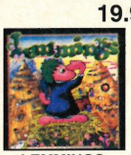

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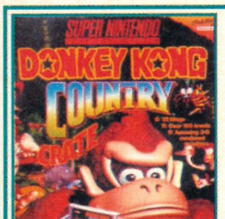

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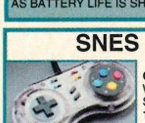

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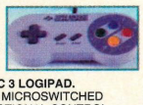

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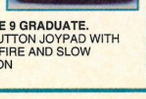

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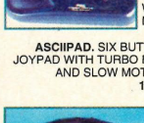

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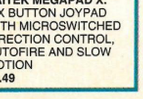

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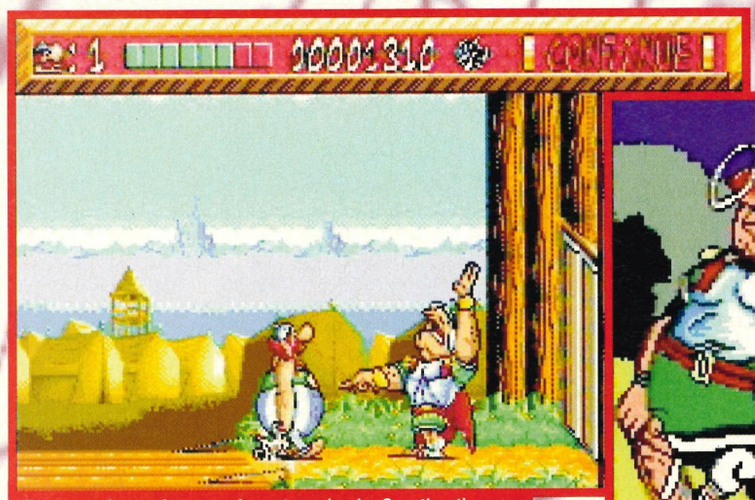
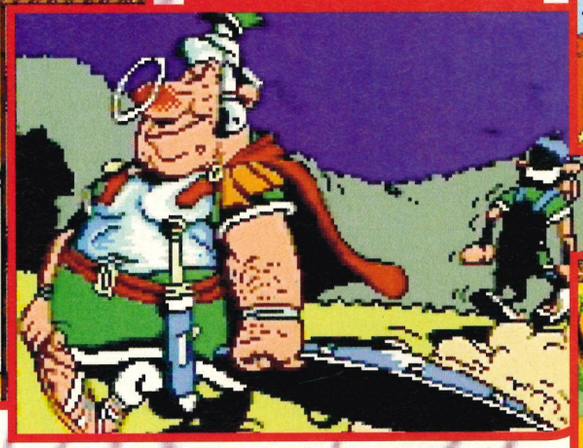


Your name's not down, you're not coming in. Or rather the Roman pronounciation: Your name-us isn't down-us and your're not-us comin' in. And no pin stripes either, fat boy.



The guard went on his way after the solemn punching in. A little wiser and yes, perhaps a little bloodier...



We reckon that the guard's muscle relief is explained by the fact he's actually one of the *Village People*.



Duck that crazy arm-thang. Yawn.

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How in the name of all that's decent and good could they have the GAUL to release that? No more gaul than there is in that crap pun.

Hmm. Let's start with a tenuous, slightly clever gag. Now, it's a little known fact, that one of the reasons the vile EuroDisney isn't doing so well is the existence of Parc Asterix, a theme park dedicated to the noble, stumpy-guts himself. Now, for a Sega connection. Erm. They re-arranged the words Sega to spell ages. Okay? So let's rearrange the words parc and see what we get. P-R-A-C. No good. A-R-C-P. This isn't working. C-R-A-P. *Yeeeesss.* That would about sum it up.

There's some story underlying this platform 'romp', involving the protection of some shield. There's also some Gods with... erm... 'powers'. Anyway, the plot is related in authentic enough still images. No decent animation to speak of, so we reckon you'd be better off buying a stack of the original books.

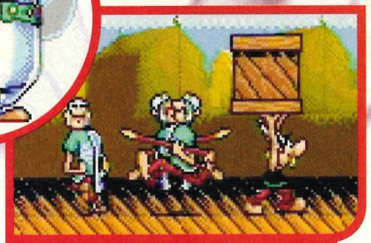
As for the game... just about everything in *Asterix* stinks. First up, there's the crappy animation and sprite collision detection (check out the screenshot of the Amazing Balancing Obelisk). Secondly, *Asterix* is all about punching-in Gauls, right? Wrong. This conversion boasts weedy rucks that actually make *Rise Of The Robots* look like a balanced, well-rounded beat-'em-up.

Finally, the level design is sprawling and not very clever at all.

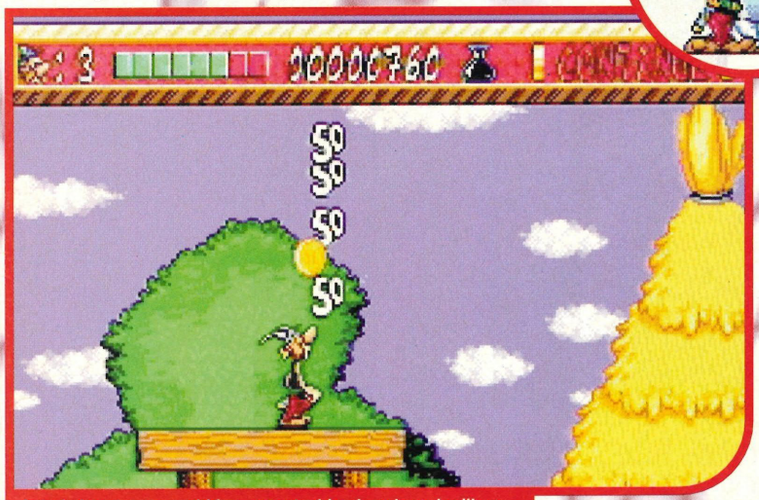
Apparently the game picks up when you reach a 3D carting section. Like us, you will not want to play through to it. Hell, you won't want to play this one at all.

SEGA POWER

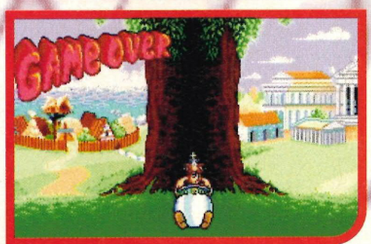




While Asterix shows off his box-lifting skills the Roman dance-troupe go through a few moves.



Asterix is a money-grabbing, moustachioed sucker who likes nothing better than going to house parties and asking people how much they earn. Argh. The drudgery...



Thank heavens for that. I couldn't bear another moment of this tedium. Can I go now?

Asterix

- ▲ Huzzah. It's Asterix
- ▼ Boo. It's Asterix
- ▼ Barely playable
- ▼ Ultra-un-violent fighting moves
- ▼ Awful level and puzzle design

Graphics 4
Sound 5
Addiction 3
Lifespan 2

Power points

Release date.....April
Players.....2
Levels.....Who cares?
Difficulty.....Easy - Medium
Sega.....(071) 373 3000

Final verdict

"Asterix may be a bit cack, but there's no way he deserves a game like this bearing his name." *James*

30 Percent

Asterix

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INØIN

Industry awards

Issue **twenty** on sale 23 March
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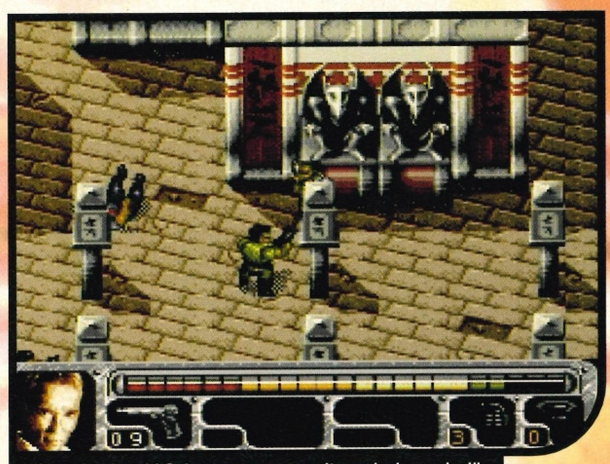
Edge

True Lies



"A stroll in the park/oh what a lark/shoot the pig in the stomach." By Philip Larkin.



"Spot the Arnold Schwarzenegger sprite and win a prize!", so wrote some monkey idiot with nothing better to say.

True Lies

- ▲ Nicely cake-rising difficulty 'curve'
- ▲ Shooting civilians. COOL IS IT?
- ▼ Really, really crap Arnold thing
- ▼ No pause option, for ginger's sake
- ▼ Heard of *The Skeleton Krew*? EH?

Graphics 6
Sound 6
Addiction 7
Lifespan 6

Power points

Release date.....March
Players.....1
Levels.....10
Difficulty.....hardish
Acclaim.....(071) 344 5000

Final verdict

"*The Skeleton Krew* is flawed but good. This is just flawed and average. This tell you something? Duh?" *Simon*

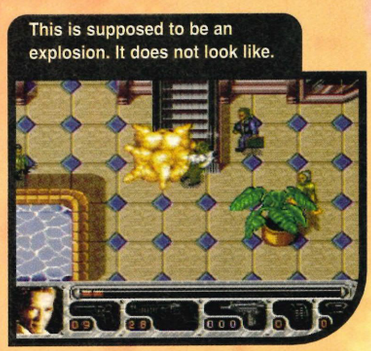
72 Percent



Only this morning I saw him, lying in a pool of his own tomatoes...

• Mega Drive • £44.99 •
• UK Release • Acclaim •

Arnold Schwarzenegger: seal-clubbing spam fritter, or just a packet of scabs? This question, plus others, fully ignored on this page...



This is supposed to be an explosion. It does not look like.

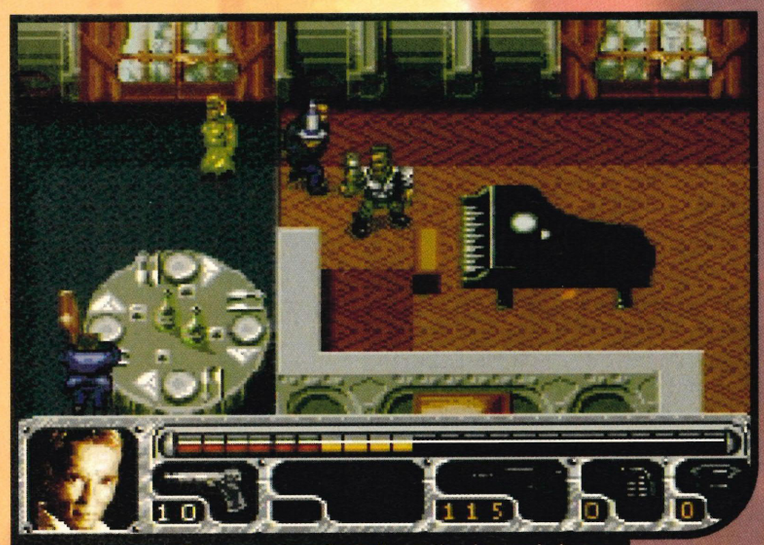
Presumed Fact: *True Lies* was supposed to be a good film with lots of big men having a fight. Lots of money was spent on exploding some cars. And then some more promoting Arnold's soon-to-open Brain Museum. Just guessing. Didn't see it. Must have been busy carving the crib for my Nativity In Aspirin.

Actual Fact: *True Lies* is supposed to be a good game with lots of small graphics having a fight. Lots of money was spent by Acclaim getting the licence. And then some more money on telling everybody that they've got the licence. Not guessing. Did play the game. And, unlike my aspirin baby Jesus, it's far from perfect.

What we have here is one of them birdseye-view shoot-'em-downs where you to guide your Aghhh!nold through ten levels of varying back-grounds whilst a smarmy yank generally makes a racket when you (oopsy) bloat a fat tourist full of bullets.

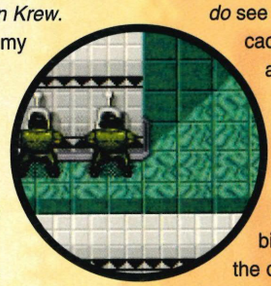


Level two involves a race against time down some ski-slopes. Fed up yet?



In the first stages of the game, shoot five bullets at the piano and witness the music change to 'Tiger Feet' by Mud. And I'm Derek Nimmo. Hello.

We *have* recently seen this style of shooter with *The Skeleton Krew*. And, seeing as I'm worth my weight in cat food, you can bloody well have yer 'compare and contrast' comment. *The Skeleton Krew* looks great, urges you on to get them levels conquered, and has hooligans of atmosphere. *True Lies*... (*ATTEN-SHUN!*) hasn't. The biggest disappointment is the sloppy Arnold sprite, in which the timber-chopping shire horse has been reduced to a pixel pixie, the best example being the 'shoulder-roll move'. If you *do* see it, you won't believe the cackness of Arnold flipping into a horizon of sod-allness and halving in size. Pig slop.



But the gameplay j-u-s-t about saves it. You've got your sawn-off icons, your enemies, your norm. The biggest puppy in its favour is the difficulty level, which, despite passwords, is just about right. So you won't complete it in a day. But you won't be running back to it either. A shame? Yes?

SEGA POWER



O'Neil's ability to shoot in eight directions is well smart.



Hanging around, *Prince Of Persia*-style. Good sprite.



Some areas only seem to exist to hide an extra life in...



... and some seem to exist only to hide two extra lives in.







The parallax scrolling looks even better when it's moving.

Stargate

In fact, I haven't even seen the film, but everybody I know has. However, I do watch Barry Norman, *Live And Kicking*, *Cinema Cinema Cinema*, Blah Blah Blah, and if you do it's almost impossible not to have seen at least half of the film. The general consensus is that it's a far-fetched, time/universe-hopping yarn with great potential, but whose effects, acting and execution ensure it'll never quite be an *Indiana Jones*.

But down to the game itself... Let's be honest, James Spader is no Harrison Ford but quite what sort of console games *Stargate* was going to throw up was a little less predictable than *Indy*. But it shouldn't have been. Despite the Game Gear version of *Stargate* being a surprisingly innovative puzzle game (well, it can hardly handle fast scrolling and impressive graphics, can it?), the Mega Drive's *Stargate* can be compared to every other film-licensed, horizontally-scrolling collect-'em-up platformer - *Indiana Jones* included.

The format's tried and tested, not to say a little tiresome, but there's still room for a smooth-moving sprite with multi-direction shooting to hop, skip and jump about on screen, especially when it's all done well. And that, in my opinion, is exactly what we've got here.

You 'are' O'Neil – played by Kurt Russell in the film – a small, but perfectly formed sprite (looks like a mini Guile) who hangs on ledges *Flashback*-style, climbs ropes *Jungle Book*-style and shoots in eight directions *Earthworm Jim*-style. Comparison with these three stonking games is, frankly, more than a little flattering, but there's enough to explore, find, avoid or shoot. It all looks pleasant *a la Flashback* and the film's hype will ensure that plenty of units are shifted. You won't be too disappointed, but this is hardly edge-of-the-seat material.

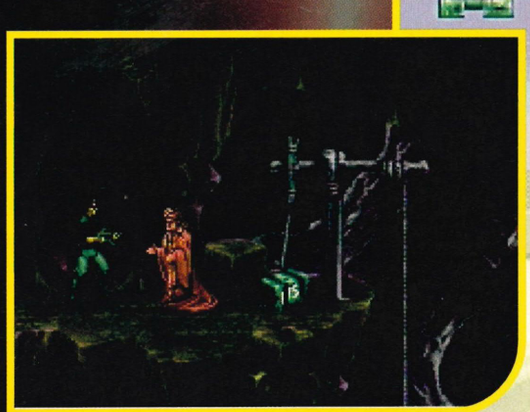
SEGA POWER



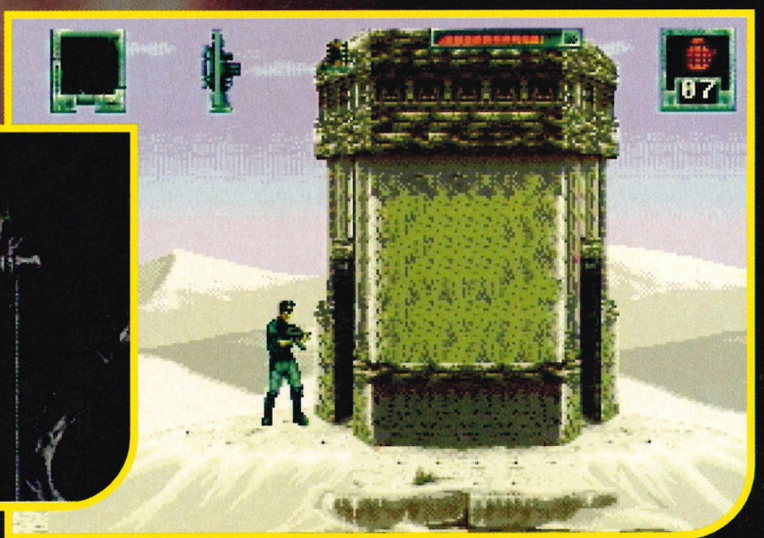
The little baddies that look like baby elephants are right nasty.

Have you seen the 'special effect' in the film where his eyes are all Tippexed out? Wait 'til you get a load of this.

• Mega Drive • £44.99 •
• UK Release • Acclaim •



This dodgy old feller tells you what to look for in the level. Sadly, you can't kill him.



All together now, in your best Lloyd Grossman voices: "And whooo do yooooo think would live in a house like theeees?"

Stargate

- ▲ Neat O'Neil sprite
- ▲ Clear objectives for each section
- ▼ It's hardly ground-breaking stuff
- ▼ Once you've shot one baddie...
- ▼ ...but nothing too surprising

Power points

Release date.....March
Players.....1
Levels.....3 Big 'Uns
Difficulty.....Medium to hard
Acclaim.....(071) 3445000

Graphics 7
Sound 7
Addiction 6
Lifespan 6

Final verdict

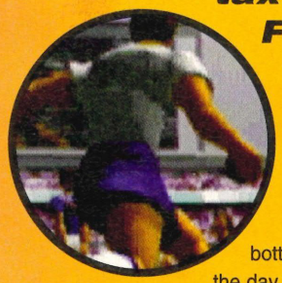
"Smart looks, clear goals and some neat touches like O'Neil's multi-directional firing. Fun, solid but samey." *Josse*

78 Percent

Victory Goal

• Saturn • £50 • Import • Sega •

Footy's a funny old game really. Bribery, corruption, snorting drugs, tax fraud, stabbings, mad French blokes attacking the crowd. Makes yer chuckle, eh?



You can bet your bottom that on the day God created the Saturn, it would only be a week or so before he got round to knocking up a footy sim. *Victory Goal* is that sim and it's not bad either.

Taking *FIFA* and *Sensible Soccer* as your benchmarks, this would certainly rank above EA's creation and also be snapping away on the heels of *Sensible* in a mad Cantona, foaming-at-the-mouth way.

For a start it looks better than both of them; great graphics, varying camera angles and the option to zoom into the action with sprites that scale up and down with supreme smoothness.

The gameplay is also top stuff - simple and intuitive, with real footy authenticity. The scoring moves that work in this game are the same ones that pay dividends in real life. Passing movements and dribbling are perhaps too easy to accomplish, but only to a point; and it certainly isn't the case that you score at every attempt. There is a slightly sluggish response at times - especially in the player select department - but that apart, it's got a mightily impressive arcade feel.

Although it looks great, we're beginning to expect more from the great console God we call Saturn. And being more footy specific, on the anal statistic type front it's based on Japan's J-League - and Jef United vs AS Flugels doesn't do much for even the worst footy saddo's.

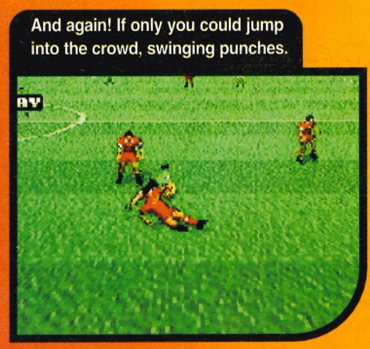
More significant are the bizarre Japanese bits that bare no resemblance to football as we know it. After all, the Japanese are the nation that created Endurance, a game show that involves sitting in a freezer stuffing as many hedgehogs up your bum as possible. Or something.

So one-nil to Sega at the moment, but we're looking for an equaliser from EA. Soon.

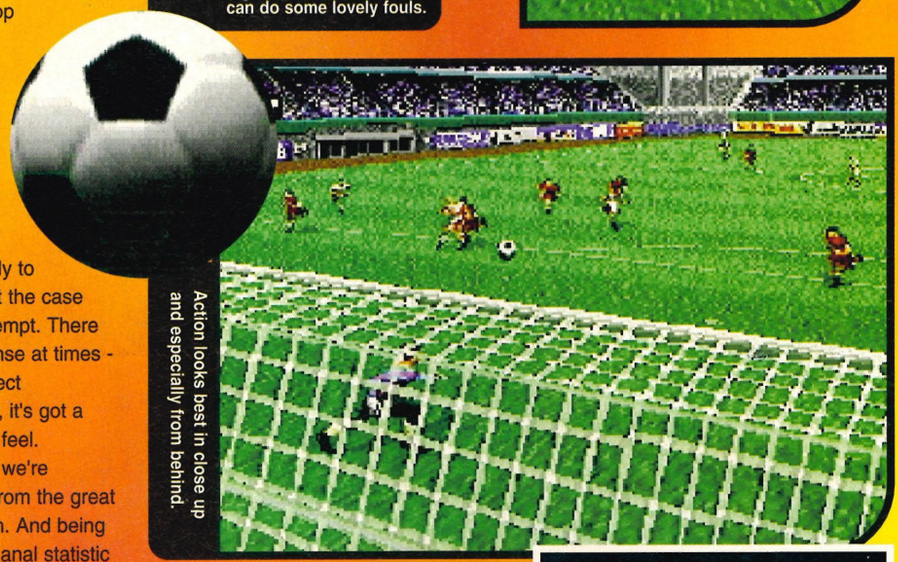
SEGA POWER



Ri-kah!!! Did you see that? You can do some lovely fouls.



And again! If only you could jump into the crowd, swinging punches.



Action looks best in close up and especially from behind.



Looks like the S League, but it's definitely the J League. We care.



The reds head for goal, and the greens do their Norman Collier chicken impressions.



In the bizarre world of Japanese football, the goalies leap like frogs off an electric hob. When it's very hot. And the frogs have sensitive feet...etc

Victory Goal

- ▲ Simple and intuitive
- ▲ Smart footy authenticity
- ▲ Looks great
- ▼ Sluggish(ish) responses
- ▼ Bonkers Japanese bits

Power points

Release date ..... On import
Players 1/2
Levels ..... N/A
Difficulty ..... Medium
Sega ..... (071) 373 3000

Graphics **8**
Sound **7**
Addiction **7**
Lifespan **6**

Final verdict

"Footy makes a decent debut on the Saturn, in a quirky bonkers Japanese kinda way."
Rob

84 Percent

Mega Drive ● £44.99 ● UK Release ● Sega

X-MEN 2

Boil my head in a Stan Lee saucepan. Them X-Men are back, and stinking of hair gel. Will they ever learn?

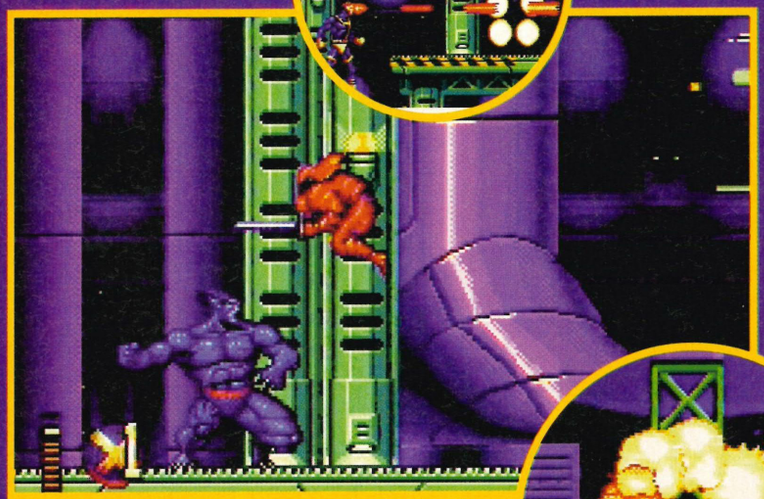


Like an inverted mutant sprite he wobbles in the snow. On his hands. He's cold too. He's gone blue. See?

Go on, sod off. It's me, and whenever I get a call from *Sega Power* asking me to do a review for them I know that I'm going to spend the next 36 hours bimbling about with a crap game that is rubbish and then write "copy: 250 words" about it.

Right. The X-Men are 'the mightiest men in the known universe'. That's a quote from Storm, a Ru Paul X-Man lookey-likey who was bitten by a radioactive transvestite. S/he and the other X-Men all have (ho... hum) special powers. The special powers help them to run, clamber, scratch and shoot along different platforms. Sadly though, they also alienate the Xers from the rest of the populous because they are 'different', and thus should be ostracised, as is written in the famous fascist tome They're All The Same (Different People). Er...





Fist-like violence doffs its bloody cap and red ninjas with sticks flit about too. There is trouble afoot and it is all your fault for watching Saturday morning TV. ALL YOUR FAULT.



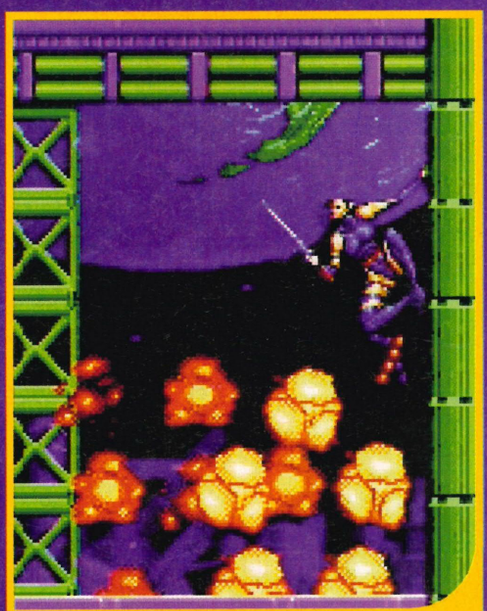
Know what it is yet? Yes, it's a tedious platformer with different characters with different weapons, and so on, who tie in with a cartoon on *Going Live*. The problem is none of the characters really shine - they're all pants. There is a two player option, but this just has two people suffering a tedious game as opposed to one.

The graphics are pretty cool and fans of the X-Men may well get a kick out of it, but if you're a serious game player then you'll soon click that this is just stuffed throughout with some very samey, tedious action that has the 'advantage' of being played by two people. Still, if you know *Sega Power* you should have guessed the outcome. It's always the same when I review something for them.

SEGA POWER

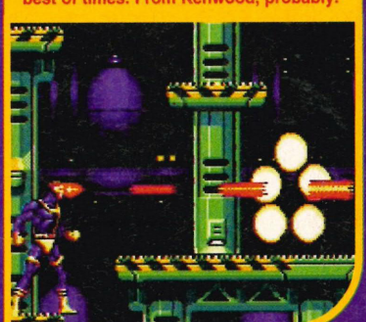


...whereas the two player game gives you the added 'advantage' of twice the tedium. For. All. The. Family. Goodbye.



She's a love. Bitten by a radioactive game sprite that looked similar to some sort of gargoyle. She's on a wall see?

A 'looks could kill' lookey-likey look. Which is a dangerous appliance at the best of times. From Kenwood, probably.



X-Men 2

- ▲ It looks quite nice
- ▲ The X-Men are pretty cool
- ▼ It hardly changes from the first section onwards
- ▼ The X-Men look silly

Power points

Release date	April
Players	2
Characters	6
Spandex Rating	Flexible
Sega	(071) 373 3000

Graphics	8
Sound	7
Addiction	3
Lifespan	4

Final verdict

"Bitten by a radioactive cynic I have the power to diss this massively average game."
Simon K

63 Percent

A LITTLE HELP GOES A LONG WAY



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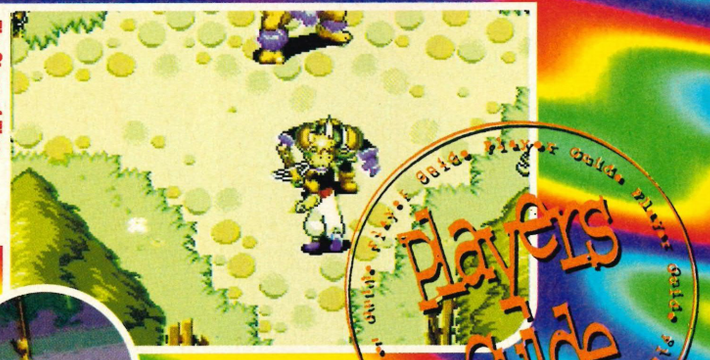
Guest tipster of the month

Hello, faceless members of the public! I'm a judge, and I am supposed to be telling you tips to some games. And - guess! - the following pages will be *written in the style of a judge*!!! This means that there will be plenty of jokes going well over your head again, so that's nice isn't it. (*Actually, we didn't get any of them either* - Andy.) So, roll on the tips. After all, it's the law ISN'T IT! (That was the first joke, by the way.) Er, next witness and that...

Power

Tips to fatten the head...

TIPS



The Story of Thor
Yes! Yet more player's guide excitement/tedium when we tell you how to play this good game.





Pitfall
On pages 84 and 85 there is some stuff about this game.



Doom
Oh Lord, this one goes on forever... FINAL INSTALLMENT!



Do you have the slightest idea of whom you are addressing? I am the honourable Judge Bartholomew Pickled. Within this court room you will show the proper respect. Now, bailiff, read the charges... So, you are Andrew Lowe? A so-called journalist who incites violent behaviour in the young people of this proud nation by encouraging them to play... VIDEO GAMES? Take him down and hang him, constable. What's that? No death penalty? What rubbish, I hung a young ruffian just last week. What? Hmm, 1937, you say? Well, it only seemed like yesterday...

Power Tips Q&A

Earthworm Jim

Mega Drive

Call me trigger happy if you like, but I'm always running out of ammo on *Earthworm Jim* on that Mega Drive thing. Is there a cheat to restock, or can you tell me the locations of any secret power ups?

John Henderson, Scunthorpe

Judge Pickled: Yes, I can see why the prosecution chose to call you first. You are clearly an unbalanced individual, and in my opinion a danger to the public at large. Anyone who would openly admit brandishing a gun in the town of *Earthworm Jim* in county Mega Drive is clearly a menace to society. (*Er, is this judge concept working?* - Simon.) And I shudder to think how the accused would've answered your plea. And that.

Mr Lowe: If you're getting a bit low on ammo at any point in this game, simply pause the action and press A, B, B, B, C, A, C and C. Now when you return to the game your weapon will be fully charged up and cushty.

Judge Pickled: Counsellor, silence the defendant or I'll have him burnt in this court room. Now bring in the next witness and take this Mr Henderson below. I'm sure the police will want to charge him. They like doing that.



A colleague in Hull informs me that worms come out of some criminal's bottoms...

Sonic Chaos

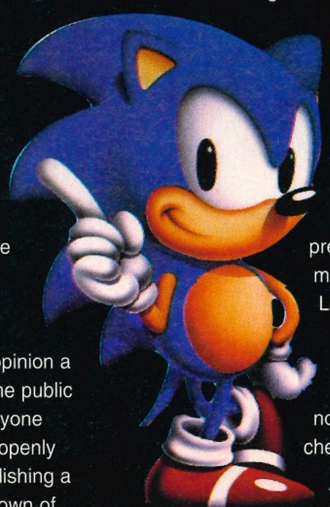
Game Gear

I've heard a rumour that there's a cheat that makes Sonic throw a fireball in *Sonic Chaos* on the Game Gear. Is it true? And if so, how do you do it?

Jeff Brampton, Wrexham

Judge Pickled: It seems fairly clear from the evidence that the defendent has made a career out of advising such deluded souls as this young boy. Does the defence have anything to say in defence of this charge?

Defence counsellor: Only that such a cheat exists, M' Lud. It reads as follows: start the game as normal then, when you see the message 'Press Start button', press Down, Down, Up, Up, Left, Right, Left, Right, 1, 2 and Start. You'll now see a sound test option. Access this and rotate the D-Pad anti-clockwise round a quarter turn starting at the bottom (Down, Down/Right, Right) then press 1. We move that Mr Lowe would be negligent in his duty to the public if he did not report such a cheaty thing.



Mickey Mania

Mega Drive



Oops! A couple of months ago we printed a level select for *Mickey Mania*, but we forgot to mention that it was for the US version of the game. Doh! To get the level select on the UK version, go to the Option screen and enter the Sound Test. Now select CONTINUE for your music, APPEAR for your FX and THINK for your speech. Now leave the Option screen and hold Left on the D-Pad for five seconds. If you've done this correctly, you'll hear a noise to let you know the cheat has worked and the level select will appear before your very eyes. SEGA POWER ARE CHIMPS.

Shining Force 2

Mega Drive





A couple of months back we asked what you needed to use at the tree in Ribble. Well, the answer is a plank of wood, the trick being to stand in front of the tree (not beneath its branches) before you use your newly acquired item. T-shirts are on there way to Craig O Dell from North Lancing, Timothy Campbell from Newfoundlands and Ronnie Mutch from Fraserburgh all of whom sent in the correct answer. We love you more than words...



The trial of Mr Andrew Lowe continued again today here at the Old Bailey. Because of the sensitive nature of the alledged crimes, journalists have been banned from reporting the details of the individual's testimony. It does seem, however, that Mr Lowe could be acquitted because the published tips, which the prosecution claim incite riot, fall in the purview of public interest. Whatever the outcome, Judge Pickled's ruling will call today's written evidence to the jury...

Power Tips Cheats & Hints

Exhibit A

Prosecution counsellor: Although not inciting riot in itself, exhibit A is shown here to give you an idea of the type of reckless journalism undertaken by the accused and his staff. With a blatant disregard for the wishes of a certain software company, the accused saw fit to publish level codes for *Ecco 2*, damaging the game's longevity - an important factor in rating any title.

Ecco 2 - The Tides of Time

Mega Drive

Level	Easy	Normal	Hard
Crystal Springs	SLMLILAFB	OVYKBYEB	WPHSAAFB
Fault Zone	MOCCTKZA	YMCXSHZA	UYVCIKZA
Two Tides	YYKRPBZA	AAGICVYA	MGCSLVYA

The Lion King

Master System

When you see 'Disney/ Virgin Interactive Entertainment' logo rotate the D-Pad. You should hear a bleep when the Virgin logo appears to let you know the cheat's worked. Now when you start the game a level select will be yours for the taking. Ace!

Exhibit C

Prosecution counsellor: Now we come to the first of the tips that clearly encourages the public to arm themselves - without a licence - and riot. Or go shopping.

Judge Pickled: What? He wants to arm the commoners? That's outrageous, sir!

Defence counsellor: If I may, M'Lud. I think it is important here for us to realise that he only wanted to arm them as part of a game.

Judge Pickled: Game? You surely don't think arming the peasants is something we should regard as harmless recreation? My God, look at what happened in France.

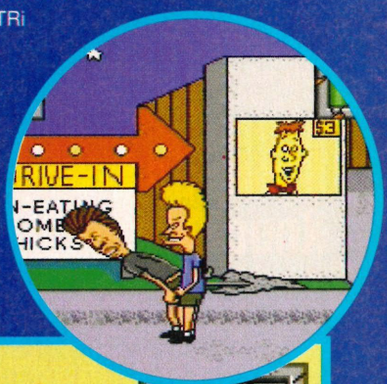
Beavis and Butt-head

Mega Drive

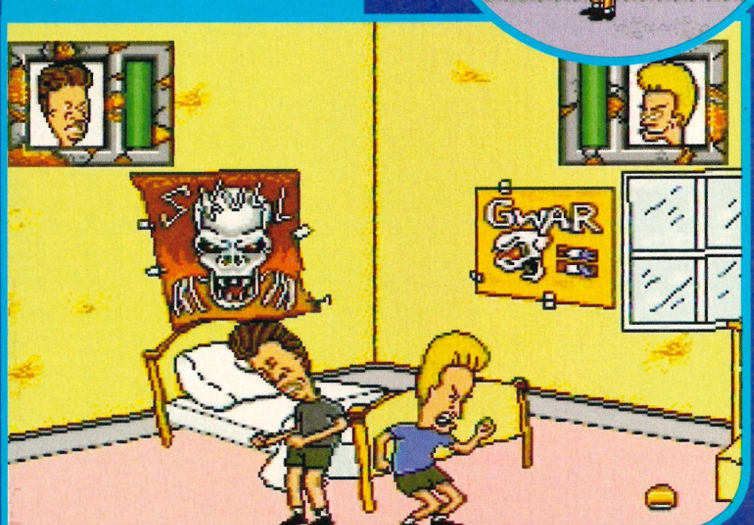
For all you weapon fiends, here are a couple of codes to give your favourite dropouts a desk of weapons. Uh, like, that chainsaw is really cool, huh, huh.

One player with weapons:
e7EKY iP2qe taVFY

Two players with weapons:
Js2Nt 9SArV
fDTRi



These two will end up in prison when they're adults. COOL, ARE THEY?





Contrary to Sega's ad in *Computer Trade Weekly*, this did NOT get '90%' from us...

Exhibit B

Prosecution counsellor: Here again is yet another example of the accused's poor journalistic practises. In the excerpt printed here, the defendent clearly violated the company's right to privacy. Using devious hacking techniques...

Judge Pickled: Hacking techniques? You mean Mr Lowe is part of the Country Set? I hope you're not casting aspersions on a gentlemen, Counsellor. I have little doubt that a noble man of the riding community could be guilty of any crime.

Prosecution counsellor: No, M'Lud, I was talking about manipulating the code used to create computer programs.

Judge Pickled: Computer programs? And what are those? Some new-fangled fad, I suppose.

Prosecution counsellor: Erm, yes, M'Lud. As I was saying, the accused violated the privacy of the company by accessing an area of the program not intended for public use, and then revealed that knowledge to the general public at large. The naughty spanker.

Sky Way	CZHIELDB	UAREEWCB	OXJRIPDB
Sky Tides	OBGFHMDB	IYKUXQCB	AAILLQDB
Tube of Medusa	KLIKAJZA	QMIEWKYA	KPWOOKYA
Aqua Tubeway	NONE	NONE	AKLKDPYA
Skylands	OXNSWZEB	MGKYLHEB	IESMIYEB
Fin to Feather	ACPSLZXA	OVIJVYXA	UYZHARXA
Eagles Bay	SXSPDPDB	EOAVNODB	CRDHYHDB
Asterites Cave	MALHSTXA	SLEJLSXA	GHPRESXA
Maze of Stone	NONE	NONE	MOWYRQWA
Four Islands	WBCBUGCB	UWKYYYCB	WFSGTYFB
Sea of Darkness	WBOSARWA	WPXGQWWA	QCPNNPZA
Vent of Medusa	WRAIHJYA	WFUXQBYA	QKTURVAB
Gateway	KPSNEIEB	CTANDFEB	YQIGSVGB
Moray Abyss	ICXUACXA	WNSMRAXA	QOZDVZZA
The Eye	GJCBWVQE	MYHISVTE	CTOUGUTE
Big Water	ODNGQQGA	QQMTILJA	UQVCHJJA

Exhibit D



Ooh! It looks like Knuckles in in prison!!! Haw bleedin' haw.

Prosecution counsellor: Here again we see another example of how the accused attempted to undermine a software company's rights to make money with his anarchistic proclamations...

Defence counsellor: Objection, M'Lud! The software company invited this type of cheat when it made a backwardly compatible game cartridge.

Judge Pickled: Sustained. And that.

Sonic and Knuckles

Mega Drive

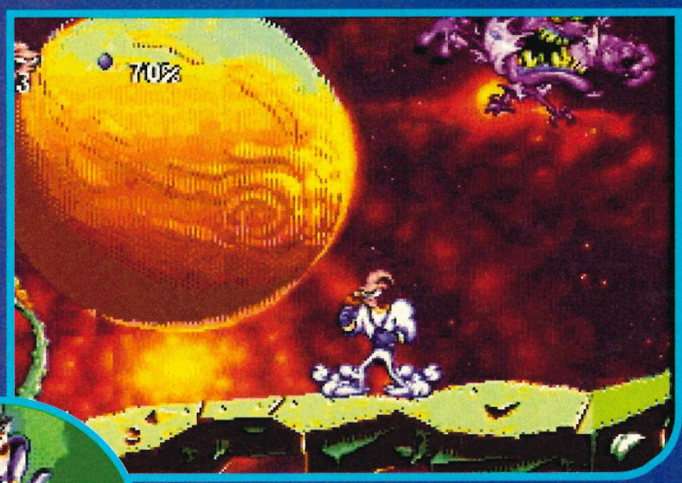
Are there no limits to this cart's compatibility? Try plugging in different Mega Drive carts and if you see the screen with Sonic and co saying 'No way!', hit A, B and C simultaneously. If your cart is compatible you'll be whisked to a secret bonus level.

(Hint: try *Ecco the Dolphin*, *Dr Robotnik's Mean Bean Machine* or *Dynamite Headdy*.)

Exhibit E

Prosecution counsellor: Now we come to what I consider to be a particularly heinous crime, M'lud. There have been many examples of this type of cheat over the years, but each claims to be able to restore the participant to full health, thus encouraging him or her to participate in acts of knee-capping violence.

Judge Pickled: A serious allegation indeed - with this type of elixir, we could be overrun with commoners by the end of the century. I advise the jury to bear that in mind when examining the exhibit.



How many more times do we have to print these *Earthworm Jim* cheats? Honestly...



Defence counsellor: Your Honour, may we approach the bench?

Judge Pickled: Yes, yes, I suppose so...

Defence counsellor: M'Lud a moment ago the Prosecution counsellor spoke about Mr Lowe's writings damaging a game's longevity, but now he is complaining against tips that increase that very factor. Furthermore, I really fail to see how these excerpts relate to the defendent's alleged act of inciting riot.

Judge Pickled: I think I am capable of deciding what is legitimate evidence, counsellor. The prosecution is merely trying to show the jury what an inconsistent and dangerous individual that young ruffian is. Now sit down, counsellor, before I have you disbarred!

Earthworm Jim

Mega Drive

To recharge your energy simply pause the game and press Left, Right, A, B, C, Left, Right and A. Note: you can only use this cheat once per level.

VR Deluxe

32X

Like the *Virtua Racing* cart, *VR Deluxe* also has a mirror track cheat. First you need to set the difficulty to Normal, then get first place on all five tracks. Once you've done that, return to the first menu and, with the *Virtua Racing* box highlighted, press the D-Pad left. You'll now be able to access the five mirror tracks, you 32X owner.



The last time Andrew Lowe broke the law, he was in an entirely different country. IS THIS TRUE?

Exhibit F and G

Judge Pickled: More attacks on the software company's right to privacy?

Prosecution counsellor: Yes, M'Lud. And that.

Judge Pickled: Hmm, yes. Pass them over, bailiff.



Crimes committed in motor cars include joyriding, ramraiding and engine licking.

Deep Ridge	KYEHHVOD	UXCJMIRD	URLBZNRD
The Hungry Ones	ONIDGUJE	QSZTVCME	ORUFFZLE
Secret Cave	QOJSGMPE	GVYSTLRE	MQFLANPE
Lunar Bay	USGPGMPE	EITNWMRE	QUCFANPE
Black Clouds	MGSSISKE	WRMKYXNE	CDEWWGLE
Gravitator Box	OBYSXBJE	YAOVAWLE	UYPOUDJE
Globe Holder	EOSKJFJE	WFAJXULE	GNQVXEJE
New Machine	NONE	NONE	GGGQUAHA

Vortex Queen	EPCNNAAA	KWRJSSAA	IDJSMSAA
Home Bay	CCFTOSFA	CKNVEOGA	YJOZOVFA
Epilogue	IFQZWKAA	MJLNTIBA	YVWBZOAA
Fish City	COJDPDFA	AXPTVMBA	WEVYNQBA
City of Forever	CUKWPVKA	WGWQGIHA	MFZNFGHA
Secret Passwords	ARCUNDXDA	OAJDXBBA	ULAUVLEA

Earthworm Jim

Mega Drive

This one's a bit hit and miss, but persevere and you should get there in the end. Turn the game on and wait until the Sega logo disappears, then when you see Earthworm Jim's face and the stage name, press Start to skip past it. If you keep repeating this process, eventually you'll see the game's credits after which a secret Asteroids game featuring the famous wriggler will appear. Good luck!

Exhibit H and I



Did you know that stink bombs smell a bit like your dad's farts?

Prosecution counsellor: Here we come to the key excerpts, M'Lud. Exhibit H encourages members of the general public to assume the status of a noble born personage: a samurai warlord no less. As you are no doubt aware, a samurai has the given right to kill all those deemed beneath him in the social order - merchants, farmers, even judges, M'Lud...

Judge Pickled: The impertinence!

Prosecution counsellor: Exhibit I goes even further by encouraging teams of youths to take up terrorist action by planting bombs to destroy their fellow men. For this crime alone I recommend the maximum permissable punishment. Aren't I a nasty one.

Judge Pickled: Terrorist action against even judges, eh? I don't think we need the jury to decide on this one...

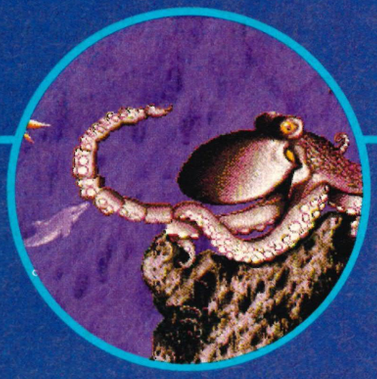
Defence counsellor: Object...

Judge Pickled: Shut up, Counsellor! It is the opinion of this court that you, Andrew Lowe, are a malicious anarchist with no respect for noble persons or the capitalistic society and are further guilty of being a menace to society. You will be taken from this place to serve a sentence of no less than twenty years. It is also the recommendation of this court that that sentence should be carried out in its entirety, with no recall to parole. Me bad judge, me BAD.

Mega Bomberman

Mega Drive

Level	Password
1.1	START
1.2	6800
1.3	5120
1.4	7420
2.1	1961
2.2	2731
2.3	5571
2.4	1051
2.5	9799
3.1	4502
3.2	8112
3.3	7422
3.4	1052
3.5	3352
4.1	9643
4.2	0513
4.3	9723
4.4	3353
4.5	5653
5.1	6264
5.2	6344
5.3	9184
5.4	5654
5.5	7954
Finale	0515



The reprieve

HRH Queen Elizabeth II: Oh do shut up you pompous old ass! One commands the immediate release of Andrew Lowe, along with a full pardon and commesurate compensation.

Mr Lowe: Cheers, Liz. By the way, hows it going on *Doom*?

HRH Queen Elizabeth II: One managed easily after you showed me how to get that big effin' gun. Of course, now Phillip's stuck on *Sylvester and Tweety*, and he's such a bore when he can't do something. One can't even hear on one's own Mega Drive for his cursing. Can you come up to Buck Palace and sort him out?

Mr Lowe: Sorry, Liz, got to get back to work. Got a pen, Pickled? I believe Liz here may want to jot this last tip down. To skip directly to level five, simply pause the game and press A, A, A, B, B, B, A and Start - that should sort the Greek out, Liz...

SEGA POWER

Action Replay

Mega Drive

Cannon Fodder

FF1D6700XX	Level select (replace XX with 00-47)
FF3911000A	Unlimited grenades
FF3917000A	Unlimited rockets
FF3067005C	Unlimited time (last level)
FF1D7900FF	Unlimited recruits



Bubsy 2

FF04010004	Unlimited lives
FF041100XX	Marbles collected
FF0447007A	Unlimited time
FF04350019	Unlimited ballzooka
FF04370006	Unlimited smart bombs
FF041700FF	Unlimited tokens

Sonic and Knuckles

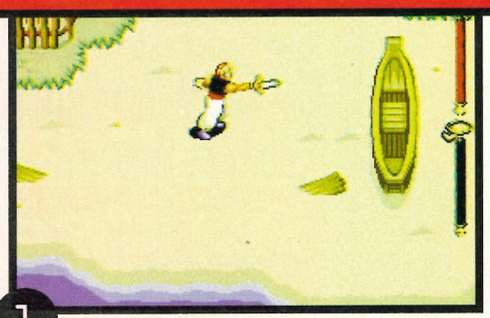
FFFF20001	Debug mode (enables you to play upside down by pressing button A)

The Story

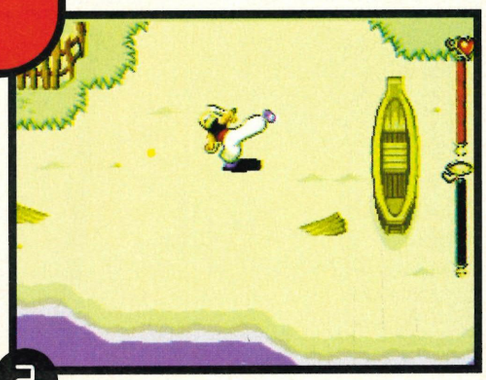
Power Tips - Part One

Feeling a little thorry for yourself cos` you can`t get the job done? Follow our complete player's guide to light up your day.

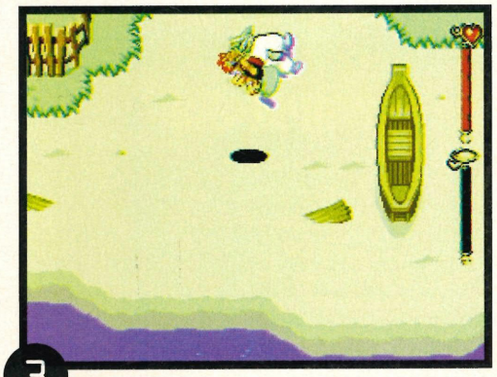
FIGHTING STYLES



1 Your straightforward bog-standard stab. Hold towards and fire to give 'em a dig in the ribs, but only if they're weak.



2 Top karate kicking action is yours by tapping the fire button as rapidly as you can. Handy to follow up with a jumping kick.

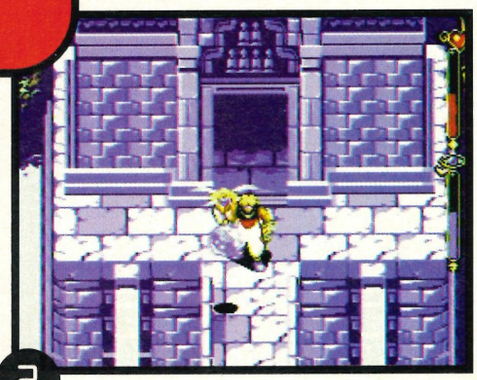


3 Leaping stab. To activate this attack, which is good against both big and small opponents, hold fire and tap towards and back.

WATER ELEMENTAL



1 Whirlwind Attack. Hold down the fire button until the spell eye flashes, then let go for a top aerial and ground attack.

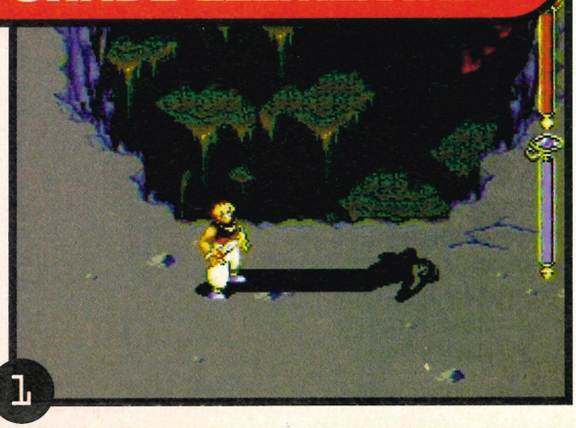


2 Water Stun. Only of limited use against most enemies. Stuns larger opponents but also cancels out waterfalls and magic fires. Tap A once.



3 Healing. Gets more powerful as you go up the levels. Tap the A button twice to activate this extremely useful ability.

SHADE ELEMENTAL



1

◀ Grab Attack. Tapping the A button makes your shadow jump out on people and objects. There are two effects; firstly it attacks enemies, secondly (and more usefully) it grabs objects that are out of reach.

▶ Alter Reality. Holding the A button until the spell eye flashes creates a double of yourself which can walk about the area without fear of being attacked.



2

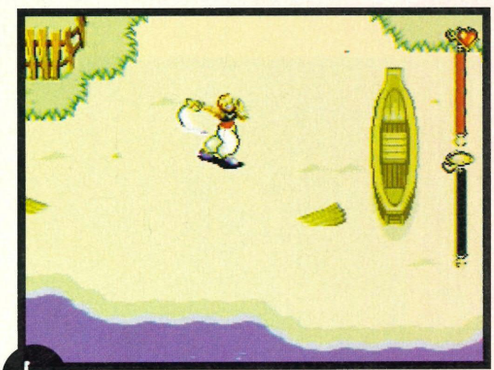
# of Thor



4 Multiple Stab. This is a top hidden move which is best used against the big bosses and armoured blokes. Hold fire and tap towards three times.



5 Spin Attack. Useful when surrounded, but does not affect flying creatures. Hold fire and spin the joypad 360 degrees before letting go.

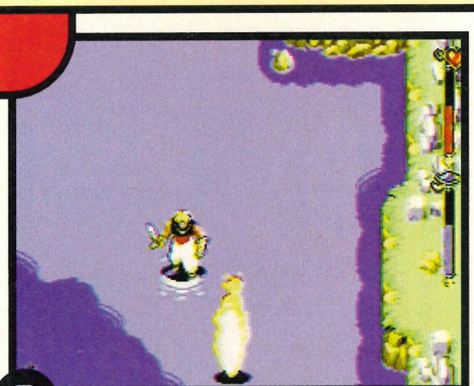


6 Rushing Slash. Useful against medium and large-sized opponents. Tap forwards to run and then tap fire to deliver a quick one around the head.

FIRE ELEMENTAL



1 Flame Breath. Not a particularly useful ability. It's handy for knocking down doors and that's about it. Just tap the A button once.

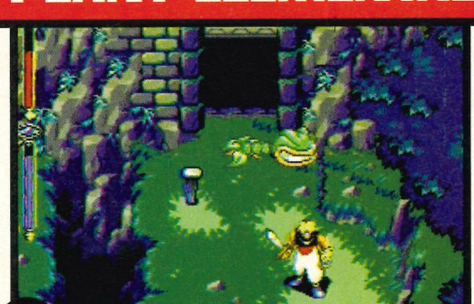


2 Fireball. Once again, not a particularly useful ability unless you can catch your enemy in a line. Tap A twice to activate it.

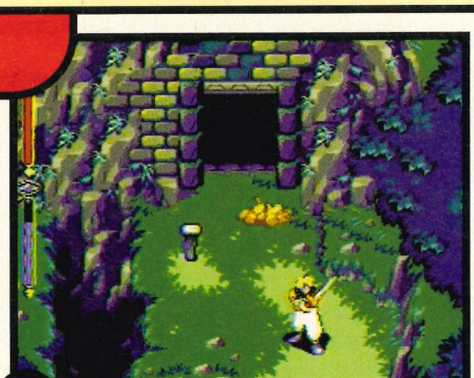


3 Fire Explosion. Causes an explosion to rock the screen which hits almost everything. Hold A until the spell eye flashes, then let it go.

PLANT ELEMENTAL



1 Teeth Attack. Tapping the A button slowly makes the plant attack absolutely everything in the area. Collect as many bonus pods as you can to increase the rampant ferocity of the attack.

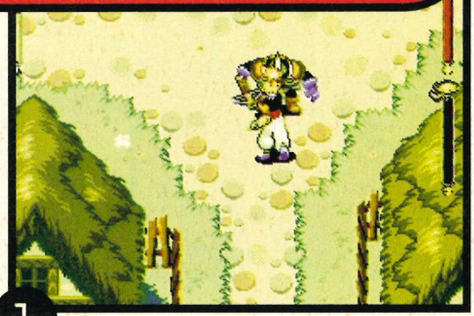


2 Burrowing ability. The plant is a fairly immobile creature (well it is a plant after all). Tap A twice quickly to get it near you.

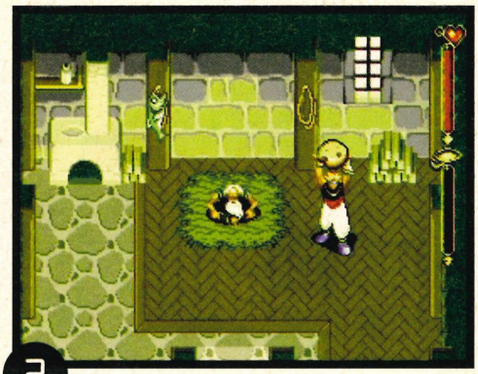


3 Pollen Poison. Hold the A button down until the eye flashes and then release. Voila! An area the size of a small dog kennel will be stunned.

CHAPTER ONE



1 After jumping off the boat, head up and take on the brutes. Concentrate on the weeds first before slapping the ogre around a bit.



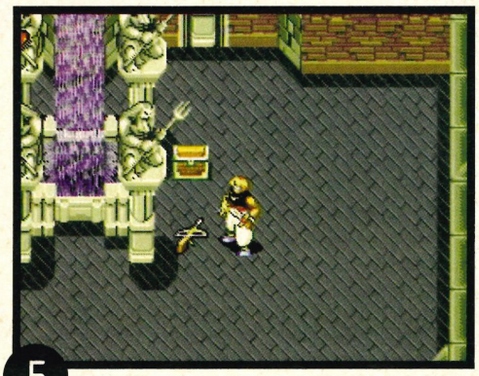
2 Pop in the house to see your master, and hit the chest to get some biscuits. Keep going in the house and stock up until full.



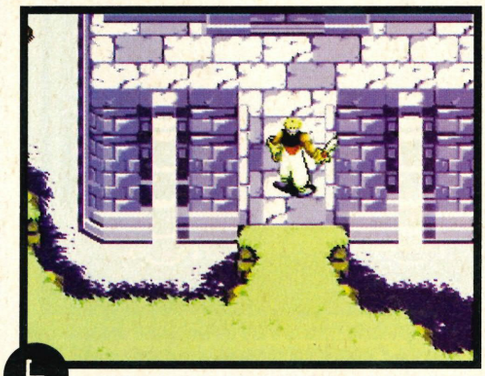
3 To defeat the snakes, and all small enemies, hold down C and take short swipes at them to take them out. Oh, Whacking Day, Oh, Whacking Day, etcetera...



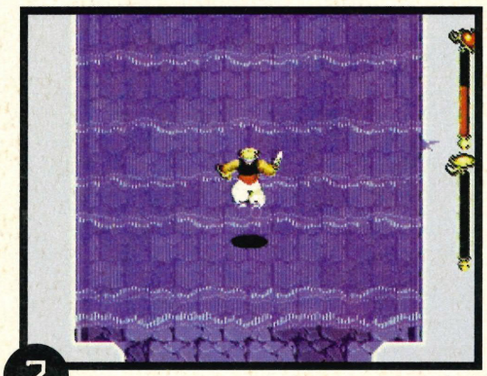
4 Head to the castle next, and talk to your father. This will also get your energy charged up to full. See. It *is* good to talk.



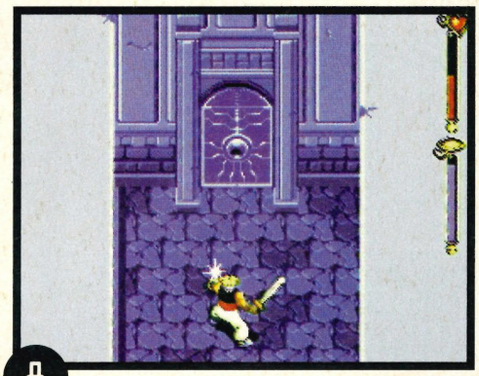
5 Remember to pop downstairs while you're at it, to get yourself tooled up with a sword and bow. Kick down the chests, swipe 'em. You know the drill.



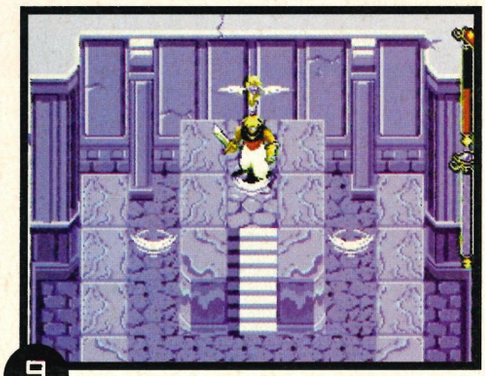
6 Head east as far as you can, then south and west. Ruthlessly murder all the animals you find until you get to here, the water shrine.



7 The water shrine is pretty straightforward, apart from this room here. When the water flows down, jump over it before you're sloshed back and slowed down.



8 Once you've fought your way through to the end, press A to release an energy burst which effortlessly kicks the door in.

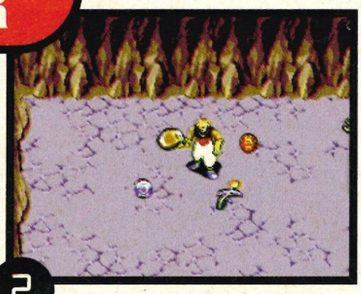


9 With the door destroyed, walk up to the energy ball and touch it. This will release the Water Spirit for your use. Um... and are nice.

CHAPTER FOUR



1 After your fight on the boat, you come across a small island with a big cave. Inside, you'll find these levers. Hit them as shown.



2 This will open a secret door which contains the following items for your collection. Top power-up action ahoy!



3 When you get to the large room, activate your bombs and throw one onto the pad to get a full food icon.



4 Run down the bottom left area over the other green pad, and quickly run up the stairs to get another power-up.

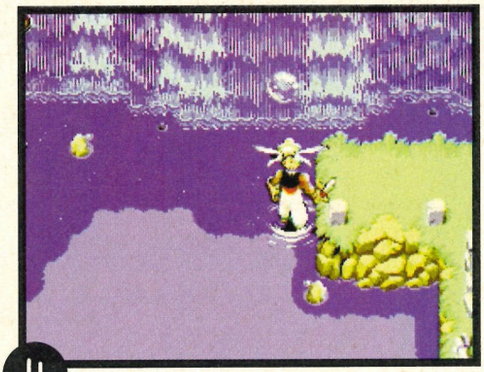
CHAPTER TWO



1&2 With the new spirit, head west to the river and under the bridge. Use the water on the fire to get a power-up.



3 After talking with the king again (and getting a quick energy top-up) head back up the river to here and plunge into the water.



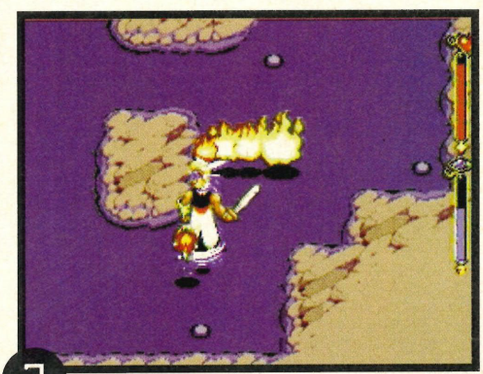
4 Go underneath the other bridge and head up to here. Now once again, use the water stun spell on the waterfall. A path will appear.



5 In the first room, hang around a bit (stare at the walls or something). When all the fish have died, pick them up for a bit of a nosh-up.



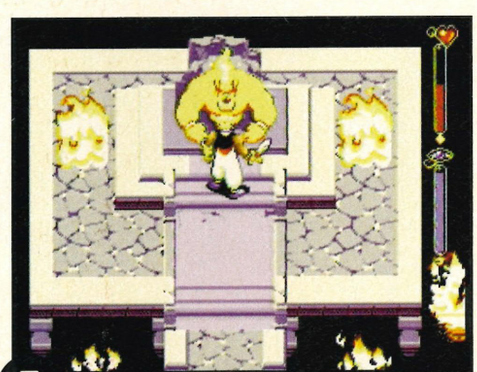
6 Head up and get the chest, then drop down and double-back to here. Kill some snakes and get yourself some more power-ups



7 Don`t be afraid of these fire elementals. You can even hit them with your dagger. Head quickly to the bottom left for more power-ups.



8 The next large room is home to this demon. Use the whirlwind and concentrate your attacks on its head with your sword to finish it quickly.



9 With the demon destroyed, head up and destroy the portal. Now approach and touch the core to release the fire elemental.



10 As you're leaving the fire shrine, don't forget to use the fire elemental on the ice cone to get yourself a quick power-up boost.



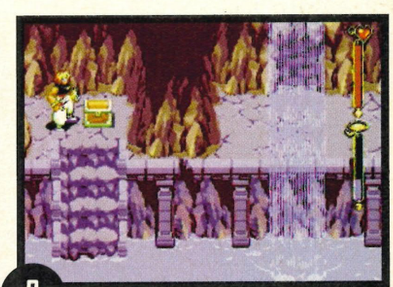
5 Head up into this pool area. Walk very carefully left and down the stairs into the water to stand on the pad. This will stop the onslaught of boulders.



6 The next room is absolutely choc-a-bloc with annoying zombies. Run left as fast as you can and nip up the stairs before they activate the pad.



7 Head up just one more level and throw another bomb onto the pad. This will activate three hidden chests. Kick 'em in and plunder their contents.



8 Instead of dropping down left, head back down and jump into the water. Jump left and open this chest to get yourself a hidden (and essential) key.

CHAPTER THREE



1 After going to see the king, head east as far as you can. Jump onto the baboons to surprise them, then blast the fire to get your elemental.



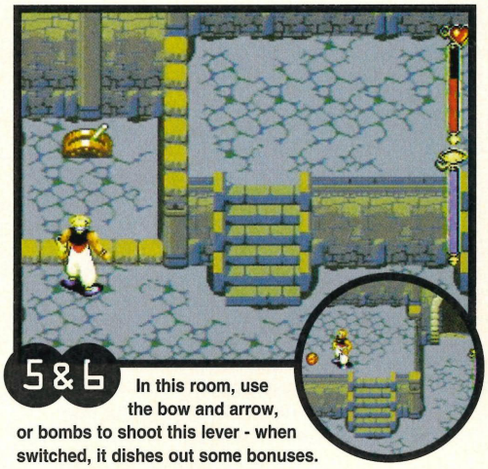
2 Make your way past the lake, and linger on the edge to entice the fish to jump out at you. The resulting fish suppers are a top boon.



3 When you get to the enemy hideout, take your time and make sure you explore everywhere, to ensure you don't miss important keys.



4 Within the stronghold, if you come to a room full of monsters, be sure to kill all of them for a nice, refreshing shower of bonus power-ups.



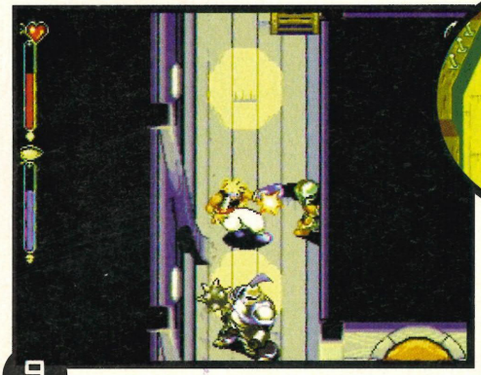
5&6 In this room, use the bow and arrow, or bombs to shoot this lever - when switched, it dishes out some bonuses.



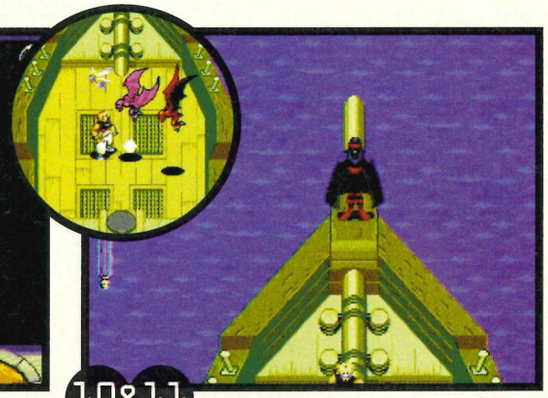
7 Time to use the bow and arrow again, this time to switch these spears off. As a rule, always hit the switches you find. Tricky combinations are rare.



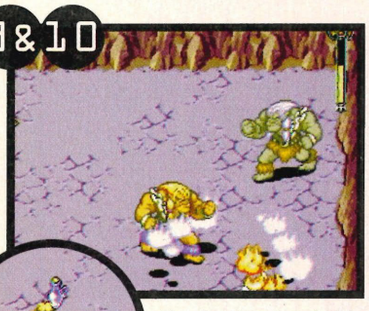
8 When you get to the dockland, open the chests to stock up on bombs. Keep lobbing these at the big bloke to eventually do him over.



9 With the boss down, sneak on board and hit some more switches. Head right into the darkness and tap fire to pick up an auto-summon.



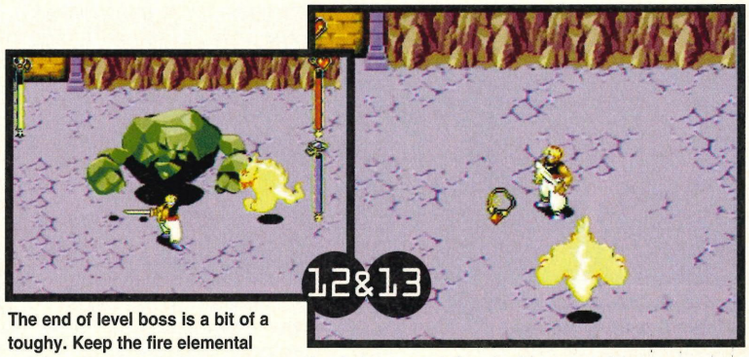
10&11 On the deck of the ship, head to the stern first and pick up some food, then head forward and take on these gargoyles. Use the water elemental's whirlpool attack to see them off.



9&10 Now head back to the big room and go up three times. After a bit of a fight, you'll have access to the blue door and plenty of top goodies.



11 Return to where you lobbed the bombs for the multiple goodies and jump left. Now use the fire elemental to break down the door and go up.



12&13 The end of level boss is a bit of a toughy. Keep the fire elemental walking about as much as you can and switch to sword. Stay in the centre of the screen as much as possible and wallop it on the head. Defeating the boss gains you this rather nice necklace. Ace! Don't miss the next issue for Part Two of the guide...

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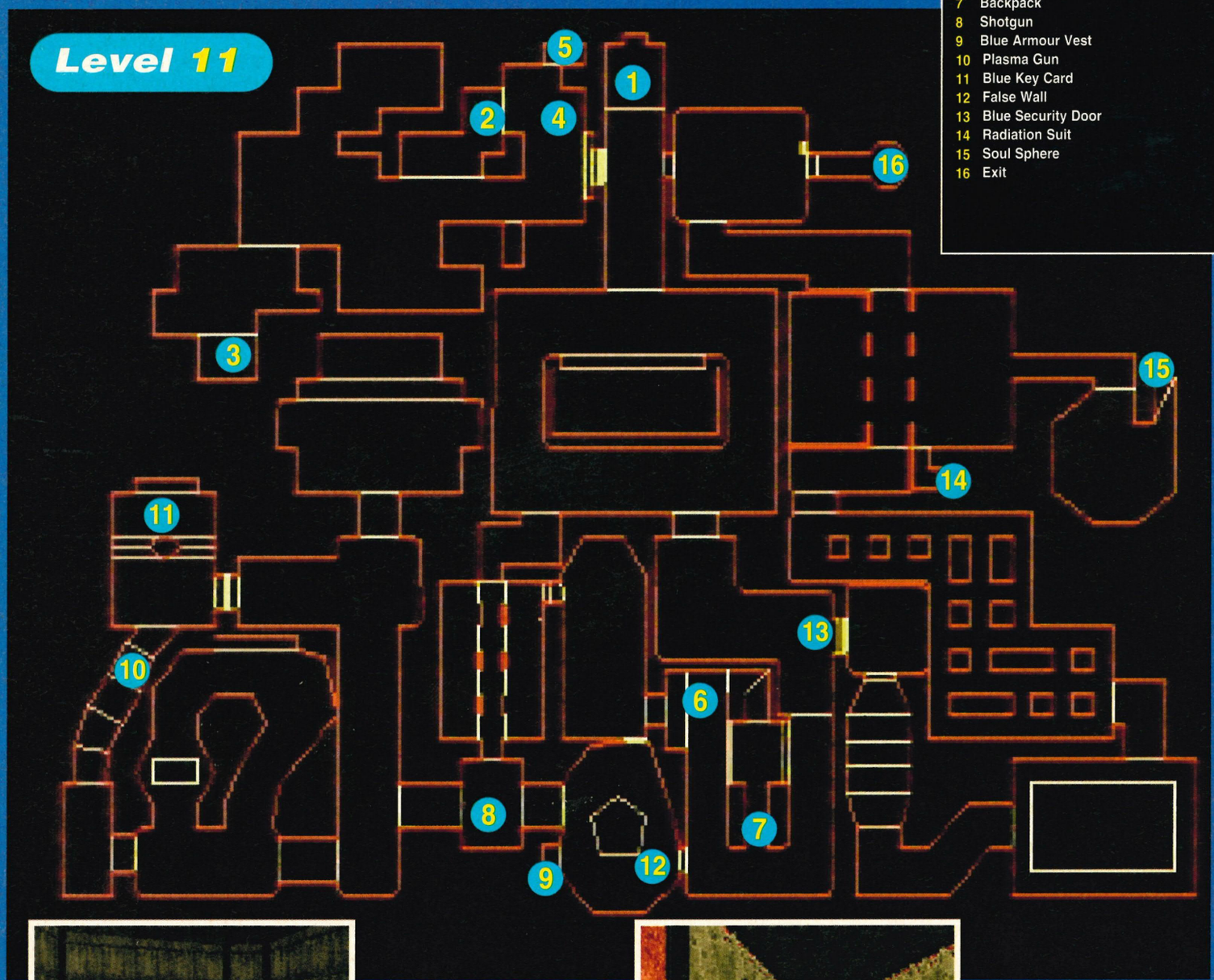
DOOM

FINAL PART

If you want to know the true meaning of DOOM, you should try spending weeks doing these tips. That's what real DOOM is. (Be quiet! - Andy). Anyway, it's all finished now, so can I please go. Eh? EEEEH?

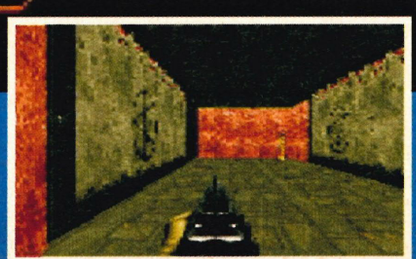
MAP GUIDE

1 Start
2 Berserk thing
3 Chaingun
4 Radiation Suit
5 Rocket Box
6 False Wall
7 Backpack
8 Shotgun
9 Blue Armour Vest
10 Plasma Gun
11 Blue Key Card
12 False Wall
13 Blue Security Door
14 Radiation Suit
15 Soul Sphere
16 Exit



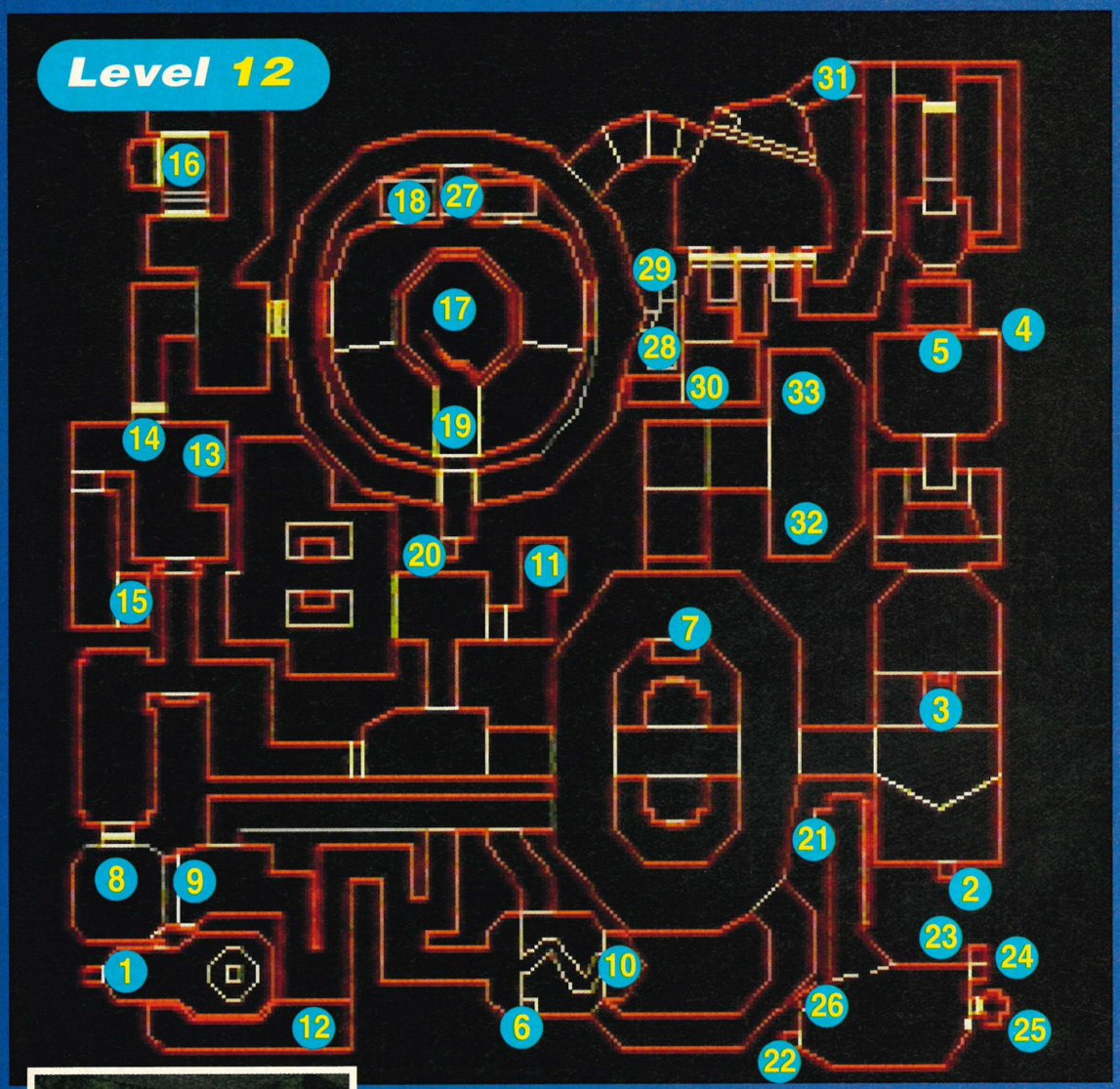


◀ That small gap thing on the other side of the green things houses a secret doorway. Walk through it, young people, for it will reveal many and numerous treasures untold.



◀ See where the barrel of the gun's pointing? Yes, I know there's nothing to shoot at there, but it does helpfully show you yet another secret roomy thing. Simply follow the aim of the gun and you will find it and go in.

Level 12

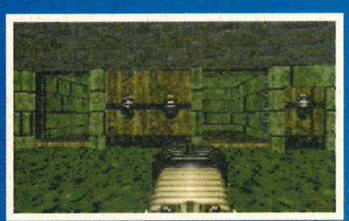


MAP GUIDE

1 Start
2 Teleport (to start)
3 Lift
4 Skull podium (triggers 5)
5 Lots of good stuff
6 Berserk Pack
7 Green Armour Pack
8 Baron of Hell
9 Blue Key Card
10 Rad Suit, Stuff
11 Chaingun, Ammo
12 Shotgun, Ammo
13 Lots of Imps
14 Blue Security Door
15 Backpack
16 Yellow Key Card
17 Activator Light (opens 19)
18 Switch (lowers 27)
19 Secret Door (use 17)
20 Teleport (to 21)
21 Teleport (to 20)
22 Teleport (to 20)
23 Teleport (to 20)
24 Switch (raises bridge)
25 Exit
26 Soul Sphere
27 Lift (use 18)
28 Plasma Gun
29 Teleport (to 17)
30 Blue Armour Vest
31 Rocket/False Wall
32 Radiation Suit
33 Soul Sphere



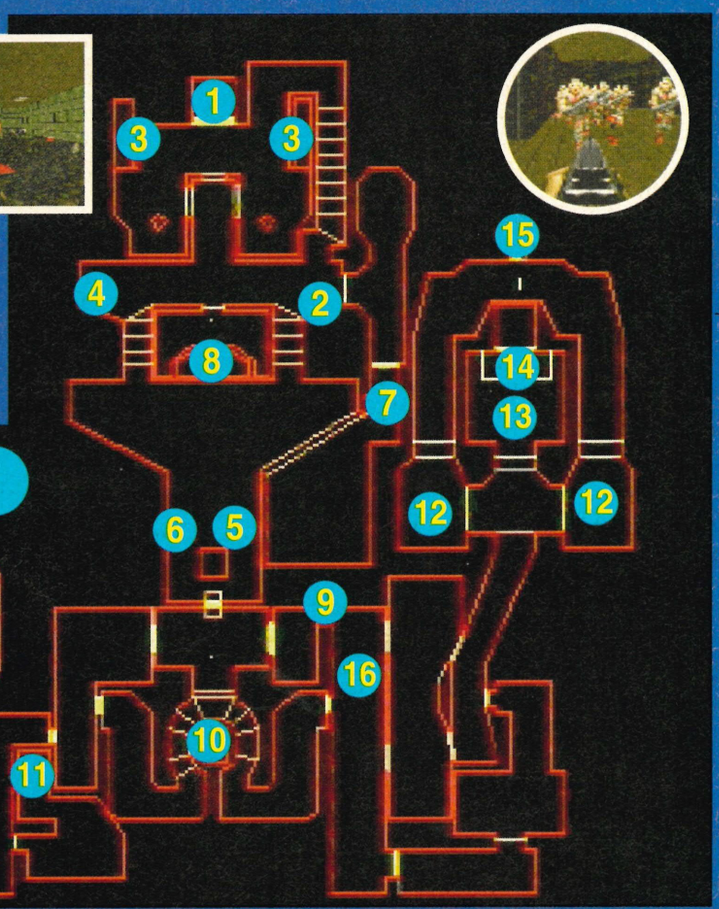
◀ Shoot the wall. Get some stuff. Yes folks, you too can be the envy of all your friends with our delightful tips. Available in four delicious flavours: Honey & Lemon, Strawberry, Lard and (new flavour) Very Old Man.



◀ Going through that central door will release two big tomato-shaped things and two of those weird pink things without any necks. There's not much to be found in there, so you're better off leaving it be and sodding off.



▲ Hail the Baron of Hell. Hail all you want mate, it won't make a chicken's head amount of difference, he'll still kill you anyway.

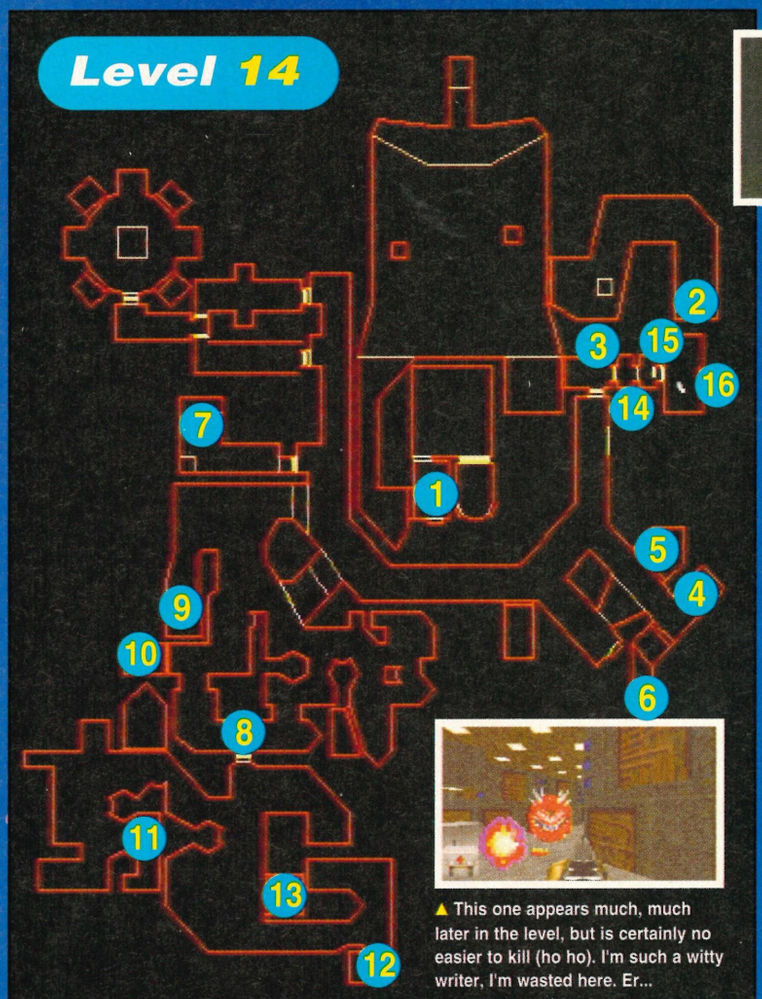


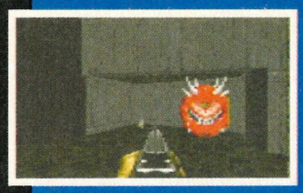
Level 13

MAP GUIDE

1 Start
2 Switch (raises door)
3 Secret Rooms (two)
4 Switch (raises door)
5 Computer Map
6 Chaingun
7 Switch (for lift)
8 Room with stuff
9 Chainsaw
10 Rad Suit, Ammo
11 Green Armour Vest
12 Big Tomato Monster
13 Blue Armour Vest
14 Monsters (lots)
15 Exit
16 Lots of Marines

Level 14





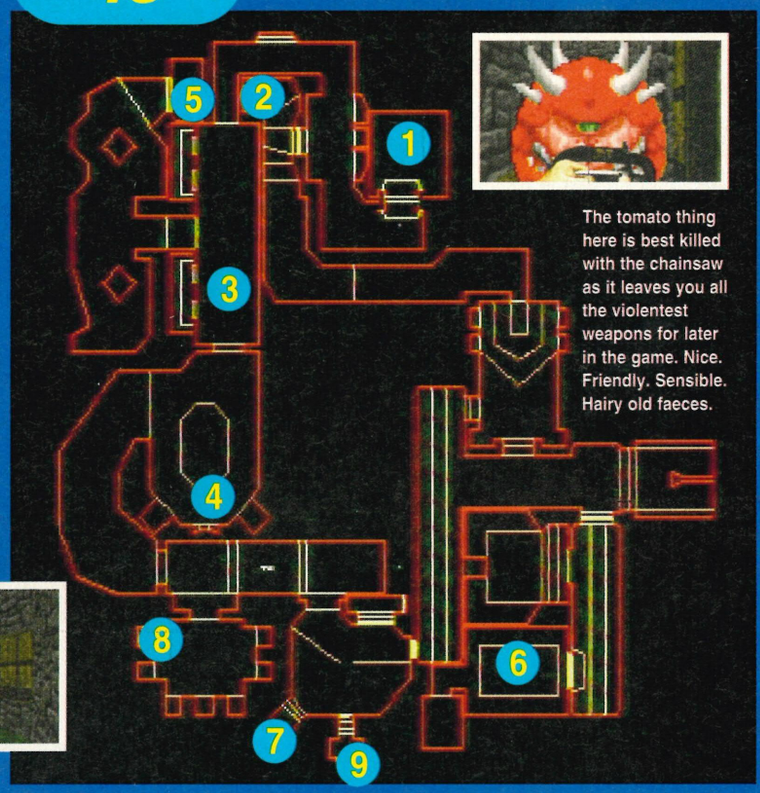
▲ The only real problems on this level are caused by the tomatoes. This one will jump out at you in the small maze. Get ready with the chainsaw or other equally-offensive and violent weapons.

▲ This one appears much, much later in the level, but is certainly no easier to kill (ho ho). I'm such a witty writer, I'm wasted here. Er...

MAP GUIDE

1 Start
2 Switch (opens 6)
3 Blue Security Door
4 Blue Security Key
5 Monsters and Ammo
6 Chainsaw
7 Some stuff
8 Yellow Security Key
9 Blue Armour Vest
10 Lots of Pink Monsters
11 Red Security Key
12 Plasma Gun
13 Lost Souls, Ammo
14 Red Security Door
15 Yellow Security Door
16 Exit

Level 15



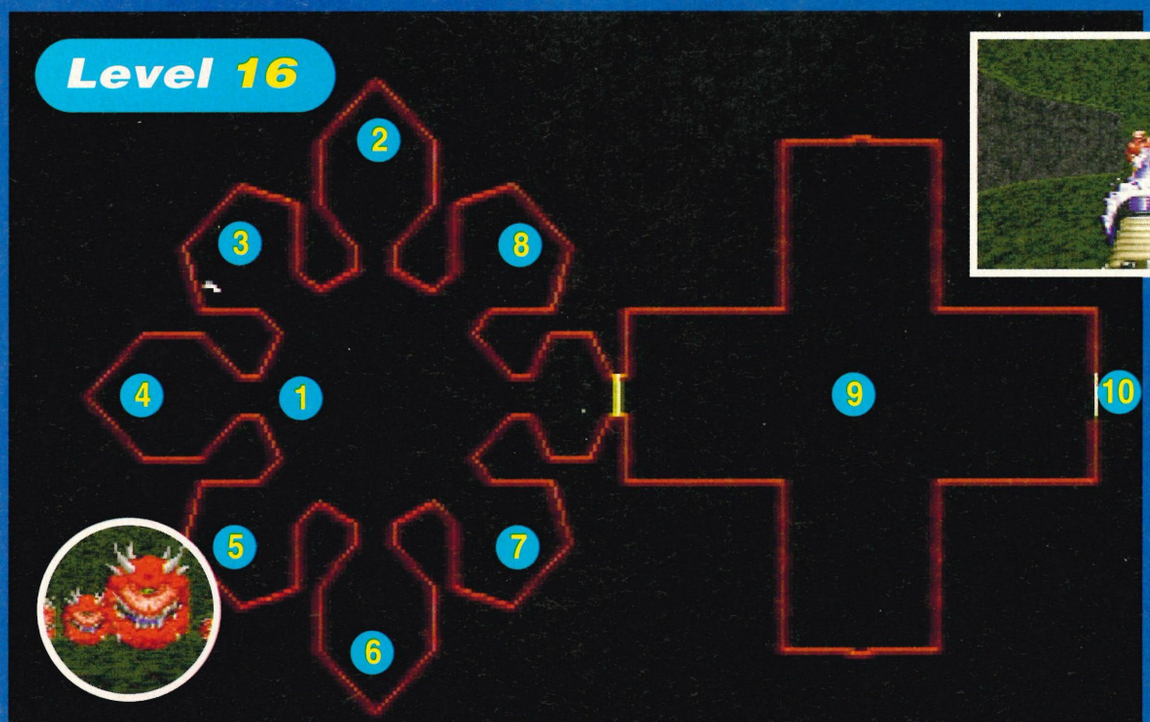
The tomato thing here is best killed with the chainsaw as it leaves you all the violentest weapons for later in the game. Nice. Friendly. Sensible. Hairy old faeces.

MAP GUIDE

1 Start
2 Chaingun
3 Baron of Hell
4 Ammo & Health
5 Treaty things
6 Red Security Key
7 Tomato Monster
8 Rocket Launcher
9 Exit
10 Something
11 You oughtta...
12 ...change your...
13 ...name to...
14 ..."Beautiful".



Level 16





◀ Harshharshharsh... HARSH. In the extreme. Very bad. Keep moving. Pick up everything you can and get into the other room as soon as possible. Okay?

MAP GUIDE

1 Start
2 Plasma Gun
3 Chaingun
4 Backpack
5 Computer Map
6 Chainsaw
7 Shotgun
8 Rocket Launcher
9 Soul Sphere
10 Exit

NOW YOU'RE ON FIRE!



OWN THE COURT
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Pitfall

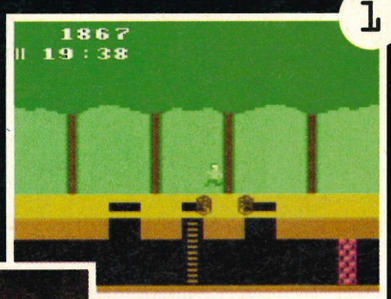
Pitfall is a top game. A tip top game. And now it's one of those tip top tipped games. So read and learn with us as we yank you through the jungle.

Cheats

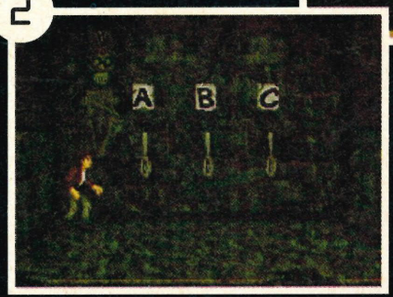
Just like the grandma who sends you off on your Peak District fishing holiday with a bag full of Wagon Wheels and knitted things, we didn't feel we could send you out into the world of pitfalling without those essential jungle-skills...

1

▶ To get directly to the Atari 2600 version of *Pitfall*, which is about as much fun as spanking a shepherd, enter the following pattern on the title screen using control pad 1: Down, then 'A' 26 times, then Down again.



2

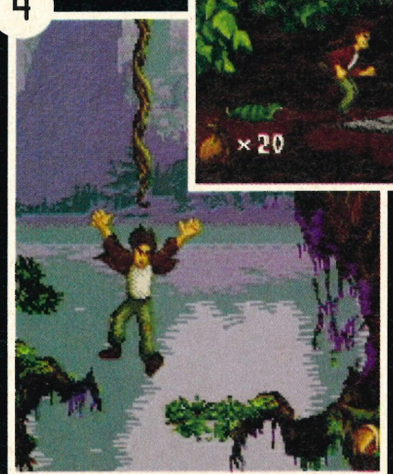


◀ This cheat will only work with the Mega Drive version of the game, and enables you to get directly to the Loltun Secret Vault, for lots of top Simon Says action. Just do the following pattern with pad 1 on the title screen: 'B', 'A', Down, 'C', Right, 'A', 'B' (BADCRAB).

3



4



▲ To start the game with 9 lives, enter the following pattern while on the title screen: Right, 'A', Down, 'B', Right, 'A', 'B', Up, Down (RADRABUD).

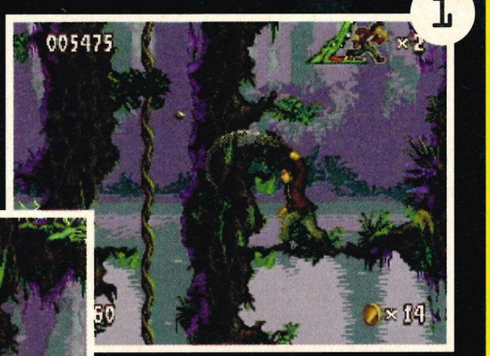
◀ To get 99 things of each weapon, just enter the following pattern at the usual place: 'A', 'B', Up, 'C', 'A', 'C', 'A'.

General Tips

Some essential stuff. For you. To learn. In order to get Harry the Hero through the jungle in one. Piece.

1

▶ To take out tree-or-rope-bound grief-causing enemies who are out of your reach, fire slingshots at a 45 degree angle by holding 'Up' and shooting.



2



◀ Swinging on vines is tricky. You should aim for the knot when jumping, in order to give Harry the best chance of hanging on. It's usually safe to start your jump as the rope begins to move towards you, or when it comes into view (depending on your positions).

▶ Let go of the bungee ropes just as they reach the base of the plant. Remember to control yourself while in the air to ensure a safe landing.

3



4



◀ Backflips take you a little higher than a normal jump and are therefore pretty useful if you're trying to get something you can't quite reach.

▶ Those annoying disappearing platforms can keep you held up for quite a while unless you keep listening for the grinding sound. As soon as you hear this, pause for a split second, then start your jump to the next platform.

5



Those Annoying Bits

Who says we don't care about readers? Thanks to the miracle of letters, we've discovered that there are certain bits of Pitfall that you lot seem to be having a little bit of trouble with. Here's how to get over them...

1



ZAKUELA'S JAGUAR

After the word "Go" fades out, DON'T shoot the jaguar. Concentrate instead on working out and anticipating its movements. Don't shoot him when he's in the trees, as he's protected by 'em. Use your exploding stones while he's in the open, keep jumping and slinging stones. After half his energy's gone, his attack pattern will change (he'll nip off screen and roar). Stay in the middle and duck. Then continue as before. Simple!

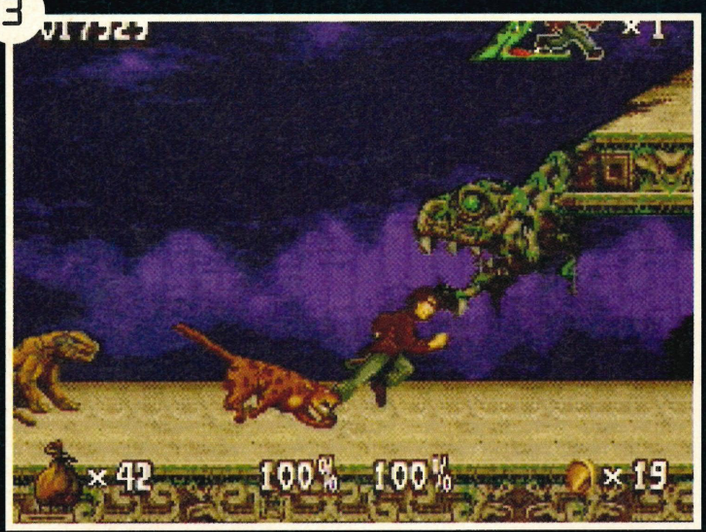
2



UNCLE PETER'S ROLLING MINE CARS

As soon as you get to the mine-car jumping section of this level, run to the left a few paces. This will take you away from the dangerous drop to the right. You should be able to hear the cars coming, so keep listening and anticipating. As you jump the cars, remember to keep moving left as you land. It's best to complete this part quickly, as the longer you take, the harder it becomes. Just keep jumping, slapheads.

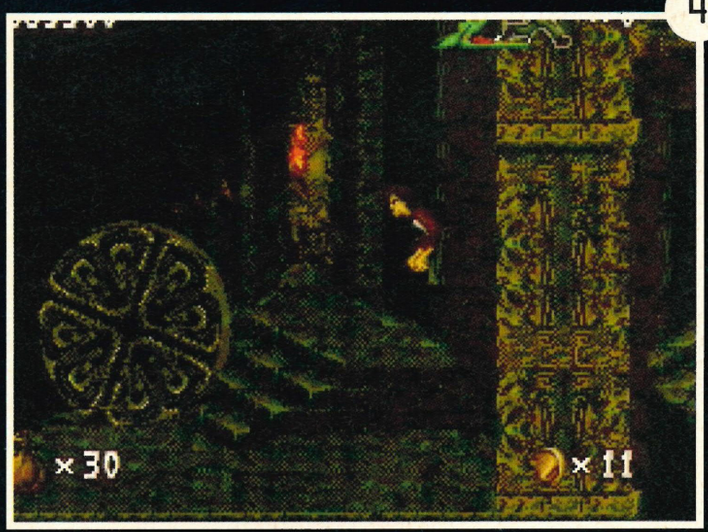
3



ZAKELUA'S TWIN STONE JAGUARS

Use your boomerangs on the first jaguar. When the second one arrives, use your sling shot. When they *both* come at once, stay in the middle of the screen and keep jumping as they run towards you. When one jaguar goes off for a rest, shoot as many sling shots as you can at the remaining one. Use them exploding stones, and you should be able to finish him off before his mate returns. Then just repeat what you did in the first level.

4



ROLLING MAYAN CALENDAR WHEEL

Letting this big wheel-thing touch you is a direct road to death, so timing is crucial. The best place to jump over the thing is to take a leap from the top step. As soon as you pull the last lever that opens the door to the Calendar Wheel, run through the door to the left and jump at the edge of the stairs. Simple and effective. And that's yer lot, so you can stop sending us them grovelling letters now, can't you? PLEASE OBEY US.

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I will swap Kid Chameleon for either Thunderforce 4, Batman or Galahad or I will buy one for £10.
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I'm a twelve year old boy looking for a boy or girl penpal who's into Harry Enfield, Sega and footie. Write enclosing a photo to: Joe, 1 Wilton Gardens, Shirley, Southampton, SO15 7QS.

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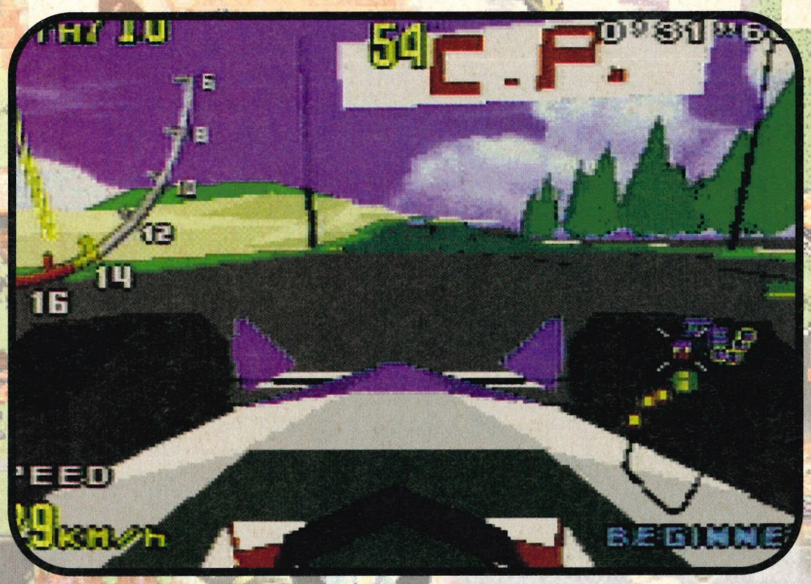


Reader's Top Ten

1. Virtua Racing (32X)
2. Star Wars (32X)
3. Earthworm Jim (MD)
4. Sonic 3 (MD)
5. FIFA '95 (MD)
6. Sonic and Knuckles (MD)
7. Eating from bins (Sundays)
8. Mortal Kombat 2 (MD)
9. Urban Strike (MD)
10. Chaos Engine (MD)



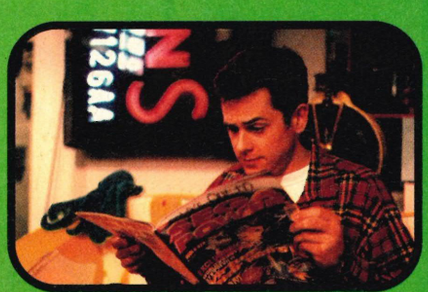
Super Reader Simon Osbourne from Manchester had absolutely sod all to do with the Madchester 'scene' five years or so back. However, he does reliably inform us that he "got a shelf for Christmas" and is also a proud owner of an Atari ST. Bloody idiot. His fave listens sprout from the kings of disco-groaning themselves, New Order, and is currently trying to give up syringing milk into his granny's forehead in a misguided attempt to give her eternal youth. But what Simon *does* get is a cart for his top ten (despite stinky *Virtua Star Wars* inexplicably farting about at number two). Keep sending in your top tens, and enclose a photo like this clever lad did. Simon Osbourne should be an example to you all, children of Galilee.

THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH

Mortal Kombat 2 (32X)

Hark! The academic slap of a D(-): "Nice try, but it wasn't really worth it."

Bizzer of the Month!



This month we've delved into the celebrity packet of Crispy Pork Heads, and give you... CHRIS JARVIS! (*Who he?* - Us and that.) Er, actually, if you flick on BBC2 of a Sunday morning you'll see him doing children stuff on TV . Nabbed and flashed by Tony Semark.

Useless Phone Numbers Of The Month

Who needs that Internet thing when you can get all the pointless crap you need on the phone...



DIAL UFOCALL: yer flying saucer latest, updated every week. The time we phoned there was some old nutter spurting on about such great stories as the formation of a Welsh UFO Federation (yaaawwn) and the "incredible story" of two old women from Yorkshire getting chased around the lounge by an orange ball. For astoundingly tedious recorded message, phone: (0891) 121 866.

JUSTIN TOPER'S STARCALL: what does the future behold? *Uhhhh?* Now you can plan your emotional and financial week in advance with the Sun's very own astrological idiot. Try to keep a straight face as sentences like "moon magic makes you wholesome" are read out by a patronisingly mystical Toper in a manner not entirely dissimilar to a home-help gently coaxing a pensioner to 'eat some soup'. Rubbish? Utter. Tel: (0839) 444 blahblahblah.

COCA COLA INFO LINE: all you never wanted to know about some fizzy drink. Like, how many cans do you sell a year, yeah? Like, tell us the secret recipe *hahhahHAAA*!!!! We asked them since Coke was made out of vegetable extracts, did the taste change with the availability of seasonal vegetables (sprouts, parsnips and the like). They replied by telling us how many cans they sold a year. Hours of tedium. And it's free. Call 'em and wipe some valuable seconds from your life on (0800) 227711.

FLORA HELPLINE: substitute butter troubles? Glumly refuses to spread straight from the fridge? Are YOU a polyunsaturate JUNKIE? Help is at hand with the Flora Helpline. For some reason. When we phoned, we asked them how many spoonfuls you could eat in one sitting before your brain packed up. They put the phone down. For Flora fun: (0800) 446464



CONES HOTLINE: for unequalled value on the local rate call charge, why not test your cone knowledge with the Highways Agency's very own Cone Hotline. Get the nice man on the phone to explain the geometrical inaccuracies of your favourite road safety object, or merely ask why this service is necessary in life, or better still, HOW HE GOT THE JOB. For an extraordinarily pointless waste of time and money call (0345) 504030.

FUTURE PUBLISHING: (NO! NO! DON'T ENCOURAGE THEM! - Andy)

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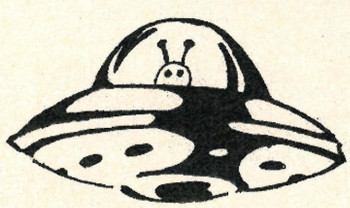


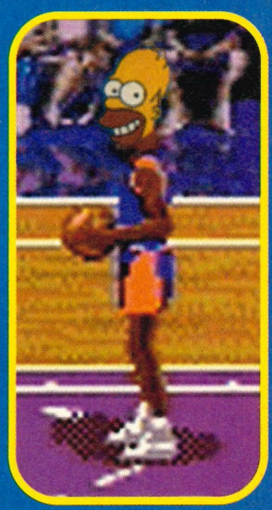
Calls cost 39p per minute cheap rate, 49p per minute at all other times

NBA Jam - The Other Hidden Characters



EXCLUSIVE! The EXCLUSIVE! look at the EXCLUSIVE! hidden EXCLUSIVE! characters. EXCLUSIVE! EXCLUSIVE! EXCLU (Oh *shartAAARP*! - Andy.)

Barbara Cartland: wrinkled, dillion-year old biddy, famous for lovey-spluttery *Romancing The Crone* lurve 'novels'.
Special Dunk: press A,B and C together on any hot-spot and watch the ball turn into a naked cherub as our pink wonder flies across the court and slams it into a hunk-shaped basket. Ace!



Godzilla: big, BIG Japanese lizard, mostly known for tripping over skyscrapers and acting like he's just been thrown out of a pub after a monumental booze-up.
Special Dunk: up, left, left, then A, and thrill to the vision of Yobzilla stepping all over the other players, knocking both baskets over, eating the ref and generally making a bloody mess.

Homer Simpson : blearily - no, definitely yellow, Barbapapa-shaped idiot man-child from out of *The Simpsons* which is the best TV show in your "Milky Way" galaxy. Did you know that it's actually an offence not to watch *2*? Sir?
Special Dunk: Up, B, Down, A - murmuring a patented, silky-dreamy "Mmmm... rubbery, over-large pumpkin-like thing...", Homer snaffles the ball and is torturously and shamefully air-lifted from the court.

John Merrick: famed Elephant Man freak that stomped about the streets of Victorian London with a sack on his head.
Special Dunk: B,B,B,Up and wait for John to lollop from one side of the court to the other mumbling, "I'm not an animal, I'm a basketball player" miss the basket and collapse onto his top-heavy hunchback. Everybody cries at the sad ending, the inhumanity of man and all that moving stuff...

Pamela Anderson: melted-down Lego woman with top heavy beef tomatoes. From out of that *Baywatch* thing.
Special Dunk: press START and C together and watch her sl-o-wly strip off, the crowd go wild, et *Ultimate Future Games* cetera.



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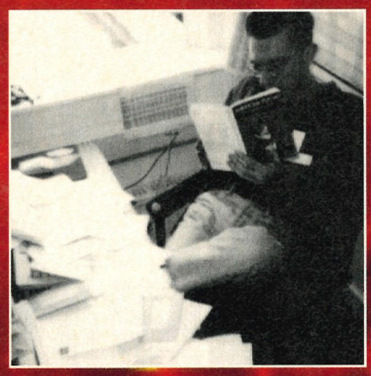


OH, PLEASE SHUT YOUR FACE

Dear *Sega Power*

With reference to your "What's Best?" article in issue 64, you missed out a few things.

1) Characters to choose from: MK2 - 12. SSF2 - 16.

2) Tournament Mode: MK2 - 0. SSF2 - 10 (points 'cos there's a couple of options).

3) Uncluttered backdrops: MK2 - 8. SSF2 - 5 (it's all very well having loads of sickos watching you pound someone, but it's a bit annoying when they clutter up your view).

4) Death Moves on bosses: MK2 - 0. SSF2 - 0.

5) Being the big bosses: MK2 - 1. SSF2 - 4.

6) Different-sized characters: MK2 - 10. SSF2 - 10.

7) Bloody annoying computer opponents: MK2 - 10. SSF2 - 10.

8) Different strength punches/kicks: MK2 - 0. SSF2 - 10.

I think that's it. That makes my scores on the doors MK2, 33 points, SSF2, 65 points. So that makes SSF2 the winner by a points decision. Which is quite annoying because personally I like MK2 best. So it was a bit of a pointless letter really, except you could use your immense influence and ask Acclaim to consider points 2, 4, 5, and 6.

Dave
Edinburgh

After finally 'meeting your needs', 'satisfying them' and devoting two pages to this astoundingly tedious 'What's Best?' conundrum, we ask you, the reader, "Did we really deserve this letter?" Christ - buying out an entire stock of supermarket bog-roll in order to find out the average sheet-to-wipe ratio is one thing, but THIS? There's just GOT to be more important things in your life, Dave. Or had you already alphabetised your vast collection of Cup-A-Soups? Dear Lord - PLEASE tell us our readership hasn't come to this... However, the good news for Dave is that this letter has been forwarded to Sega Magazine, *where no doubt the editor will kindly put aside a couple of hours for a chit-chat. After all, this is the man who actually answered the 'What's Best Mortal Kombat 2 or Super Street Fighter 2?' question with civil servant seriousness a couple of issues ago. Oh dear. Fine for a larf, but really... For the last time, and the very last time, "WE DON'T BLOODY CARE!" And to be honest, neither should you. Next!*

SEGA-MATION MAKES ME SO HORNY

Dear *Sega Power*

I'm writing to this excellent magazine to ask you a series of simple questions. The other day I was banished to my bedroom and wasn't allowed out until I had cleaned my room, then I came across my old Japanese Mega Drive box. When I looked at it, it said something about a Mega Modem. What is it, how does it work, and is it still about? And, on a final unrelated note, with the 32X and Saturn coming out, will the Mega-CD be deleted? Cheers then.

Adam Smith
Norwich

The Mega Modem is one of Sega's (ahem/hoho) lesser successes. It was released in Yanksville a while back, but proved to be a bit of a withered turkey in the long run. Some bloke who knows nothing about technical stuff writes: "What it did, right, was allow you to plug yer Mega Drive into the phone, like, thus, like, allowing you to, you know, play games on a sort of network with other kids, and also, like, access a Sega hotline thing giving you all the latest news, previews and that. A bit like a playable Ceefax, yeah? Sort of. Anyway, it was crap, hence its low-to-no-profile presence in this here country. Yeah?"

Yet more stuff we've decided to inform you about is that Mega CD thing. Dipping into my Sega Pro *cliche pond, I've pulled out this one: "Only time will tell whether the Mega CD will survive the Next Generation onslaught." As the more attentive may have noticed, the Mega CD looks like it'll survive in unison with the 32X, especially with your current rash of FMV games. AND it's the only console to get an* Earthworm Jim Special Edition. *So it's not dead. Yet. So there. Also, Master Jonathan Bishop wrote in to ask about the Menacer gun. It IS still compatible with yer* Mad Dog Ground Zero *software stuff, but only if there's a Justifier option. More generally-a-dull-read-but-you-love-that-stuff-really Sega-mation next issue. Probably not.*

I'M SAVING UP FOR A KIT KAT

Dear *Sega Power*

Answer me these questions please.

1) Where's poopa scoopa is or was it issue 62? I couldn't find it anywhere.

2) October 1993 was when I got my Mega Drive and I have seven games. Should I be getting any more?

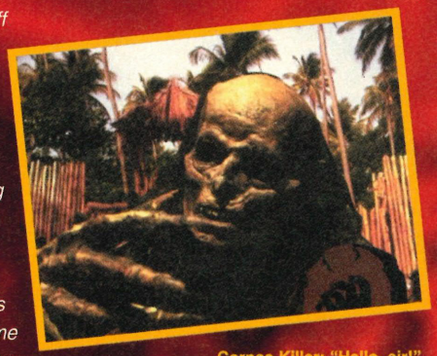
3) If you had 25p, would you buy a Kit Kat, a packet of Polo mints or should I save my money until I have enough to buy a whole Saturn?

That is all. *(I like him* - Simon.)

David Singh
Derbeyshire



Christ... We've spawned a monster. Do we bother answering? Nah. Anyway, judging by the calligraphy, our David seems to need a miracle brain drug to save him from impending skull deflation. Write in again with your proper address and we'll send you a t-shirt with which to cradle your withering prawn-for-a-head. Keep them mentler moos coming, kids...



Corpse Killer: "Hello, sir!"

SOME STUFF ABOUT PITFALL THINGS

Dear *Sega Power*

Having received a copy of *Pitfall* for Christmas, I thought I would let you know about a problem I had with the game.

After setting the controls to setting 3 I played the game for a few hours until I reached the runaway rail car (Level 6 or 7). The main character ran from the left to right of the screen towards the rail and would not budge whatever button was pressed.

VIOLENCE IS GOLDEN...



In the amputee dancing troop that was issue 64, WE asked YOU to tell us about those fights that have changed your life. We didn't expect any response - publishing surveys consistently show that the page in which the article was mentioned (page 42) is supposedly the most unpopular in any magazine, and is usually ignored by readers. But, bless yer wigwams, you *listened*. The following are just a few of the creamy rucks icing the cake of 'cartoon' violence you kindly served to our, uh, table. Oh, and remember parents: it's all charmless fun...

"It all started when I'd decided to buy a second-hand shed for the garden. I got one for £80 in 6 pieces (walls, roof etc). When I got home, none of the panels fitted into each other, the roof was wonky and the door didn't fit properly. Well that was bloody it! My fuse had blown, I went inside and got my sledgehammer and *BANG!* broke 3 or 4 wood panels *BANG!* took a couple of frames out. *BANG! BANG!* Haha*haha*! My blood boiled, my anger soared, but it wasn't enough... I needed more, so I got the billycan out of the back of my car, then doused the shed with petrol and reached for the Swan Vestas.

As I stood watching the flames turn into embers and ash with the neighbours watching and the Harwich Fire Brigade on my doorstep, I realised that I had just totally destroyed something I'd paid £80 for six hours earlier. I'm not creeping, but I've been reading your mag for years. You're a bloody good read and you make me laugh. Cheers! (By the way, the Fire Brigade let me off with a warning...)"
Adam Coleby, Harwich

"My best fight was when I was with my brother and his mate. My brother was hitting me and showing off to his mate. I lost my temper, picked up a metal bar and hit him in the face. Not nearly hard enough by my reckoning. And I ran all the way home." (*I sincerely hope this is fiction* - Andy.)
Jacob Hylton, Albrighton

"I was sitting in the lounge playing the great MK2, Shao Kahn about to crumble into the rocks when - *pahphoo!* - Kahn jumped out of the TV. I bent down and uppercut him through the ceiling and blood went everywhere. I rushed upstairs and a big dust cloud appeared with hands and feet flying everywhere. *Wham! Kapow! Schwing! Tadpole! Kwooow!* Kahn did a runner down the stairs. I went to the bog, and when I ran downstairs I saw Kahn having a party with the rest of the MK2 characters. Jax was ripping the neighbour's arms off, so I performed a babality and turned everyone into babies and kicked them back through the TV back into the Outworld. And that's it." (*Oh dear* - Simon.)
James Topple, Leeds

I tried again several times and the game stopped at the same point EVERY time. I returned the game to the shop and received another copy, tried the game and again and... guess what? The main character did exactly the same as the previous cartridge. After fiddling, I changed the game setting to number 1, and... it worked. Just thought I'd let you know what happened in case other readers have the same problem. DO NOT USE SETTING 3.
S. Consett, Co.Durham.

Yes. Do not use setting 3. If you have Pitfall. *Do not use setting 3. Yes. Don't. If you have* Pitfall. *Setting 3. Do not. 3. Don't. Setting. Pit. Do. 3. Yes. This has been a Segapowernouncement. Thankyou.*



▲ Pitfall - monkeys

STUFF HIM BEFORE HE ESCAPES

Dear *Sega Power*
Congratulations on producing the finest magazine from yonder. I would be willing to pay £5 for your 'ace' mag.

I've been a dedicated *Sega Power* reader since 1991 and I think it's fair to say that the standard of the magazine has risen considerably since issue 56 (yes, Andy Lowe: Editor Man). *(Eh?* - Andy.) Your new captioning method is both perfect and brilliant. Simon Crook and Dean Mortlock are now, in my terms, the funniest people around (no, I'm serious, so don't slag them off about it). And basically Rob Pegley writes some of the best reviews ever, as does Andy Lowe. The layout of the magazine is perfect and should not be changed. In fact, everyone, and I mean everyone who contributes to *Sega Power* deserves a good 'ol slap on the back and a hefty wage increase. Do you hear me, Future Publishing? Give the guys and gals a pay rise! They deserve it. *(This IS genuine!* - Andy.)

Please print this letter as I feel it's nice to have praise from time to time and if anyone deserves it, you do. Keep up the great work!
Stuart Robinson
Alfreton

Yes, after the butcher's apron that was last month's Complaints Special, we thought we'd be unforgivably bum-lickin' good and print one of them letters that says how good we are. Note: we can be a smarmy, self-referential bunch of sods when we feel like it (Oooh - they're so feeeey - Another Sega magazine). *Just a couple of things though (Oooh - isn't there alwaaays* - Another Sega magazine. Again). *Rob Pegley hasn't worked on this magazine for something like eight months. Yes, we are planning on upping the price of the magazine to twenty-five guineas, but you'll be* ▶

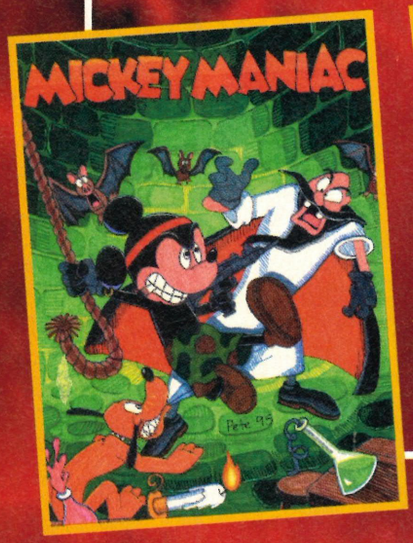
BUT SERIOUSLY, LADEES AN JENNULMUN

Dear *Sega Power*
I read in issue 64 that you have been experiencing problems with your 32X. You say that after a few minutes the screen starts shaking and you can no longer play. Well, I have been (and still am) experiencing the very same problems with my 32X. I've returned my machine to the shop and am now on my third one. And I'm STILL having the same problems.

I don't know... Do you think that Sega have rushed the development of the 32X and have made some (ahem) *mistakes*? I've written to Sega expressing my concern, but have not yet heard from them. Can you shed some light on the situation? I've already tried different set-ups, and would be grateful for any suggestions.
Neal Ferguson
Aberdeen ▶

The Gallery

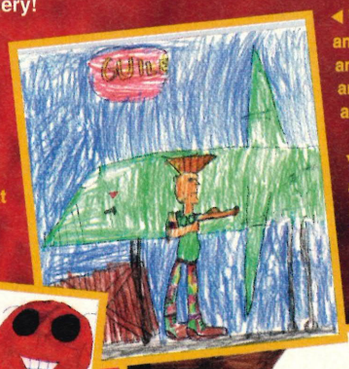
Prepare your eyes for a visual pie as we yank your elbows around our reader's crayon talents. Yaaaay! It's duh gallery!





◀ This is a picture of a bike wheel.

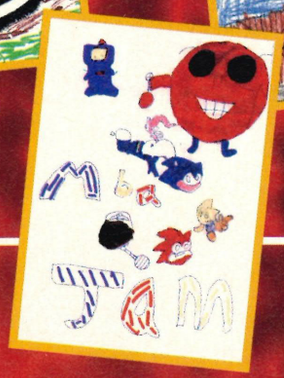
▼ Don't know what *that* is...



◀ We laughed, and laughed, and laughed, and laughed...

▼ Kids affected by video game violence? Never! God bless ya.

◀ Peter Boyle will be receiving his Disney writ within the next few weeks...





glad to hear that we WILL be giving away more Bubsy fridge magnets (six per page per issue). No, Simon Crook and Dean Mortlock are NOT funny. Andy Lowe does not write good reviews. Alison Harper can't sub-edit to save her life. And Jason McEvoy and Laura MacGregor are bloody useless. Do you hear me, Future Publishing? WELL, DO YOU? Answer that one and stay fashionable. (Hang on a.... Whaaa? WHAAAAT? Fishback Spleen Machines Merritt invades AGAIN? Only Digitiser *can save us now! Save our wages, readers! - Er, The 'Real' Andy Lowe).*

BOSNIAN OLD WOMAN...

Dear *Sega Power*

Referring to your ongoing 'spot the quote, win a cart' competition, here are some of those solutions in, er, full: "Armed with a special gun" is from *The Day Today*, as is "She's gonna die like a dawg". "Zed's dead, baby" is from Quentin Tarantino's *Pulp Fiction* and is spoken by Bruce Willis playing the role of Butch. "It ain't White Boy Day, is it?" is from *True Romance*, and is spoken by Gary Oldman in the role of Drexl. Do I win a cart? I think I'm cool, do you? Anything to do with Quentin T., and I'm a virtual expert (*Uh?* - Dean). *Reservoir Dogs*, *True Romance*, *Pulp Fiction*, and *Natural Born Killers* are amongst the top five films ever made (*Yes, yes...* - Simon), the other, naturally, being *Star Wars* (*Blown it...* - Simon). By the way, the cart in question could be *Beavis and Butthead*. Please.

Matt Stanley
Hackenthorpe

P.S. Don't slag off the Manics drummer again or else...

P.P.S. R.E.M. may be overrated, but they are a damn good band.

P.P.P.S. Your mag rules! It rules!

They've finally started to dribble through the post like vinegar from the armpits of a long-distance runner. Yesss-aaahh, the village fete of quoteblahs has been gate-crashed by a not unpleasing amount of readers (thanks for the letters - ahem - 'our' kids). Confused? Not any more. Those not old enough to 'catch a Quentin', grab an over-sized adult raincoat, climb onto a mate's shoulders and do a Scooby Doo next time you're in that there multiplex queue for 'The Adventures Of Yellow Dog' or whatever your mam's dragged you to see. And those who've finally got 'round to the repeats of The Day Today *on BBC2 will have finally clicked with some of the nonsense regurgitated in this puffin's jacksy we call a magazine. As for the rest of it, we often go over our own heads and up our own poo-holes. But you know that. DON'T YOU? P.S. Yeah, keep the spirits up!!!!! Hahahaahaayaaaaww-w-w-n...*



We get bees in our bonnets here at Sega Power. We like to think of you all as our bonny children, and anyone who steps in your patch, deserves a slap on the brain and a dusting dahn. We reckon. Because we're PROPER writing types and love rooting about in the filth of others, we decided to solve this problem. Talking to various Sega men, we've discovered that, apparently, there seems to be a compatiblity problem between early Mega Drives (well before the redesign) and the 32X. Isn't that marvellous? If you're experiencing shaky pictures, crashing or 'nothingness' when you switch it on, ring this number: ***081 543 9898.*** *These be Sega repair types and they'll fix out your Mega Drive. Free, like. If, on the other hand, you own a Mega Drive 2 and you're having ANY problems with the 32X (and I don't mean getting past level 13 on* Doom*), then ring US. Honest. Any other compatiblity problems (the 32X won't fit in your son/daughter//dog/fridge/leper) should be sorted out by a professionally trained analyst.*

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Spew insight over the back of mediocrity...
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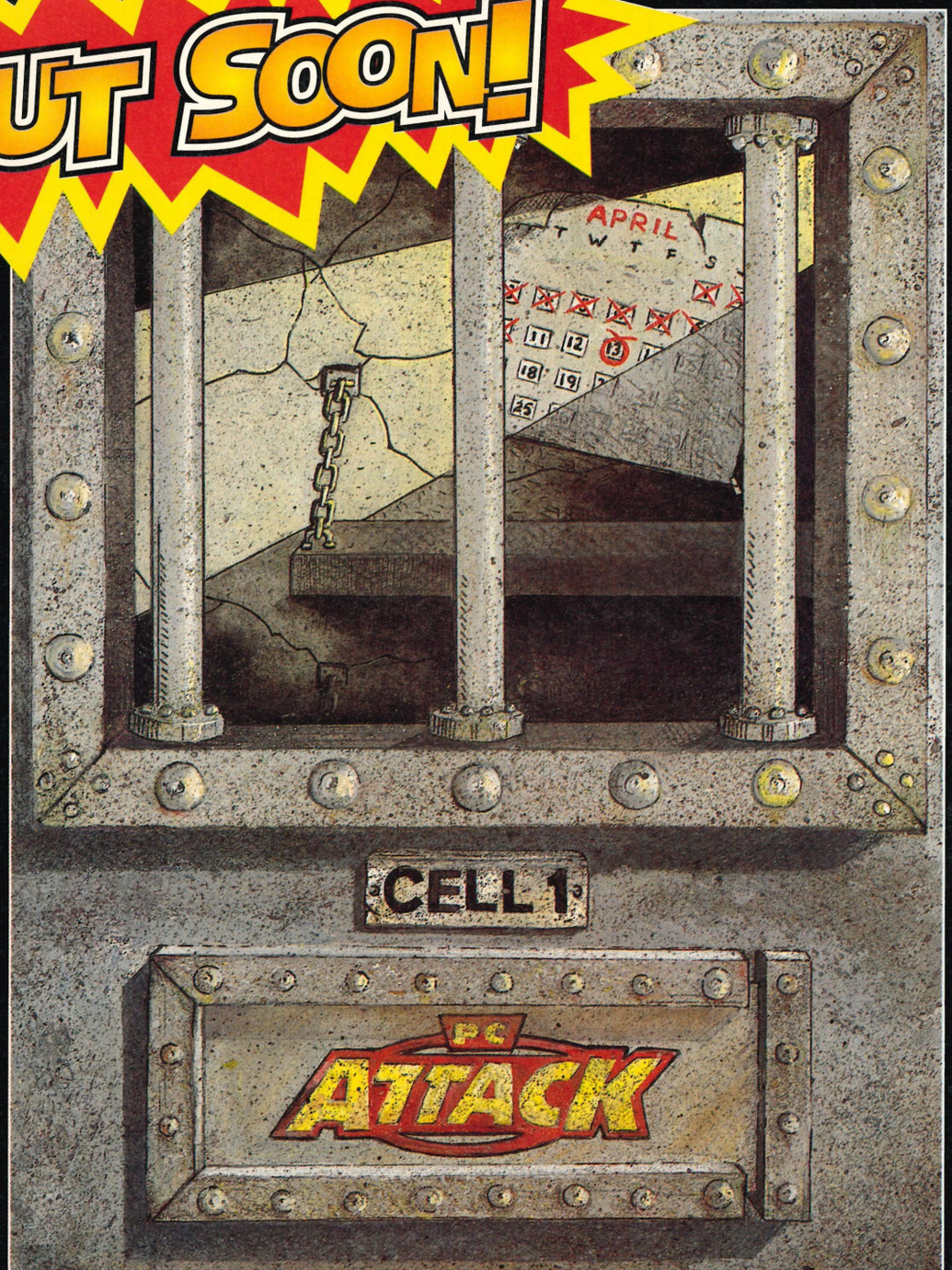

They said we were dangerous.
They said we were a menace.
They said we were "too extreme".

They thought they could reform us.
We think differently...

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GET YER FREE STUFF

Software houses. Publishing companies. Other legitimate, entirely trustworthy businesses. They're rich - and they're sitting out there, waiting to give you their FREE STUFF! Follow our advice, pick an angle, and DO IT! If you reach out and take it, then good luck. If not, then we got no sympathy for you...

Apparently, there's no such thing as a free lunch. There is, however, such a thing as FREE STUFF. Software houses don't just exist to suck every last penny out of your wallet for worthless games like *Corpse Killer*. As well as charging exorbitant, evil and downright outrageous-etcetera prices for video games, they've also got big, soft, red, compassionate hearts...

More sinned against than sinning, they like nothing better than helping old roads cross people, and are always digging deep, *deep* into their bottomless pockets to bestow gifts of charity and compassion on a world which can never truly respond to the higher love they offer.

Ahem. Chances are, though, if you got on the phone or wrote to them with a convincing enough lie, there's a possibility you might be able to trick them into GIVING YOU SOME FREE STUFF - a bit like in that famous saying...

"Don't ask, don't get" is it? So, we at *Sega Power,* in our occasional quest to find viable alternatives to shoplifting, thought we'd get on the damned phone and ASK FOR SOME SOME FREE STUFF.

We tried six different approaches - with varying levels of success. Hey, you can try this at home kids, but remember - chances are, many of the people you hassle will have seen this feature, so be original. And always use public telephones. Good luck.

1. SICK

ANGLE - "I'm in hospital, and I'm sick. I've, um, lost the use of my legs and the doctor says I may never play the piano again. What? No, the guitar should be fine. Yes, yes. The triangle, too. Anyway - I'm so depressed! SEND ME SOME FREE STUFF NOW!"

BE PREPARED - Have a mate who IS in hospital. That way, you have a ready-and-waiting dead letterbox for all the lovely FREE STUFF. Visit him, dump the grapes on his bed, and leave with the FREE STUFF.

WHEN WE DID IT - Some serious audible squirming. We were severely cross-questioned on the guitar remark. After much coaxing, we got a Game Gear cart (we had nowhere to plug in the Mega Drive on the ward, y'see!) Suckers.

2. GANG

ANGLE - "Me and my mates are starting a "*Sega Club*", and we're trying to get FREE STUFF to decorate the, erm, club-house with."

BE PREPARED - You've been in touch with a national newspaper who are researching a feature on "young entrepreneurs". The newspaper is interested in using you and, if you get the FREE STUFF, then you'll give the software house a namecheck.

WHEN WE DID IT - ("Why don't you ask a local computer shop for their unused posters?") NO! WE WANT FREE STUFF FROM YOU!!! We shall be running it from our tree-house and if you won't help, then we will go out into the streets and inform the proles that you smell of dogs." (They hang up).

FREE STUFF ERE!

3. SCHOOL

ANGLE - "I'm working on a school project about Sega and I need some information about games. While you're at it, could you SEND FREE STUFF!"
BE PREPARED - "Yeah, actually - I've already called (insert two or three other software houses) and they've already sent (insert a fictional list of great FREE STUFF)." This should send 'em on a bit of a guilt-trip. Hur hur.
WHEN WE DID IT - ("Well, if you're doing a project about Sega, why don't you just phone them?") "Look. I may be only a child, but you, sir, are a spiteful old miser and I hope it hurts when you wee." (Phone slammed down).

4. MAG

ANGLE - "I'm sick of these so-called 'video game magazines' - the ones you see in newsagents and northern corner shops run by sweaty, middle-aged men with smelly abscesses. I'm starting my OWN Sega 'fanzine' (if you will) and I want to review your games. Send me LOTS OF FREE STUFF immediately!"
BE PREPARED - Suggested names for your 'fanzine'... Sega Blast, Sega Assault, Sega Uber, Mega Drive Remedial Reprinting, Average Machines, Sega Oik, Answer Me!, Sega Magazine *(It'll never sell.* - Andy).
WHEN WE DID IT - ("Yeeeees. We get this all the time. Sorry, but if you could send us the magazine, then we'll make up our minds...") "But, how can we? It's empty! And the reason it's empty is because slithery, untrusting pigs like you won't send us anything to fill it with!" (Hangs up).

5. POOR

ANGLE - "My dad has lost his job at the factory. We have no money to buy video games. WE'RE POOR! SEND US SOME FREE STUFF!"
BE PREPARED - Lay it on thick. WAIT AT LEAST FIVE SECONDS BEFORE REPLYING TO A QUESTION. This makes you sound, like, REALLY upset.
WHEN WE DID IT - Plenty of phoney sympathy, and the number of a cheap mail-order firm, but no actual hard, cold FREE STUFF offered. Heartless filth. "Please, sir. We're poor! We're so poor, and if I don't get the next Sonic game then I'm going to take an overdose of multi-vitamins - and you'll be responsible!" (Hangs up).

6. THIEVES

ANGLE - "We were burgled last week, and they took my Mega Drive and all of my games. A shop in my town has given me a new Mega Drive and now I'm trying to get some other FREE STUFF..."
BE PREPARED - Don't seriously answer questions, just sob occasionally and saying stuff like, "What am I going to do without my video games?"
WHEN WE DID IT - ("Oh dear. Were you insured?") NO! The swine even took my irreplaceable antique dollies. Do you like dollies, sir? I like the ones that talk to me best... (Hangs up).

TOP TIPS FOR GETTING FREE STUFF

1. Be pitiable and winsome. Make the pathetic, sexless, food-tubes feel that they, by some evolutionary fluke, are actually better than you.
2. NEVER GIVE UP! Receptionists are battle-hardened and trained to stop rip-rap-scallions like you from getting through to anyone really important. Don't take back-chat from phone-chimps.
3. Never put anything in writing. Letters can be filed or thrown away. The wavering voice of a sad, lonely child on the end of the line is something they can never ignore.
4. Don't even THINK about trying any of this on us.

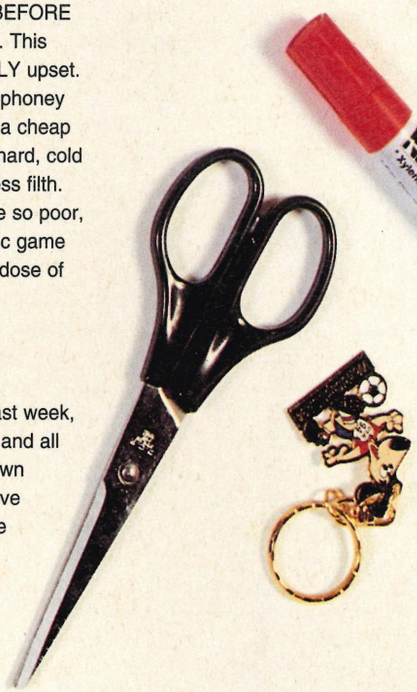
THANKS

to the well-known Sega magazine which has, over the last month, as a result of one or more of our 'angles', sent us plenty of FREE STUFF. You know who you are. Think hard... Oh, and THANKS to the geezer who loaned us the Voice Pitch-Changer. Top toy.













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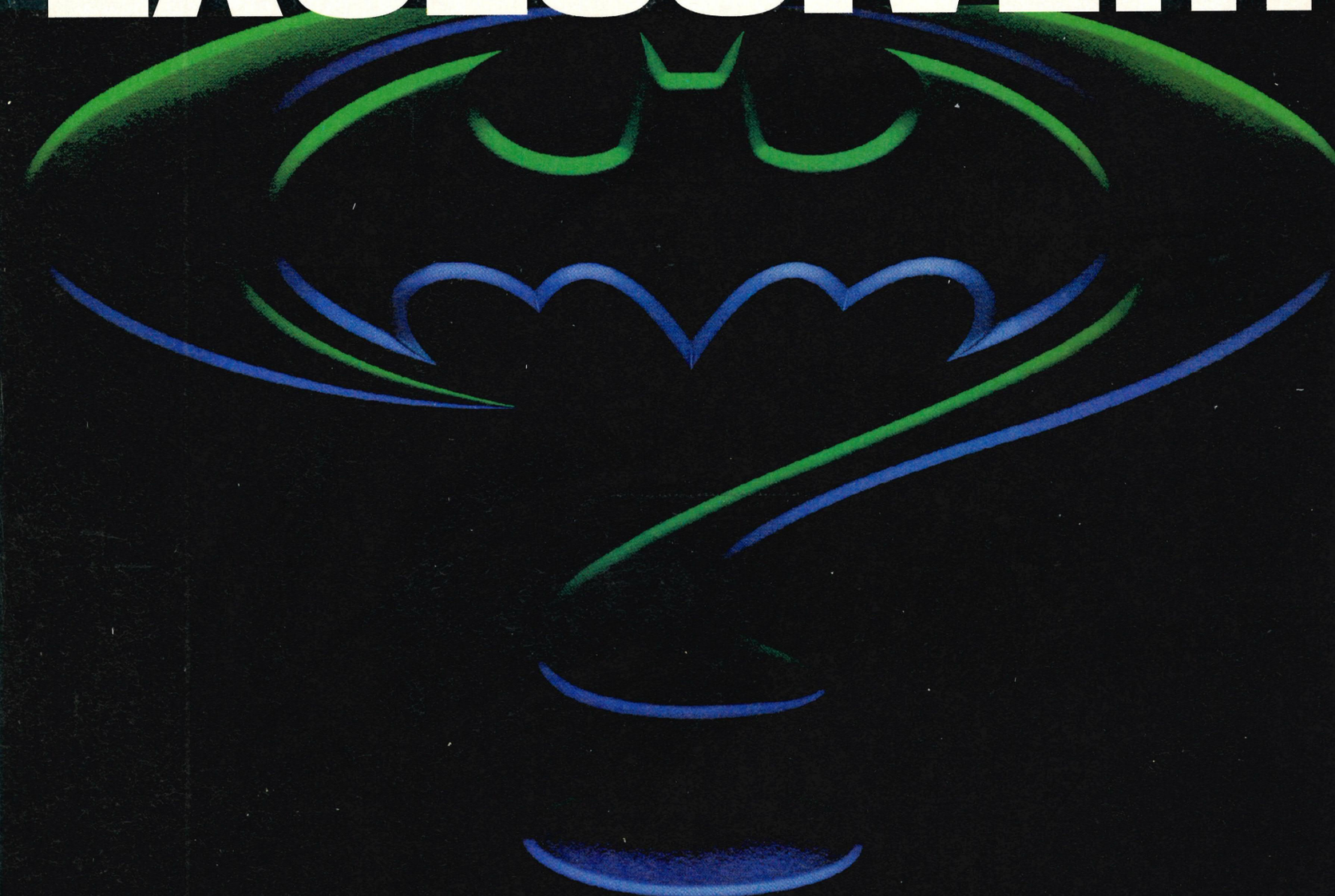

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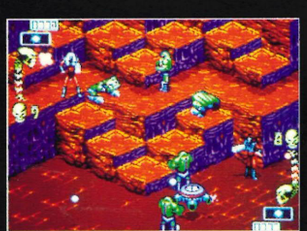







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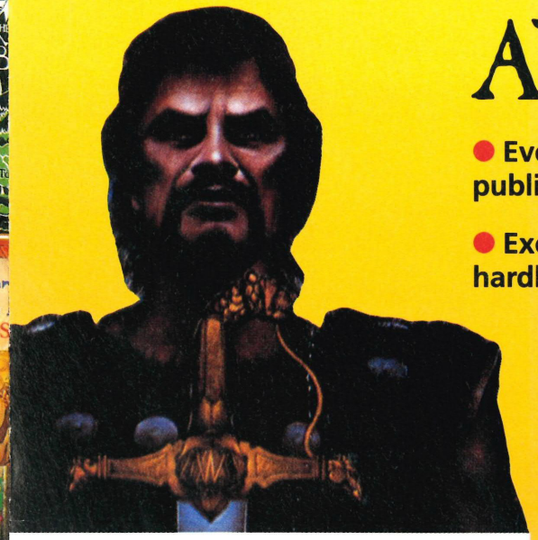

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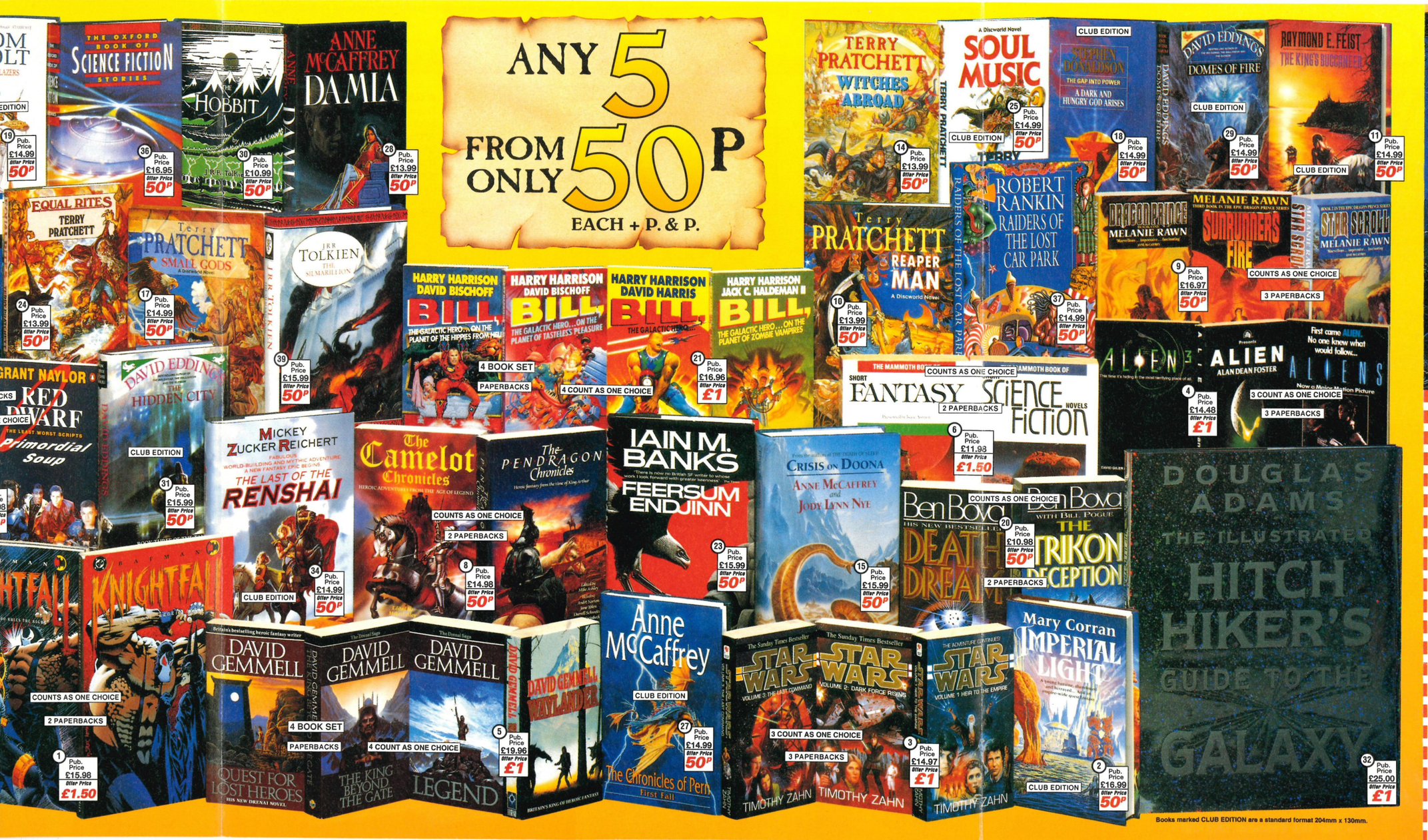

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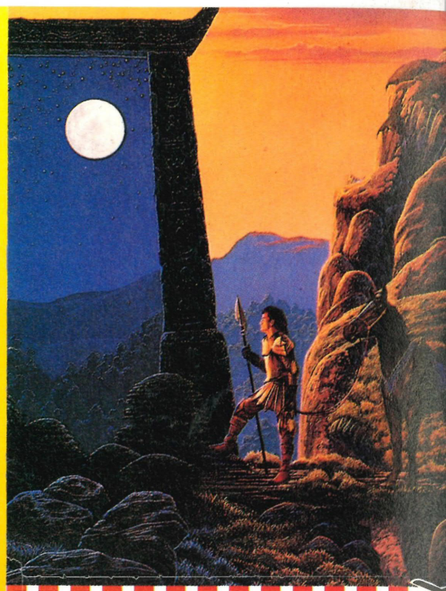

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