Saturn • Mega Drive • Game Gear

Every Saturn game EVER reviewed & rated! • Issue 86

Hexen previewed on page 30!

SEGA POWER

Part one of our massive guide to **Alien Trilogy**

Turn to page 66... now!

Doom and Gloom!

Is it all misery in our probing feature?

Street Fighter Alpha 2

The gloves are off for our exclusive review!

Mortal Kombat Trilogy!

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Command & Conquer, Tomb Raider, Worldwide Soccer. It's...

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SEGA POWER ISSUE 86 DECEMBER 1996

First look at Command & Conquer, SFA2, Sega Worldwide Soccer, Doom, Tomb Raider, Hexen, Ultimate MK3

Subteranean Buzz
Live Indoors
"as flash a shoot 'em up as they come"
OFFICIAL PLAYSTATION MAGAZINE
"...the most frantic and compulsive video game ever created"
GAME PRO
"If only all PlayStation games looked this good"
PLAYSTATION POWER
"...stylish and atmospheric... with amazing speed and fluidity"
EDGE
"Who needs hallucinogenic love drugs when you've got Tunnel B1"
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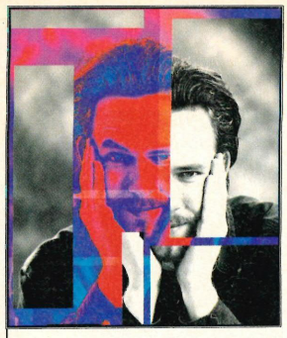

Welcome...

...to *Sega Power*!

It's at times like this that I realise that things could certainly be a lot worse. Deadline day it may be, but I still manage to have a permanent grin on my face, I'm listening to Underworld very loud on my personal stereo and this issue's looking so damned good that I might just buy one myself.

The high spot must surely be our exclusive feature on *Command & Conquer*, but there are also previews of *Doom, Daytona, Micro Machines v3* and reviews of *Tomb Raider* and *Worldwide Soccer*. That's all... you can go now.

• ***Dean Mortlock, Editor***

Who is who Who...

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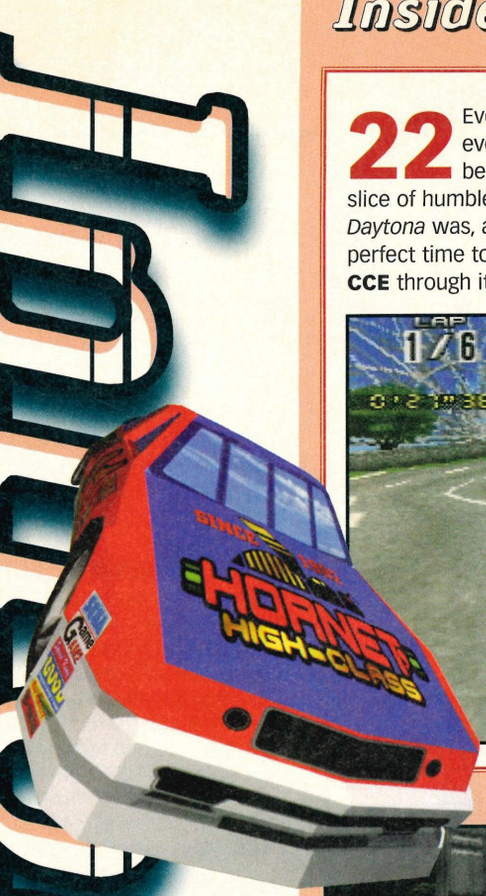
THE *SEGA POWER* CHARTER

❶ We will never tire of laughing at our feeble opposition.
❷ We will always remember that being official is no advantage.
❸ We will NEVER review the PlayStation version of games and pretend they're on the Saturn (like *Mean Machines* and *Sega Saturn Mag*).
❹ We will always do our very best to give you the finest Sega magazine possible. Because we love you.
❺ We will always believe that we have a sense of humour.

• *Sega Power* is still up to its grubby knees in sewerage from 'SURFING the INFORMATION SUPER-HIGHWAY'. If you have the technology go here: **http://www.futurenet.co.uk/**
• Emails to **dmortlock@futurenet.co.uk**

SORRY! Tips call are the work of the Devil and we don't LIKE the Devil. PLease write to the usual address and we WILL do something to try to relieve your weighty plight.

Inside This Issue...

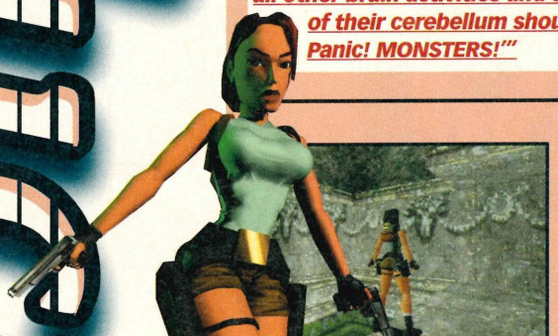


22 Everyone from us to Sega to, well, every damned person in the land has been forced to eat the largest-ever slice of humble pie and admit that the first *Daytona* was, actually, a bit knob. Now's the perfect time to put the sequel **Daytona USA: CCE** through its paces. Our preview starts here.

Daytonaaaa... let's go aawwaayy!

26 **Doom** has now appeared on everything from the Macintosh to the 32X and, bar a couple of minor hiccups, the game's still a joy to behold. Time to take a first look at the Saturn version.

"Doom storms people's minds, pulls the plug on all other brain activities and stands in the middle of their cerebellum shouting 'Run! Shoot! Panic! MONSTERS!'"



40 When we first saw **Tomb Raider**, we thought it had the makings of game of the year. Now we've had chance to review the game will our initial impressions still hold?

"The game follows the adventures of Lara Croft – an Indiana Jones type in a worryingly-exaggerated female body"

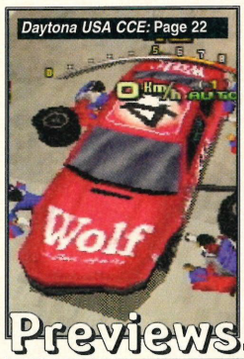
66 **Alien Trilogy** may be one of the easier games we've come into contact with over the past few months, but there's more to completing the game than just finishing it. Don't believe me? I'm not sure I do myself, but inner senses tell me to trust James and give him four pages to do his evil tips. Wise.

Contents

Features...

16 . . .Command & Conquer
Perfectly converted from the PC original, we think that Virgin's *Command & Conquer* is shaping up to be one of the most playable and addictive Saturn games we've ever seen. And if you turn to page 16, now, then you'll find out why... won't you?

22 . . .Doom/Hexen
From the first murmerings about the title, to the initial shots shown a couple of months ago, people are awaiting *Doom* possibly more than any other title this year. Despite the fact that it's as old as the hills and has been bettered on more than one occasion, people still want it. Is *Doom* now selling on its name alone though, or is there still that pull that the first PC incarnation had four years ago? Our feature on this (and the only slightly-less interesting sister game, *Hexen*) reveals all.



Previews...

Reviews...

22 . . .Daytona USA: CCE (Sat)
Sega's Christmas 'biggy' gets a four page run-over.

26 . . . . . .Doom (Sat)
What a lot of people (us included) have been waiting for.

30 . . . . . .Hexen (Sat)
Doom's sister game makes it to the Saturn.

32 . . . . . .Virtual On (Sat)
They love it in Japan, apparently.

34 . . . .Micro Machines v3 (Sat)
Sadly delayed until March of next year, but looking damned good.

37 . . . . . .Trash It (Sat)
Sadly, playing with rubbish is something we do far too often.

38 . . . .Jonah Lomu Rugby (Sat)
The first game that allows you to pass a ball to a gorilla.

40 . . . . . .Tomb Raider (Sat)
Delivering a portion of epic proportions, it's Core's latest.

44 . . .Worldwide Soccer (Sat)
We think it's the best footy game EVER. Find out why.

46 . .Street Fighter Alpha 2 (Sat)
Is it a case of too little, too late with *SFA2*?

48 . . . . . .Break Point (Sat)
The first decent tennis game for the Saturn?

50 . . . . . .Grid Runner (Sat)
'You're it' never sounded so good.

52 . . . . . .Robopit (Sat)
A surprisingly good alternative to *Virtual On*.

54 . . . . . .Sonic 3D (MD)
Hell, we liked it and Sonic's always good for a laugh.

Cover Feature!

Guns, Girls & Goals

Sega Power **has been the world's first magazine to play the Saturn version of one of the most popular games of all time, *Command & Conquer*.**
Our explosive, exclusive feature starts on page 16!

After what could politely be called a 'slow' Spring and Summer, Sega have finally got their arse placed firmly into gear. *Tomb Raider's* the gearbox, *Worldwide Soccer's* the clutch and *Command & Conquer* is the, um, arse? Anyway, I can't imagine you'll find three finer games this side of Christmas and *Sega Power's* the only mag to feature all three.

Wild 9's

We've heard very little of David Perry since *Earthworm Jim 2*, but get ready, 'cos he's back with a vengeance!

Tips...

56 . . . . . *In The Hunt* (Sat)
In The Hunt? In The Hunt? in the ARSE more like!

57 . . . . . *Chaos Control* (Sat)
The first third-party Sega gun game gets a shoeing.

58 *World Series Baseball 2* (Sat)
Not bad... if you're already bored of *Worldwide Soccer*.

59 . . . . . *FIFA '97* (MD)
Also known as *FIFA Gold*. This'll be EA's last for the MD.

60 . . . . . *Darius 2* (Sat)
It's not as good as it sounds and it sounds like a fart.

62 . . . . . Cheat of the Month
Isn't that Tory MP Michael Howard? AM I WRONG?

62 . . . . Questions & Answers
We pay other people to do this for us... or shouldn't I tell you that?

62 . . . . . Can You Help?
Listen, I'm having trouble with my tiling, can YOU help?

65 . . . . . Tips Hardline
They're tips, they're hard... they're the Hard Tipsline. Umm...

64 . . . . . Sorted!
We admit that there are a few games we can't help you with.

66 . . . . . *Alien Trilogy*
How to do it. With Aliens.

Buying second-hand?
Then turn to page 71, yah pikey

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'Scuse the dodgy penis joke but Dave Perry's got a new game out and we're excited.

News

Dave's big Shiny one

Wild 9's • Saturn • Next Year

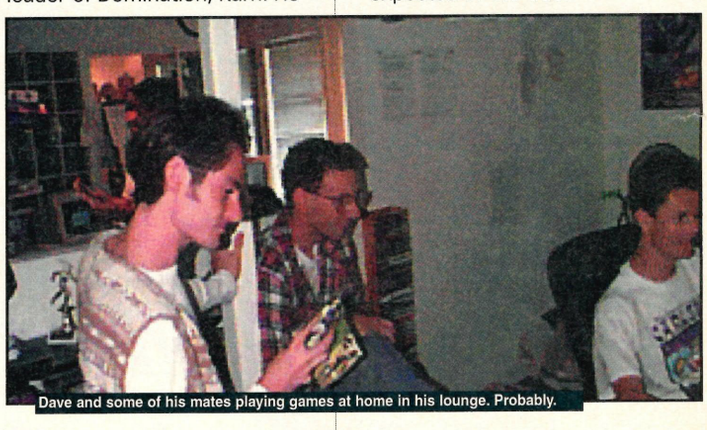
The full details of Shiny Entertainment's next Sega development,* Wild 9's *are starting to appear, but will the game satisfy in the same way that* Earthworm Jim *did?* Sega Power *has the full and exclusive story...

Although *Wild 9's* isn't expected until well into next year, Shiny Entertainment are already starting to leak details to the press on one of the most interesting titles that'll appear on the Saturn.

Wild 9's combines the more traditional style of platform game with added 3D elements so that the player can run in and out of the screen.

The game's story revolves around a character called Wex and eight teenagers who have to fight an organization called 'Domination'. Wex, the leader, is thankfully armed with a large gun and has to fight against an unusual assortment of things – monsters, bosses and the like – until he reaches Domination's headquarters and runs into the leader of Domination, Karn. He appears as a 376 year-old face that's mounted on the ceiling of his headquarters. Hmmm.

In a now-usual Shiny fashion, a TV series is already in the pipeline and a line of toys is believed to be in production. In other words, big things are expected of the title.



Dave and some of his mates playing games at home in his lounge. Probably.

The helpful index

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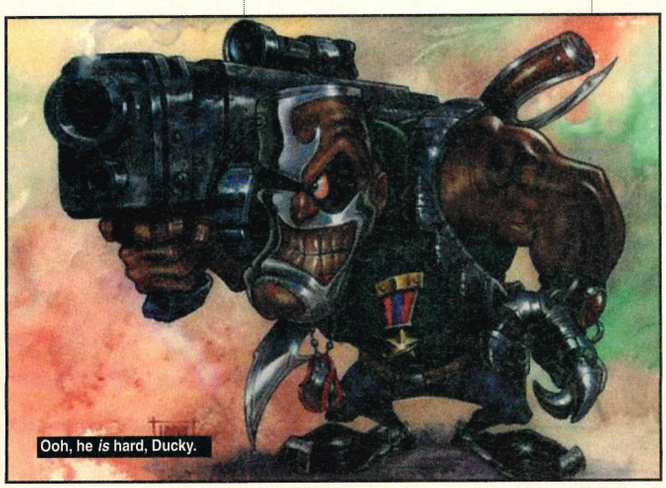
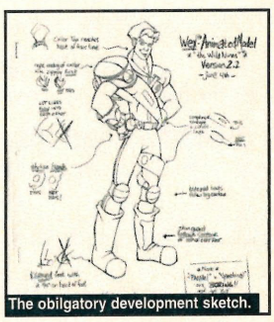
The man's a genius

David Perry has, on occasions, been referred to as a god by the rest of us mere mortals. Why? Because he manages to produce the most wonderful looking games. He started his career at the age of 17 when, after moving to London, he made a name for himself as the author Teenage Mutant Hero Turtles, released by the now defunct Mirrorsoft.

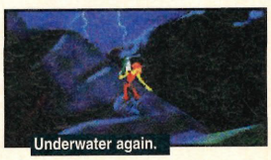
After moving to Virgin he wrote *Global Gladiators, Cool Spot* and then one of his finest, *Aladdin*. Wisely moving to America and setting up his own company, Shiny Entertainment, he gave the expectant world *Earthworm Jim 1&2*. Now, after a quiet period, his latest creation, *Wild 9's* is about to astound us all. Hopefully.



Ooh, he *is* hard, Ducky.



The obilgatory development sketch.



Underwater again.

Larging it in your area

Club Saturn • Music • Now

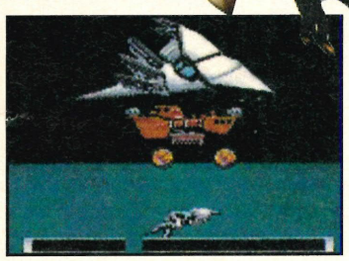
Sega's answer to Sony's Wipeout XL CD has been released and behold, we give you Club Sega. In a clever move, Sega have teamed up with Breakdown records to release a clubby, bouncy bubbly compilation of housey-housey, dancing 'in the house' bustin' tunes from 'top pop DJ's like Paul Anderson, Marshall Jefferson, Kenny Ken and Back 2 Basics. Not only that, but the CD pack will also contain a demo game CD, graced with the likes of *NiGHTS*, *Worldwide Soccer, Athlete Kings, Panzer Dragoon 2* and *Baku Baku Animal*.

Although we're all vaguely ignorant of all this 'housey housey' nonsense, we asked our resident DJ 'in the house' to give us his verdict. "Yo yo yo, youz got some bustin' choons from, like, the PHATTEST, larging you'll find in like... like..."

It was around this time that we shot him in the head. The CD, though, should be available in more select music shops for the usual CD price and contains music and remixes influenced by Saturn games.

As cool as Wipeout XL? Well, maybe.

Attempting the impossible

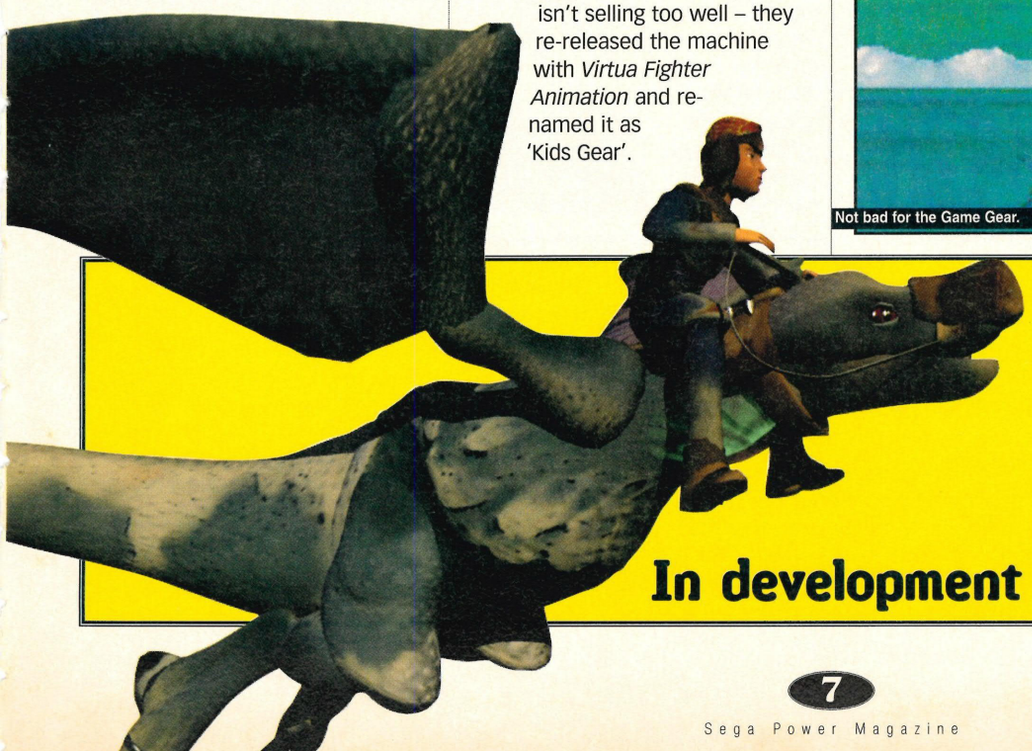

And there are the graphics.

Panzer Dragoon Mini • Game Gear • November

One of the strangest developments this month is the startling news that Sega are releasing a Game Gear version of *Panzer Dragoon*. Basically, it's an an effort to revive the Game Gear in Japan where the machine isn't selling too well – they re-released the machine with *Virtua Fighter Animation* and re-named it as 'Kids Gear'.

The game will be released in Japan (as *Panzer Dragoon Mini)* on the 22nd of November but please don't expect miracles. The name will remain, but the gameplay will be completely different.

Not bad for the Game Gear.



On the grapevine

We don't make this up, you know. Not all of it, anyway.

- The Saturn version of *Mortal Kombat Trilogy* has been confirmed for a 1996 release. Ed Boon (the creator of the game series) reckons that it could even appear as soon as December the third – although that'll be an American release date and shouldn't be taken seriously here.
- Another one of the most popular PC titles is Saturn bound. *MechWarrior 2* will be released by Activision in early 1997 firstly in America. Thankfully, it's another game to support the Net Link.
- Considering WARP's pedigree and exclusivity to Sega, it's probably very good news indeed that another title is in development. Provisionally titled *Channel 9*, the game will be released after *Enemy Zero* and *Radio Play*.
- While we wait for a decent action shoot-'em-up and *X2* from Ocean is still a fairly mirky speck on the horizon, it's warming to hear that ANOTHER company plans to dominate the world with their arcady nonsense. *Oblivion* is the game's name and it's US Gold who plan to change the way we think about shoot-'em-ups. Plenty of aliens to kill and lots of views available. Nice, then.
- The sad news this month is that *Soviet Strike* has been put back to a February release. No official details have been given, but our guess is that EA wanted to make the game as perfect as possible. Obviously.
- While *Worldwide Soccer* is still foremost in our collective minds, the next batch of soccer games are already warming up on the touchline. *Total Football 3D* from US Gold will be completely different to their previous attempt *Olympic Soccer* in that more concentration will be put on the attributes of individual players.

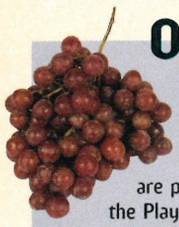
In development

Acclaim

We've seen very little on most of these titles, so I can only presume there's a problem with deadlines and these release dates are tentative.

Magic: The Gathering	November
Iron & Blood	November
Iron Man/XO	November
Batman Forever Coin-op	November
Super Motorcross	November
Mortal Kombat 1&2 Combo	December

On the grapevine



If any of you are peeved at *F1* for the PlayStation, we aren't. We've heard from US Gold that they're working on a F1 game that'll still have all the teams, drivers and courses of Formula One, but will be more detailed than *F1* and look just as good. More news very soon!

Not content with hogging the FIFA licence, Electronic Arts have just signed up the deal for the 1988 World Cup to be held in France. Whether or not the new game will use the FIFA engine is uncertain at the moment, but we'll be the first to tell you.

Originally brought to our attention well over a year ago, and out in the arcades for sometime, *Funky-Head Boxers* seems to be, finally, getting a Saturn release. It's also rumoured to be compatible with the new Sega Digital Camera, making it possible to superimpose your face over the fighters. Smart.

The *Super Puzzle Fighter* game mentioned in *Japanese News* a couple of months ago (like *Tetris*, but with *Street Fighter characters*) looks likely now to get a Saturn release... in Japan, anyway.

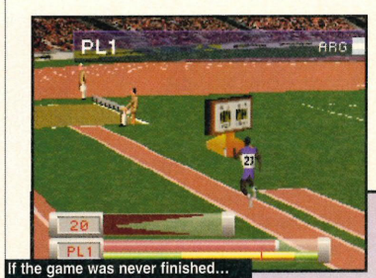
In the process of being released in Japan at the moment is the final straw in the saga of boring copycat games, *Nitoshinden* (*Toshinden Kids*). The first game was okay, *URA* looks completely nob and now this? Let us know if you want a review, but we really can't imagine it getting released over here.

Football licences have been shooting out left, right and centre and Ocean have caught the last one (maybe). They'll be releasing a game fairly early next year with a 'full and proper' UEFA licence, but it'll have some stiff opposition, won't it?

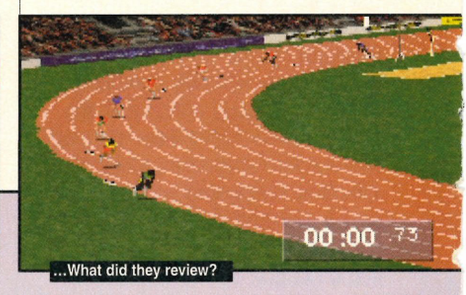
Olympic games canned

See above • Saturn • NEVER!

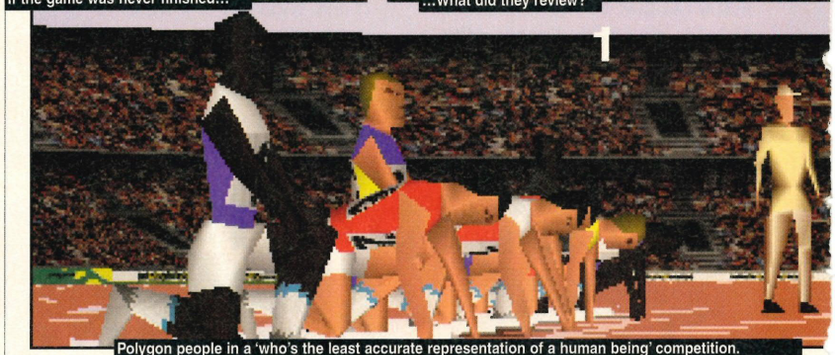
Well, don't say we didn't warn you (and we must admit that giggles had to be stifled), but it seems that US Gold (or Eidos Interactive as they call themselves these days) are canning the Saturn version of *Olympic Games*. After a whole sackful of problems with the title, a change of producer and a 'review' in both *Mean Machines* and *Sega Saturn Magazine*, they have to deal with the embarrassment of telling an eager press that the game has been shelved. HA-HAH!



If the game was never finished...



...What did they review?



Polygon people in a 'who's the least accurate representation of a human being' competition.

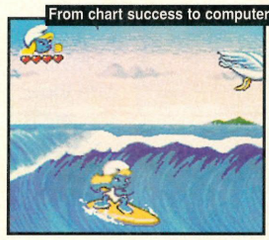
Smurf the World

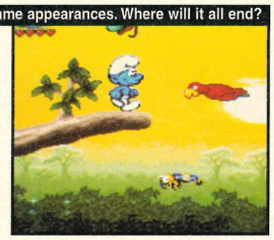
The Smurfs Travel the World • Mega Drive • Early next year

Well, in all fairness, maybe the original *Smurfs* game wasn't all that bad – and the free sweets from Infogrames were rather lovely. The game did very well, so we expect no big astonished looks on faces when we tell you that a Mega Drive sequel is planned. More than planned, really... 'on the verge of release' would be closer to the truth.

The new game contains levels from throughout the world (18 in total) and has you collecting the missing bits of a broken crystal. Getting the choice to play as either a male or female Smurf adds greatly to the whole package we're sure and we'll endevour to bring you a preview as soon as the Smurfs dance gayly back into our office.

From chart success to computer game appearances. Where will it all end?





Codemasters

The sad news here is that both *Jonah Lomu Rugby* and *Micro Machines v3* have been put back to early next year, but the more pleasing news in that a full and, need we say, extremely interesting review of *Micro Machines Military* will appear next issue.

Micro Machines Military ..... November
Micro Machines v3 ..... February
Jonah Lomu Rugby ..... February

Sega

With an impressive Christmas line-up, headed by *Virtua Cop 2* and the new *Daytona* game, there's another new entry called *Mighty Hits* on which we'll have more info on next month.

Fighting Vipers..... November
Daytona USA: CCE..... November
Virtua Cop 2..... November
Three Dirty Dwarves..... November
Mighty Hits..... November

Mr. Bones..... December
Sega Ages..... January
Toshinden URA..... January
Virtual On..... January
Dark Saviour..... January
Sorcher..... January
Amok..... January
Bug! Too..... February
Die Hard Arcade..... February
Mysteria 2..... February
Manx TT..... February

The Useless Product of The Month!

The Power Hear

When you were young you might have tried to buy one of these from a comic. ALong with the X-Ray glasses, the Hear-All magnifiers were a must-have for any frustrated youth/budding pervert. Now though, we're all much older and wiser... apart, it seems, from the manufacturers of the Power HEAR.

The carefully highlighted warning informs you that spying on conversations without permission MAY be illegal... THEN SHOWS YOU A PICTURE OF A SMUG TURD DOING EXACTLY THAT. The best thing though, the very best thing about this advert is where they say that by buying the Power HEAR from them, you save £43 because something 'similar' is on sale in Switzerland for 129 Swiss Francs (£53) and this model only costs £10. I haven't seen a more tenuous comparison since Sega tried to claim that *Darius 2* was a Saturn game. What? You haven't read the review? go to page 60... NOW!

Compact featherweight design looks like an ordinary radio, but it's actually an amazing amplifier that boosts every sound—even conversations! Ideal for dozens of practical uses: • Helps keep track of children • Gives concert, opera and theater-goers extra clarity • Lets you hear your favorite TV shows without disturbing bedmate or neighbors. Perfect for people of all ages. *Similar models sold in Europe for 129 Swiss Francs (£53).

PowerHear Regular Model, £10 (Item J57800)
PowerHear Deluxe Model with TV "Privacy" Attachment, £13 (Item J57802)
SAVE £6! 2 Deluxe Models only £19.95 V823A.33

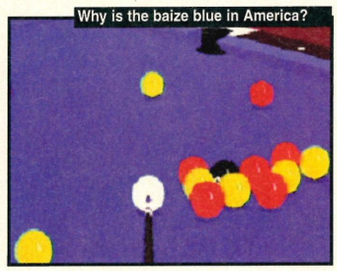
Pooled efforts

• Arcade Pool • Saturn • Next Spring

We like our pool at *Sega Power*. Many a 'wasted' lunch-hour has been spent at the local boozer, desperately trying to convince the locals that we knew what we were doing with a pool cue and 15 balls. We don't of course, but (embarrassing link ignored) BMG do.

One of their cunning developers, NMS (who are working on *Tilt!* for Virgin, amongst other things), are developing a game called *Arcade Pool* for the Saturn which should start to surface around Spring of next year. Although the game will be hardly in a position to blow away the multitude of pool and snooker games that have appeared on all the various formats previously, it should be in a position to leave nothing out,either.

The little that we do know tells us that they'll be various tournaments, the option to adjust almost any parameter in the game and all the usual fluid movement and mathematics you'd expect from a game with lots of physics in it.


Why is the baize blue in America?

Another dawn

Blackdawn

• Saturn • Next year •

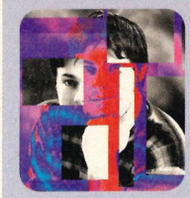
Blackfire and now *Black Dawn* – there seems to be a bit of a 'black' theme going on here.

After what was, frankly, the slight embarrassment of *Blackfire*, it might come as some surprise to find out that Virgin are planning another arcade helicopter game. *Black Dawn* seems to be very much in the same vein as the original game (and *Thunderhawk*), but with some obvious graphical improvements.

The game will be mission-based, with the familiar plot of putting you up against guerrilla armies planning to take over our fair world. Everything looks alright at this stage but any game that comes up against the might of *Thunderhawk 2* has to be special.

Let's hope the 'bit knob' theme *isn't* continued.

Mark Ramshaw



Sales of Sega's Saturn are to be given a boost from the most unlikely of areas: Nintendo.

Sega's Japanese rival has finally unveiled its European launch plans for the Nintendo 64 console, but with a UK shipping date and price point which can only benefit the Sega cause. Despite their console already being on sale in the US and Japan, Nintendo have decided to hold off in this country until 1st March, and even then the retail price has been confirmed at £249 – without any extra software. This means that anybody wishing to buy the console and a copy of *Mario 64* will have to fork out £310. Even Rod Cousins of Acclaim, one of Nintendo's biggest supporters in this country as has branded Nintendo's launch plans as a 'high risk strategy'.

There's no doubting the quality of the latest *Mario* escapade, but do Nintendo really expect people to spend that much for the pleasure? Remember, this is from a company who originally claimed their strategy would be to offer a cheap console system and more expensive games. Not only does the Saturn now look set to thrash Nintendo's baby with the range and price of its games, its also going to offer the cheapest console unit.

"We'd never expected them to be out before Christmas. We even put an ad into a Nintendo magazines saying 'who would wait two years for a plumber," laughs Andy Mee, Sega's marketing manager. "They aren't going to be able to make a big impression in the market with a machine at £250 and games at £60, particularly when we've got titles starting at thirty pounds. At the moment Nintendo's Italian distributor is quoting a launch date of August 1st – that's how unsure they are of the official March launch. And they've told the press that the UK is a tiny market for them, it's 'insignificant'. Across Europe we'll have some competition certainly, but not in the UK – we had 92% of the 16-Bit market share, remember."

Mee also sees the lack of software support as a major issue. "They've launched the console in the States with only two titles, and however much games companies like to say they're only going to bring out a few quality games, the consumer demands a range of software. Everybody wants to know that the leading third parties are developing on the platform. We'll have about 200 titles by Christmas. Even in Japan they've not done as well as people seem to think. If they blow it there they've blown it everywhere."

Continued next page...

News

...Mark Ramshaw continued

So do Sega anticipate a price drop from Nintendo prior to the launch? "Yeah, definitely," states Mee. "Their system should be cheaper because of the way CD and cartridge systems work. But in the UK they're going through a distributor, so the added distribution margin creates problems for their pricing. It's probably going to be the equivalent of £190 in Germany. When you compare that to their plans for the UK it goes to prove they don't care."

With Nintendo's apparent lack of concern for UK gamers, it's hard to see how they can expect us to place any faith or cash in their over-hyped, long-delayed system.

Mana Rag

Jumbling up more words than that spakky bloke from Countdown, the giggling *Sega Power* team bring you another bumper bundle of their nicest anagrams.

Break Point: beatnik pro, I top banker, obtain perk, pirate knob, bop it karen, poker, ban it.
Virtual On: anvil tour, valor unit, lit our van
Daytona USA: you 'ad satan, a snout a day, you a sad ant
Chaos Control: cantor school, oral on scotch, cool or snatch?

C'mon love, get 'em out for the camera... etc.

Everyone's favourite strange game.

Christmas nights

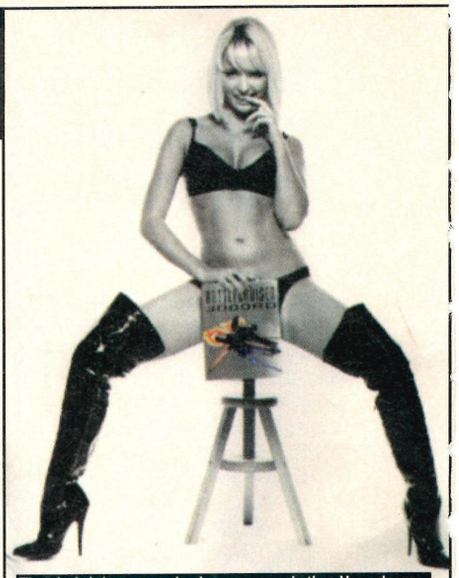
• Extra NiGHTS level? • Saturn • Christmas

One of the most interesting rumours circulating around the block this month is that a special Christmas demo of *NiGHTS* could be released as a cover-mounted disc on the American magazine, *Next Generation*.

The rumour continues, with a guest appearance by Sonic in the game and stretches to almost breaking point by suggesting that *NiGHTS* will be dressed up as Father Christmas.

No one from *Next Generation* magazine was available for comment (they're in America, you see) and Sega are just stupid, so you can't expect any sense from them.

Unfortunately, even if Sega were going to do a CD with an extra level of *NiGHTS*, I can't imagine they'd get around to releasing it in the UK. But if this scandalous rumour does prove true, just remember where you heard it first, OK.



The virgin/whore complex in games marketing. Very clever.

Smile for the Camera

• Saturn camera • Saturn • November (Japan)

Sega's idea of marketing the Saturn as a true multi-media machine took another interesting step forward recently, when Sega of Japan announced that a digital camera is about to be released for the console.

What this means is that the Saturn will be able to display the pictures you take with the camera almost instantly (albeit only on a screen). Secondly (and more interestingly), there's the possibility that you might be able to take pictures of yourself, etc. and then use them in games.

One game that's already been mentioned in conjunction with the camera is *Funky Head Boxers* – which coincidentally has just had a Saturn conversion announced in Japan. A European launch for the digital camera is yet to be confirmed by Sega.

Going cheap ?

A new feature this month in *Sega Power's* sparkling news section is *Going Cheap*, a sordid and tawdry dredge through the lows and lowers of computer games advertising. They don't have to be sexist, racist, badly-drawn or just crap... but it'll certainly aid their progress into this section. We just plan to print the worst game ad we can find.

The unbelievable ad above was found in our sister (or brother) mag, *PC Format*. I believe the young lady in question is one Joanne Guest and, while I have nothing against her, Gametek the company using her is not quite so guiltless. Yes, it's all very clever to be 'ironic' and 'clever' with sexist advertising, but this is neither. It's just shite.

A free turd is heading yer way, Gametek. Polish it well. By the way, didn't you do *Brutal: Paws of Fury*? Thought so.

That was the month that was

The run-up to Christmas is about to begin, with all of the major software companies showing off their wares like proud peacocks. This is what happened in our month...

8-11 September

The ECTS show (European Computer Trade Show) 'happened' in the Olympia centre in London. We all went, drank too much booze and laughed at Steve Leigh from Gremlin Software trying to play *Daytona* – Dean was best (*In his dreams* – James.)

27th September

Core came and saw us with *Tomb Raider*. We all swooned at what's possibly the best Saturn game we've ever seen. Hurrah for Core!

30th September

Sega announce that November the 14th will officially be known as *Sonic 3D Day*. Certainly nowhere near as catchy as the *Sonic Twosday* of the *Sonic 2* launch, it's nevertheless a fair attempt at creating interest in the Mega Drive market... you never know, it might just work.

It was also announced today in computer trade paper, *CTW*, that a software publishing group, VCI made a £300 million bid for Manchester United earlier this year. They could have been successful, too, if it wasn't for the fact that Man U's shares rose from 350p to 489p in the space of a couple of weeks and managed to put themselves out of the running. What a relief.

4th October

Despite our earlier news, *Sea Bass Fishing* (should) finally get a release date on THIS VERY DAY. Yeah, riigghhtt. Chinny reck-ON!

5th October

It was Dean's Gran's birthday. She was 84. He got her some bath salts and some fancy handcream. She's now Bristol's most fragrant Grandmother.

17th October

Sega's superb *Worldwide Soccer* gets an official European release. We reckon that there ain't no better football game on the market. We've been playing it far too much in the office and demanded a copy each from *Sega Power*.

Game of The Month

World Wide Soccer: quite simply, the best..

Sega World wide Soccer
Saturn, Sega, This Issue, 91%

Quite simply the best footy game on the Saturn. Choose your competition, choose your team, choose your formation – almost every thinkable option is here, with the gameplay and graphics to match. The only minor flaw is the automatic player selection, and the video screens are a bit tacky, but don't let that put you off. Buy this game and help make the world a better place.

Out Now

Highway 200
Saturn, JVC, Issue 85, 51%

A totally average driving game not made any better by the inclusion of ladies in bikinis. Described as "Tediously unoriginal and averagely playable," by scary reviewer Simon Crook, the ropey car handling and lack of game speed certainly make this a title to avoid. A poor attempt at cheap thrills and bettered by loads of other driving games. Don't bother with it.

Blam Machinehead
Saturn, Core, Issue 84, 83%

The long-awaited 3D shooter finally wings it's way to the Saturn, and although it's not exceptional, it's certainly a very good game. There are plenty of missions, lots to shoot and several difficulty levels – although some of the graphics could be better. All in all, this isn't a bad purchase, but it's still second to *Thunderhawk 2* in our humble opinion.

Virtua Fighter Kids
Saturn, Sega, Issue 84, 68%

Unsurprisingly, this is *Virtua Fighter 2* but with child incarnations of the characters. There are a few differences, with new backgrounds, different combo controls and £10 off the price tag, but really, if you've played *VF 2* to death, then there really is no point to this game. It's still worth a look if you're a big *VF* fan, although it's definitely no world beater.

Actua Golf
Saturn, Gremlin, Issue 85, 84%

Probably the best golf game on the Saturn, with some excellent graphics, over 1500 different background noises and excellent gameplay too. Possibly a bit too easy for old-hands, but there are plenty of options to keep you going and two courses. If you like golf it'll be your cup of tea. If you don't it might just be the game to tempt you out on to the greens..

Bubble Bobble
Saturn, Acclaim, Issue 85, 56%

Three classic games on one disk - *Bubble Bobble, Rainbow islands* and *Rainbow Islands enhanced* (the 'Enhanced' means with with better graphics) They're all very faithful conversions of the arcade originals, but then their originals were released about 10 years ago. OK, so this is retro gaming, but please, don't waste your cash on this dated trio.

Charts

No enormous surprises here as two of the best releases this month settle into the two top spots. The release of *Worldwide Soccer* and *Tomb Raider* this month should change all that, though. EA have done pretty well with their Mega Drive re-releases. That, pilgrims, is all.

Saturn

1 (NE)	*Exhumed*	Sega
2 (NE)	*NiGHTS*	Sega
3	*Athlete Kings*	Sega
4 (NE)	*Alien Trilogy*	Acclaim
5	*Destruction Derby*	Sega
6	*Sega Rally*	Sega
7 (RE)	*Virtua Fighter 2*	Sega
8 (NE)	*Space Hulk VOTBA*	EA
9	*Virtua Cop*	Sega
10 (RE)	*FIFA Soccer '96*	EA

Mega Drive

1 (RE)	*Road Rash 2*	EA Classics
2 (RE)	*Desert Strike*	EA Classics
3 (RE)	*Lotus Turbo Challenge*	EA Classics
4	*FIFA Soccer '96*	EA
5	*Toy Story*	Sega
6	*Micro Machines 2*	Codemasters
7	*Sonic & Knuckles*	Sega
8	*Worms*	Ocean
9	*Brian Lara Cricket '96*	Codemasters
10 (NE)	*Disney Collection*	Sega

Sega Power's Most Wanted

1	*Command & Conquer*	Virgin
2	*Daytona USA: CCE*	Sega
3	*Wild 9's*	Interplay
4	*Thursday*	God
5	*Tempest X*	Interplay
6	*Doom*	GT Interactive
7	*Micro Machines v3*	Codemasters
8	*Die Hard Trilogy*	EA
9	*FIFA '97*	EA
10	*Soviet Strike*	EA

The Saturn and Mega Drive charts are the copyright of ELSPA and are carefully picked up by tramps working for...

ChartTrack

Price round-up

You may have trouble getting any of the new budget EA Classics Mega Drive range, unless you stick to one of the major retailers. Also, it's worth checking around if you want to buy *NiGHTS* without a pad... some people just WON'T do that bundle.

	Electronic Boutique	Game Ltd	HMV	Dixons	VGC
Exhumed (Saturn)	£44.99	£39.99	£44.99	N/A	£44.99
NiGHTS (Saturn)	£44.99	£44.99	£59.99	£49.99	£59.99
Alien Trilogy (Saturn)	£49.99	£49.99	£49.99	£49.99	£49.99
Space Hulk (Saturn)	£44.99	£44.99	£44.99	N/A	£39.99
Road Rash 2 (MD)	£14.99	£14.99	N/A	£19.99	N/A

Contacts

Acclaim:	(0171) 344 5000	Infogrames:	(0171) 738 8199
Activision:	(0181) 742 9400	Interplay:	(01628) 423666
BMG:	(0171) 973 0011	JVC:	(0171) 240 3121
Bullfrog:	(0148) 357 9399	Konami:	(0189) 585 3000
Codemasters:	(01926) 814132	Ocean:	(0161) 832 6633
Core:	(01332) 297797	Sega:	(0181) 996 4620
Electronic Arts:	(01753) 549442	THQ:	(0171) 935 8954
Fox Interactive:	(0171) 878 3000	UBISoft:	(0181) 941 4004
Gremlin:	(01142) 753423	US Gold:	(0121) 625 3366
GT Interactive:	(0171) 258 3791	Virgin:	(0171) 368 2255

All the fierce fighting action from the arcade classic.
Pit the greatest warriors from the past, present and future against each other. If you survive, you must face the vengeful Death in his own dark underworld. This will be the ultimate battle to become immortal ... and only time will tell!
TIME KILLERS
XII
IX
III
VI
ARCADE CLASSIC
STRATA
BLACK PEARL
SOFTWARE
MEGA DRIVE
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Japanese News

Hello my children. I'll all of a tizz this month as I've being queuing up with my young peers for a go at Virtua Fighter 3. *Yes, my wide-eyed ones, it's finally hit the arcades and it's better than even I hopped it could be! Can you wait? I can't, I've just peed in my pants!*

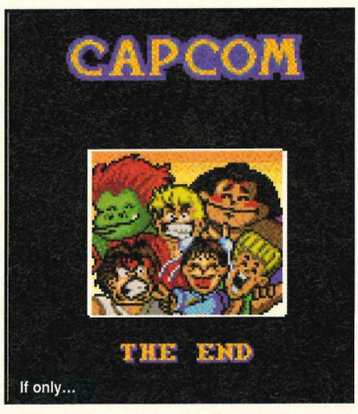
The kids are alright

This kids stuff is getting out of order.

Street Fighter Kids? • SNES • TBA

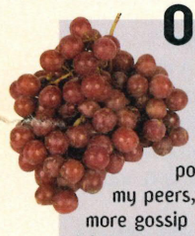
What, a SNES game getting a mention in the pages of the very best Sega mag there is? Well, yes it is, but we thought you'd all be interested to see the very first pictures of Capcom's answer to Sega's *Virtua Fighter Kids*.

It may well all be a big joke – just to create a bit more hype for Capcom's new games – but knowing Capcom's sense of humour as well as I do, I doubt it very much. Let me know if you want any more info.



If only...

On the grapevine



➤ Because *Virtua Fighter* is so damned popular and so liked by my peers, I've started to hear more gossip about future games. It's no secret that Suzuki wants to continue the series up to five, but have you heard that there are also plans to make the game into an RPG? All we've heard at present is rumour-worthy stuff but it sounds believable, don't you think?

➤ Whoopsy! Some copies of *Fighting Vipers* have gone out in Japan with a nasty bug in them. Apparently, and I haven't been able to find a faulty copy of the game myself, the bug can cause your saturn's memory to be wiped. Thankfully, it seems, most of the bad versions have now been recalled and it's unlikely that a similar bug will surface in the UK.

➤ We all like to think of the wonderful Saturn as more of a multi-media machine than the stupid PlayStation, and now Sega of Japan are launching something else to make us think that it is. It's a digital camera and will retail for around 300 US Dollars! You take the photos as per normal and they can then be stored on the Saturn's memory for instant retrieval – up to 36 of them. Great!

Sega get tough
Saturn
From now

No nudes is good news

Manga muck a no-no now.

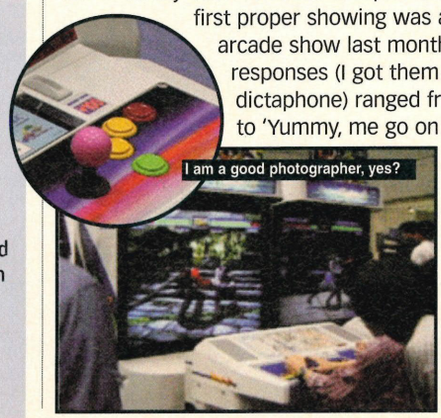
We mentioned that Sega of Japan were unhappy with some of the games that our naughty Japanese publishers were developing. Here's the official list of no-no's...

❶ Material which is sexually suggestive or contains explicit content (including nudity).
❷ Material which depicts excessive graphic violence.
❸ Material which denigrates any ethnic, racial, sexual, or religious group, either through use of language or stereotypical depiction.
❹ Material containing profane language which exceeds that acceptable to the prevailing public standard.
❺ Material which depicts glamourized drug use or encourages drug use (including alcohol).
❻ Material which makes an overt political statement.
❼ Material which contains symbolic depiction offensive to ethnic, sexual, racial or religious groups.
❽ Games which are substantially similar to other games and which may give rise to claims of copyright infringement.

VF3 - out now!

VF3 released • arcades • now

It's the biggest news from Japan for months, and although you British aren't so interested, *VF3* has finally been released in Japanese arcades. It's first proper showing was at the JAMMA arcade show last month, and the responses (I got them on my dictaphone) ranged from 'Yes please!' to 'Yummy, me go on next, chum!' to 'This is so good, my ancestors are weeping in their graves for a go!'



I am a good photographer, yes?

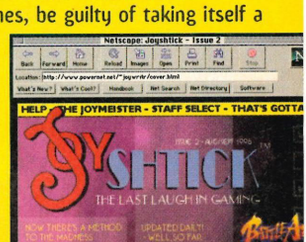
From the pictures I took, you can clearly see some Japanese youths enjoying themselves and the new control layout – including the brand new dodge button. The game's about to hit the US and should be with you Brits before Christmas. Expect the Saturn version later next year. Can't wait!

Site of the month!

Scouring the net can be a humourless task at times, but where do you go to combine your duel hobbies of mirth AND computer games? Ah-Hah...

Title: Joyshtick
At: http://www.powernet.net/~joywritr/cover.html

This wonderful industry can, at times, be guilty of taking itself a little bit too seriously. Thankfully though, there's always a willing clown at hand, custard pie-shaped object in hand. The creators of this site DON'T take anything too seriously. Unfortunately though, they're not actually that funny. Never stops *Mean Machines*, mind.



American News

Bust me gut with Chitlings stew, I's been sooo busy this month with chasing down deers and bears 'n' all with my latest high-powered rifle that I've hardly had time to break wind. Do you limeys now what chitlings are? You damned well should.

Street Fighter 3

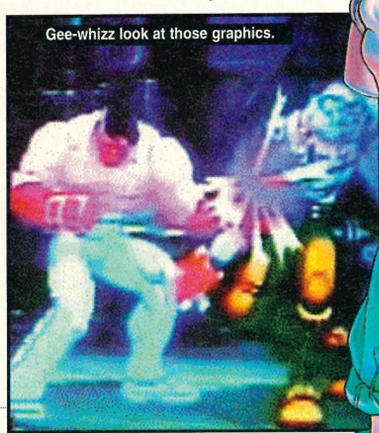
– First shots and news!

Street Fighter 3 • Arcades • Next year

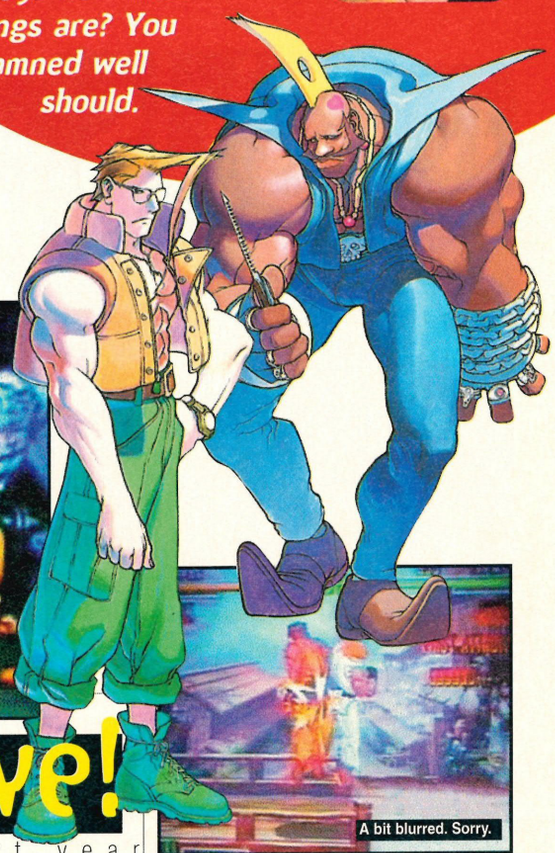
Hand drawn, you see.

After the exclusive news a while back that *Street Fighter* WOULDN'T be a 3D game (that's been put aside for *Street Fighter Gaiden*, now), we can be the first mag to reveal the full story on the sequel of the year.

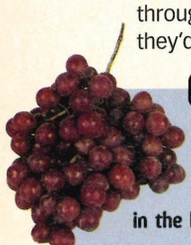
There's two new (unknown) power bars on the screen and, although all the characters are still hand-drawn, their detail and smoothness of movement has, apparently, got to be seen to be believed. At the moment there appears to be 10 of them, with a total of EIGHT of them being original although only Ken and Ryu were shown. Unfortunately, the pictures printed here were smuggled to me through dead of night and aren't brilliant, but I reckoned they'd be better than nothing.



Gee-whizz look at those graphics.



A bit blurred. Sorry.



On the grapevine

More libellous mutterings from those in the know.

➽ Sega have let slip more details about their forthcoming arcade releases. After *Sega Touring Car* and *Wave Runner*, the guys are beavering away on *Daytona 2* and possibly *Sega Rally 2*. Now I reckon that *Sega Rally 2 is Sega Touring Car*, but don't hold me to that. Either ways, there's still a bit more life in the Sega driving game yet and Saturn conversions will, no doubt, be on the cards.

➽ As expected, *NiGHTS* has done crappingly well over here, with all major retailers reporting sell-outs within three days of going on sale! All of them have placed re-orders for the game and *Crash Bandicoot* looks like pig shit next to it. I should know, 'cos my cousins have a big farm with REAL animals.

➽ Better news is still on the horizon for Saturn owners. CRI (who are they?) are a company that have developed a new FMV driver called SoftMPEG. I reckon that'll be a bit like the one Sega had for the Mega CD that was used so well in *Wirehead*, *Ground Zero Texas* and the like. The first game to use it is WARP's *Enemy Zero* and they promise MPEG-quality graphics. Wow!

Give us a wave!

Waverunner • Arcade • Next year

That course map looks a bit harsh.

Whadda I know about *Waverunner*? Absolutely nitch, that's what. I got sent some pictures from a friend of mine and all he could tell me was that it follows the current trend of jet ski games started by Konami (with *Wave Shark*), then Nintendo (with *Wave Race*), and finally Namco (with Aqua Jet).

The graphics, as you can see from this, are just as good as any of the other versions, and with Sony also doing a water racing game, a Saturn conversion's likely. Looks like it's going to be a battle of the jet ski's. Who would have thought that would happen?

Thunder Force Gold Pack

Thunder Force Gold Pack • Saturn
Very shortly

The best shoot-'em-ups on the Mega Drive were always the *Thunder Force* ones. Millions of hours were wasted in American homes whilst (seemingly) impossible bosses were attacked and wave upon wave of original and colourful aliens swept across the screen at you.

Damn, we liked it and with Sega getting all nostalgic 'n' all, they've decided to release all of them on one Saturn CD – including, apparently, a previously unreleased *Thunder Force* game. The games will be faithful conversions of the originals, but that ain't no bad thing.

Not the best shot we've ever printed, either.

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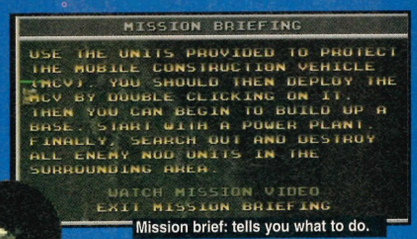
Feature

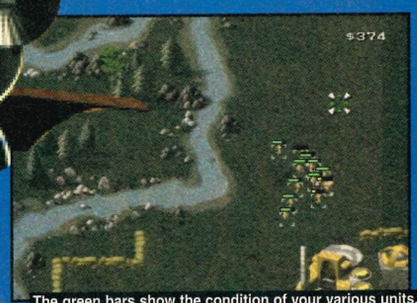
Comm

***Take control of mighty armies, lay waste to whole continents, destroy innocent women and children and release your innermost megalomaniac fantasies. Welcome to our exclusive work-in-progress feature on one of the most popular PC games of all time,* Command & Conquer...**

and Conquer



Mission brief: tells you what to do.



The green bars show the condition of your various units.

But it's a STRATEGY GAME! Well yes, technically it is, but we'll forget all about that for the minute, *Command & Conquer* is superb. Where it succedes is that it takes all that strategy stuff with a large(ish) pinch of salt and trollops all over the gaming genres until its cliches are battered and it stands victorious over all of them, chuffed as buggery and crowing like a mighty cockerel.

Technically, it's also role-playing game as well, only on a larger scale. Where other RPG's might concentrate on singular enemies, here you get the opportunity to Swiss-cheese whole countries and armies. If you've ever played *Populous, Mega-lo-mania, Dune 2* or *Cannon Fodder* then you've got a definite advantage understanding what *Command & Conquer* is all about – it borrows elements from all of them.

Let me explain... There's the Brotherhood of Nod. Very evil and planning world domination™ via the usual method of commanding and, um, conquering. Then there's the GDI. Them's the good guys and their job is to stop the Nod from gaining world domination. In theory, the game's very simple. Two armies, lots of soldiers, plenty of guns and long sprawling missions. In practice, though, it all gets a bit complicated. ▶

Don't mention the war

I think it's safe to assume that you all have a basic grasp of how exactly *Command & Conquer* works, but what do all those funny little symbols and men things do? WE KNOW, WE KNOW, WE KNOW...

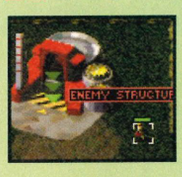
Meet the team

There are a few different types of drone you need to concern yourself with at the start of the game.

Minigunner
Price: $100
The minigunner is your basic grunt. Cheap, disposable and easy to replace. They don't tend to do that much damage, but send a lot in and they can clear a fair old bit of space.

Grenadier
Price: $160
Far more useful is the grenadier. More expensive than the common gunner, you realise why when you get a few of them together. Rubbish at really close range, but utterly devastating at greater distances.

Engineer
Price: $500
Some missions require them and they're handy for taking over enemy buildings, but I've yet to understand their full worth.



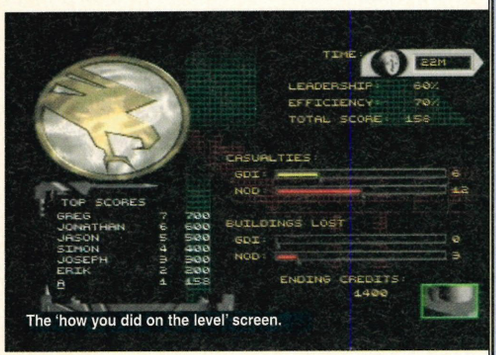
I like driving in my...

Moving small groups of men around the battlefield slowly is simple, but when you need to get mechanical vehicles involved it all starts to look a bit hectic.

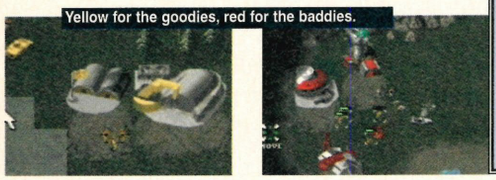
APC
I like the APC because you can fill it up with grenadiers and send it into an enemy base. When the APC finally gets destroyed, the men rush out and start lobbing grenades everywhere. A wonderful tactic.

Hum Vee
A basic gunning vehicle. Not capable of transporting anyone, but fast and violent, just like we like'em. ▶

The black bits are unexplored territory.



The 'how you did on the level' screen.


Yellow for the goodies, red for the baddies.

The good guys

Name: GDI (Global Defence Initiative)

Who hell they? Them, being the good guys, will generally try their darndest to come out on top, wipe out all the Nods and NOT destroy every village, villager, dog cat and other living breathing entity in the level.

Nice then? Cleaner than a nun's mind and more God-like than God, the GDI would sooner place their reproductive organs in the hands of a madman than shoot at a small yapping puppy. If it wasn't for the fact that they were shooting such devil-worshipping scum as the Nods, then they certainly wouldn't have anything to do with such horrible things as guns.

Go on, tell me some boring stuff to prove you know what you're talking about: Spoddy information gleaned from sources close to the pig tell us that, although they were only started in 1966 (thus giving the Nod lot have a head-start of some 3,766 years), the GDI are doing very well. Set up specifically to destroy the Nod, they are funded by the United Nations.

Run by? Brigadier General Abra Shepard

The bad guys

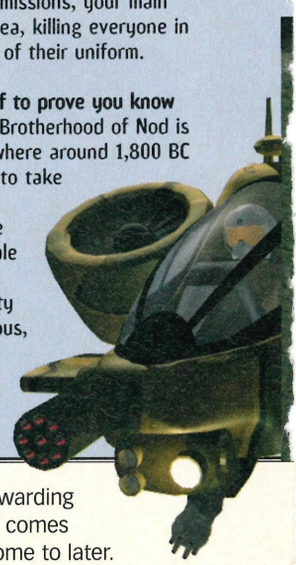
Name: The brotherhood of Nod

Who hell they? Them, being the bad guys, will generally try their darndest to come out on top, wipe out all the GDI's and TRY TO destroy every village, villager, dog cat and other living breathing entity in the level.

Nice then? Not really. On some missions, your main objective is to level a civilian area, killing everyone in it. Black is the preferred colour of their uniform.

Go on, tell me some boring stuff to prove you know what you're talking about: The Brotherhood of Nod is reported to have started somewhere around 1,800 BC and has the main aim of trying to take control of the world's energy resources. Recent links with the American government lead people to believe that they've been funding them – so they're pretty wealthy, in a 'completely fictitious, it's only a game' sort of way.'

Run by? Kane.



The GDI's theatre of operation is Europe, while the Nod are trying their best to get into Africa. You choose which territories you invade and wait for your mission briefing.

There are roughly 50 game missions in total split onto two CD's (one for each army). One of the best bits about the game is that you can get to choose to fight as either the good guys or the bad. Smart.

You can start a mission at any point. There could just be a small outpost installed to build on, or you might have to find and protect an established base. You could (and probably will) find yourself in the situation where you've got just the one (incredibly tough) soldier that you have to send in to destroy a section of the opponent's base.

You control the gameplay from one overhead view and monitor the proceedings from a God-like vantage point. The average level (if there is one) usually starts with half-a-dozen men, a vehicle or two and a base waiting to be built. You're given a couple of grand and then it's time to start. Using the pointer you zoom about highlighting groups of things or being far more specific and grabbing a single soldier. Another click and he's moved to that point, firing at any highlighted enemy or simply running away. Time is, as always, the essence though, and time management is what the game's all about. How you deal with the early part of the level will effect the later parts greatly. Building up your base and your army – grouping them up and maybe sending off the odd tank to suss out the terrain is one of the most rewarding parts of the game. Until it all comes crashing down – which I'll come to later.

At the start of a mission you don't actually get to see much of the level. Usually a small area is cleared around you and the rest is in complete darkness. When you move towards the blackness though, the 'undiscovered terrain' reveals itself and, in an almost scary way, you suddenly discover an enemy base.

The joy about *Command & Conquer* is that you never really know what's going to happen next. You never know what the next mission's going to have you doing and you can never really predict the movements of your enemy. This is mainly due to the fact that Westwood have done a superb job on the AI.

Transport
Occasionally you'll be trapped on a stretch of land with seemingly no visible way across to your target which is where these babies come into play. Climb into one and you can control it to drop you off at any other point in the level.

Movement
Obviously, every command is executed with the help of a cursor. This flies around at a pretty impressive rate and changes shape depending on where it's pointing – it's all designed to make the mechanics of the gameplay as simple as possible.

Shape One
This is yer standard flying about the level, not really bothering anyone incarnation.

Shape Two
This gives a much more obvious indication of what's going on. The white circle with the red triangles usually means that there's something to blow up underneath it.

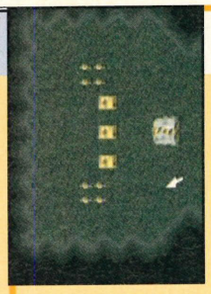
Shape Three
There are points on the landscape that you just can't move to, and this pointer shows you those.

Doing things
Doing things is nice. Walking, sleeping, eating and drinking are all firm favourites of ours, but *Command & Conquer* shouldn't be cast aside, either. The famous spanner icon is superb for doing all manner of things. To buildings. Obviously.

Repair
From time to time your base will come under attack. A soothing voice will warn you of this, but what you really need is this icon. Place it over any of the buildings being fired upon it will go some way to restore the damage.

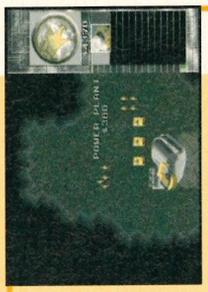
Walk this way

All this waffling on about this and that, missiles and soldiers is all very well, but how does it all work in practice? I stopped at regular intervals through a level and grabbed you these pictures to, well... explain everything in, hopefully, a clearer and easier fashion.



Stage 1

Right we're at the start of a level here. We don't know where anything is but we've got a good start. Those blokes on the left are grenadiers and they're hard.



Stage 2

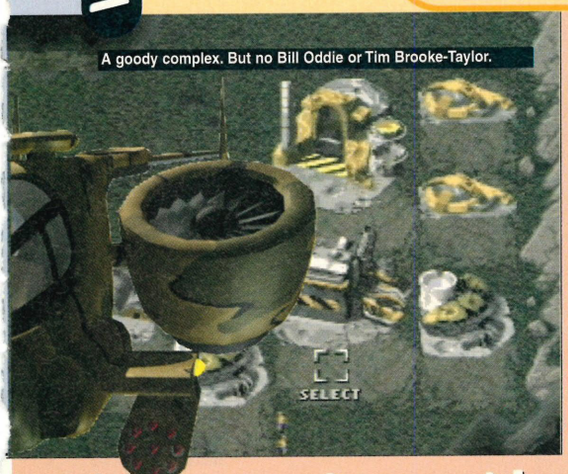
The most important thing to do first is to get our base up and running so that we can get on with producing soldiers to carry out dastardly deeds.

Stage 3

Now, with our base up and running, we can 'make' some more soldiers and send off the miner to collect more tiberium to get money, to make MORE SOLDIERS.

Stage 4

Now, as you can see, the grenadiers are starting to appear from the barracks and we're grouping our men into two sections for our preliminary attack...



A goody complex. But no Bill Oddie or Tim Brooke-Taylor.

War, war is stupid...

By asking around and generally having this 'feeling' that songs about war might give us some gems from the archives, we now bring you the Sega Power all-time top ten of songs to do with war... why not make up a compilation tape of all of them and play it while you play Command & Conquer. We did.

❶	War	*Edwin Starr*
❷	War Baby	*Tom Robinson*
❸	The War Song	*Culture Club*
❹	Louder than Bombs	*The Smiths (album)*
❺	Stop the cavalry	*Jona Lewie*
❻	You're in the Army now	*Status Quo*
❼	All together now	*The Farm*
❽	Generals and Majors	*XTC*
❾	War Child	*Blondie*
❿	War Party	*Eddie Gran*

Oh, what a wonderful war !

Rumour has it (and I'm pretty sure that it wasn't started by me) that war could possibly be the greatest waste of human life, money and dignity that the human race has ever invented.

Command & Conquer is, obviously, about war and (for reasons that I'm still trying to ascertain) there's a bizarre excitement about grouping up sections of men and then sending them into battle which I feel, has something to do with the continued popularity of war over the years. After all, in the real thing groups of generals and majors sit around, wallowing in their own juices like a bunch of over-fed walruses and sending men off to their deaths like, for REAL?

The world at war

The most famous war ever was *World War 2*. After a series of unnerving coincidences (Mussolini's rise to power in Italy, Hitler being installed as dictator of Germany and Japan getting all shirty because they thought that people had forgotten about them), Germany finally invaded Poland in what Hitler called a bid for lebensraum (space for living). Both Britain and France soon declared war on Germany and *WW2* was officially started.

The Germans were, naturally, given a bloody good hiding and, with a bit of a late entrance by the Americans, the war finally ended. Hoorah! Millions of people died and the war cost more money than your Grandparents could possibly imagine but hey, it did wonders for morale.

Sell

If, for some stupid reason, you end up buying something you don't need or find an existing base filled of useless buildings, you are in the position to sell them off to get extra readies.

Life

By selecting anything, from a soldier (both yours and your opponent's) to a building, you can check on the status of that object. If any of the buildings start to go into the yellow or (worse) the red, start repairing ASAP.

Buildings

Building up a strong base is usually the first item on your agenda in most of the missions. These are some of the buildings you might come across.

Powerplant

It's all a bit obvious, but you can't build anything until you've built the powerplant. Once this is installed, you can get on and build the interesting stuff, like...

Barracks

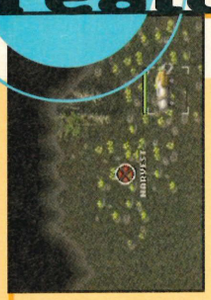
Once these are built, you can churn out soldiers at an alarmingly rapid rate. They're quick to 'make' and you also have the advantage of being able to build other things at the same time.

Timberium

The mining silo is simply an overflow tank for the main storage unit and, to be frank is a bit of a waste of money.

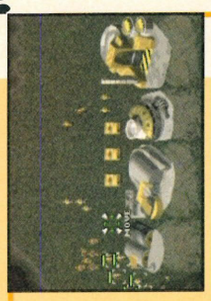
Weapon

The weapons factory is filled with tiny tiny men and women making tanks, APC's and the like... ALL DAY LONG.



Stage 5

...While our harvester collects all it needs from the salad trolley, whilst ordering tons (literally) of grilled flesh and deserts with sparklers in... the restaurants, y'know?



Stage 6

We've decided to plan an attack and believe that there's something lurking above on the right. With enough grenadiers created to launch a small attack, We send them off.

Stage 7

And whaddya know, an enemy surface-to-air missile site, one of the many we have to destroy to complete this mission. They're heavily guarded, but no match for us...

Stage 8

We've got an idea that there's another enemy base right at the top of the level, so we decide (wisely) to group two armies for an early attack on it. One on the right...

Stage 9

...And one on the left. The missile bases are, for the minute, ignored as I decide to hit the enemy where it hurts most: right at home.

Driller killer

An element of the gameplay that's been lifted largely straight from the old Mega Drive game *Dune 2* is the mining feature.

You start most of the levels in *Command & Conquer* with a minimum amount of money – certainly not enough to finish the level. The only way your bank balance can be improved is by building a Tiberium processing factory and then sending off a miner to keep it supplied. It all works something like this...

▲ If you see a crop of this strange green stuff on the level, then earmark it for harvesting as it's worth a King's ransom and vital for you power supplies.

▼ Once the harvester's full, the machine automatically returns to base to drop off its load. It'll then automatically do it all again.

◀ Eventually, you'll build up your army to staggering proportions. You'll have all your minigunners ready to launch a preliminary attack, your grenadiers primed for a back-up beating and tanks and the like manning the defenses back at base. You think nothing can stand between you and World Saviour of the Year. You carefully section off your men into strategic groups and set them off to the enemy base to, you think, glide effortlessly onto the next round... but something happens.

Something BAD happens.

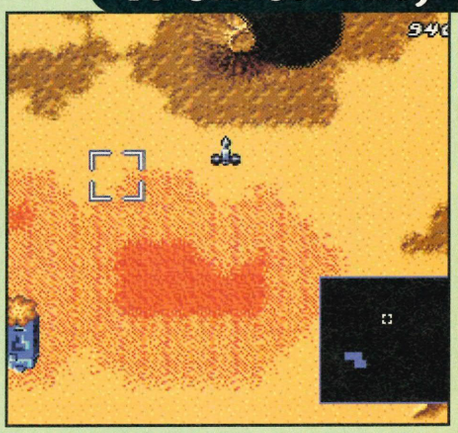
You send forth the gunners into the fast-lightening undiscovered area of the enemy base only to find more angry enemies than you ever thought possible. And they've got guns. You get wiped out within a matter of minutes and quickly and desperately try to rebuild soldiers before the advancing enemy reach your base. Your tail is so far between your legs that the end of it has started to tickle your nose.

Overall the best thing about *Command & Conquer*, is the fact that it's got absolutely loads to appeal to (hushed tones) the strategy gamer, but (loud voice) there's also more than enough that arcade gamers will find enjoyable. At the end of the day, that's the secret to the game's popularity, I suppose.

Command & Conquer should be 'hitting the streets' before Christmas. Look out, it's bloody bloody good. • ***Dean***

SP

A bit of this,



Dune: The Battle for Arrakis

(Mega Drive, Issue 50, 90%)

An American company called Westwood were responsible for the game called *Dune*. While that may not interest you (unless you've played the game – it's excellent) initially it becomes a whole lot more interesting when you discover that it's the same company who have just 'done' *Command & Conquer*.

Taking the basic game design and completely revolutionising it (you still usually build a base of some sorts, send things off to mine and kill other people and things to various degrees), *Command & Conquer* gives you far more graphic realism, depth of gameplay and a surprisingly large slice of arcade action pie, which brings us conveniently brings us to...

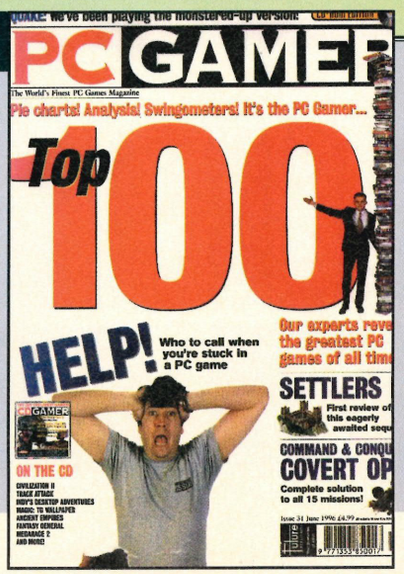
Simply the best

A strategy game? At number one? Usually that sort of thing only happens around the time that Satan starts to go to work on a snow plough and a whole range of top titles suddenly appear for the 32X, but that's exactly what happened when *PC Gamer* (another one of Future Publishing's titles) ran a reader's all-time top 100 vote.

Why though, why exactly has this mysterious game rushed straight to the hearts of the nation and to the top of the PC reader's charts? We asked the editor of *PC Gamer* (and occasional *Sega Power* contributor), and he replied was...

"*Command & Conquer* allows anyone – even the humblest manicurist – to take charge of an entire army of little men and send them to glorious deaths. It's almost insultingly easy to get to grips with, but becomes jolly hard later on."

So there you have it... easy to start with, jolly hard later on. Hmm.



Stage 10

Our hunches were correct and there's the corner of the base. We attack without remorse (but at all times adhering to the Geneva Convention).

Stage 11

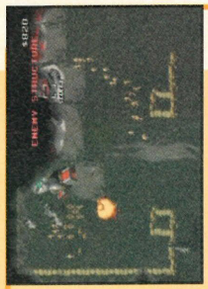
And while the enemy are concentrating on our army from the right, We attack from the left. A-HAH, the classic military pincer movement!

Stage 12

While the attack was, naturally, successful to some degree, a lot of our troops were wiped out. We quickly send back the remaining armies to base...

Stage 13

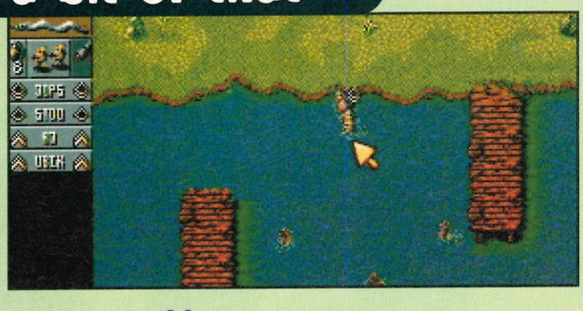
...To create some new soldiers for another attack. We throw these newies immediately into attack, with far more success on their weakened base.



Stage 14

Now our armies are just too strong and I manage to overwhelm the base with relative ease. We're almost at the end now...

a bit of that

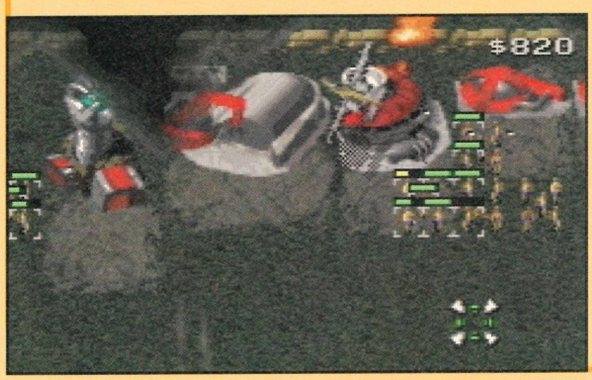


Cannon Fodder

(Mega Drive, Issue 62, 91%)

...A pure action arcade shootah. Written by the 'wacky' people at Sensible Software, you control a small army of men around a large number of levels by grouping them and sending them off to fight. *Command & Conquer* does, thankfully, borrow from this game in its combat sections. Thankful because *Cannon Fodder's* brilliant.

Now that you've walked all the way to Stage 15



...And so to face our final napalm. The base is destroyed, We've called in the airstrike and we're ready to go around mopping up the remaining Nod troops and to take out their remaining missile sites without too much opposition.

This is an entire level – not that you'll ever see it on screen like this, this picture's been painstakingly built up from lots of small ones. Took us ages.

Here's the NOD's base... thankfully under heavy attack from my brave lads.

While all the fighting's going on, this miner's happily collecting all the Tiberium.

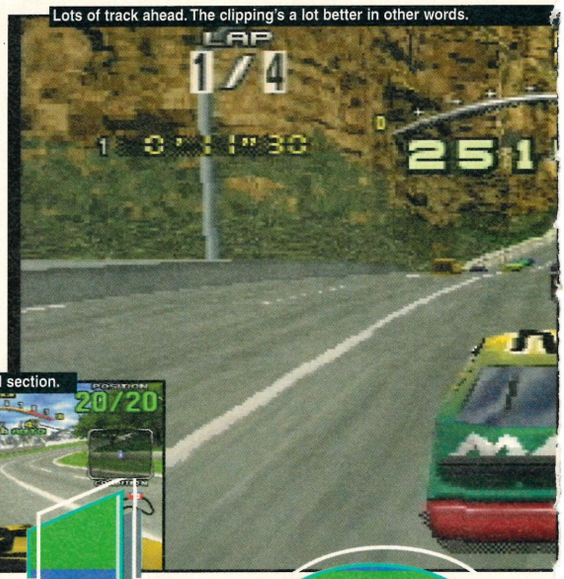
This is one of the missile bases that you have to destroy to complete the mission.

There's a civilian town down here. You can either leave it to the mercy of the NOD or, if you're feeling generous, you can choose to protect them.

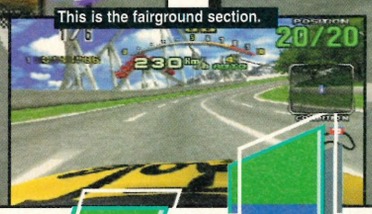
My base is just below this box.

The graphics have been tidied up considerably. LOOK!

Lots of track ahead. The clipping's a lot better in other words.

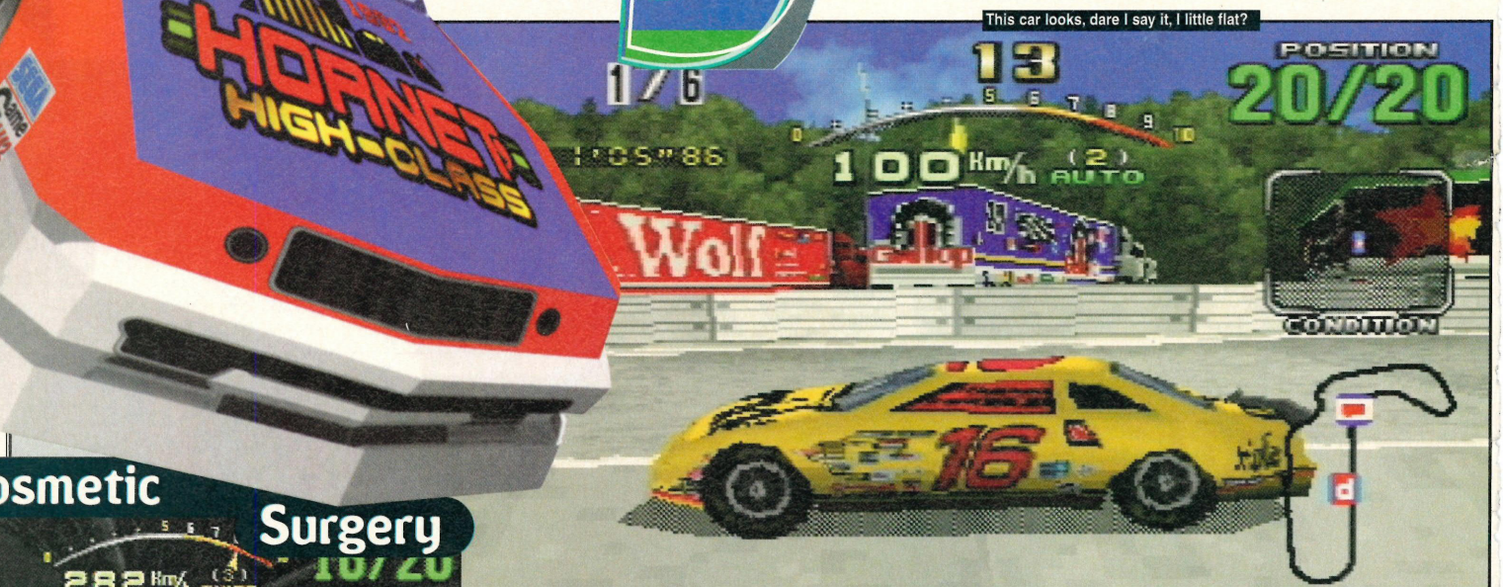


This is the fairground section.

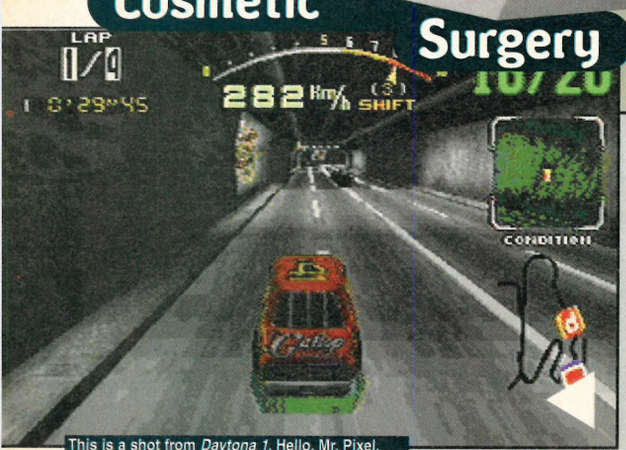


Dayto

This car looks, dare I say it, I little flat?



Cosmetic Surgery



This is a shot from *Daytona 1*. Hello, Mr. Pixel.

It's hard to explain why *Daytona CCE* looks so much better than the original, so we thought we'd be clever and compare it back to the original.

One area that the programmers have been working on is the clipping which is the way objects on the horizon suddenly appear out of nowhere. On the left we have an original screenshot and on the left one from the *CCE* game.

And this is the new one. Better? We think so.

Format . . . . . .Saturn Release Date . . .November

Players . . . . . .One-Two Sega . . .☎ (0181) 9964620

Crashes are just as spectacular. GOOD.

The long straight on the Speedway track.

Ooh what a fuss was made about the first* Daytona. *How people moaned when we criticised it, but we were right. Look at this see, they're doing a new version to correct all the mistakes.

So after over a year defending themselves to the hilt Sega have finally come clean and admitted that maybe their first *Daytona* game was a bit flawed. We didn't even have to put an extremely painful armlock on them or hold a gun to their heads this time.

As they said, when the first game was released it was early days for the Saturn and the development teams hadn't fully got to grips with the machine. Given a few more months, maybe they could have pulled off an arcade perfect conversion (and that includes the two player mode) but they needed a big title out for the Saturn and that had to be it. But, after they learned their lessons with *Sega Rally* (take your time and the conversion comes out right) Sega have decided to have another pop at *Daytona*.

The first thing they did was to adopt the Kevin Keegan approach and bring in all the big names to make things go smoothly. Of course, Keegan spent £60 million on a team that won diddly but Sega are hoping to have a little more success with their personnel movements. They've brought in some of the team responsible for the amazing *Sega Rally* to help oversee the project (and remember some of them were also responsible for *Virtua Racing* on the 32X, so they know their racing games).

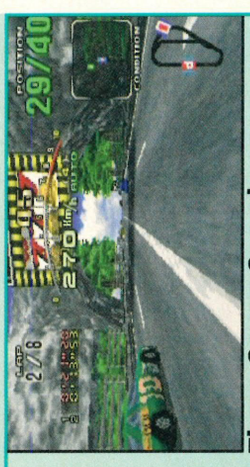
"The first thing they did was to adopt the Kevin Keegan approach and bring in all the big names to make things go smoothly."

After listening to all the criticism of the first game Sega have taken the faults one by one and eliminated them – or so they tell us. The first priority they had was the clipping. Come on, admit it, in the first game it was bloody awful. There you were, racing a long a track trying to convince yourself this was as good as 3D racing could get, when you looked at the background only to see whole sections popping up like magic. Kind of spoilt the effect rather didn't it. So Sega are now aiming to make it as smooth as *Rally* and banish the Saturn's clipping reputation forever.

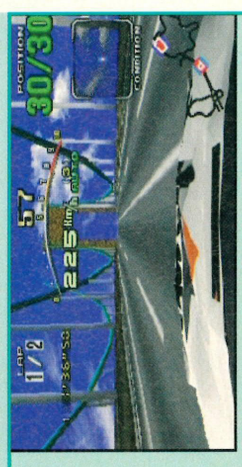
Now for the granddaddy of all the criticisms. WHERE WAS THE BLOODY TWO PLAYER MODE, EH? Forget to put it in did we? Had to leave it out because we were in a rush to release the game huh? Or maybe you thought the machine just couldn't do ▶

Making tracks

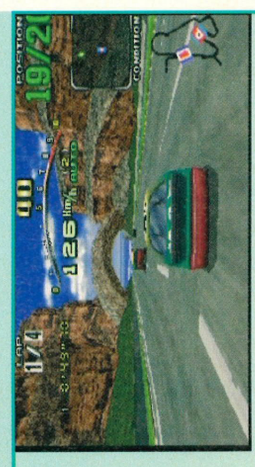
A racing game wouldn't be a racing game without loads of courses. This new version of *Daytona* has more than it did before (which is just as well, cos it would have got a real shoeing if it hadn't). The grand total's now five and there's bound to be a mirror mode in their somewhere.



Three Seven Speedway
You remember this one surely, it had a fruit machine type arrangement on one of the straights.

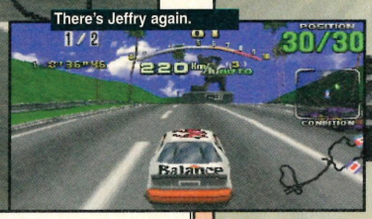


National Park Speedway
The old super-hard track. You won't have time to look around on this one cos you'll just drive into a wall.



Dinosaur Canyon
A monster of a track (and an original) but you'll need to be careful or else you'll be extinct. Don't groan, I get paid for this.

The car handling's not been programmed in properly yet. See?



There's Jeffry again.

New tyres and they'll probably repair that prang on the front.

it. Well whatever the reason, it doesn't matter anymore because head-to-head racing is back, bigger and better than before. You can now go one-on-one in a split screen mode which, like *Rally,* doesn't slow down when you're both on screen together.

At present the game is not link-up-able but the development team are definitely considering it – not that it matters because if *Sega Rally* is anything to go by then split screen will be just fine thank you very much. So what else have we got. Oh yeah, tracks. The new game features all three original tracks and chucks in two new ones in for your money. One is the Sea-Side Street Galaxy which, according to the boys in the know, is pretty easy but spectacular. The other is the more difficult Desert City. No doubt mirror modes will be included in the wealth of hidden features that Sega Japan just love to stuff away into the far corners of their CD's.

Daytona CCE will also offer you eight cars to try out all, as you would expect, with different attributes (some handle like a pig but go fast while others stick to road like glue but go as fast as a spotty McDonalds employee if you order something without all the usual green crap they insist on putting in your bun). We hope that the old horse is still in there – we've seen them running around on one track so maybe you'll be able to control one too.

One new feature that was sadly missing from the first game (but was in *Sega Rally* where everyone thought it was so cool) is the ghost car racing mode. In the time trials you can do a fast race, and then when you try it again you can race against a ghostly form of yourself to see how well you are performing in comparison. Sounds weird but if you haven't seen *Rally's* trust us (well, not James obviously but you can trust the rest of us), it's ace.

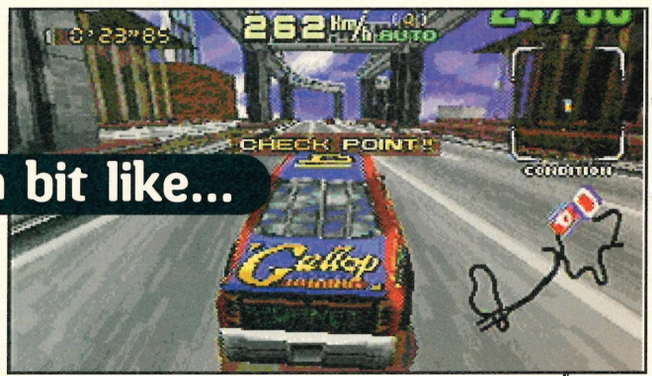
"After listening to all the criticism of the first game Sega have taken the faults one by one and eliminated them."

Daytona is gong to be whizzing around your screen at a full-screen, thirty frames a second (the first game ran at 20 frames per second, so this represents a full fifty per cent increase in speed. The game is nearing completion, with Sega concentrating on sorting out the clipping problem that could well kill the game if they don't get it right. Early signs are looking good though, so buckle up and get ready for this race sensation in time for Christmas. • ***Les***

The car's the star

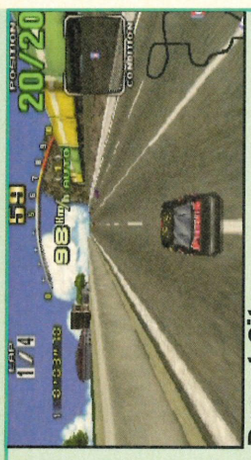
The original *Daytona* had more cars than you could shake a stick at and the CC edition is no different. Sega haven't decided whether or no all the cars will be available from the start o whether they'll be awarded (like last time) for completing various challenges. The horses might even in be again – we've seen them running around the track.

Eight different cars selectable, here.

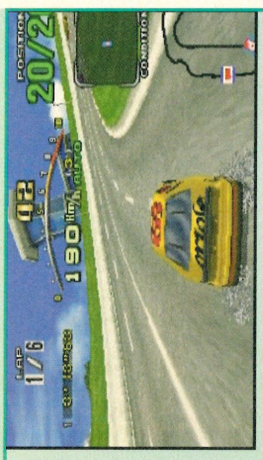


It's a bit like...

Daytona
Well it's a bit like *Daytona* for god's sake, what did you expect. Well actually, it's a bit like *Daytona* mixed with *Sega Rally* but seeing as some of the *Sega Rally* team are working on it that's no real shocker either. Doh. And seeing as they're coin op conversions then it's a bit like the arcade machines as well (but you don't have to put up with some smelly geek trying to nick your last credit – it's usually Dean doing it in Bath).



Desert City
It's new in *Daytona* but most other racing games have a desert track of sorts, even *Need for Speed.* The desert road can course real problems for fast cars though. Watch out for the train – a nice touch.



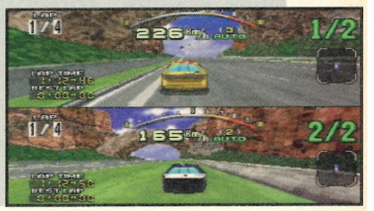
Sea-Side Street Galaxy
The second new track. Eat ice-cream, get sand in your sandwiches and watch people sunbathing topless, that's what we do at the sea-side. What about you?

Playing with yourself

Although the PlayStations launch racers – *Wipeout* and *Ridge Racer* – didn't boast a two-player split-screen option they could at least offer it via link-up cable. *Daytona* couldn't and what with its other shortcomings (crap graphics, huge screen borders), it's not surprising it got the kicking it did.

Happily *CCE* adds a very serviceable two-player mode which at the moment looks just as accomplished as *Sega Rally*.

Here. Are. SOme. PICTures. LOOK!



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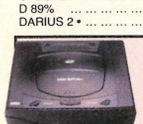

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Meet the family

If it's enemy variety you're after *Doom* won't disappoint. It's not so much the sheer number and variety of monsters on offer that makes the game so special, it's the way that they're carefully positioned in successive levels.

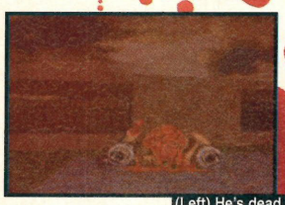
You see, near the beginning of game you'll be so stressed fighting Zombies and Imps that the appearance of a Coelocanth towards the end of a level will be almost more than you can deal with. Later on though, you'll be hardened and the much trickier Hell Knights and Revenants will be much more the problem.

Whilst you'll never be fully equipped to face the Cyberdemon or the Spider Mastermind, near the end of the game, it's their level of super-toughness that you'll have come to expect.

Zombie
These are former soldiers, now undead and armed with either a pistol or shotgun. Easy to kill and handy when dead for ammo.

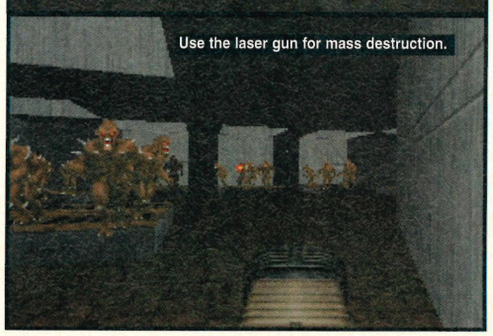
Imp
Nasty monster things which shoot fireballs and can electrocute are hero if they touch him. A single shot gun blast finishes them off.

Doom



(Left) He's dead. (Right) He's about to be.

It's the game that really kick-started the PC, that opened the world's eyes to multi-player gaming and spawned a thousand imitations. Welcome to the first look at the Saturn version of the game that every gamesplayer should own in one form or another. It's time to meet your Doom.



What's the point of computer games? Why do people spend hours glued to monitors/television sets, sweaty controller in rapidly-stiffening hand, moving one group of pixels/polygons around a screen filled with lots of other pixels and polygons. Seems an odd occupation really, when the sun's shining, the dog needs a walk or Match of the Day's just started on television.

The answer of course, is escape. People play computer games to enter a different world, to shut out the sun (well it was reflecting off the screen anyway), ignore the bloody dog and forget about the dismal performance of their football club. Computer games provide an alternative identity and environment in a world that's far too safe and well, a bit dull really. After all, there's no real life need to clock the fastest lap time to Sainsbury's, counter an alien invasion in the car park, fight one-on-one in the freezer section or shoot monsters at the checkout. Unless you live in Frome of course.

For those of you thinking this is a bit of a poncey way to start a preview (and I'm sure there are some), just consider *Doom*. Now it wasn't the first first-person-perspective shooter – *Wolfenstein* probably claims that honour – but it was the game that launched a whole new style of gaming and is still alive and selling over four years since it's release. And four years is a long time in computer games.

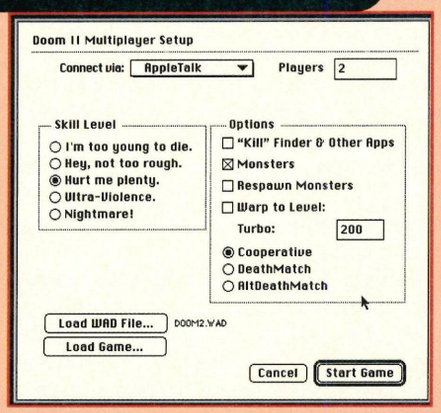
Demon
Stupid monsters whose only attack is a bite. Only dangerous when right up close. Two shotgun blasts for a goodnight.

Heavy Weapon Dude
Carry a chain gun which can wipe you out very quickly if you get caught in its line of fire. Another useful ammo pick up when dead.

Lost Soul
A floating skull which will rush at you very quickly for a bite attack. Evaporates when coaxed with two shotgun blasts. Also a product of the Pain Elemental (see later).

Cacodemon
A big slow floating thing which fires lightening bolts from its mouth. The first of the harder monsters, this is best dispatched with the chain gun as it prevents further fire.

1994 and all that



Incredible as it may seem, *Doom* originally appeared well over two years ago in early 1994. Released originally as a Shareware game, players were invited to register the first 'free' eight levels for £34.99 to receive a further 17 levels. Hundreds of thousands worldwide did making millions for the game's designers, id.

The key to *Doom's* worldwide success was threefold. Firstly and most importantly, it's a brilliantly designed game with a well-judged difficulty curve and that indefinable magnetism and atmosphere that keeps players coming back again and again.

Secondly, *Doom* was one of the first games to really exploit multi-player network play. The game itself is excellent but a deathmatch against human opposition adds an entirely different level of enjoyment – blowing away that bastard at internet.spod.UK with the double-barrelled shotgun before sending him a snidey 'chat' message.

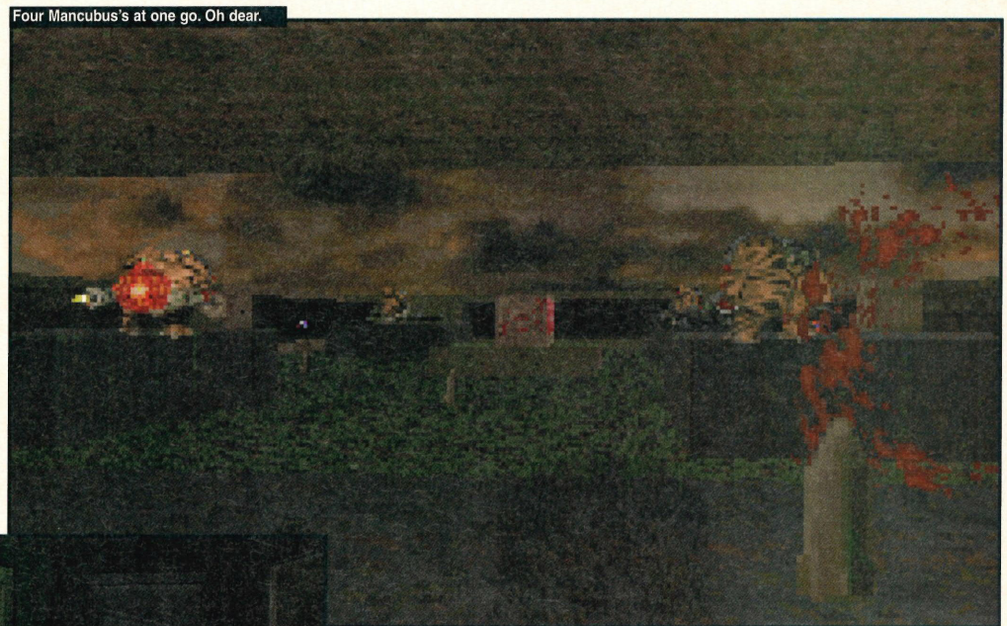
Finally, id cleverly made a level-design kit available. With a little computer knowledge, computer gamers could design their own 'Wad' files and distribute them on the net for people to play. Two years later magazines such as *PC Gamer* still have a regular slot on their cover disks and CD ROMS for hundreds of new Wad levels, meaning that *Doom* has an almost infinite life span.

You see, *Doom* was/is such a success because it is the most personal of games. The monsters aren't attacking some pixel man on a screen, they're attacking you. PERSONALLY. Watch people playing *Doom* and they'll be sitting there with gritted teeth, physically dodging from incoming fireballs and flinching when they take a hit. When things get tough, they're low on health or ammo and they have to turn and run for cover, they'll lean towards the screen and some may even glance over their shoulder to see if the monsters are catching them. *Doom* storms people's minds, pulls the plug on all other brain activities and stands in the middle of their cerebellum shouting "Run! Shoot! Panic! MONSTERS!" until they're totally hypnotised.

> ***"Doom storms people's minds, pulls the plug on all other brain activities and stands in the middle of their cerebellum shouting 'Run! Shoot! Panic! MONSTERS!'"***

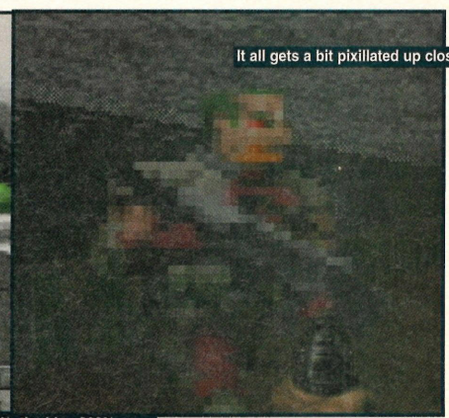
It's quite good, you see.

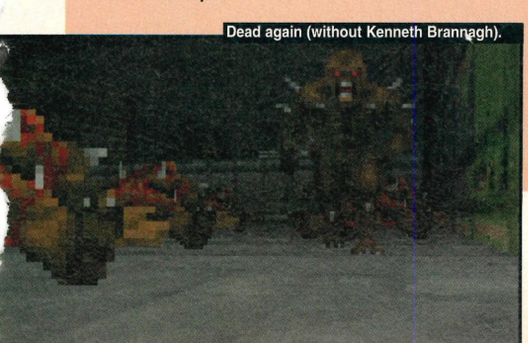
Saturn *Doom* is actually two games in one. First up you have *Ultimate Doom* which


Four Mancubus's at one go. Oh dear.

Taste this, teddy boy.

The green armour is worth 100%, the blue 200%.


It all gets a bit pixillated up close.


Dead again (without Kenneth Brannagh).

Pain Elemental
Similar to the Cacodemon but fires Lost Souls instead of lightening. Explodes into three Lost Souls on death. Best to kill this a quickly as possible.

Revenant
A tall skeleton which fires homing missiles when at a distance and lashes out with his fist when right up close. Hard and quick. Use a wall to protect you from in-coming missiles.

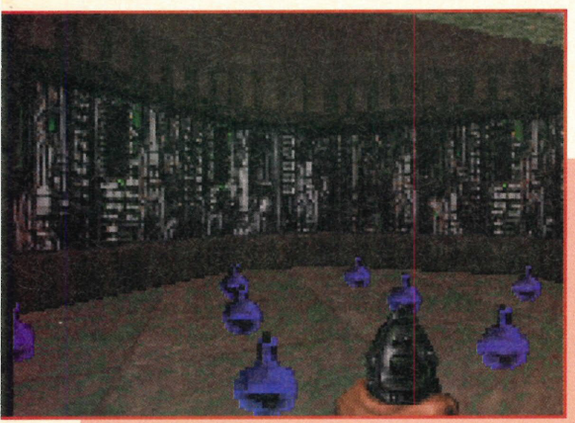
Hell Knight
Looks like an angry teddy bear. Trumpets like a rhino and fires bolts of highly damaging green stuff without provocation.

Mancubus
Similar to Bernard Manning in appearance except for the rapid-fire rocket launchers on each arm. Makes burping noises for some reason.

Getting caught in a Mancubus' line of fire spells almost instant death so always keep moving when you engage one or find an invisibility sphere.

comprises the original eight shareware levels plus the subsequent 17 that became available if you bought the game. Secondly, there's the far superior *Doom II*, which boasts bigger, more complex levels and lots, lots more monsters. Unfortunately, it's only *Doom II* that looks and plays respectably at the moment, with plenty of work remaining to be done on *UD* to get it up to speed. For those of you who remember the 32X version of the game, you'll be disappointed to see that the resolution on both the games is (as yet) little improved.

Some of the better news for Saturn owners is that Saturn Doom should be multi-player capable both via the new link-up cable and the internet device (available early in the new year). Deathmatching in *Doom* (where two or more human players fight against each other in a duel to the death) is one of the best aspects of the



The health service

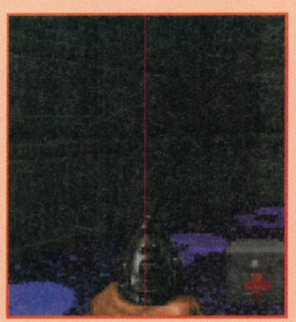
With so many monsters around, your going to take plenty of damage. Luckily, *Doom* has more than a couple of Health and Armour power-ups to help you along the way.

Health Bonus
Worth a lowly extra percent on your health score. Works up to a maximum score of 200% but you'll need a lot of them. Obviously.

Medkit
Along the same lines as the Stimpack, this adds a more generous 20% healthwise but only up to a maximum of 100%.

Supercharge
Adds 100% to your existing health. Best to pick this up when your health is 100% to get the maximum 200% health score.

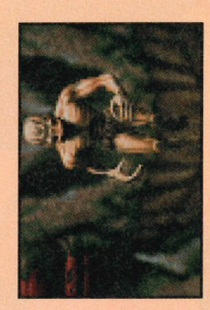
Stimpack
God knows what it means but it adds a humble 10% to your health but like the Medkit, it can only raise your health to a maximum of 100%



Berserk
Restores your health to 100% and brings down the red mists for 30 seconds allowing you to punch the hell out of practically everything..

Megasphere
Takes your health and armour score to the maximum (200% each) no matter what the starting levels are.

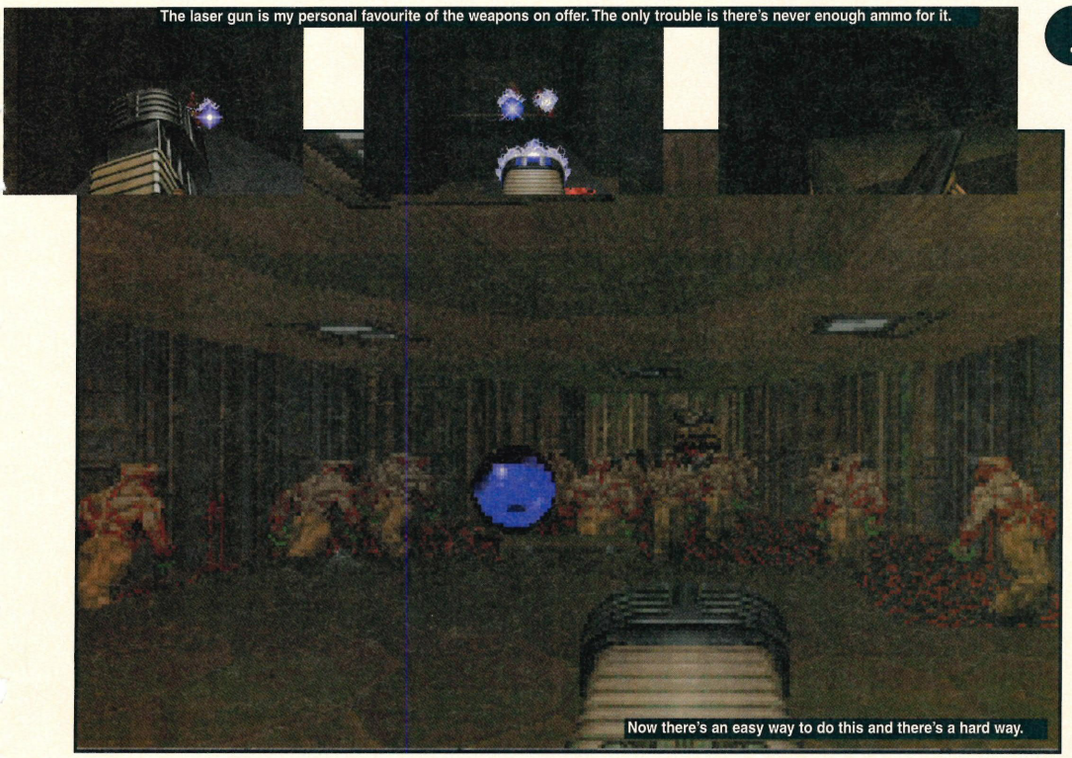
Arachnotron
Fast-moving robotic spider with a super-fast green laser gun. Can kill in seconds but can't dodge away from continuous incoming fire.



Arch Vile
A strange gold monster. Raises his arms in the air, makes a terrifying crackling sound and unleashes an enormous energy bolt. Lethal.

Spider Mastermind
Enormous mechanical spider armed with a super-powerful chain gun. Almost invincible.

The Cyberdemon
The boss, the big one. Armed with a (homing) rocket gun, you can forget about killing this guy unless you have the use of (at least one) invincibility power-up sphere and plenty of ammo.



The laser gun is my personal favourite of the weapons on offer. The only trouble is there's never enough ammo for it.

Now there's an easy way to do this and there's a hard way.

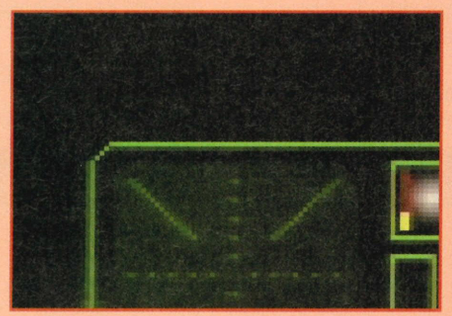
game. If you can organise two Saturns, two copies of the game and two televisions, the link-up cable will provide hours of swear stained enjoyment. The internet device should let you play against up to six Saturn *Doomers* worldwide, although quite how the phone bill will shape up at the end of the month will be something you might want to first discuss with 'the person who plays the bill' as they say.

"The monsters aren't attacking some pixel man on a screen, they're attacking you. PERSONALLY."

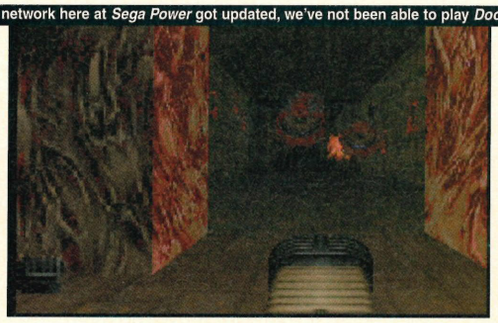
Sega Power could be accused of hyping the release of *Doom* – after all it's an old game which can't possibly live up to the graphical standards of games such as *Exhumed*. However, the fact remains that Doom was the game that changed computer games forever and however graphically backward it might now look, it maintains an almost unsurpassable game atmosphere and tension. There haven't been many bad versions of the game and next month, hopefully, we'll see that the Saturn hasn't got one of them. • ***James***

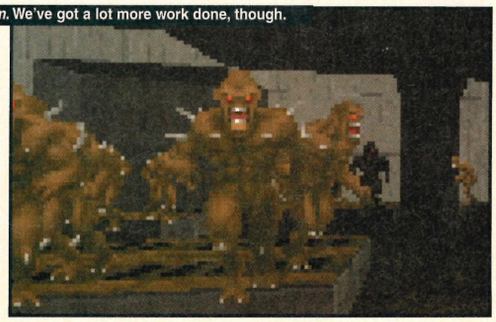
It's a bit like...

Exhumed
We're well into the chicken-and-egg zone here. There's no doubt that *Exhumed* is a '*Doom* clone' in so much as it uses the familiar first-person perspective maze and map setup. However, being a much more recent game (reprogrammed specifically for the *Saturn*) it shows a lot more visual polish than *Doom*.



Duke Nukem
The next great PC game in line for a Saturn release is the superb *Duke Nukem*. Another first-personer, *Duke* shares the same 'kill everything' central tactic but takes the graphical and interactive levels to a whole new level. Provisionally scheduled for a Saturn release early in the new year.

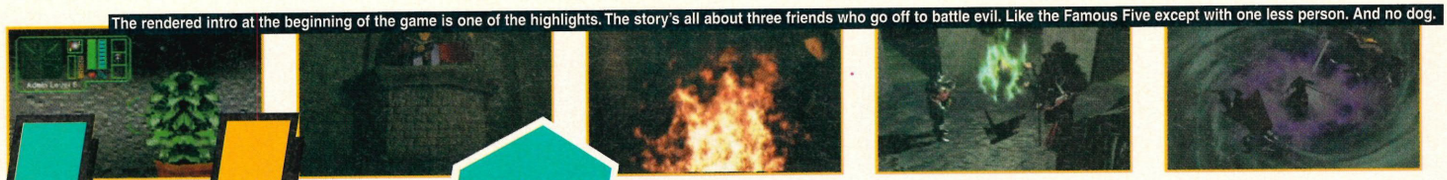




Ever since the computer network here at *Sega Power* got updated, we've not been able to play *Doom*. We've got a lot more work done, though.

Format . . . . . .Saturn Release Date . . . .October

Players . . . .One-Two(Link-up) GTI . . . .☎ (0171) 2583791



The rendered intro at the beginning of the game is one of the highlights. The story's all about three friends who go off to battle evil. Like the Famous Five except with one less person. And no dog.

Hexen

Hexen *is* Doom's *older brother, so how come hardly anyone's heard of it?*

The magician has the best missile weapons. This is his magic ring.

Ker-thunk. Squelch.

Hello, Sir.

The new Lotus Elise has had unanimous, trouser-dampening praise from the world's motor press. Seldom has a car been launched to such total acclaim, a fact which is all the more strange when you realise that the Elise is powered by the lowly Rover K class engine – a unit originally developed for the most unloved mid-range Rover saloons. Dramatically different cars, dramatically different performance, same engine.

Now before you turn to the cover to check that you haven't wandered in to *Top Gear* by mistake, there is a link here. Cars that share an engine can be dramatically different and the same goes for computer games. *Hexen* was developed as a totally new title making use of the *Doom's* graphics engine. Hence it's a first-person perspective, maze adventure type thing – with monsters, obviously.

"The emphasis is less on blood-letting and more on exploration and puzzle solving."

However, to call *Hexen* a sequel to *Doom* would be inaccurate. The aim of *Doom* is to wander around shooting anything that moves looking for keys to open doors to find more keys to leave the level. Although *Hexen* has more than its fair share of monsters, it's more of a tactical, *Dungeons and Dragons* romp. The emphasis is less on blood-letting and more on exploration and puzzle solving.

It's not an RPG – nowhere near – but it's no blood orgy either.

At the start of the game, you get to choose one of three available characters – Warrior, Cleric or Wizard thing – each blessed with different skills, abilities and attributes. The character you choose determines the tactics you'll need to employ to survive in the game. The warrior has plenty of armour but he's slow with few magic powers whereas the wizard has the best projectile weapons (a laser-beam like spell) but he won't take much of a pounding – well he's got one of those magic skirts on, what do you expect.

At the moment *Hexen* is disappointing. The graphics are even more jerky than those in *Ultimate Doom* and both games will need work if they're to be worthwhile conversions. We know GT Interactive must be working hard on both games, because they just haven't had time to answer our questions – either that or they're hoping to sneak both games out before the nasty reviews start pouring in. Stranger things have happened. • ***James***

Introducing the band

Hexen lets you play as one of three happy adventurers in your jolly jaunt through the 30 levels of puzzling carnage. In link-up mode, you'll be able to choose a different character each, widening your collective range of attacks.

Fighter

The fighter is hard. Punches people with a spiked glove to 'mess them up'.
Drinks: Snakebite and Black. Through a straw.

Cleric

The Cleric is less hard but a bit cleverer with magic.
Drinks: Guinness (straight glass).

Mage

The 'Mage' is a magician. Bit arty, good with the spells. Wears a skirt, mind so probably not to be trusted.
Drinks: Dry sherry.

It's a bit like...

Defcon 5

Another *Doom*-style game with an emphasis more on puzzling than blasting. We used to confidently say that *Defcon 5* would be blown away when *Doom* and *Hexen* were released. Nowadays though, we're not so sure. Nicer pot plants in *Defcon*.

'Ethereal Travel' between levels. Yeah right.

EMERGENCY BUBBLE RELIEF FOR BUST-A-MOVE ADDICTS

Release Date : September 6th '96

BUST-A-MOVE 2

Acclaim entertainment, ltd.

SEGA SATURN

PlayStation

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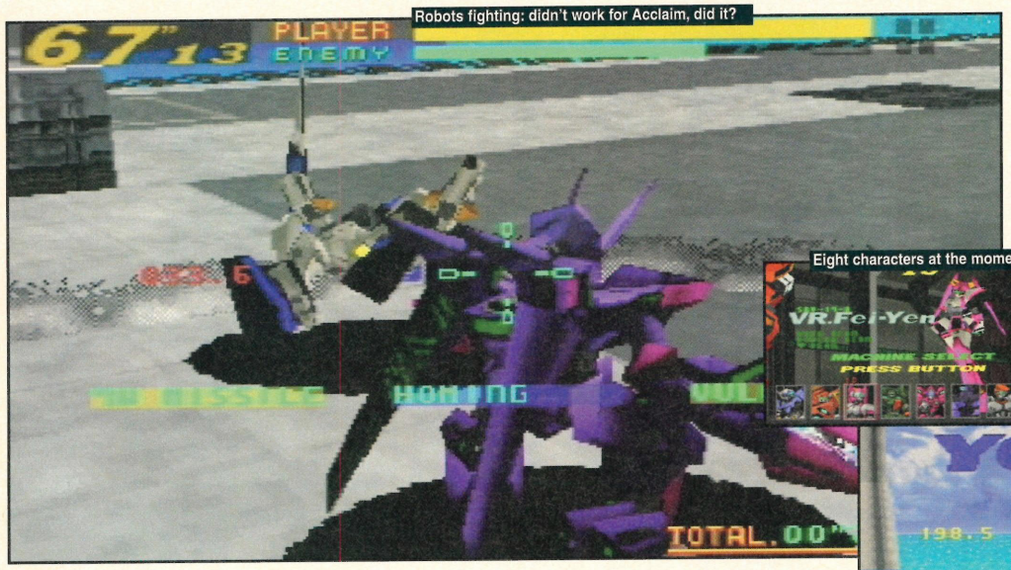


Robots fighting: didn't work for Acclaim, did it?

That Phalanx, he's sooo hard.

Eight characters at the moment.

In one player mode, it's not difficult.

The Japanese go mental for it, Mr Joe wet himself again, and it's got a stupid name. It's* Virtual On *and it's Saturn bound.

Virtual

Picture this... It's the year VC 0084 (Virtual Century) and all-powerful syndicates control the earth. One of these – name of DN – has found the ruins of an advanced civilisation, and their human-like robots, "VirtualRoids." However, DN, can't get them to work and need some highly skilled people to make some repairs. If they're successful, the DN will become the most advanced syndicate and gain world domination etc, etc.

Anyway, to get these highly skilled or "Virtual On positive" people, DN set up a computer game called *Virtual On*. What a load of arse. Mind you, these story lines usually, nay, always are

Virtual On is a three dimensional robotic, one on one, blast/beat-'em-up, and it's taken Japan by storm. Well it's one of the biggest games of the year. Over here, it's not really reached the same heights, but maybe its status will rise with the release of the Saturn version, around January time.

I know what you're thinking, but this isn't your usual beat-'em-up, and it's nothing like *Rise of the Robots*. Thank God. *Virtual On* is different, in the fact that the fighting takes place in a futuristic battle arena, so for some of the time, you can't see your opponent, making surprise a major element in the game.

"This isn't your usual beat-em-up, and it's nothing like Rise of the Robots. Thank God."

In two player mode, which is what the game is really all about, the action takes place via a split screen, although there are definite plans to use the link cable and the netlink modem system, when this hardware becomes available. Another piece of hardware to be connected with *Virtual On* is the new style (or is it old style?) double joystick. (See 'poo sticks' for more info.)

There are eight different characters for you to choose from, each with their own different characteristics, like in *Virtua Fighters 2*. They also have their own personal array of weapons, from fireballs to lasers and hammers to swords. Each weapon has its own level of devastation and works differently according to the range and where you are in relation to your opponent. Also, once you've used a weapon, it needs time to charge up before it can be used again. This means that you can't just lock on to opponent and blast him to bits in one go.

To please all the beat-'em-up fans, the game includes special moves. They're hard to pull off but when you do, they have devastating effects.

Virtual On is shaping up to be something special. It's refreshing to see a beat-em-up with an alternative style of gameplay in it, and it looks as if it's definitely going to be a great two-player game. With the prospect of link-up options too, (imagine battling one of us, or perhaps Mr Joe!) the game could be as big over here as it is in Japan. After all, we can't allow it to be all Japanese types controlling the DN's VirtualRoids in their attempt to take over the world, can we? • ***Dave***.

Poo Sticks

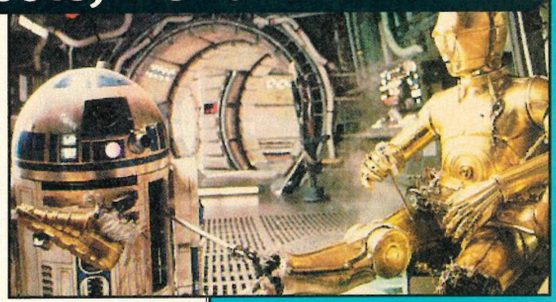
One of the main features of the arcade game was the double joystick controls and in order to reproduce that arcade feel, the games developers, AM3 have designed this special new joystick. We're informed that the U.K. version will probably be black – a good thing as the pictures that we've seen make the new stick look terrible. Anyway, it's how it performs that counts, and it's bound to add to the authenticity of the game. Rumour has it that there will be a game and joystick bundle available, like *NiGHTS* or *Virtua Cop*. We'll have to wait and see but it doesn't take a genius to add up the pros and cons, and work out the odds (*Er, yes Dave* – James.).

Format . . . . . .Saturn Release Date . . . .Out now

Players . . . . . .Two Sega . . .☎ (0181) 9964620

On

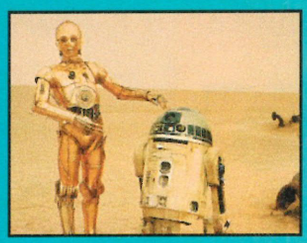
Robots, we love 'em.



There's no escaping it, Robots are top sci-fi mechanical things, and we love them, well some of them. Well, these two at least.

C3PO

The gold human-like android from Star Wars who can talk and understand millions of different languages. Including ours, which is English. He was purchased by Luke Skywalker's Uncle along with...



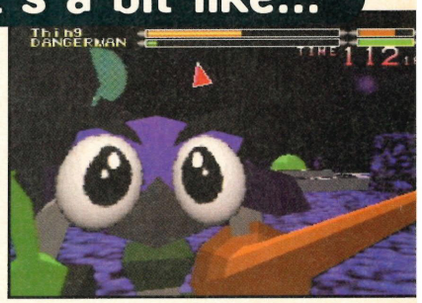
R2-D2

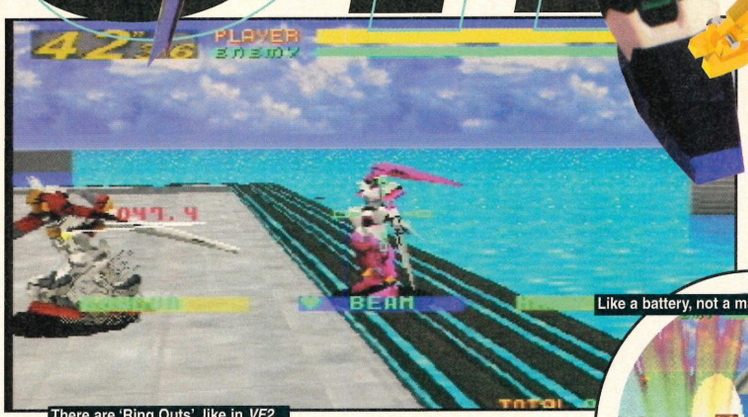
The pint sized robot, again from Star Wars, who can tap into computer systems, and relay messages. Unfortunately, he can't speak. No, he talks in squeaks, a bit like a ten year old Dean Mortock. But we don't hold that against him.

It's a bit like...

Robopit

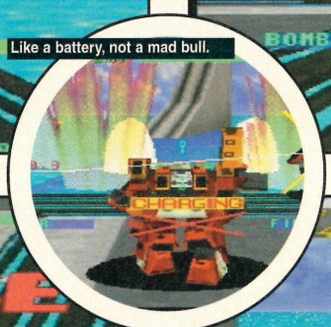
Reviewed this issue, it's similar to *Virtual On* in the sense that it's a one-on one Robotic beat-'em-up. However, *Robopit's* a bit different, you can create your own characters. There's more info on page 52, people.



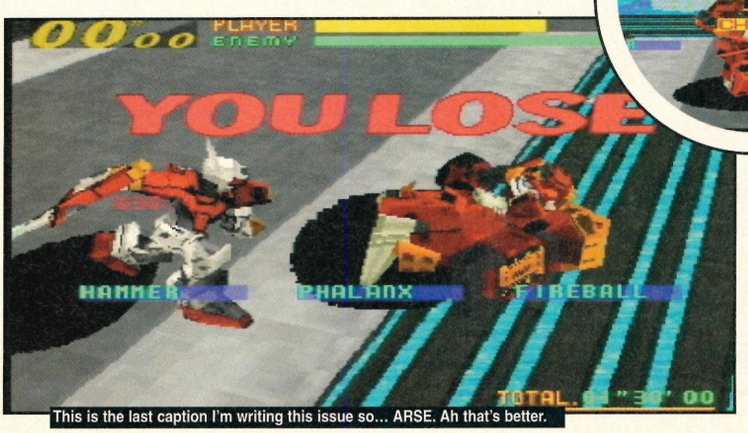


There are 'Ring Outs', like in *VF2*.

Ah, but I wasn't trying.



Like a battery, not a mad bull.



This is the last caption I'm writing this issue so... ARSE. Ah that's better.

Someone's going to get hurt. Now come away from that edge.

Micro Ma

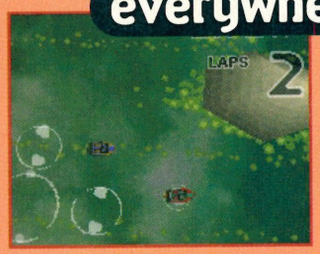
What's small, fun and always causes a ripple of delight in the Sega Power office? Why, ANY version of Micro Machines, naturally... Oh, and Dave's (NNOOOO!! – James).

Character assassination

Codemasters have trimmed down the number of playable characters to eight, but WHAT an eight. Rather than stick to the simple, static and, frankly, dull portraits of the Mega Drive originals, they all get a fair old sprucing-up with the aid of a couple of large computers, a talented person or two and a largish dollop of that motion-capturing thing.

Now the characters will change expression depending on how their race is going. Being clever 'n' all, we explain all about that somewhere else. Here and now, though, are pretty pictures of all eight characters in the game...

Water, water everywhere...



Always one of the most fun aspects of *Micro Machines* were the water levels – bobbing about like a little pickled onion, sliding into lilies, sponges and frogs as you desperately try to control a minute powerboat around a treacherous course, that sort of thing. We are wholly chuffed to find that gameplay-ridden levels of the same quality are present in *Micro Machines v3*.

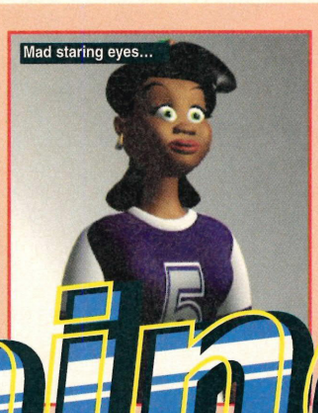
There's a small town near Derby that hasn't heard of *Micro Machines*. It doesn't know about the enormous range of small toys available and the ridiculous transporter-shaped things to keep them in. It's blissfully unaware of the range of computer games available – currently enjoying their fourth incarnation on the Mega Drive. It also thinks baths are something you have in front of the fire to wash off all the coal dust and wouldn't know a computer game if it sent in an advanced warning and then arrived with an obscenely large neon sign above its head stating exactly what it was.

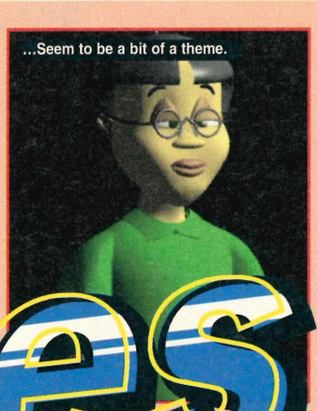
"Micro Machines is (almost) universal; it's one of those games (like Mario, Sonic or Doom) that everyone's almost certainly heard of."

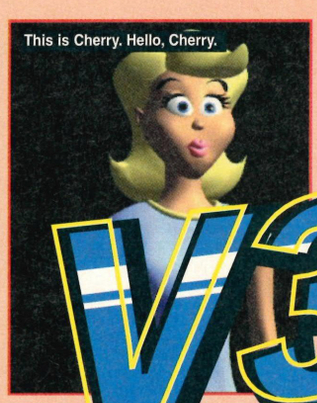
This is a lie, of course. An elaborate tangle of untruths conjured-up to give you the impression that *Micro Machines* is (almost) universal; that it's one of those games (like *Mario, Sonic* or *Doom*) that everyone's almost certainly heard of, played once or twice (even if it was only in a drunken haze around at a Mega Drive-owning friends house, when you SHOULD have been watching Eurotrash). Oh, how you laughed at the ickle cars and how you had ▶

Format . . . . . .Saturn **Release Date** . . .November
Players . . . . . .One-Four **Sega** . . .☎ (01926) 817595

chines V3


Mad staring eyes...


...Seem to be a bit of a theme.


This is Cherry. Hello, Cherry.

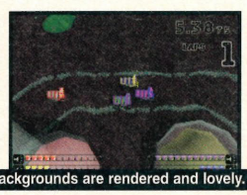
Drugs.

a frenzied dribble attack when you lost AGAIN on the second pool table level to that git that Dave brought along that nobody apart from Dave actually liked... (*ENOUGH!* – James.)

What, in my own special way, I'm actually trying to say is that *Micro Machines* is ONE of those games that has sold well because it's got nothing but pure gameplay. Some game conversions from 16-Bit to 32 have suffered from a lack of spirit. They may be fine on the graphical front, but the playability excellence of the humble Mega Drive seems, on occasions, to take a back seat to the frills.

We're happy to say, though, that *Micro Machines v3* plays just as quickly and smoothly as the MD version and there are tons more options. As well as the originals – 'Head-to-Head', 'Tournament' and 'Time Trial' – the new ones, like 'Chase' and 'Keepsies', mean that this version could well be the best yet.

Little baby cars. Cute.

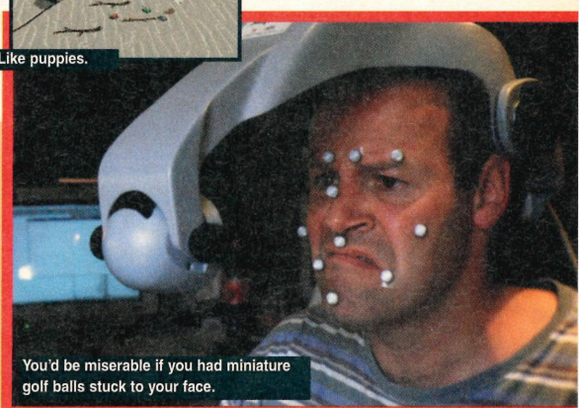


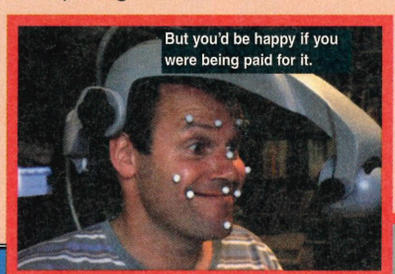
All the backgrounds are rendered and lovely. Like puppies.

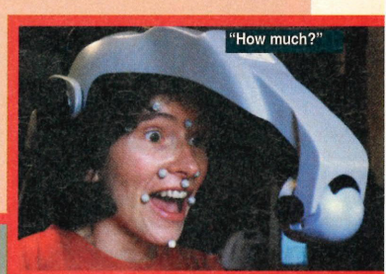
Poetry in motion

Seeing as *Micro Machines* was such a character-based game, Codemasters decided that the computer-generated characters should really have more life in them. To help with this they hired a motion capture company, VirtuoCity (specialists in their field – they've previously worked with Jim Henson's studios) to help them.

Mime artists were hired and a different technique of motion capture was used to grab as much facial expression as possible. Actors were then hired to put the words into the computer-generated mouths. *Micro Machines v3* promises a higher level of computer-generated character believability than we've previously seen.


You'd be miserable if you had miniature golf balls stuck to your face.


But you'd be happy if you were being paid for it.

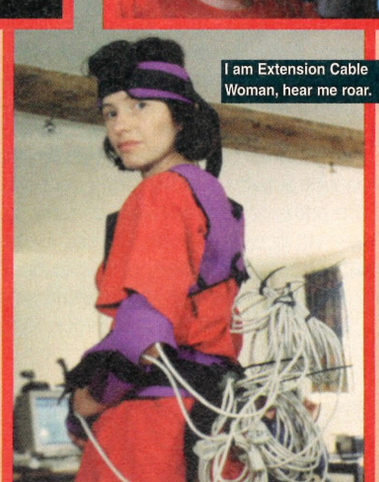

"How much?"

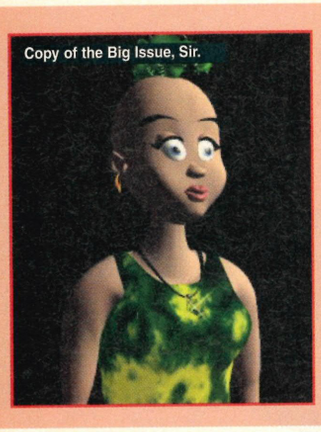
It's a bit like...

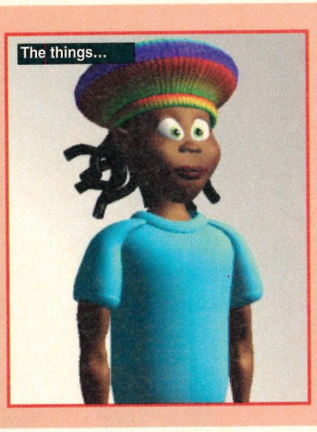
Crimewave

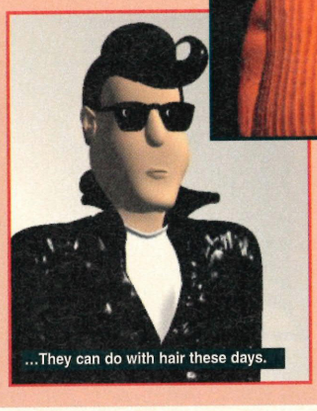
Previewed back in Issue 84, *Crimewave* claims the honour of being the most similar game to *Micro Machines v3* that we could find. They both have that 3D view, both have something to do with cars and both have the odd weapon or two.

We have to be honest though, and say that *MMV3* looks a tad better. Well with that pedigree how could it not?


I am Extension Cable Woman, hear me roar.


Copy of the Big Issue, Sir.


The things...


...They can do with hair these days.

Fat ginger alert.

Here's one we made earlier

We all by now that the 3D images in these computer game things are first created on a complicated 3D image art package. After you've put in the dimensions for the top and side views, you can create a 3D model of the image that can be rotated and viewed from any angle.

In greater depth, step one clearly shows the front, side and plan views and the rough 3D image in all its wire-framed beauty. While step two shows the filled-in image waiting to be texture-mapped. It's all very simple really and takes up such a small amount of memory that the objects can all be made to move fast and smoothly. I know this for two reasons: I used to do Technical Drawing at college and I have this stupid superior air about me today that just won't disappear.

Step One **Step Two**

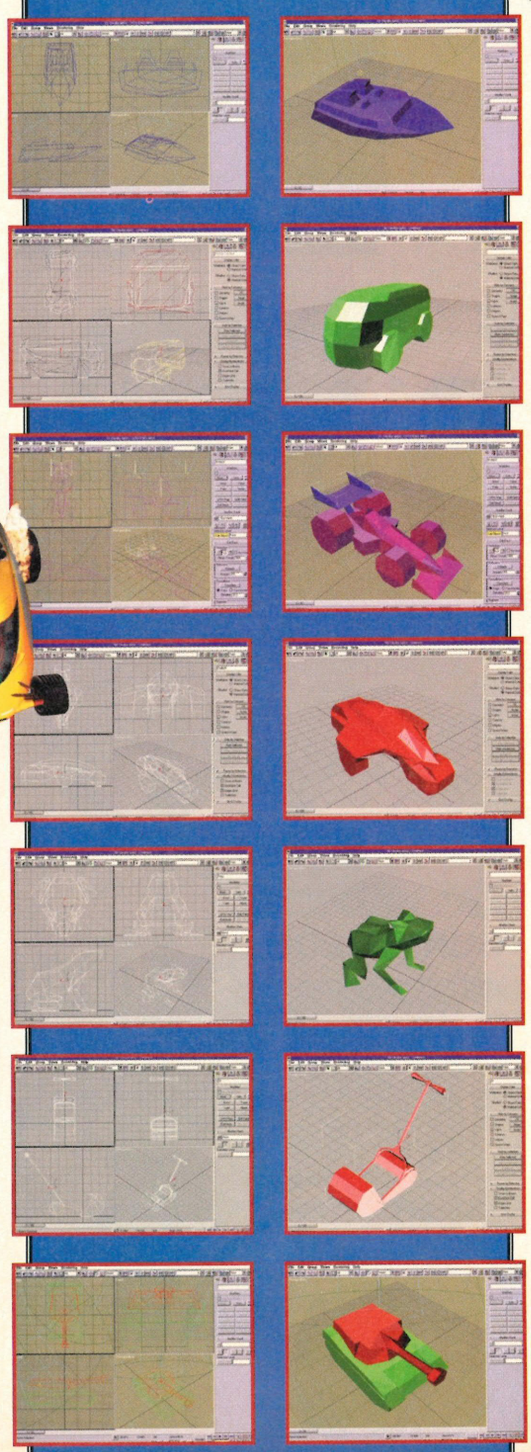


Table for four?

There's a total of 40 circuits in the game and quite how they split up into their various groups is beyond me at the moment. The version we played had four different terrains up and running and look, here they come now!

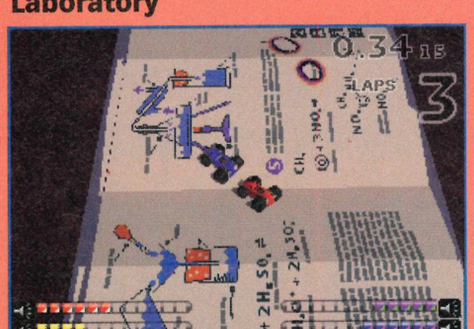
Breakfast

Zooming about nipping between the cornflakes, the orange juice and the freshly-ground coffee, the breakfast table level is a classic from, oooh, years ago? The vehicles for this one tend to be slower to cope with the tighter bends. And that.

Garden

Avoid frogs, dogs and lawnmowers as you race happily around a suburban two-by-four handkerchief lawn. Always liked the off-road all-terrain buggies for this one, but that's just me, eh?

Laboratory



Usually the domain of white-jacketed spods, the lab in *MMv3* actually manages to be 'interesting' and if you're drunk it's difficult to say... it sounds a bit like lavatory. Must be true, 'cos James said so. On a more informative note, though, the levels do contain a nice selection of Bunsen burners, rulers and sinks full of frothy luminously-coloured liquids.

Pool table

Much the same as the original and definitely my favourite from the Mega Drive games. Race around the pool tables in high-performance cars, watch out for the balls (steady) and disappear down the pockets for short-cuts. Television Snooker would be a whole lot more interesting if this sort of thing happened from time to time.

Kindly furnished with 40 tracks and 30 vehicles to 'use' on them, you have the same interactivity of *MM2* – objects pushing you off the paths or sponges used as rafts across sinks – but now there's also hidden weaponry to find to tip the advantage in your favour. These can range from a fireball or a hammer to a force-field or a grabby claw thing that clutches your opponent and thrusts them back to the start.

On the pool table, then.

Any *Micro Machines* game is always an interesting affair, but *Micro Machines v3* looks set to be the very best one yet. We'll try our hardest to get a review for you in the next issue. • ***Dean***

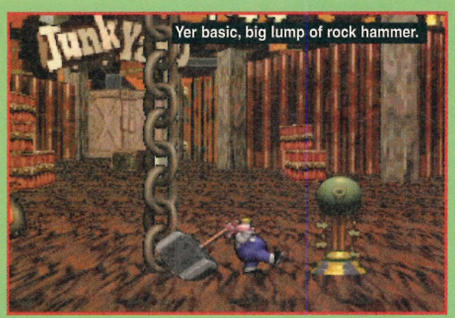
Format .....Saturn Release Date ...December
Players .....One Warner ..☎ (0171) 2780050

Trash It

A game about rubbish? That's a bit of a free gift for games reviewers wouldn't you say?

If I had a hammer...

In *Trash It* there are 30 different grades of hammer ranging from tiny metal things that are going to about as much damage as an Iraqi ground to air missile, to massive fire hammers that will reduce even the most hardened of structures to a pile of rubble. Check these out.

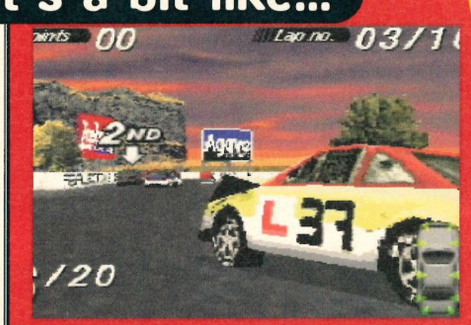

Yer basic, big lump of rock hammer.

A sort of space hammer. With lasers. Probably.

A converted anvil. Smart.

Ice hammer versus fire hammer.

It's a bit like...



Destruction Derby

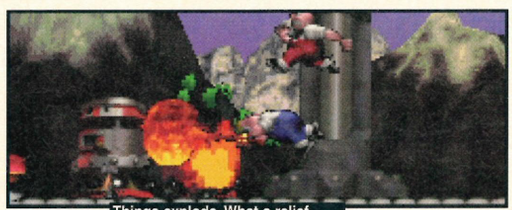
OK, so *Destruction Derby* is a racing game and *Trash It* most certainly is not. However – and you can see this coming can't you – they're both about senseless destruction of otherwise structurally sound items. Links? Tenuous? Us? Never.

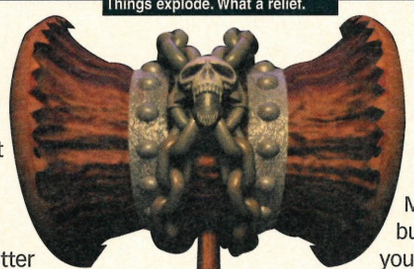
You remember that time when you were young and you started to get things like mini tool kits for Christmas? They had everything in them but it was all too small. It was all useless except for the hammer. It may have been small but it was still heavy enough to really hurt your brother when you wrapped it over his head.

Your mum took it off of you after the second visit to Casualty but that doesn't matter any more because you can take out all your pseudo DIY frustrations in *Trash It* instead. You get to run around with a big hammer doing what hammers do best – hitting things hard.

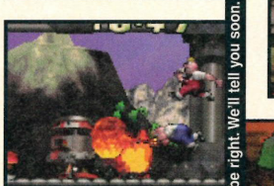
Some evil doctor is building concrete monstrosities to trap a helpless race of Timmies (look, we don't come up with these names okay?). Guess what you get to do as the hero. Find a hammer, find a building and as the title suggests totally trash the place. Just think of everything you've ever wanted to do to your woodwork room at school, or maybe it's the kitchens that haunt your innermost destructive thoughts. Whatever it is, just think of it and launch into a frenzied hammer attack. The faster you bring it down, the better.

You get rewarded according to how much devastation you cause – the greater the tonnage, the bigger the score. It's a race against the clock where you have to rescue the Timmies and clean up behind you. You see, just when you thought that this game offered everything your mother didn't, they go and spoil it by making you have to clean up. Damn.

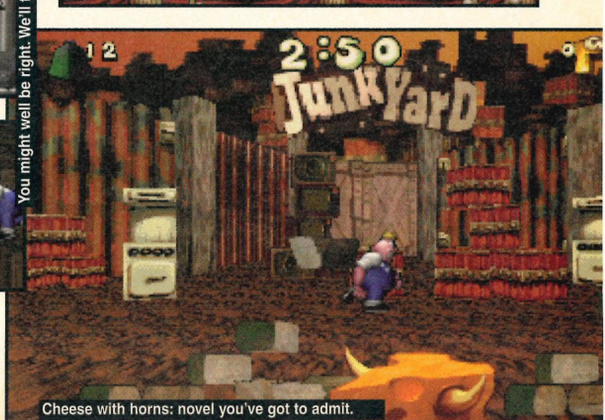

Things explode. What a relief.



Still the game looks to be outrageous fun. It's packed to the gills (if CD's have gills) with rendered sequences which are amusing little numbers (we're not talking Men Behaving Badly funny here but they're more likely to make you laugh than an issue of *Mean Machines*). Anyway, *Trash It* will be out in time for the Christmas festivities so we'll tell you next issue whether you can have a really smashing Christmas or not. • ***Les***



"Suspiciously platform" you might be thinking.



Cheese with horns: novel you've got to admit.

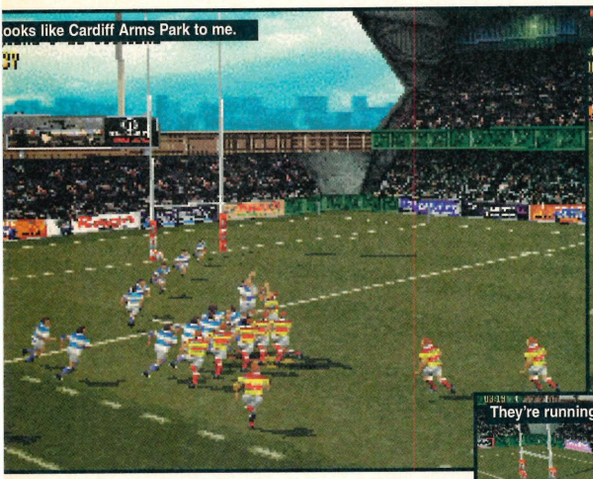
You might well be right. We'll tell you soon.

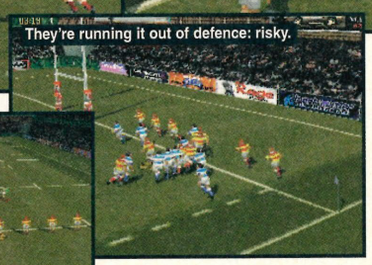
"You get to run around with a big hammer doing what hammers do best – hitting things hard."

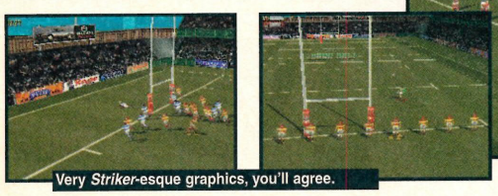
Format . . . . . .Saturn Release Date . . .November
Players . . . . . .One-Two Codemasters . . .☎ (01926) 814132

Jonah Lomu Rugby

Rugby, the domain of large, biscuit-game playing, rosey-cheeked, public-schoolboy chaps. So, a quick sprint around the pitch and a quick thrashing of Jenkins before prep, then?






Very *Striker*-esque graphics, you'll agree.

Living in the shadow of football, rugby has never really enjoyed the same amount of computer game coverage. For many years, we've been waiting for a definitive rugby game and maybe *Jonah Lomu Rugby* is it. Using the same game engine as *Striker '96*, (Rage have been jointly developing the game) *JLR* certainly seems to be moving in a direction that computer rugby has never known before.

We've all seen it with computer football games mind, three dimensions, multi players, artificial intelligence, weather conditions, all thinkable options and the rest, but this hasn't ever been done for a rugby game. *JLR* aims to set this record straight. Along with the above options, big *Jonah* boasts 30 international teams, several competitions-including the World Cup, different stadiums, different camera views, match commentaries and even an option where the referee talks you through his decisions-for those of you (*Most of us, to be honest, Dave* – James.) who don't know the rules.

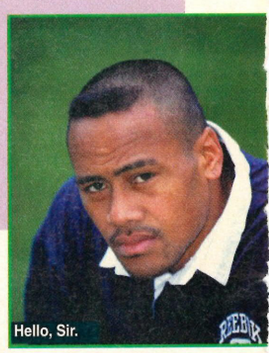
"There's even an option where the referee talks you through his decisions-for you"

The developers' aim has been to make a game which is easily accessible but with plenty of gameplay depth – something which could be difficult. They also claim that the game "demands the skill, precision and understanding" that playing for real does. "If you fall apart in the middle of a match so does your team."

Personally, I think *JLR* sounds pretty interesting. And considering that, rugby games have always been fairly popular with you lot – the paying public – as have Codemasters, there's no reason why *JLR* won't succeed, especially with the abundance of options available in it. Expect a review in the near future, assuming that all goes to plan that is. • ***Dave***

Jonah facts.

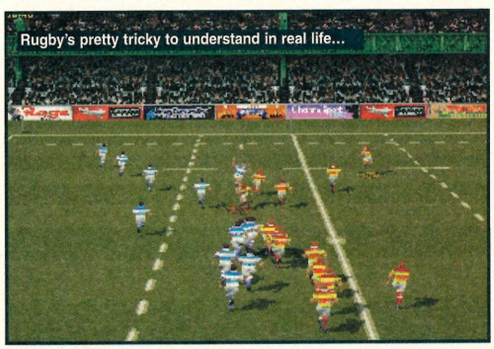
1. He was born on the 12 of May 1975, making him 21 years old.
2. This also makes him a Taurus. Like you care.
3. His position is Wing. (Number 11)
4. He weighs 19 stone and is 6 feet 4 inches tall, and that's big.
5. He can do the 100 metres in 10.8 seconds, which is pretty darn fast, considering he's a fat boy.
6. Big Jonah's nickname is 'the Rhino' and girls think he's horny. (Ha!)
7. There isn't a shirt size big enough to fit Jonah's freak-sized frame, so an extra massive one has to be made. This keeps people in jobs. Which is good.


Hello, Sir.

It's a bit like...

Australian Rugby League

This was a fairly average attempt at rugby (albeit a totally different type of rugby, the 13-player league variety) which didn't really have too much to offer. But it was okay, and was in the Mega Drive charts for ages. So maybe *JLR* will do well too.



...So how they're going to manage it on a computer will be interesting to see.

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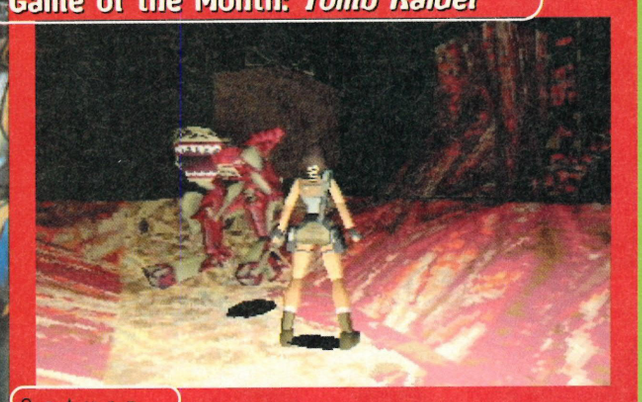
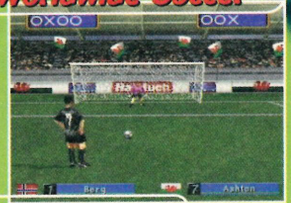
Reviews

Game of the Month: *Tomb Raider*



Saturn

Worldwide Soccer



Saturn

Street Fighter Alpha 2

Saturn

Reviewed this month

40 . . . . . .*Tomb Raider* (Sat)
44 . . . . . .*Sega Worldwide Soccer '97* (Sat)
46 . . . . . .*Street Fighter Alpha 2* (Sat)
48 . . . . . .*Break Point* (Sat)
50 . . . . . .*Grid Runner* (Sat)
52 . . . . . .*Robopit* (Sat)
54 . . . . . .*Sonic 3D: Flickies' Island* (MD)
56 . . . . . .*In the Hunt* (Sat)
57 . . . . . .*Chaos Control* (Sat)
58 . . . . . .*World Series Baseball '97* (Sat)
59 . . . . . .*FIFA '97* (MD)
60 . . . . . .*Darius 2* (Sat)

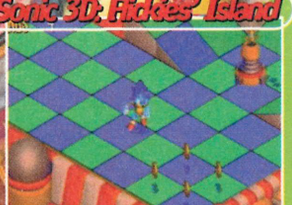
Break Point

Saturn

Grid Runner

Saturn

Sonic 3D: Flickies' Island

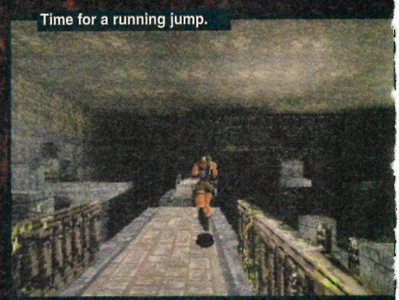


Mega Drive

Robopit

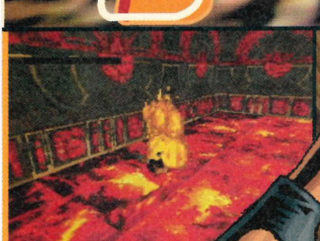
Saturn

(Left) The start of level one. (Middle) Lara lowers herself into one of the game's many pools. (Right) Hmm...



Time for a running jump.

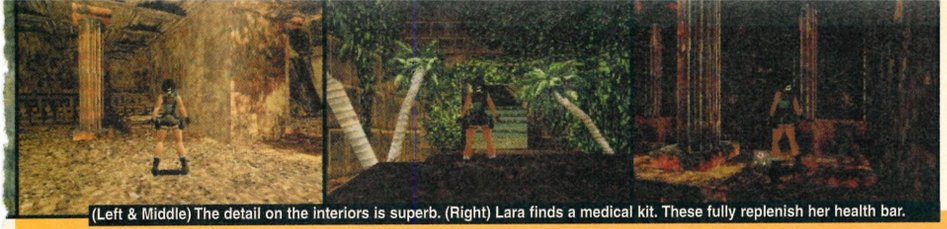
Tomb Raid



(Left) Lara meets a fiery end. (Right) Mine's a lion.

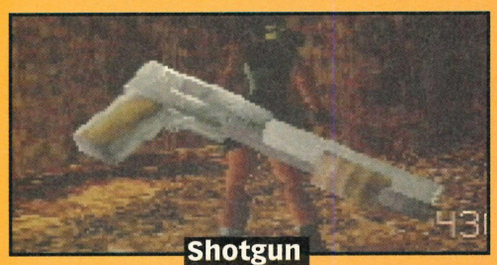
Has the best ever third-party game just arrived for the Saturn? Well you'll just have to read the review, won't you.

Players	One	Levels	16 large 'uns
Difficulty	Tough	Release Date	Out now
Price	£44.99	Core	☎ (01332) 297797



(Left & Middle) The detail on the interiors is superb. (Right) Lara finds a medical kit. These fully replenish her health bar.

Pistols



Shotgun

Died and gun to heaven

Lara likes her guns. Her standard weapons are a pair of automatic pistols which, almost magically, never run out of ammunition, although later pick-ups include ammo-limited Magnums, Uzis and, finally, a pump-action shot gun.

Lara fires the pistols, Magnums and Uzis with one in each hand, Desperado-style when the enemies are in front of her and switches quickly to a one-handed single gun technique when the tricky buggers sneak up from the side. She'll also automatically target the nearest enemy which is a useful way to check there aren't any nasties you've missed.

Uzis

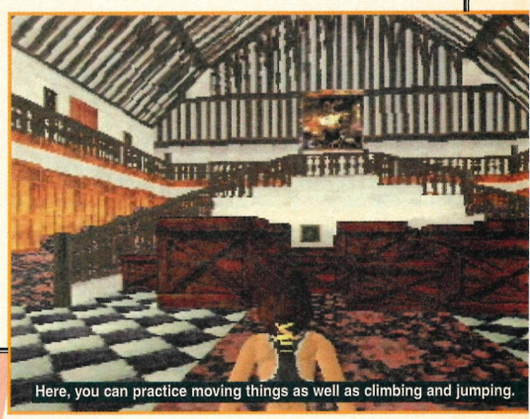
Magnums

Gym gyminny, gym gym gymnoo

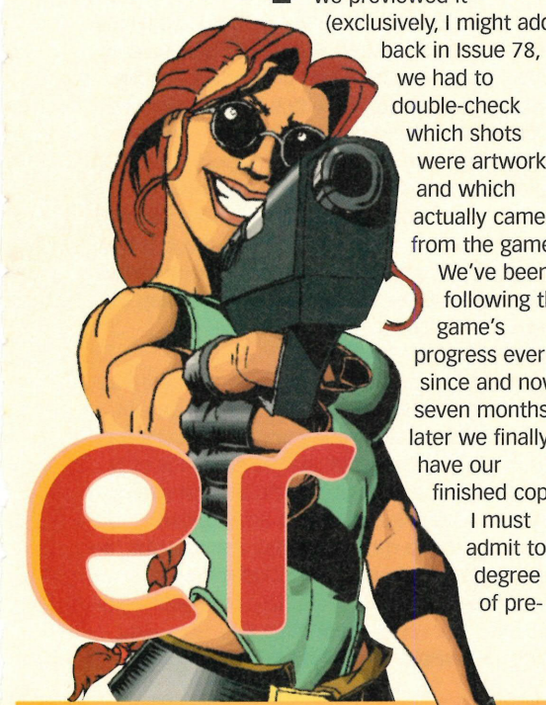
One room has a giant crash mat to practice on.

Lara's gym seems like one of those features that designers put in games specifically for games reviewers to write about but and otherwise have no gameplay value at all.

The idea is to practice Lara's moves and jumps in response to a commentary – a bit like over-enthusiastic aerobics really. The later levels of *Tomb Raider* get very platformy in places and one false move will finish you off. Practice is boring but you'll need it to survive.



Here, you can practice moving things as well as climbing and jumping.



Tomb Raider has always looked a bit special. When we previewed it (exclusively, I might add) back in Issue 78, we had to double-check which shots were artwork and which actually came from the game. We've been following the game's progress ever since and now seven months later we finally have our finished copy. I must admit to a degree of pre-game cynicism. Can a game that looks and moves as well as *Tomb Raider* possibly have the depth of gameplay to make it the classic many are hailing it as? Remember, the usually unflappable journos on certain PC mags are hailing *Tomb Raider* as the nearest thing to *Mario 64*, that will appear on the PC. There's been hype, there's been merchandising, there's been an all-expenses paid trip to Egypt but we've seen this kind of thing before and when the games finally arrived, they never lived up to expectations.

Happily though, *Tomb Raider* is one of, if not the Game of the Year. It's part shoot-'em-up, part platform adventure, part role-playing game all seamlessly integrated into one of the most impressive graphical packages ever seen on the Saturn. There are places in *Tomb Raider* where the graphics are so good, you just want to stand and stare at them and you probably will.

"The game follows the adventures of Lara Croft – an Indiana Jones type in a worryingly-exaggerated female body."

The game follows the adventures of Lara Croft – an Indiana Jones type in a worryingly-exaggerated female body. She's been hired by a global Mega Corps to track down an ancient artifact called the Scion. However, once her adventure has started high in the South American Andes it soon becomes clear that darker forces are at work. With the background story safely dispensed with, let's move on...

Anatomy of a level

So you're wondering to yourself, 'This review business is alright, but what's *Tomb Raider* really all about? How does it work, what does it do?' Well, because we're good and that, we'll do our best to take you step by step through part of a level. It's an excerpt from a stage called St Francis' Folly – the fifth level in the game and the first in the second section. Here we go then...

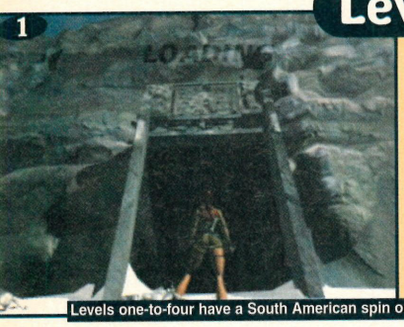
1 At the beginning two Lion things attack you. Here's one.

2 The Omega sign is a clue. There's one each side of the block.

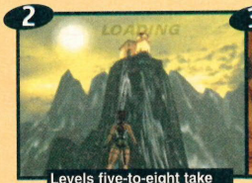
3 Push the block on to Omega one then pull it back over two.

Level headed

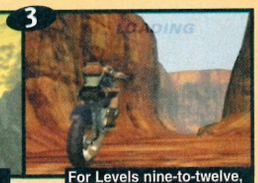
The game divides into four sections with four subsections all along the same theme. At the start of the game there's a fantastic rendered intro which kick-starts Lara's story and is continued after the second and third sections. Just to give you an idea like...



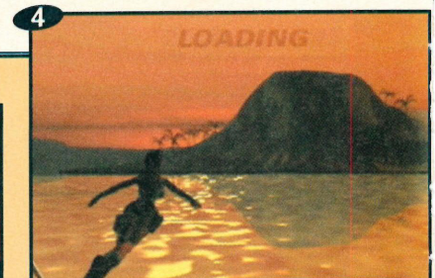
Levels one-to-four have a South American spin on them.



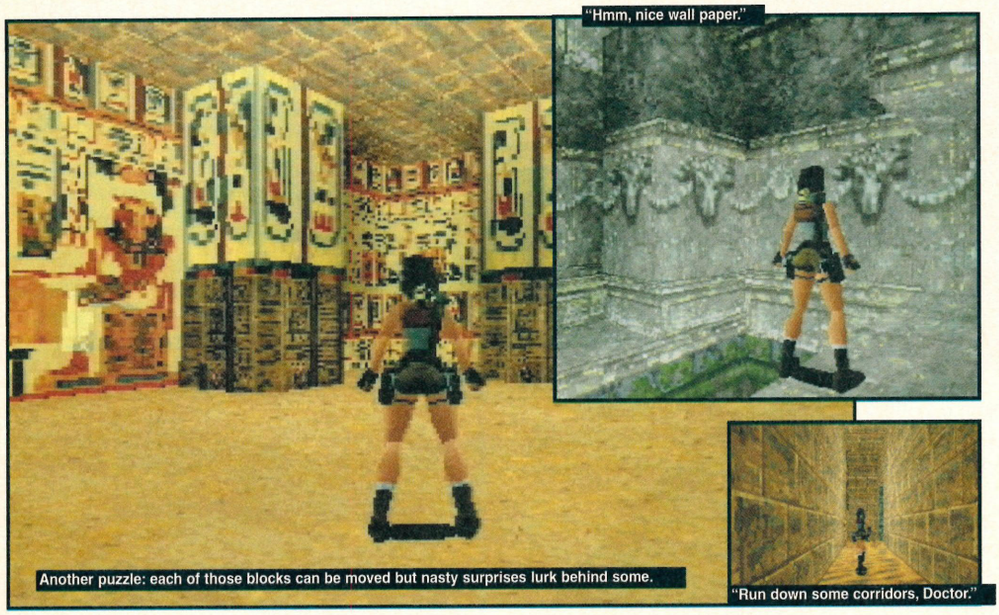
Levels five-to-eight take Lara to a sort of Medieval Europe area.



For Levels nine-to-twelve, Lara 's off to the Egyptian pyramids.



Things get a bit weird for the four final levels, but at least its on a desert island type theme.



Another puzzle: each of those blocks can be moved but nasty surprises lurk behind some.

"Run down some corridors, Doctor."

The game is divided into four sections with four subsections in each. If you knew exactly what to do in each section (and could manage to do it), it would take over 100 hours to complete the game – immediately allaying one of our major fears: that the game would be too short. The major thrust of the game is exploration. Explore the areas open to you to find switches (to open further sections) or objects such as keys. A lot of the areas that you'll enter are populated by enemies – usually animals quite keen on biting, scratching or chomping you to death. These must be ruthlessly gunned down with a variety of weapons. One for the animal rights people, there.

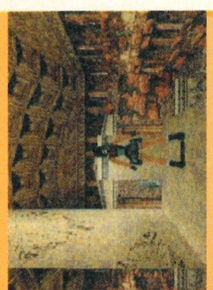
The game uses a unique 'floating camera' technique that follows Lara's adventures from behind and above. It's a mark of the brilliance of this system that as you run from room to room, jump, crash through floors and climb, you hardly ever notice the dynamic changes the camera has to make to keep everything in view. On top of this, in the situations where you need to look very carefully where you're going to go, the 'head view' comes in extremely useful. By holding down the Y button and manipulation the joypad, you can direct the camera in a 180° arc. In fact, *Tomb Raider* has such a perfect game engine that playing it feels remarkably natural and watching it is almost cinematic.

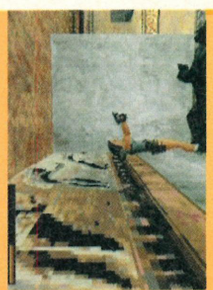
"If you knew exactly what to do in each section (and could manage to do it) it would take over 100 hours to complete the game."

Game difficulty is set high but the curve is well judged level-to-level. In the initial Andes adventures enemies are lightweight but, more importantly, the skill needed to progress is lower. Although a lot of the gameplay is exploration and puzzle-solving, success is also very much dependent upon a good mastery of the controls. Lara can pull off an impressive array of forwards, sideways, backwards jumps and roles, and to get her to do the most complicated of them, you'll need to synchronise a four-button/joypad combination. That might not sound too tricky to you *Street Kombat, Mortal Fighter*-types but in many cases, if you mis-time your jump, it's game over. The game does include a 'Gym' feature where Lara can practice her more difficult moves. You'll probably ignore this initially but after a few disastrous performances, you'll probably change your mind.

The major criticism with *Tomb Raider* is the game save technique it employs. Game positions can only be saved when levels are completed or when you come across one of the blue floating crystals. Now, all would be fine if these cropped up at regular intervals but they don't – two per bloody huge level is all you can expect to see. On top of that, the cheeky buggers disappear once you've used them making the well-worn tactic of 'do a difficult bit, save, do another difficult bit, save again' impossible. Of course, making games tricky makes them last longer but it also has the downside of making them EXTREMELY FRUSTRATING IN PLACES.

Tomb Raider stands alongside *Exhumed* as the best 3D adventure/shooter for the Saturn. Core have developed the game specifically for Sega's machine and the Saturn version is only bettered by the Accelerated PC edition (which requires a hefty Pentium and an expensive graphics card to run). No dodgy conversions, no shallow gameplay, no cheap *Doom* rip-offs – buy *Tomb Raider* and you'll play it till your eyes go funny. You really must have this game. • ***James***


4 A cut scene tells you that you've opened a door. Climb up to it.


5 Shoot some bats at the beginning of the next section.

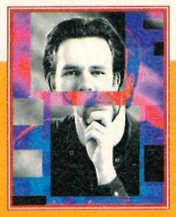
6 There's a large column with six switches hidden down it.

7 Each switch opens up one of four room puzzles.

8 You've got to beat the puzzle and you'll earn yourself a key.

Comparison

second opinion



It's quite faultless, really. I've played some bleedin' games in my time, I can tell you, but I've never seen anything quite so superb as this. Everything from the animation to the level design to the wondrous background graphics verges on perfection. The only downside I can think of is where do Core go from here? How can they possibly better this? • ***Dean***

Exhumed

SP83, 91%

▲ Better than *Doom*

▼ Nothing

Contrary to what you might have read previously in *Sega Power*, *Exhumed* is much better than Saturn *Doom* will ever be. Lots of things to shoot, lots of puzzles to solve and graphics to die for. It's more of shoot-fest than *Tomb Raider* but the same Egyptian them is there and you definitely need both games.

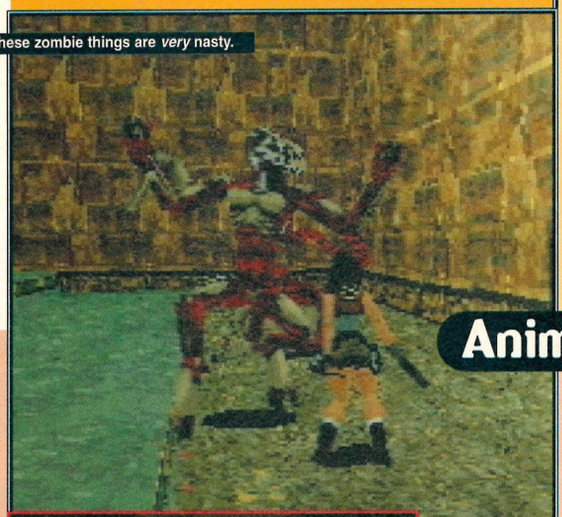
Doom

Previewed on page 26

▲ An all-time classic

▼ But the Saturn version probably won't be

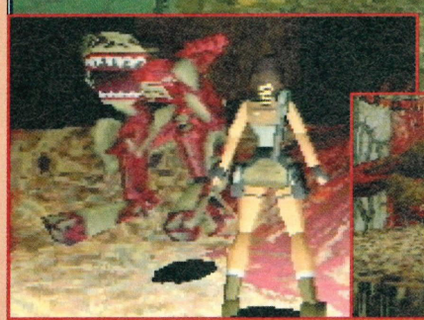
The version of *Doom* we've seen for the Saturn has *a lot* wrong with it and what with the shifty way GT Interactive are behaving, we suspect 'distinctly ropey' is how it will end up. *Tomb Raider* is a far cleverer game so buy it before you consider *Doom*.



These zombie things are *very* nasty.

Animal magic

Lara's not an animal lover – well you wouldn't be if most of God's little creatures insisted on attacking you at every turn. Initially it's just Wolves and bats that Lara's got to deal with but later on all manner of angry mammals, fish, birds and mutants are just aching to sink their sharp bits into her flesh.



That is one angry mutant thing and its teeth are heading towards you.

Final level monster magic. Hard as a hard thing.

Thank God, just a normal old black wolf to kill.

9 This is Thor's hammer. You've got to make it drop...

10 ...Without getting crushed to win this key.

11 Another key is hidden at the bottom of this pool.

12 To win another, you've got to avoid a huge boulder.

13 With all four keys you can open the exit.

14 The customary end of level screen tells you how well, you've done. Or not.

verdict

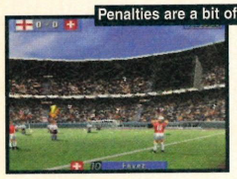
Graphics 10
Brilliant. Total freedom in a beautiful 3D world. Unsurpassed.

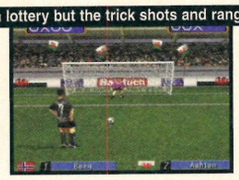
Originality 9
The first Saturn game to take trad platform elements and bung them in 3D.

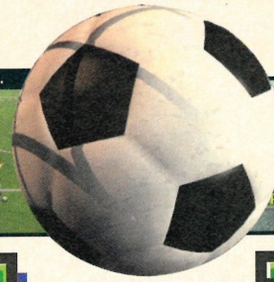
Sound 9
Clever use of music to suggest approaching danger. Everything else superb.

Lifespan 9
Difficult enough to last for ages with loads of secret stuff to bump up the replay value.

Final Verdict 93%
"Quite possibly the game of the year. Original, beautiful, challenging – the kind of game the Saturn was made for." *James*


Penalties are a bit of a lottery but the trick shots and range of moves are unrivalled.





Worldwide Soccer '96

After a chance meeting in the Dog and Duck with an old chum, a detour via a kebab van, a wrong turning at Duxbury Avenue and a fight with a tramp, it would seem that football has, finally, come home...

Tricky fellow, Johnny football game. No game manages to cause as much reddening in the face and raising of voices as the humble 22 blokes on a green pitch chasing a small pig-skinned spherical object. Racing games? Not usually much argument. Fighting games? Well, none of us really like *Virtua Fighter* that much, so we're agreed on that... and we all think that *Exhumed's* rather top and *Doom* looks a bit nob so far. But football games? No chance.

James likes *Striker* and hates *Olympic Soccer*, I like *Olympic Soccer* and think *Striker's* a bit poor. Dave likes anything with pretty lights and 'funny noises'. We ALL agree that *FIFA, Victory Goal* and *Euro '96* were pants – and I'm still trying to swallow that large slice of humble pie regarding my original opinion of *Euro '96*.

So, what's really needed to pull the troops together in a united show of magazine togetherness is a football game that we can all love as our own; a game that'll make us put aside our petty differences and bond in a male fashion over a sumptuously designed game of soccer loveliness. The question is have we found it in *Worldwide Soccer*?

Initial responses were encouraging. Both James and myself agreed that the graphics and animation were second to none and everything seemed to move along very nicely. Problems started to occur though, when certain flaws started to appear in the AI. Players would stand around while the ball was clearly heading in their direction, goalkeepers would remain rooted to the spot while a shot whistled past their heads. Collective breaths were held and disappointment

"The game was carefully dissected at a secret location in Frome. Only then were the tightened knots of tension finally released."

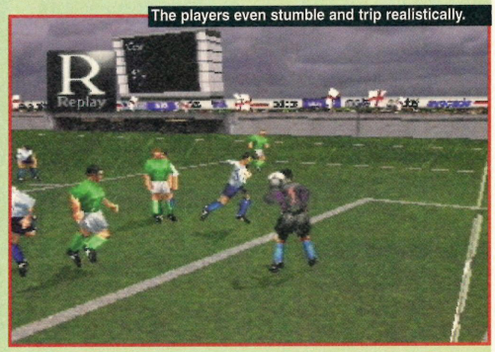
Ker-thwack.

The finest detail

Much like that other wonderful Sega footie game, *Virtua Striker*, the detail on the players is unrivalled. In a sort of polygony, motion-captured state of things, there's nothing to touch it. We thought the graphics were good in *Euro '96*. PAH! Take a look at this lot...

Beaten by Northern Ireland...

Arse.


The players even stumble and trip realistically.

Statistically speaking

ENGLAND

		SVG.	GAMES	INT.	FLS.	Y.C.	R.C.
1	Miller	15	4	0	0	0	0
2	Paine	-	4	17	0	0	0
5	Smith	-	4	32	0	0	0
6	Mee	-	4	24	0	0	0
3	Cross	-	4	6	0	0	0
4	Hartley	-	4	34	0	0	0
8	Chapman	-	4	17	0	0	0
11	Simmons	-	4	15	0	0	0
7	Bainbridge	-	4	37	0	0	0
10	Thompson	-	4	12	0	0	0
9	Hinchliffe	-	4	12	0	0	0

Anal you may want to call me, but I was actually highly impressed with the vast array of statistics on offer in the game. In a league or cup competition you get a wide array of information on any of the players at any point. How many goals, yellow cards, attempts at goal, etc. On top of that, you can get any of the teams fixture lists in the league option and even a graph charting the progress of your (or any of the other) teams in the league. Remarkable, quite, quite remarkable.

Oh and he left the defence standing.

Players	One-Four	**Tournaments**	Four
Difficulty	Medium	**Release Date**	Out now
Price	£44.99	**Sega**	☎ (0181) 9964620

6

started to appear on people's faces like a cruel form of acne.

A closer inspection had to be made and the game was carefully dissected at a secret location. In Frome. Only then were the tightened knots of wound-up tension finally released, when deeper playability elements started to emerge.

Sure, there's a slight problem with the computer-controlled player selection, but slight is exactly what it is. The pace of the game is superb, meaning that you always feel completely in control of any of the play at any time in the game.

Everything feels so darned realistic. The 'spurt' button gives you that extra burst of speed to plough through the defence after a long ball, a quick shimmy and you're around the final defender with only the computer goalie to beat (who often has the intelligence to come off his line).

At a basic level, you have all your standard controls, but when you become more confident with the game, more and more plays become apparent. Similarly, it's only when you've played the game for a while that you begin to notice how intelligent the computer-controlled players actually are. If you try the same long ball attacks from midfield, the defence will learn and change their tactics. When they're attacking, they'll occasionally confuse you totally by selflessly laying the ball aside for a following attacker instead of heading directly for your goal.

Worldwide Soccer '97 is a connoisseurs football game. If you want a quick hit arcade footie game, get *Striker* or *Olympic Soccer*, but if you want a game that improves with age and allows you to learn and progress at an extremely satisfying pace, then *Worldwide Soccer* is the one for you. • **Dean**

Comparison

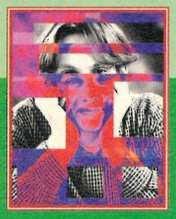
Striker
Issue 82, 89%
▲ James likes it
▼ I don't
Fair enough, I can see James' argument, but I just found *Striker* far too arcadey and shallow to give any lastable enjoyment.

FIFA '96
Issue 83, 83%
▲ I likes it
▼ James don't
I like this lots, but in my review I did cunningly predict that it'd be bettered before the year was out... and by the hairy scrotum of Thor, I was right. (*Wasn't too tricky a prediction though was it* – James.)

A different perspective on things

As I'm physically and mentally unable to complete ANY review without a box on the different views possible in the game, I'll have to do it for this one too. Basically, you have four different angles available from three different heights. After cruel experiments with laboratory rats, we found the simple original view to be the best. Here'ssomemoreforyoutolaughat!

second opinion



At last the arguments are over. *Striker* and *Olympic Soccer* are consigned to the back of the drawer, *FIFA '96* and *Euro '96* are distant and embarrassing memories, and finally we have a football game that we all enjoy.

Having just chipped Dave's goalkeeper from 40 yards out on the touchline, I can quite happily state that *Worldwide Soccer* is the best Saturn football game ever.

You need it. • James

verdict

Graphics 9
Superb. Better than any football game I've ever seen before... on ANY format.

Originality 6
There's enough new stuff to warrant the score, but football thing's been done to death.

Sound 6
A full commentary by Gary Bloom of Football Italia fame, but the music's awful.

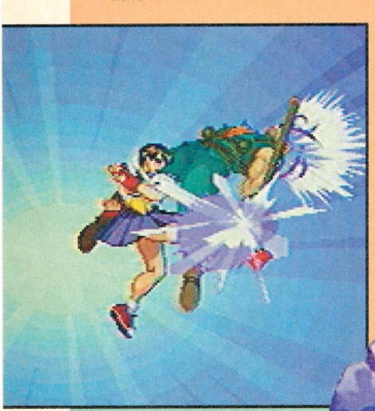
Lifespan 9
There's a (ph)fat army of moves and enough leagues, cups and stats to keep you playing for ages.

Final Verdict 91%
"Sega finally get it right with *WW Soccer '97* and give us one of the best football games I've ever seen. No arguments." • Dean

Original custard crumbles!

▲ The big new inclusion in *S.F.Alpha 2* is the Original Custom Combos. By pressing either two kicks and one punch or two punches and one kick a blue shimmering light will surround your fighter and his/her super combo meter will turn into a timer, which will start counting down.

▲ Your fighter will automatically dash toward his/her opponent and can perform any move at whatever speed you like to string together a combo. Your fighter can put together any combination they like, as long as you're quick and skillful enough to perform them within the time limit.



◀ You get this lovely exploding blue screen when you do an original custom combo finish.

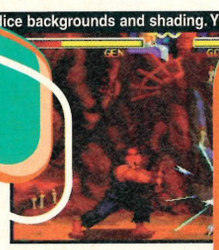
I groaned out loud when I heard that *Street Fighter Alpha 2* was coming out on the Saturn. A strange reaction when you consider that I knew it would be an extremely polished, state of the art 2D fighting game. But I can't help adopting a Jeckyll and Hyde stance about it.

First let's get the main differences between *S.F.Alpha* and *S.F.Alpha 2* out of the way. There are 18 selectable characters (8 more than *Alpha*), a new survival mode, vastly improved backgrounds, new attractive cut screens, superior, clearer sound effects and music, additional moves for all the fighters and (probably the most significant addition as far as gameplay is concerned) is the original custom combo system which allows you to put together an unlimited amount of combos in a set time.

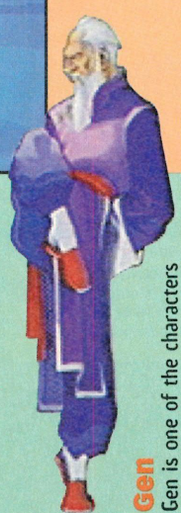
"I just can't help but feel that Capcom is milking the Street Fighter series as dry as a camel's arse in a sand storm."

OK, let me get the Mr Hyde part of my schizophrenic feelings for this game out of my system. Picture the scene; you like the *Street Fighter* series, you obviously want the best possible version, so you buy *S.F Alpha* for your Saturn. Mere months later however, out comes an all-singing, dancing new *S.F. Alpha 2*. How do you feel? A bit of a muppet I expect. Also, the casual gamesplayer is not even going to notice such superficial tweaks and changes. I just can't help but feel that Capcom is milking the *Street Fighter* (and the 2D fight genre) as dry as a camel's arse in a sand storm.

Now my fellow psycho-analysts, lets explore the Dr. Jeckyll side of my psyche. Imagine you're new to gaming and have never encountered *Street Fighter* before. Unlikely I know, but if that's the case, then *Alpha 2* will be an absolute revelation. It'll blow your mind with its superb graphics and sheer depth of gameplay. Similarly, if you absolutely live for one-on-one beat-'em-ups, once again this game is a dream come true. It really doesn't seem that long ago that we were lumbered with the limitations of the 16-Bit machines and gagging for arcade perfect conversions of our favourite games. Now



Here come the new challengers!



Gen
Gen is one of the characters from the original *Street Fighter* game. He has the distinction of being the only character to be able to change fighting styles during a bout.

Dhalsim
Our old malleable Indian chum.

Sakura
Sakura is the only brand new character. She is also the youngest *Street Fighter* ever. Her fighting style borrows heavily from Ryu except she's much faster.

Rolento
Rolento comes from the classic Arcade game *Final Fight*, where he was one of the bosses. As well as throwing knives this speedy character can inflict serious damage with his pipe.

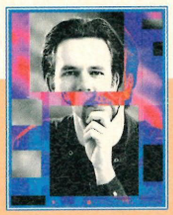
Players	One/Two	Characters	Eighteen
Difficulty	Variable	Release	Now (import) Jan (UK)
Price	£44.99	Virgin	☎ (0171) 3682255

that arcade perfection is technically possible (near as dammit) it does seem a bit churlish to slag Capcom off for bringing a arcade perfect version of *Alpha 2* out on the Saturn. Admittedly, they are pushing the whole *Street Fighter* thing to the limit but surely they should be allowed to update their masterpieces as far as technology and programming know-how will let them.

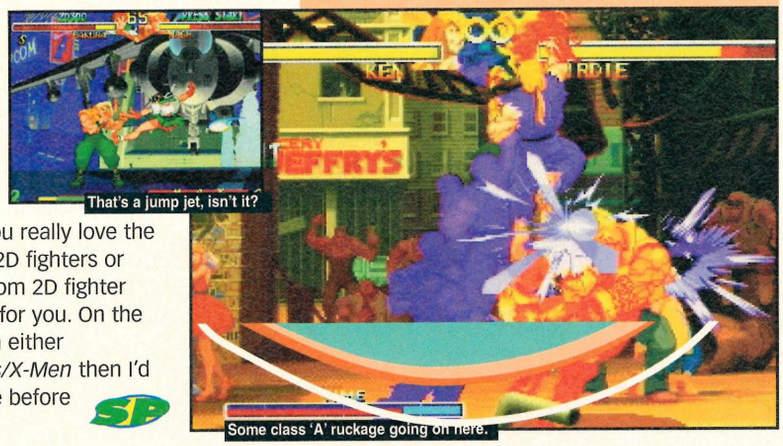
People expect a new version of *FIFA Soccer* each year so why not *Street Fighter*?

I suppose it is inevitable that at the end of the day I can only suggest that if you really love the *Street Fighter* series, 2D fighters or don't yet own a Capcom 2D fighter then this is the game for you. On the other hand if you own either *S.F.Alpha/Darkstalkers/X-Men* then I'd think very hard before before getting it. • ***Pete***

second opinion

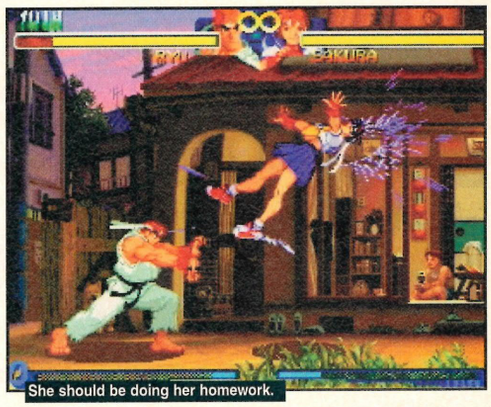


This *Street Fighter* thing is getting beyond a joke. Sure, it's very good, and a vast improvement on the original, but please *Street Fighter*, go home and leave us alone. When will it end? Hopefully with this game, though something tells me it won't. • ***Dean***



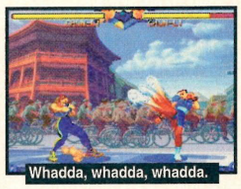
That's a jump jet, isn't it?

Some class 'A' ruckage going on here.

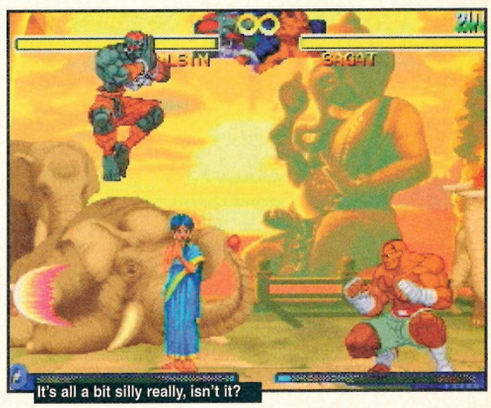


She should be doing her homework.

Kerpow! Or something.



Whadda, whadda, whadda.



It's all a bit silly really, isn't it?

Alpha 2?

It had to happen really, no doubt* Street Fighter Alpha 2 Super Turbo Edition *is on the way.

Comparison

Street Fighter Alpha

Issue 79, 81%

▲ You should be able to pick it up cheap by now.

▼ Inferior to *Alpha 2* in every department.

There's no doubt that in terms of options, characters and moves *SFA2* is a superior game compared to *SFA*. How desirable it is depends on how much you enjoyed the original, but you could probably afford to get rid of *SFA* if you do choose to upgrade.

Zangief The classic hard and hairy Russian.

Gouki A powerful hidden character from *Street Fighter Alpha*, Gouki is now available from the start. He is worth persisting with as once mastered he is positively brutal.

Dan Dan is really soft. He was the third hidden character in *Alpha* and if you want a real challenge in one player mode, try to finish the game with him.

verdict

Graphics 8
Colourful chunky sprites, smooth animation and some wonderful backgrounds.

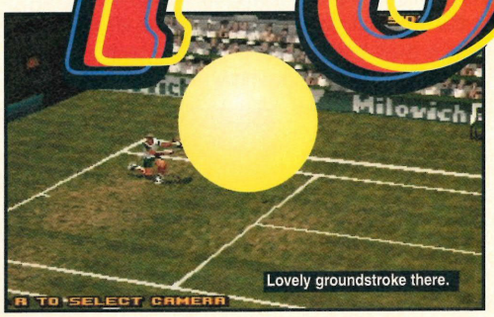
Originality 2
No, no, no, no, no, no, no, no, no no, no, no, no, no, no, no, no, no, no.

Sound 8
Impressive music and effects all in lovely stereo sound. Vastly superior *Alpha 1*.

Lifespan 8
A riot in two player mode. Will take a long time to finish with so many characters.

Final Verdict 88%
"As near to perfection as *Street Fighter 2* can get. The last incarnation I want to see until *Street Fighter 3* thanks very much." ***Pete***

Break Po

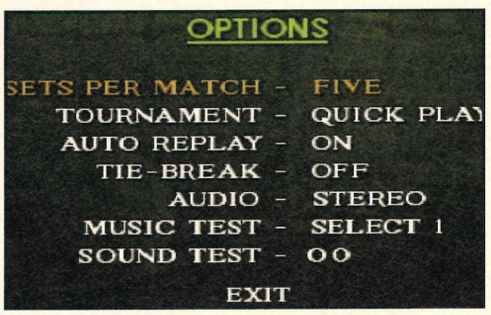


Lovely groundstroke there.

Welcome to a world where balls are woolly and everyone grunts. Oh I say, it's tennis...

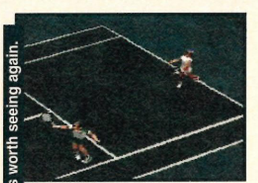
Second opinion

Although Tennis has made some pretty impressive outings on various computer formats over the years, there's something about *Break Point* that makes me think it won't be one of them. Sure everything's here that should be – decent-enough graphics, tournaments, replays, multiple views etc – but somehow the whole thing doesn't quite click. It's the best tennis game the Saturn's got to offer, however, and it should be praised for that I suppose. • *Dean*



Britain's got a player who's almost good at tennis so it can now be popular again.

Look, Liza's playing.



There are replays galore for any shots worth seeing again.
Missed. Pah!

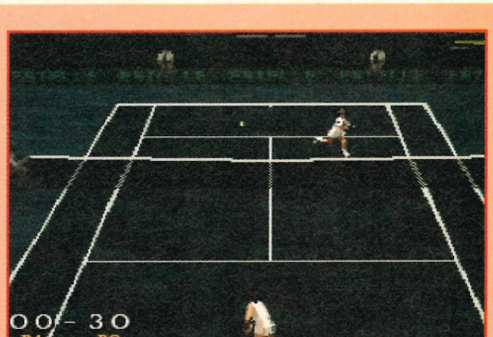
We're not very good at tennis. Our Fair Shores just don't produce the right sort and the reason is this: the middle classes are far too polite. While our boys are practising getting that floppy public school haircut just-so, some demon Eastern European or steaming Yank is boshing balls back and forth 12 hours a day. Should the Lawn Tennis Association discover that the grass grows greener in our inner cities, we might actually find that those dreadful working class types can put string to ball. And they wouldn't be worrying about their haircuts – they'd be far more interested in having the best trainers on the manor. But Timmy did awfully well at Wimbers – got to the quarters you know, so one can never tell...

For a game that's played here for one drizzly June fortnight a year, tennis fares pretty well when it comes to console translation. Smart Dog and Ocean are the latest gang to forego strawberries and cream for a spot of 'woolly ball'. *Break Point* pretty much follows the correct path with the to-be-expected singles, doubles and

Court a surface

Clay
This is the slow one where you bash ball from baseline to baseline with monotonous regularity.

Grass
The stuff they have at Wimbledon, grass is extremely fast. And it never rains here.



Indoor
Doesn't quite have the same atmosphere as the outdoor courts but it's quick. And warm.

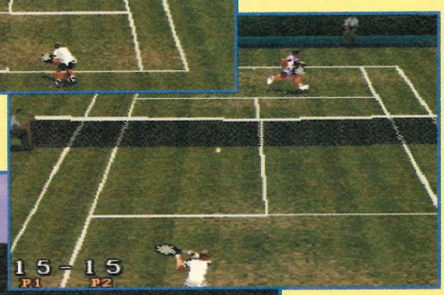
Players	One-Four	**Tournaments**	Four tours
Difficulty	Various player skills	**Release Date**	November
Price	£39.99	**Ocean**	☎ (0161) 8326633

int

Views on the game

Far out

◀ It's very sporting of Smart Dog to limit the views. No ridiculous ones that you won't bother playing, here. This is, to all intents and purposes, is the most practical of the three on offer and the widest view of the game. You can see the linesmen, umpire and ballspeople. You can even see the ball.

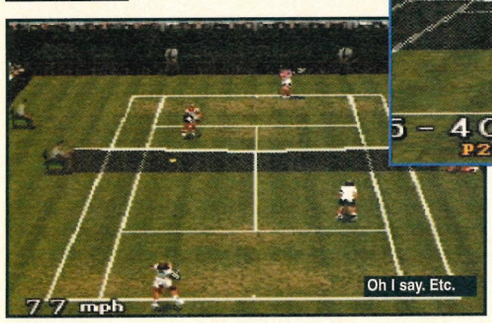


Not quite as far out

◀ A bit further in, naturally. It's slightly easier to serve with this view. The timing has to be split-second and the trick is to watch for your player to freeze slightly and as he does so, you bash the button. With practice, you'll be able to time it, anyway.

Behind the player

◀ Woah! You're right in the heart of the action, now. In *Break Point*, if the ball is coming straight at you, you have to step aside to take the swing. If you don't you'll end up with woolly balls. This view is great for seeing the ball and stepping into the shot, though it takes some getting used to.



tournament slices, a tidy bunch of fictional players (no ridiculous fees paid to Someone Vaguely Famous for endorsement – other publishers take note, we like to know that you've been spending on the game not the name), some courts naturellement, and three different views with which to swing the old arm.

And we can relay some good news. *Break Point* is rather fun. In fact, it's quite addictive fare – believe us, you can while away hours, particularly with a pal or three alongside. What the programmers have done is produce a game which, on the surface is incredibly simple, yet if you choose to scratch at the smooth veneer you can discover hitherto unseen depths. It's like this. If you want to serve up a dolly you can simply pat the automatic serve button, if you want to bash it with a mite more pace you roll out a manual serve, and from within this you can cunningly entertain three pre-serve moves; backspin, lobspin and lob. Added to this is the actual place where you aim to drop the ball – do you whap it straight down the centre line at a rare old speed, or just try and drop a sneaky one over the net? Playing against a fellow being, you can get involved in some real mind games with your opponent attempting to second-guess your every move.

"Do you whap it straight down the centre line at a rare old speed, or just try and drop a sneaky one over the net?"

Manual serving can be a bit fiddlesome. The margin for hitting the darned thing is small and it can be really annoying for your opponent if you keep missing. It's best to agree to three attempts then use the automatic option.

Other shots include using backspin to slow the ball and topspin which sends it scudding along the surface. You can also perform lobs which often confuses the chap at the other end although with quick thinking, they can smash it back at you. And you can do aftertouch if you're of a mind. Simplicity combined with variety ensures *Break Point* is playable little number. It looks good too, with motion captured players and fine arenas to dash about. The appropriate 'thwaps' and crowd applause are dropped in for measure. Suffice to say it all has the right kind of tennisy feel.

The players have differing qualities – some are slow but strong, others slight but swift. The one-player game is fun but add three friends and it's riotous. There are gripes, of course. It does play quite slowly, you should be able to beat quite a lot of the computer opponents and in doubles, the CPU players can get involved in monotonous rallies. But heck, it's fun, and that's what counts, right? • ***Steve***

Comparison

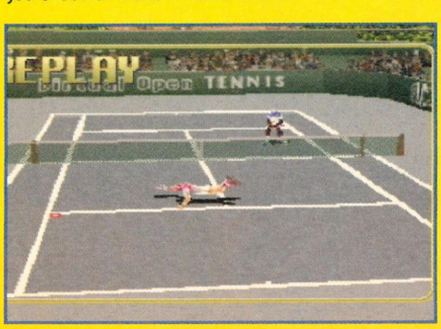
Virtual Open Tennis

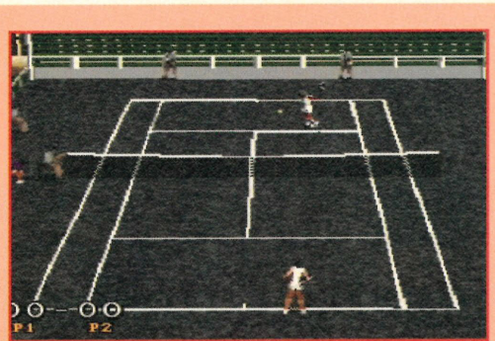
SP 82, 31%

▲ Er...

▼ Nearly everything

The only other Saturn tennis game is this little effort from Acclaim. Originally released in Japan about a year ago, there's little to recommend it. The computer players are easy to beat, the tournament options are limited and the graphics aren't up to much. If you want a tennis game, you'd better make it *Break Point*.





Tarmac

The full Monty here, with a hotel, a swimming pool AND a tennis court.

verdict

Graphics — Decent movement and motion-capture. Only occasionally patchy. **7**

Originality — Heck no, it's tennis you blitherer, but it 'feels' quite good so have four marks. **4**

Sound — The Right Things are here. Gasps and groans and a polite smattering of applause. **7**

Lifespan — Oh, you won't get bored and if you've got mates you'll haul it off of the shelf. **8**

Final Verdict — "All-in-all, and at the end of the day, Sue, *Break Point* is playable, if a tad slow. Like all sports games, best with friends." ***Steve*** **78%**

Gridrunner

"You're it!" shouted the little boy. Oh, what fun...

With the exception of the Dinner "ladies", school playgrounds were jolly old places. Here you were free from the shackles of algebra, Bunsen burners and Hannibal Lecter-like History teachers who'd obviously been studying Hitler far too closely. Playgrounds were fresh, untouched places where, before the advent of boy/girl relationships and fag/drink combinations, Tag was the "in" thing. A simpler game there surely couldn't have been. And yet, in those innocent younger days when the sun always shone, you could play it for hours.

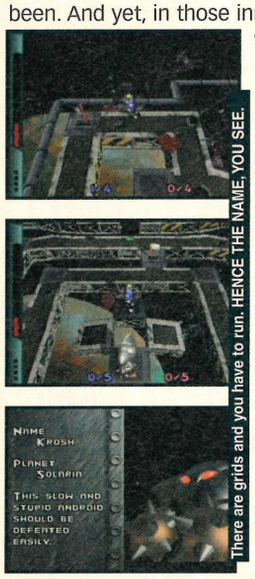
"Before the advent of boy/girl relationships and fag/drink combinations, Tag was the 'in' thing."

All this possibly explains why Virgin have decided to use the game of Tag as the basis for their latest Saturn release. And it's proved to be a really rather useful starting point as *Gridrunner* turns out to be spankingly good.

The rules are thus: the player has to compete against a monstery thing – each world has its own monster – in a game of tag. When you're "it" you have to catch your opponent and tag him and when you're not you must collect the designated number of flags. The first to complete the task of flag-collecting is the winner. Fairly simple, you may think, but in practice, *Gridrunner* quickly becomes a tricky blighter of a game.

The levels, which could have so easily been linear and tedious fare, have been superbly constructed with the difficulty increasing smoothly as you progress. Each is lavishly dotted with teleporters and speed tracks which offer up a saliva-inducing menu of hotly contested one-on-one related shenanigans. The excitement of having an enemy hot on your heels and then teleporting across the playing arena, knowing that you've got the better of him, is unmatched.

The environments are gorgeously



second opinion

Horribly cynical as we undoubtedly are, our bloodshot eyes are not so clouded as to not appreciate the merry tinkle of an original game when we see it. Very high on the playability side and an 'absolute scream' in two-player mode. Hopefully one of the surprise hits of the year. • *Dean*

Comparison

Loaded

SP 83, 82%

▲ Blood

▼ Not much else

We're a bit stuck on the comparison front. *Gridrunner* plays nothing like *Loaded*, it's just that it looks a bit like it on occasions. A bit. Honest injun.

Baku Baku Animal

SP 76, 85%

▲ Chimps

▼ Nothing, really

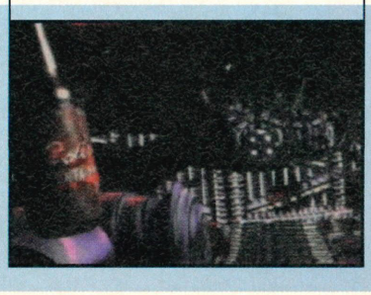
No *Gridrunner* looks nothing like this BUT it has the same sort of competitive two player thing and an overall feeling of puzzlyness. (If you listen carefully to this page you can actually *hear* the sound of barrels being scraped.)

Star Wars

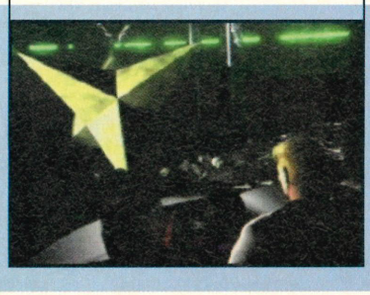
In the cinematic intro stakes, *Gridrunner* has to go down as one of the best around. It's a strange story to be sure – trying to marry Alien with The Generation Game was always going to be "difficult" – but it works wonderfully well...

Our heroes: Man, Woman, Cockpit. On their own. Very nice.

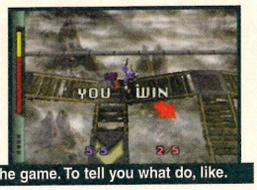
They take off in their space ship for the planet thingy...



After landing, the pair discover a strange star-like spectacle.



Players	One-Two	Levels	50
Difficulty	Variable	Release Date	November
Price	£39.99	Virgin	☎ (0171) 3682255

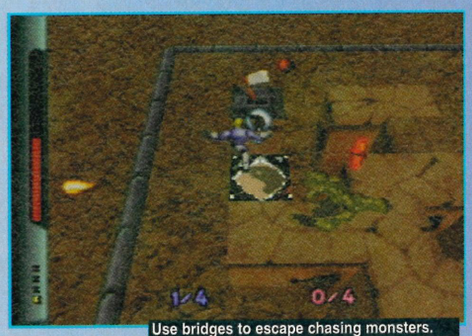


Helpful messages flash up during the game. To tell you what do, like.

A bridge too far

As you progress through *Gridrunner*, you'll soon come to realise that building bridges is rather essential. You see, many of the flags are situated on floating islands which can't be got at from the "track". By tapping the A button your character will lay down a bridge. You can do this as many times as you like but, after a while the newly laid platforms will disappear meaning that the process has often got to be repeated.

Longer bridges must be built on later levels.



Use bridges to escape chasing monsters.

Here comes a bridge, out of the ether, like.

And another, you getting the idea now?

drawn with the colours and backgrounds working in wonderful unison. The raised, almost 3D perspective also gives *Gridrunner* a unique feel. Quite honestly, you could call this a multi-directional platformer. It does, after all, encompass many of the elements that make a good platform game.

And, yet, this game isn't an out-and-out platformer or a graphical tour-de-force. It doesn't need to be. *Gridrunner* is simply about playability and, because of that, it proves endlessly entertaining. In one-player mode it's good. In two-player, it's brilliant. The split screen option allows for mucho kicking and screaming as your mate gets the better of you. Okay, so sometimes it proves frustratingly difficult to find your pal as he wanders about finding flags but, overall, such is the appeal of the game that, before long, you'll be returning to your Saturn and loading up *Gridrunner* yet again.

On top of this basic game, there are also bonus levels to negotiate where speed, magic and agility icons can be collected. Dotted about the main levels are tiny sand-timers which, once gathered, give the player extra time in the bonus levels. It's rather like the Crystal Maze except you don't get blinded by Richard O'Brien's slap.

There are, however, faults. Firstly, considering the idea behind the game is to out pace your opponent, the sprites move surprisingly slowly. Indeed, the more you play the game, the more you realise that this is a pretty serious problem. Too often you find yourself trying to find the speed pads just so that you can inject a bit of pace into proceedings. Speed-based power-ups can be picked up but without them sometimes the whole thing descends into frustrating slow motion.

And, secondly, the two-player game is such good fun that when your mate does have to go home you're left to ponder that, actually, the one-player game isn't quite as good as all that.

It's pretty hard to fall off the platforms. Luckily.

Guns ahoy.

Certainly, after a concentrated period of two-player action, the single player mode does appear to be a bit mundane. Still you could say that was a problem with any game worth its salt in two-player mode

Still, these faults don't warrant too much further investigation as the game consistently excels despite their presence. And with the technical aspects (visuals, sound) more than up to scratch, this blindingly original slice of next gen hokum should appeal to just about everyone. Tremendous stuff. • ***Tim***

Our man goes out to take a closer look.

But then, suddenly, the doors shut behind him and...

... From the star appears a deranged being laughing hysterically and telling him that, "You will be perfect for my game, ha, ha, ha..." If only this was the Generation Game – at least Jim Davidson knows when to stop laughing...

verdict

Graphics 8
Lovely all the way through. Wonderful colours and fluid animation.

Originality 9
Has originality written all over it. I mean, tag? Who'd have thought, eh?

Sound 7
Nice enough tunes but nothing worthy of sticking on your car radio.

Lifespan 8
50 levels and a splendiferous two-player mode. Need we say more?

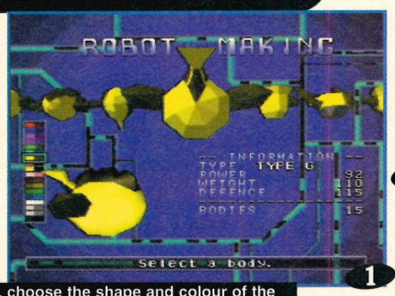
Final Verdict 89%
"Breathtakingly simple, *Gridrunner* is masterfully accomplished and deserves to head-up everybody's Christmas list." *Tim*

Creating robots is not the exclusive territory of the managers of *Upside Down*, here in *Robopit* your robot building skills are tested to the very maximum as... well, you'll see.

Robopit

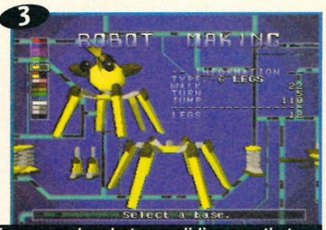
Fighting games are one thing, but a fighting game with robots? That you can create yourself? Now yer cooking with gas...

Breath of Life



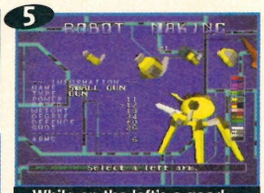
1 Firstly, choose the shape and colour of the body of your robot. This part is purely cosmetic and has no real relevance to the fighting attributes of your 'bot.

2 Next the eyes. Lovely.



3 You can choose here for a speedy robot or a gliding one that can jump far higher than the rest. Horses for courses really, as both have their pros and cons.

4 Now the right arm. Research has shown us that a balance of a close-hitting attack on one arm and a lobbing one on the other seems to work the best. Therefore, on the right arm we put a sword for close attacks...



5 ...While on the left's a good long-range attack one. Bloody rivetting stuff, this.

Hit him, hit him hard.

Funny bouncy robot. Super.

Imagine immersing yourself in the sheer pleasure of playing God. Ponder having the ability to make flesh a fragment of your twisted imagination; a living, breathing, genuine Frankenstein's monster, there for your bidding and controlled by you and you alone. Then try to imagine having a whole VILLAGE of these people, controlled by a central tower that would rise above EVERYTHING like a mighty phallus... master of all you survey. Wouldn't that be great? WELL, WOULDN'T IT?

No, of course not. It's scary, but if you scaled most people's megalomaniac fantasies down to a more manageable size, they could usually be satisfied by something like *Robopit*. You create your 'bot and either take on a human opponent in a split-screened arena of metallic death or you strap on your bravery codpiece and test your wits against a massive pillar-like league of 100 other computer-controlled robots. Much like that other famous fighting game, *JVC Victory Boxing*, you start at the bottom with only the merest hint of a weapon and by a beautiful combination of luck, skill and a shaking of judgement, you start to crawl up the ranks.

As you progress though, strange things start to happen. When you create your robot you get to choose a weapon for each of his arms and when you defeat any other robot you automatically get access to theirs. Lose a game, though, and they gain yours. Thus a large tactical element begins to appear in the game – choosing higher up the rank may get you to the end of the game quicker, but choosing an opponent with a more impressive range of weapons will do you far more good in the long run.

"If you scaled most people's fantasies down to a more manageable size, they could usually be satisfied by something like Robopit."

The more you play, the more you find that some weapons work better than others. You have but a meagre selection to start with but as time goes on and your skill increases, you start to find your arsenal reaching embarrassingly large proportions.

But what else? Ye Gods, what else do you want? The joy of building your own robot and setting them off to war is quite quaint and certainly original. Rather than the choices being simply cosmetic, there's a real skill in choosing the right body unit for your robot and then the weapons for the coming

Four of a kind

An unusual aspect for a beat-'em-up is views. *Robopit* has at least four of them. That was a very dull sentence and now I'm going for a lie down. Oh, and here are the views.

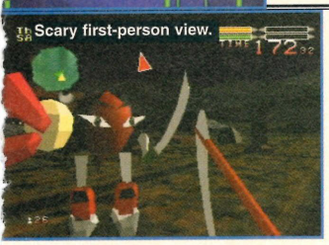
1

2 ▲ High and mighty. Towering over everything and it's all perfectly clear... we like it.

3 ▲ A bit lower. A bit more boring, but certainly no duller than watching rain fall down the outside of a bus shelter.

Players	One-Two	Robots	100
Difficulty	Medium/Hard	Release Date	Out now
Price	£39.99	THQ	☎ (01372) 745222

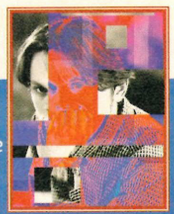
Then, all that remains is for you to name the fellow. We find that the more childish the name the better, really. Please make your own minds up about that one though.



battles (they CAN be changed for each fight).

The graphics work well because they're so simple. Texture-mapping and smooth surfaces abound, but the graphical heart of *Robopit* is a simple one. Backgrounds are interactive – platforms can be jumped upon and stones picked up and thrown – but it all revolves around the same style of arena.

And that's why *Robopit* works, really. Much like the previously mentioned *JVC Victory Boxing*, it's an unpretentious effort that's highly playable and surprisingly lastable. Maybe a surprise hit. • **Dean**



second opinion

I really liked this – it's much more fun than a lot of it's more serious beat-'em-up rivals. The first-person view is scary, the robot building is excellent fun and whilst the fighting is pretty tough-going even at the fag-end of the league, I'd prefer to play this to *Fighting Vipers* any day. But then I am a bit odd. • *James*

Use the green radar thing to find your enemy. The red arrow always points in the right direction as well.

▲ 'From the eyes', first-person view. More exciting than sex with a consenting partner of your choice.

▲ Now this is the *Virtua Fighter/Fighting Vipers*, side on standard beat-'em-up view for the saddos out there who want to recreate it.

Comparison

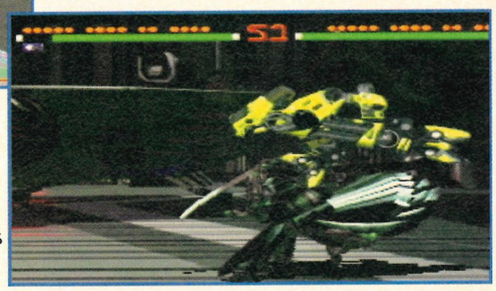
Virtual On

Previewed this issue

▲ Looks superb

▼ bit sensible

On a similar note, if you want a far more sensible game, but something still on the same tracks, then *Virtual On* looks a bit tasty.



Rise of the Robots 2

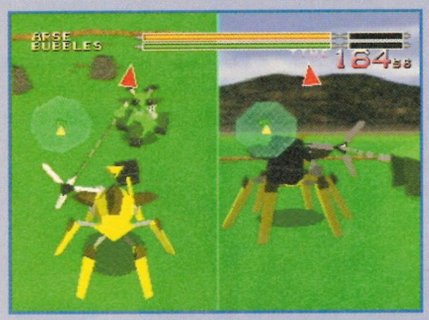
Issue 82, 54%

▲ Better than the first one...

▼ ...But not much

After the shit-stinkin' mess of the original, you'd expect better from the sequel. *Robopit* plops on this from a large height.

Twice the metal



Another likeable inclusion in the game is the mysterious two-player option. Like a mighty Trojan, you can scoot about the level, while keeping a shifty eye out for your opponent on the other side of the screen. SUPER!

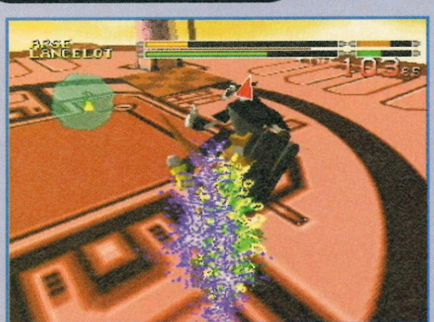
There's no noticeable slow-down (despite the fact that the Saturn has to process around twice as much information) and very little of the (admittedly sparse) graphics detail is lost. Which is nice.

Heavy metal

Even when things appear to be at their darkest, there's always the slightest glimmer on the joyous face of hope. If you do manage to lose all your weapons in *Robopit*, your 'bot does still have another trick up its sleeve. On most of the stages there are objects that can either be picked up or 'plucked' from the air. Once collected, these objects can then be thrown at your enemy. GREAT!

When picked up (by pressing punch when your robot is next to the object), the object becomes transparent (see above). This cleverly allows you to still see your enemy when it comes to chucking your block at him. Think of everything, these programmers.

Metal Bar



There's a bar at the top right-hand of the screen for each player which links to a special attack move thing. When the bar starts to flash, one of two special moves can be executed. NICE!

verdict

Graphics 7
Simple, but effective and smooth. Proves that more detail does not always equal more quality.

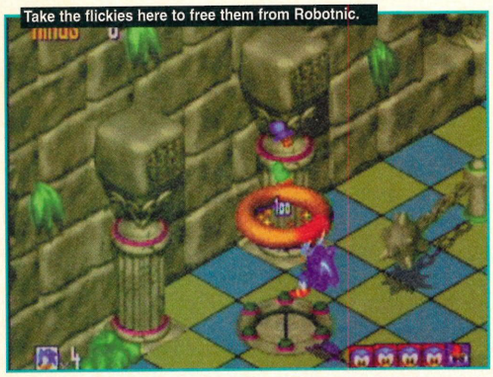
Originality 5
The one-on-one beat-'em-up's hardly new, but there are a few new features in this one.

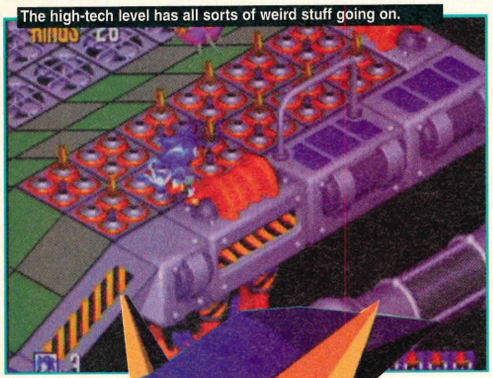
Sound 6
The usual line-up of guilty beeps and whistles, crashes and bangs.

Lifespan 8
There're loads of weapons and robots. You should be playing it for a while.

Final Verdict
"Nothing to set the world alight, but a useful little number nonetheless. One of the more interesting releases this month." *Dean*

80%


Take the flickies here to free them from Robotnic.


The high-tech level has all sorts of weird stuff going on.

Sonic 3D

Sonic's back in his first Mega Drive adventure in years. But is it any good?

Sonic 3D is a game so good they even cancelled the Saturn *Sonic* project in favour of porting it up instead. Thought that would turn a few heads, especially as it is completely true. Sega US took one look at *Sonic 3D* and immediately canned the development of *Sonic Extreme* in order to bring long-suffering Saturn owners an improved version of the Mega Drive game.

Along with the phenomenal *Toy Story, Sonic 3D* has proved that there is a lot of life left in the Mega Drive yet. It also goes to show that all good things will come to those who wait. Sega could have rushed this out months ago to try and help the Mega Drive through its worst period ever but they didn't. They stepped back, took their time and have really come up with the goods.

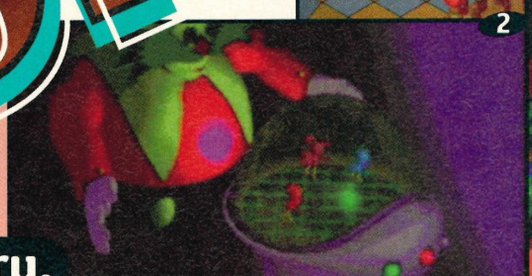
The developers have incorporated all the features and aspects of Sonic's 2D outings (so that experienced Sonic players feel right at home), and included a few new surprises to keep everyone on their toes. Even the themes of the levels have been taken from the old games so you'll all recognise the Fire levels, the Plain Hill Zones and the High-Tech Factory stages.

Instead of being flat and linear 2D the game's been expanded to 3D, and proper 3D at that. Unlike many games that have gone before (including some next generation ones) you're allowed the freedom to roam pretty much wherever you want. So instead of doing a level once and then knowing the way through it, you now have to explore a lot more to see everything it has to offer. To capitalise on this Sega have incorporated secrets and all manner of nasty surprises.

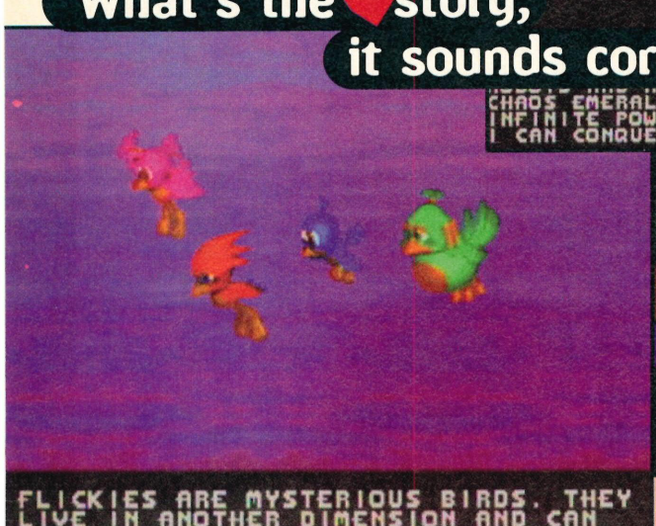
Thankfully Sonic's greatest asset, his speed, has not been sacrificed in order to bring you this lush 3D gaming experience. It won't be long before you find yourself flying around the levels at top speed – in fact most levels can't be fully explored without some pretty break-neck antics, so get those spin attack fingers ready.

> **"Sonic 3D has a lot that next generation platform games could learn – even the much hyped PlayStation platformer Crash Bandicoot."**

Hmm. A fire barrier for little Sonic.

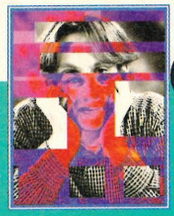


What's the story, it sounds corny



Players	One	Levels	27
Difficulty	Medium/Tough	Release Date	November
Price	£40	Sega	☎ (0181) 9964620

second opinion

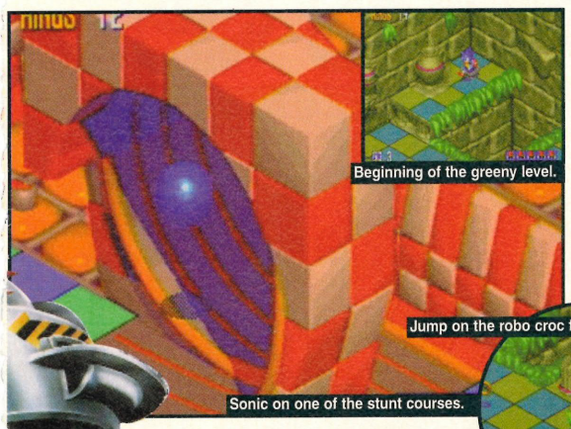


Sonic 3D is the most stunning Mega Drive game you'll ever see. Nearly all the speed of the original is here with graphics and level design comparable to all that *Mario* and *Donkey Kong* rubbish those stinkin' SNES people seem so keen on. If you're still buying Mega Drive games, you must have this one. • *James*

Do you want to know a secret

The basic structure of the sub levels is identical, they just get harder and harder to complete.

The 14 hidden stages are the key to completing Sonic because this is where the Chaos Emeralds are hidden. You have to run through the level collecting as many rings as possible. You need 50 to complete the first stage, 100 for the next and 150 to complete the level and get the emerald. To get to these special stages you have to find Tails and Knuckles and give them the 50-60 rings that you have collected in the main level.



Beginning of the greeny level.

Jump on the robo croc for a Flicky.

Sonic on one of the stunt courses.

In all the years that he's been around Sonic has always been pitted against Nintendo's Mario. While there's little doubt Sonic has always looked better and moved faster, Mario has always held the edge on gameplay. Well this is the closest that Sega have ever come to ousting Mario. It doesn't quite measure up but with the new exploration antics and all the hidden stuff it comes bloody close.

With 27 stages split over nine worlds and fourteen special stages, *Sonic 3D* is going to be no walk in the park either. Sure you may whizz through the first few levels pretty quickly, you may even find a few secrets, but as soon as you hit those later stages you'll be thankful to survive, let alone find any of the extra cool stuff. You'll have to save that pleasure for when you've finished the game and go back to find everything you've missed.

Sonic 3D has a lot that the next generation platform games could learn (even the much hyped PlayStation platformer *Crash Bandicoot* isn't managing some of what is going on here). It is one of the few games to combine sheer speed, real machine-pushing 3D, depth of gameplay and high replay value. Even if you do finish it, which will take a while, you just have to go back to find all the hidden extras that are concealed on just about every level. And don't forget, all this is on a 16 Bit machine, no CD's here.

Peg it.

Sonic 3D is going to be a real shot in the arm for the whole Mega Drive scene. Being released so close to Christmas, and with the Mega Drive now available for ludicrously low prices, it makes for a very attractive proposition. After all, if you already have a Mega Drive you'll want the best game for it (and this is it) and if you don't but are thinking of getting one, then what better game to get with it. *Sonic 3D* is quite simply the best game on the Mega Drive and deserves to be a huge success. If this is what Sega can do then don't write off the old machine yet, you may be in for a fe more surprises yet. • ***Les***.

SP

The big boss man - smashing times!

No *Sonic* game would be complete without his arch enemy Robotnik. As usual he's waiting for you at the end of each world and it's the usual watch-the-pattern-and-work-out-when-the-best-time-to-hit-him-is routine. This time around though he goes from amazingly easy to stupidly difficult to beat.

On this final stage he even has you running over disappearing platforms, dodging missiles, hands, fireballs and god only knows what else to try and get a shot at him.

Comparison

Cool Spot Goes to Hollywood

SP 50, 88%

▲ Me likey graphics

▼ Sllliigghhttllyy dull

While no great Mega Drive advance, *Cool Spot 3* manages to look fair and play pretty well, too. On the 'What's best?' scheme of things, *Sonic* wins.

Whizz

SP84, 85%

▲Well, it's a bit original

▼ It's unlikely to come out over here, now

A fine attempt at a 3D isometric platformer that, combined with some puzzley bits, makes for an interesting game. *Sonic's* STILL better, mind.

verdict

Graphics — 10
The Mega Drive is doing proper 3D, no one would have bet on that.

Originality — 8
Well it is the first true 3D game, but everything here is also in the other 2D games.

Sound — 8
Usual Sonicy tunes with extra effects to let you know what's going on.

Lifespan — 9
Tough to complete, and then you have to go back and find all that hidden stuff.

Final Verdict — 92%
"A stunning platformer that shows that the Saturn and PlayStation ain't gonna have it all their own way just yet." *Les*

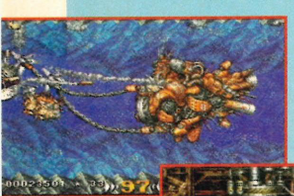
Players	One-Two	Levels	Many, dear boy
Difficulty	Medium	Release Date	November
Price	£39.99	T.H.Q.	☎ (01372) 745222

In The Hunt

The Saturn defiled again by a game unworthy of its amazing potential. Boo!

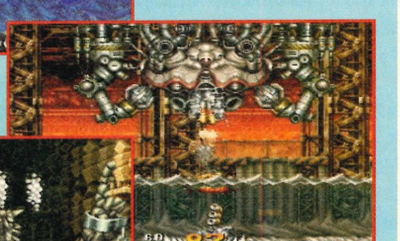
Don't be bossy

There are the usual end of level bosses in *ITH*. Here are some of them.

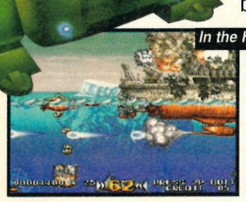


◀ This boss is about as good as the game itself.

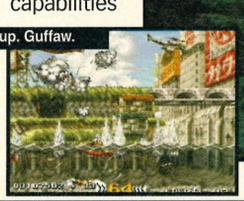
▼ For a description of this boss, see previous.



◀ This one follows you all up the wall of the *Probotector*-like level like and he's good too.



In the Hunt is a really sub-standard shoot-em-up. Guffaw.



There are plenty of sub-levels included. Uncontrolled giggling.

Imagine all this moving very slowly and jerkily.

For some reason, there's a distinct lack of decent shoot-'em-ups available for the Saturn. Mind you, when it's the choice between nothing and games like this you might tend to think we've got the best of the deal. Yes friends, *In the Hunt* is a horizontally scrolling blaster in which you take the controls of a heavily armed submarine. Unfortunately the 'sub' theme extends to sub-standard – the reason being that the game's totally unsuitable for the Saturn.

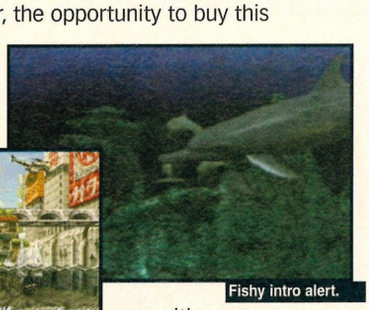
"Unfortunately the 'sub' theme extends to sub-standard – the reason being that the game's just totally unsuitable"

We've seen what the Saturn can do, from *Virtua Fighter 2* to *Sega Rally* and even *Panzer Dragoon 2* and frankly, compared to games like that, this is rubbish.

Here's what you have to do in the game: **Observe** the flat bland graphics, akin to that of the Mega Drive. **Enjoy** the jerky scrolling. **Be prepared** to look twice when the game slows down because there's too many baddies on the screen. **Cry** as your fingers start to hurt. **Laugh** at the lack of dexterity needed to play the game. **Phone** Sega and ask them why they've allowed you, a faithful Saturn owner, the opportunity to buy this rubbish.

The Saturn has proven capabilities with sprites – just look at *Night Warriors* or *X-Men* for proof of that. How come then, *In the Hunt* suffers from slow down when things get hectic? There might still be a place for this kind of retrogaming, but there's no excuse for technical inadequacies.

If *In the Hunt* was a Mega Drive game, it would get no more than 55%. Unfortunately, it's a Saturn game and it deserves a lot less than that. Do not buy. • ***Dave*** SP



Fishy intro alert.

verdict

Graphics 3
Poor graphics which really don't deserve to be associated with the Saturn.

Originality 4
A scrolling shoot-em-up is not original. However, using submarines is. Hurrah! Something good.

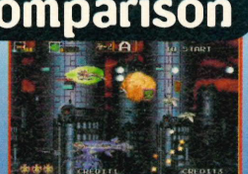
Sound 3
Explosions, bangs, submarines, fart noises, they all signify crap.

Lifespan 5
It may last a while. Irrelevant, because under no circumstances should you buy it.

Final Verdict 31%
"It's upsetting that this could be released on a 32 bit machine. Just don't buy it, don't even let someone give it to you, OK?" *Dave*

Comparison

Darius Gaiden



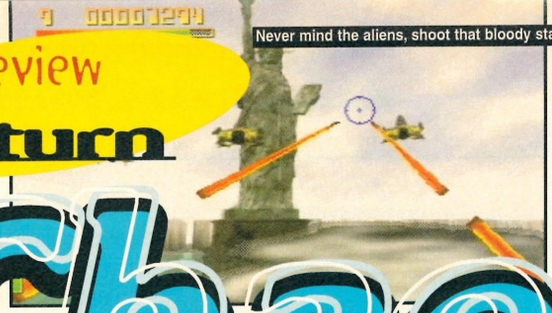
SP 77, 35%
▲ You could choose which path you took.
▼ It was dull, and we'd seen it before.
I played *Darius Gaiden* and although it was bad, it wasn't nearly as poor as *In The Hunt*. Seeing as *DG* scored 35%, a precedent has been set.

Layer Section

SP 75, 79%
▲ Fast, fun shooting action.
▼ The two player mode is nearly unplayable.
I think this was probably slightly light years ahead of *In The Hunt*. But that isn't hard. At all.

Review

Saturn



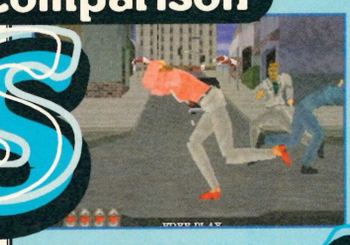
Never mind the aliens, shoot that bloody statue down.

Players	One-Two	Levels	Four
Difficulty	Medium	Release Date	Out now
Price	£39.99	Infogrames	☎ (0171) 738 8199

Chaos Control

Have you ever tried controlling chaos? Little buggers running around all over the place. Complete and utter chaos, funnily enough...

Comparison



Virtua Cop
Issue 75, 92%
▲ A perfect arcade conversion
▼ Still too linear
After nearly a year, *Chaos Control* is only the second game to be released that uses Sega's gun. Unsurprisingly, the first – *Virtua Cop* – still 'holds its own'.

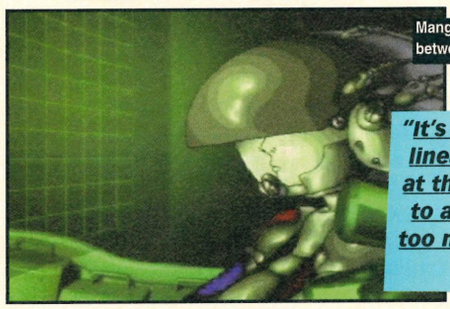
What was the best thing about the Mega CD? Hands up, please? No Davies, the fact that it isn't around any more *is a sad thing*. It was very popular and Sega did all they could to save it. Actually Smithers, that isn't 'bollocks', and I'd rather you didn't use that word IN class... Jones... STOP THAT! Your parent's wouldn't like it... What? I don't care what THEY do, YOU don't, OK.

Imagine, right, that you're a reviewer and you have to write an intro to an average FMV-ed-to-its-eyeballs shoot-'em-up that's more linear than a ruler and uses the Sega '*Virtua Cop*' light-gun. What would you write?

I thought placing it in a school environment gave the best range options: tangents flying off all over and an immediate confrontational approach with a comparison to those 'classic' Mega CD games like *Ground Zero Texas, Rebel Assault* and *Cobra Command*. For this is exactly what Infogrames have created for the Saturn (via the CDi).

Choose your destiny

Although the game is mostly linear, there are a couple of sections towards the end where you get to choose your path through the enemy base. It's all a bit hit-and-miss and taking the wrong one will lead you back around to the same point.



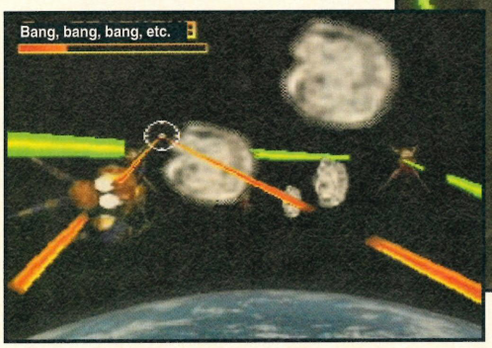
Manga animation between levels.

"It's a 'well-animated, linear, point the gun at the screen and try to avoid getting hit too many times' kind of game."

Boring intro, dull storyline arse, aliens invade Earth, you one of last survivors, bumholes, fly off to kill everything armed with only a peashooter and a healthy dose of courage and bravery stuff, all that. It's a 'well-animated, linear, point the gun at the screen and try to avoid getting hit too many times' game. Beautiful to look at, but (ultimately, I'm afraid) pretty dull to play.

It does work better in two-player mode and there's plenty of variety in the few levels there are. Yes, the rendered graphics move very smoothly and extremely detailed they certainly are. But... oh, I don't know. It's all very old-fashioned, linear and although there isn't anything similar on the Saturn yet, it doesn't really go any way to raising the blood pressure. Oh and *Virtua Cop 2's* out next month as well. • ***Dean***

Nice intros to the levels and the backgrounds look nice but gameplay? Not much, I'm afraid.



I am Iron Man

What can only be described as the crappiest boss of all time, he looks like one of those cheap imitation Transformer things that your Gran bought down the market for your birthday present about the time she started to get confused and got on the wrong buses and that.

He appears throughout the game and later on you get two of him. Oh you lucky people.

The power bar in the top left of the screen shows you how much shield you have left.

verdict

Graphics 8
Superb rendered 3D backgrounds and ships that move more fluidly than, say, water.

Originality 5
This sort of thing's been done on everything , but there aren't many of them on the Saturn.

Sound 4
Nothing out of the ordinary. In fact, nothing very good at all, really.

Lifespan 6
The game's tricky on any mode apart from easy, but it's still too short really.

Final Verdict 55%
"A perfect example of its type and the score reflects why most of these games don't work. Knock off 10% if you haven't got a gun." *Dean*

Players . . . . . .One-Two Teams . . . .The official lot
Difficulty . . . . . .Medium/Hard Release Date . . . .Out now
Price . . . . . .£39.99 Sega . . .☎ (0181) 9964620

You just won't understand

I mentioned before that Sega have made some changes in this version and I doubt whether most of you will make a purchase decision on what I'm about to show you, but (for the rest of you) here are the new bits anyway.

❶ All the statistics for the players, teams, etc. are authentic and up-to-date.
❷ While the first game simply had a commentator, this one has both a commentator AND an announcer.
❸ A random element has been installed into the computer-controlled players to make them 'cock-up'. By occasionally fluffing a catch, mis-timing a throw etc., Sega hope to increase the level of realism in the game.
❹ You now get different weather conditions..

Sport is, by nature, very territorial. We British either grab onto our sports like a Bishop to their Holy Communion or we tend to be rather poor at them. Cricket – loads of people play that, and they all beat us. Tennis – same story. Football (or 'Soccer' for the more American of you out there) – hmm. Golf – better. But you must surely see my point. Bowls has never really caught on around the world and we're brilliant at that. Darts? Well, there's the odd exception, but we're mostly good.

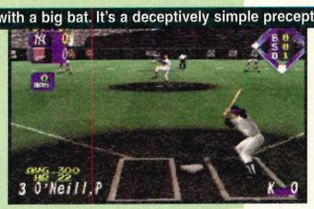
"America took rugby and made it American Football. We gave them the jaw-shattering boredom of netball and they turned it into basketball."

Now, this rule also applies to America. They take rugby and make it American Football. We give them the jaw-shattering boredom of netball and they turn it into basketball. Rounders pops up to say hello and they ruthlessly mutate it into baseball; which, finally, leads us to the point of this review – it's a baseball game, y'see?

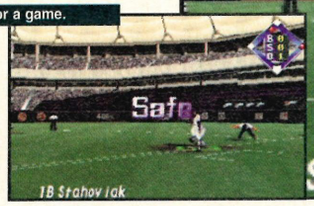
There was, apparently, a *World Series Baseball '96* and it sold very well – especially in the US where it became one of the best-selling Saturn games and was generally regarded as one of the best baseball simulations ever. It also did surprisingly well over here, too – not *Sega Rally* standards but probably better than *Virtual Hydlide*.

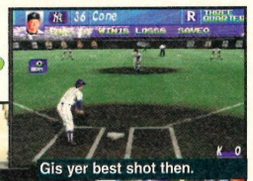
Now there's a sequel and, in true sports game style, very little's new from the last version. It still takes ages to work out exactly what all the symbols and commentators are waffling about and you still have no idea how you managed to get three people out all in one go. You soon realise what a strike is, though.

I must admit to rather liking *WSB '97*. While the game obviously lends itself very nicely to the baseball fan, it's also pretty simple for a complete novice like myself to pick up and play. That said though, it may also be true that Sega's baseball game is the best on the market – although I doubt very much whether that will make much of a difference to the football/soccer-obsessed hordes of the British Isles. • **Dean**



Hit the ball with a big bat. It's a deceptively simple precept for a game.





World Series Baseball 2

Hands up anyone who knows anything about baseball? Hands up anyone who knows anything about ecotoxicology? Ah, a few more of you then.

second opinion

I have never understood Baseball and I have no wish to. Baseball computer games are, therefore, not high on my list of priorities. If they were *Sega Baseball* would be in the running but they aren't so it isn't. I hope I've made myself clear on this matter? • **James**

verdict

Graphics 7
Fair enough in a 'well it's bloody baseball, what do you expect' kind of way.

Originality 3
I played my first baseball game on the Master System, so a big no-no here.

Sound 7
Intelligent use of commentators and organ-like stadia effects.

Lifespan 8
Tons of different options, plays and leagues will appeal to fans.

Final Verdict 81%
"Terribly selective, but spot-on I'm sure for big fans of the sport... whoever and wherever they may be." Dean

Players .....One-Two Teams .....Tons
Difficulty .....Team-based Release Date ...November
Price .....£39.99 E.A. ...☎ (01753) 549442

FIFA '97

Comparison

The final FIFA's here for the Mega Drive. Is it Newcastle United or a bit Swindon Town?

There is a rule with computer game sequels that, with the exception of *Mortal Kombat* and *Streetfighter*, is rarely broken: they're never as good as the original. The rule applies to most things be it records, books or movies. They may have made eight Friday 13th films but there's only one good one. They may have made seven Nightmare on Elm Street's but there's only one that sticks in your mind. They have made six Halloween slash-'em-ups but only the first one rules.

"If it ain't broke don't fix it. Fair enough but if you ain't gonna fix it, don't charge full price for it."

And now we come to *FIFA*. They may have made four of the beauties but when you look at them, after the first and maybe the second there's not been any real improvement. And *FIFA '97* is no real exception. Some may argue that if it ain't broke don't fix it. Well fair enough but you'd have to argue back that it you ain't gonna fix it, don't charge full price for it.

The basic game engine of *FIFA* is almost the same, with a few tweaks here and there. Little things like the power bars appearing around the feet of your players and the passing sorted out so you actually feel like you're constructing those attacking moves. Great, there's nothing wrong with that.

Oh, *FIFA Gold* is it? La de bleedin' da.

The main problem is the look. *FIFA '97* looks exactly the same as its predecessors, and with only a few minor tweaks to the game engine there should be a massive improvement somewhere. The inclusion of an indoor pitch isn't it. Nor is the fact that you can take part in leagues from all over the world.

Maybe the real problem *FIFA '97* has is that Konami's all conquering *International Superstar Soccer Deluxe* is just around the corner and with it's new look and increased playability it could well make *FIFA* look dated and unplayable.

FIFA has suffered the same fate as Blackburn Rovers. It may have well once ruled the league but after a few seasons, it's started to lose its way. *FIFA '97* is still a good soccer game as far as the Mega Drive is concerned but it's no real improvement and something better is on the way. • ***Les***

FIFA '96

SP 73, 91%

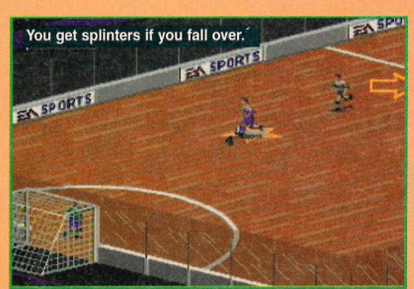
▲ Brilliantly playable

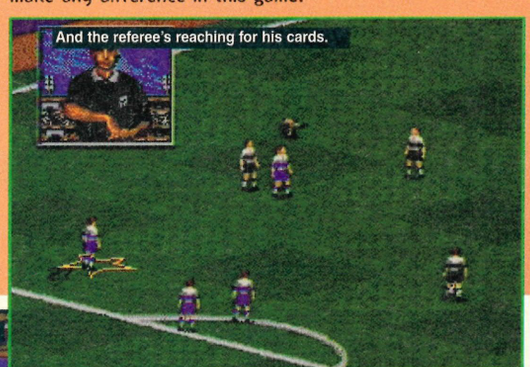
▼ Suspiciously like *FIFA '95*

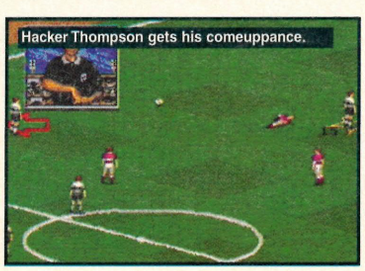
What has *FIFA '97* got that *'96* didn't. Well there's the indoor bit, the gameplay tweaks and some updated stats. Whether that's worth another £40 is up to you. And remember, if you haven't already got a *FIFA* game, earlier incarnations are now a whole lot cheaper.

It's raining outside...

...And you don't want to get wet. Well apart from being a total girl you're now lucky enough to be able to play inside. FIFA '97 doesn't offer true five-a-side soccer (which let's face it, is the most violent sport known to mankind) but it does introduce new elements to the game (namely smaller goals and you can kick the ball off of the wall surrounding the pitch). It also hurts a damn sight more if you fall over but it doesn't seem to make any difference in this game.







verdict

Graphics 7
Well animated players and a choice of pitches. Still looks the same though.

Originality 5
It's been done before, but this has new leagues and a new pitch.

Sound 5
Horrible squelchy effects that don't exactly make a Wembley atmosphere.

Lifespan 8
In two-player mode it's still as good as ever and there are extra one-player challenges.

Final Verdict 78%
"This must be absolutely the last MD *FIFA* game. They're not going out with a bang but this one's still as solid and playable as any." ***Les***

Review

Saturn

Players . . . . . .One Levels 21

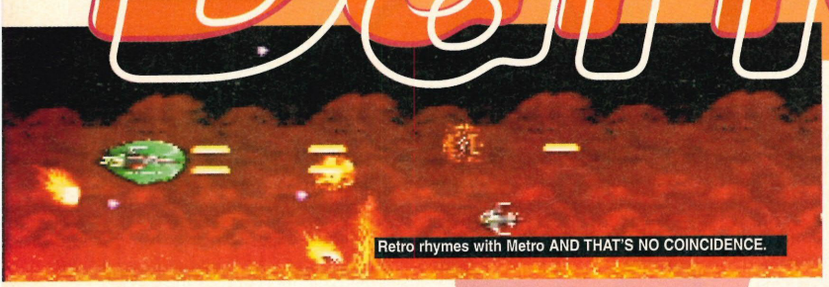
Difficulty . . . . .Easy/Medium Release Date . . . .Out Now

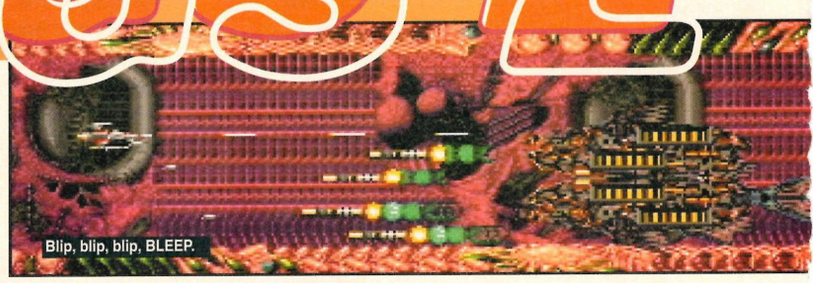
Price . . . . . .£29.99 Sega . . .☎ (0181) 9964620

Darius 2

Oh, how blessed we are... TWO shoot-'em-ups in the SAME ISSUE. Pass the home lobotomy kit, Daphne.

Greeny power.


Retro rhymes with Metro AND THAT'S NO COINCIDENCE.


Blip, blip, blip, BLEEP.

Route canal

One of the more interesting aspects about the game is the healthy inclusion of a 'decide your route through the game' aspect. This comes into play at the end of every level and, obviously, varies the gameplay greatly. Adds, ooh, at least another 3 percent to the score, I'd say.

There's a person somewhere who probably will think that *Darius 2* on the Saturn is the best game ever. This person will almost certainly be male and could even go so far with their lunacy as to buy a Saturn for the specific reason of playing the game. This person though, is unlikely to be me. Or you. Or most of the other sane, functioning and rational people of this planet, come to that. The person who thinks that *Darius 2* is the best thing ever is probably the sort of person who eats their own poo and makes a hobby out of collecting animal fatalities. This is because *Darius 2* is rubbish.

It's a shoot-'em-up. It's a coin-op conversion. The original arcade machine had not one but TWO screens. You can choose your route through the game (like *Out Run*). You can also zoom in and out on the action with ease. Zzzzzzzzzz.

"The person who thinks that Darius 2 is the best thing ever is probably the sort of person who eats their own poo."

Now, if Sega had the wisdom to bundle the game in as a freebie... a bonus event that occurred in between loading levels of *Virtua Cop 2*, for instance, then I'd applaud them for their insight. But Sega haven't. They've sneaked it out at the most important time of the year for the Saturn at an astonishing price of £29.99

It's true to say that *Darius 2* is a conversion of a very old arcade game, and in that respect it seems okay. The conversion itself is spot-on, but the game is so chuffin' unremarkable that the lunatic who lives two doors away from you and laughs with interested (but definitely mad) wonderment at the smallest and most insignificant things, would probably ask you what all the fuss was about – unless he's also the sort of person who eats their own poo and makes a hobby out of collecting animal fatalities. You never know, coincidences happen.

You can't help but get the feeling that Sega are getting things a bit wrong. The PlayStation is breathing down the Saturn's neck like a persistent and rather threatening Great Dane and evidence of the machines powers are needed once again. Okay, so Sega may argue that *Darius 2* isn't a Premier League product, but I'd argue that it wasn't even in the Great Mills Junior League.

Total plop. • **Dean**

second opinion

Dean's right I'm afraid, this is a very old tatty hat indeed. The wallet-friendly £30 price is a plus point but to be honest you could put that money to much better use on practically anything else. • *James*

Do the hokey-cokey

Whilst you bang your head against the floor in the undoubtable anguish that will ensue if you buy this game, you can spend a minute or two zooming in and out of the action.

▶ This is the furthest out view you can get. You get the impression that it might have once stirred on two screens.

◀ But everything changes with the knowledge that you can ZOOM IN! and DIE QUICKLY! by MONSTERS! that appear FROM NOWHERE! Utter toss.

verdict

Graphics 3
Whorey old tat with the visual appeal of a slug after a salt bath.

Originality 1
An conversion of an arcade game that's based on hundred of others... you decide.

Sound 6
Surprisingly good? Hmmm, possibly. No worse than listening to Pete Tong, anyway.

Lifespan 2
About as long as a small man trapped down a dark alley-way with a rabid Alsation.

Final Verdict

"Just the sort of game to persuade people to buy Saturns and yes, I am being sarcastic. Glad it's a bit cheaper, though." *Dean*

28%

Our *Power Tips* are the latest codes for the latest games. They're all checked with European copies of the games concerned and they're all GUARANTEED to work. Read on in comfort...

Power Tips

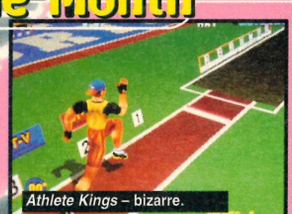
Small Tips

62 . .*Fighting Vipers* (Sat)
62 . . .*NHL Powerplay* (Sat)
62 . .*Legend of Thor* (Sat)
62 . .*Toejam and Earl* (MD)
62 . . .*Athlete Kings* (Sat)
63 .*Mako's Magic Football* (MD)
64 . . . . .*Toshinden* (Sat)
64 . . .*Mickey Mania* (MD)
64 . . . . . .*Haunting* (MD)
64 . . . . .*Probotector* (MD)
64 . . . .*Urban Strike* (MD)
64 . . . . . .*Ecco 2* (MD)
64 . . . .*Theme Park* (Sat)
65 . . . . . .*Ballz* (MD)
65 .*Star Wars Arcade* (Sat)
65 . .*Action Replay Codes*

Tip of the Month

Saturn

62



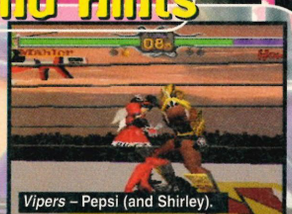
Athlete Kings – bizarre.

It's been out for, ooh, minutes but already Steve Foxton has sent us a complete list of cheats for *Athlete Kings*. Clever chap.

Cheats and Hints

Saturn & MD

62



Vipers – Pepsi (and Shirley).

Cheats for *Fighting Vipers*? Already? That's almost as good as all those *Legend of Thor*, *NBA Action* and *NHL Powerplay* codes we've got.

Q&A

Saturn & MD

62

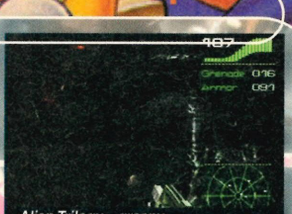
Q&A – sometimes we know!

Your questions answered on (amongst other things) *Ecco the Dolphin 2* and *Star Wars Arcade* on the ill-fated 32X thing.

Alien Trilogy

Saturn

66



Alien Trilogy – greeny.

Not quite as good as we'd thought it would be but still more than worthy of your hard-earned dollars. All the info you need for the first 16 levels here.

Cheats & Hints

We could roll out the same cheats and hints every month (like some mags we could mention) but we're better than that. BETTER.

Saturn

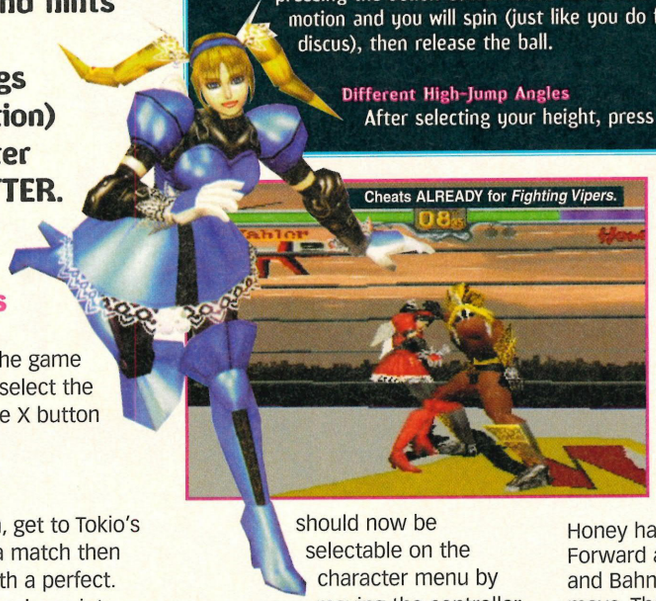
Fighting Vipers

Play as boss

After you complete the game by beating the boss, select the mode of play with the X button to play as the boss.

Play as Pepsi-Man

To play as Pepsi-man, get to Tokio's level without losing a match then let Tokio beat you with a perfect. Pepsi-Man should now jump into the game and if you beat him, he should now be selectable on the character menu by moving the controller off the screen to the far right.



Activate Hyper Mode

Under the hyper-mode gameplay, press Back + Punch + Kick to throw off your armour and begin to flash. This mode gives custom combos, but your moves are weakened and your opponents are strengthened.

New moves in Hyper and Arrange Modes

In Hyper and Arrange Mode your fighters will gain new moves not found in the arcade. Honey has Pai's, Down, Down, Forward and Roll Throw from VF2 and Bahn has Akira's, push-n-pull move. There are lots of other secret moves in the game – experiment with the other fighters to find them.

Nearly naked Honey!

Beat the game on 'Very Hard' with Honey then select to play another game with her. When her bottom armour is broken off she will no longer have the red slip/skirt, just a tiny pair of pants.

NHL Powerplay

99 rated team

As the screen fades, go to the main team select screen then press and hold A, C and Y. To the left of the Duck's logo you will see a Rad army team logo. Select this team and you will find that all the players have a 99 rating. The Rad Army team represents the Radical Entertainment software development team who programmed the game.

Legend of Thor

Two player mode

Stand where there is no healed (in the hot tub), chat up some hula babes and receive an extra life (by drinking lemonade). When you leave level zero, you will return to the highest level you have visited. Nice.

You heard right Simon, what you have been looking for is the elusive level zero which is very well hidden and it's highly unlikely that you would stumble across it unless you knew what you were looking for. What you have to do is start the game on level one, which appears to consist solely of two islands in the water. However, if you rocket skate, fly or ride an inner tube to the lower left part of level one, you will find another island with a hole in it. Drop down the hole to level zero, where you can be

Right before you start running. The camera should now change angles and show another way of jumping.

Shift Cameras in Shot-Put

After throwing the shot-put, press Left or Right to shift the camera angles.

Hop Scotch the 100 meters

In the 100 Meters, as the announcer says "Course number", press Up, Left, Down, Right and X. If done correctly you should hop scotch the whole race, which, as you can imagine, is very useful indeed.

Extra Player

After receiving a score of 8000 or better in arcade mode, go to the main menu then press and hold down X at the desired mode of play, this will give you a new player. (We've only been able to check this on an import copy – *SP*.)

Roll the 100 meter race

In the 100 meter race when the announcer says "course

Athlete Kings

Many thanks and congratulations to Steve Foxon of Blackfen for being first off the starting blocks and sending us this authoritative list of cheats for the brilliant *Athlete Kings*. Steve wins himself a copy of something for the Saturn:

Control the Blimp

In the events where the blimp appears, the second player can control it with the RIGHT collar button.

More Power Shot-puts

When your player's power reaches the far left, instead of pressing the action button move the D-Pad in a circular motion and you will spin (just like you do for the discus), then release the ball.

Different High-Jump Angles

After selecting your height, press Left or

Q&A

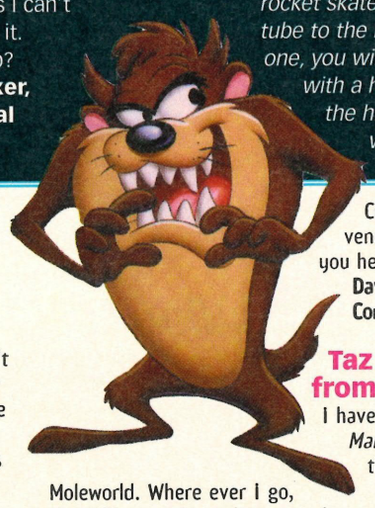
Write in with your questions and we'll do our best to answer them. Never phone us, however, you might interrupt an important game of *WW Soccer*.

Mega Drive

Toejam & Earl

I've been told that there is a secret level on *Toejam and Earl* (the first one), but despite finishing the game several times I can't seem to find it. Can you help?

Simon Tucker, South Wirral



Can you help?

Mega CD

Eternal Champions

I bought *Eternal Champions* for the Mega CD a few months ago and have found all the Overkills, but I don't know how to find the secret characters or how to do the Cinekills or vendettas. Please can you help me?

David Scoffin Cornwall

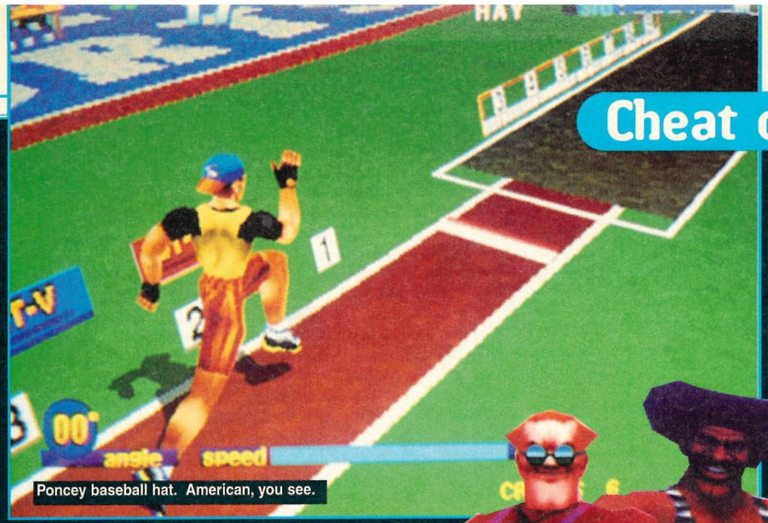
Taz – Escape from Mars

I have *Taz – Escape from Mars* and I'm stuck on the second part of Moleworld. Where ever I go, the drilling machine always catches up with me. Can any

Don't forget you can get loads of excellent tips from FutureNet, Future Publishing's Internet site (recently voted amongst the top 5% of World Wide Web sites on the Internet). Nip along to http://www.futurenet.co.uk/ and find out why FutureNet is Europe's most popular Web site.

FutureNet

Cheat of the month

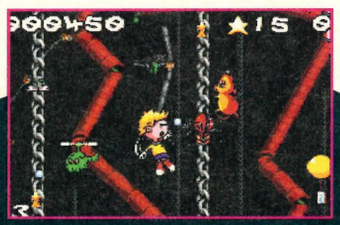


number", press Up, Left, Down, Right, Y, Up, Left, Down, Right and X. Now you will roll the race instead of running it. (Another fantastically useful tip, there – James.)

one around and press Z to bring up the weapon select. Press and hold X, then press and hold Left Shift and now release both buttons. This should make a "clone" drop down but will only work if there is no one on the screen except Thor.

NBA Action

Control camera during replays



Pause the game, select 'Replay' and then change the camera angle. To get the hidden camera angle called "Free Floating", hold down the Right or Left Shift buttons. To move the camera, hold down the Right or Left Shifts and Z whilst using the D-Pad.

Marko's Magic Football

I know it's a bit of an old game but I was wondering if you could help me by printing the level codes for *Marko's Magic Football*. I've had the game for ages but can't complete it.

David Harris, Sheffield

No problem David here they are: Enter these on the password screen.

Level 1: .....HAUNTING
Level 2: .....BSTOKE
Level 3: .....GUNGETNK
Level 4: .....ECTOPLSM
Level 5: .....JAWS
Level 6: .....GARAGE
Level 7: .....TRAFFIC
Level 8: .....ELF
Level 9: .....KRUSTY
Level 10: .....BARREL
Level 11: .....CRABTREE

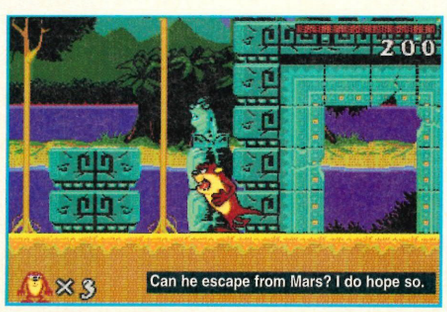
of you console kings or game gods find me any tips or cheats?

James Sagar
Dumfriesshire

W.W.F. Raw

Please I really need your help. You see I heard that there was a hidden character cheat on *WWF Raw* and I was wondering if such a code exists or any other cheats. Thanks very much.

John Fawcett
Northumberland



Tips Hardline

Desert Strike
Mega Drive: *SP* 67
Level Codes:
2: .....BQJRAEF
3: .....TLJKOAP
4: .....WTEOVJP
Lives: .....TQQQLOM

Game Gear: *SP* 55
Level codes:
2: .....CKSEPPD
3: .....ICIIEFE
4: .....EMFMIEH

Earthworm Jim
Mega Drive: *SP* 61
Cheat mode: Pause then press A and Left together, then press B, B, A, A and Right, B, B, A, then unpause. Wait and listen for 'cheater'. Now select stuff.
Also: *SP* 63, 64, 66, 67, 72, 74.

FIFA International Soccer
Mega Drive: *SP* 53
Some Finals:
Germany Vs Denmark: JH7BW5P1GH
Holland Vs Denmark: C9*BY4600V
Brazil Vs Scotland: GP5WH461GW
Argentina Vs Spain: HYRBC4YSG4
Also: *SP* 56

Mega CD: *SP* 63
Super stuff. Type these at the options screen:
Super offense: .....A, A, A, A, A, B, C.
Super defence: .....B, B, B, B, B, C, B.
Super power: .....B, A, B, B, B, B, B, B, B.
Dream keeper: .....A, A, A, A, A, B, B, B, B, B.
Dream team: .....A, A, B, B, C, C, A, A.
Also: *SP* 64

FIFA '95
Mega Drive: *SP* 65
Super stuff. Type these as above.
Super power: .....B, A, B, B, B, B, B, B, B.
Super keeper: .....A, A, A, A, A, B, B, B, B.
Super offense: .....A, A, A, A, A, B, C.
Super defence: .....B, B, B, B, B, C, C.
Dream team: .....A, A, B, B, C, C, A, A.
Shootout mode: .....A, B, A, C, A, B.
Also: *SP* 69, 70, 72

Jungle Strike
Mega Drive: *SP* 47
Level codes
Sub Hunt: RNCDYKBX6GC
Training Ground: 9V6FBTL6CD9
Night Strike: XT6CR9WNMCZ
Puloso City: VNMJ3746JKN
Snow Fortress: WSZKWPZF9TR
River Raid: TMDTPFK3BVY
Mountains: 7DGSD3BRWK
Return Home: N4SP3X7NLMS
Also: *SP* 71

Micro Machines
Mega Drive: *SP* 74
Do these while you're playing the game.
Infinite lives: Press B, Down, C, Down, Up, Down, Left and Down.
Go faster: Press Up, Down, A, B, Left, Right, C and then Start.
Tricky game: Press Left, Right, Left, Right, Up, Down, Start and Down.

Game Gear: *SP* 57
Extra speed: On qualifying race in bathtub, whilst in the lead, reverse over the finishing line. A 'funny' noise will be heard by all within range. Ha! Ha!

Micro Machines 2
Mega Drive: *SP* 62
Faster car: Pause the game and press Up, Down, A, B, Left, Right and then hold C. Now unpause.
Also: *SP* 69.

Micro Machines 2 1996
Mega Drive: *SP* 79
Faster car: Pause and press Up, Down, A, B, Left, Right, hold C and press Start.
Also: *SP* 76, 77, 78 for readers' tracks.

Mortal Kombat
Mega Drive: *SP* 50
'Flag' Option Screen: Press Down, Up, Left, A, Right and Down, then select cheat enabled. Refer to *SP* 50 to find out what the flags do.
Also: *SP* 48,49, 53, 59, 74.

Game Gear: *SP* 49
Gore Mode: Press this on the ethics screen: 2, 1, 2, Down, Up.

Mortal Kombat 2
Mega Drive: *SP* 65
Cheat Mode: Select done on the options screen and then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.
Also: *SP* 59, 60, 62, 63, 65, 73, 76, 77.

Mortal Kombat 3
Mega Drive: *SP* 74
Cheat Menu: On the menu screen, press: A, C, Up, B, Up, B, A, Down.
Also: All the moves and the works in *SP* 74 – check it out for a complete players' guide.

NBA Jam
Mega Drive: *SP* 61
Power Ups: use on the 'match up' screen.
Power up Defence: Tap any button 4 times, then hold down A, B and C until the game screen appears.
Power up Turbo: Tap any button 5 times, then hold A, B and C.
Intercept Power up: Tap any button 15 times and rotate the pad until the throw-up.
Dunk Power up: Tap any button 13 times and rotate the D-Pad until the throw-up.

Game Gear: *SP* 56
Power Up: Juice Mode: Enter the code NJTX34Y JMBDCQS.
Also: *SP* 58

NBA Jam Tournament Edition
Mega Drive: *SP* 67
Secret Stuff: YES, you really do want to play as famous people. Enter these initials and select them with the buttons stated. Here are five, there are 33 more outlined in loving detail in *SP*75, if you're that interested.
B. Clinton: C - Press A & Start, I - Press any button, C - Press B & Start
H. Clinton: H - Press any button, C - Press B & Start, Space - Press any button
Benny: B - Press B & START, N - Press any button, Y - Press C & Start
Liptak: S - Press any button, L - Press B & Start, Space - Press B & Start
Kid Silk: K- Press any button, S- Press B & Start, K- Press C & Start
Also: *SP* 75.

Switch court ends
Go to the main play menu. Highlight 'Select court', hold down the Right Shift and then press Z. This will change the court position.

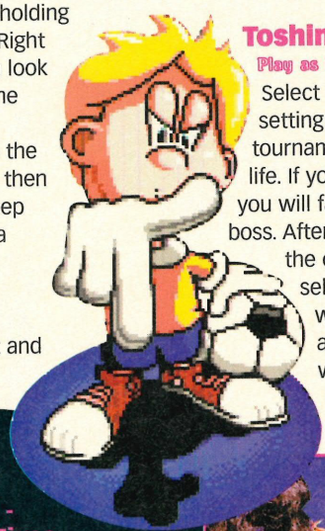
Need for Speed

Hidden jump
First, pick the 'Rally' mode of the Los Vegas track by holding down the Left and Right collar buttons, then look for the section of the track that's under construction. Go to the end of that section then turn around and keep going until you hit a great hidden jump.

No Mercy Mode
Hold down the Left and Right Shift buttons while on Head-to-Head mode to access 'No Mercy' mode. This disables the cops and means the slower car can't catch up.

Desert Oasis Mode
To play Desert Oasis, hold the Left and Right shift buttons while selecting the Rusty Springs track.

Ridge Racer Mode
For a *Ridge Racer* style of play, hold the Left and Right shift buttons while you select the number of laps you want.



Toshinden Remix

Play as Bosses
Select the hardest game setting and play through the tournament without losing a life. If you successfully do this you will face Cupido as the final boss. After beating Cupido, go to the one player character select screen where you will now be able to play as Sho or Gai. If you want to select Cupido, highlight Sho and press Up and B. If the cheat is performed correctly you will hear Cupido cry 'HA!'

Toshinden Kids!

On the main title screen, hold down the Left and Right Shift buttons then go to the select screen and choose your fighter. You'll find all the fighters now have huge heads.

Ecco the Dolphin 2 - The Tides of Time

I bought *Ecco the Dolphin 2* for the Mega Drive a week or two ago. I've now completed it so I've already got the passwords. I was just wondering if there were any secret cheats at all?

James Connolly
West Dulwich

There is a secret options menu, which is accessible at any time during the game. First you must pause the game with Ecco facing the screen then press, A, B, C, B, C, A, C, A, B and A. The menu will appear which will allow you to warp levels, sound test, become invincible etc.

Sorted!

Special Sega Power goodies on their way to the following joy-pad junkies for sending in the following helpful cheats and codes.

Mega Drive

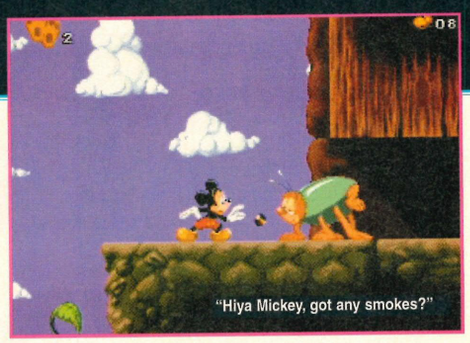
Probotector

Issue 77 and 78
Here is a double whammy from J. Cameron of Sarstedt Germany. He's sent in this great extra weapons Probotector *cheat for Anton O. Flanders (no address) and Anthony Davis of Sheffield.*

"While playing *Probotector*, press Start to pause the game then press, Up, Up, Down, Down, A, Up, Up, Down, Down, B, Up, Up, Down, Down and C. This will give you extra weapons."

Urban Strike

Issue 79 and 82
OK it's our turn to be sorted! In issue 79 and 82, we printed some incorrect codes for Urban Strike *in the* Tips Hardline. *Dijon Ward from Aberdeenshire has written in pointing out or silliness and wins a* Sega Power *thing for providing the correct codes:*



Mega Drive

Mickey Mania

Level select
On the sound test, set the music to 'Continue', set FX to 'Appear' and speech to 'Think', then highlight Exit and hold Left for five seconds. Once You hear the jingle, start the game and choose a level.

Haunting

Bonus points/level skip
In the first house, go into the dining

Theme Park

Is there any way to stop your staff wanting a wage increase and then striking when you don't give them one in *Theme Park* on the Mega Drive? This part of the game is driving me nuts! My staff seem to strike every five minutes and are never happy with the offers I make. Many of my best parks fail because I seem to spend all my time negotiating pay deals. I want to sack them all.

Paul Sorri
Cardiff

Hmm...tricky one this, maybe you're just being a tight, money-grabbing capitalist in which case we probably shouldn't help you at all! Anyway

Free Cart!!

From now on, we'll be giving away a free cart to the person who submits the best tip to this section. To send in a tip, please fill in the following form and send it to: *Power Tips, Sega Power*, Future Publishing, 30 Monmouth St., Bath, Avon BA1 2BW.

Name .....
Age .....
Address .....
Game wanted ..... **Console type** .....
Tip (Please continue on another sheet if necessary). .....
.....
.....
.....

Please note that you're most likely to win if (a) the tip is a recent one and (b) it hasn't appeared in another magazine before!

"When reading issue 79, I came upon some *Urban Strike* passwords, which should give you 18 lives and a choice of any co-pilot. I guess you didn't check them because everyone was duff! So I thought that to stop your crew being subjected to complaints and the odd letter bomb, you would like to print these three passwords for *Urban Strike*, which give the user 21 lives and a choice of any co-pilot.

Level 7 . . . . . .New York City L67ZBR6SVV
Level 8A: . . . . . .Las Vegas GPV4FHBWVM6
Level 9 . . . . . .Underground W7FYWVSXL9M

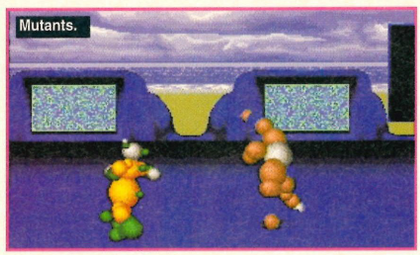
Test them, you'll find they work!"
Cheers Dijon – now that's the way to do it. Find a mistake in our Power Tips *pages, point out the error of our ways and give us the correct cheat/code/tip to win yourself a prize. Just to clear up our* Urban Strike *cock up, here are the first seven level codes that will start you with 18 lives and all the co-pilots (except Cossack, who's crap anyway!).*

Level 1 . . . . . .Hawaii YT4SKBR67R6
Level 2 . . . . . .Baja Oil Rigs CT4SKBR67R6
Level 3 . . . . . .Main Rig ZT4SKBR67R6
Level 4 . . . . . .Mexico 934SKBR67R6
Level 5 . . . . . .San Francisco NT4SKBR67R6
Level 6 . . . . . .Alcatraz HT4SKBR67R6
Level 8B . . . . . .Casino B34SKBRS7R6

room and enter the grandfather clock using button A. While inside, press B, C, C, and B. Now exit the clock and you'll gain 15,000 points and transport to the second house.

In the second house, enter the toilet in the Jacuzzi Room. Press C, C, C and B to get 15,000 points and transport to the third house.

In the third house, enter the dustbin in the garage. Press B, C, B and B then exit the garage. You'll now be in the final house with 45,000 points added to your score.


Mutants.

Ballz

Easy belts

Enter these codes on the title screen:
Red Belt: A, Down, Down, B, B, B, C, Left and Right.
Green Belt: A, A, Down, C, B, A, Up, Up and Down.
Blue Belt: A, B, Down, Down, Right, Left, Up, Up and Up.

we do have a sneaky solution to your problem.

When you hire a new member of staff, go to the Query screen and highlight them. Now slightly lower his/her monthly wage and then exit. Do this to all the staff you employ and when they decide it is time for a pay rise, increase their wages back to the original amount and they'll go away happy. We get a job in the Labour Party's policy unit with a tip like that.

Have you got any tips for the fabulous 32X classic – *Star Wars Arcade*. Is this the shortest letter you've ever had?
Nicky Trimp
Barrow

It would have been if you hadn't written "Is this the shortest letter you've ever had" at the end. You don't mention 'arse' though so it's better than most we get.

Anyway this tip lets you power-up your shield on the Death Star levels. If you shoot the hour glass shaped thing in the trench (where R2-D2 flies you in), it'll give you a shield power-up.

If you pull it off in training mode, it will be a great help as you can start the Rebel Attack with an extra shield.

3 2 X
Star Wars Arcade

Just a quick question!

We have to have a *Theme Park* cheat every month. BY LAW.

Tips Hardline

Road Rash
Mega Drive: *SP* 35.
For $31,000,000, enter: .010B0 01DB5 UQP06 37UN9

Game Gear: *SP* 61
For level five with best bike, enter: . . .0000 0DQT0 15AUS 574AE

Road Rash 2
Mega Drive: *SP* 44
For hidden bike 'Wild thing', enter: 009N 1V00
Also: *SP* 41, 69, 74, 75, 76.

Road Rash 3
Mega Drive: *SP* 68
Enter these codes on the title screen using pad 2.
Tougher weapons: . . . . . .R, A, D
Cash, head start, no gun: . . . . . .C, L, U, B
Excellent bike: . . . . . .B, L, U, R
Any bike, weapons and cash: . . . . . .A, B, R, A, C, A, D, A, B, R, A
Start at level two and steal bikes: . . . . .A, C, L, U
Also: *SP* 69, 77.

Sonic the Hedgehog
Mega Drive : *SP* 1-79
Level Select: On the title screen press U, D, L, R and then A (keep it held). Now press START.

Sonic the Hedgehog 2
Mega Drive: *SP* 41
Level Select: Go to the options screen and Listen to these sounds in this order: 19, 65, 09, 17. (Play each one for more than 15 seconds.) Now go to the title screen and hold down A and START.
Also: *SP* 40, 42, 44, 49, 56, 72, 75.

Game Gear: *SP* 41
Level Select: On the Sonic and Tails running screen press D/L, 1, 2 and Start. Hold all until the title screen appears then let go, and press Start.
Also: *SP* 41, 48, 59.

Sonic the Hedgehog 3
Mega Drive: *SP* 56
Level Select: When you hear the voice say 'Sega', swiftly press U, U, D, D, U, U, U, U. (You should hear a chime.) Go to the Player 1/Competition options screen and, with competition highlighted, press D and then go into sound test.
Also: *SP* 54, 55, 57, 59, 60, 65.

Sonic and Knuckles
Mega Drive: *SP* 65
Go Hyper: collect all the chaos emeralds and 50 rings, then do a double jump. Now collect all the super emeralds in the special stages of S&K, getting 50 rings and doing another double jump. If well executed, you'll get the Hyper animals.
Also: *SP* 66.

Sonic CD
Mega CD: *SP* 50
Level Select: On the title screen, press U, D, D, L, R and B.
Also: *SP* 53, 55.

Sonic Chaos
Game Gear: *SP* 56
Level Select: On the title screen, press U, U, D, D, R, L, L, 2, 1 and Start.
Also: *SP* 66.

Sonic Spinball
Mega Drive: *SP* 53
Bonus Points: Press A, B, and C when your total score is being added, helping you to get extra lives.
Also: *SP* 58, 65.

Streets of Rage
Mega Drive: *SP* 41
Level Select: Go to the title screen, press Start and go to options. Press Right on pad 2 and keep it held. Now, hold A, B and C (all buttons on pad 2 are now held). Press Start on pad 1 to enter the options screen and select your level.
Also: *SP* 43, 45.

Game Gear: *SP* 44
Level Select: Go to the options screen and select sound test. Play sound 11, and while it's playing, hold down 1 and 2.

Streets of Rage 2
Mega Drive: *SP* 42
Level Select: On the title screen, press Start on pad 1. Now move the cursor down to options. Now press and hold A, B then Start on pad 2. Hold A and B until the options menu appears.

Urban Strike
Mega Drive (Yes, yes, they work now, honest.)
Level 1 . . . . .Hawaii YT4SKBR67R6
Level 2 . . . . .Baja Oil Rigs CT4SKBR67R6
Level 3 . . . . .Main Rig ZT4SKBR67R6
Level 4 . . . . .Mexico 934SKBR67R6
Level 5 . . . . .San Francisco NT4SKBR67R6
Level 6 . . . . .Alcatraz HT4SKBR67R6
Level 7 . . . . .New York City L67ZBR6SVV
Level 8A: . . . .Las Vegas GPV4FHBWVM6
Level 8B . . . .Casino B34SKBRS7R6
Level 9 . . . . .Underground W7FYWVSXL9M

Action Replay codes

Saturn

Bug!
Master Code F6017588 C304
Unlimited lives 0602556E 0009
Unlimited energy 0602552E 0009

Magic Carpet
Master Code F6000924 C305
. . . . . .B6002800 0000
Infinite health 10236B16 0001

Sega Rally
Master Code F6000914 C305
. . . . . .B6002800 0000
Unlimited time 160B0536 9911
Always in supercar 160AA80A 0201
Select lakeside (practice only)
. . . . . .16040018 0003

Virtua Fighter 2
Master Code F6000914 C305
. . . . . .B6002800 0000
Infinite time 160E0032 0782
Infinite energy player . .16062444 00A0
Allow out of ring fighting 160E0068 004F
Mega kick (not with low grav)
. . . . . .160E007A 0000
Low gravity 160E007A 0024
Play bonus level 10 . . . .160E0002 0A0A
Play under water 160E0038 0010
. . . . . .160E001A 0002

Alien Trilogy

A damn fine game – maybe not quite as good as we'd hoped for but still damn fine. May we proudly present the first part of Sega Power's *total solution to* Alien Trilogy.

General Tips

❶ Movement

The most important technique when engaging enemies is the side step. By using the top left and right shift buttons in conjunction with the joypad, you can avoid incoming fire and dodge away from advancing aliens.

❷ Ammo management

Although ammo is usually plentiful, you will often run out of the more powerful (shotgun/pulse rifle) rounds. Only use your more powerful weapons on the more dangerous enemies and look out for the shootable crates which often contain bonus ammo.

❸ Engaging Aliens

Eggs
If eggs are closed then a couple of 9mm rounds will sort them out. If open then this will prompt the face hugger to burst out and attack you. Do not approach open eggs, use the shotgun from a distance.

Face Huggers
These have a tendency to jump out from corners when you're almost on top of them. Take them out as soon as possible as once they running around your feet they can be a real pain. They'll take about five 9mm rounds or a shotgun blast.

Chest Bursters
Move like Face Huggers but jump more frequently and higher. Again take these out as quickly as possible. They'll take at least two shotgun blasts.

Dog Burster
Really a miniature Alien (in brown) these little fellas will come at you like excited Golden Retrievers. They don't present much of a danger as they have a low IQ and really don't seem that bothered about attack. They'll take three shotgun blasts or 20 or so rounds with the pulse rifle. A bite from one of them will cost you around twenty health points.

Colonists
Infected with the xenomorph, colonists attack you with 9mm automatics. They cause very little damage so dispose of them slowly with your pistol.

Synthetics
Programmed to protect the colony, these synthetic humanoids will attack you with smart guns. They'll take a lot of punishment but the best way to take them out is via the pulse rifle or shot gun.

Armed prisoner
Prisoners will take three to four shotgun blasts and around 30 rounds of pulse rifle fire. Being hit by them will cost you about five health points for each second of exposure.

Space Marine
Appearing from level 18 onwards, not only will these guys lob the occasional grenade if given the chance, their guns have a serious rate of fire. They'll take around 40 rounds of pulse rifle fire or a short burst with the smart gun. Being hit by them will cost you about five health points per half second of exposure.

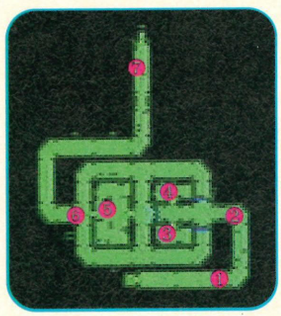
Green Alien
Harmless unless they corner you. Engage the alien as far towards it as is safe and then back off as you fire. Keep about three feet distance and aim carefully. Aliens move extremely quickly, their IQ is high and will try to back you into a corner. Each bite form an adult alien will take 20 to 30 health points so don't get caught. Aliens will take five shotgun rounds, 30 rounds from the rifle or a grenade.

Red Alien
These guys are a whole lot tougher than their green cousins and just as fast to bear down on you. They are lazier in attack (which consists of a tale slash), however and so in some ways easier to deal with than the greens.

Use the same 'backing away' tactic used in the earlier levels and prepare to empty 60 - 70 rounds of Pulse Rifle fire or a medium burst with the smart gun. Only upwards of eight shotgun blasts will see them off so use this weapon as a last resort.

Level 1

Each level starts with a mission brief. If you don't complete enough of this brief, you'll have to repeat the level.



❶ Two face huggers will attack in this corridor. Shoot the box for 9mm and shotgun rounds.

❷ And shoot a box here for more of the same. Go up the stairs and straight on to find...
A switch and door. Throw the switch and open the door. In the room on the left is the auto mapper (provides a map of the entire level) and a face hugger.

❸ Also in the first room is a switch to open the door opposite. Here you'll find a shot gun which you can use to blow up the corridor obstructions.

❹ Back track to the barrel corridor obstruction. Use the shot gun to blow both of them away. Beware the face huggers that lurk behind. Now move to the central obstruction and remove that. There's an Alien behind this one.

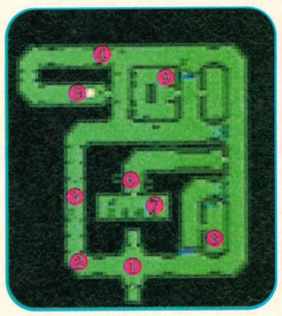
❺ Two Aliens lurk here as well as several Face Huggers. Several of the boxes in this room contain extra ammo.

❻ Before entering this final corridor, collect all the ammo and health in the two side sections. Beware the Face Huggers in all three of these corridors.

❼ As you approach this switch, and Alien will rush you along with five Face Huggers. When you've disposed of them, throw this switch to leave the level.

Level 2

Much harder than the first level, you'll meet plenty of Aliens on level two. Perfect your Alien disposal technique now.



❶ As soon as you open the door, you'll be attacked. Do not get trapped in the entrance room. Rush out and keep plenty of distance between you and the alien as you shoot it.

❷ Go left from the entrance and you'll come to some broken steam ducts. wait until the steam subsides, then walk on through.

❸ In the middle of the steam ducts is the automapper. You have room to stop here and shoot the surrounding boxes for shotgun shells. Eventually a Face Hugger and an Alien will attack.

❹ Carry straight on from the steam turn right, dispatch an Alien, turn left and you'll end up here. Lob a seismic charge at the wall to remove it.

❺ Walk through the shattered wall and round in a horseshoe for a lot of lovely ammo and the flamethrower. Watch out for the Alien as you exit the door

❻ Walking right round the perimeter of the level and after dispatching the Alien you'll find on the way, you'll come to a barrel blockade. Blow it away and go downstairs. You'll meet four Face Huggers and behind the door, two green Aliens

❼ Flick the switches and blow up the boxes. Watch out for the hugger hidden in one of the crates.

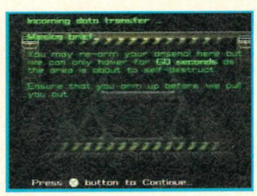
❽ Blow up the barrel obstructions at either end of Room 1's corridor and then go inside. Kill the two attacking Huggers as well as the two boxed ones. Collect derm patches, medkits and shotgun ammo.

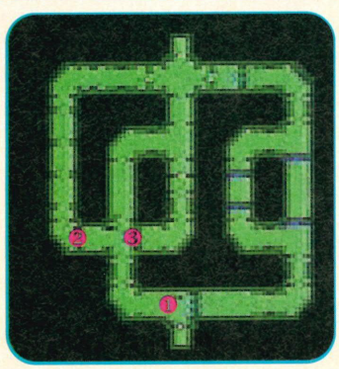
❾ You'll have to flick the switch in Room 2 to get in here. Two Aliens and a Face Hugger await so be careful.

Levels 3,6 & 8

Levels 3, 6 and 8 are bonus levels. You have 60 seconds to run through the level (it's the same layout for each) collecting as many items as possible. The best equipment is held behind the false walls at points 1, 2 and 3 which you'll need to remove with grenades or seismic charges.

With only 60 seconds you can't cover the entire level. You can either opt to tackle the zone behind false wall 1 (there are four more false walls behind this) or both the zones behind walls 2 and 3. The best items to look out for are pulse rifle clips, acid vests (effectively armour), adrenaline bursts (raise energy levels to 200), med kits (raise health by 20 and grenades. Only run-of-the-mill ammo is located in the non-secret areas.

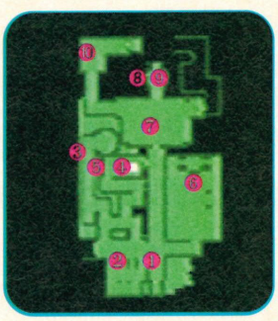




Level 4

Level four is your first introduction to the infected colonists. With germinating Aliens inside them, they're not too friendly.

❶ On arrival you'll be attacked by four colonists. Don't waste shotgun shells on them, take them out with you 9mm and then collect their ammo.



❷ Climb these stairs and take out to further colonists who are waiting for you.

❸ After killing the Alien and Hugger at the top of this corridor, walk down to these two. As long as you don't shoot the barrel blockade they can't get at you. Shoot them at your leisure.

❹ Backtrack and round to the dormitory. Here you'll find a colonist and the automapper.

❺ Shoot the lockers in the dormitory for some extra ammo. Shoot the three colonists as you leave the dormitory by its other door.

❻ Round to the swimming pool. Climb the stars at the back of the room to turn the lights on. Shoot the Huggers in the pool and then jump in to collect a medkit and an Acid Vest.

❼ Four Aliens will attack you from the this room. Use the full length of the corridor to back off from them, firing as you go.

❽ Kill the eight Huggers here and then flick all the switches. Now jump down to the basement.

❾ At the bottom of the lift are loads of boxes. Shoot most of them for extra ammo. Beware the occasional boxed Hugger.

❿ Exit the basement killing the eight huggers and two Aliens that block your path. Walk round to this room, kill its Alien and collect some Flamethrower fuel and a medkit. The exit is behind you.

Level 5

A difficult level this mainly because there's not much ammo to be had and you'll probably be low from level 4. Collect as many ID tags as possible.

❶ On arrival two colonists will welcome you. Shoot them for ammo and a tag.

❷ Enter room one and kill the two Huggers waiting for you. In one of the lockers at the end of the room is an identity tag and some shotgun ammo. Come back to this room to use its three medkits as necessary.

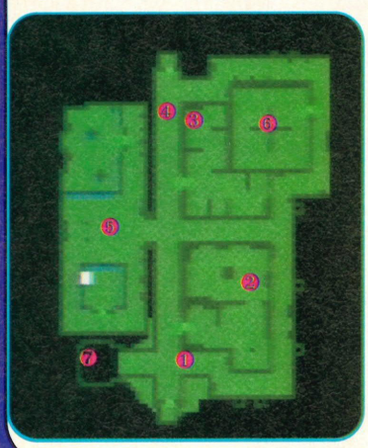
❸ Room two has two Aliens and a battery. You'll need to collect the battery to operate switches later in the level.

❹ Two more colonists wait at the end of the corridor. Shoot them for a tag and some ammo.

❺ Enter the laboratory and shoot the two loose colonists in there. Turn the lights on by the door. Be careful not to shoot the glass laboratory walls as this will release the Alien and all the Huggers at one go. Collect a tag and the automapper from here.

❻ Walk round to the Stasis room, dispatching the Alien and multiple Huggers you'll find on the way. Open each stasis pod to find two chest bursters, a tag and a medkit.

❼ Backtrack to the entrance to find these goodies, including a pulse rifle. These will have appeared once the level is complete and all the switches have been thrown.



Level 7

A very complicated level. Some switches operate secret doors and lifts which can only be activated once. You probably won't finish this at one sitting.

❶ Two Aliens will attack almost as soon as you arrive. Collect the shotgun ammo nearby.

❷ Shoot these eggs (do not approach if open, shoot from a distance) and flick the switch. Run back to the lift and collect a pulse rifle clip before it rises back up. Do not go up on the lift.

❸ Shoot these crates for more pulse rifle clips and shotgun ammo. In the next room along are batteries in crates. You'll need these so pick them up now.

❹ Shoot the eggs barring your path and flick this switch. This lowers the lift on the opposite side, probably releasing an Alien. Kill him, the three huggers in the crates on that side and go up on the lift.

❺ Another Alien wants to give you the slime kiss up here. Shoot him, flick both switches then run along (don't stop) to the switch at the end. Collect the automapper on the way.

❻ Now backtrack to the entrance and go up the stairs. Kill the Alien at the top and walk along until you drop back down.

❼ Flick this switch and collect the acid vest and medkit as the lift comes down. Do not go back up on the lift.

❽ Shoot the crates to get into this area. You'll find ammo and two Huggers in the little enclosure.

❾ You only get one try here. Flick the switch and go down on the lift you standing on. At the bottom, ignore the attacking Alien and rush into the secret room and kill the Aliens from there.

❿ Flick the switch to use this low loader. After killing the Alien it releases, stand on it to get taken back up on to the walkway.

⓫ At the bottom of the stairs lurk four Aliens. Tempt them up the stairs rather than trying to shoot them all at one go.

⓬ Huggers lurk under practically every APC. Walk around to the back of the garage to find a switch and a lift. Go down and immediately run into the secret room.

⓭ Apart from an Alien and several Huggers, there is plenty of ammo in the secret room. Go back up and around to the other side of the garage to exit the level.

Level 9

A nasty level with loads of Aliens and little available ammo. Conserve you more powerful rounds, you'll need them towards the end.

❶ Quickly shoot the attacking huggers and then rush out of the entry room. An Alien from the room to the right will come to attack you.

❷ After collecting the automapper from the walkway behind the steam leak, walk along to the end of the corridor. Dispatch the two synthetics here using all of your 9mm rounds and flick the switch.

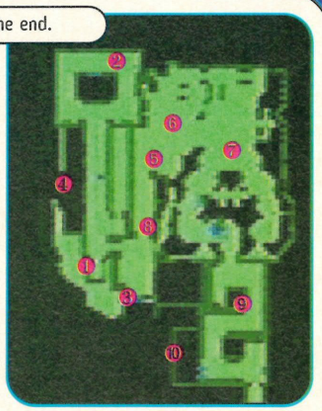
❸ Before leaving this area, grenade the wall behind you to reveal a secret room. This contains Huggers and loads of much-needed ammunition.

❹ Walk back along the corridor and pause just after the black line on the floor. A lift activates taking you down. Flick the switch to release an Alien from each end of the underground corridor. Rush past and to the right to collect a hypo back before killing them with impunity.

❺ Kill the two Aliens on the way to this egg room. Carefully shoot each egg (the shotgun is best) avoiding any attacking Huggers. An Alien may also attack.

❻ The hardest area of the game. Six Aliens are here and you need to take them out one at a time. Shooting from this gantry (use grenades if you have them).

❼ The areas below these walkways are hot and take health. However, the area on the left contains an Acid Vest and some Ammo so its well worth the minor damage. Run like hell though.



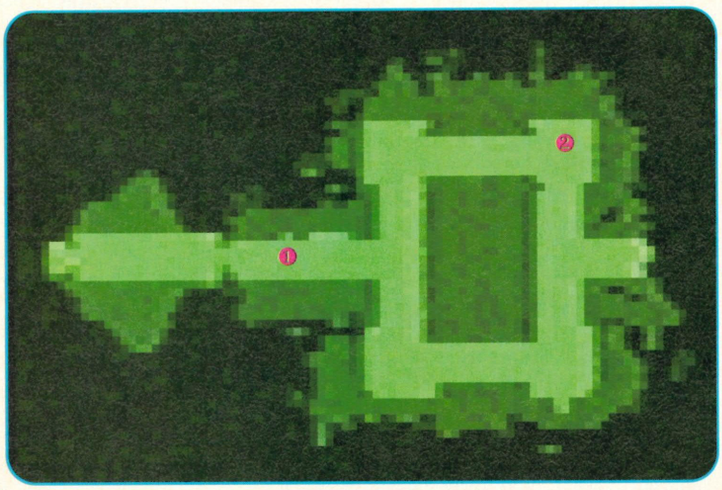
❽ Go left at the branch, kill the synthetic and collect some ammo. Backtrack and go right. Kill the synthetic on this little perch and shoot the surrounding crates for ammo. If you fall off the gantry here, it's all over.

❾ Several Aliens will attack you in this tunnel. Should be no problem for you by now, mind.

❿ Grenade the wall at the end of the level (your automapper will show you where) inside find eggs and ammo. A further secret room is contained beyond the far wall in here.

Level 10

Another bonus level except this time you have only 30 seconds. If you move quickly you should be able to cover all of the central square where all the best stuff is located. Don't worry about the bursts of flame, they won't hurt you to significantly and it's worth taking a bit of damage just to get as many items as possible.



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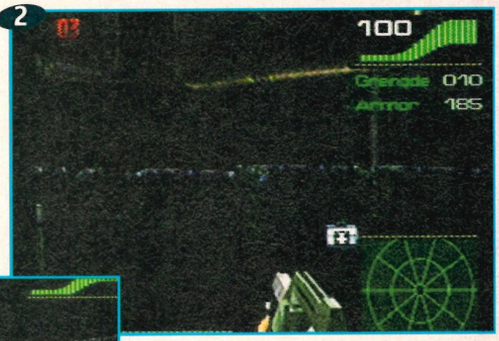

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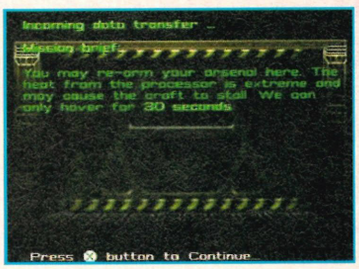


Level 11

A fairly easy level compared to the ones that went before. Grenade the doors covered in Alien slime before you attempt to open them.

6

❶ Two Aliens and a Ceiling Hugger will attack as soon as you open the door. Kill the Aliens in the normal way and turn right.

3

❷ Kill the poor soul here and collect his ID tag. Carry on past to the end wall. Grenade this and open the door to reveal...

❸ ...The control room and three angry Aliens. Once these are dispatched, collect the automapper and flick all the switches. Leave and go back to the arrival suite.

❹ Grenade the wall near the entrance and open the door. Inside you'll find another egged-up colonist and another Acid Vest.

4

❺ Grenade the wall opposite the arrival area and walk through. Kill the Alien and grenade the wall opposite you and open the door into the next room. Your automapper shows where all the secret room are on this level.

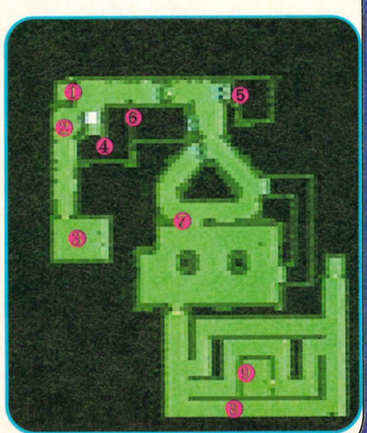
❻ Some of the infected colonists are in the secret rooms so it's well worth having a look.

❼ Two Aliens and two more colonists should have passed away by the time you get here. Drop down into the pit and take out all the eggs. Leave by the door opposite.

❽ Make your way to the back corridor of this complex. Kill the three Aliens in your path and flick the switch. Take the first right to the final room of the level. Be careful as three Aliens will attack at once.

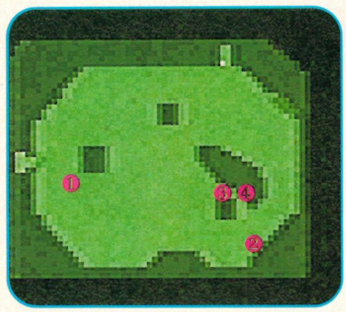
5

❾ Collect all the ammo the final room has to offer and make your way to the exit. The final surprise the level has to offer is an Alien leaping out of the exit room.



Level 12

At last the queen is in sight. This level is a bit of a disappointment. It's much easier than it should be, if you follow my good advice, that is.



4

❶ No immediate danger on arrival. Shoot any loose Huggers but do not drop into the egg pit. Stay close to the wall and go right.

❷ When you see the queen give her a few rounds to encourage her to break off from her enormously distended egg-laying abdomen. Drop down into the pit and run left.

❸ End up at the end of the Queens egg-laying apparatus, looking back towards her. If you've positioned yourself correctly she won't be able to attack.

Ⓟ (As in real life) the queen's a bit dim. She can't get at you from the front and you can pump her full of whichever lead you fancy. Use your smallest arms first, you really do have all the time in the world.

Congratulations, you've finished the first part of *Alien Trilogy*. Don't miss next month's issue of *Sega Power* for your complete solution to the final two installments of the game.

3

"Right
my gaming chum, put that
PlayStation down and unbosom your ears.
Relax, lie back and let my soothing words spice you
up... **TOMB RAIDER**: The most informed opinion in the
business on Core Design's latest Saturn blockbuster... The Making
of **MONSTER TRUCKS**: The inside story on the NEXT Psygnosis
racer... **FIGHTING VIPERS**: All the basic characters, all the moves...
SONIC 3D: Get a member of Sega Power's view on the blue one's
latest romp... **PLUS**: Behind the scenes on the new series... A
first-hand report from the biggest Japanese arcade show...
an exclusive Nintendo64 mini-magazine...
The best tips around...
JOIN ME!"

GAMESMASTER

http://www.futurenet.co.uk

GamesMaster Magazine Issue 49

On Sale Thursday 24th October

Reader Services

The ONLY guide to buying second-hand in any Sega magazine.

Looking for a way to cut the cost of your games buying? Got an old Mega Drive to sell or perhaps you're looking to pick up a cheap Saturn? This is most definitely the part of the Magazine for YOU! We've put our unrivalled expertise as the oldest Sega mag in the business at your service, so for all those top bargains, START READING HERE!

72 Small Ads

Got a game or a console to sell or maybe you're looking to pick up a few cheap deals on the latest Saturn games? It's ALL here!

How it works

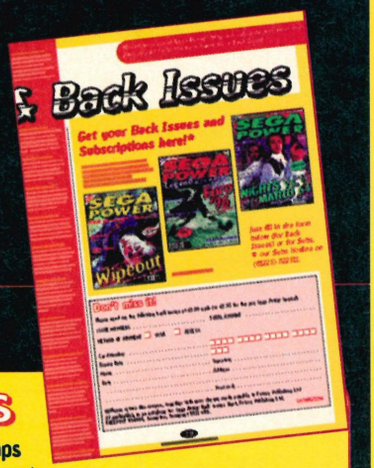
It's pretty much the same as before, except now we've highlighted the ad of the month. Plus we've linked in certain small ads with the *Hardline* so you can check what we think of the games on offer.

73 The Hardline

Looking for a second-hand game but maybe you missed the issue it was reviewed in? *The Hardline* lists all our recent games reviews (Saturn and Mega Drive only) so you can see what we thought!

How it works

Certain top games are marked as 'Best Buys', games advertised in small ads are flagged as well as new entries. All games reviewed since Issue 69 (nearly every Saturn game, ever) are included and most have a little picture. Ahhh.



77 Back Issues

Perhaps you were on holiday. Perhaps the newsagent caught you sneaking out of the shop with that crafty copy of *Mayfair*. FOR WHATEVER REASON, if you missed an issue of *Sega Power* you can get it here.

How it works

It's pretty much the same as before. There are summaries of the last year-or-so's Issues down the side of the page.

78 Buyers' Advice

So you've used our section to select your purchases but you want to be sure that you're not going to be ripped off. Here's our recommended way to avoid that problem! There's also advice for buying goods via mail order.

How it works

This page consists of our Guide to Buying Mail Order and Second Hand. Follow our tips and you should be all right.

To place an Ad, just follow the instructions below and phone it in to us direct at Sega Power. Easy, direct, simple: that's how we like to think of ourselves. Er...

Small Ads

How to understand this page

☛ – When you see this symbol in front of an ad, the game for sale is described in *The Hardline* (opposite).

Check out our Buyers' Advice page on page 78 for tips on how to protect yourself from being ripped off when buying second-hand.

Under £25

***Virtua Fighter* for sale** on Saturn. Boxed, good condition with manual and sheets. Sell for £20. ☎ Dave on (01689) 871135

I have over 35 computer magazines for sale which include *Total, Nintendo, Sega Power, Gamesmaster, Sega Saturn Magazine* and *Superplay*. Each magazine costs £2 or altogether £25. ☎ (01977) 556250.

Mega Drive games for sale. *Earthworm Jim 2* £20, *Zool* £8 or ask for less. ☎ James on (01727) 852890.

Sega Master System games for sale including *Tom and Jerry* without box, *Castle of Illusion* with boxed instructions, *Formula One Racing* with box and *Super Monaco GP*. £25. ☎ Matt on (01694) 771243

I have some MS games for sale. *James Bond 007, Sonic 1, Sonic 2, Hangon, World Club Italia '90* £7 each. Also I have a competition propad for £7. ☎ (0181) 478 7184.

Mega Drive games and arcade pad for sale. Everything under £25. ☎ Brad after 5pm on (01622) 817858.

Sega Master System games for sale including *Tom and Jerry* without box, *Castle of Illusion* with boxed instructions, *Formula One Racing* with box and *Super Monaco GP*. £25 the lot. ☎ Matt on (01694) 771243

Over £25

Mega Drive 2 for sale, two pads, six games including *Earthworm Jim 2* and *PGA Tour Golf 2*. Sell for £90 ono. Also Game Gear; ten games, Magnifier, case, mains adaptor and power pack £80 ono. ☎ James on (0181) 977 0895

☛**Mega Drive, Mega CD2**, 16 megadrive games (including *Theme Park, Toy Story, MicroMachines '96)*, Game Genie and two controllers. Mega CD games include *Sonic CD*. All in very good condition £150. ☎ Chris on (0181) 874 5463

☛**Mega Drive, 12 games**, two joypads, (games include *Earthworm Jim 2, FIFA Soccer, FIFA Soccer '95, Micro Machine 2* etc.). ☎ Johnathon on (0141) 639 5164

Game Gear games for sale *Xmen 2, Lion King* and five more, £5 each or the lot for £30. All boxed with instructions. ☎ Chris on (01733) 709951

Mega CD2. Nine CD's including *Streets of Rage* and *Tom Cat Alley*, boxed as new. £95. ☎ (01924) 405608.

☛**Mega Drive 2**, seven good games including *Sonic and Knuckles, FIFA'96*, and *Mortal Kombat 3*, including cheat book. Sell for £150 or swap for Sega Saturn. ☎ Matthew on (01746) 765189.

My name is Matt I am 20 and I have got dark hair. I would like to hear from girls between the ages of 16 to 25. Enclose photo ✎ to 53 Partington Close, London, N19 3DY.

Mega Drive and Mega CD, 15 games, two control pads, under warranty until November 1997. Sell for £120. ☎ Carl (01978) 362172.

Mega Drive, 32X, Mega CD2, Menacer-like gun plus four pads. ☎ (01925) 819922 after 5pm for price. Will sell altogether or separate.

Mega Drive plus Mega CD (no box), five Mega Drive games including *Canon Fodder, PGA Golf Tour 2*, plus five Mega CD games including *FIFA Soccer*. Bargain at £200. ☎ (01252) 712070.

Mega Drive, two pads, 19 games including *Micro Machines, FIFA International, FIFA '95, Desert Strike, Street Fighter 2*, all boxed with instructions. £240. ☎ Danny (0181) 953 8831.

MD1 mint condition, four games, boxed £40. Also 20 MD games including *Lesterman* at £25 and *Cannon Fodder* at £25. For details ☎ after 4pm on (01978) 753570 and ask for Gareth.

Mega Drive 2 with one game *(FIFA International)*, and Menacer with six games. £60. ☎ Matt on (01694) 771243.

Mega CD and thirteen games for sale £110. *NHL '95 Hockey, Streets of Rage, Side Pocket, Davis Cup, Muhammed Ali's Boxing* (all Mega Drive) £15 each. ☎ Steven on (01737) 371060 after 4pm.

MD for sale with five games, two six-speed pads, Game Genie, and MS Converter. Only £125. ☎ (01438) 743905 between 5-8pm and ask for Matt.

MD2, MCD2 with two joypads (one auto) and *Sonic 1* and *2* £110. Also three 32X games. ☎ (01705) 340863.

Wanted

Wanted desperately *Jurassic* *Park* on Mega CD. ☎ Mathew Shore on (01789) 842603. Warwickshire area.

Wanted Sega Saturn. Will swap Sega Mega Drive with nine games. ☎ (01543) 416544.

Wanted, dead or alive: *Worms* or *Comix Zone*. Reward: *Ranger X* or *Blood Shot* (swap, or *Ranger X* for £15).☎ (0141) 6345617

Wanted: Master System games, *Putt* and *Putter, Psycho Fox, Fire and Forget II*. Also Mega Drive games, *Top Pro Golf* and *Super Battle Tank*. ☎ (01734) 862355

Master System games wanted. Particularly *Smurfs, Addams Family*. Also old Spectrum games wanted. ✎ E. Barker, 117 Carleton Road, Pontefract, West Yorkshire, WF8 3NE

Wanted: *Sega Power*, Issues 59, 40 and 41. Good condition please. ☎ Nic on (01457) 873692

Wanted: Mega Drive games *Rainbow Island* and *Toki*. Will pay up to £10 each. ☎ (01274) 491674 after 6pm

Wanted: *Olympic Gold* for Mega Drive. Will pay reasonable price. ☎ Steve (0181) 520 8763 after 8pm

Wanted: 32X with game(s) preferably *Virtua Fighter, Virtua Racing, Star Wars* or *Metal Head*. Will pay up to £50. ☎ Russell on (01273) 703982

Wanted: *Chrono Trigger* and the newest Action Replay (both for SNES) ☎ Alex on (0181) 504 3198

Wanted: MCD with five+ games, one control pad and all leads. Will pay up to £50. ☎ (01472) 826754 ask for Daryl

Wanted: cheap Saturn games new or old especially *Daytona* or *Panzer Dragoon 2*. Or I will swap a Saturn for a PlayStation. ☎ Steve on (01775) 760967

Swaps

Will swap *X-Men 2* with *Aladdin* or *Kid Chameleon* plus *Space Harrier* for an Atari Lynx or Action Replay. All games for Mega Drive. ☎ (010353 65 if ringing from UK) 25958.

Will swap Mega CD games *Dragons Lair, Road Avenger, Tomcat Alley, Lethal Enforcers 1 + 2, Thunderhawk, Night Trap, Slipheed,* for *Earthworm Jim, Theme Park* etc. ✎ Colin Rice, Flat C, 9 Queen Street, Dumfries, Scotland, DG1 2JG.

☛**Will swap** *Alone In The Dark* and *Guardian Heroes* for other top Saturn titles. Preferably *D* or *Magic Carpet*. ☎ Neal (0421) 632726.

☛**Will swap *Zool*** for *Micro Machines Turbo Tournament 96*. ☎ Jonathan on (01633) 860583

☛**Will swap** *Dynamite Heady, Judge Dredd* and *Sonic 2* for *Theme Park* and *X-Men 2* (MD). ☎ (01489) 780034 ask for Matt

☛**Will swap Mega Drive**, *3 FIFA's, NHL '96* and *Total Football* for Saturn with game. ☎ 01708 700080.

☛**Will swap *Guardian Heroes*** on the Saturn for *Virtua Fighter 2* or sell *Guardian Heroes* for £23. ☎ Anthony on (01744) 737952

I will swap *European Club Soccer* and *Pele* for *Theme Park* – all on Mega Drive.☎ Danny on (0171) 376 5957 no charge included.

☛**Co Pro Pad** and Action Replay 2 for the Mega Drive. *Bug!* and *Clockwork Knight* for Saturn. I will swap them for other Saturn games. ☎ (01372) 815788 Saturdays only

Will swap *Mega Games 1* and *2* or *Zero Tolerance* for *Primal Rage* or *Toy Story*. ☎ Daniel on (01630) 658205

Swap Mega Drive 2 fully packaged with thirteen great games, for a Saturn or PlayStation. ☎ Daniel on 01630 658205 after 4pm, please.

Penpals

Handsome male looking for sexy female aged 11-12. Must like basketball, baseball and have an excellent sense of humour. Enclose photo. ✎ to Steven Frank, The Coach House, 1 Lancaster Road, Didsbury, Manchester, M20 2TY.

Female penpal wanted, 17 and over. I love Oasis and Supergrass and The Stone Roses. Dislike Blur. I play computer games in my spare time when not at gigs. I am aged 19. Please send photo to: 78 Brownley Court, Wythenshawe, Manchester M22 4GH.

I am a 13-year-old boy looking for a female aged thirteen to fourteen. Likes swimming, computers and roller blading. ✎ to Nick Medleycott, 8 Wall under Hayward, Church Sutton, Shropshire, SY6 7DU.

My name is Matt I am 20 and I have got dark hair. I would like to hear from girls between the ages of 16 and 25. Enclose photo and ✎ to 53 Partington Close, London, N19 3DY.

I am a 12 year-old-male looking for an eleven to thirteen-year-old sexy girl, who likes swimming and skating. ✎ to Mathew Kitson, Honeydale Barn, Wall under Hayward, Church Sutton, Shropshire.

It's all changed!

From now on, we're using a NEW system for accepting Reader Ads. Instead of the dull old paper-and-pen method, we want you guys to PHONE us (for once). To place a Reader Ad, please follow these steps:

❶ **Write down** on a piece of paper, in 30 words or less, what you are selling, in the usual way. Remember to include your name, a price and a number/address where you can be contacted.
❷ **Call** (0891) 789274 and read out what you wrote down!
❸ **Hang up** and be happy. We'll try to fit your advert in as soon as we can.

Reach our Reader Ads hotline on:

☎ (0891) 789274

All calls charged at 39p per minute cheap rate and 49p per minute at all other times. If you are using your parents' phone please ask permission before calling.

Some people have got a nerve...
1. **Trade ads?** Hey! Cheapskate corporate tosser trying to advertise your tat – sod off and talk to our promotions dept.
2. **We can't vouch** for the quality of these ads. Bad ads are either re-written or thrown away, depending on how we feel.
3. **Speak clearly.** Talk slowly and and caaarefuully. Here's your chance to practise some neat diction, y'spaz.
4. **We cannot guarantee** the positions of your adverts or that they will appear in specific issues of *Sega Power* – but they will definitely appear on this sacred page at some point. Unless they're stupid or you forget to put your telephone number IN THE AD.

Welcome to the **Hardline**, *Sega Power's ultimate guide to what's available for your system. It's updated every month with the latest releases offers clear buying advice, be it second hand or new. Enjoy...*

The Hardline

What's *The Hardline* for?

To help sort the pedigree games from the pack of substandard imitators, the Jimi Hendrixes from the Lenny Kravitzes, *The Hardline* is here to provide authoratitive information on all game releases. It will be updated every month so get reading!

How to understand it

The Hardline is updated every month. Each entry follows this delightful format:

1. **Title**
2. **Publisher and original price (note that this will not necessarily be what you'd pay to get hold of the game now).**
3. **The *Sega Power* (*SP*) issue number that the game was reviewed in.**
4. **A mini-review based on what we originally said, plus its review score.**

What the symbols mean

You'll see a series of icons in the Hardline text. This is what they mean...

- ✉ **You'll find this game being sold in this month's Small Ads page.**
- ✓ **It's a Best Buy! If you see it on sale somewhere, GET IT!**
- ● **It's a new addition to the section from last month.**

MEGA DRIVE

AAAHH!!! REAL MONSTERS

Viacom £49.99
***SP* 76 53%**

Twenty-five levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is difficult and guess what? There's lots of monsters, what would happen if they were real?

AUSTRALIAN RUGBY LEAGUE

EA £45.00
***SP* 75 70%**

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim – only rugby sim.

BUGS BUNNY IN DOUBLE TROUBLE

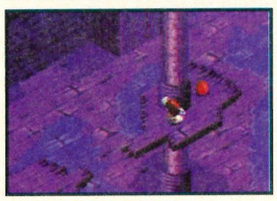
Sega £39.99
***SP* 84 87%**

More platform adventures from Sega and a licensed cartoon character. Much along the lines of *Maui Mallard* and *Garfield* there's nothing basically wrong with *BBIDT*, it's just that there's absolutely nothing new or challenging either. It seems for the Mega Drive, Sega have slipped into game creation by numbers.

BRIAN LARA '96

Codemasters £44.99
***SP* 79 85%**

An improvement on the original, which was No. 1 for ages, with added features (the World Cup, County championship and historic games), better graphics and more options. This is a must for all cricket enthusiasts and anyone that enjoys an excellent sports simulation game. If you enjoyed the original, you'll enjoy this more.



COOL SPOT (3) GOES TO HOLLYWOOD

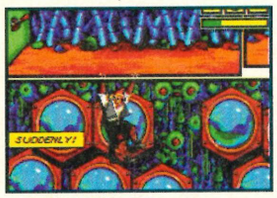
Virgin £40
***SP* 74 88%**

There's lots to recommend. It's slick, funny, challenging, clean and most unzitty, thank goodness. As expected, this cool platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger. Fnar.

COMIX ZONE

Sega £44.99
***SP* 72 81%**

Jumping from comic book frame to frame this is an original take on the platform beat-'em-up theme. Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark. Also now available on CD ROM for decently fast 486 PC's.



CUTTHROAT ISLAND

Acclaim £40
***SP* 78 5%**

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Another shockingly poor film license from Acclaim.

DEMOLITION MAN

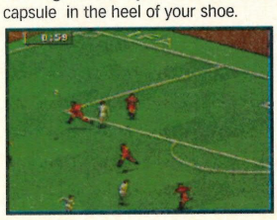
Acclaim £34.99
***SP* 72 72%**

The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberal, lefties. That bit's fine in theory but all the rest of the film nonsense is also present but with out any of the fringe benefits (Sandra Bullock). *DM* doesn't offer much over the standard platform game shooter. Sometimes even hard men curl up in front of the fire to watch Songs Of Praise and that type of light relief is as good as this gets.

FIFA SOCCER '96

EA £44.99
✉ ✓ ***SP* 73 91%**

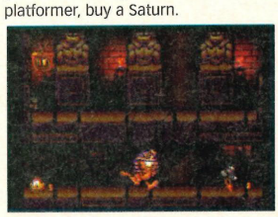
Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment some extra oomph. There are enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse. Best footie on the Mega Drive, buy it or swallow that capsule in the heel of your shoe.



GARFIELD

Sega £39.95
***SP* 75 70%**

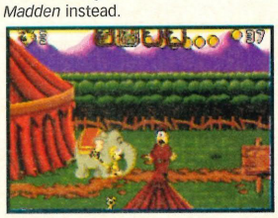
All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily-challenged this one should maybe stay on the shop shelf. If you're rich enough to afford another platformer, buy a Saturn.



MADDEN '96

EA £44.99
***SP* 75 49%**

Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised play. If it's American Football you want, it'd be better to get an older and cheaper *Madden* instead.



MARSUPILAMI

Sega £44.99
***SP* 74 69%**

The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe we're assured but then again so is Chris De Burgh. Enough said.

MAUI MALLARD

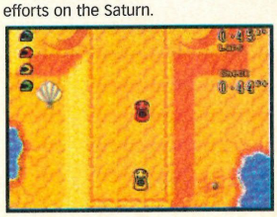
Sega £44.99
***SP* 74 71%**

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. Sadly, the license fee to release the Disney star must have dipped into the budget for imagination, originality and creativity. Odd that.

MICRO MACHINES TURBO TOURNAMENT EDITION

Codemasters £44.99
✉ ✓ ***SP* 72 95%**

The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a bloody pulp including many supposedly 'Next Generation' efforts on the Saturn.



MORTAL KOMBAT 3

Acclaim £59.99
✉ ✓ ***SP* 73 95%**

The last great blast on the Mega Drive (although it now looks like *UMK3* will be released later this year) and a good thing too. There's not much more that can be done with the *Mortal Kombat* series on the Mega Drive but at least they're going out on a high. Everything's there, it all works smoothly and 2D, fighting games have their master.

NBA LIVE '96

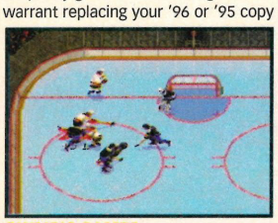
EA £44.99
***SP* 75 60%**

Those determined to buy the latest basketball sim won't go wrong with EA's latest. All the stats and teams are

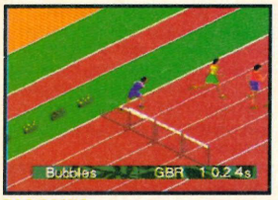
The Hardline

up to date and the gameplay has been buffed and polished to a shine. Those with an ounce (oh sorry, metric) – those with a gram of sense will get last year's model at half the price or stick with the one they have already.

NHL '97
EA £44.99
✉ ***SP* 84 81%**
We said that *NHL '96* would probably be the last instalment of EA's great ice hockey dynasty but we were wrong. NHL '97 offers more options than ever before and some gameplay tweakage. It's pretty good but not enough to warrant replacing your '96 or '95 copy



OLYMPIC GAMES
THQ £3.99
***SP* 83 64%**
With the Atlanta Olympics now a faded memory, THQ just had time to rush out this substandard track and field simulator. Admittedly having *Athlete Kings* next to it didn't do the graphics any favours but the gameplay is also sadly lacking.



PAC PANIC
Namco £24.99
***SP* 75 50%**
A puzzle and *Tetris*-like jaunt for the eight-bit Eighties wonder, *Pac Man*. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the Pac before.

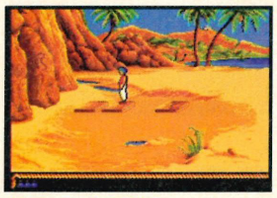
PGA TOUR '96
EA £45.00
***SP* 75 60%**
One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with it. If you haven't, get one of those second-hand instead.

POWER PIGS
Titus £34.99
***SP* 84 52%**
They are pigs, they have power. We aren't quite talking *Cutthroat Island* here but some of the animation runs it pretty close. Although there's enough gameplay to hold the attention for a certain time, this is definitely a title for the less-discerning, fairy tale-orientated, Mega Drive gamer.

PHANTASY STAR 4
Sega £39.99
***SP* 73 87%**
A RPG that gets top marks for size and content. There are a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations but that's the least that should be expected. One to buy a mate you don't want to see for a month.

PREMIER MANAGER
Sega £44.99
***SP* 73 83%**
If you can't stump up an argument in favour of the flat back four you'll be lost with this. It has an an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. Enough stats to keep even a BSkyB fan happy.

PRINCE OF PERSIA 2
Titus £39.99
***SP* 84 27%**
Oh dear. Never have so many people come to the *Sega Power* offices just to laugh at one game. A generous score in the end.

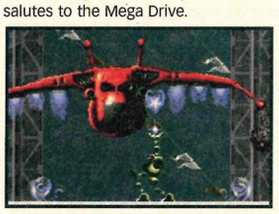


SUPER SKIDMARKS
Codemasters £44.99
***SP* 74 82%**
Ram and slam your light-hearted socks off in boy-racer meets Dinky toy land. The *Micro Machines* roots are clear for all to see in a game where gameplay is king. There are plenty of shenanigans to be had in this innocent jaunt through impeccably rendered tracks with neat sprites. Like the *Micro Machines* games, *SS* is best played with a full complement of mates (up to four at once) joining in via the wonders of the J-Cart.

TINTIN
Infogrames £34.99
***SP* 82 80%**
Surprisingly, this is the first Mega Drive outing for the little French fellow with the curious taste in trousers. The game isn't bad, combining some excellent 3D effects with varied level design (swimming and climbing as well as the more standard platform fayre) and more than a leaf or two taken out of *Toy Story's* book. You could do a lot worse especially if you're a Tin Tin fan.

TOY STORY
Sega £44.99
✉ ✔ ***SP* 77 93%**
Quite simply, a 'must have' title for the Mega Drive, this platformer is streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive. Cash at the ready and off you go.

VECTORMAN
Sega £40
✔ ***SP* 73 90%**
The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic suicide button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some top graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.



WHIZZ
Titus £39.99
***SP* 84 85%**
Along the lines of the *Cool Spot* series and the up-coming *Sonic 3D*, *Whizz* is an isometric platformer with enough good little gameplay effects and challenge to interest all but the most jaded Mega Drive gamer. The graphics are pretty cool, the level design neat and overall, there's a pretty fine game lurking here. It's just a shame about the penguin theme.

WORMS
Team 17 £39.99
***SP* 76 78%**
For those that enjoyed *Lemmings* or *Humans*, get your dosh ready. There's plenty of gentle humour here mixed with a whole sack of weaponry. Slow action makes this game for some but frustrates others. The microscopic worm pixels battle it out through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition.

WWF WRESTLEMANIA
Acclaim £40.00
✔ ***SP* 74 90%**
Finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.

ZOOP
Viacom £39.99
***SP* 74 81%**
A puzzle game in the style of *Tetris* or *Mean Bean Machine*, *Zoop* has an addictive quality built upon the most knobby old graphics. If you happen to have red/ blue colour blindness forget it. Otherwise it might be worth a go.

SATURN

3D LEMMINGS
Sega £44.99
***SP* 81 82%**
The lemmings die a thousand deaths but still keep coming back. This time it's the Saturn and the third dimension makes a welcome appearance. The game has got eighty levels and if you've loved *Lemmings* before this is the game for you. If you haven't though, some of the 2D versions might be less confusing.

ACTUA GOLF
Gremlin £44.99
● ***SP* 85 84%**
Lots of golf fun with the probably the best looking Saturn golf game available. A full two courses are available along with more camera views than are feasibly possible and a control set that's simplicity itself to use. Overall the game might be a little too easy for some but it's now a choice between this and *Virtual Golf*.

ALIEN TRILOGY
Acclaim £44.99
***SP* 84 83%**
A graphical feast and the first decent Doom-style shooter to get a Saturn release. The game uses its licence well and really captures the feel of the movie sefries. Unfortunately the same effort's not been made with the level design and the challenge level is woefully low in places. Get it and sell it on when you've finished it.

ALONE IN THE DARK: JACK'S BACK
Infogrammes: £35
✉ ***SP* 80 88%**
The *Alone in the Dark* series makes an excellent entry into the console market with this. It's a 3D adventure game where you guide your polygonised character around a series of increasingly strange three-dimensional locations. Easily the best of its type on the Saturn.

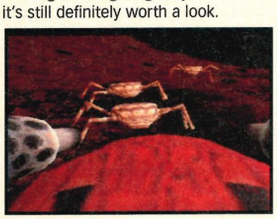
ATHLETE KINGS
Sega £39.99
✔***SP* 83 87%**
Sega have found a way to port their new arcade games straight over to the Saturn and *Athlete Kings* is a corker. Fluid animation and graphics only bettered by *VF2*, make this track and field simulator a winner. Only the lack of non-arcade options has kept *AK's* score out of the 90's.

BAKU BAKU ANIMAL
Sega £45.99
✔***SP* 76 85%**
Easily as addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick, *Risk* for Dean) and like *Tetris* in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside of eyes. "Relax, relate and vegetate", said Mr. Joe.

BATTLE ARENA TOSHINDEN
Takara £49.99
***SP* 75 84%**
A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but overall, it's an excellent conversion.

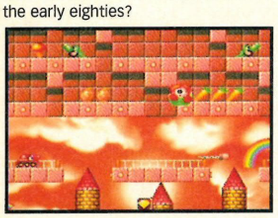
BLACKFIRE
Virgin £44.99
***SP* 83 74%**
A helicopter shoot-'em-up without the fine pedigree of *Thunderhawk 2*. The graphics are OK in an early Saturn game kind of way and there are plenty of missions to keep you occupied. Unfortunately, the game just doesn't have the addictive pull that shooters need to keep you interested and it all gets too dull too quickly. Not terrible, just not very good.

BLAM! MACHINEHEAD
Core £44.99
***SP* 84 83%**
Core Design have produced some excellent games in their time and whilst *Blam* may not live up to the excellence of *Thunderhawk 2* it's certainly no slouch. It's a 3D flying game with an impossible storyline, lots of excellent monsters to shoot and challenging level design. There's nothing startlingl originally here but it's still definitely worth a look.

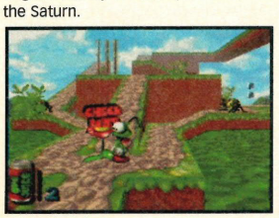


BOMBERMAN SS
Core £39.99
***SP* 84 59/87%**
An enormous hit on the Mega Drive (and practically every other console) *Bomberman* gets its Saturn outing and is still as disappointing in one-player mode as it is brilliant in multiplayer. If you've got two multitaps and plenty of friends up to ten players can play at once.

BUBBLE BOBBLE
Acclaim £39.99
● ***SP* 85 56%**
Actually three games in one – *Bubble Bobble, Rainbow Islands* and *Rainbow Islands Enhanced*. An old fashioned feast of gameplay it might well be but did you really get your Saturn to recreate those Arcade experiences of the early eighties?



BUG!
Sega £44.99
✉ ✔ ***SP* 72 95%**
Bug! is the flagship sprite for the Saturn. Luckily, he lives up to all expectations. This challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels. Plenty of baddies and secret levels. Nowhere near as fast as any of the *Sonic*s but it's not really that type of game. Easily the best platformer on the Saturn.

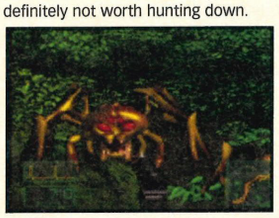


BUST-A-MOVE 2
Acclaim £39.99
***SP* 84 87%**
Another classic game gets a Saturn release. Apart from some flashy new backgrounds and some rendered intro stuff, it's pretty much the same as any other version you might have seen and just as addictive. It's a kind of reverse *Tetris* affair where you can play competitively against another player. A rival to *Baku Baku* and pretty damn good with it.

CASPER
Interplay £44.99
***SP* 78 81%**
A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the inexperienced gamer.

CLOCKWORK KNIGHT 2
Sega £39.99
***SP* 72 53%**
Platform games look good on the Saturn – that's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are the options. Dull.

CONGO
Sega £49.99
***SP* 81 65%**
The game of the chimp film. It's a sort of *Doom* effort taking place in the jungle of central Africa. The graphics are a bit wobbly, the monsters poor by anyone's standards and the gameplay much more linear than id's classic. Another import-only game definitely not worth hunting down.



CYBERIA
Interplay £45.99
***SP* 77 48%**
A sci-fi adventure game that tries to be a shoot-'em-up. The atmosphere is lacking and the puzzles mostly depend on luck. Death comes so often that a tendency to throw the game at the dog will win over a will to finish it.

D
Acclaim £45
***SP* 76 83%**
Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't last that long but the atmosphere is terrific and the graphics superb.

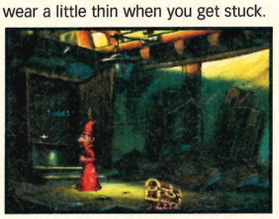
DARIUS GAIDEN
Acclaim £59.99
***SP* 77 35%**
A shoot-'em-up that gives import games a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed-up and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on?

DEFCON 5
BMG £34.99
***SP* 81 52%**
An ambitious attempt to cross the *Doom* genre with the adventure/strategy game, *Defcon 5* sadly fails. The 3D walk-around graphics are fair enough but the game objectives are obscure, enemy interaction is weak and the game simply fails to grip the player.

DESTRUCTION DERBY
Sega £39.99
● ***SP* 85 80%**
Another Psygnosis PlayStation conversion that looks a little the worse the wear for its translation. The game itself is a good twist on the familiar racing theme, with a league system, evolving tracks and the infamous last-car-running. Bowl. Worth a look.

DIGITAL PINBALL
Sega £45
***SP* 72 22%**
One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in the pub any time.

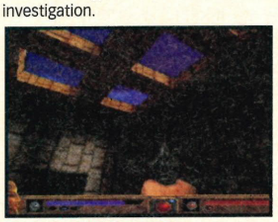
DISCWORLD
Sega £44.99
***SP* 81 81%**
Terry Pratchett's sprawling computer spawn now stumbles across the Saturn in its never-ending journey around the silicon world. It's a text/speech-based graphical adventure which keeps the atmosphere and humour of the Discworld series, even if that does wear a little thin when you get stuck.



EARTHWORM JIM2
Virgin £39.99
***SP* 82 85/20%**
A major disappointment for any Jim fans who played *EWJ2* on the Mega Drive. The game is almost entirely the same with a few extra layers of parallax being the only concession to the Saturn's Power. If you've never played a Jim game before you won't go far wrong with this (85%). If you have, forget it (20%).

EURO '96
Sega £50.00
✔ ***SP* 80 90%**
Better than *Actua* and certainly better than *FIFA*, *Euro* is an immense game. Polygon characters, 3D modelling of all of the *Euro '96* stadia and the playability of a vintage classic. *Euro '96* looks set to long out-last the championships and sets a new standard for console footy games.

EXHUMED
Sega £39.99
✔ ***SP* 83 91%**
Doom clones come and go but *Exhumed* has what it takes to make itself a classic. Tough, non-linear gameplay, light-sourcing, graphics out of the top drawer and a vast arsenal of weapons help make *Exhumed* much more than a stop-gap for *Doom* or *Alien Trilogy*. Well worth investigation.



F1 LIVE INFORMATION
Sega £39.99
***SP* 76 79%**
The cars are the replicas of the Formula 1 models from the 1995 season as are the drivers. There are six tracks (three real – including Monaco – and three imaginary). Ultimately the game is let down by dodgy car handling. It's a bit too easy as well.

FIFA INTERNATIONAL SOCCER '96
EA £44.99
✔ ***SP* 76 85%**
Until *Euro '96* came along this was the best available footy game for the Saturn. There's some great new angles and team tactics, John Motson does the commentary and there's a neat Virtual Stadium idea.Those used to the Mega Drive version will find everything reassuringly familiar.

FIGHTING VIPERS
Sega £44.99
● ***SP* 85 84%**
Another 3D fighting game which uses much the same engine as *VF2* albeit at a slightly lower resolution. There are some nice touches – the use of weapons and armour for instance – and there are more than enough options and fiddly bits to keep the beat-'em-up fan happy. Criminally easy in one-player mode, mind.

GEX
BMG £39.99
***SP* 80 62%**
Not fast enough to be the next *Sonic*, not imaginative enough to be the next the *Earthworm Jim* and not accomplished enough to challenge *Bug!* You're a lizard, you stick to walls, you have an extendable tongue. A little better than *Bazookatone* but there's not much in it.

GHEN WAR
Sega £45.99
***SP* 76 80%**
A decent import, this shoot-'em-up tootles through the galaxy with smooth sophistication. Each sub- level has a defined mission which focuses the attention very clearly. One small gripe is the single view. Virgin have finally picked up the option to release this over here in Britain (originally reviewed on import) so expect it in the shops soon.

GOLDEN AXE
Sega £50.00
***SP* 74 70%**
A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (*Samurai Shodown* with broad swords), the *Golden Axe* theme is well proven but there's nothing new. Fifty quid is a bit steep to find that out.

GP HANG-ON '95
Sega £39.99
***SP* 75 70%**
Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There're plenty of tracks and options, it runs smoothly and fairly fast but the sound is poor. In amongst the plethora of racing games for the Saturn, it holds its own – just about.

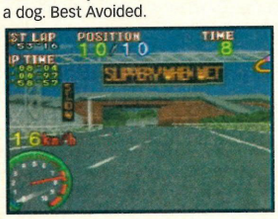
GUARDIAN HEROES
Sega £44.99
✉ ✔ ***SP* 78 80%**
A new three-level parallax beat-em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive but certainly not to everyone's taste.

GUNBIRD
Atlus £60.00
***SP* 77 71%**
A shoot-'em-up from the old school with plenty to blast. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so too the Arcade Mode but it's still very expensive.

GUN GRIFFON
Sega £45
***SP* 80 66%**
An import-only tank game from Sega. The eight huge levels are spoilt by murky graphics and a time limit that annoys rather than challenges. Your other alternative, *Shellshock,* doesn't take itself so seriously and is certainly much better fun than this is.

The Hardline

HIGHWAY 2000
JVC £39.99
● ***SP* 85 56%**
Dreadful racer with the occasional flash of Dolly Bird included. Plays like a dog. Best Avoided.

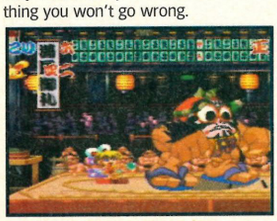


HI-OCTANE
Bullfrog £44.99
***SP* 74 85%**
A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but overall, it's not too quick.

INTERNATIONAL VICTORY GOAL
Import £30
***SP* 78 74%**
Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J • League. This one has struggled out a bit too late to fend off the challenges from the likes of *FIFA* and *Euro '96*.

JOHNNY BAZOOKATONE
US Gold £44.99
***SP* 77 60%**
Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor. A real underachiever.

KEIO FLYING SQUADRON 2
JVC £44.99
***SP* 83 80%**
The Japanese have a strange sense of humour and *Keio* is more than enough proof of that. It's a 2D platformer where you play a bunny girl with a hammer running around beating up fish and teddy bears and collecting golden bunnies. It does what it does very well and if you like this sort of thing you won't go wrong.



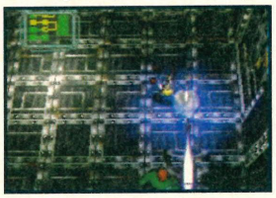
THE KING OF FIGHTERS '95
Sega £70
***SP* 80 79%**
The first game to come on cart and CD, a system that eliminates access times. But the game is nothing to write home about – certainly at the low end of the Saturn 2D beat-'em-up league and not worth spending £70.

KING OF SPIRITS
Atlus £44.99
***SP* 76 19%**
Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. There's only ever one other car to race against, the two player mode doesn't work and the cars handle like turds on a skidpan. Terrible.

LAYER SECTION
Taito £49.99
***SP* 75 79%**
A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off. It's also damn near impossible with a joypad but worth the coinage with a chunky arcade joystick. Better than the average import game.

LEGEND OF THOR
Sega £49.99
***SP* 81 54%**
Out on import and thus rather expensive, *LoT* is another botched attempt at a Saturn RPG. The graphics are risible with no attempt at sprite scaling, no landscape work and no 3D stuff at all. Character interaction is limited, the fighting simplistic and overall it just isn't worth the effort.

LOADED
Gremlin £44.99
***SP* 83 82%**
The PlayStation's premium shooter gets a Saturn outing and looks none the worse for wear for it. The violence is well over the top and its fun for a while (especially in two-player mode) but the gameplay is ultimately shallow and can get very dull rather quickly.



MANSION OF THE HIDDEN SOULS
Sega £39.99
***SP* 75 68%**
A thinly disguised re-working of the Mega CD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter (eh?) and disembodied heads float but the gameplay ultimately falters.

MAGIC CARPET
Bullfrog £44.99
✔ ***SP* 78 89%**
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. Challenging, innovative and intelligent.

MORTAL KOMBAT 2
Acclaim £44.99
***SP* 75 89%**
The old 2D beat-'em-up is not a game for those looking for the latest next generation thrill. It is, however for those hankering for the good old days of the Mega Drive. It's arcade perfect but hardly next generation gaming. It still gives a ripping good play, however, even though it's now been overtaken by newer and better-looking titles.

MYST
Sega £40
***SP* 73 78%**
One of the best looking puzzle/adventure games around, *Myst* errs on the tricky and often strays onto the difficult side. Designed for older gamers, it lacks the shine of *D* but makes up for that with sheer size. Now bettered by *Alone in the Dark* as the best Saturn adventure game.

MYSTARIA
Sega £44.99
***SP* 77 82%**
An RPG in 3D and large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in-between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn.

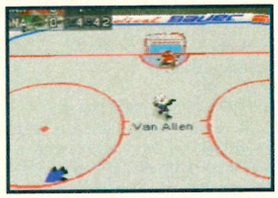
NBA ACTION
Sega £44.99
***SP* 83 74%**
Polygon people playing polygon basketball. *NBA Action* has all the stats, teams and players that you could wish for but the overall gameplay is a little uninspired and the graphics not nearly as impressive as *Slam 'n' Jam*. A pat on the back must go for the multiple view options on offer though.

NBA JAM TOURNAMENT EDITION
Acclaim £44.99
***SP* 74 85%**
The basketball bandwagon just keeps on rolling for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before.

THE NEED FOR SPEED
BMG £44.99
***SP* 82 80%**
It might look poor in comparison with the *Sega Rally's* and *Daytona's* of this world but *TNFS* is definitely good fun in spite of it all. Six courses, some ovals, some straights make it good value as does the innocent civillian traffic. Good for a laugh.

NHL ALL STAR HOCKEY
Sega Sports £44.99
***SP* 75 64%**
The graphics are OK and there are lots of options but sticky disk access, useless camera angles, a hard-to-spot puck and zero atmosphere let it down Not nearly as cool as the MD version.

NHL POWERPLAY HOCKEY
Virgin £44.99
✔ ***SP* 84 88%**
A surprise entry by Virgin into the ice hockey market sees probably the best sim to appear for any Sega system. The graphics are superb, the animation smooth and their are options enough to satisfy the most worrying anorak. Ice hockey's not much of a game compared to footy but *Powerplay* is good enough to appeal right across the board.



NIGHTS
Sega £44.99 £59.99 with pad
✔ ***SP* 84 92%**
Easily the most imaginative game to appear for the Saturn. It's a flying platformer where the basic objective is to replay the seven available levels achieving higher and higher scores. The speed is there and the graphics are simply superb. A must-have game for most Saturn owners.

NIGHT WARRIORS
Capcom £44.99
✔ ***SP* 80 91%**
A beat-'em-up with a sense of humour and more monsters than a night out in Frome, *Night Warriors* uses the *Street Fighter* game engine to work out some frustrated programmers' strangest ideas. Guaranteed to be the strangest fighting game you'll ever play and excellent fun.

OFF-WORLD INTERCEPTOR EXTREME
Crystal Dynamics £44.99
***SP* 75 72%**
At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels but a very poor split screen/ two player option let it down.

OLYMPIC SOCCER
US Gold £44.99
***SP* 83 83%**
Polygon people playing polygon football. *Olympic Soccer* caused ructions in the office. Some people liked the excellent play characteristics (like headers and volleys) whilst some just laughed at the rather sub standard graphics and option screen layouts. OS is about the most playable of the Saturn footy games. If it looked even a bit better it'd be worth well over 90%.

OUTLAWS OF THE LAST DYNASTY
Data East £39.99
***SP* 72 59%**
Three words not associated with *Outlaws* are, Imagination, Skill and Originality. This beat-'em-up looks like a liquidised version of everything you've seen before. The result is not worth the bus fare home.

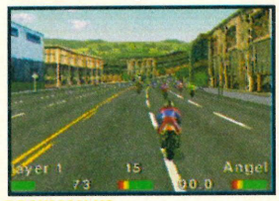
PANZER DRAGOON 2
Sega £44.99
✔ ***SP* 80 80%**
The dragon's back and he's brought some of the best console graphics ever. Despite offering alternative routes, the game is still very much an on-the-rails effort and too easy to merit its £50 price mark. It's a lot better than the first, but you'd have to be fairly inept not to be able to finish this after two days.

PRO PINBALL: THE WEB
Empire £39.99
***SP* 83 84%**
More pinball for the Saturn and Empire's single table effort probably beats them all. All the bells and whistles you expect from a modern pinball machine are here along with other interesting features such as the mad six-ball multiball.

RAYMAN
Ubi Soft £44.99
✔ ***SP* 73 81%**
Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.

RISE II: RESURRECTION
Acclaim £44.99
***SP* 82 59%**
Yes it is better than the first one but in comparison to the Saturn's other 2D beat-'em-ups this still hasn't got much to recommend it. The graphics are uninspired, the characters look the same and there's nothing much to recommend it.

ROAD RASH
EA £39.99
***SP* 83 61%**
The withering ghost of the 3DO comes to haunt the Saturn with this ropey conversion of the Mega Drive classic. The 3D effects are poor and the collision detection's not up to much even if the gameplay does manage to maintain some of the hypnotic qualities of the original



ROCKMAN X3
Import £49.99
***SP* 81 23%**
Rubbish game with rubbish graphics, design and gameplay. We thoroughly recommend that you stay well away from this.

SEA BASS FISHING
JVC £39.99
***SP* 84 77%**
Fishing? On a console? No it's not a joke and in actual fact it's a pretty good game. There are several different

fishing styles and techniques on offer and it all survives the computer treatment pretty well. If you're interested in fishing this comes highly recommended, if not you could still find it strangely addictive.

SEGA RALLY
Sega £45.99
✔ *SP* 75 97%
Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have' game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.

SHELLSHOCK
Core £44.99
***SP* 79 79%**
This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look and definitely better than Sega's *Gun Griffon*.

SIM CITY 2000
Maxis £49.99
***SP* 74 90%**
After preliminary button clicking to get things off the ground, *Sim City* really does start to look like a very special game. Connecting your world up to sewage and telephone systems can be fun, honest and although the whole premise of the game doesn't sound that thrilling, it all gets very addictive very quickly. On a quirky note Aliens appear when your city has been developed sufficiently – interesting, huh.

SHOCKWAVE ASSAULT
Electronic Arts £39.99
***SP* 82 42%**
The 3DO sends another little reminder of just how crap it really was. Shockwave is an interactive movie with a truly substandard 3D shoot-'em-up tucked in there somewhere. The acting's cheesy, the flying slow, the landscapes dull and the aliens sub-Doctor Who in standard.

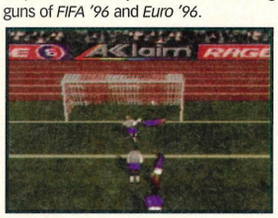
SLAM 'N' JAM
BMG £39.99
✔ *SP* 83 87%
The most playable 'real basketball' simulator on the Saturn. Although the players and the teams are fictional and the camera angle limited to the one, 'behind the basket' view, the game legs it at such great speed and the sprite graphics and gameplay are so finely tuned, that you can't help but like the game. The best until further notice.

SOLAR ECLIPSE
Crystal Dynamics £49.99
***SP* 76 81%**
A dark and tricky 3D shoot-'em-up. Each stage has a none-too-straight-forward objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by.

SPACE HULK
EA £44.99
***SP* 83 81%**
The game of the Games Workshop role playing adventure. It's *Doom* with tactics as you have to control not only your character but a team of terminators as well. The monsters are well drawn but the action can get pixellated at times. The tactical element should give the game longevity but might put off a lot of the people who like their out and out shooting action.

STREET FIGHTER ALPHA
Virgin £44.99
***SP* 79 81%**
Yes, it's *Street Fighter* with a few new characters, a few old ones, new combos and new super combos. It's certainly one of the better 2D fighters on the Saturn but not the update we'd hoped for. It's a toss-up between this, *Virtua Fighter 2*, *Night Warriors* and *Ultimate Mortal Kombat 3*.

STRIKER
Acclaim £44.99
***SP* 82 89%**
With Euro '96 in full swing, Acclaim quietly release this little game programmed by Rage Software. Whilst it may not boast a club side option, real player names or fancy motion capture, it plays very well indeed. The accent is on arcade pick up and playability rather than full blown simulation but that only adds to the frenetic pace of the game. We didn't think it stood a chance against the opposition but were pleasantly surprised. A worthy alternative to the big guns of *FIFA '96* and *Euro '96*.



THE HORDE
BMG £39.99
***SP* 79 69%**
It's reasonably original – a sort of cross between a god game and a slash-'em-up but it doesn't really master either game style. The music and sound effects are nicely atmospheric but the graphics and the gameplay are a too repetitive for comfort. It's got some good ideas but that's it. It's average

THEME PARK
Bullfrog £45
✔ *SP* 73 92%
A conversion from the PC CD ROM, this civilisation sim still outshines the rest of the class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version. The added benefit is that you get to have virtual 'go' on most of the rides thanks to the multi-rendering capabilities of the Saturn. A quiet game but definitely recommended and one for all the budding capitalists out there.

THUNDERHAWK 2:
Core £44.99
✔ *SP* 75 91%
A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh. By far the best shooter on the Saturn.

TRUE PINBALL
Ocean £39.99
***SP* 77 83%**
The best pinball sim on the Saturn, it gives a two fingered salute to Sega's *Digital Pinball* disaster. There is the occasional double-take when the bearing squirts arse-ways but there's plenty here for a good game. And four significantly different tables give reasonable value for money.

ULTIMATE MK3
GT Interactive £44.99
✔ *SP* 80 94%
A perfect port of the arcade *Mortal Kombat 3* and an *MK* fan's dream come true. Loads of the old characters make a re-appearance (there are 22 in all) and all the Fatality/Babality/Animality nonsense is there in full 32-Bit beauty. More than could have been expected. Better than the 2D rest.

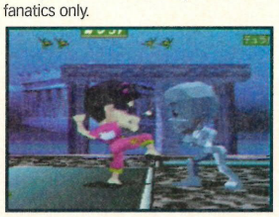
VALORA VALLEY GOLF
Virgin £35
***SP* 79 32%**
Six different options and multi-player options lift this game's score out of single figures, but only just. After that the negatives start ringing in. The American commentary is annoying and there's only one course for your fifty bucks. On top of that, it's slow, the control system's far from perfect and it's all just a bit boring.

VICTORY BOXING
JVC £39.99
***SP* 74 82%**
The main aim of this boxing sim is to climb the rankings and go for the title. To prepare for the big bout, practise pummelling the soft headed sparring partners and replay the best moments from up to twelve angles. If it's a boxing game you want then this is the only one you need.

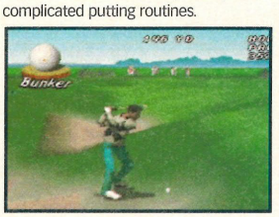
VIRTUA COP
Sega £59,99/£45.99
✔ *SP* 75 92%
Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where they're hit. A basic game that plays well above itself

VIRTUA FIGHTER 2
Sega £45.99
✔ *SP* 75 96%
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking. Buy it now.

VIRTUA FIGHTER KIDS
Sega £29.99
***SP* 84 68%**
The same game as *Virtua Fighter 2* except with baby versions of all the characters. No gameplay changes make for a pointless release designed for *VF* fanatics only.



VIRTUAL GOLF
Core £39.99
***SP* 77 87%**
Newcomers to the sports sim, Core, have landed a beauty. Fluid swing and ball movement and the smoothest panning of the greens we've seen. There's no frustrating time lapse between views and no needlessly complicated putting routines.



VIRTUAL HYDLIDE
Sega £39.99
***SP* 72 49%**
An RPG with a difference. Nobody would want to play the role. Shaky moments with deadly foes that look less frightening than a lollipop lady, limp fighting and funny walk gameplay make this a big no-no.

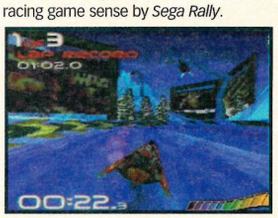
VIRTUAL OPEN TENNIS
Acclaim £39.99
***SP* 82 31%**
Acclaim took the opportunity to release this Japanese game a couple of weeks before Wimbledon making it the only tennis game available in the UK. It's not much cop though, with limited tournament options and a bug that lets you win every point against the CPU. The two-player option gives it a lift but hardly into *Pete Sampras* territory.

VIRTUAL VOLLEYBALL
Imagineer £39.99
***SP* 72 31%**
Virtual rubbish.

VIRTUA RACING
Time Warner £39.99
***SP* 73 91%**
A little dated next to *Sega Rally* but with plenty of Saturn-only extras. There's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Ultimately let down by boxy graphics, less than thrilling overall game speed and far from fruity sound effects.

WING ARMS
Sega £39.99
***SP* 73 67%**
After you've shot down your tenth plane, you begin to realise how samey *Wing Arms* is. The sound and the movement of the WW II planes is excellent and this has the makings of a good game. After playing for a while though, you can't help feeling that an excellent game engine has been shamefully squandered on an ill-thought-out overall design.

WIPEOUT
Sega £44.99
✔ *SP* 79 87%
Sony's favourite futuristic racing baby makes it on to the Saturn and doesn't fail to live up to all that hype. It's got all the power-ups, the seven tracks four cars and (at last) credible in-game music. According to the people who know about these things, the graphics aren't quite as smooth as the PlayStation but who cares. Only bettered in the Saturn racing game sense by *Sega Rally*.



WORMS
Team 17 £40.00
***SP* 76 60%**
Link this one up to four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer is too easy especially when you've got you tactics sorted out. Not many improvements over the Mega Drive version either.

WWF WRESTLEMANIA
Acclaim £39.00
***SP* 82% 82%**
The Saturn's first wrestling game and the good news is that most of the proper wrestling stuff has been ditched in favour of a more *Mortal Kombat* approach. The only thing that holds *WWF's* score down is the low number of fighters (eight) and some seriously slow loading times.

X-MEN CHILDREN OF THE ATOM
Acclaim £44.99
✔ *SP* 76 90%
Another of the growing band of one-on-one side view 2D beat-'em-ups. Face busting action with impressive graphics and plenty of characters. Some of the sprites are huge but even with the screen choc-full the game is still arcade smooth. A classic adaptation with excellent scrolling and madcap moves.

So you've made your decisions, withdrawn your money and you're ready to plunge into the world of second-hand or mail order gaming. Before you do, take a look at the following to ensure your buying safety.

Buyers' Advice

The second-hand lowdown

Buying second hand/reduced price stock is not without its risks and certainly not as simple as going to your local Electronic Boutique. However, with a bit of knowledge and the sense to take the right precautions, you can buy and save with relative safety.

• Second hand shops
Second hand shops owe their customers the same statutory rights as any other shops. The goods they sell must be fault free unless the fault can be attributed to reasonable wear and tear or was pointed out at the time of sale. It is also an offense for the shop keeper to lie or make false claims about an item of merchandise. If you receive an assurance that the games or hardware you buy are in good working order, then you are covered if they don't.

Second-hand shops remain the bargain-hunter's safest hunting ground as most rely on their good reputation to make a living and they won't try to rip you off.

Ask to see your purchase working in the shop – if the place is any good, they won't mind. Look up your local shops/exchanges in Yellow Pages.

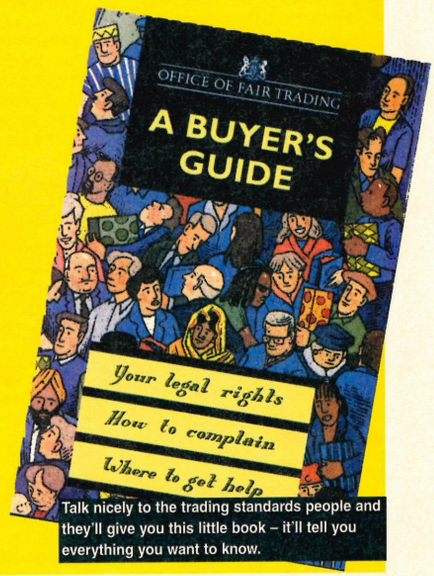
• Computer shop sales
Pretty self-explanatory this one. Most big computer stores have sales, some at the oddest times of the year. Look out for some severe reductions on older (especially Mega Drive) titles.

• Boot sales
Including jumble sales and the rest. The prices here can be truly eye-opening, but you really do take your chances. Because most car booters are not professional traders they owe their customers fewer obligations. Goods sold do not have to be fault free but they must be as described (it's still illegal to lie).

If possible, ask to see your purchase working. The golden rule is to ask for as many assurances from the stallholder as possible and listen carefully to their answers – it is actually quite hard to lie convincingly. Also never think that the first price you're quoted is somehow set in stone – it's amazing how much it can drop if you seem likely to walk away.

• Small ads
Small ads in the specialist press are quite a good way to get hold of old games, although the prices charged for hardware are often unrealistic. How you actually go about exchanging the goods and money is a question to decide between you and the other person involved but, if you go through *Sega Power* we will try and sort out any problems that you might have.

If you have any enquiries about second-hand goods or wish to make a complaint against a particular trader, contact your local Trading Standards Office. You'll find their number in the phone book.



Talk nicely to the trading standards people and they'll give you this little book – it'll tell you everything you want to know.

Sega Power's... ...Guide to buying Mail Order

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Sega Power* guidelines:

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2. ALWAYS READ the small print on adverts.
3. BEWARE companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
4. BY FAR the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance if you want.
5. IF YOU'RE not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
6. KEEP records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
7. IF YOU are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8. WHEN YOU receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9. ALWAYS ORDER from the most recent issue of ***Sega Power.***
10. IF A PROBLEM does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the telephone book.

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Top redesign issue! FREE TIPS BOOK, Eight pages on *Wipeout. Magic Carpet* and *Toy Story* players' guides. *Brian Lara 96*, and *SF Alpha* reviews.

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The world's first Saturn look at *Loaded* for a start, plus *Panzer Dragoon 2, Wipeout, Brian Lara '96, Virtua Fighter 3, Guardian Heroes, Ultimate MK3.*

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Super *Toy Story* review. *Fighting Sonic* feature. Sega's plans for '96 unveiled. *Return of the Jedi* on Game Gear. Second part of our rather good *Vectorman* players' guide.

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Blam! Machinehead exclusive preview. *FIFA '96* and *Ghen War* exclusive reviews. Saturn and Mega Drive *Worms* review. *Virtua Fighter 2* moves listing, *Sega Rally* and *Vectorman* players' guides.

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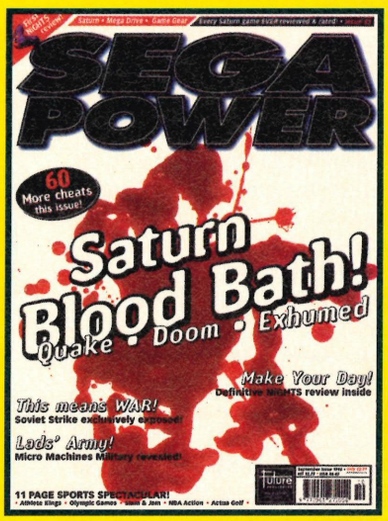

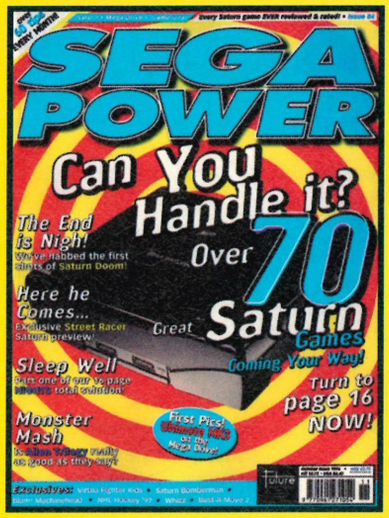

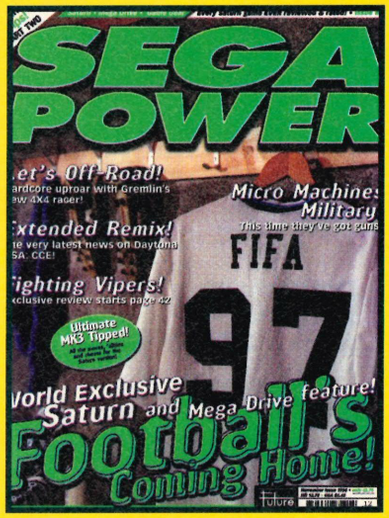

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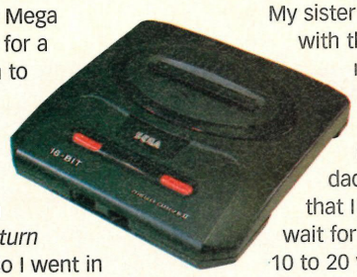
Word of advice: when playing Sega Worldwide Soccer DON'T choose Brazil. Their 'keeper's shite. Top tip there.

Family fortunes

Well done for your mag, it's brilliant. I want to ask you for help with a very big dilemma. It all started when I bought my Mega Drive. I sent for a subscription to *Sega Magazine*, but I received each month the *Sega Saturn Magazine*. So I went in search of another magazine with Mega Drive stuff in it. I found *Sega Power*. But as I had this *Sega Saturn Magazine* at home, I thought I might as well read it sometime and so I did. But in September's issue I fell in love with the screenshots of *NiGHTS* and *Virtua Cop 2*. I immediately told my family that I wanted to sell my Mega Drive and buy a Saturn. My sister said I was stupid with these videogames, my mum didn't want me to and my dad said that I should wait for another 10 to 20 years for an even better console. I wondered if you could help me to persuade my parents to let me buy my Saturn.

Unknown, New Milton



Families are a funny thing. I remember all the arguments I had when I wanted to start doing my animal experiments in my room. Well done though, you have bought a far superior magazine and, for the time being, we'll continue to support the Mega Drive with news, previews and reviews of anything we can get our hands on. As for your parental problem, I suggest you sell your Mega Drive, save up as much money yourself and then you can do what you want with it. Simple, eh?

Video nasty

One day, to my surprise, I decided to stop playing *Sega Rally* (gasp) and watch a video instead. As I looked through my dusty shelves, my bloodshot eyes came across a video called *Sega Power Tips*. Shock! Horror! How could anything to do with *Sega Power* slip my memory? Anyway, I quickly put the tape on and began to be bombarded with tips for old Mega Drive and Master System games – which was pretty good, really.

Anyway, I wrote to ask why you don't do great videos like these any more? I think it's a great idea and it works really well. So go on *Sega Power*, have a go at it again.

Peter Bride-Kirk, Oxon

Basically, we won't be doing another tips video because the last one made less money than a condom machine in the Vatican. It looked arse and the tips were soon out of date. I managed to make a fair few bob out of it, though, so maybe it isn't such a bad idea after all.

Sega Pro is (was) shite

Firstly, I would like to congratulate you on your ground-breaking mag. *Sega Pro* is shite, so I've stopped buying it.

Now, onto the serious stuff. I think that twit Jeremy Cladwell should be locked in a cell with a TV continuously showing snippets from old Amstrad games. How can that utter div justify his comments on the Saturn? *NiGHTS*, compared to the DODGY cartridge (PAH!) *Mario 64*, is heaven. If Nintendo were so good, they would have produced a CD console. Instead they waste their time with puny cartridges.

I don't usually say much about the Nintendo verses Sega thing because both are extremely good companies in their own right, but it infuriates me when people like Jeremy put down the best console in the world.

I have to admit that I was a little bit taken in by the PlayStation hype but I waited to see what the Saturn would be like and what games would come out for it and by God, it's one hell of a machine.

Edward Hartett, West Sussex

Congratulations for realising what we already knew – the Saturn is the best console out there. To be perfectly honest though, Mario 64 *Is an incredible game, but that's the only thing worth buying on the 64. The machine's been out for nearly three months in Japan and nothing much else of worth has been seen.*

By Christmas there'll be over 200 games available in this country for the Saturn. Fair enough, they're not all likely to be gems, but there's certainly enough brilliant titles to keep anyone happy.

Stop me and buy one

I am writing to you because I have an opinion. My opinion is that the Saturn is the best computer ever.

Mega fake

It's a strange feeling when you pay £2.75 for a magazine and discover that you've been fooled. I am, of course, referring to *Mean Machines'* PlayStation review of *Olympic Games*. To quote Gus (editor!) 'It's not as clear cut as it seems'.

So *SP*, I appreciate you pointing this fact out, as you have saved me £2.75 a month. Mega Games Gus? Nah mate, Mega Fake.

Wayne Vines, Goole

Star Letter

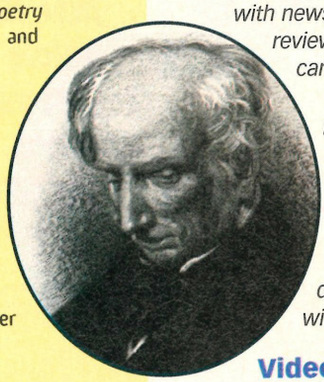
Well, there you have it... the people speak. We were genuinely disgusted that a so-called 'respectable' console mag would go so far as to review a PlayStation version of a Saturn game that is STILL not available for review some three months later. We've since heard that Sega Magazine *also reviewed the game under these conditions.*

So basically, if you want a mag you can trust and will guarantee that the ONLY reviews you read are for the formats shown, then it (sadly) can only be us.

He sent it to us. Angry young man.

Wordsworth's Poetry Corner

Wordsworth may indeed be dead but that certainly doesn't stop us shamelessly sullying his reputation with the *Wordsworth Poetry Corner*. Seeing as more and more of your poetry arrives by the day, we thought it'd be, like, fun! to make it a regular column thing.



Monkey say monkey do

Monkey monkey that is me,
I live in a mud hut under a tree,
In my mud hut resides a machine,
So powerful and exciting,
With that perfect gleam.
One just has to turn on and play,
King Kong agrees, tomorrow is the Saturn's day.

Monkey monkey that's my name,
I get a buzz from many a game.
Games which ooze class and cool,
Sega is attacking Sony
And taking them to school.
One just has to sit up and giggle,
King Kong agrees, 'PlayStation' is a minor niggle.

Monkey monkey I love my Saturn,
And Sony sure have some things to learn.
It cheers me up when people make the claim,
'PlayStations are better',
I simply smile... how lame.
One just has to and think it through oneself,
King Kong agrees, come Christmas,
SATURNS WILL BE FLYING OFF THE SHELF!

Snippets

Our stranger, more illiterate readers write in...

Saturn goes to Spain,
on his holidays of pain.
He likes to kill and maim,
as the blood boils in his veins.
At the restaurant, the beachfront, the disco.

Andrew Jaeger, Staffs

Answer Me...

The games that are already out are 100 times better than any games the PlayStation or N64 have and after reading Issue 84 of *Sega Power*, it isn't hard to see why more people are buying them with the line-up of games expected before Christmas. I already own one, as well as *Sega Rally, Virtua Fighter 2* and *Euro '96*, but it only cost me £250. If you haven't already got one, GET ONE!
Anthony French, Manchester

I do like a bit of subjective opinion. You are, of course, completely right about a) your decision to buy a Saturn and b) your realisation that the Saturn's going to have all the best software this Christmas. You are indeed a sagacious young thing.

Just the facts, mam

I hate to have to be the one to tell you this, but you have been wrong on many occasions:
a) You said that there would not be a *MK4*.
b) And that *UMK3* would not happen.
You are one of the most popular Sega magazines around but please, oh please get your facts right.
Name withheld, Kent

Thank you for pointing out a couple of mistakes. It must be hard for you to have any spare time, what with checking this and filing that.

Yes, we realise we've made a couple of mistakes but the truth is that, at the time of printing, those were the facts as we had them. Being the best mag around and having a news section that's far more current and knowledgeable than the rest means that, occasionally, we get it wrong. We were the first mag to break news on Soviet Strike, UMK3 *(MD)*, Street Racer, Assault Rigs, Krazy Ivan, Batman Forever, The Incredible Hulk, Command & Conquer, Virtua Fighter 3, Tomb Raider, Alien Trilogy... *Need I go on?*

Are they another new console is better that Ultra 64?
T.D Pham, Leicester

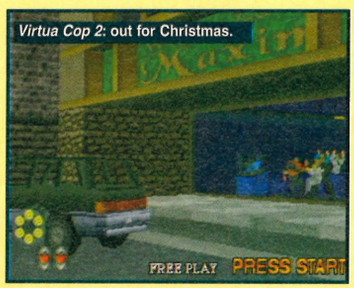
P.S Sorry about the handwriting, but I put my hand through a window.
Name withheld, Kent

Have Sega got any new console that better then Sega Saturn?
T.D Pham, Leicester

Now there's a good idea

❶ Will the Saturn 2 be on sale before Christmas?
❷ Can *Destruction Derby* use the Arcade Racer Steering Wheel?
❸ Why doesn't the Saturn have foot pedals?
❹ Will the Mega Drive soon be finished –like the Mega CD and the Master System?
❺ When the Mega Drive and Game Gear die, will you change the name of your magazine?
❻ Has the Saturn got better graphics than the N64 and PlayStation?
❼ Will *Virtua Cop2* (with gun) be cheap? (Like £44.99.)
Thank you very much, I really like your magazine.
Andy Taylor, Colchester

❶ *The Saturn 2 is, just a slightly streamlined Saturn 1 designed to keep production costs down and allow Sega to drop the retail price to £200. In terms of performance, it's exactly the same machine.*
❷ *Yes indeedy.*
❸ *Good idea, someone did release some for the Mega Drive... maybe someone might pick up on your idea.*
❹ *I give it six more months at the maximum.*
❺ *Hmmm, it's a possibility.*
❻ *There's not much in it with the Saturn and PlayStation, but (to be perfectly honest) the N64's graphics are superb.*
❼ *£44.99 no gun, £54.99 with gun.*



Virtua Cop 2: out for Christmas.

Who? Where? Why?

This is the first time I have ever written to you so please print my letter and answer these questions...
❶ When ill *Virtua Cop 2* come out and how much will it cost.
❷ Will *VC2* come with a Light Gun?
❸ When is Destruction Derby coming out and how much will it cost?
❹ Is it one or two player?
❺ Rank these from 1st to last... *Daytona, Sega Rally, Destruction Derby and King of Spirits.*
❻ When is *Fighting Vipers* coming out and how much will it cost? I think it's TOP.
❼ Is there going to be a *X-Men COTA2*? If so, when?
A lad up north, Oldham

❶ *November/December*
❷ *Yes*
❸ *It's out now and costs about 40 quid.*
❹ *Sorry, just the one.*
❺ Sega Rally, Destruction Derby, Daytona, King of Spirits
❻ *October and it'll sell for about £45.*
❼ *No, but Capcom are working on a* X-Men Verses Street Fighter *arcade game.*

Help me hard

Your magazine has helped me since I was six-and-a-half, and I've never found fault. Could you answer these 4 rather long questions. Please.
❶ Is it worth getting a Saturn when you have to save every penny for a year, sell your MD (+25 games) for half what it's worth knowing you'll only get seven games for the Saturn?
❷ Can you please put these Saturn games in rank order: *Decathlete, Toshinden, X-Men COTA, Wipeout, Panzer Dragoon, FIFA '96, Magic Carpet, Loaded, Vampire Hunter, Olympic Games, Olympic Soccer, Night Warriors* and *Street Fighter Alpha?*
❸ Can you use *Virtua Cop* with a normal control pad – instead of light gun?
Sam, Norwich

❶ *Yes, of course, if you want to continue buying interesting games, that is – they're all going to dry up on the Mega Drive in the next few months.*
❷ *No.*
❸ *Yes.*

Now, about us

I have a few probing questions for you, mostly concerning the nation's 'need to know' information about present and past members of the *Power* crew...
❶ Why does former Production Editor and crap/experi-mental corner host Dan Goodleff look like American News guru Chester T. Abraham?
❷ Why are all the photos of Laura MacGregor either out of focus or at an extreme distance?
❸ Are you sure that Mr. Joe is human ?
❹ Will Captain Ages and Rewop ever make a re-appearance (even if it's just a one-off or cameo)?
❺ Where do all the 'old' crew members go to when they leave this fine publication?
I shall pester you all no more with my thirst for information and will close by saying keep up the superb work and congratulations to Dean and Emma (print a picture of the little one when he or she arrives in March!)
Craig Byrne, Lancashire

❶ *They spawned in the same tube.*
❷ *It's the safest way to get them.*
❸ *Of course, it's just that his English is a bit poor. Top bloke, though.*
❹ *Very doubtful as I always thought they were, well, a bit crap.*
❺ *They get herded off to a pen where they have rotten things thrown at them and are laughed at.*

Me multi-media man

The main reason I bought a Saturn was because one of your articles in Issue 70 (Sept. '95) pointed out that it could become a fully operational multi-media computer.
❶ When will the keyboard, disc drive etc be released in Britain?
❷ Will a word processing programme be made? An art disc, etc.?
❸ Will a Saturn colour printer be made as an add-on?
❹ How much will the keyboard cost here?
❺ Should I stick with my Saturn and trust Sega to release any of the above, or buy a PC CD-Rom, which I know can do all this? *Sega Power* is the best computer magazine ever! I would have never known about the Saturn fully if I had not bought it.
Ian Berry, Cheshire

❶ *The keyboard should arrive next year with the internet connection. It's rumoured, though, that Sega will release an adaptor to allow any existing PC or Mac keyboards to be used. No news as yet on the disc drive, though.*
❷ *Very doubtful.*
❸ *Again, doubtful.*
❹ *About £50-£60*
❺ *Stick with the Saturn. It's cheaper, better and if you want a word processor, then buy a cheap Macintosh. PC's are horribly overrated, totally unfriendly and, in my humble opinion, a bunch of old arse.*

What's best?

Sega Power, will you please answer these questions about my Mega Drive?
❶ Do you need an adaptor to play four players on *Olympic Summer Games?*
❷ Which is the best *Earthworm Jim 2, Street Racer* or *Mortal Kombat 3*?
❸ Which issue of *Sega Power* has a *Mortal Kombat* players' guide?
Mike Richards, Chester

❶ *You can't have four players on the Mega Drive version of the game... 'cos it's crap.*
❷ *MK3.*
❸ *Oh, I don't know. Something released about three years ago and definitely not available now.*

Bullman's back!

❶ I'm getting a Saturn for Christmas and my first thought is what games should I get for it. Could I get *Street Racer*, as the pics from Issue 84 seemed good?
❷ Anything planned for issue 100?
❸ Why are you rivals with other Sega mags?
❹ I do not get *Mean Machines* any more as it is old and boring. But how come you still like it?
❺ I am going to work for a computer company when I grow up, any advice for me to get top in games?
Matthew Bullman, West Yorkshire

❶ *First impressions seem pretty positive. At the time of writing, we're hoping to get a review in this issue but if it isn't there, it'll be in the next.*
❷ *Sega will give us an amazing competition, the moon will plough into the sun and we'll all go to work on a PlayStation mag.*
❸ *It's all very friendly really. We're good, they aren't. It's a simple situation that they have trouble accepting.*
❹ *What ever gave you the impression that we liked it? Like most other people (including all the people that used to work on it), we think it's old and boring, too.*
❺ *Yes. Play. Them. A. Lot. And learn to program.*

Questions, questions, questions

Please answer these questions or or I'll set Mean Yob (the blob with no knob onto you).
❶ Is there going to be a sequel to *Premier Manager*?
❷ Why do magazines like yours and *MMS* lie about the release dates of games?
❸ Is *Space Hulk* a worthwhile investment?
❹ Are there any future managerial releases on the Saturn?
Barry Smith, Scotland

❶ *There's an updated version about to be released with updated stats.*
❷ *We don't. We rely on current release dates, which are prone to change. Shops get their dates updated weekly.*
❸ *If you think you'll like a* Doom *clone with poorer graphics and a large strategy element.*
❹ *Yes, but nothing is confirmed as yet.*

Last Orders

The man walked out from the shadowed security of the club doorway and stood directly in the path of the approaching man.

"Damn you Davidson," exclaimed the surprised advancer, "You'll never stop me writing the text for the last page; power failure or not, this mag will hit those newsagents' shelves on time!"

Ten good things about Christmas

Christmas is commonly thought to be one of the better times of the year – there are loads of presents, booze, food, money and a general all-round 'warmth' amongst humanity that's so rare at any other time of the year. Fighting soldiers have even been known to get out of their trenches, play football and. Then. Shoot. Each. Other. Hmm... any-bloody-way, we found ten GOOD things about Christmas and we thought we'd share them.
Oh, and it's the Christmas issue next month.

❶ Presents
Lots of them please, and make them as expensive as your flexible friend will allow.

❷ Booze
Lots of that, too... and while you're at it, slip the odd vodka or two into granny's tea, will you.

❸ Parties
Any excuse for a booze-up is usually pretty welcome, but most of them tend to crop up about this time of year.

❹ Time off
Future Publishing give all its staff a WHOLE WEEK OFF which doesn't come out of your annual holiday... Another reason why working here is so fun.

❺ Food
We all eat far too much of it and it all seems to be so nice. Thank god for mums, eh?

❻ Decorations
Always good for a laugh, especially if there's the odd stray kitten or two to tear everything down and fuse the Christmas tree lights, causing the house to burn down and turning itself rather conveniently into a smoking, blackened charred ball of fluff.

❼ Money
Apart from the large amounts you always spend on presents (DON'T YOU!), there's always a old aunt or two that can't remember your age, what you'd like and sends you plenty of money. Or not.

❽ Games
No, not the crap games of Pictionary and 'Triv' that you manage to get dragged into on Boxing Day, by Uncle Bill and Auntie Daphne, and their breath smells, and you always have to pretend to lose as they're incredibly simple, *but the computer games!* All the companies save their bestest games for this time of the year and there are some corkers about this year.

❾ Snow
Sometimes. You never know.

❿ New year
It's only a week after Christmas and it's the best party of the year. Spend your Christmas money on some natty threads and go on the pull... unless you're with someone. Naturally. Ahem.

In true X-Files style, Issue 87 of *Sega Power* will (somehow) be our Christmas edition. Bountiful treats await in the usual *Sega Power* style and you can certainly

expect reviews of...

Daytona USA: CCE, Command & Conquer, Doom, FIFA '97, Street Racer, Hardcore 4X4, ISS Soccer, Die Hard Trilogy, Impact Racing And. Many. Others.

Previews are always interesting things,

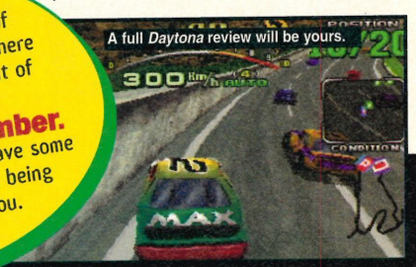
and these should certainly fascinate you...

Tetris Plus (WHHHAAAAA??), *Batman Forever Coin-Op*, *X2* and, well, nonono... you won't get it out of me.

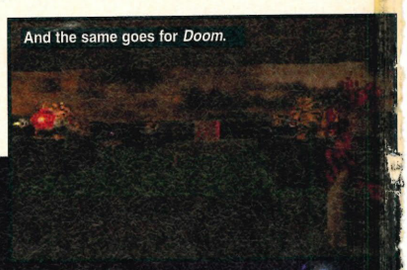
Big next month! EXCLUSIVES

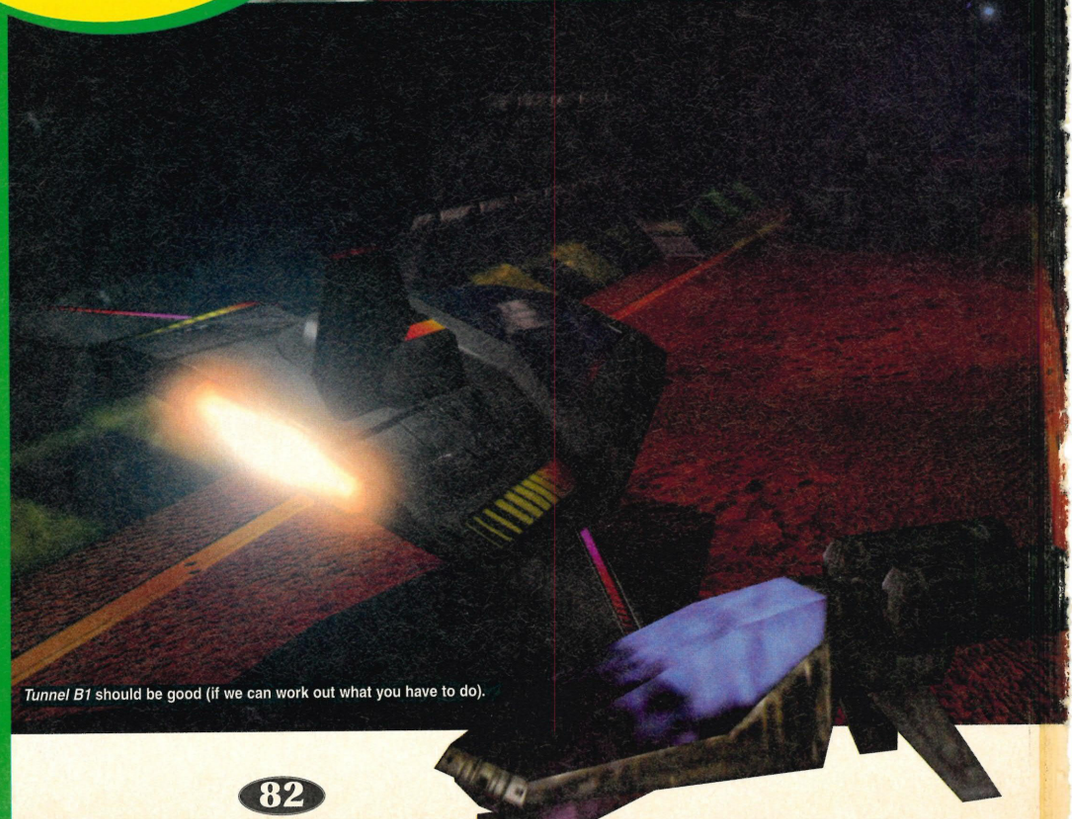
Large things 'in the area' should include tips on *Fighting Vipers* (with all the lovely move things you all seem to like so much), the final installment of our *Alien Trilogy* tips and a feature on... *Tunnel B1*. It all looks rather nice, doesn't it? But how does it play? Only *Sega Power* will be able to tell you because ONLY *Sega Power* will have the review of the Saturn version. Not only that, but we'll also have an exclusive feature on the developers of the game, Neon in Germany. All this and we'll also preview their next game, the even more impressive-looking *Viper*. Can you wait? We hope so.

Issue 87 will float like the most delicate and clean of snowflakes through the atmosphere and land on the dirty pavement of Sega gaming **on the 21st of November.** We won't have a CD, but we'll have some news that'll definitely end up being far more interesting to you.



A full *Daytona* review will be yours.


And the same goes for *Doom*.


Tunnel B1 should be good (if we can work out what you have to do).

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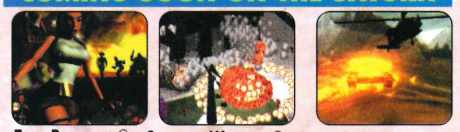
COMING SOON ON THE SATURN



TOMB RAIDER DUE OCT · SYNDICATE WARS DUE OCT · SOVIET STRIKE DUE NOVEMBER

EXHUMED DUE SEPT/OCT · VAMPIRE HUNTER DUE OCT · VF KIDS DUE DECEMBER

DOOM DUE NOVEMBER · VIRTUA COP 2 DUE DECEMBER · DUKE NUKEM 3D DUE DECEMBER

SATURN RELEASE LIST

FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

ACTUA GOLF	26TH SEPTEMBER
BLAZING DRAGONS	12TH SEPTEMBER
CASPER	20TH SEPTEMBER
CRIME WARS	END SEPTEMBER
DAWN OF DARKNESS	END SEPTEMBER
DEADLY SKIES	MID/END SEPTEMBER
DOOM	NOVEMBER
EXHUMED	SEPTEMBER/OCTOBER
FADE TO BLACK	OCTOBER
FIGHTING VIPERS	NOVEMBER
HEXEN	OCTOBER
HIGHWAY 2000	24TH SEPTEMBER
IMPACT RACING	END OCTOBER
NHL POWERPLAY	END SEPTEMBER
OFFENSIVE	MID OCTOBER
PINBALL GRAFFITI	OCTOBER
PROJECT OVERKILL	OCTOBER
SKELETON WARRIORS	26TH SEPTEMBER
SOVIET STRIKE	NOVEMBER
SWAGMAN	SEPTEMBER
TILT	END SEPTEMBER
TOMB RAIDER	OCTOBER
TUNNEL B1	END SEPTEMBER
VIPER	OCTOBER
VIRTUA COP 2	DECEMBER
VIRTUA GOLF SCOTTISH OPEN	13TH SEPTEMBER

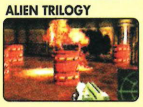
SATURN GAMES

BAKU BAKU ANIMAL

BLAM! MACHINEHEAD

ACTUA GOLF

ALIEN TRILOGY



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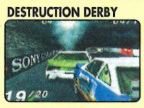
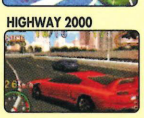


LEGEND OF THOR

FIGHTING VIPERS

HIGHWAY 2000



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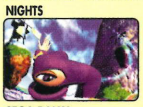
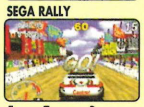
NIGHTS



NEED FOR SPEED

SEGA RALLY



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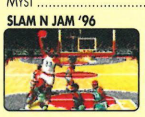

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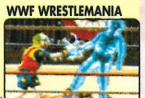

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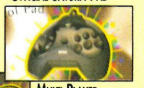

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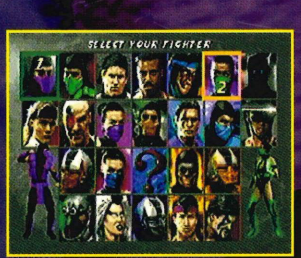

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