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SEGA POWER

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The Big 100

Inside, the definitive guide to the best 100 Saturn games!

Fighters MegaMix

Turn to page 34 for the EXCLUSIVE review of the best fighting game ever!

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SEGA POWER ISSUE 90 March 1997

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Introduction

Welcome...
...to *Sega Power*!
Welcome indeed. It's been a month of mixed blessings with large amounts of news both good and bad racing towards us like a horny rhino on drugs.

We were saddened to hear about the closer of *Mean Machines Sega* recently. After more than a few years of 'friendly' rivalry and fighting for the exclusives, we'll actually quite miss them... as soon as I get this ridiculous smirk off my face. We've always said we're the best and I guess this proves it.

On a more interesting note, though, things are on the change here at *Sega Power*. The full details will be released next month, but suffice to say we're planning on some changes that will completely change the way you think about Sega magazines and promise to bring you things you could previously only have dreamed of. The suspense must be tearing at your insides like a frightened gerbil, but please be patient my little children... all will soon be revealed...

• ***Dean Mortlock, Editor***

Team Work

Just the two? Strange but true, folks, but more acquisitions are currently being put through the grinder and, hopefully, there should be at least one new picture in this bit next month.

Dean

It's been a strange month for Dean and the eery quietness surrounding the walls of the office since James' absence hasn't really helped. Oh, and he's been screaming 'Eight weeks' on a regular basis, but he is confused. He's been playing: *Fighters MegaMix* and that ridiculous *Deep Scan* game from *Die Hard Arcade*.

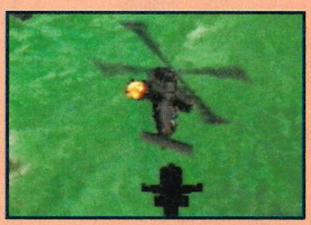
Lisa

Lisa's month has been taken up by staring at design books, creating dummy proofs and trying (at the same time) to make sure that this issue goes out and Dean stops crying over James. Whatsitallabout? Ah, soon. Soon. She's been playing: Unfortunately Lisa still believes something called a 'PlayStation' is a games machine.

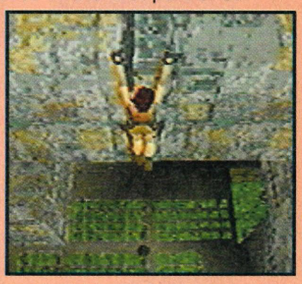
Inside This Issue...

34 Saturn beat-em-ups are famous for their quality, but **Fighters MegaMix** surpasses any of them with the sheer size of the game and quality of the elements in it. Damn it, it *is* good and we've got the exclusive review in this issue.

28 The film was a rapid feast on the eyes as aliens descended in their masses to kill us all... could the game from Fox Interactive be the same? Our preview of **Independence Day**'s inside.



30 We all loved the old Mega Drive games and we all danced around like Morris Men when EA told us they'd be doing an updated 32-Bit version... Jump now to our **Soviet Strike** review.



62 After the success of the first part of our enormous **Tomb Raider** solution, it would be cruel to deny you the second part. Covering the game from level eight (Cistern) right up to the shattering climax (the Great Pyramid), all the secrets, traps and monsters are laid out for you.

Contributors

We like to think that writing for Sega Power is an honour that the writers we pick feel privileged and rewarded for without any need to mention the unpleasantness of financial gain. Unfortunately, though, they don't see it like that.

James Ashton
What he does: The Production Editor of the 'so new it hurts' magazine, *N64*.
What he wrote: *Die Hard Arcade* (pages 38-39) and *Batman Forever* (page 46).
What he likes: Collecting videos of fishing competitions, marrows, old people's legs, jam, wooden toys, computer games, dragons, knitting and wizards.

Pete Coulson
What he does: Text monster for Quay Contract Publishing.
What he wrote: Our amazing *Tomb Raider* guide (pages 62-70), *Bug Too!* (pages 40-41), *Dark Savior* (pages 42-43) and *Mr Bones* (page47).
What he likes: Talking, spanking his friends, us, them and (maybe) you.

Simon Crook
What he does: Editor of .net Directory... Connect... whatbleedinever.
What he wrote: *Crusader No Remorse* (pages 44-45).
What he likes: His own strength, funny things, his memories of living with Dean and hairy Welsh people.

Marcus Hawkins
What he does: Editor of that there *Gamesmaster* magazine.
What he wrote: *Toshinden URA* (page 48).
What he likes: Anything to do with cheese, water, bread and going to those very classy mediaeval banquet things that look like a poor person's version of a Harvester. Pah!

Rachel Ryan
What she does: Works far away from here and likes it that way.
What she wrote: *Role Play Gamer* (pages 51-55).
What she likes: Dressing up as Japanese video games characters... apparently - although I've never seen it.

Omid Scobie
What he does: Lives in Oxford and does 'things' for us on occasions.
What he wrote: Various bits throughout the magazine.
What he likes: The Sega Saturn, *Fighters MegaMix*, the Internet and us... now.

Tim Weaver
What he does: Games Editor on the frighteningly productive *N64* mag.
What he wrote: *Pinball Graffiti* (page 49) and *NBA Hangtime* (page 50)
What he likes: Being so damned nice, it would seem that Tim likes everything ever. In the world... apart from the small plastic screwhead covers that you get with self-assembly furniture at places like MFI.

Contents

Features...

15 . . .Very big thing

We have argued somewhat over the merits of *Sega Rally* over the past year and thought that maybe *NiGHTS* is better than we thought , so we decided to end all the queries and confusion and give you this, the ultimate buyers guide to the top 100 games that have appeared on the hunking lump of black love we like to call the Saturn.

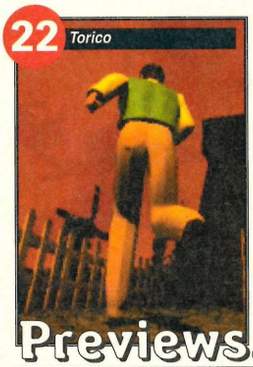
Not all of the games will be brilliant, but you can be confident that anything near the top is an essential purchase. Go there please, NOW!

Role Play Gamer

51 . . .Elves, orcs and the like

Monsters, eh? One minute they're bashing you over the head with a lumping great piece of wood, the next minute they're writing an informative role-playing game section for you. Haa-hah! Um, only joking Rach.

Our Mistress of all things unholy and demonic lends her enormous talents to the task of bringing you exclusive looks at *Dragon Force* from America and *Shining the Holy Ark* from Japan and an excellent solution to *Mystaria*.



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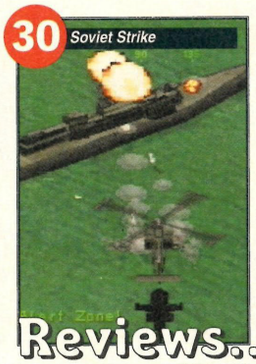

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24 . . . . . .Swagman (Sat)
After last months featurette, here's a larger look.

26 . . . . . .Scorcher (Sat)
Another long-awaited title nears completion.

28 . . .Independence Day (Sat)
Can Fox Interactive repeat the success of *Die Hard Trilogy*?

30 . . . . . .Soviet Strike (Sat)
Well it's not bad, but, well... oh read it yourself.

34 . . .Fighters MegaMix (Sat)
The exclusive review of one of the Saturn's finest.

38 . . . . . .Die Hard Arcade (Sat)
The second Die Hard game in as many months.

40 . . . . . .Bug Too! (Sat)
C'mon, admit it... the first one was a bit rubbish.

42 . . . . . .Dark Savior (Sat)
From the makers of *Landstalker* on the Mega Drive.

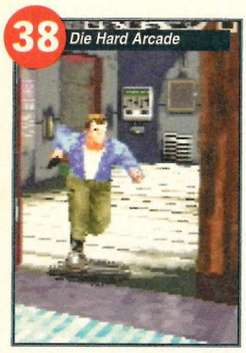
44 .Crusader No Remorse (Sat)
It's a conversion of a PC strategy game... I'll leave it at that.

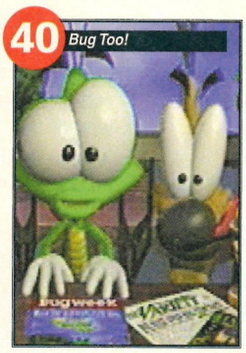
46 . . . .Batman Forever (Sat)
Acclaim in nob film license game shocker!

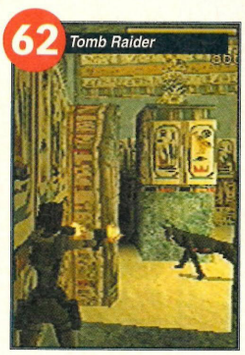
Cover Feature! 15

The Big 100

Imagine you're new to all this... you've just got a Saturn and you're staring up in puzzled bewilderment at the racks of colourful boxes. I mean, they all look good, but what ARE the best ones? Continuing our unusually helpful run of features designed for 'newies', the massive experience and knowledge of the *Sega Power* brain gives the the definitive list of the 100 Saturn games that should be okay, AND puts them in order.

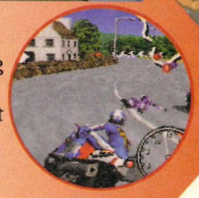






Manx TT

It's the biggest driving game since *Sega Rally* and we've got the first info and pictures over THIS page.



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HAS THE WAIT BEEN WORTH IT? Um, no actually.

48 . . . . . .Toshinden URA (Sat)
Now this is bad. no, seriously... reeaallllyy bad.

49 . . . . . .Pinball Graffiti (Sat)
Tommy... without the motorskills.

50 . . . . . .NBA Hangtime (MD)
Awe, it's a Mega Drive review. Bless.

58 . . . . . .Cheat of the Month
On top of all the wonderful extra ones, there's still bumper new ones.

58 . . . .Questions & Answers
If we can help, this is where we print the answers to YOUR queries.

58 . . . . . .Can You Help?
...and here's where we'll ask for help on the ones we can't do.

59 . . . . . .Tips Hardline
So the Mega Drive owners don't feel left out, here's a Hardline of their own.

60 . . . . . .Sorted!
When you're kind, we'll print your help in this bit.

62 . . . . . .Tomb Raider
The trickier part of this superb game gets revealed.

Buying second-hand?

Then turn to page 71 for all the information and help you could possibly need, including a review of every Saturn game EVER released!

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What's possibly the best racer since Sega Rally makes its debut...

News

Manx TT

Manx TT
Saturn • April

The first shots and facts

The arcade original was widely praised for its excellent hardware, but how can the Saturn compare to that? Very well, we think...

After a very patient wait by most of the UK, a playable version of *Manx TT* has, finally, arrived in our fair isle. Converted onto the Saturn by Perfect Software in Australia (the same team who ported *Wipeout* across for Psygnosis), some of AM3 have been drafted in to try to help the game to be released as soon as possible.

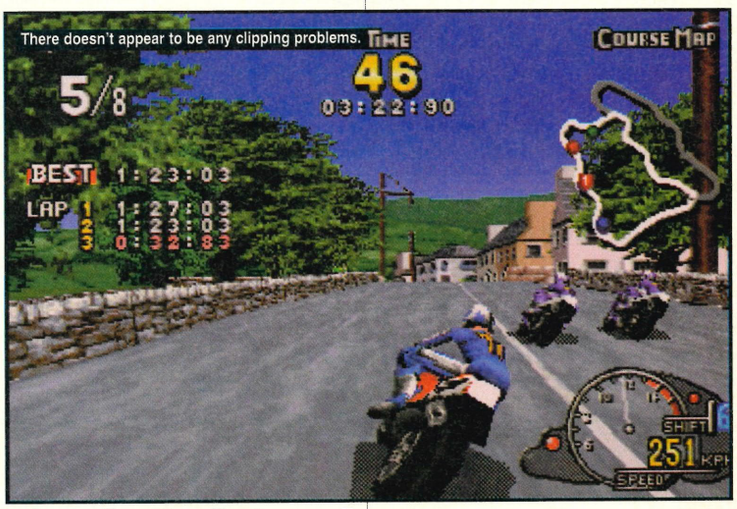
Like the original arcade game, the Saturn version will contain just the two tracks based on the famous and dangerous annual race around the island famous for tailless cats and rumours of inbreeding. Ontop of the basic two tracks, though, Sega have started gossip about a bonus, hidden one - although they will neither confirm or deny the possibility of that.

Both tracks are mirrorable and reversable, there's an excellent split-screen two-player version and the game works excellently with the analogue joypad.

Having played the game we can say that it's shaping up to be a far classier conversion that *Daytona* ever was and, despite the obvious lack of the bike interface of the arcade original, Manx TT appears to be very true to the original.

Race... race like the wind with the Devil up your bottom.

What's' commonly called the 'on bike' view.



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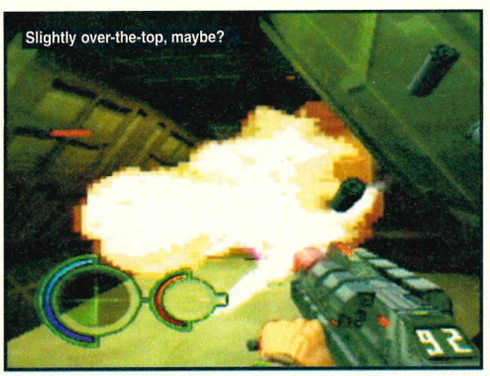
Even more Psygnosis games announced

Psygnosis games bonanza
Saturn • Various

The pleasing news from over the pond is that four new Psygnosis games are due for a Saturn conversion, although the surprising news is that they're to be released in the States by THQ. While they're still a growing force in the software market in Europe, it would appear that the company are larger in America and a deal was signed a few weeks ago to give them exclusive distribution of six titles - although there's still no news about who will bring them over to old Blighty.

Speaking to Psygnosis gave us few answers (they've just released *Krazy Ivan* and plan to release *Assault Rigs* and *ADIDAS Power Soccer* on the Saturn in Europe over the next couple of months) as to what they plan to do over here, but considering the pedigree of, *Destruction Derby*, for one, a European release of the titles is almost assured. Facts. More. Soon.


Slightly over-the-top, maybe?

The games to dribble over

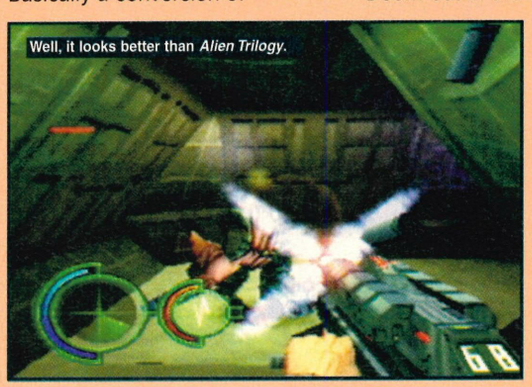
Although THQ are signed up to release six Psygnosis games, two of those are *Krazy Ivan* and *Assault Rigs* - which you know all about - the other four, though, are far more interesting...

Destruction Derby XL
Basically a conversion of *Destruction Derby 2*, under a different name. Suspected American release date: Spring

Sentient
3D point 'n' click adventure game. Suspected American release date: Summer

Tenka
Doom set in the future, with excellent graphics and a good range of weapons. Suspected American release date: Autumn

G Police
A helicopter shoot-em-up with fully rendered graphics. Suspected American release date: Autumn


Well, it looks better than *Alien Trilogy*.

Mooooonnnnnsssstteeeerrrr!!!!

On the grapevine

PLEASE! PLEASE! PLEASE! If you see a copy of the *Incredible Hulk* game from Eidos Interactive in the shops, PLEASE don't buy it. We've seen it and it's one of the worst games we've played on the Saturn. I'm sorry that we didn't manage to get a review in for you, but (for some bizarre reason) Eidos didn't send out a copy of the game for review. Funny that.

After much speculation and rumour, it has become common knowledge that Capcom are definitely going to produce a *Street Fighter* compilation CD. Coming out in the summer on both PlayStation and, more importantly, Saturn, the disc will feature a number of games from the *Street Fighter* series, though not all of them. While there have been five arcade games, Capcom have announced that the disc will feature three of them, There are two likely game line-ups. Most likely is a *Street Fighter II Turbo, Super Street Fighter 2* and *Super Street Fighter 2 Turbo X*. It's also possible that they release all the *Street Fighter* titles first then do a second disc with the *Super Street Fighter* titles included. We'll pester the folks at Capcom to find out more about this exciting development.

The Jaguar console was a complete turkey. But two good things came out of it. One was the Saturn version of *Tempest 2000*. The other, just announced, is a conversion of the 3D *Doom*-alike, *Alien Vs Predator*. Rebellion, the developers, have decided to take the tasty licence and, rather than just revamp the Jag title, they're going to start the game from scratch. You'll be able to play as an Alien, a Predator or a Marine and travel through all-new 3D environments avoiding traps and slaughtering the opposition. The game should be surfacing over the next few months through Fox Interactive, via Electronic Arts.

In development

Gremlin

Along with a plastic guitar and a large box of lollies came a press release of such importance that we, well, had to print this.

Reloaded . . . . . .April
Actua Soccer Club Edition . . . . . .May
Arms Race . . . . . .June
Premier Manager '97 . . . . . .September

Ocean

Promising a very prominent 1997, Ocean have big plans for the Saturn this year. Including...

Project X2 . . . . . .April
Offensive . . . . . .May
ATP Breakpoint 2 . . . . . .May
Ballistic . . . . . .May
Viper . . . . . .June
Silver . . . . . .September
UEFA Soccer . . . . . .September
Tunnel B2 . . . . . .December
Worms 2 . . . . . .December
Dreadnaught . . . . . .December

Sega

Delays ahoy as *Bug Too!* and *Mr Bones* finally (it seems) limp in for a April release. Much better than those two, though, is the news that Sega are still trying their best to get *Manx TT* out before the end of March.

Dark Saviour . . . . . .February
Die Hard Arcade . . . . . .February

On the grapevine

➤ Game Arts has recently announced that they'll be developing a sequel to their popular mech-robot-go-a-bit-mental game, *Gungriffon*. Imaginatively called *Gungriffon 2*, the gameplay will follow much the same formula, but this time around there will be a wider selection of weapons available and enhanced graphics. Game Arts other title *Grandia* (which is supposed to poo on *Final Fantasy VII* from a great height) is still going according to plan and should be released on schedule.

➤ Damn their oily hides, but the developers of *Virtua Striker* never got around to doing a Saturn conversion of their top coin-op. Curiously though (and rather wonderfully) the sequel, *Virtua Striker 2*, will get converted to and released on our favourite console. The gameplay will remain unchanged and with luck, the title will hit the shops before the end of the year.

➤ As we exclusively reported last month, keep an eye out very soon for the official European release of the excellent 10-player *Bomberman SS* through Sega. We can now tell you that the game will be (hopefully) out in May.

➤ THQ have picked up the licence for more games... this time three Electronic Arts sports titles for the Mega Drive. *NHL '98*, *Madden '98* and *NBA '98* will all now be released through them when they're launched in the Autumn.

➤ People still waiting for the excellent *Powerplay Hockey* from Virgin should be pleased to here that the game should finally get a release in March. Rather than rush it out and con everyone with an updated version six months later with nothing different apart from a few new statistics, Virgin have delayed the launch to allow them to put them in

(Sega cont.)

Sonic 3D	February
Amok	March
Scorcher	March
Torico	March
Manx TT	March
Mass Destruction	March
Bug Too!	April
Mr Bones	April
Three Dirty Dwarves	April
Bomberman SS	May
Sky Targets	June

Sega to merge

Sega love Bandai • Sega • As from now

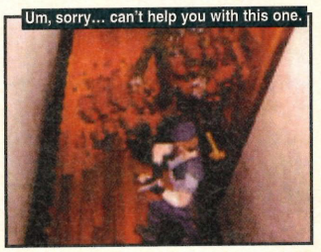
The surprise news in the business world is that two of Japan's largest 'toy' manufacturers are to merge. Not that interesting, really, until you realise that one of them's Sega and the other is the bunch responsible for bringing us the Mighty Morphin Power Rangers, Bandai.

Although the merger won't actually take place until the first of October this year, plans have already been outlined on what the deal will actually mean to people involved with either company, and although very little will change from our point of view, the guess is that lots more toys and figures are bound to be converted from Sega characters... as that's all Bandai seem to be able to do.

The new company will be called Sega Bandai Ltd. and I wouldn't expect anything to change over in Europe as most of the changes will effect the Japanese.

Resident Evil confirmed!

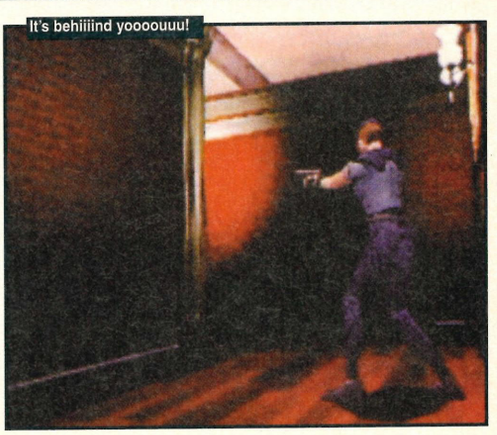
Both games to appear • Saturn • Spring/Autumn

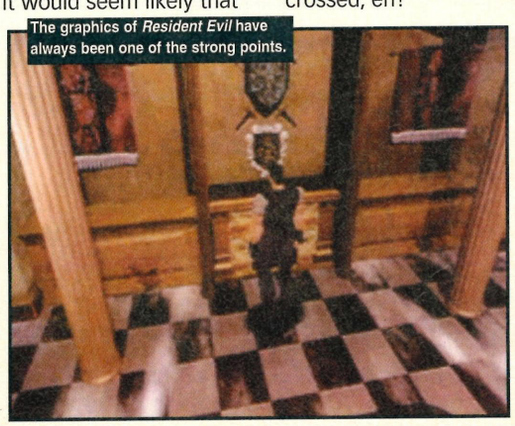


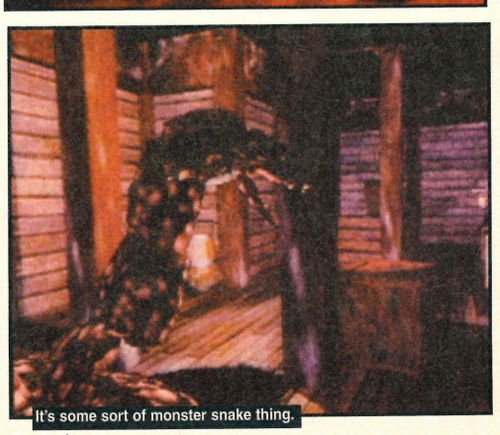
After a couple of months of close speculation, it's finally been confirmed that Capcom are converting both of their excellent *Resident Evil* games to the Saturn, and here's the very first pictures of the Saturn version that you'll (hopefully) find in any magazine.

After repeated hassling of Virgin (the distributors of the PlayStation version in Europe), though, we initially found out very little about who might be releasing the games over here. Digging a bit deeper in other areas, though, we're lead to believe that Sega of Japan may well be releasing the game over there themselves. Therefore it would seem likely that Sega Europe would do the same 'over here'.

The provisional dates we've been given are that *Resident Evil 1* could be released in Japan as early as March or April, with a European release not that long after that and the brilliant sequel could be out as soon as the Autumn. Fingers crossed, eh?





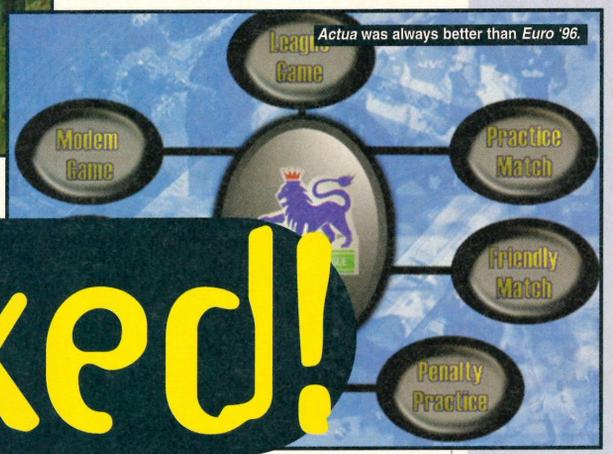


Actua-lly coming!

Actua Soccer Club Edition • Saturn • June

Coming from Gremlin is *Actua Soccer Club Edition*. This delightful 3D soccer game should feature some of the nicest visuals and realistic gameplay we've seen on the Saturn so far and we'll let you know a little more about these aspects when we get hold of a playable version. In the meantime, feast your eyes on the screenshots printed here which Gremlin kindly supplied us with.

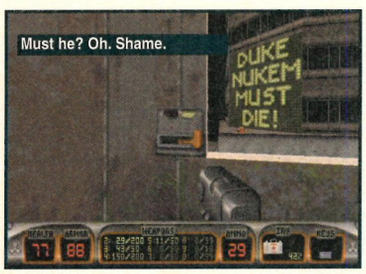
Who hell he? first person to tell us wins SOCKS!



Actua was always better than *Euro '96*.

Get Nuked!

Duke Nukem finally confirmed Saturn • Autumn

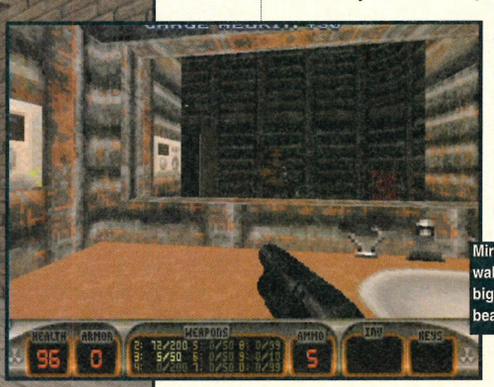


Must he? Oh. Shame.

Given the poor nature of *Doom* for the Saturn, it's great news to hear confirmation that the brilliantly humourous, and totally violent, *Duke Nuke 'Em 3D* is being coded for the Saturn by Lobotomy Software. Lobotomy's last game, *Exhumed*, was jolly nice and it is hoped that a variation on *Exhumed*'s graphics engine will be used to recreate this successful PC title accurately.

Now, while it's early days yet for the title, Lobotomy are confidently claiming that their shooter will be available by June (that's in the states) and we reckon that this should mean we could get a UK release as soon as the third quarter of this year. Perhaps the best news of all is that there will definitely be a link-up option available so you can play deathmatch-style tournaments against other human opponents.

Is it me, or is this a bit blocky?



Mirror mirror, on the wall... who's the biggest psycho hose-beast of them all.

Mark Ramshaw

It's that Mark Ramshaw bloke again, with more rumblings about Sega's advertising, and a big shrug of the shoulders when it comes to sales figures.

Having banged on about the excellence of Sega's advertising last month, it's heartening to see that they were voted best (i.e. most effective) software advertiser in a survey of 1000 people, carried out by independent research group NOP. Not bad, particularly when you consider that Sega spent considerably less on its creations than Sony.

Where Sony do still have the lead, of course, is in terms of overall machine sales. Which in turn has had something of an impact on support for Sega's machine, with one or two retailers unwisely deciding not to support Saturn at all. Why unwise? Well, looking at figures for the US, Saturn sales increased by a whopping 175 percent last year - 5.5 million games were sold in the States alone. And while Sony continue to claim far better sales for their machine, it's worth noting that Sega have sold 7.1 million machines worldwide to Sony's 10 million - not bad considering the latter had a headstart. Commenting on sales during the seasonal holiday, Sega's Shoichiro Irimajiri even said, "Retailers were reporting Saturn sales surpassing the competition by as much as 2:1."

Which is all great news, of course. But with both sides constantly producing conflicting sales figures it's getting hard to work out exactly where the truth lies. Sega have always claimed to play straight with their self-calculated sales figures (we've covered how they arrived at their calculations before in this column), while Sony always point to 'official' Charttrack figures to justify their claims. Most of us don't really care exactly how many machines each side has sold, we just want to make sure that industry support for our machine continues to reflect how successful a format it really is. But until a bunch of figures everybody can agree on appears, it looks like we'll just have to pledge support by doing what we lot do best - buying and playing the games. Which, let's face it, shouldn't be too hard, should it?

Red Alert!

Red Alert • Saturn
December

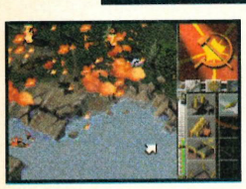
Although a Saturn conversion isn't completely confirmed, we've heard it on very good authority that *Red Alert*, the sequel to the amazing *Command & Conquer* will be released on the Saturn towards the end of this year.

The game, although very good and hugely popular, wasn't that different from the first one, but still sold absolutely bucketloads when it was recently released on the PC. Expect more Nod and GDI-type nonsense when the game should be released around November/December.

This is from the PC version.

Lots of little people... running about.

The gameplay remains (thankfully) almost the same.



FIFA '97

Premiership or Sunday League?

FIFA '97 • Saturn
February/March

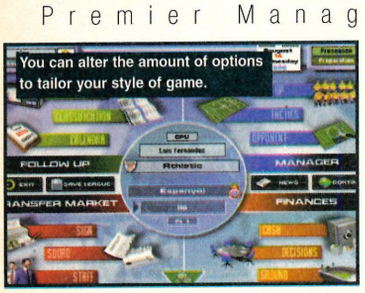
I think I'll probably be sticking to my Worldwide Soccer, me thinks.

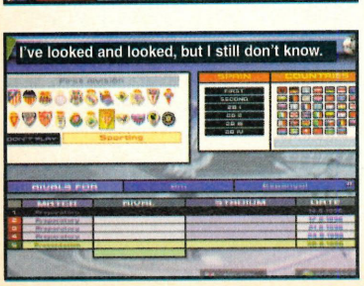
All looks might thrilling, I can tell you. Football, eh? Hmmm.

According to our almost infallible sources, *FIFA '97* is almost complete and, disappointingly, may not be as good as we'd hoped. In terms of graphics and options it's much the same as the PlayStation version but, at the moment at least, the gameplay suffers from being too slow and a bit jerky. With luck, the developers will have sorted these problems out in time for the release. If not, we'll have to carry on with *Worldwide Soccer '97*.

Timely Management

Premier Manager '97 • Saturn • Autumn


You can alter the amount of options to tailor your style of game.


I've looked and looked, but I still don't know.

It's taken a few years for developers to recognise that there's a demand for football management games on consoles, but finally the message is trickling through and this month we have more news on Gremlin's up and coming *Player Manager '97*.

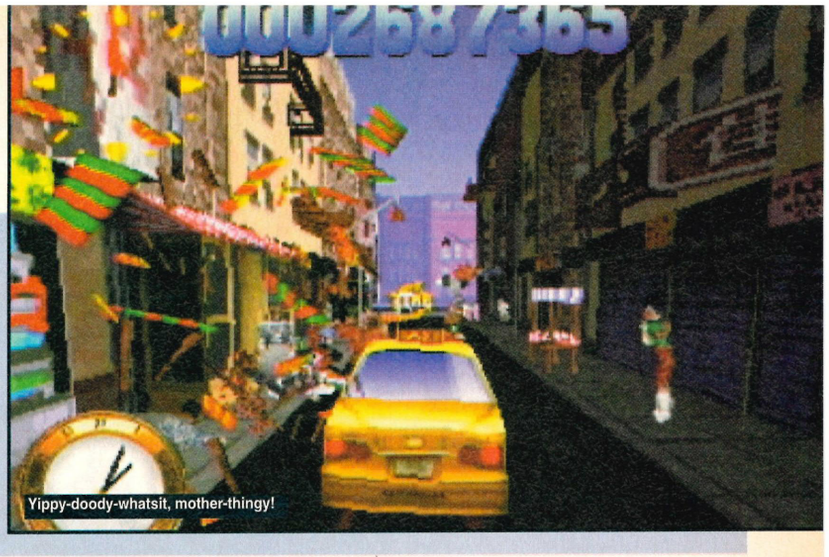
Selecting teams and trading players is only part of the game as the player tries to train his team and develop his club's stadium also. People familiar with the old player manager titles on home computers will know what to expect from the gameplay. You'll be able to recruit and dismiss all members of club staff (right down to the team's psychologist), choose the trainers you want to develop the players' specific skills and involve yourself fully in the financial dealings of the club. For novices though the whole experience is made less complex by the inclusion of an Assistant Manager option so you can be as involved as you want.

Then of course, when you've made all your weighty decisions you can watch the matches unfold accompanied by commentary from the one and only Barry Davies. The game is due for release in April so watch these pages.

Game of The Month

Die Hard Trilogy
Fox Interactive £44.99/SP 90

This game is excellent, especially as you could say that it is three games in one which is good value for money. Completing the game will take you a long time and once you have finished it you'll always want to play again just to kill a few more pedestrians! The graphics are great (although a little rough at times). This could be the greatest movie license ever. If you were thinking of buying a game at the moment think again because there is a big chance that this game is better.

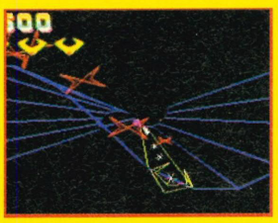


Yippy-doody-whatsit, mother-thingy!

Out Now

Sonic 3D Blast
Sega £44.99, SP89, 90%

The Saturn had very few platformers so it was time for Sonic to save the day. The Mega Drive game was good but the Saturn version is graphically even better. Finishing the game won't take long but then Sonic was never about that, it was about coming back and trying to beat your previous stage times. For all Saturn owners who miss *Sonic* this is a worthy purchase.



Tempest 2000
Interplay £20, SP89, 84%

Heralded as the greatest game ever when it first came out on the Jaguar Tempest was the only reason to buy the machine. The Saturn version is a well done port-over of the Jaguar game. It features four modes of play Tempest Classic, Tempest Plus, Tempest Duel and Tempest 2000. The graphics are plain but give it a retro feel.

A very simple but highly addictive game and at only £20 a real bargain!

NBA Jam Extreme
Acclaim £44.99, SP89, 59%

NBA Jam was the best basketball game ever when it first came out. Now Acclaim are trying to move with the times but it just didn't work.

The graphics aren't very clear and the frame rate isn't particularly high. In 4 player mode this game is fun to play but in one or even two player it's a bit dull. Extreme doesn't come close to the original and unless you are serious about The Jam series it isn't worth it.

WWF In Your House
Acclaim £44.99, SP89, 58%

The WWF series has been going on for ages and why they are still making them I do not know. Wrestlemania was rewarded a very high 82% but the game is definitely not on par with *Wrestlemania*.

The graphics are rough and it sounds awful, there is a multi-player mode but this does not redeem the game. If WWF is ever in your house runaway, dial 999, do anything just get away from it.

3 Dirty Dwarves
Sega £39.99, SP89, 64%

No it's not a pornographic video, it's a video game a bit like Guardian Heroes, but nearly not as good.

This game is fairly original and the graphics are good but when it comes to the lifespan department once the game is completed it's all over and you feel there is no point in coming back to it.

It was a good idea that didn't work out very well. Perhaps another time.

Charts

Nothing really outstandingly surprising here, with *Virtua Cop 2*, *Worldwide Soccer '97* and *Tomb Raider* all doing well for the Saturn over Christmas, but we're still amazed that *FIFA '97* did so well on the Mega Drive...

Saturn

1	*Virtua Cop 2*	Sega
2	*Tomb Raider*	Core
3	*Command & Conquer*	Virgin
4	*Worldwide Soccer '97*	Sega
5 (RE)	*International Victory Goal*	Sega
6	*Daytona USA: CCE*	Sega
7 (NE)	*Sega Ages*	Sega
8 (RE)	*Athlete Kings*	Sega
9 (RE)	*Alien Trilogy*	Acclaim
10 (RE)	*Exhumed*	Sega

Mega Drive

1	*FIFA '97*	Electronic Arts
2 (NE)	*Premier Manager '97*	Sega
3	*The Lion King*	Virgin
4	*Comix Zone*	Sega
5	*Sonic 3D*	Sega
6 (RE)	*Streets of Rage 2*	Sega
7	*Desert Strike*	EA Classics
8 (NE)	*Road Rash 2*	EA Classics
9	*MM Military*	Codemasters
10	*Sonic 2*	Sega

Sega Power's Most Wanted

1	*Resident Evil?*	Capcom
2	*Resident Evil 2?*	Capcom
3	*Fighters MegaMix*	Sega
4	*Micro Machines v3*	Codemasters
5	*Ninja*	Core
6	*Syndicate Wars*	Bullfrog
7	*Something to do with CDs*	Hmmmm
8	*Arms Race*	Gremlin
9	*Mortal Kombat Trilogy*	GT Interactive
10	*Manx TT*	Sega

The Saturn and Mega Drive charts are the copyright of ELSPA and are joyously plucked from aching virgins by...

ChartTrack

Price round-up

Can you believe that they're charging 40 quid for *Ultimate Mortal Kombat 3* on the Mega Drive? Slightly overpriced, we thinks. Most of the shops are sticking to standard release prices over the Christmas period, with only *Doom* showing any real discounts.

	Electronics Boutique	Game Ltd	HMV	Dixons	VGC
S F Alpha 2 (Saturn)	£44.99	£44.99	£44.99	£44.99	£44.99
UMK 3 (MD)	£39.99	£39.99	N/A	N/A	N/A
Virtual On (Saturn)	£44.99	£49.99	£44.99	£44.99	£44.99
Tunnel B1 (MD)	N/A	£44.99	£44.99	£44.99	N/A
Doom (MD)	N/A	£44.99	£39.99	N/A	£39.99

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:	(01372) 745 222
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

COMING SOON IN...

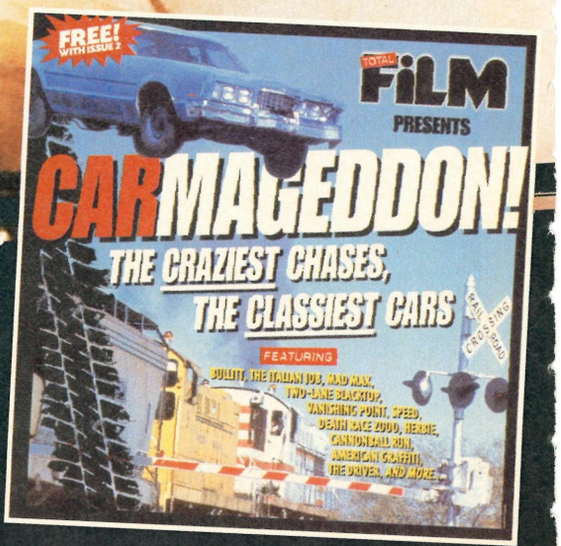
TOTAL FILM

An unstoppable monster truck of a second issue!

ENJOY!
Swordfights!
White-hot new movies!
'80s teen flicks!
And much, as they say, more!

PLUS!

FREE 48-PAGE BOOK



Total Film presents Carmageddon!, 48 outsize pages of the greatest motoring moments in the movies. From the fastest chases to the coolest cars to the least sensible stunts, they're all here. If you've ever thrilled to *Bullitt*, *The Italian Job*, *Mad Max* or *Vanishing Point*, Carmageddon! will be your high-octane *heaven*.

It's all in Total Film 2. On sale 13 February.

Japanese News

Welcome again, my spring onions, as we enter another knee-trembling month of Sega news. The announcement that I might be able to talk to friends on the phone and SEE them at the same time makes me literally shiver with excitement, I can tell you. But wait. I am shamed, for they will be able to see me also. AIIEEEEEEEEEE!

It's good to talk

Sega plan videophones • Saturn • Spring/summer

Continuing Sega of Japan's theme to push the Saturn as a fully-fledged multi-media machine, we can reveal that they've just announced plans to launch a complete video telephone adaptor for their machine sometime in the spring or summer – an amitious and exciting project.

Working with telecommunications giant Nippon, the kit will consist of a camera that'll sit on top of the Saturn and a microphone. Nippon are planning on developing the hardware entirely on their own and leaving the job of marketing the product to Sega – who say they'll be happy to sell around 20,000 units initially.

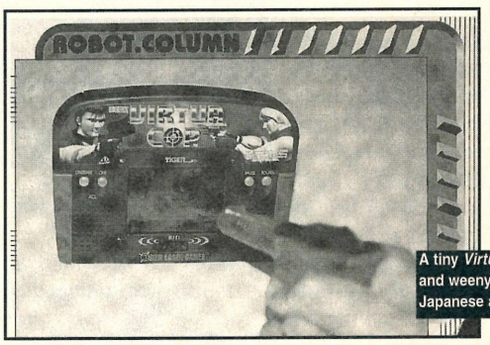
The camera, which should retail for about £250, will be the cheapest entry into the, frankly, thrilling world of videophones and while I'm sure that you'll all be 'gagging' for one over in Europe, Sega inform me that there are no plans at present to launch the system over there. Sorry.

Miniature policeman

Virtua Cop • Handheld • Now

Just what we in Japan call a throwaway story, really, but I thought you might be interested in this little piece that I found in a Japanese newspaper recently.

It seems that you can now buy small handheld *Virtua Cop* alarm and game toys like the old rubbish *Donkey Kong* ones of years ago. The best thing about it, though, is that you even get a tiny lightgun to play the game with. Aaahh. Oh, and sorry that the picture's in black and white, but like I said, the story was from a newspaper.



A tiny *Virtua Cop* game and weeny light gun. We Japanese are Kerazee.

On the grapevine

Crappy Jappy?

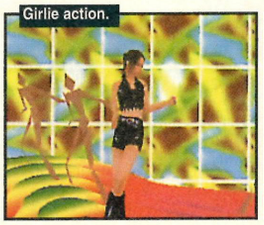
➤ Sega have released over here a memory card that can hold a staggering one megabit of memory. This is on sale for about 50 of your British pounds (that's 300 jazillion yen), but we really don't know if it'll appear anywhere else.

➤ *Super Car*, the amazing Model 3 racing game has been released in Japanese arcades under the name of *Scud Racer*. The game has four tracks, four cars and the now standard four views. Expect to see it in your service station before too long and on your Saturn (hopefully) sometime around the end of the year. I understand people from the West Country of England call scabs scuds. You amuse me.

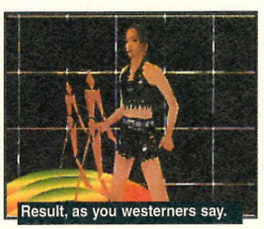
➤ *Shining of the Holy Ark* was released at the end of December over here and I managed to get hold of a copy pretty quickly. I can tell you now, that although the graphics might not be up to the standard of *Final Fantasy 7*, they work superbly in the fight sequences and the 3D polygon world looks incredible. Go to *Role Play Gamer* for more info.

Deceased horses flogged here

More Digital Dance Mix • Saturn • Soon



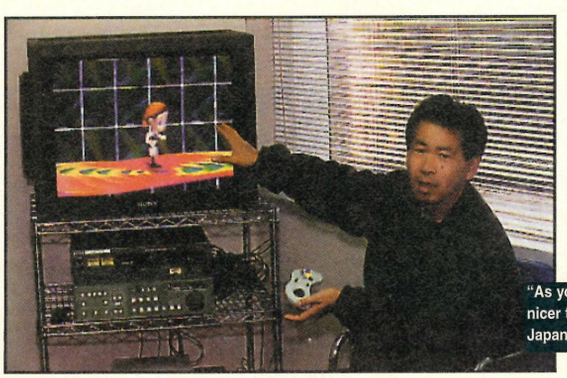
Girlie action.



Result, as you westerners say.

It would seem that the boy Suzuki is quite taken with his *Digital Dance Mix* game and plans to have at least another one in the series before it dies a death.

It would seem that he (and AM2, presumably) have plans for two completely new ones based on some female characters from the *Virtua Fighter* series of games. Firstly there's Sarah Bryant and then, after a short period, we're told to expect one based on Pai. This is fair enough if you're a fan, I suppose, but even I'm not that interested and it's my favourite game.



"As you can see, we have much nicer tellys than you over here in Japan. Nicam stereo, the lot. Ha!"

Site of the month!

Despite the creeping fear that we'd shortly run out of decent Saturn Internet sites, the throbbing mass of techno tarmac has, once again, supplied us with the required goods. So to speak.

Title: The Virtua Factor
At:http://home.earth-link.net/~ripleynewt/

This is definitely one of the better Saturn sites for the plain and simple reason that not only does it manage to get most of the current Saturn news, but it gives a fair amount of decent opinion, too. Which is certainly a nice touch in this day and age, yes?

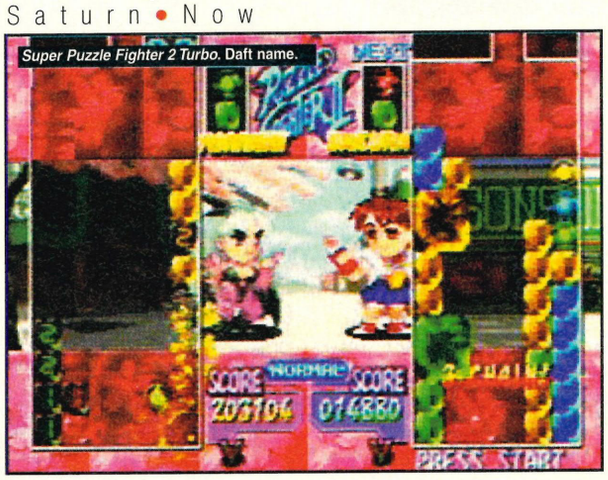
American News

Sheeet, I'm glad that wussy Ashton's split. His Limey ass was always onto me for killin' bears 'n' elks 'n' poor folk. I mean, what's an American country boy supposed to do for fun, anyway? Shoot the President? Dang...

Puzzling fight

Super Puzzle Fighter 2 Turbo • Saturn • Now

We mentioned in these here pages a few months back that Capcom were thinking of releasing their bizarre *SF* puzzle game – called *Super Puzzle Fighter 2 Turbo* – and may a pig wash my rind if that ain't the truth. A Saturn version of the game is just about to be released over here.



Super Puzzle Fighter 2 Turbo. Daft name.

While the name is a bit of a joke, the gameplay is serious enough and is lightly based on the *Baku Baku/Mean Bean* style of game, where you go head-to-head with an opponent by your side, trying to keep your beans/gems/whatever from reaching the top and trying to get your opponent to do just that.

There's secret characters and a whole host of hidden extras and members of both *Street Fighter* and *Night Warriors* – albeit in a kiddy form. There's no firm news of a European launch as yet but, hell, Virgin would be the ones to release it if it was going to make it to your shores. We'll let ya know.

How dare you insult my patterns, infantile bitch.

On the grapevine

Rumour USA.

➤ I was in Toys 'R' Us recently and saw loads and loads of boxes of 32Xs being sold off really cheaply at 20 bucks – and they still can't shift them. Ah well, worth it, I suppose, if you just want to play *Doom*, *Virtua Fighter* and *Virtua Racing Deluxe*.

➤ One of the quieter AM arcade releases of last year, *Gunblade*, is set for a release on the Saturn this year sometime. Imagine *Afterburner* with helicopters and you're getting there. A European release is certain.

➤ Due to the success of the three-game Saturn pack over Christmas, Sega are to continue the deal over here until the end of March – the end of their financial year. We mentioned the pack in issue 88, but for the more forgetful amongst you, you get *Virtua Fighter 2*, *Virtua Cop* and the original *Daytona* packed in with the Saturn for just $200. Sales went up by 500 percent over the Christmas period. At that price, it's not hard to see why.

Extended remix?

Drivers Remix? • Saturn • Possibility

One of the juiciest rumours flying around this spinning globe is that AM2 are planning another MegaMix game, this time using their driving games as the basis. After the wonderful success that is *Fighters MegaMix*, our keen eyes spotted a document on the game CD by the title of '*Drivers MegaMix*'.

Fighters MegaMix. Smart!

What followed was a load of Japanese text that I certainly can't read, but the hopeful impression that I certainly got was that we can expect more combined delights from those plucky Japanese boys.

Just imagine how good a game could be by mixing *Sega Rally*, *Daytona*, *Out Run*, *Manx TT* and *Hang-On*. It's probably a better idea even than *Fighters MegaMix*. The full story should be unveiled in time for the next issue.

No shots of *Drivers Remix.*

Just these *Fighters MegaMix* shots. Oh dear.

Scuddy pants?

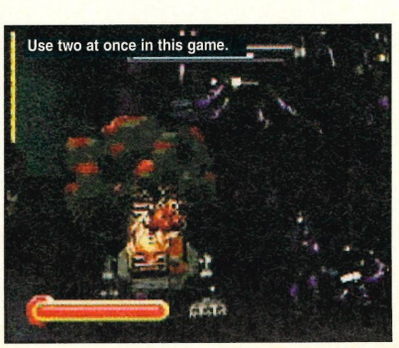
Scud

Saturn • Now(ish)

One of the quieter releases from Sega of America this month is *Scud*, which has been crafted by the same team that wrote *3 Dirty Dwarves*, SegaSoft.

You play an assassin robot, that kills to pay the hospital bills for a fellow robot who you actually beat up. The game appears to be a pretty normal sideways-scrolling sprite game, but the added interest is that it's another game where you can use the light guns – including a bonus level where you can use two guns with one player! I wouldn't expect much from this and I'd be surprised if you guys over the pond saw it, but then again, I said that about *3 Dirty Dwarves*. Come to think of it, I don't have much of a clue about nuthin'. That's a Shakespeare play isn't it?

Light guns at the ready.


Use two at once in this game.

Feature

The time comes in one's life to stand back, look at yourself and admire what you've achieved. The merits of Sega Power, for instance, are indescribable over our seven and a half year history, but what of the Saturn? Its history is somewhat shorter and we thought, as a good start to the new year and the (hopefully) multitudes of new Saturn owners out there, you'd like someone to separate the wheat from the chaff for you. We are the people and here's the choicest grains.

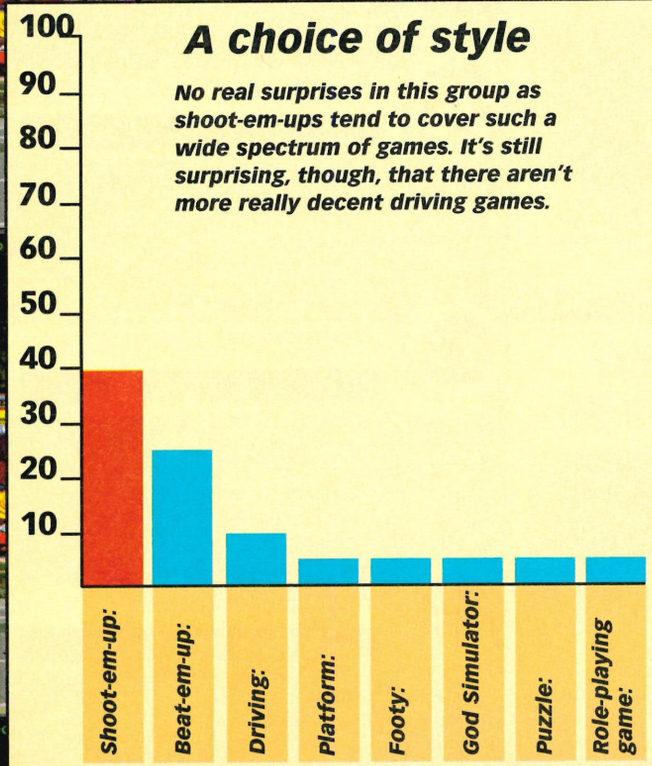
The Big 100

Statistically speaking

We'd hate to be called anal at *Sega Power*, but we thought you might be a little more interested than just casual concern about the breakdown of the more appealing games... the ones, say, in the top 20. Hmm? That's why we've done this.

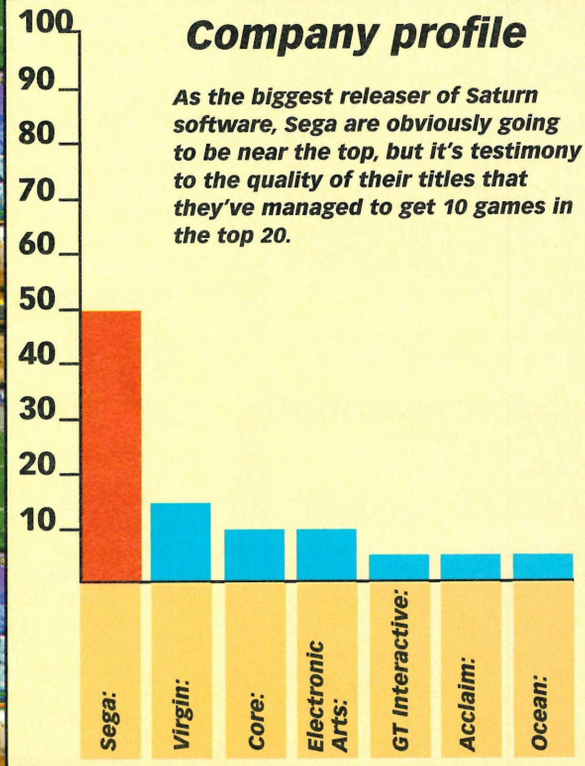
A choice of style

No real surprises in this group as shoot-em-ups tend to cover such a wide spectrum of games. It's still surprising, though, that there aren't more really decent driving games.



Company profile

As the biggest releaser of Saturn software, Sega are obviously going to be near the top, but it's testimony to the quality of their titles that they've managed to get 10 games in the top 20.



1 Sega Rally

Sega • SP75 • 97%

Sega Rally is, a year after its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them.

The arcade original was stunning enough and how PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it was.

The way the game moved, the smoothness and the indescribable 'feel' of the cars is second to none and it'll be an outstanding driving game that gets the better of *Sega Rally*.

Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time.

2 Fighters Megamix

Sega • SP90 • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid dividends for AM2 with this. The graphics are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh it. The finest beat-em-up on ANY console.

Best points: The choice of characters, hidden extras and options is ideal for one and two players.

3 Tomb Raider

Core • SP86 • 95%

Quite simply the most impressive-looking adventure game ever seen and one of the true 'next-generation' computer games. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other. A superb experience.

Best points: The FMV sequences, the atmospheric music, the game's freedom and the ability to look anywhere around you.

4 NiGHTS

Sega • SP84 • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NiGHTS*. Less of a computer game, but more of a bizarre encounter.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.

5 Virtua Fighter 2

Sega • SP75 • 96%

What can we say? We could argue about the merits of *Virtua Fighter* verses *UMK3* or *Tekken 2* for days, but the game is still a truly remarkable achievement in console development. A very accurate conversion and all the moves, too. Not the best fighter on the Saturn, but it's not that far off.

Best points: The hi-resolution mode is used to full effect to produce some stunning graphics and the animation and response time is excellent. This game plays just as good as it looks.

6 Sega Worldwide Soccer

Sega • SP86 • 91%

The football arguments that had been raging since the release of both *Olympic Soccer* and *Striker* were finally quashed when this game appeared. Apart from Sensible Soccer, this is the next best thing. It plays fluidly and the opposing teams are very intelligent. Football's coming home, it's coming, football's comi... oh, it's here.

Best points: The animation and movement of the players is spot-on and there's a lot of moves that are pretty simple to get to grips with.

7 Ultimate Mortal Kombat 3

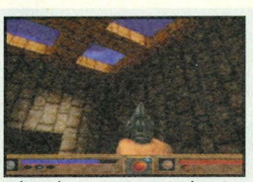
GT Interactive • SP80 • 94%

Old as the proverbials *Mortal Kombat* may well be, but this is still the ultimate two-dimensional fighting game, and this is (by far) the best version of it. For rapid combat action, this is the business.

Best points: The atmosphere is darker than ever and the amount of finishing moves and fatalities is unrivalled by any other.

8 Exhumed

Sega • SP83 • 91%

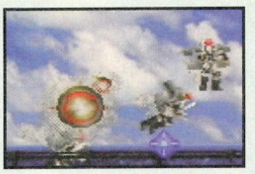


There's been a few *Doom* clones now on the Saturn, but only one can claim to look and play better than the original. The sheer speed, smoothness and detail to the game makes it unique. Not sure about the title though, a bit morbid.

Best points: The light-sourcing is incredible for the Saturn and the enormous depth of the game is one of the strongest features.

9 Virtua Cop 2

Sega • SP88 • 92%



Like the first *Virtua Cop* game, the AM fellows have produced an almost faultless conversion. That, when added to the optional light-gun, makes an awesome package.

Best points: Light-gun games have always been popular and one of the best things about the *Virtua Cop* games is the way they respond to the gun – the victims for instance, move in a natural way, depending on where you hit them.

10 Die Hard Trilogy

EA/Fox Interactive • SP89 • 91%

An outstanding use of the *Die Hard* licence and one of Probe's finest hours. Three completely different games that could've easily been released separately.

Best points: The three game styles (driving game, *Virtua Cop* clone and 3D shoot-em-up) are all varied enough to keep you playing them through 'til the end. And how you'll want to.

11 Daytona USA: CCE

Sega • SP87 • 91%

Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still wasn't enough.

12 Street Fighter Alpha 2

Virgin • SP86 • 88%

Good enough and playable as *Street Fighter* ever was, but we at *Sega Power* have long since converted to the church of *Mortal Kombat*.

13 Command & Conquer

Virgin • SP87 • 91%

Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. This is great entertainment.

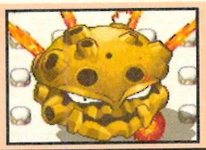
14 Night Warriors

Virgin • SP80 • 91%

If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.

15 Bomberman SS

Hudsonsoft (import) • SP84 • 84%



It's been available for months on import, but the good news is that Sega Europe are to release this excellent 10-player game over here around April. Well done chaps.

16 Tunnel B1

Ocean • SP87 • 90%

Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and silky-smooth game that manages to appeal nonetheless.

17 Dark Saviour

Sega • SP90 • 91%

Programmed by the *Landstalker* team and an appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep RPGers happy.

18 Bust-a-Move 2

Acclaim • SP84 • 87%

A hopelessly addictive puzzle game that seems simple, almost dull at first appearance, but draws you in like, like, well like heroin I suppose. It's one of those match-up-the-blobs-of-a-similar-colour-and-screw-up-your-opponent's-play-area games. Play it in two-player mode and you play until your eyes are red raw and your fingers are permanently bent into the joypad holding position.

19 ThunderHawk 2

Core • SP75 • 91%

Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and some extremely polished gameplay.

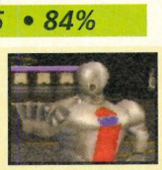
20 Soviet Strike

EA • SP90 • 87%

The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be. Strike fans will be sorted. though.

21 Fighting Vipers

Sega • SP85 • 84%



The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.

22 Virtual On

Sega • SP88 • 88%

Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

23 Wipeout

Sega/Psygnosis • SP79 • 87%

The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better driving games, though.

24 Alien Trilogy

Acclaim • SP84 • 83%

Probably the best license ever and putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe should have made more of it, however.

25 Panzer Dragoon Zwei

Sega • SP80 • 80%

Multiple routes, better graphics and improved gameplay make *Panzer Dragoon Zwei* a worthwhile sequel to the flawed original. It's still rather short-lived, though.

26 Street Racer

Ubisoft • SP87 • 84%

The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.

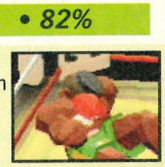
27 Olympic Soccer

US Gold • SP83 • 83%

The graphics are awful, but the gameplay is fast, there's lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWS '97*.

28 Victory Boxing

JVC • SP74 • 82%



Build up your fighter and fight through to become the champ. Then there's hidden characters ahoy and plenty of extra moves. Plays well, too. What more could you want?

29 Athelete Kings

Sega • SP83 • 87%

Another Sega Titan board conversion and one of the best you'll find. Track 'n' field at its best, but a couple more events and a four-player option is needed.

30 Daytona USA

Sega • SP67 • 87%

Although the original game was hugely disappointing and pitiful when put up against *Ridge Racer* on the PlayStation, the game still had some charm.

31 Sonic 3D

Sega • SP89 • 90%

One way of looking at this is that, as his debut, the first Saturn Sonic game should've been more original. Another, though, is to just appreciate it for its great gameplay.

32 Mystaria

Sega • SP77 • 82%

Although we're not huge fans of RPGs here at *Sega Power*, we have to admit that this is as playable, large and appealing as these games get. Not at all shabby.

33 Baku Baku Animal

Sega • SP76 • 85%

Clearly based around *Columns* and *Mean Bean Machine*, *Baku Baku Animal* manages to be original enough to warrant the interest it deserves. Nice one.

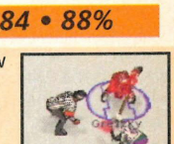
34 Pro Pinball: The Web

Empire • SP83 • 84%

Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton - formally of The Jam) make this the best of its type.

35 NHL Powerplay Hockey

Virgin • SP84 • 88%



A rather pleasant entry from a new developer and the easiest, smoothest and most enjoyable ice hockey simulator on the market. So far. Any challengers?

36 Sim City 2000

Sega • SP74 • 90%

Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them. Don your geeky specs and get all simulatory.

37 Street Fighter Alpha

Virgin • SP79 • 81%

Not up to the grade of most of the other beat-'em-ups and we didn't like it as much as some, but the Saturn is perfect for this sort of fast 2D game.

38 Theme Park

Bullfrog • SP73 • 92%

Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Not as dull as it looks.

39 Grid Run

Virgin • SP86 • 89%

This was one of the most original games of last year and a fun little affair as you play high-tec 'tag' with a multitude of aliens and the like. Great two-player fun.

40 Bug!

Sega • SP72 • 95%

Originally very appealling, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.

41 Alone in the Dark Jack's Back

Infogrammes • SP80 • 88%

Very French and fairly tricky (like French people), *AITD* manages to translate well to the consoles and is large enough for most people. Graphiclly moody.

42 Magic Carpet

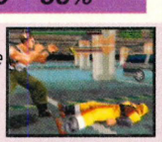
Bullfrog • SP78• 89%

Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons. The 3D landscapes are stunning and it's hugely challenging.

43 Die Hard Arcade

Sega • SP90 • 88%

Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough.Not like any of the films, sadly.



44 Virtua Cop

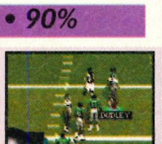
Sega • SP75 • 92%

Superseded by its sequel, *Virtua Cop* is still an excellent arcade game and a perfect example of showing how good Saturn arcade conversions can be, when they make the effort.

45 Madden '97

EA • SP87 • 90%

One of EA Sports' better 32-Bit updates and the best American football game you're likely to see on the Saturn for a while. Still, it'll be time for *Madden '98* soon.



46 True Pinball

Ocean • SP77 • 83%

The second-best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Do you need two pinball sims? Nah!

47 Striker

Acclaim • SP82 • 89%

James always preferred this to *Olympic Soccer*. I didn't and now he's gone I can do what I want and put the bloody thing where it deserves to be. Ha!

48 D

Acclaim • SP76 • 83%

A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short and still too easy, though. A lengthier sequel would be nice.

49 Tempest 2000

Interplay • SP89 • 84%

First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a solid conversion.

50 Rayman

Ubisoft • SP73 • 81%

Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proved too hard for most and boredom can set in. Good for those with perseverence.

51 X-Men children of the Atom

Virgin • SP76 • 90%

One of the better 2D beat-em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. (What exactly is baited breath?)

52 Panzer Dragoon

Sega • SP67 • 49%

Mr Andrew Lowe was certainly over-cruel in his review of *Panzer Dragoon*, and as linear as the gameplay may seem, the graphics are still outstanding.

53 Virtual Golf

Core • SP77 • 87%

Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. COME ON THEN!!!

54 Destruction Derby

Sega/Psygnosis • SP85 • 80%

Saturn owners never really wanted a poor conversion of *Destruction Derby* when the sequel was about to hit the PlayStation, although it's still pretty playable.

55 Hardcore 4x4

Gremlin• SP87 • 73%

A good enough off-road driving game, but a little problem with Mr jerky and a lack in the polish department keeps the score down. Let's, er, *not* off-road.

56 Virtua Fighter Kids

Sega • SP84 • 68%

Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Fighting games are about violence, not cute infants.

57 Keio Flying Squadron 2

JVC • SP83 • 80%

A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

58 NBA Jam-Tournament Edition

Acclaim • SP74 • 85%

The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version. In multi-player mode it's a top giggle.

59 Earthworm Jim 2

Virgin • SP82 • 85/20%

The two scores represent the fact that if you've never seen the game before you'll probably like it (85%) but it's a disappointing conversion from 16 to 32-Bit (20%).

60 Discworld

Sega/psygnosis • SP81 • 81%

The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. a humourous challenge.

61 Virtua Racing

Time Warner • SP73 • 91%

A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade-perfect as it should've been.

62 Actua Golf

Gremlin • SP85 • 84%

Graphically superb golf game, with two very detailed courses and multiple views. We at Sega Power, though, prefer the gameplay of *Actua Golf*, and we're clever.

63 Euro '96

Sega/Gremlin • SP80 • 90%

This is an initially interesting and appealing football game, but closer inspection has shown up some gameplay flaws. Fine if you're a football nutter, we suppose.

64 Blam! Machinehead

Core• SP84 • 83%

Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs please.

65 Legend of Thor

Sega • SP81 • 54%

Nothing much over the original Mega Drive game, but still a fairly solid role-playing/action game and probably deserves a few more percent than it got.

66 Ghen War

Virgin • SP76• 80%

Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Not the stuff of classics, mind.

67 The Need for Speed

EA • SP82 • 80%

In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. Has a big following but it's a bit cack.

68 3D Lemmings

Sega/Psygnosis • SP81 • 82%

A clever 3D update of one of the best-selling and most popular games ever. Sometimes the third dimension made things a tad confusing, though.

69 Golden Axe

Sega • SP74 • 70%

A beat-em-up based on the characters from *Golden Axe* is no bad idea, but the game just didn't have the flair of the other Capcom 2D fighting titles.

70 Shellshock

Core • SP79 • 79%

An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the excellent *Thunderhawk 2*.

71 Break Point

Ocean • SP86 • 78%

Not the worst game we ever saw, and it's definitely the best tennis game around at the moment, but it needed to be faster. The Saturn's up to it, sort it out lads.

72 Virtua Fighter

Sega • SP63 •97%

The classic game that started it all and an almost perfect conversion. It's certainly worth picking up for a bargain price if you can. A little piece of beat-'em-up history.

73 Slam 'n' Jam

BMG • SP83 • 87%

Crystal Dynamics convert their 3DO basketball simulation across perfectly and, although it isn't the best, it's fairly close. One to try when bored of *NBA Jam*.

74 WWF Wrestlemania

Acclaim • SP82 • 82%

It's commonly agreed that the WWF is a useless waste of time, money and brain-power, but thankfully the game's better than the license behind it.

75 World Series Baseball '97

Sega • SP86 • 81%

Despite the obvious lack of appeal of the sport in this country, Sega manage to produce the finest game of its type. We like basegames, though, so we say "Yes".

76 Doom

GT Interactive • SP88 • 85%

Rage take a large knock in their reputation as they turn up with a fairly shoddy Saturn conversion of the classic Id game. For incredibly hardcore fans only.

77 Toshinden

Sega • SP75 • 84%

This hasn't aged very well at all – as *Toshinden URA* shows – and comes up very poorly against the AM2 fighting games. It's kind of fun, but ultimately a bit dated.

78 Blazing Dragons

BMG • SP87 • 85%

Another comical/Monty Python-written point 'n' click adventure game and, despite mixed reviews, we quite liked it. Can't beat a bit of comedy adventuring.

79 NHL '97

EA • SP87 • 79%

Another case of another disappointing EA Sports release. Eventually appeared before *Powerplay Hockey* from Virgin, but isn't quite as good.

80 Casper

Interplay • SP78 • 81%

A surprisingly original puzzle game based on the film of the same name. Atmospheric graphics and the game follows the plot very well. A decent film licence? Blimey!

81 The Horde

BMG • SP79 • 69%

A cringy storyline and the fear of repetitive gameplay stops this average game going up any higher. So we can't even be arsed to fill up the rest of this box. Oh, we have.

82 Amok

Sega • SP88 • 78%

Another typical Scavenger game in that the graphics and idea are strong enough, but the game's too short and far too hard. Why are so many games so very small.

83 Shining Wisdom

Sega • SP80 • 79%

Graphically disappointing, but a sturdy Saturn sequel to the highly-praised Mega Drive role-playing game. And let's face it, RPG fans will buy anything.

84 Loaded

Gremlin • SP83 • 82%

Some good effects and graphics, and Gremlin marketed the game very well but, at the end, a case of style winning over content. The sequel's coming soon.

85 F1 Live information

Sega • SP76 • 79%

Out before *F1* on the PlayStation and it has all the characters (Damon Hill, etc), but only three F1 tracks and poor graphics. Should have be much, much better than this.

86 FIFA '96

EA • SP76 • 85%

A huge disappointment, and certainly not deserving the phenomenal sales it's achieved. News is that the sequel isn't the improvement we hoped for. Pah!

87 Tetris Plus

Jaleco • SP88 • 70%

The horse may well be dead, but that doesn't stop it getting a severe beating. Some new extras and a good two-player split-screen option. We all love *Tetris* though.

88 Johnny Bazookatone

US Gold • SP77 • 60%

The game's completely digitised using clever models and animation, but little care has been put into the gameplay. Developerings the other way around.

89 Robopit

THQ • SP86 • 80%

More enjoyable than you might think, as you build a robot and guide it through a league of 100 bizarre metallic creations. Very odd, but strangely satisfying.

90 GP Hang-On '95

Sega • SP75• 70%

Using the same game engine as *F1 Live Information*, *GP Hang-On* is smooth and fast enough, with plenty of hidden extras. The graphics, though... pretty poor.

91 Guardian Heroes

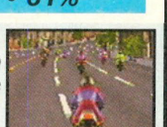
Sega • SP78 • 80%

Despite the number of selectable characters and fancy scrolling sprites, this Treasure affair lacks sparkle in the gameplay department. Poopy-doop!

92 Road Rash

EA • SP83 • 61%

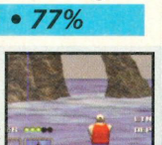
A perfect conversion of the two year-old 3DO game and a sad end to the good name that *Road Rash* once had – although the game remains strangely addictive.



93 Sea Bass Fishing

JVC • SP84 • 77%

An unusual title that works surprisingly well. Fishing will never make an enthralling computer game, but this is about as close as it gets. Honest!



94 Clockwork Knight 2

Sega • SP72 • 53%

Despite the low score and our dislike of the game, it deserves a minor inclusion just due to the fact that the digitised graphics and bosses look so good.

95 Jewels of the Oracle

Sunsoft • SP87 • 79%

An amazingly tricky puzzle/*Myst*-style game. The puzzles are clever, though, and with persistence, fun is to be had. Then again, there's far better stuff to spend your cash on.

96 Space Hulk

EA • SP83 • 81%

Despite the good monster screenshots that we always see with *Space Hulk*, the rest of the graphics are very poor and the gameplay is slow.

97 Hi-Octane

Bullfrog • SP74 • 85%

A 3D driving/shoot-em-up based on the *Magic Carpet* game engine and fairly enjoyable - if somewhat jerky. It's well up to scratch but nothing like as good as the top racers.

98 Myst

Sega • SP73 • 78%

A clever 3D point 'n' click adventure, with excellent still graphics. The gameplay, though, is a bit stilted for some. Still, apparently, the best-selling CD game of all time.

99 PGA Tour '97

EA • SP88 • 65%

PGA may have the EA Sports name behind it, but the game falls down compared to *Actua Golf* from Gremlin and *Virtual Golf* from Core. So, again, get *Actua Golf*.

100 Worms

Team 17 • SP76 • 60%

Here we go then, We've done it. We've seen some classics, some not so classics and, even though this is the top 100, we've seen a couple of stinkers. To round things off, let's tell you about this turd of a game. It's definitely one of those 'love it or hate it' games, and we tended to fall firmer on the dislike side. Some people, though, would put it a lot higher up. It's a bizarre game with similarities to *Lemmings*, but not really. Like we said it's a bizarre game. It can be quite good fun in two-player mode but only for limited amounts of time. Try it out and see whether you're a fan. We'll just leave it, safe in the knowledge it fully deserves its 100th position.

The best driving games

1 (1) Sega Rally
2 (11) Daytona USA: CCE
3 (23) Wipeout
4 (26) Street Racer
5 (30) Daytona USA

The best shoot-em-ups

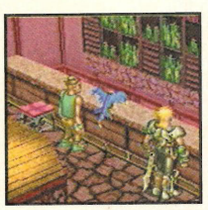
1 (3) Tomb Raider
2 (8) Exhumed
3 (9) Virtua Cop 2
4 (10) Die Hard Trilogy
5 (15) Bomberman SS

The best beat-em-ups

1 (2) Fighters MegaMix
2 (5) Virtua Fighter 2
3 (7) Ultimate Mortal Kombat 3
4 (12) Street Fighter Alpha 2
5 (14) Night Warriors

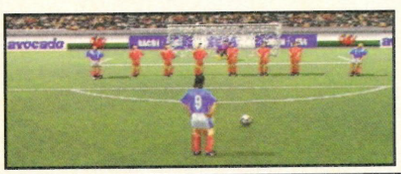
The best role-playing games

1 (17) Dark Savior
2 (32) Mystaria
3 (41) Alone in the Dark: Jack's Back
4 (48) D
5 (60) Discworld



The best football games

1 (6) Sega Worldwide Soccer '97
2 (27) Olympic Soccer
3 (47) Striker
4 (63) Euro '96
5 (86) FIFA '96

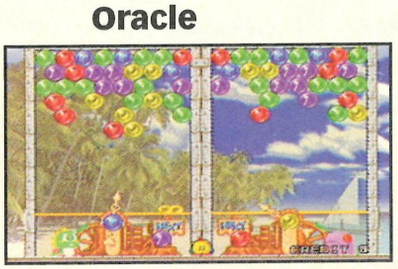


The best other sports games

1 (29) Athlete Kings
3 (35) NHL Powerplay Hockey
2 (45) Madden '97
4 (53) Virtual Golf
5 (58) NBA Jam – Tournament Edition

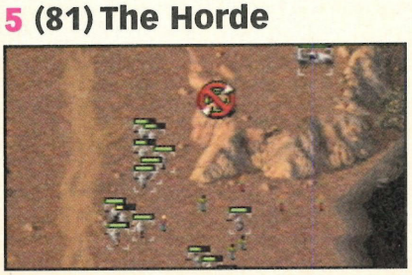
The best puzzle games

1 (18) Bust-a-Move 2
2 (33) Baku Baku Animal
3 (39) Grid Run
4 (87) Tetris Plus
5 (95) Jewels of the Oracle



The best god simulators

1 (13) Command & Conquer
2 (36) Sim City 2000
3 (38) Theme Park
4 (68) 3D Lemmings
5 (81) The Horde



The best platform games

1 (4) NiGHTS
2 (31) Sonic 3D
3 (40) Bug!
4 (50) Rayman
5 (57) Keio Flying Squadron 2

The 10 worst

All this 'praising to the hilt' nonsense is all very well, but, as my physics teacher spent four years trying to beat into me, every positive action must have an equal negative reaction. Computer games, being bundled in the large sack marked 'Every' comes under this description and so, obviously, it makes perfect sense to show you the ten Saturn games that you should never think about buying... no matter how cheap they are.

1 Rockman X3
Virgin • SP81 • 23%

The very worst game that I've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be written, given the wrong programmers. Rockman is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that I can imagine would need a border.

The graphics are primative, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

2 Highway 2000
JVC • SP85 • 56%

Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

3 Darius 2
Sega • SP86 • 28%

It's a 2D shoot-em-up in the Darius/R-Type mould and fails because it's simply too dull to play.

4 Valora Valley Golf
Virgin • SP79 • 32%

Um, it's almost totally unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly. Cheesy in th extreme.

5 Virtual Open Tennis
Acclaim • SP82 • 31%

Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

6 Digital Pinball
Sega • SP72 • 22%

One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosy.

7 Mortal Kombat 2
Acclaim • SP75 • 89%

Now Nick's gone we can say what we really thought about his *Mortal Kombat 2* review... it, and the game, is a bunch of old arse.

8 Virtual Hydlide
Sega • SP72 • 49%

Sega's first attempt at a 3D role-playing game, featuring a large man with a small knife and a bad limp – in a very jerky world.

9 In The Hunt
THQ • SP86 • 31%

Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-em-up.

10 Bubble Bobble
Acclaim • SP85 • 56%

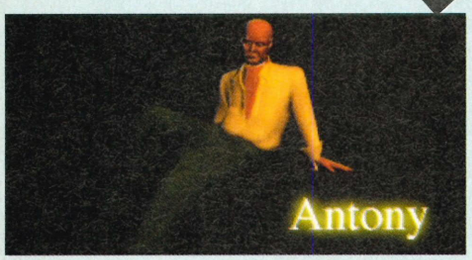
A sad cash-in on the *Bubble Bobble* trilogy, with *Rainbow Islands* included, too – although it makes little difference. The games are classics but this disc is a travesty.

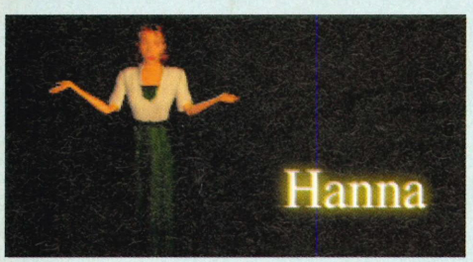
End

Torico

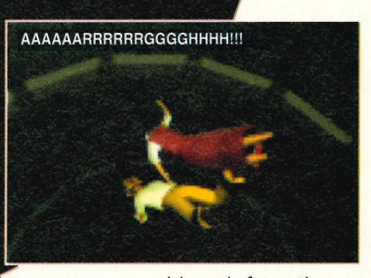
Character assassination

Like *Mansion of The Hidden Souls*, there's enough characters to interact with. Some will offer help or even objects to aid your quest. Others, though, will prove to be a complete pain. Experience and good social skills should allow you to determine who falls into which category.





Crests engraved on foreheads? Shadowy Moonworlds and men called Fred? Wouldn't be a Japanese game, would it?



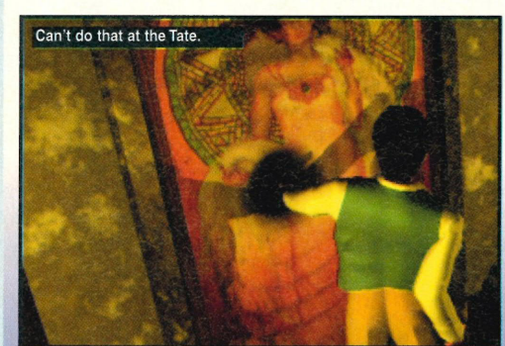
If you remember *Mansion of The Hidden Souls* (which appeared in one form or another on both the Mega CD and the Saturn) then you'll instantly recognise the style of game that *Torico*'s trying to portray... it's a 'interactive movie', fully-rendered, talk to bizarre characters with bizarre lip-movements and complete the game within an hour.

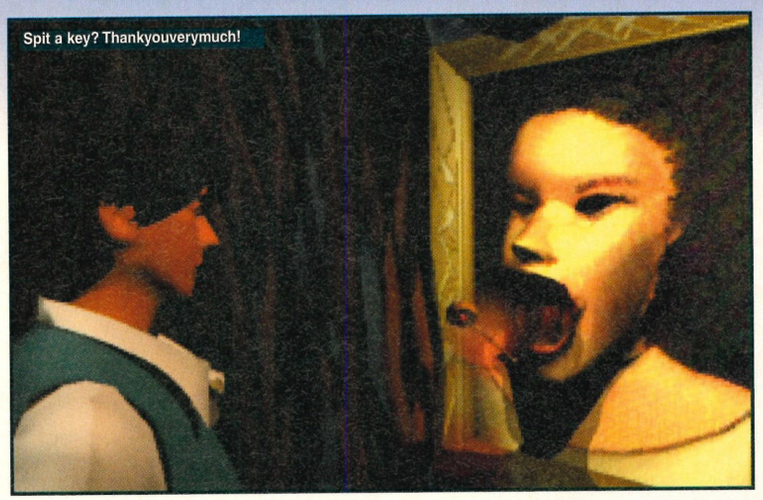
But ah, not this one. By using clever compression techniques and bunging the game onto two CDs, the developers have managed to squeeze in a lot of gameplay for your money. Strangely enough, speaking of *Mansion of The Hidden Souls*, *Torico* is actually programmed by the same team - although from the quality of the graphics to the amount of effort put into the game, *Torico* is in a different league.

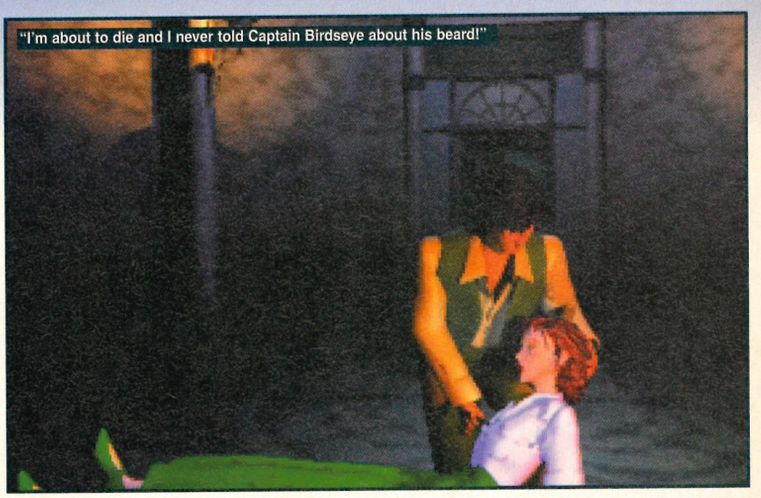
You play a rendered character called Fred (yes well, the name is ridiculous BUT THEY'RE JAPANESE) and you start off the game with very little idea of what you have to do, no memory of the previous few years and locked in a police cell with a man who's quite obvious as stoned on drugs as they come, thank you very much.

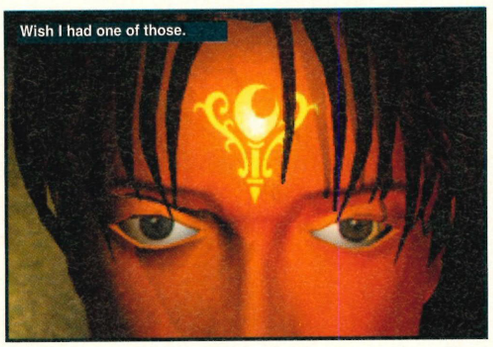
Ah, and you've got a crest engraved on your forehead.

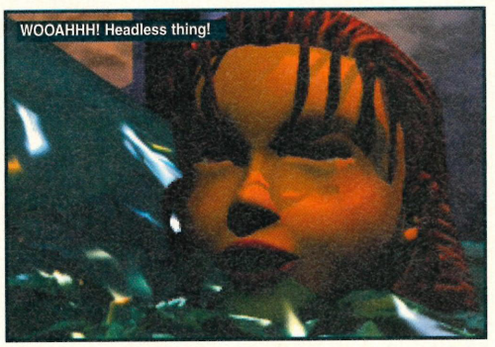
More sense (but only a slight amount) is realised when you find out that there's a place

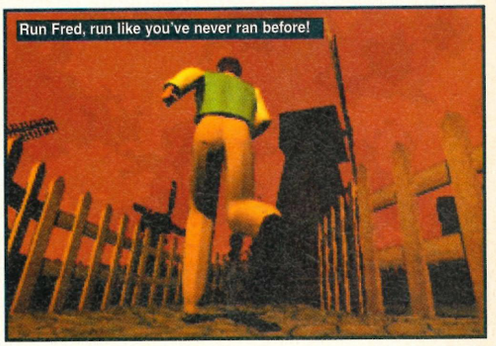


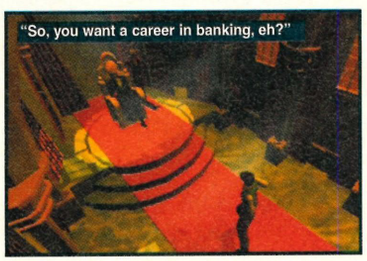

Spit a key? Thankyouverymuch!

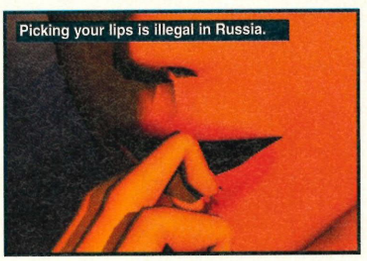

"I'm about to die and I never told Captain Birdseye about his beard!"

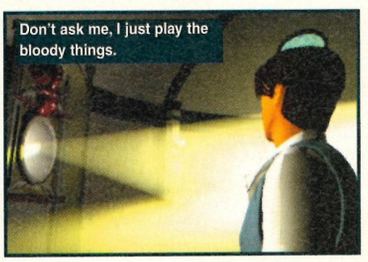

Wish I had one of those.

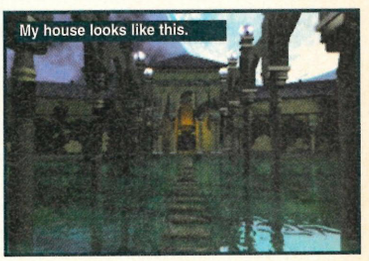

WOOAHHH! Headless thing!


Run Fred, run like you've never ran before!


"So, you want a career in banking, eh?"


Picking your lips is illegal in Russia.


Don't ask me, I just play the bloody things.


My house looks like this.

called the Moonworld and it promises young looks and a long life, a bit like plastic surgery in Los Angeles without the expense. The downside, though, is that you probably have to be rather good and saintly... almost angelic in fact, and remember, those bloody wings are a sod to try to clean.

The Moonworld can grant any wish, although anyone who wishes to return to Earth has the crest engraved on their foreheads and their memory removed.

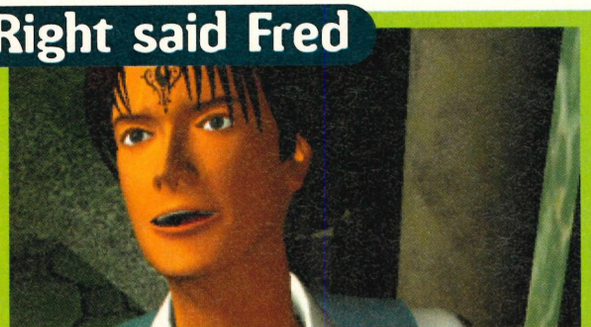
Sooo, now it all begins to make sense. Fred is obviously an exile from Moonworld. Or is he? All you know is that your first mission is to find the entrance to Moonworld and to find out more about the mysterious Gordon, the governor of it.

"By compressing the game, the developers have managed to squeeze in a lot of game."

D was great (but short) and *Mansion of The Hidden Souls* looked a bit poor and was too easy and short; *Torico* (although that won't quite be the name of it when the game's released in Europe this Spring) looks to improve on the problems of those two games and could well be the closest game that we've yet seen to a proper full-blown graphical adventure. • ***Dean***

SP

Right said Fred



This is you and you are Fred. Ridiculous name, but you do have to remember that these people are Japanese and what may appear to be a perfectly normal and common Western name to them is in fact absolutely ridiculous to us fun-loving Europeans.

You've had your memory removed and that crest symbol engraved on your forehead as an ex-citizen of the Moonworld, but that's another story.

On location

Being as they all wanted a top sunny holiday in Europe, it would seem that the development team of *Torico* were sent over to Spain to 'grab' the atmosphere of the country. They apparently returned with stuffed straw donkeys, cheap bottles of brandy and singing Spice Girls songs in a slurry pronounced fashion - which they apparently danced to with a couple of 'right tasty birds' from Birmingham.

On a more serious note, when playing the game, a definite Spanish flavour comes across in the characters and locations, and this romantic and picture of a sun-kissed Spanish street is one of the development shots used when planning the graphics of the game, I presume.

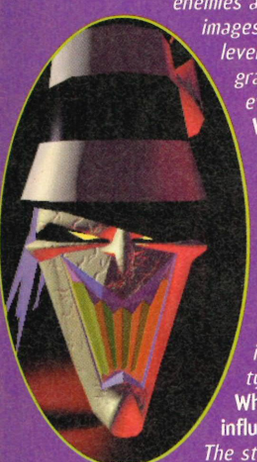
Swag

Chittle-chattle-chit

As *Swagman* is still a fairly unknown quantity amongst the fair and just gamers out there, we thought we'd find out a bit more about the game's design, development and rare East-European cheeses from the people who know the game best, the people who wrote it.

How long has Swagman been in development?
Two years. Swagman was, originally, going to be a Mega Drive game.

Why has it taken so long?
Swagman is an arcade/adventure with RPG undertones. All the backgrounds and all the enemies are fully 3D rendered images. The game itself is enormous – level one alone has over 20 different graphics sets so it's taken quite a while to get everything finished!



Why did you go for this type of game?
One of the original reasons was the fact that most games tend to be polygon-based these days – we wanted to get away from that. Even though Swagman uses polygons for certain objects, most of the game is set in a pre-rendered two-dimensional world. We felt that there was room in the market place for a different type of game.

What factors or other games have influenced *Swagman*'s development?
The strongest influence is Tim Burton's film The Nightmare Before Christmas. The style and mood seemed to fit perfectly to the initial concept for the game.

We also looked at Zelda and the Zombies on the SNES – elements from both of these games have been blended into Swagman in an attempt to create one mega adventure.

How many enemies can we expect to meet in *Swagman*?
There are around 50 different enemies in the adventure but some of the areas are secret and could contain some very nasty surprises.

How do the twins interact with each other?
The two characters can co-operate with each other in a number of ways. For example one can jump on top of the other thus allowing access to unreachable places, or pressure pads must have the weight of one character on them to stay active. Also Zack and Hannah each have different weapons/abilities so it requires a combination of efforts from each character in order to progress.

What happens if one of the twins dies?
The twins are connected in the Dreamworld – they share Dreamdew (energy) collectively so when one dies so does the other.

Can you name some of the different effects used?
Transparency, flowing lava, animated water, sludge and starfield special FX.

Was a 2D game easier or more difficult on the new next generation consoles?
Surprisingly it was much more difficult – because of the game's viewpoint all of the walls, rocks, trees and anything else you wish to walk behind have to be set up using a specific editor. The same applies to objects above ground level – for example a flight of stairs. Each step must be given a height within the editor before the character will interact with it. Creating the game using a Loaded style engine would have been much easier but we've certainly learnt a lot from this challenge!

***Mentioned briefly last month, here's a much better look at Core's latest,* Swagman.**

Although the game is strictly a one-player game, there are these two characters, Zack and his twin sister, Hannah. Entering the realms of Nightime, you must rescue the nymph-like Dreamfly and ten of her dreamflight from the clutches of the evilest of evil things, Swagman.

So is that the game explained in the first paragraph? Have I, as I occasionally do, peaked to soon? Certainly not, *Swagman* is a break from Core's traditional polygon/texture-mapped luxurious 3D affairs by being, what appears on the surface of things, a more simple approach to

It's a bit like...

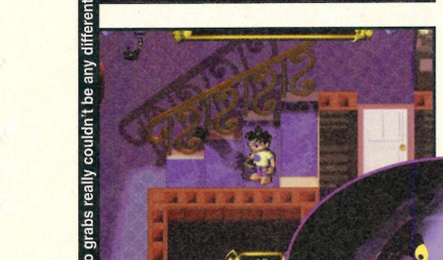
Dark Savior

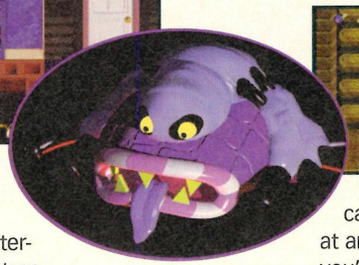
As strange as it sounds, *Swagman* is probably closest to *Dark Savior* in the way the game plays. The two games don't share any similarities in the way they look of course, but both are very much role-playing games with strong arcade-playing elements. Both are, to put it another way, arcade/adventures.

Format .....Saturn Release Date .....April

Players .....One Core ...☎ (01332) 297797

Swagman





These two grabs really couldn't be any different from each other.

The variety between the levels is very impressive.

gaming... that old chestnut, the rendered up, character-based arcade/adventure.

Now, not much is said about arcade/adventures these days, but they were very popular a few years ago on machines like the Spectrum. The term came about to describe games that weren't out 'n' out arcade monsters, but weren't as slow and plodding as adventures (or role-playing games, as we like to call them now) can be. Swagman is the perfect example of one of those.

Although one player controls the two characters, they interact with each other to combine to perform special moves. You can obviously switch between either character at any time in the game, but (we're informed) you'll never complete the game until you get to grips with the subtleties and abilities of both Zack and Hannah.

"You'll never complete the game until you get to grips with the abilities of both Zack and Hannah."

The game is split over 16 levels, with a *Loaded*-style overhead view (but that's where the similarities end) and while you're playing in the nice safe Real World™, you control Zack and Hannah, but when you venture into the nightmare realms of *Swagman* you take control of their alter-egos. These are called Dreambeasts and these will have their own powers and strengths to deal with enemies there.

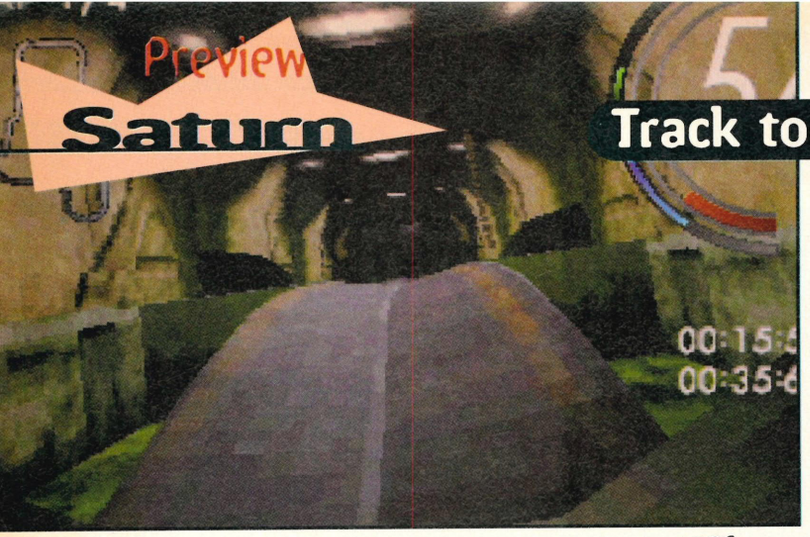
An intriguing game certainly and one that'll we'll cover in much more detail over the months to come. • ***Dean***

You wouldn't like me when I'm angry

To add that special interest into the game Core have decided to fiddle with the laws of genetics. When you play in the 'normal' world you... well... ah, peesh, look for yourself.

Wandering around your house and the surrounding areas, you inhabit a body not unlike this one. Which is, unless I'm greatly mistaken, a young boy's one.

While, ah, step into monsterland and your arms stretch, your head dimensions alter and you become something completely unpleasant... rather like Michael Howard, then.

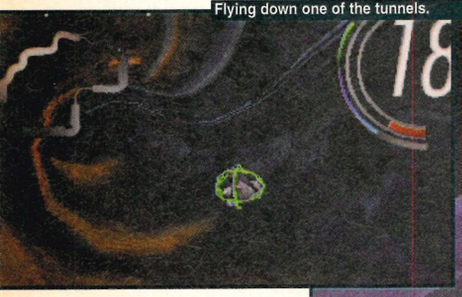


Track to the future

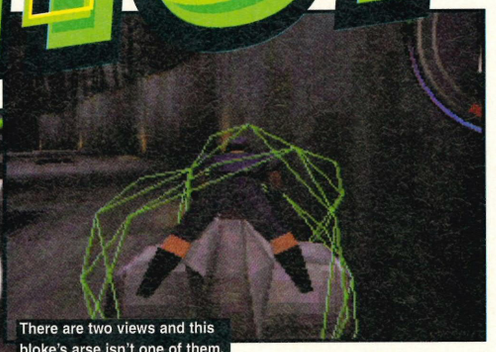
There's a whopping great total of six tracks available, but (woefully) only three of them are playable at the beginning. Proving your worth by winning in the early stages of the Championship will reward you with access to the later tracks but, for now, here are some maps to give you an idea of what to expect.

What could potentially be the best Scavenger game yet finally nears completion. Please welcome...

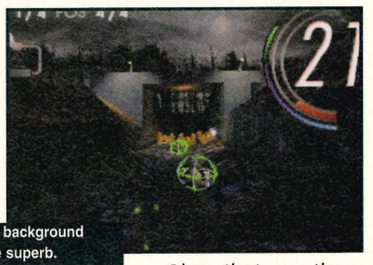
Scorcher



Flying down one of the tunnels.



There are two views and this bloke's arse isn't one of them.



Some of the background graphics are superb.

Not long after the Saturn's official release in America we were treated to something a bit special from a development house known as Scavenger. Their previous work included the graphically impressive, but ultimately disappointing, games *Red Zone* and *Sub-Terrania* for the Mega Drive and folk around the globe were duly impressed.

Two games were on show. One, a *Doom*-style game underwater and now known as the (sigh) graphically impressive but ultimately disappointing *AMOK*. The second, though, looked even more impressive. A racing game it may well have been, but the quality of the graphics and the smoothness and speed of the backgrounds were (then) unrivalled. This was *Scorcher*.

Okay, that was then and time and tide waits for no man... um, person, but what about now? I mean, apart from the excellent *Sega Rally* there hasn't exactly been an avalanche of good driving games, so does *Scorcher* still cut the mustard as a truly superb next-generation driving game?

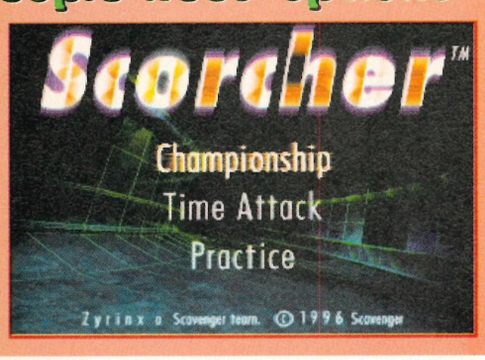
Well that, my dear friends, must wait until we finally get a reviewable copy of the game in next issue, but from the beta version of the game that I played recently, it's looking quite promising.

"Apart from the excellent Sega Rally, there hasn't been an avalanche of good driving games."

You control a vehicle capable of viciously-fast speeds, but (at the same time) it's protected enough to allow it to leap large gaps, bounce off the walls and generally slam into stuff here, there and everywhere.

Rather than trying to go head-to-head with *Sega Rally*, it'd be fair to say that

People need options



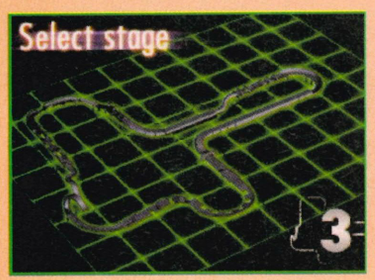
Very little thought, sadly, has been put into the game modes in *Scorcher*. The Championship is probably the one you're more likely to play at the beginning, just to have the pleasure of playing against some sorts of opponents - computerised or otherwise.

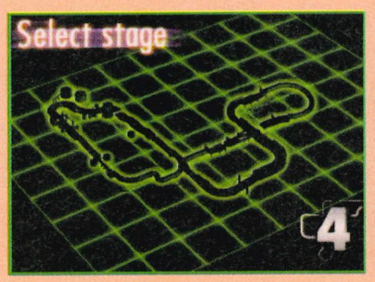
The Time Trial mode is next in line and appears to be in functioning order. Pick the track and beat the time. All the pick-ups you could want for are there to behold and some impressive times are there to be beaten.

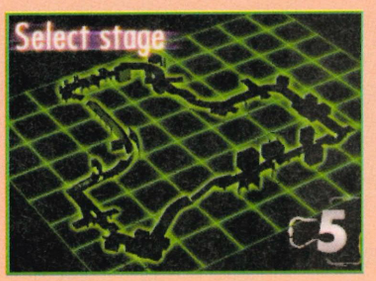
So, finally, you get to the practice mode. Here's the best place to. Practice. Your. Skills. Before. Trying. To. Play. With. The. Big. Boys.

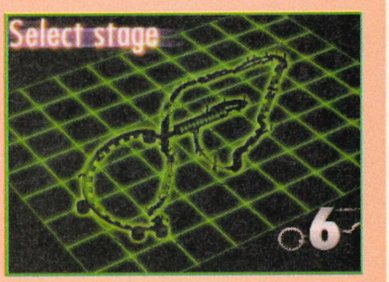
Format .....Saturn Release Date .....April

Players .....One Sega ..☎ (0181) 995 3399





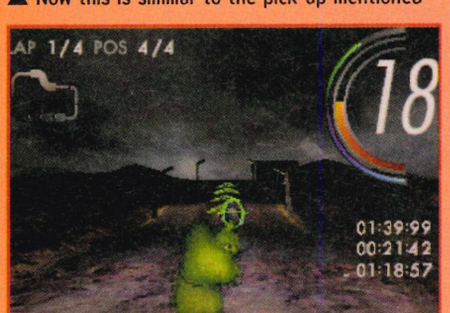




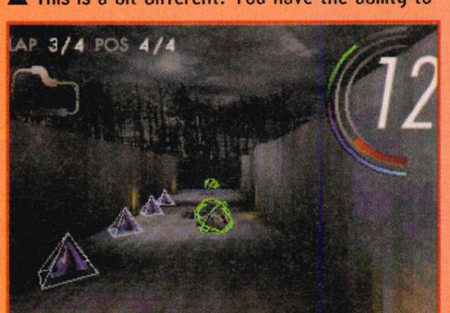
Icon see clearly now

To aid you in your aim to be first in everything and therefore called the best in all things and exalted as something holy, you'll need to work out the most cunning ways to get around the problems of the levels. One way to do this is to use the objects lying around the levels to their full potiential. Like thus.

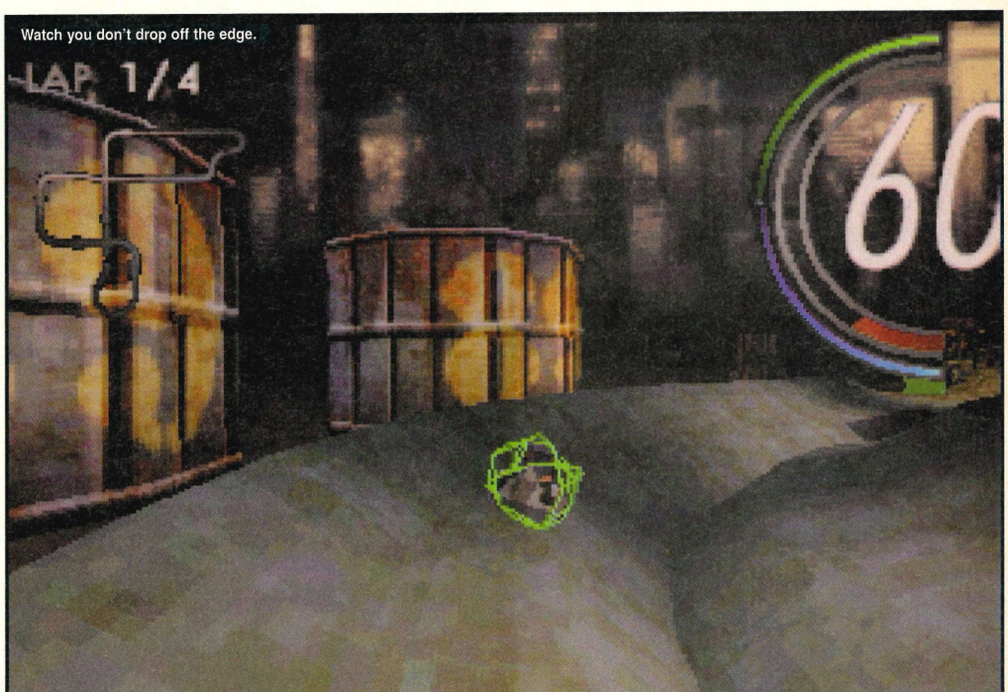
▲ That green thing to my left is a handy pick-upable, usuable, nice thing. It gives me a sudden burst of speed that I can save and use when I really need it. There are plenty of them around.
▲ Now this is similiar to the pick-up mentioned



before, but this is a sort-of speed-up strip. Run along as many of them as possible to give you a healthy burst and, hopefully, the lead.
▲ This is a bit different. You have the ability to



jump at sensible points through the levels, but only as long as you've picked up the required amount of these jumpy icon things. Good they are. Jump to it. Ha, ha. Jump to it... uh, sorry.



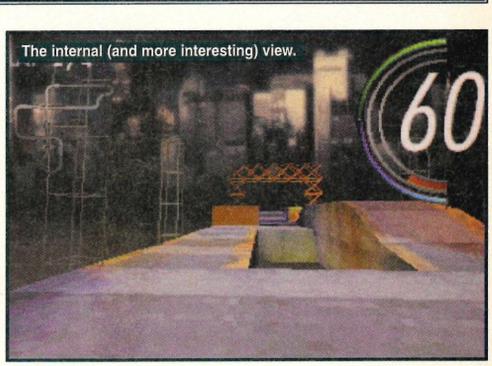
Watch you don't drop off the edge.

It's a bit like...

Wipeout

As a driver, *Scorcher* does play a lot more like, say, THIS GAME, than say, *SEGA RALLY*. the actual driving experience is a strong part of *Scorcher*, naturally, but the extra pick-ups available give it that strategic edge.

Abuse is common, but mild in *Scorcher*.



The internal (and more interesting) view.

Scorcher owes more of an influential nod towards the gameplay of *Wipeout* than any other racing game. Keeping in a straight line is only part of the gameplay as the track starts to turn you upside-down and then suddenly plunge you into a death-slide through an undulating series of large multi-coloured pipes.

That, though, is the easy part. Later levels include gaping holes in the floor, crates that suddenly appear in your way, barriers to leap over and ramps to propel you through the air.

With no two-player mode and very little in the way of secret options, it's difficult to imagine this troubling the likes of *Sega Rally*, *Wipeout* or the *Manx TT*, but it's certainly shaping up to be better than *Impact Racing*. • **Dean**

Format .....Saturn Release Date .....April
Players .....Two EA ....☎ (01753) 549442

Independence Day

Kill those alien scumbags.

Like a demonic cross between the Predator and Mork, the aliens are back and this time they've brought their polygons.

It might be difficult to remain calm and without a hint of smugness when, on the very same day that the Americans celebrate stuffing the Brits in a bit of a skirmish a couple of hundred years ago, a bunch of warmongering aliens descend from the heavens and give them a bit of a whopping.

"As in the film, the motherships hover menacingly above the major cities of the world."

As we all know, though, the resourceful Americans (with the aid of a drunken pilot in an antiquated plane and the largest amount of luck possible) managed to defeat possibly the most advanced race of beings known to creation... with an Apple Macintosh.

Ah, we're all too cynical over this side of the pond with our clever arthouse movies and Merchant Ivory-type tat, but well... c'mon, I mean, there is a limit to the amount of stretch our belief can take.

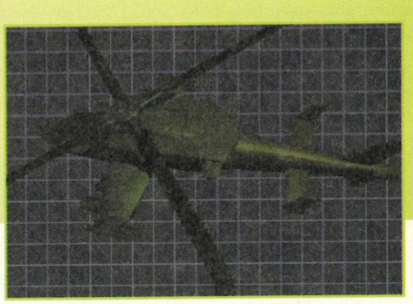
The game. Sigh, it's actually all looking rather promising, with no real surprises in that it's a 3D flying shoot-'em-up (hell, it could've been a platform game) and that the object of the game is to destroy the mothership on each of the 13 levels, before going off to do the same on a harder level.

As in the film, the motherships hover menacingly above the major cities of the world and also as in the film, you fly in an attack craft to face hordes of small and fast alien craft.

It's a bit like...

Thunderhawk 2

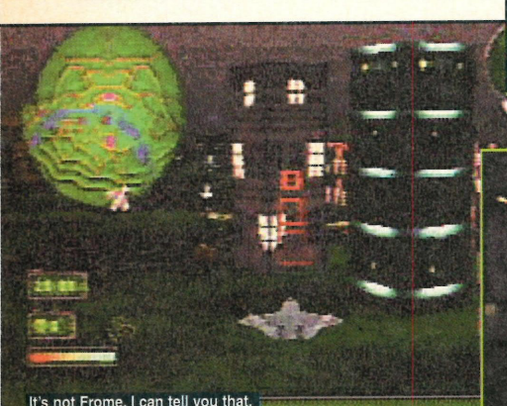
It's a flying game and you shoot things... although there isn't an alien in sight. Flight simulators are still, strangely, a bit thin on the ground on the Saturn, but this is the best by far. Give it a shot.

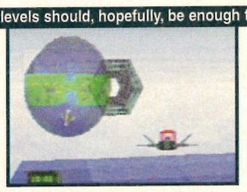


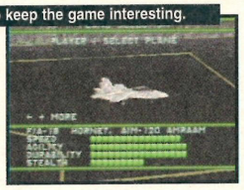
Each of the levels will be mission-based and, from what we can tell from the version we saw recently, the developers, Radical, have accurately polygonised each of the cities in question, with famous landmarks appearing all over the gaff.

Joking apart, we at *Sega Power* quite enjoyed the film. It's a throwaway action movie with great effects and a happy ending and is a perfect licence for a spin-off game. These early shots certainly show a varied amount of locations and, although there's still a fair amount of work to do on the game, Fox Interactive (through Electronic Arts) are hoping to get the game out as early as April. • ***Dean***

It's a plane. I think.

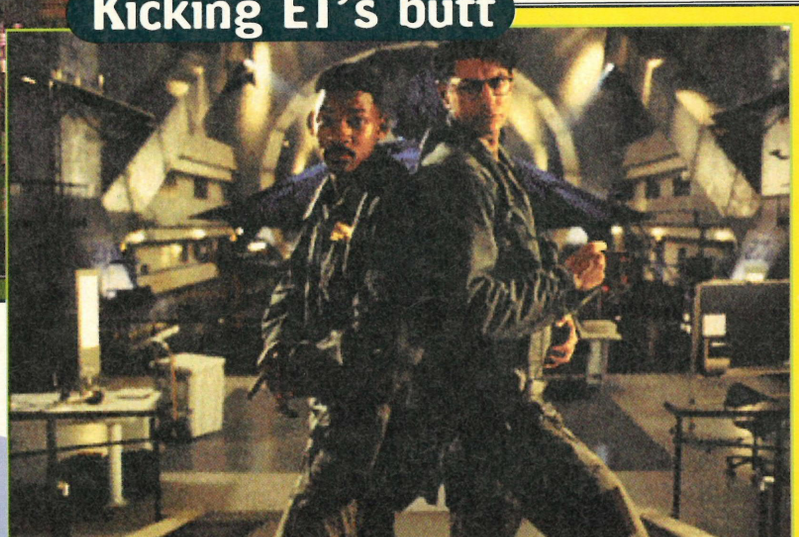

It's not Frome, I can tell you that.




The variety between the levels should, hopefully, be enough to keep the game interesting.

The aliens, getting a bloody good hiding.

Kicking ET's butt



The film was in the classic mould; alien meets Earth, Earth gets a bit excited, alien blows up Earth... although some got a bit bored by the completely over-the-top, American gung-ho attitude of the film's creators - ironic or not.

If you haven't yet seen it, the video's out about now and, although you'll miss a lot of the action from watching it on a smaller screen, it's certainly worth a look.

Oh, and we hear through the grapevine that the sequel is currently being discussed. Presumably a new and altogether more vile race of aliens will visit our lovely orb next time around.

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Our magazine exists to give you information about the world of Sega gaming that is more honest, reliable, relevant and easy-to-follow than any other you can buy. All our reviews and features are written by gaming experts. Our reviews offer crystal-clear buying recommendations and information – how much something costs, how good it is and whether you should buy it. We are utterly independent of any software company anywhere. And we're serious videogamers ourselves

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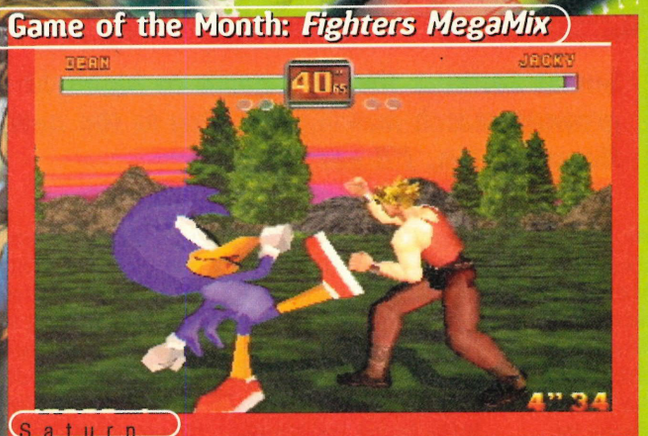
Reviews

Game of the Month: *Fighters MegaMix*

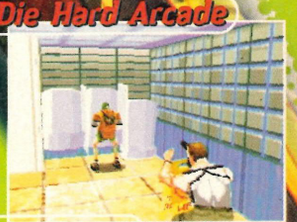


Saturn

Soviet Strike

Saturn

Die Hard Arcade

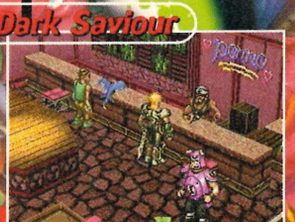


Saturn

Reviewed this month

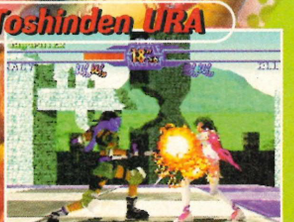
30 . . . . . .Soviet Strike (Sat)
34 . . . . . .Fighters MegaMix (Sat)
38 . . . . . .Die Hard Arcade (Sat)
40 . . . . . .Bug Too! (Sat)
42 . . . . . .Dark Saviour (Sat)
44 . . . . . .Crusader No Remorse (Sat)
46 . . . . . .Batman Forever (Sat)
47 . . . . . .Mr Bones (Sat)
48 . . . . . .Toshinden URA (Sat)
49 . . . . . .Pinball Graffiti (Sat)
50 . . . . . .NBA Hangtime (MD)

Dark Saviour



Saturn

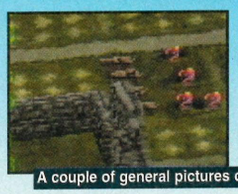
Toshinden URA

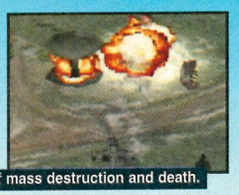


Saturn

NBA Hangtime

Mega Drive





A couple of general pictures of mass destruction and death.

Soviet Strike

Soviet Strike... *the first game to highlight the growing match-making industry in the new Russian Republic. Um, I'll get me coat.*

Trying to put aside the fact that *Soviet Strike* is, in fact, about as politically correct as the British National Party is tricky. Comfortably seated, as we are, in quite possibly the 'safest' period of history that the world has known for hundreds of years, it's nice to see that the software companies are reflecting real life.

Maybe it's unfair to open up a review of a pretty good game with a damning point and it is, of course, a computer game; a realm where suspending disbelief is a regular occurrence and we try to put aside such petty mutterings. I mean, if we were about to moan about the tastefulness of games, we'd have to bring into question the dubious delights of *Mortal Kombat* or *Doom* – where ripping one's spinal column out or blowing them away with a shotgun is the norm, and positively encouraged – but a fair point it is, and it's one that needed mentioning.

Sooooo, the game, then. It's surprisingly similar to the original series of Mega Drive games, in that you fly around in a helicopter inspecting a 3D-isometric world (mostly communist) and blowing up artillery, buildings, soldiers and winching up ammo, fuel and weapons. Again, much like the previous games, the challenge is split up into levels (five, in this case) each containing a series of missions (usually around seven).

Each of the missions has to be completed in the correct order to complete the level to gain the password for the next one. Some of the missions have fractured sub-missions and, after a while, you find that the game is actually a lot larger than the deceiving five levels would have you believe. Bloody hard, too.

"At the start of play, when you first bring home the game, you die quicker than Dracula would in the Sahara desert."

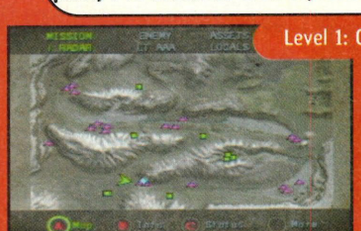
At the start of play, when you first bring back the game, excitedly unwrap it and load it (of course), you die quicker than Dracula in the Sahara. Nothing seems to go right, your armour is never enough and you don't seem to be able to manage the first part of the mission, much less complete the game. Then things get better and you find the odd hidden piece of equipment, an extra life perhaps, maybe you even work out that bringing back friendly soldiers to the base can earn you quite a lot of armour. Whatever, things start to look slightly easier – much like *Desert Strike*, or *Jungle Strike* or the other one, you know, the slightly dodgy one that everyone still bought. That's it, *Urban Strike*.

The main focus of the game is the ▶

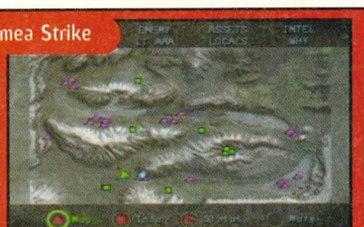
The new levels

As I mentioned, the game is split into five levels and all of them are COMPLETELY DIFFERENT. To illustrate this salient point, I've sectioned them all, isolated the missions available and given you a brief rundown of what you can expect. If you choose to buy the game, that is.

Level 1: Crimea Strike



Mission 1: Destroy two radar sites.
Mission 2: Rescue the captured agents.
Mission 3: Destroy the airfield.
Mission 4: Rescue 14 prisoners.
Mission 5: Hit HQ. Capture commanders.
Mission 6: Destroy terrorist camp.
Mission 7: Eavesdrop on villa. Set the device.



The first level is, as you would imagine, fairly straightforward. A more detailed breakdown of it is given to you elsewhere, but here's a couple of choice pictures to get you in the mood for combat.

Level 2: Black Sea Strike

Mission 1: Destroy the radar dishes.
Mission 2: Destroy convoys, ships, HQs.
Mission 3: Take out the picket ships.
Mission 4: Disable the carrier Kiev.
Mission 5: Hoist ICBMs into water.
Mission 6: Cripple destroyer.
Mission 7: Sink three nuclear subs.
Mission 8: Destroy Kara. Rescue agent.

Mission 9: Hit landing craft and tanks.

Most of the second level is water and here you should keep an eye out for the extras left floating around in the sea and the people who are sun-bathing on the beaches with their barbecues... it's HILARIOUS!

Players	One	Levels	Five
Difficulty	Hard	Release Date	March
Price	£44.99	EA	☎ (01753) 549442

These foolish things

We mentioned in the main text that Soviet Strike isn't without its complications, and any help and extras lying about the levels to help you through the trickier bits would definitely be an advantage.

After some complaints about the difficulty level in the PlayStation version of the game, EA included a few more bits of armour, fuel and the like tucked away to find. Not only that, but you also might find one of these...

The first bit...

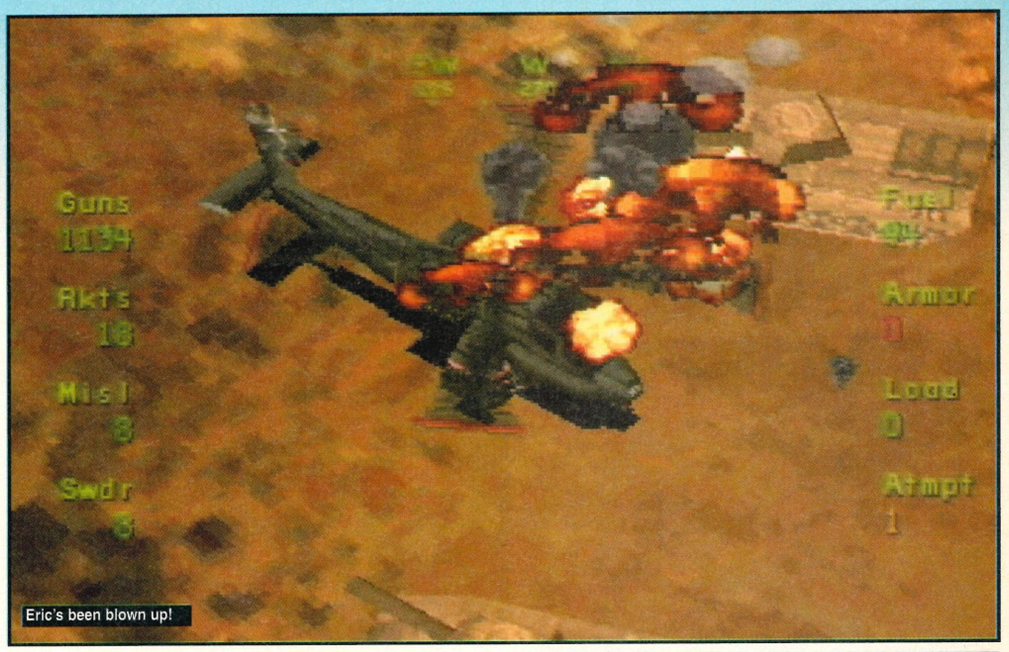
The green arrow marks the spot.

Go to this point on the first level (you'll naturally end up around there about halfway through the level) and you'll find three tents and a truck hidden away in a small valley.

The second bit...

...and there it is.

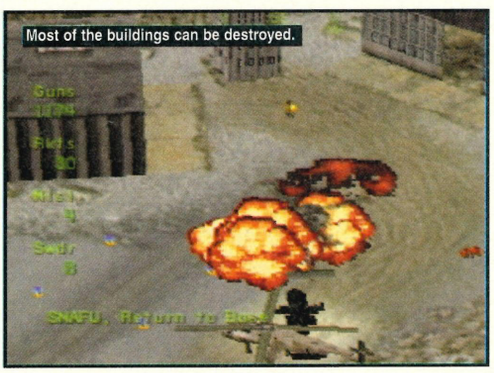
Shoot everything and one of them will product this, an extra life. Just one of the glittering prizes ready to be won by the curious and noble of heart.



Eric's been blown up!

Be careful here... this base is heavily armoured.

Reland at friendly bases for extra nice things.


Most of the buildings can be destroyed.

Shooting tanks in the desert, like.

Level 3: Caspian Strike

Mission 1: Knock out the light tanks.
Mission 2: Destroy infantry...
Mission 3: ...and the other tanks that are coming along.
Mission 4: Blast Savak's artillery.
Mission 5: Eliminate the recon forces.
Mission 6: Squash Savak's elite guard.
Mission 7: Eliminate Savak's vehicle.

Probably slightly tougher than the later levels, the Caspian missions involve fighting against LOTS of heavily-armoured vehicles and start you off against loads of bloody tanks. Not a flippin' chance.

Level 4: Dracula Strike

Mission 1: Rescue a STRIKE agent.
Mission 2: Prepare the salt mines.
Mission 3: Raise the reactor core.
Mission 4: Airlift core to mines.
Mission 5: Call in Tomahawk strike.

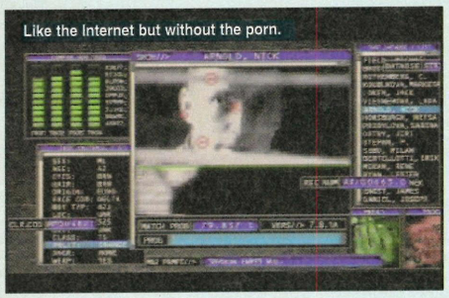
It's set in Transylvania and the level starts off nicely with a wolf's howl. There's the odd graveyard and plenty of radioactive pollution, but no sign of the Dracula monster.

Soviet Strike

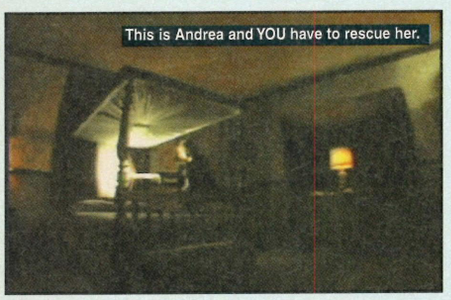
Dragnet

It's called Strike.net and you get the merest glimpse of it at the start of every level. A small introduction gives you a few characters (a stern-looking commander, a brainy computer operator and a ruthless English co-operative) and a hint as to the background for the level in which you are about to partake.

Not only that, but Strike.net is also the name for the updating, message-giving and relaying equipment supplied (supposedly) on your helicopter. It'll give you every piece of info that you could possibly want regarding your mission and also any updates as they happen.


Like the Internet but without the porn.

'And this is me at the holiday villa.'


This is Andrea and YOU have to rescue her.

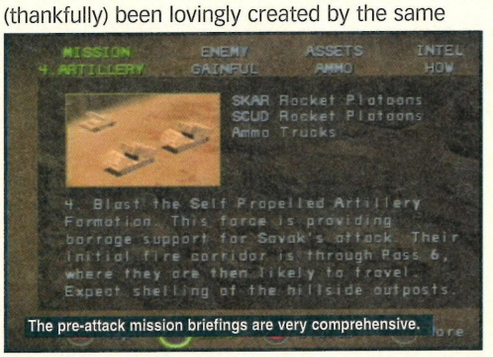
'Aanndd after all, you're my wonderwaaallllll"... Oasis, y'see?

detailed map that can be brought up at any period. This can be used to check the entire status of the level, the amount of missions completed, a briefing on any of the missions, your current location, the location of any missions and a wide selection of coloured symbols there to both try to confuse you (they do) and indicate the whereabouts of enemy and friendly troops (they do).

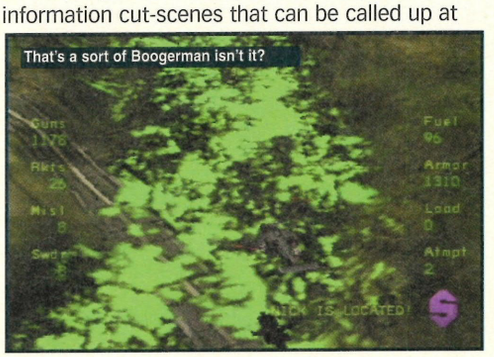
"Nice as 'swoop' and 'glide' may be as verbs, they don't convey the feeling of playing the game."

Probably the first thing you notice about *Soviet Strike* is the polish of the game. It's (thankfully) been lovingly created by the same team who gave you the original games and it's easy to spot the experience.

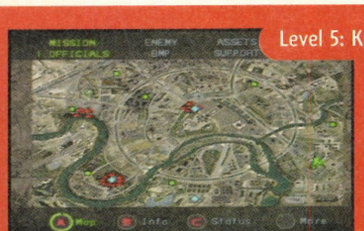
The developers have created something called 'Strike.net', which is basically the method you have of getting the knowledge you need for the missions ahead. It's not quite the internet and the FMV is surprisingly dodgy, but the idea and execution is first rate, with rapid images, cigar-chewing, gung-ho speeches and moody sequences being thrown up at a rapid pace, with sequences being saved for information cut-scenes that can be called up at

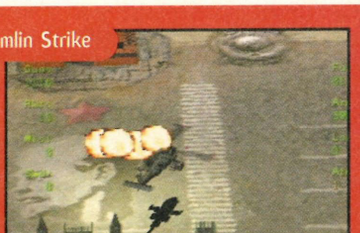


The pre-attack mission briefings are very comprehensive.


That's a sort of Boogerman isn't it?

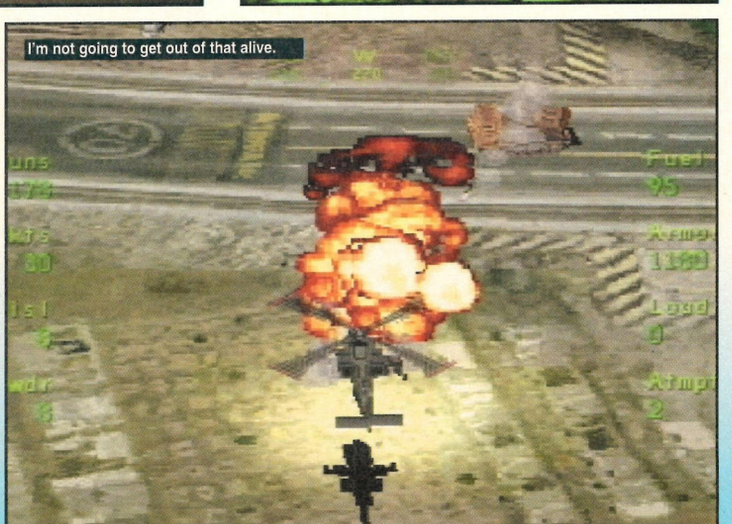
Level 5: Kremlin Strike



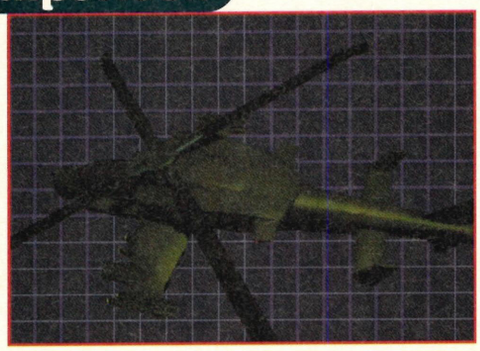


Mission 1: Drop off Andrea to rescue the officials.
Mission 2: Destroy bomb trucks.
Mission 3: Protect Yeltsin
Mission 4: Escort Andrea and Yeltsin to the airport.
Mission 5: Secure airport. Protect liner.
Mission 6: Capture Kapinov at Mob HQ.
Mission 7: Capture the KGB boss at KGB HQ.
Mission 8: Capture Shadowmaster at Lenin's Tomb.

The final mission and tougher than last week's roast beef. You pick up the cocky lass who's been following you all along and embark on a hazardous detail of death, suicide and certain destruction of world politics as we know it. Not much, then.


I'm not going to get out of that alive.

Comparison



Thunderhawk 2

Issue 75, 91%

▲ Looks and plays very well

▼ Some people doubted its lastability

It still hasn't been topped as the best chopper game, and although the 3D angle is completely different, the mission-based gameplay shows up a lot more similarities than you'd imagine.

Command & Conquer

Issue 87, 91%

▲ An excellent conversion of a great game

▼ Not really a console game

Well, the likeness may not be immediately apparent, but the overhead, minature warfare did remind me a bit of this game - particularly the characters, sort of.

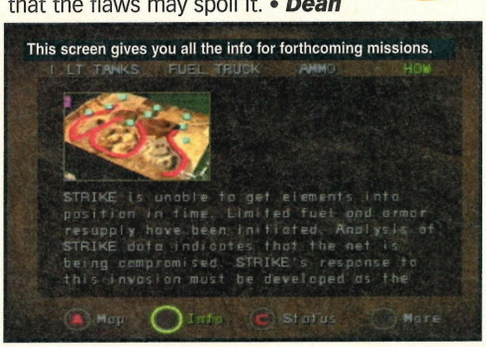
any time via the map.

After the missions and the game's polish, the next area of detail given the treatement by the developers has to be the terrain. Some of it actually manages to be quite breathtaking as you swoop and glide across hilly wastes one minute and ice-covered rivers the next. But, as nice as swoop and glide may well be as verbs, they don't really convey the actual feeling of playing the game. If only it was like that, for the major falling down-type-thing about *Soviet Strike* is the awful jerky way in which the terrain rotates around your helicopter as you fly about.

Granted, in some parts the scrolling isn't as bad as in others, and you might try to argue that it gets more forgettable the longer you play the game, but it's there and it does tend to spoil things somewhat.

To conclude the review in the common and most agreeable fashion, then, it has to be pointed out that, while *Soviet Strike* is certainly a cocky enough shoot-em-up, with a lot of the flair and polish of its well-respected ancestors, it is seemingly a game written by people without the necessary 32-Bit programming skills to make a classic. There are a lot of thrills and tactical satisfaction to be had, but be aware that the flaws may spoil it. • ***Dean***

A map... showing all the ammo sites.



This screen gives you all the info for forthcoming missions.

verdict

GRAPHICS 9
The tarrain looks fantastic and there's plenty of detail in the objects.

ORIGINALITY 5
Comes straight from the Mega Drive originals, but that's no bad thing.

SOUND 8
Good samples and excellent speech. The cows even 'moo' when shot.

LIFESPAN 8
The game's large and challenging enough to keep you playing for a while.

FINAL VERDICT

"The jerky scrolling's slightly annoying, but there's no disputing the quality of the gameplay to be found here." *Dean*

87%

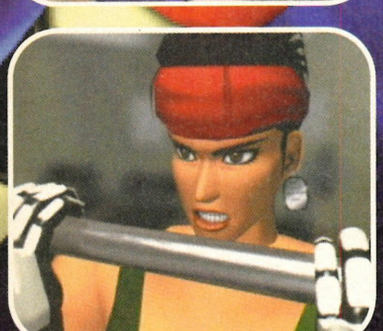
This is an ACTUAL famous place in Moscow.

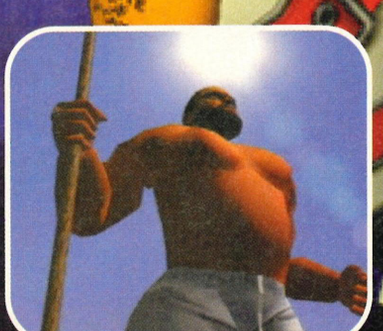
Review

Saturn

You've got Virtua Fighter 2, *you've considered* Fighting Vipers *and you may even have looked a bit too long at* Tekken 2, *but the very best beat-'em-up is, thankfully, about to be released on the Saturn. Ladies and gentlemen, it gives me the greatest pleasure to give you the exclusive review of...*

Fighters MegaMix





Players	One-Two	Characters	Over 30
Difficulty	Easy/Medium	Release Date	April
Price	£49.99	Sega	☎ (0181) 995 3399

I've always wondered whether it was me. Maybe I'm getting too old for this job and just couldn't see an amazing game when it walked calmly into the office with a sign around its neck saying 'Hello, I'm an amazing game, play me until your fingers bleed.' The thing is, I just couldn't see the point in *Virtua Fighter 2*.

Now I'd be the first to admit that technically, it's a superb game and definitely worthy of a purchase, but I found the gameplay a little... well... slow. Sure, I know that's the style of game that it is and it's supposed to play like that, but I've always stuck to my *Ultimate Mortal Kombat 3* and been as smug as you like, thankyouverymuch.

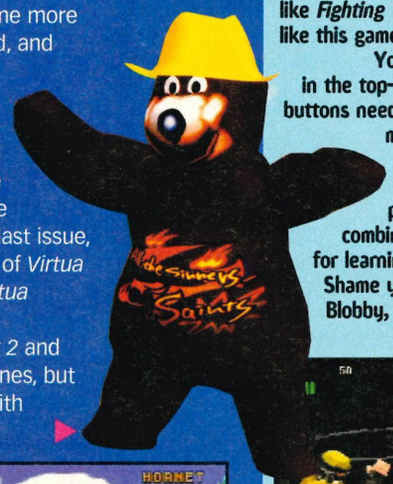
Until now, that is.

An end to smugness and barking at everyone liking a rabid dog is the current situation in the Sega Power office, as I have to admit that *Fighters MegaMix* is certainly the best fighting game that I've ever had the joyous pleasure to play... and the fact that it's on the Saturn makes me even happier. For, and being completely honest about this, I've always preferred the speed, smoothness and action of *Tekken 2* to *VF2* but *Fighters MegaMix* more than redresses the balance.

Rather than resort to the slightly unrealistic hi-resolution graphics of *Virtua Fighter 2*, AM2 have plumped for the shaded and light-sourced effects of *Fighting Vipers* to give the game more realism and speed, and while this choice will have its critics, I (for one) prefer it greatly.

"The game is basically a clever mix of Virtua Fighter 2, Fighting Vipers and Virtua Fighter 3."

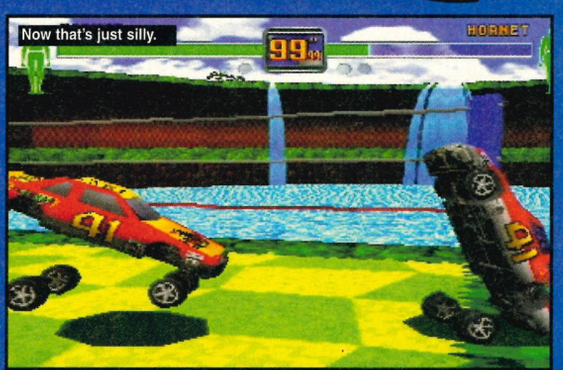
The game, for the people that missed the feature preview in the last issue, is basically a clever mix of *Virtua Fighter 2*, *Fighting Vipers* and *Virtua Fighter 3*. What you get is all the characters of both *Virtua Fighter 2* and *Fighting Vipers* (plus 10 hidden ones, but more on that later), combined with some of the better moves and



Still in training

Yes, we have mentioned the training mode in the main text and yes, it is pretty much the same as the one in *Fighting Vipers*, but I didn't really like *Fighting Vipers* that much and I like this game much, much better.

You get the moves listed in the top-left of the screen, the buttons needed to orchestrate the move in the bottom-left and a damage meter at the top to show the power of your attack or combination. It's rather good for learning extra moves. Shame you're fighting Mr Blobby, though.



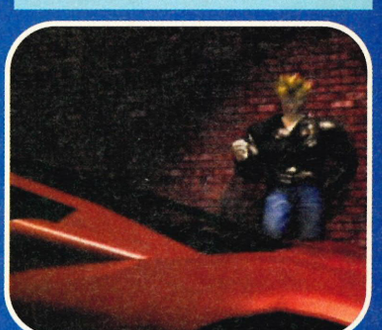
Ssshh!

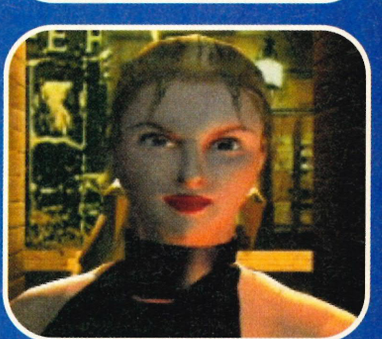
Well yes, there are the ten secret characters to find and they can be classed as 'secret' bits, but there's more. Lots more, in fact, and we're not about to spoil it all by telling you all the extras, but we can tease you a little by giving you this snippety thing. Not so much *Fighting Vipers*, as *Fighting Dodge Vipers*.

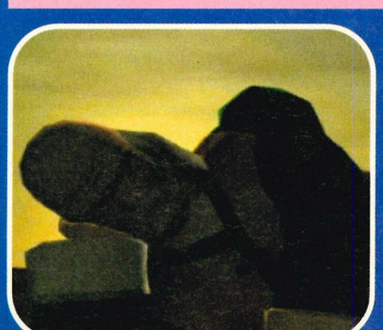
You don't understand it, I don't understand it and, quite frankly, if the programmers had any realisation of the traumas involved with fighting a large meat 'thing' called Niku, then they might have considered the option a little closer.

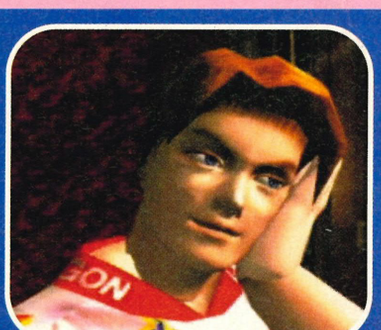
To get him, turn the Saturn on 30 times (sorry, I know... it is a lot, but don't worry, it won't harm your machine) and then choose Kumachan by pressing the X button. His moves are very similar to the large fella known as Sanman.

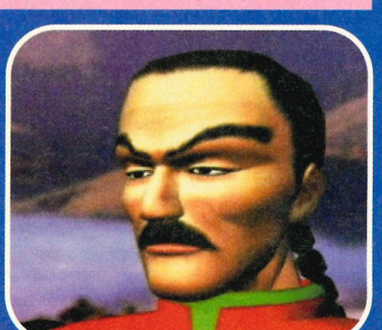
There's another, easier way of selecting him (but you'll have to find that one out for yourself).











Review

Saturn

Fighters MegaMix

The new levels

In one-player mode, you choose your path through a series of different characters. These are; Novice, Virtua Fighters, Vipers, Girls, Muscle, Smart Guys, Dirty Fighters, Bosses, Secrets. Each path contains six characters and a secret one. Defeat that one and it becomes selectable. The European version will (we're led to believe) have the difficulty turned up, as we managed to get all ten easily.

Tokio loses conciousness.

Honey's not so sweet.

Kid Akira
The stumpy-armed child from the ridiculous cash-in on the *Virtua* license. Not, as you would imagine, much use at all.

combinations from *Virtua Fighter 3*, some very clever and addictive one-player options and the usual AM2 list of well-hidden absurdities.

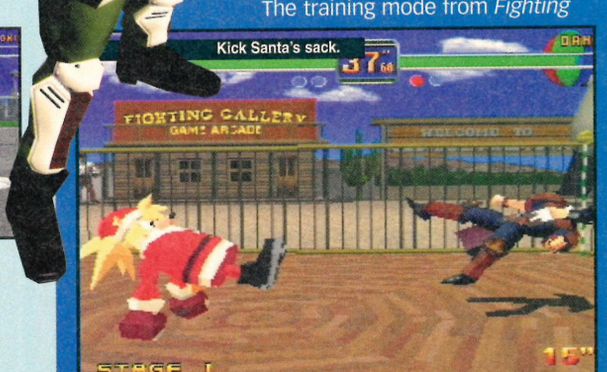
Another 'quaint' inclusion from a previous Sega fighting game is the side-step move. Now you can dodge attacks using a rather less common move than blocking – just get out of the bloody way!

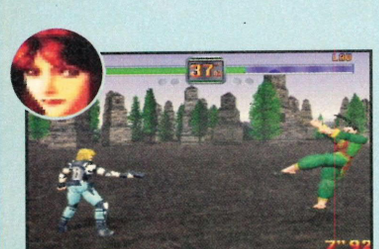
The training mode from *Fighting Vipers* pops back in to say hello and, as in that game, it's a very welcome guest. Here's where your finer skills are honed and excitement builds as you manage to string together a combination that inflicts a staggering amount of damage... on a doll.

"String together a combination that inflicts a staggering amount of damage... on a doll."

Other one-player options are the standard 'verses CPU' game, where you fight through nine series' of characters arranged into categories. This is basically little more than an excuse of an option to allow you to rack up the hidden characters that await you at the end of each category.

Kid Sarah
Thankfully, one large-headed child-fighting-thing doesn't seem to be enough for AM2 and they've chosen to include Sarah as well.





Janet
An armour-clad Janet from *Virtua Cop 2* makes one of the first interesting appearances in the game and comes complete with a real gun that fires and everything - a bit unfair, perhaps.

Bean
With *Sonic The Fighters* still unconfirmed for a Saturn release, this is probably the closest we can hope for at the moment, one of the characters from it.

Bark
Another one from *Sonic The Fighters*, but this one has a strange tendency to like to dress up in clothes resembling Father Christmas. Festive, but a bit perverse and worrying.

Rentahero
Who hell he? A filthy character from the very beginnings of Sega times who, apparently, appeared on a Master System RPG. Remember the Master System? Nah, neither do we.

And there's more

Just as a quick reference thing, here's some more information that other mags may forget to tell you.

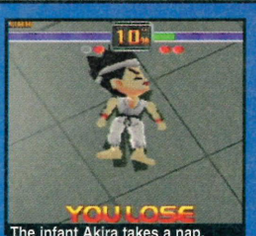
1) There are 34 Characters in all – 11 from *VF2*, 11 from *FV* and 12 hidden ones.
2) Shun Di now has an alcohol meter.
3) You will be able to choose between *Vipers* and *VF2* gameplay modes. Jumps are quicker in *Vipers* mode. In *VF2* mode jumps are far more floaty. Simple.
4) New *VF3* moves and combinations have been added to the *VF2* characters and some *FV* characters have new moves.
5) The game engine is based on *Fighting Vipers*. It will be lo-resolution and will include shaded characters and light sourcing.
6) Characters can now sidestep – like *Virtua Fighter 3*.
7) The *Fighting Vipers* characters will keep their armour and ALL fighters will be able to break it.
8) On top of the characters, there's another bonus list of hidden extras that can be found on an option menu.

Next you have the usual team mode. Selecting eight characters and jumping into a bubbling arena of death against the computer or human opponent... you know it, you've played it in *Virtua Fighter 2*. It's basically the same.

A little different, though, is the survival mode. In this you fight for either three, seven or 15 minutes and the object is to defeat as many computer-controlled opponents in that time as you can. The best one gets saved and is recorded for all time to either humiliate you or prove to the world that yes, you do spend far too long playing these games.

Above all, though, the main selling point is the combination of two hugely successful games, loads of hidden characters and a large degree of thought and common-sense. It's the perfect beat-em-up (for now) and it's appeared at the perfect time.

So, there it is, staring you in the face in a sort of semi-threatening way, going 'Yeah? So what are YOU going to do about it?'. As cocky as 'Cocky' the cocky cockerel, and glowing in the knowledge that it is truly the most comprehensive, detailed and utterly playable beat-em-up you're likely to see until *Virtua Fighter 3* appears. • ***Dean***



The infant Akira takes a nap.

What the f... ighters.

verdict

GRAPHICS 9
Even though it's lo-resolution, the graphics are still absolutely fabulous.

ORIGINALITY 9
We all like the idea of remixing old games. That's original, isn't it?

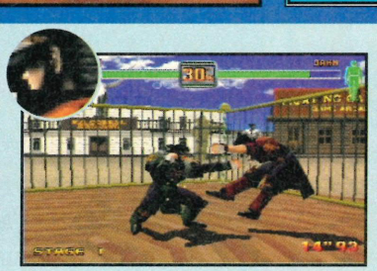
SOUND 9
Same, really. You'll all recognise the tunes from the characters' levels.

LIFESPAN 9
The amount of options and hidden stuff means you'll be playing it for yonks.

FINAL VERDICT 95%
"A very clever move from Sega and AM2 and, quite simply, the best 3D beat-em-up I've ever played... on any system." *Dean*

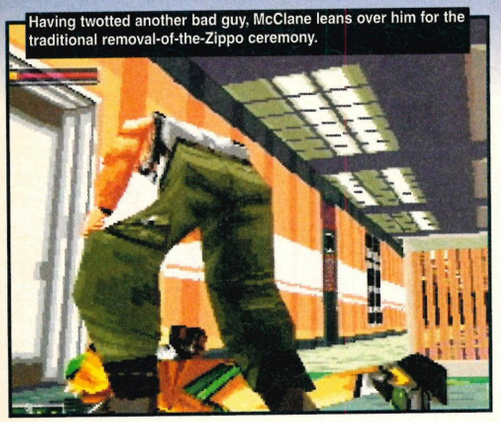
Siba
Originally meant as an extra character in the first *Virtua Fighter* game, Siba has an effective sword attack (Back + B) and has a secret version of himself made up of VF-style polygons.

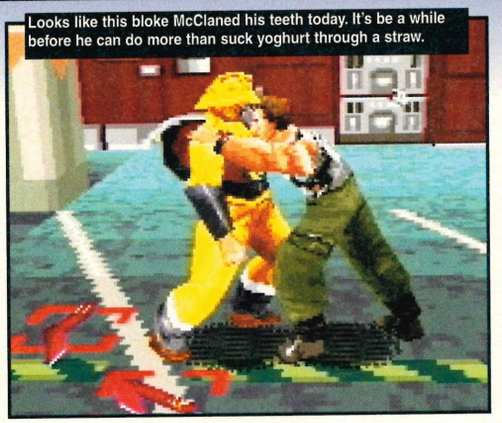
Hornet
Absolutely ridiculous! The original car from Daytona and pretty unusable as a character. It has one move where you sort of ruffle up the opponent's face with your tyres and little else.

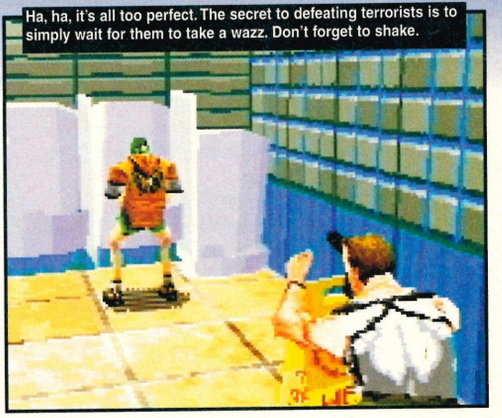


UraBan
A tougher version of Ban from *Fighting Vipers*. He has a different costume, is slightly taller and has (we reckon) some of Akira's moves from *Virtua Fighter 3*.

Deka
Stupidstupidstupid. He's a Mexican jumping bean and has all the sense of a chocolate fireman. Silly, but fun. At the same time. Like. On balance though, probably mostly silly.


Having twotted another bad guy, McClane leans over him for the traditional removal-of-the-Zippo ceremony.


Looks like this bloke McClaned his teeth today. It's be a while before he can do more than suck yoghurt through a straw.


Ha, ha, it's all too perfect. The secret to defeating terrorists is to simply wait for them to take a wazz. Don't forget to shake.

Die Hard

Cast ne'er a clout 'till May is out. That's what my old Gran used to say and she knew something about vests, I can tell you.

No, just WHAT is going on? *Die Hard Trilogy* last month, *Die Hard Arcade* this month. Has the world of Sega gaming gone completely McClane crazy? Has the general secretary of the Bruce Willis Fan Club secretly invaded Sega's Japanese headquarters? IT'S ALL A BIT WEIRD, ISN'T IT?

Luckily, the truth behind the sudden profusion of sweaty vests on the Saturn is far less surreal. It goes like this: AM1 develop top platform fighting game for Saturn. Sega decide to promote title. Sega decide to buy a licence for game. Only vaguely applicable licence is Die Hard. Sega buy Die Hard licence after *Die Hard Trilogy* has finished with it. End of story.

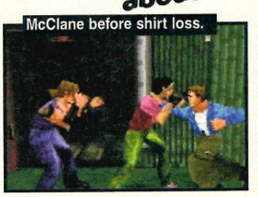
In fact, 'only vaguely applicable' is a good description for the Willis connection. True you play a cop who fights his way around a skyscraper, trying to find the evil boss and rescue his innocent hostages. However, that's about as far as it goes. Brucey certainly didn't have to deal with any strange spider robots on his way to meet Alan Rickman nor any fat sumo wrestlers or, worse luck, PVC-clad killer bimbos. And unless the aforementioned Mr. Rickman has recently stuck his head in a facial distortion machine, he bears not even the slightest resemblence to the boss in *Die Hard Arcade*.

But these are Jimmy Hill quibbles, the main thing to say about *DHA* is that, as with Sega's AM titles, it's an excellent arcade game. Brilliant in fact. From the moment you're dropped off from the Police helicopter on top of the tower, the polygon polish and gaming intricacy is imediately apparent. As with Am2's *Virtua Fighter* games and *Fighting Vipers*, the number of moves and combinations that AM1 have included on a simple punch, kick, jump control set is staggering. From flying kicks to escape moves, to headbutts and a nifty handcuffing procedure, it seems every button

It's possible this level is complete.

Now I have a machine gun... etc.

The enemies are rather more elaborate than those in the movies.

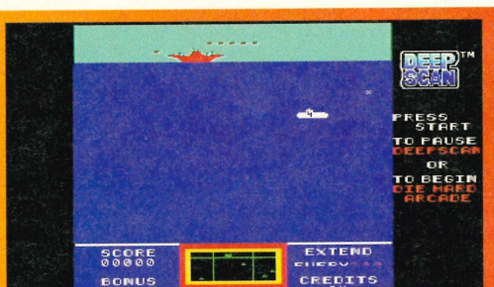

McClane before shirt loss.

McClane after hair loss.

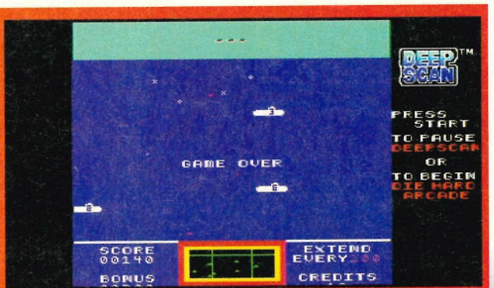
Davey Jones' Locker

Unfortunately, there are no decent save points in *Die Hard Arcade*; once your continue credits have run out, it's game over. The default number of continues is four but you can increase this number by playing Deep Scan. "But what's Deep Scan?", I hear you ask.

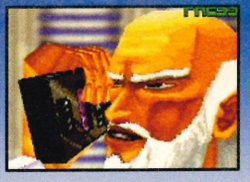
Deep Scan gives lie to the rumour that old games are the best. It's simple enough to play and the only thing that'll stop you earning as many credits as you want is the imminent prospect of falling asleep in front of the TV. Here's what the ridiculous little game is all about.



You're the boat at the top of the screen. Fire off depth charges at the subs passing very slowly beneath you. The excitement doesn't end there...



As you play the game, you can also watch your fingernails grow and the best years of your life pass you quietly by. Oh thank God, Game Over.



Players	One-Two	Levels	NA
Difficulty	Easy	Release Date	Out now
Price	£44.99	Sega	☎ (0181) 99 64620

Comparison

Guardian Heroes
Issue 78, 80%
▲ Huge. Loads of characters as well.
▼ Very spritey and 2D
Guardian Heroes is an excellent game, probably deserving a slightly higher score than we gave it way back in Issue 78 when we were looking for something a bit more Next Generation from the Saturn. It's an enormous game with multiple routes and storylines. If *Die Hard Arcade* was only half as big, we'd have a Game of the Year contender on our hands. As it is, it's simply a contender for Game of the Half Hour.

combination you try tosses out a new move.

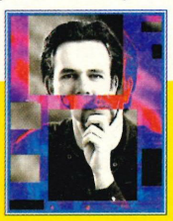
Each different fight scene in the game is linked with an animation sequence, some of which offer the chance to by-pass fights via a suitably-timed button press. While enemies aren't terribly varied (the odd robot thing but mainly gangster types) the range of weaponary on offer is pleasing. Everything from broom handles to rocket launchers make an appearance. The difficulty level rises neatly too with increasing numbers of increasingly tough types to sort out.

It's in two player mode that the game really comes into its own, though. With two detectives (like Die Hard? Er, no.), you'd think things would be a lot easier. But in the fisticuff frenzy, it's very easy to find yourself hitting/stabbing/shooting your mate in an act of distinctly unfriendly friendly fire.

The major problem is that *Die Hard Arcade* is just *too* arcadey. There are no route choices or secret bits and, providing you earn yourself enough credits in Deep Scan (see Davey Jones' Locker box), you can play through the whole thing, first go, in about half-an-hour. Of course, there's always the perennial battle to complete the game using fewer lives, but you still have to wonder whether your £45 is buying you enough game. *DHA* is an impressive game – a sort of cross between *Guardian Heroes* and *Virtua Fighter 2* – and it's only held below 90% by its size. If you're a perfectionist who likes to repeat games working towards a perfect score, I couldn't recommend it enough. If you're not quite so dedicated, however, you'll still enjoy the game but maybe not as long as you should. • ***James***

"The range of weaponry on offer is pleasing. Everything from broom handles to rocket launchers make an appearance."

SP second opinion

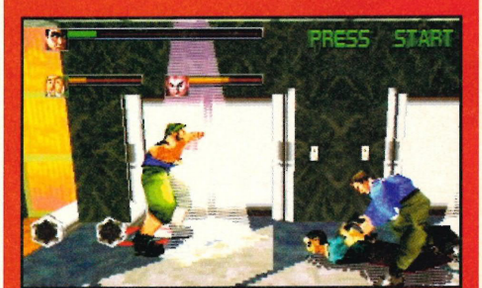


It would be good to be able to come up with something that's not already been highlighted. The trouble is, as James says, fun though it is, it's all over too quickly. I'd even argue that the fun to be had from replaying over and over, even if you are a real points freak, is a bit limited. ***Dean***

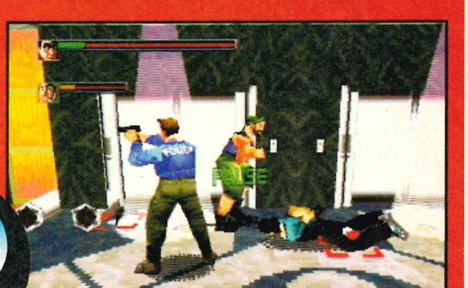
Nice bracelet!

If you want to play good cop (and save yourself a lot of work) you can handcuff your opponents rather than punching their lights out. Once cuffed, the bad guy is out of the fight for good – no matter how much energy they have left. It's not easy to perfect but its well worth the practice.

Step 1: Manoeuvre yourself around the back of your intended cuffee (stop the sniggers).



Step 2: With your weapon drawn (still sniggering), next press forward and punch.



Step 3. Laugh at your opponent who is now safely trussed and, as they say, "Aht of it."

A bizarre and disturbing scene featuring one guy stuck to McClanes chin and another with something vile poking out of his shorts.

verdict

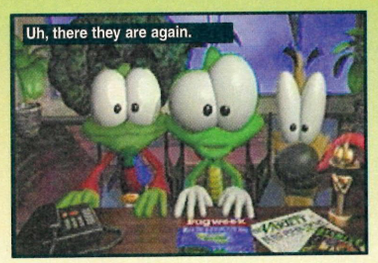
Graphics 9
Pretty damn good, mother funner. It's all polygons and 3D and everything.

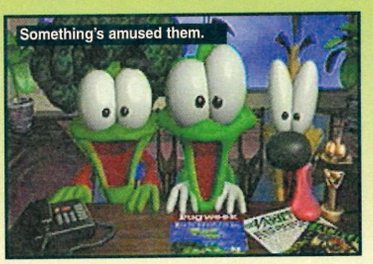
Originality 9
First of its type on the Saturn. Lots of nice touches and moves. GOOD.

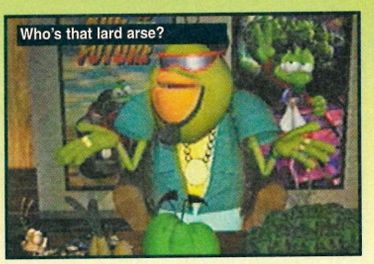
Sound 7
Alrighty samples and music. The cut scenes are a bit disjointed though.

Lifespan 5
ALERT! This game is 15 minutes gametime small. Repeat addicts only.

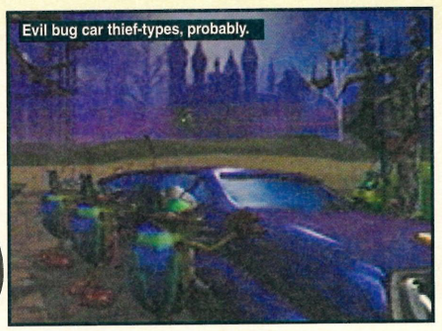
Final Verdict 88%
"Brilliant fun with a super sheen of AM quality. Big problems on the longevity front, mind. You have been warned." *James*

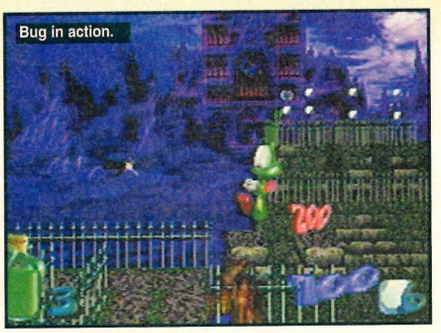


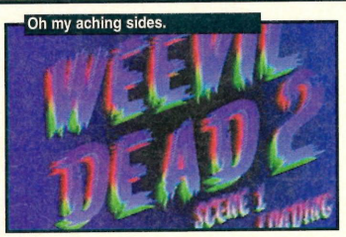




Bug Too!







Last year's* Bug! *outing from Segasoft had great potential but fell short of greatness by some margin. Sega have promised that* Bug Too! *will be much improved. But can they deliver?

I liked the first *Bug!* when it was released last year. It was a flawed game which I never finished because it was so damn hard and frustrating. But I could forgive the programmers because 3D platform games were a new thing then and I felt that given time they would get it right. I was wrong. Segasoft have shot themselves in the foot with the *Bug Too!* A good platform game should first of all, charm you with its appealing characters, wonderful music and sound effects, then gently ease you into the gameplay over the first level or two. The game should then start to become more difficult, but that's OK because the player is now hooked. The key word here is enjoyment. Within minutes of playing *Bug Too!* you come across a series of very tricky jumps followed by yet more difficult jumps. Frankly after playing *Bug Too!* for an hour I thought "Bollocks to this for a game of soldiers, I'm off to the pub!" Now don't get me wrong, I love platform games, I really do, and modesty aside I'm no slouch when it comes to playing them. I don't mind persevering until my nose bleeds if I am enjoying the game, but *Bug Too!* didn't give me the chance to start having fun. God only knows what a platform game virgin will make of it. It would seem that all 32 bit platform games increasingly follow this 'lets make 'em bleeding hard'

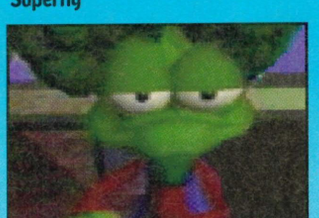
"It would seem that 32bit platform games increasingly follow this 'let's make 'em bleeding hard' trend."

The three buggers

Bug

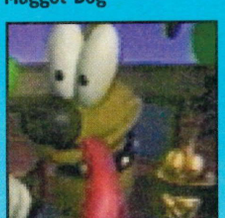
Bug remains exactly as he was in the first game, except he can now run and float for a few seconds when he jumps.

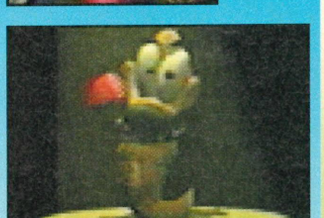
Superfly



Superfly is 70's retro dude with a huge afro, bellbottoms and platform shoes. He plays very much the same as Bug.

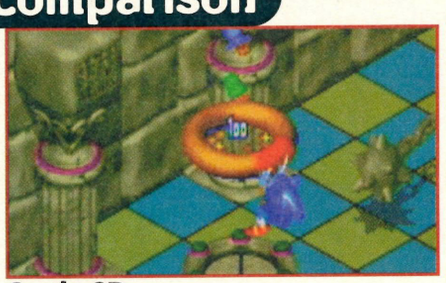
Maggot Dog





Maggot Dog is a half dog half maggot cross-breed. He can't jump as high as the others which makes him trickier to play as.

Comparison



Sonic 3D

Issue 90, 90%

▲ Far easier to get into than *Bug too!* The best platformer on the Saturn so far.

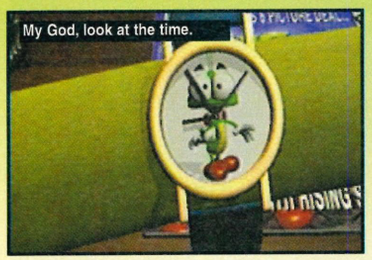
▼ There will be an even better Sonic game out later this year.

Sonic 3D will always be, to some people, a game that has been converted from the Mega Drive version, which is a shame because it is a cracking title and more than enough to keep Sonic fans happy until the 'real' Saturn Sonic game comes out later this year. It a bit on the easy side, but Sonic games always have been.

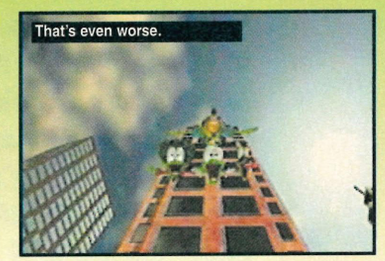
Players . .2 (alternative turns) **Levels** . . . . . .Over 50

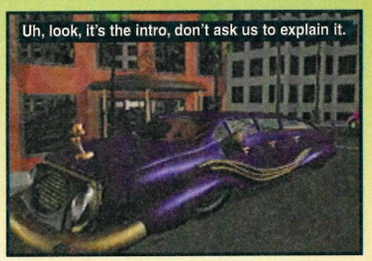
Difficulty . . .Too bloody hard! **Release Date** . . . . . .June

Price . . . . . .£44.99 **Sega** . .☎ (0181) 995 3399


My God, look at the time.

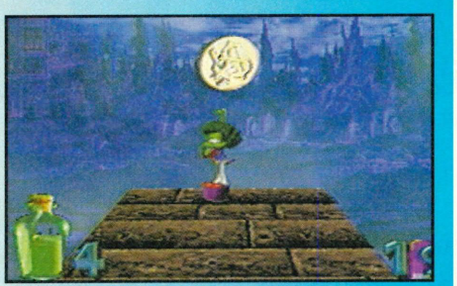
That's not good.

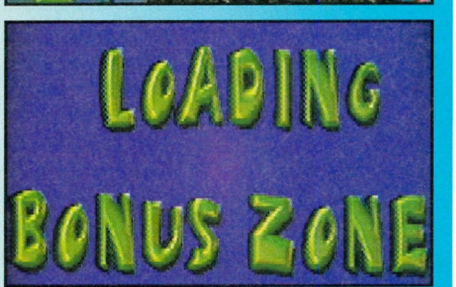

That's even worse.


Uh, look, it's the intro, don't ask us to explain it.

Bug's Bonus Games

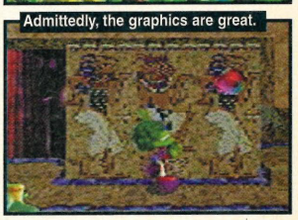
As in the first *Bug!* there is a hidden bonus game within each scene. This time you don't have to collect the bonus coin and then take it to Daddy O Longlegs, but merely find a bonus coin and touch it to be transported to the bonus game. Needless to say that all the coins are devilishly well hidden, requiring death defying leaps to reach them.

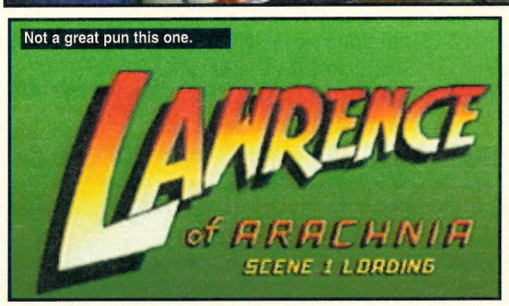




Cheesy grins please.

The bizarre maggot-dog-thing.


Admittedly, the graphics are great.



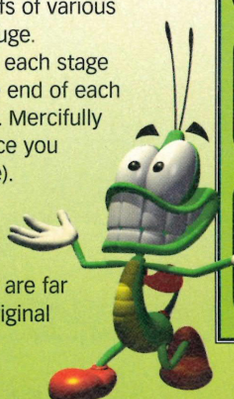
What on earth are those?

trend (*Johnny Bazookatone*, *Rayman* etc.) and to be honest, I think videogames journalists are partly to blame.

A few years back a lot of journos had a tendency to give any game that they had actually managed to finish a slagging, by saying "I finished it in one sitting, so don't buy it." The software houses took this on board and have radically bumped up the difficulty levels, sending out a kind of "right, finish this in five minutes you buggers!" attitude. The result is that now your average gamesplayer hasn't got a hope of finishing most games and as for novice gamesplayers, well, they're completely stuffed.

Right, now I have got that of my chest let's go through *Bug Too!*'s improvements on the original. For a start there are three characters to choose from, Bug, Superfly or Maggot Dog. There is a two-player mode, which sadly is only a turn-based affair and not simultaneous two-player job. The scenes (levels) are all spoofs of various film genres and are seriously huge. You can play the scenes within each stage in any order you like and at the end of each scene there is a boss to defeat. Mercifully you can save your progress once you have completed one film (stage). Graphically *Bug Too!* is gorgeous. The main and enemy sprites are wonderfully animated and the backgrounds are far more sumptuous than in the original game. The soundtrack deserves a special mention. The music fits each stage perfectly and there are loads of crystal clear sound and voice effects. Gameplay wise *Bug Too!* is the same as the first game except a run button has been added. At times the collision detection is very suspect and occasionally it's really difficult to judge your position in the 3D play field making some jumps hideously hard.

I wanted to like *Bug Too!* I really did, but it's an ordeal to play, not a pleaure. I won't be buying it myself, I've already got a game at home just like it, gathering dust. It's called *Bug!* If you possess superhuman platforming ability, though, give it a go. • ***Pete*** SP



verdict

GRAPHICS 9
Excellent, better-than-cartoon quality graphics. Vivid, well-animated sprites.

ORIGINALITY 5
There's nothing new here at all. It's all been done many times before.

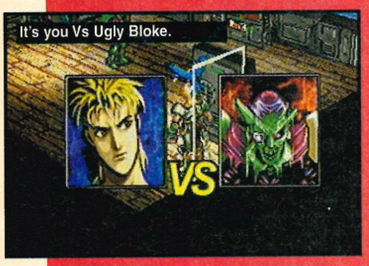
SOUND 9
Terrific soundtrack, nutty sound effects and some crystal clear speech.

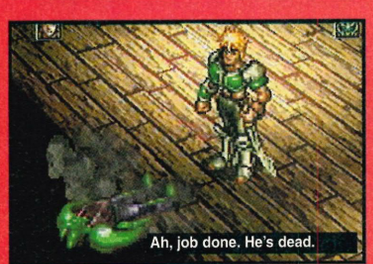
LIFESPAN 8
This huge game will last you ages if you have the patience of a saint.

FINAL VERDICT 70%
"Could have been great but it's let down by too-difficult gameplay." *Pete*

Street Savior 2!

The principal thing that sets *Dark Savior* apart from other RPGs is the fight sequences. Instead of your usual turn-based, trading blows/magic spells malarkey, what we have here is a scaled down *Street Fighter* style affair. Garian has to fight his opponents one-on-one over the best of three rounds. The fighters have two energy bars, one for health and the other that has to be charged up before the fighter can use his special move. Another neat twist is that in the third bout of a fight, Garian can capture his opponents and then can, in later fights, call on their abilities to use himself. This is achieved by waiting until your opponent's health bar is almost totally exhausted, then when the flashing capture symbol appears, finishing the opposition with a special move.





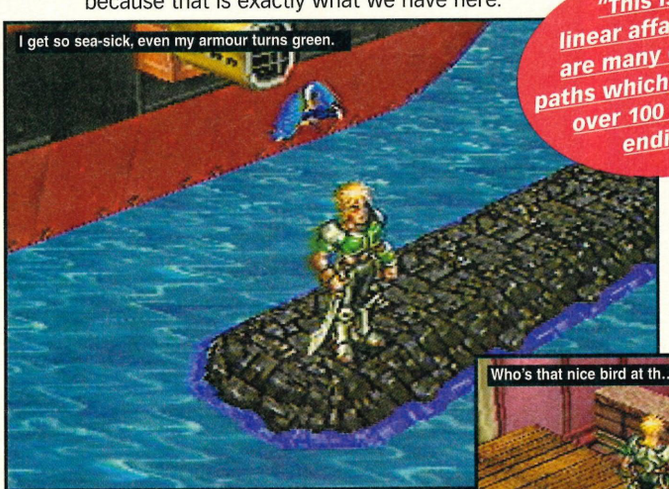
Dark

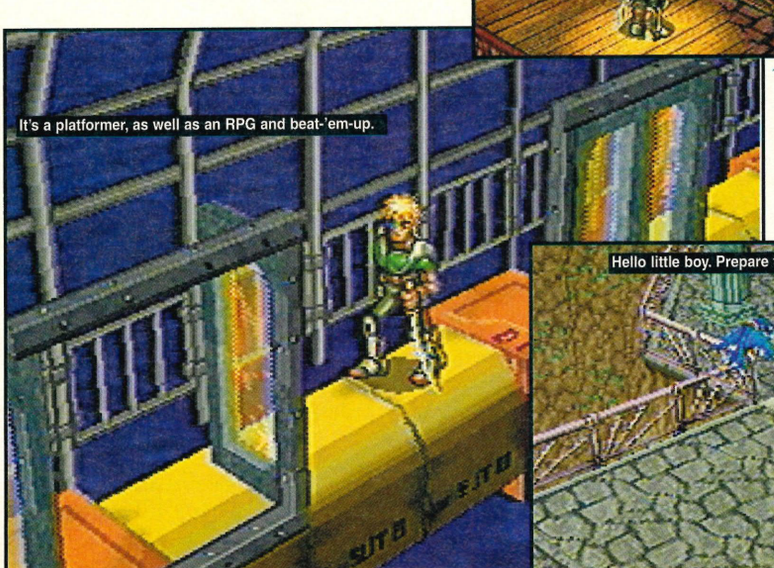
Finally, after two years in development, the long awaited Dark Savior from Climax is set for release. Can its strange mix of RPG, beat-'em-up and platformer really work?

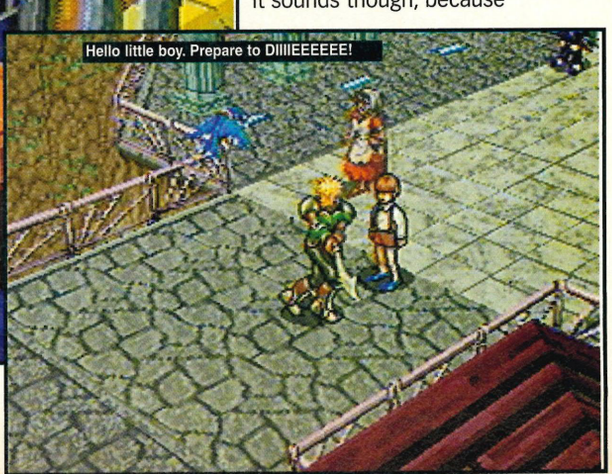
Once upon a time there was a game called *Landstalker* on the Sega Mega Drive. It was an innovative, isometrically viewed action RPG that caught the imagination of all who played it. Just imagine what it would be like if Climax (*Landstalker*'s programmers) made a similar kind of game that utilised all of the Saturn's wonderful hardware. Well actually don't bother imagining it, just buy *Dark Savior*, because that is exactly what we have here.

The story starts with Garian, a bounty hunter, escorting a villainous plant-type creature, called Bilan, aboard a ship headed for Jailers Island, where Bilan is to be frozen for his crimes. Inevitably Bilan escapes and kills virtually everybody on board. The rest of the plot is kinda up to you really. You see, this game is no linear affair, oh no. There are many different paths to take which can lead to over 100 different endings. After Bilan has escaped for example, how Garian acts alters which route the plot will take. He may arrive in the Captain's cabin before, during (in which case he will fight him), or after Bilan has been there, all of which alters the path of the game dramatically. That is why the levels are called parallels, because each path you take through the game is parallel to many other routes. This obviously adds to the longevity of *Dark Savior* enormously. Throughout the game Garian only has one life. This is not quite as severe as it sounds though, because

"This is no linear affair. There are many different paths which can lead to over 100 different endings."







Players	One	Characters	One
Difficulty	Medium	Release Date	February
Price	£44.99	Sega	☎ (0181) 995 3399

The scenery is bloody tremendous.

Comparison

Mystaria - Realms of Lore

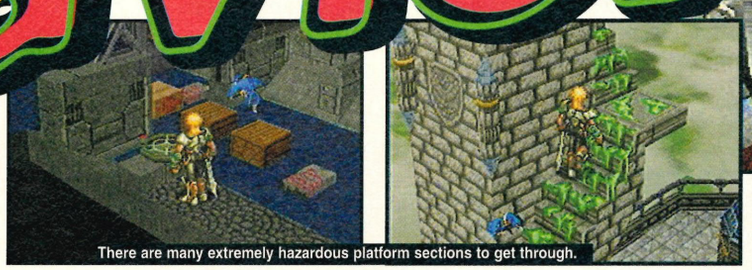
Issue 77, 82%

▲ Great use of 3D. Huge involving story

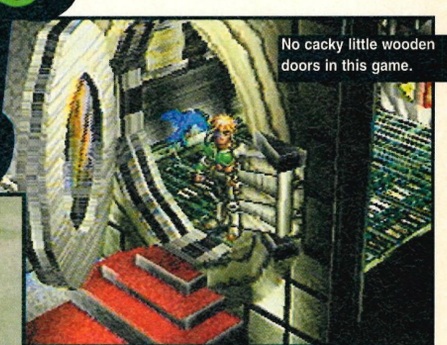
▼ The slow pace may discourage impatient players

Before *Dark Savior* came along *Mysteria* was far and away my favourite Saturn RPG. At the start, it doesn't grip you too well. But once you have given *Mysteria* a chance and played it for over an hour, it will have you hooked. It is far more slow-paced gameplay-wise than *Dark Savior* and some of the battles takes hours to play, but it is still a tremendously enjoyable game. Roll on *Mysteria 2*. And then roll on *Dark Savior 2* as well.

Savior



There are many extremely hazardous platform sections to get through.



No cacky little wooden doors in this game.

Garian's companion, Jack the blue bird, will rescue him if he falls off platforms for a fee of 20 points. If Garian does not have the necessary amount of points then it's game over. Other birds that appear in the game also help Garian out. Kaiser the black eagle will save your game position and Regina the red eagle will exchange points for any chocolate bars that Garian has collected.

At first *Dark Savior* does seem a little shallow and the true scope of the game does not really dawn on you until you have completed the first parallel and the real size of the game is revealed. The plot line twists and turns dramatically throughout the game and most of the humour works nicely, especially considering that it has been translated from Japanese. The puzzles are a bit simplistic at first but as you progress a few parallels they become much more mind-bending. It isn't just your puzzle solving abilities that will be tested in *Dark Savior*, your platform playing skills will be pushed by some devilishly hard jumping action and your arcade fighting smarts are going to come in pretty useful too. The one-on-one *Street Fighter*-stylee bits are a refreshing change in games of this nature. Although it must be said there is a serious lack of moves by today's state-of-the-art fighting game standards.

Whether you have played RPGs before or not I would implore you to give *Dark Savior* a try because once you do there is no turning back. This game will have you hooked for months and keep you coming back for more to try out all the different routes and see the different endings. This game proves that Saturn is the undisputed king when it comes to Role Playing/Adventure games. *Dark Savior* silences those who thought the RPG had nowhere left to go.

Nice one Sega. • ***Pete***

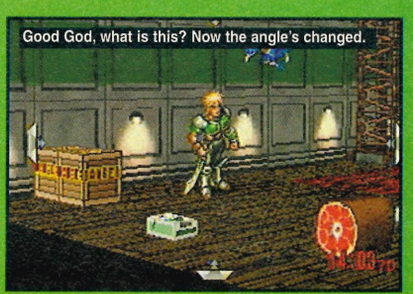
SP

The Benefit of Hindsight

An isometric game. No big deal.

Dark Savior uses a unique viewing system called Hyperion Perspective. What this means is that instead of being able to just view things from an isometric perspective, by pressing the left collar button and moving the D-pad you can change the angle of the viewpoint so that you can basically see everything in any direction. This is particularly useful when something in the foreground obscures your view of Garian and you can't make out what is around him or where he has to go. Also a lot of the objects and power ups that are in the game are hidden from view unless you use the Hyperion Perspective to find them.

But wait! We've zoomed in a little. You can't do that in isometric games.



Good God, what is this? Now the angle's changed.

verdict

Graphics 9
All the sprites are large and nicely detailed. Lovely 3D environment too.

Originality 9
The mixture of RPG/beat em up/platform game is new and unique.

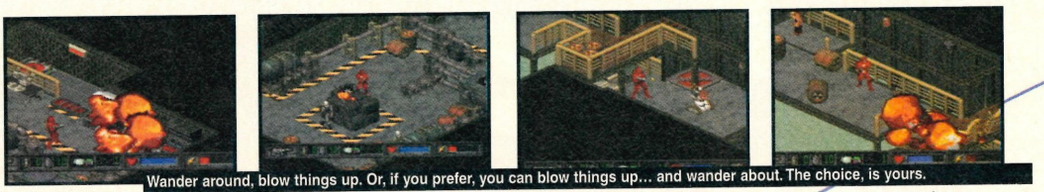
Sound 9
Some nice effects complimented by a great Saturn chip-generated musical score.

Lifespan 10
With over 100 different endings the replay value of this game is immense.

Final Verdict 91%
"A stunning game that will attract players who wouldn't ordinarily play RPGs. You owe it to yourself to buy it." *Pete*

Crusader: No Remorse

The time has come to crusade against unnecessary PC conversions: no stinkin' regrets.


Wander around, blow things up. Or, if you prefer, you can blow things up... and wander about. The choice, is yours.

Wise old Japanese man with blindingly obvious knowledge of PC gaming, he say, "For every pulse-pounding *Quake* there are a five-and-twenty lesser releases with all the thrills of sleeping inside an iron lung." And, despite his sushi-slobbering, sumo-watching and risible pant-sniffing habits, I'm inclined to agree with him. Yes, the Next Generation can just afford to doff its cap and wave its Bits to the PC for lending it the occasional *Doom* or *Discworld*, but that certainly doesn't mean to say that any old success on the PC immediately warrants a Next Gen conversion.

So, nearly two years since the original *Crusader* became a moderate hit on the PC (complete with the inevitable and poorly received samey sequel, *Crusader: No Regrets*) the Saturn is now treated to what really amounts to a slow handclap of a strategy shoot-'em-up. And while it has the odd endearing feature, it hardly pushes those throbbing cogs you bought your Saturn for.

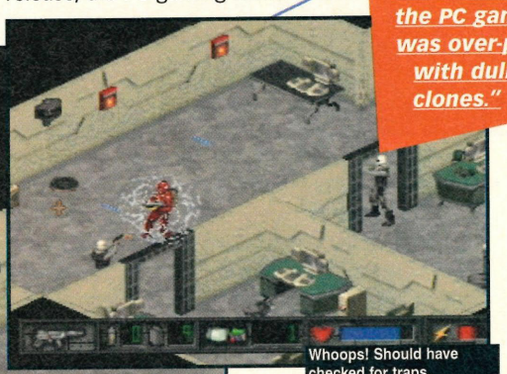
At the time of *Crusader*'s release, the PC gaming arena was over-populated with dull *Doom*-clones, and maybe at the time the game's gimmicky isometric approach was a welcome change for PC gamers. But that simply ain't so for those residing in console land, where the final gasp for the never-that-good-in-the-first-place genre sighed out of Core's Mega Driven *Skeleton Krew*.

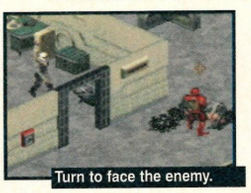
"At the time of Crusader's release, the PC gaming arena was over-populated with dull Doom-clones."

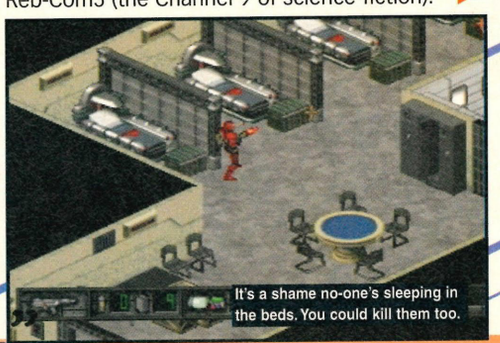
And no amount of grubby FMV and dodgy, digi-actors padding the game can hide the fact that, in this case, familiarity breeds boredom.

Rebelling against the World Economic Consortium (wherever, whatever), it's your job to guide a bland Bobba Fett-alike sprite around a series of levels, infiltrate the enemy's office-style HQs and complete a mission as specified by some nylon monstrosity at satellite station Reb-Com5 (the Channel 9 of science-fiction).

Kill innocent lab technicians, go on.

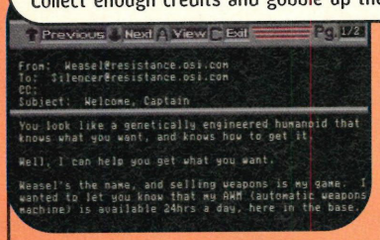

Whoops! Should have checked for traps.


Turn to face the enemy.


It's a shame no-one's sleeping in the beds. You could kill them too.

"I'd like an AK 47 and a crunchie please..."

One cannot crusade without the aid of high-tech power-ups. Collect enough credits and gobble up them gratuitous rations...



Mr Weasel
Finish your first mission and take a trip to Mr Weasel's Weapon Emporium. Gut mashing missiles "for genetically engineered humanoids" a speciality, apparently.

The SG-AI Gun
Your bog-standard, rapid-fire bullet puker. Other, more powerful (and pretty predictable), armour-piercing/missile-type guns are available in later stages, if you can be arsed.

The Det Pac
An incendiary device with a five second timer attached to it. Place on floor, retreat to safe place and watch things explode like some massive orange breeze.

The Medical Kit
Kind of like a futuristic, all-healing cyberparacetamol. Clearly, the programmers have spent hours perfecting its eye-splattering design.

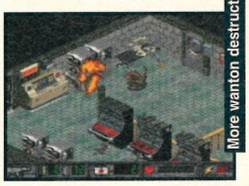
Players	One	Missions	15
Skill Levels	Three	Release Date	March
Price	£44.99	EA	☎ (01753) 549442

Comparison

Ain't none!

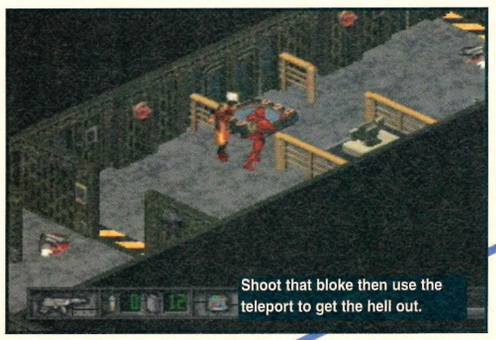
Not very often that we can actually do this, but (and we did try, honest) we couldn't find a suitable alternative to *Crusader: No Remorse*. It's a bunch of arse, though, so I'd avoid anything that looks like it in the future, too.

Should have taken the stairs.



More wanton destruction. But that's good.

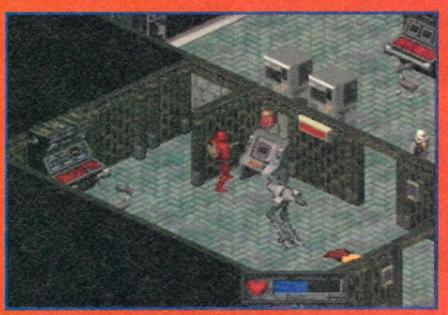
What a mess you've made.



Shoot that bloke then use the teleport to get the hell out.

Roboplop

After a good few hours wandering about in a barmy coma induced by non-stop switch pulling, take a quick break, put your feet up, access one of The Enemy's computers and let one of their droids do the 'crusading' for you. Unlike the main character, the robot is a cinch to operate. It moves. And it shoots. Of course, simplistic though it is, using the robot to wander around the sinister offices blasting swivel chairs not only saves you valuable health points, it also allows you to enter areas that are otherwise inaccessible. Even though they look exactly the same as any other bit of the game. So that's stinkin' great. It's shame you can't use the computes to access an entirely different game.



There are baddies to blast, rooms to explore, switches to pull, power-ups to collect, so far, so good in a so-so sort of way.

What really cocks things up for *Crusader* is its complicated control system. It may have worked fine on a PC keyboard, but with a joypad, your thumbs just end up in a tangle of ugly knots. By the end of the play, my fingers had performed forty six positions of the karma sutra and as such looked like a stack of broken twigs.

And as I start to lose my patience with my stumps clunking against the too-few buttons for too-many moves, other irritations I'd ignored beforehand begin to set in. In order to shoot something, I have to stand still. The baddies have little to no artificial intelligence. There are too many switches to pull. I suddenly die on a normally fine teleport system without any warning, thus spitting me back to the beginning of the game. And when I jump I look like a spaz. Clearly, something's not right, and clearly it's not all down to the clumsy controls. With a little more frantic action, *Crusader* could appeal to the shoot-'em-upper. With a little more strategy beyond the switch-yanking, it could appeal to the RPGer. As such, this charmless game ends up appealing to nobody in particular. And yes, I'd have given it the thumbs down if they weren't so bleedin' sore... • ***Simon***

verdict

Graphics 6
Really, really nothing special. Jumping man animation is unintentionally hilarious.

Originality 5
Isometric shoot-'em-ups have been about since the Sinclair Spakdrum.

Sound 5
Silly spooky techno. With kettle drums for dramatic impact. Not at all sound.

Lifespan 6
You shoot. You pull a switch. You shoot. You pull a switch. You shoot...

Final Verdict 65%
"A charmless, uninspired and fairly infuriating PC cast-off with slightly-above-average but horribly dated gameplay. Ignore." *Simon*

The Spider Bomb
A heat-seeking robo-bomb that scuttles around the screen until it finds something to bump into and obliterate. Very useful for blowing up dangerous stuff.

The Energy Cell
Sigh.. So in *Crusader*, you can't even walk about without the aid of a power-up. Big thrill! Anyway, you'll find these all over the gaff so energy is not really a problem.

The Ammo
Feed your laser musket with the tedious but necessary Vitamin Death that is... some bullets. There's different ammo for different guns, so shop wisely etc etc.

The Land Mine
A fairly useless we-just-thought-we'd-chuck-it-in-there stationary molotov cocktail, complete with we-don't-know-what-a-land-mine-looks-like, neon-tambourine design.

Players	One-Two	Levels	20ish
Difficulty	Easy	Release Date	Out now
Price	£44.99	Acclaim	☎ (0171) 344 5000

Bossa nova

What makes platform beat-'em-ups? Ok, yes, Acclaim MAKE them, but what makes them good? It's the bosses innit? An exciting, brown-in-the-trousers boss can make up for a sack of sins elsewhere in the game. Unfortunately, the bosses in *Batman Forever* are EXTREEEEMELY ordinary. Usually the only way to tell that the sprite thing you're pummelling is a boss is by the appearance of an energy bar at the bottom of the screen. Even Two-Face at the end of the game is crushingly under-inspired. Holy swearword, Acclaim.

Batman Forever

Holy rubber clichés, readers! Batman's back and he's brought his 'special friend' Robin with him.

During the short history of the Saturn, Sega have relied heavily on their arcade divisions to provide the machine's hits. The biggest selling Saturn games – yer *Daytonas*, yer *Virtua Fighters*, yer *Sega Rallys* – all started their plump, successful lives in the arcade before gaining promotion to the far more salubrious surroundings of your front room.

Batman Forever is a straight conversion of an arcade coin-op. Unfortunately, rather than coming from one of the great arcade houses – AM 2, Williams or Midway for instance – it has arrived via the nether regions of a group of marketing men and license-sellers. As a result, the game is one of the most anonymous, under-inspired and relentlessly repetitive titles to have dared present itself to Sega Power.

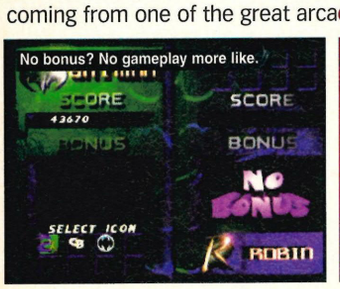
The game is a sprite-based, platform beat-'em-up – which is where its problems start. Playing as Batman *or* Robin (or both in two-player), your job is to jog unsteadily from one level to the next, smashing the bat juice out of anything that comes your way. Unfortunately, what does your come your way is level after level of virtually identical enemy characters.

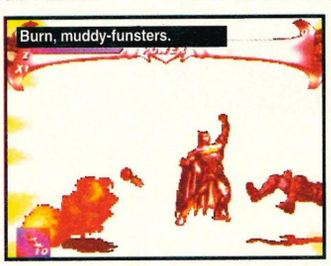
"Unfortunately, what does come your way is level after level of virtually identical enemies."

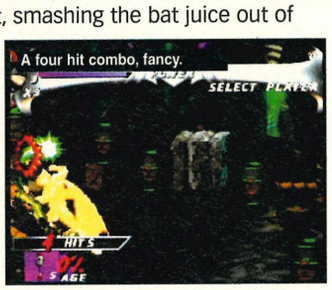
Using the same punch, kick and jump button set-up as *Die Hard Arcade*, *Batman Forever* manages to cram in far fewer moves than Sega's film license. Instead, the idea is to build up multiple (yawn) combos and use the special weapons (the Batamarang, grapple etc) that are occasionally left carelessly around.

Some marks go to the game for the depth of field in which you can move Batman (or Robin), and the smoothness with which their sprites scale into and out-of the screen. However, there's just not enough variety or hidden extras to make the game a satisfying home experience.

If you've played *Batman Forever* in the arcades then you'll already know to avoid it like a PVC codpiece. If you haven't, don't be fooled by the license. If the Batman films were a fraction as dull as this, we'd never have to see another one again. • ***James***



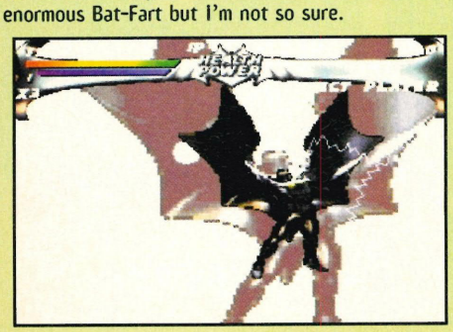




The big bang

Underneath Batman and Robin's health bar is another mysterious blue bar. Picking up the blue oval Bat signs carelessly flung out by departing enemies, this meter can be gradually filled.

When it's at maximum capacity, Batman (or Robin) can release an enormous, ground-shaking, er, earthquake thing which finishes off any weakened enemies stupid enough to be standing around. Dave says this effect is the result of an enormous Bat-Fart but I'm not so sure.



verdict

GRAPHICS 6
Coin-op perfect, yes. But it was woefully under-inspired and dated in the arcades.

ORIGINALITY 4
Nope, originality is not a word that springs to mind next to *Batman Forever*.

SOUND 5
Anonymous music and the usual punching, kicking and crashing suspects.

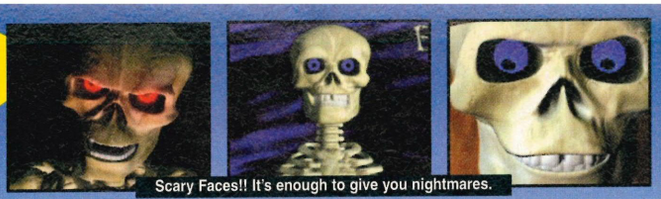
LIFESPAN 4
On the critical list from day one. There's not enough here to make it last.

FINAL VERDICT
"Not much of a challenge even to those used to Mega Drive platform fighters. Very out of date and entirely out of fun." *James*

59%

Review

Saturn

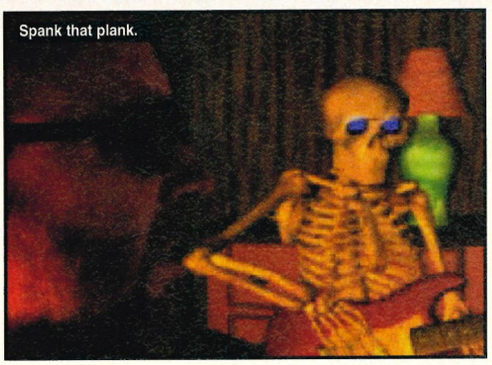


Scary Faces!! It's enough to give you nightmares.

Players	One	Levels	22
Difficulty	Medium/Hard	Release Date	March
Price	£49.99	Sega	☎ (0181) 995 3399

Mr Bones

When the Saturn was first released a game called Mr Bones was featured on the back of the box. At long last he's arrived...



Spank that plank.

Watch out for the deadly red stuff in the vortex.

Drum your way to vic

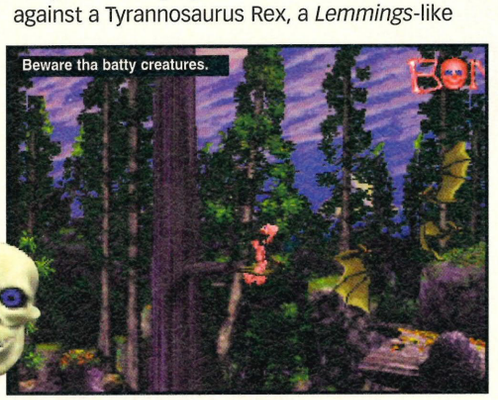
My first impression of *Mr Bones* was 'what the hell is this?'. You see *Mr Bones* is a very quirky little game, quite unlike anything I have seen before. Rather than being a single game of one style, it consists of a series of mini games that is woven around a chain of full motion video sequences in which Mr Bones' story unfolds. Now some of these mini games work really well and are great fun to play, while others are, frankly, dire. Unfortunately the first mini game (*The Grave Escape*) is one of the worst, which is initially very off-putting.

The plot involves the obligatory nutter, a dude called Daghoulian, who awakens thousands of skeletons from their graves by beating out a mystical beat on his tribal drums and then orders them to take over the world. His dastardly plot starts going wrong when our hero, a skeleton called Mr Bones, realises what's going on and runs off. The FMV sequences (13 of them in all) are the best I have ever seen on the Saturn and do work very well. By far the most original elements of the game are the impromptu concerts that Mr Bones has to perform. He has to play an electric guitar, drums and even has to do a stand up comedy routine to a skeletal audience who will kill him if they are not entertained.

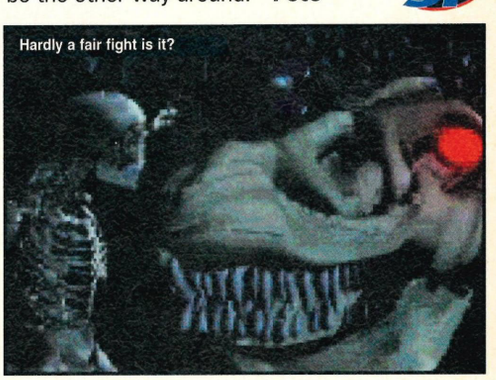
The other mini games include a swim through underwater caverns, a *Tempest*-like action sequence, where Mr Bones is stuck in rotating vortex and has to avoid red shards of glass while collecting parts of his body, a stunning fight sequence against a Tyrannosaurus Rex, a *Lemmings*-like level, where Mr Bones has to rescue Lilliputian characters from evil spiders and a battle against the Shadow Demons.

"It's a shame Mr Bones relies so heavily on nevelty, because the developers have put a lot of effort in."

It's a shame *Mr Bones* relies so heavily on novelty, because the developers have put a lot of effort into the game. There is so much FMV and so many games here that it comes on two discs. But the mini games are only there to complement the FMV, when surely it should be the other way around. • ***Pete***



Beware tha batty creatures.



Hardly a fair fight is it?

Play that funky music white boy!

The most enjoyable parts of *Mr Bones* are the mini games where Mr Bones has to perform in front of thousands of skeletons. The concerts begin with half the skeleton audience's eyes glowing blue and half red. The more they like your performance the more their eyes will turn blue. To complete the game all the skeleton eyes must turn blue. In the guitar solo section you have to use a series of buttons to perform a variety of guitar riffs. Some sound cool, others don't. If Mr Bones spanks his plank to the skeletons' satisfaction his life will be spared and the audience will hold up their lighters in approval. If you come over all Status Quo Mr Bones will perish.

verdict

Graphics 7
Great FMV and presentation. In-game graphics vary from good to very duff.

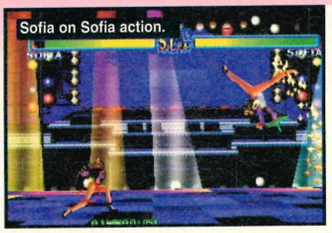
Originality 9
A brave attempt at trying something very different. Works in places.

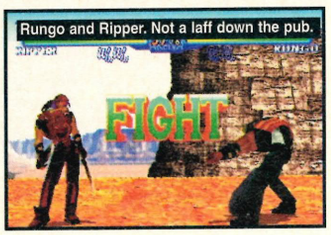
Sound 9
All the music and sound effects are first class. Turn that volume up.

Lifespan 7
Plenty of levels to keep you going, although some do become tiresome.

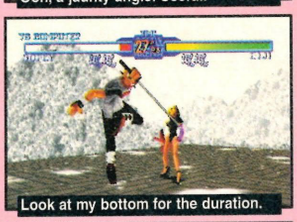
Final Verdict 72%
"A very hit and miss affair that at times feels a bit 'cobbled' together. A nice try at something different." *Pete*

Players . . . . . .One-Two Fighters 11
Difficulty . . . . . .Variable Release Date . . . .Out now
Price . . . . . .£29.99 Sega . .☎ (0181) 995 3399





Viewsless?



There are plenty of different angles to view your almighty rumbles from – eight in all. But as is the way with these things, you'll always come back to the normal one. The distant view takes away all the excitement, while the ones viewed from in front of and behind your character leave you guessing at just how close you are to the other fighter – will that sword slash actually connect? Or will you just be left wide open to attack? Anyway, here they are if you're in the least bit interested... which you shouldn't be... because no sane person would be, frankly. Uh, that's it.

Toshinden URA

What in the name of Agent freaking Scully? Another 3D beat-em-up. Sorry, that sounds pathetically cynical, and it is, but – damn your face – if you're going to fist another one in the direction of Saturn gamers you've got to try and make it a bit different to arguably the best beat-em-up of all time, *Virtua Fighter 2*.

I said "different". Not "worse". A point that seems to be have been misinterpreted by *Toshinden URA*'s developers Takara, and Sega themselves, who for some unhinged reason have chosen to release this tawdry little smack-em-dahn themselves.

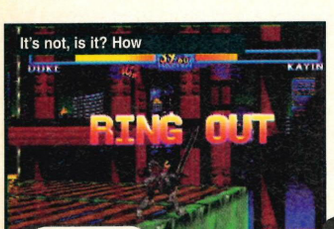
Fair enough, *Battle Arena Toshinden* was the first 3D beat-em-up to emerge on Sony's snobby machine and warmed PlayStation punters for what was to come. The Saturn-specific *Toshinden S* was late arriving, and didn't sell as well – it ran in lo-res and couldn't shake off the lukewarm response the PlayStation version provoked.

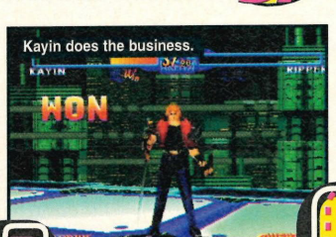
URA does improve over its predecessor, though. Just a sliver, mind. It runs in the Saturn's hi res mode and features 11 characters initially (before you start fiddling around with those cheats), including two new ones. And yes, the graphics and sounds have the potential to be top notch (although glitch a bit).

"The problem is, it's so stupidly slow and unresponsive it's rendered virtually unplayable."

But that's where the quality ends. *URA* (Ultra Revenge Attack) is acutely average. The main problem is that it's so stupidly slow and unresponsive that it's rendered virtually unplayable. A lot of attention has been paid to making it move about nicely, but the characters are far too floaty and don't react quickly to your pad rubbing. The emphasis is on projectile assaults and glittery, sluggish special attacks – but we all want to get stuck in close and feel like we're causing some real grief, surely?

The worrying news is that Takara plan to develop a whole series of the games for the Saturn, URA being a mere installment in 'Saturn Toshinden World'. Gaaaaaahhhh! Go for Fighters MEGAMiX instead. • ***Marcus*** SP





verdict

GRAPHICS 7
'Nicely' animated fighters and very smooth overall. But it's all a bit too airy fairy.

ORIGINALITY 5
When the *Toshinden* series first emerged, yeah, it was different. Not now.

SOUND 7
Some mad character samples. Nothing too bad in the ear department, really.

LIFESPAN 5
The slothly slow gameplay will put people off. Not that difficult either.

FINAL VERDICT 58%
"It's so quirkily Japanese you can smell the Soy sauce. Only for nutters who have every beat-em-up going." *Marcus*

Sega have slipped this one into the shops without letting an independent mag like Sega Power get hold of it first. Must be Jesusing great, then...

Review

Saturn

Players	One	Levels	Cities
Difficulty	Medium	Release Date	February
Price	£44.99	Sega	☎ (0181) 99 64620

Pinball Graffiti

Oh dear, oh dear, oh dear, oh dear...

"It's a strange old mixture of Sim City, Pinball Illusions and NBA Jam. All this is fine in theory."

In all honesty, it sounds quite good. And despite the presence of a truly awful intro story, *Pinball Graffiti* initially comes across as an entertaining prospect. The truth soon dawns, though.

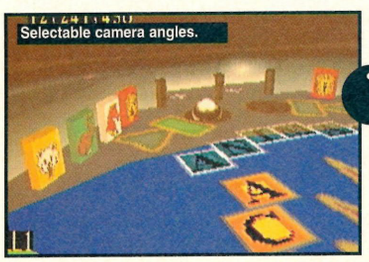
The plot throws you head-first into the midst of a drink and drugs hell (© The Sun), where a car crash has ended your career as a promising basketball player but provided you with the opportunity to seek out pinball tables in bars and pit your wits against leather-clad psychopaths.

The idea behind the game, then, is to play the tables, watch your bank balance fluctuate, then move onto the next city doing the same. In each city you are given a number of options: either you can get straight down to the pinball, or set yourself up in a hotel, buy a car, get some kip, see some sights or challenge some backstreet drop-outs to a game of basketball. It's strange old mixture of Sim City, Pinball Illusions and NBA Jam. All this is, of course, fine in theory and the pre-pinball, city-based, decision-making aspect is quite enjoyable at first. But by the time you've moved onto your third or fourth city, you're tired of having to sleep to restore your health points or buy a bleedin' air ticket from a shop that seemingly sells every commodity in the living world.

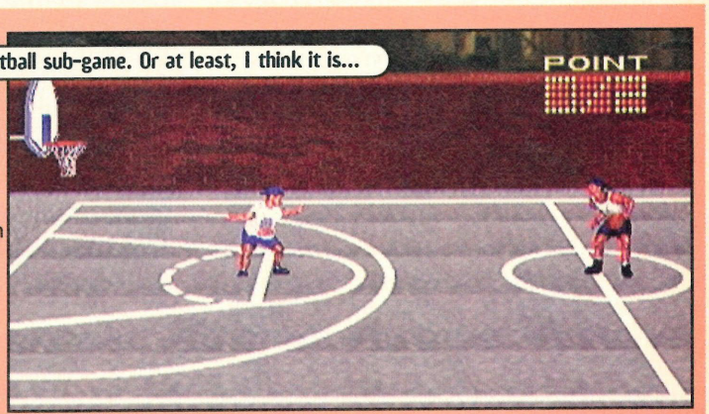
And the pinball sections – which, in all fairness, are what you're going to buy the game for – are straight from Jeremy Paxman's own arse. The camera goes about its business in a horrific Jeykll and Hyde-style way flitting all over the shop at the merest hint of a bonus score. What's more, the controls are unresponsive and badly thought-out with left on the D-Pad controlling the left flipper and C controlling the right. And there are only three tables... in the whole of America...

The worst bit, though, is the basketball sub-game. Looking like it's been put together by the 101 Dalmations, you soon come to realise you could have made a better job of it with a couple of potatoes and some powder paint. By this point though, you'll have already decided to avoid this horrendous pile of dump and spend your cash elsewhere. • ***Tim***

Pinball table 1: Your first glimpse of hell.

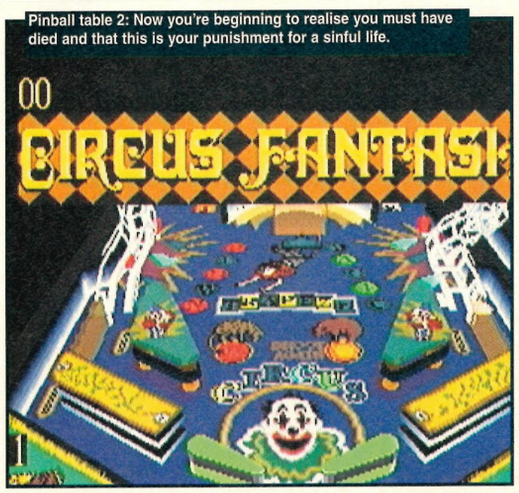

Selectable camera angles.

The new levels

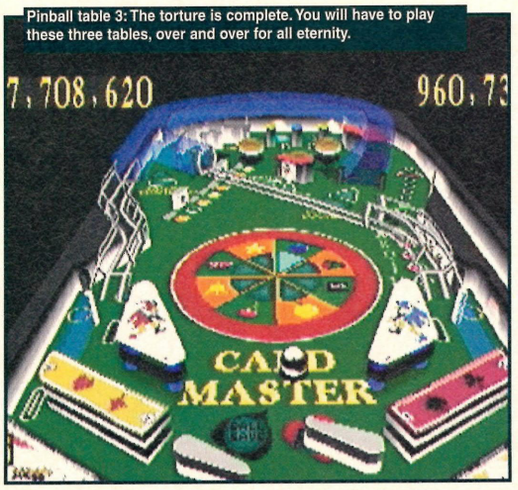

A basketball sub-game. Or at least, I think it is...

The idea of the game is to score five baskets against some street-basketball wannabe who has challenged you. Thinking you can weave some of your old magic you take to the court only to discover you can't actually *walk*. Instead you sort of slide around the court. Presumably, basketball courts in Denver are made entirely of ice. And just wait until you start shooting... forget logistics, your ball either floats, balloon-like, towards the hoop or takes on the weight and speed of a nuclear missile. This is the sort of travesty in game development that is punishable by death in some parts of Poland. Absolute rubbish...

Wrong choice, mate. Run for it.



Pinball table 2: Now you're beginning to realise you must have died and that this is your punishment for a sinful life.



Pinball table 3: The torture is complete. You will have to play these three tables, over and over for all eternity.

verdict

Graphics 4
Some nice backgrounds and intro sequence but surely it's 16bit stuff.

Originality 7
The idea is a smart one, mixing a couple or four genres. Such a shame.

Sound 4
Takes Easy Listening music to Pacific Ocean depths. That bloody organ.

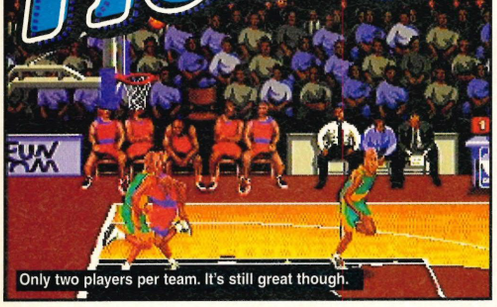
Lifespan 4
So bad you'd have to be a complete moron to even *think* about buying it.

Final Verdict 41%
"If you're wanting a pinball game try *True Pinball* or *Pro Pinball: The Web*. Nothing of worth within a ten mile radius of this." *Tim*

Players	One-Four	**Teams**	29
Difficulty	Variable	**Release Date**	Out now
Price	£39.99	**THQ**	☎ (01372) 745222

Finally, basketball gets good on the Mega Drive...

NBA Hangtime



Only two players per team. It's still great though.

It's Alive

The smartest new addition to *Hang Time* is its Create Player options. Much amusement will, no doubt, be extracted from the fact you can give your players the heads of goats as well as sundry other members of the animal kingdom. More serious stuff includes Privileges - from which you can choose two from Stealth Turbo, No Tag Arrow, Super Rebound and Dunks. Then there's Attributes - height, weight, speed, power, shooting, dunking and stealing - which are also taken into account. Once all this is decided upon it's merely a case of testing your Frankenstein's monsters in a game proper...

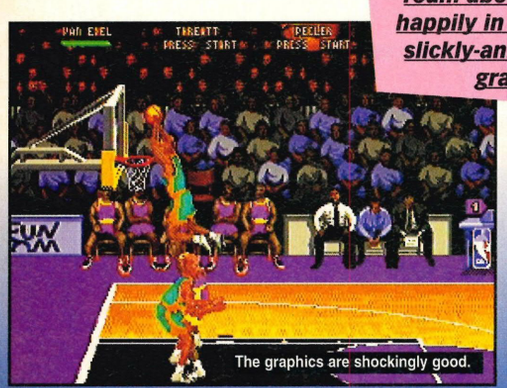
Basketball hasn't exactly taken to the Mega Drive. It's hard, mind. Presumably the machine has too little power. Which is a shame because when the sport's brought across to the Sega world with a decent sprinkling of Good Stuff™ it often makes for spankingly good entertainment.

Which is where *NBA Hang Time* comes in. Emanating from the unpredictable bowels of Williams/Midway, this supremely comprehensive basketball sim is, finally, able to deliver the goods or, at the very least, some part of the goods.

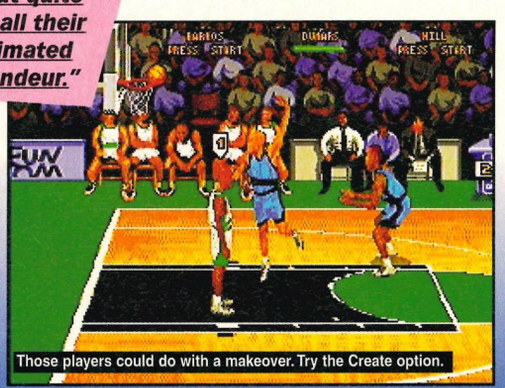
Admittedly, this has nothing in the statistics department over its rivals but what it does have is 29 teams as well as the opportunity to build up your own collection of freaks using the superb Create Team facility (see "It's Alive!" box). To say this helps *Hang Time* rise above the competition would be to say Alan Shearer is on quite good money. In short, letting your imagination run wild and your managerial skills take over is the reason so many football sims succeed. It's a nothing-short-of glorious experience to have total and utter control over your very own team. *Your* team.

Visually, *Hang Time* is excellent. The sprites roam about quite happily in all their slickly-animated grandeur leaving you to ponder the fact that the eye-candy contained herein is almost definitely the finest yet seen in a basketball game. It glitches occasionally and infrequently it appears to slow down when three or four players are competing for possession but there's little to worry about.

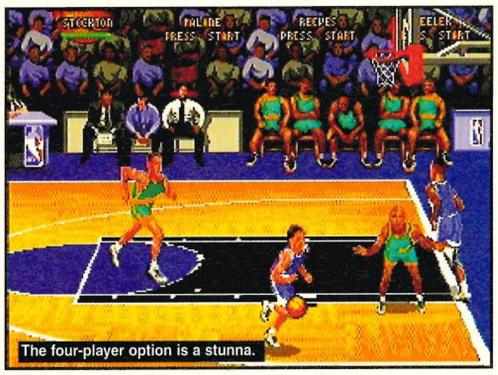
"Visually, Hang Time is excellent. The sprites roam about quite happily in all their slickly-animated grandeur."



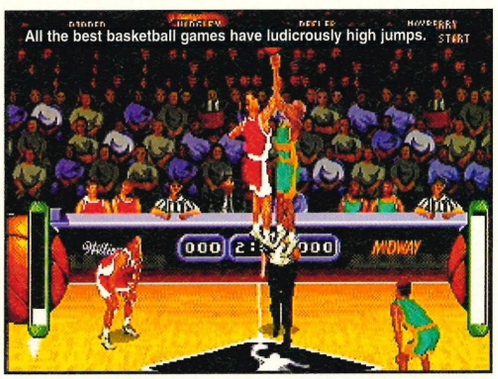
The graphics are shockingly good.

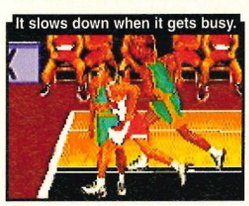


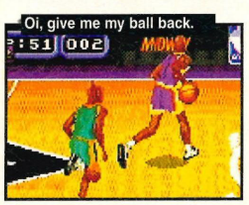
Those players could do with a makeover. Try the Create option.



The four-player option is a stunna.




It slows down when it gets busy.



Oi, give me my ball back.

Which is a lot worse. • ***Tim***

verdict

Graphics — 8
The bigger sprites and smooth animation make for a good all-round feel.

Originality — 4
Let's be honest... basketball? But the Create facility is a bootiful inclusion.

Sound — 6
Some dreadful music that runs through the games. And NO crowd noises.

Lifespan — 7
With friends it'll prove brilliant fun. On your own it's slightly less so...

Final Verdict — 81%
"Still riddled with those annoying basketball-game faults but far better than anything else currently available." *Tim*

Issue Three • March 1997

RolePlay Gamer

First for news
Full Japanese, American and UK Coverage!

Dragon Force
Exclusive review of the Working Designs' classic.

Shining the Holy Ark
First preview of the sequel to the Mega Drive smash hit!

Mystaria
The full guide to this brilliant and tricky Sega RPG.

RPG

News! p52 Previews! p52 Reviews! p53 Tips! p54

American News...

• *Landstalker*'s creators Climax have just released their new action game *Dark Savior* to a mixed reception in the US. Many *Landstalker* fans aren't particularly fond of it, saying that it doesn't have the charm of the Megadrive game. But it's not really fair to call it a sequel, so you'll have to make your own minds up, 'cos we think it's bloody great.

• Working Designs have now confirmed that their versions of *Albert Odyssey* and *Magical Knight Rayearth* will be out by Spring – although *Rayearth* has been delayed for a good few months.

Japanese News...

• As mentioned in the preview, *Shining the Holy Ark* is now available in Japan and is proving extremely popular. This game is, sadly, likely to reach the US before Britain, but, having spoke to Sega Europe, we can confirm that a European release is due sometime this year.

• *Grandia* from Game Arts will be out any time now, and Game Arts also have updates of *Lunar 2* and *Lunar: Strolling School* (a Game Gear game) in development for the Saturn. All of these titles look excellent.

UK News...

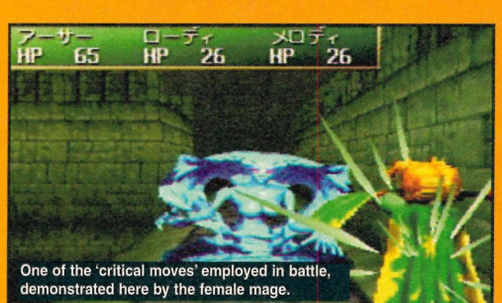
• More good news from Sega Europe; besides *Grandia* and *Shining the Holy Ark*, we may see a version of another Japanese game, *Airs Adventure* (um, another adventure) gettng a British release in the forthcoming months. Sega are, it would seem, boosting up the amount of RPGs they translate to the European audience, which can only be good news for us. About time too.

• *Mystaria 2*'s been scheduled for April, but apparently this is not definite. This might be due to the fiasco surrounding the original's US release (the title clashed with something in the Dungeons and Dragons universe), but in the UK we're a bit less petty – so I'm expecting this game to be confirmed any minute now. Looks like us RPG players are finally getting the attention we deserve.

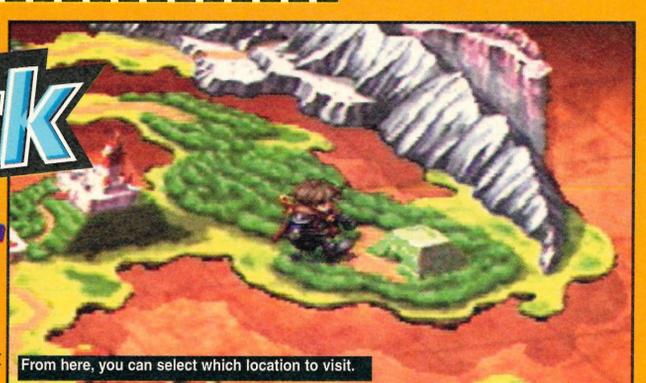
PREVIEW

Shining the Holy Ark

Preview
Format: Saturn
Country of origin: Japan
Developer: Sonic
UK release? Probably Spring, from Sega Europe



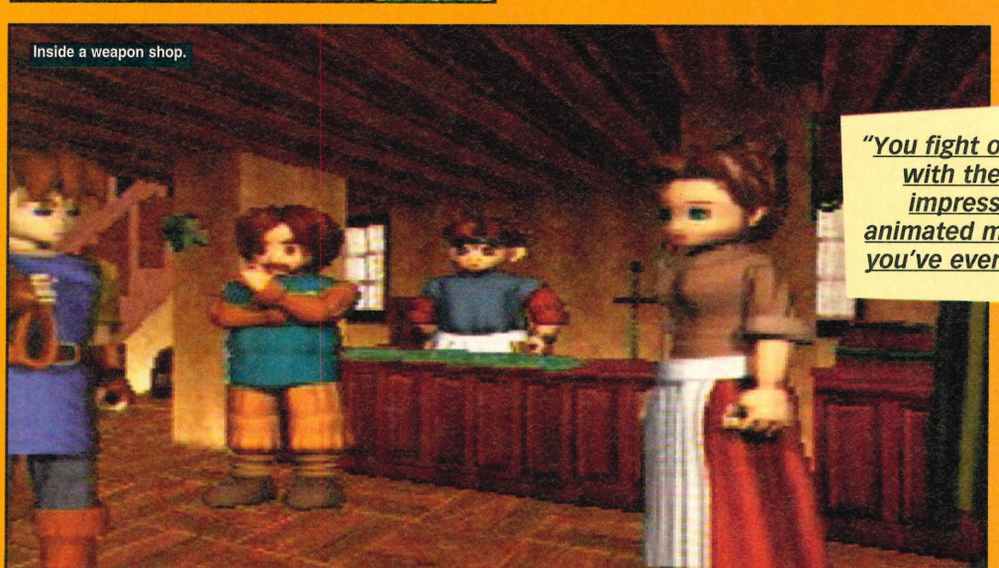
One of the 'critical moves' employed in battle, demonstrated here by the female mage.


From here, you can select which location to visit.

A first person RPG with Doom like graphics? Sounds a peach.

Boasting, perhaps, the most beautifully nonsensical Japlish title in videogame history, this, the latest in the series of '*Shining*' games from Sega has just been released for the Saturn in Japan. And not only is it brilliant, but it has the added bonus of being one of Sega Europe's upcoming UK RPG releases.

Shining the Holy Ark is, in fact, the sequel to *Shining in the Darkness*, the pseudo-3D RPG on the Mega Drive which preceded the *Shining Force* series of wargames. It was never TOO inspiring, hence my original gripe at Sega two issues ago for not providing an update of *Shining Force* instead. On the Saturn, however, the 3D scenarios really do work, providing a 'total immersion' effect, this being added to by the fact that the entire game is in first person perspective (like *Doom*).


Inside a weapon shop.

"You fight on-location with the most impressively animated monsters you've ever seen."

In this RPG, you really feel that you ARE the main character. The turn-based battles never detract from the action either, there's no cut-away battle screen; you fight on-location with the most impressively animated monsters you've ever seen.

We'll have a full review of this game when Sega Europe finish the English text version – which, hopefully, shouldn't be much more than a few months.

SP

Review

Format: Saturn
Country of origin: USA, originally Japan
Developer: Sega
Publisher (US version): Working Designs
US version due: February '97
UK release? Highly unlikely, sadly

Each of the eight leaders harbours a special power.

Each general boasts a repertoire of pre-battle taunts. Charming.

Typical WD humour. Hilarious, isn't it?

Dragon Force

Once upon a time on the SNES, there was an excellent Japanese RPG that achieved mainstream status in the USA, cult status in the UK, and created an entire generation of Western fans. And though most have now abandoned Nintendo because of their shoddy treatment of RPG players, it's unlikely you'd even be reading this section, were it not for that game. That game was *Final Fantasy III*.

And lo, it would not work properly on a UK SNES. You simply can not imagine the consternation this resulted in, if it didn't affect you directly. Unfortunately, it turns out that Working Designs' excellent version of *Dragon Force* sits squarely in the same boat as the game which kick-started the RPG trend. After numerous failed attempts to run *Dragon Force* properly on a UK Saturn, I gave up and switched to an imported machine. Not even the best adaptor in the world can remedy the situation because the game reacts badly to the speed of the UK machine. I'm not going to let this unfortunate fact sway the review in any way, but I felt you needed plenty of prior warning about it.

Dragon Force is one of those games which some people will hate, and some will love. It's a wargame you see, one for the stat-obsessed breed of fan that even RPG players see as being slightly anoraky. It's not a wargame in the *Shining Force* sense, but one which requires you to deploy battalions and conquer areas of land. I speak as one who was never really able to get my head round this concept, but this I like very much indeed.

The basics of *Dragon Force* are pretty hard to explain, because, um, wargames are hardly basic, but I'll try. At the start, you're presented with the option to choose which country you'd like to control, from the eight available. Each one of the eight boasts a separate story scenario which is played out with character dialogue and lovely visuals. As your chosen liege, you must persuade the other nations to unite against a common enemy and you'll usually have to resort to violence to achieve this end. But choosing an enigmatic ruler to start off with means you become far more persuasive. During the game, you'll have to compose little battalions from your generals, recruit soldiers from the many classes available and send them out to castles occupied by the enemy. Battles take place over pleasingly large expanses of territory, with anything up to 100 troops controlled via real-time menus.

> **"Dragon Force *is one of those games which some people will hate, and some will love.*"**

The game is tactics heavy, and there's a lot of planning involved – this can become confusing once you have over 40 generals to command. I can't help feeling that were the map-screen not quite so expansive, I wouldn't have got lost so easily. That, and Working Designs' often silly dialogue are the only failings of this game.

As I say, it takes a lot for a wargame to impress me but with the advent of next-gen consoles, it seems that the genre has finally blossomed into something that can be sampled by any videogamer. *Dragon Force* is a quite exceptional game.

I love these one-sided battles.

I'm winning here. Mages versus Catpeople generally equals carnage.

verdict

"Definitely the best Saturn wargame yet. But here's hoping for upcoming *Shining Force 3*." Rachel

86%

Mystaria The Full Guide

Welcome to Sega Power's complete guide to the wonderful world of Mystaria.

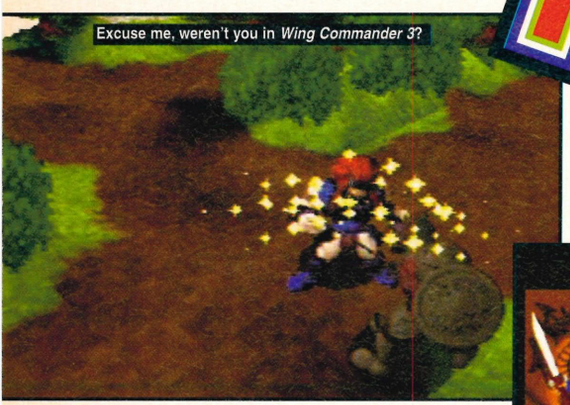
The adventure starts here

Part 1 – The Ancient Battlefield

No combat here. Bane will cast HELLFIRE after 3 rounds and end it all.

Part 2 – The Forest of Confusion

At this stage, save Saura's limited magic points to heal your party. There are three ninja hiding in the forest at the top. When you reach the end you will meet Juza, who is unbeatable at this stage.



Excuse me, weren't you in *Wing Commander 3*?

Part 3 – Escape

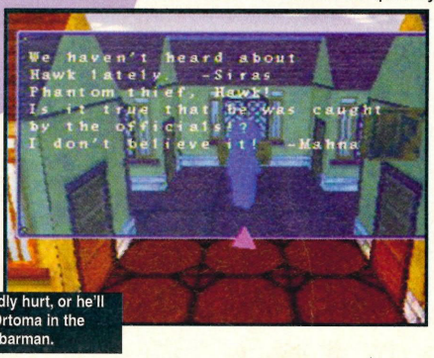
Juza is hiding at the end of this level. Check his range by selecting him, then keep out of his way. To escape, check the two east doors then check the western door three times. Go to the mountain to the west.

Part 4 – The Wise Man of the Clouds

Use magic on the blue monsters. Go to Dragoon Kingdom in the west.

Part 5 – Dragoon Kingdom

Don't attack soldiers in green (they're on your side) and head straight for the stairs on the right. When Ashe is captured, remember that soldiers will give up chasing him when off the screen so lure them as far as you can before running past them. Check their range as before. Make sure you get the wine from the chest in the dungeon on the way.



Don't let Ashe get badly hurt, or he'll change back! Go to Ortoma in the south and talk to the barman.

General Tip-foolery

Check the monsters' ranges by selecting them.

Check the range of monsters thus to keep out of their way.

1) Use DEFENCE instead of ending the turn to gain useful new skills.
2) Retreating before you die will gain you some valuable experience points.
3) Buy the maximum amount of all potions before every level after Moldiv tower.
4) Keep your party together – end the turn rather than rushing them off.
5) Monsters only attack when you go near.
6) Don't forget to equip new techs.
7) It is vital that you power up your as possible. If necessary use COVER to protect him. Use area effect magics like ICE STORM to kill large numbers. Go to Moldiv Tower in the East.

Part 6 – The Pirate Queen

On the boat, kill the Coursair to force the pirates back. The island stage will probably take several tries. Use magic on the invisible monsters, then use Ashe to break the rocks on the left to escape. Remember to sell the treasures you find when you get home. Go to Sibone to the left of Queensland castle. Check the noticeboard, then talk to the barman, check the board, talk to the barman, check the board, leave town and check the board again.

Use this billboard to find the Phantom Thief.

Part 7 – A Fool Rushes In

Use magic on the knights in the castle. Rush for Hawk as quickly

Part 8 – The Haunted Tower

The ghosts are only vulnerable to MAGIC and HOLY techs. Each one will take one HOLY SWORD and one HOLY CURE before dying. Bring lots of Mana potions to recharge and Amlita to cure freezing. Enter the cave above the tower.

Part 9 – Ancient Cave

SNOW STORM and ACID BREATH kill the

Battlum is the place to tool up. Stock up at Battlum in the west and buy lots of BALL+3 grenades, then fly to the island to the right of Queensland Castle.

ia uide

Ha. Stupid bosses. We burst our pimples at you.

Power Star: Raiko and his unfeasibly large shuriken.

dragon, as he can do literally thousands of points of damage to up to four opponents per turn.

Particularly effective attacks
JUMP STRIKE (sword)
POWER STAR (ninja)
and anything belonging to Ashe

Vargaas holds the key to the island passage.

dangerous Bartaxos monsters in one shot. DON'T split your party up as is suggested. Keep together and be ready to heal. In the second cavern, kill Helius.

Part 10 – The Secret Passage

Check to dial at the top right to open the exit. In the second cavern kill the spider monster, then you can run for the exit if you wish.

Part 11 – Battle Royale

This section opens up after you fight Bane. Jings!

Keep in a bunch in the dungeon and use MEGA HEALING for the effects of the gas. In the castle, head for the stairs on the right. Don't bother with area effect magics because the magi heal. After dealing with the magi guarding the T-junction, fight a running battle to the stairs away from the reinforcements.

In the throne room, send three people to fight and three left to throw grenades. Archers take three BALL+3 to kill so you can take eight in one round. Work your way around the room picking off the remaining archers. Thirdly, retreat to the bottom of the room and everyone mob Juza. Finally pick your heaviest fighter (i.e. your dragon) to fight Bane (who has a tendency to miss a lot) and keep healing him. Fly to the middle of the map and land in the hole in the clouds.

Part 12 – A Fool Rushes In (again)

Ingress forest is maze-like, so plan your route. Flying characters fly over the river and sneak into the cave early. Inside the mound, keep tight and keep healing (we really mean it this time). The switches operate platforms of monsters so trip them ONE AT A TIME or you're in real trouble. The exit switch is the second switch down on the right. Galford's route through the maze at the end is UR, R, DL, D, R, U, R. Don't worry about leaving good fighters behind to defend Mystaria. Take your strongest to fight Bane.

Part 13 – The Road to Hell

Move forward very, very slowly picking the monsters off one at a time and fall back if you have to. If all else fails, fall back on your dragon and run for the top of the board.

Part 14 – The Demon Castle

As before, upstairs, work your way very slowly around the board taking them one at a time from long range, backed up with healers. Two LIGHTNING BLASTS should kill Ciresa. In the maze, have Aragon trace his Mother's route exactly. The final showdown should be a breeze by this point, as no characters are powerful enough to threaten you any more. This leaves you to run quickly for the crystals (and we *do* mean QUICKLY) before the castle disintigrates.

Part 15 – Invasion!

Take a turn at the start to equip new items and techs. Find the fairy at the top of the board to escape – use a flying character if you're feeling cheap.

The classic "I am cheating" formation – dragon in front, healer behind.

Part 16 – The Final Battle

You're seriously outnumbered. Use high level area effects like ROLLING THUNDER, METEOR STRIKE and HELLFIRE to clear a route. After you kill Ciresa, have two characters stand on the pentagrams to halve the reinforcements the villain receives. Have someone cover the other pentagrams, then use your strongest fighter against him while healing. If he spends a round doing nothing, DO NOT ATTACK or you will die.

The future of interactive entertainment

EDGE®

Unreal unveiled

Has Epic rumbled Quake's game?

96/97

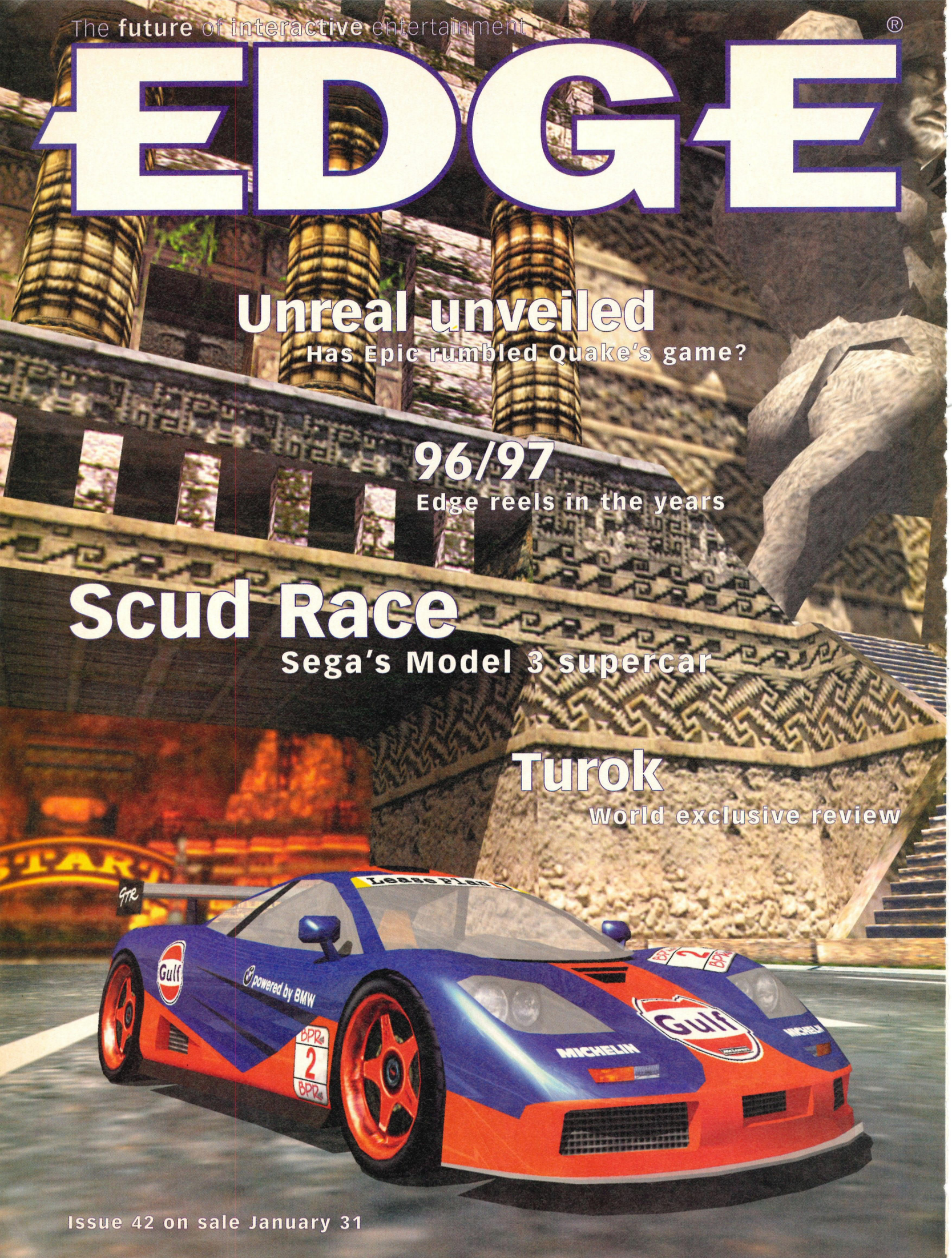
Edge reels in the years

Scud Race

Sega's Model 3 supercar

Turok

World exclusive review



Issue 42 on sale January 31

Tips are there in life to enlighten one and guide the confused and lost through the darkened forest of despair and anguish... imagine we're something like a tips pilgrim and you'll be getting close.

Power Tips

Small Tips

58 . .*Virtua Fighter 2* (MD)

58 . . . . . .*Sonic 3D* (Sat)

58 . . . .*Dark Saviour* (Sat)

58 . .*Virtual Hydlide* (Sat)

58 *Christmas NiGHTS* (Sat)

59 . .*Bust-A-Move 2* (Sat)

60 . . . .*Tomb Raider* (Sat)

60 . . . .*Virtua Cop 2* (Sat)

60 .*NBA Jam Extreme* (Sat)

60 . . . . . .*Bubsy 2* (Sat)

60 . . . . . .*Solar Eclipse* (Sat)

61 .*Fighters MegaMix* (Sat)

61 *Sega Worldwide Soccer* (Sat)

61 . .*Action Replay Codes*

Tip of the Month

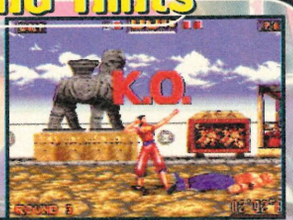
Saturn 58

Even in a small bonus game like *Christmas NiGHTS*, there's plenty of opportunity for extra cheats... here's the best of them.

Cheats and Hints

Saturn & MD 58

Our eager bunch of tips apes sorts out the turds from the bananas once again, as we let the hairy ones loose on the latest Satum and Mega Drive releases. These are they.



Q&A

Saturn & MD 58

We can't take tips calls over the telephone, but we can help one on specific problems by post. This section is the gladdening proof of that.

Tomb Raider

Saturn 62

The second part of our enormous and ridiculously comprehensive *Tomb Raider* guide begins on this very page... we're getting closer.

Cheats & Hints

We've done it again! We have gathered the finest tips and cheats known to man or ape, for you our lovely readers. My god we're hard!

Cheat of the month

A lot of people have been trying to get hold of the rather smart *Christmas NiGHTS* disc. If you're lucky enough to own one, then this might be right up your alley. Ta very much to James Kimber of London for sending in all the hidden stuff that is found to be found in the game. He wins himself a Sega Saturn title.

Saturn

Christmas Nights

Reala's Present
In *Christmas NiGHTS*, set the date to 4/1/97 (April fools day) to play as Reala. This also adds an extra present in the present screen to access Reala at any time.

Interesting Dates
When I set the date to Valentines day, and played the level for a second there were small hearts floating around the screen. On New Years Eve, the opening screen said '*Nights: into dreams*'.

Post Nuclear Christmas
Set the date to Dec 31, 2099 for purple snow.

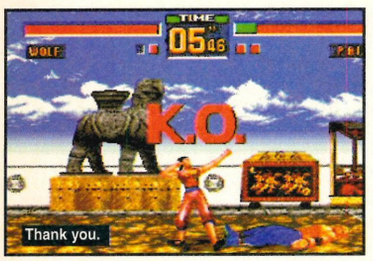
Time/Day
Try playing on Christmas Eve after 12 a.m. To your utter astonishment, you will find Santa and his reindeer flying around in the sky.

Purple Confetti
On 1/1/1997 (although it probably works in any year) if you set the clock to 12:00 p.m. in the Saturn, or 0:0 in the NiGHTS date/time setting thing, it snows purple confetti instead of snow. Not 12:00 am like you would think but 12:00 p.m.

Mega Drive

Virtua Fighter 2

Select Dural
At the character selection screen, hold LEFT until you hear a count down from ten to one. Dural will show up and you will now be able to play as her.



Reset timer
Type D, U, R, A and L at the character select screen, you will hear 'TIME OVER' and the countdown will reset to 99 seconds which will give you more time to pick a character.

Saturn

Sonic 3D Blast (US import)

Cheat code
On the Sonic 3D title screen, hold Up-Left on the directional pad and press A and C. Now press START while still holding the buttons down then select Start from the options.

Once you have started the game, press START to pause the game then press either A, B, C, X, Y or Z for these results:

A - skips one act
B - skips the stage (both acts and the boss stage)
C - skips to the last boss
X - gives you one life
Y - gives you a medal (you need 10 for a continue)
Z - Gives you a Chaos Emerald.

Dark Savior. A superb piece of work.

Dark Savior (US import)

Switch viewpoints
During the mine cart race (parallel 2), you are able to switch views. Press the RIGHT COLLAR button for a frightening 1st person view of the roller-coaster like ride. Press LEFT COLLAR button to switch back to the normal view.

Fighting Game
The fifth parallel is a fighting tournament. After you've beaten it, if you play the level again

Hydlide in the world creation name to pick up items pertaining to the name in the cemetery. Type 'fairy plate' and it puts a dark sword in the cemetery and places fairy plate in the vampire mansion.

Q&A

Come on now guys, we're relying on you to send in the solutions to these problems and win yourself a prize.

Saturn

Virtual Hydlide

I bought a copy of *Virtual Hydlide* on the day of its release and I'm still playing it now. Many people hate the game but I think it's great, even though I been playing it for over a year, I still haven't finished it – I'm not the world's best games player! Have you any codes that might help me out.
Leslie Simmons, Swindon

Well, firstly I pity you for liking the game. Secondly, if you still haven't completed it yet you have very serious psychological problems! Still, here's a couple of codes to help you.

At the beginning of the game input the words Sword, Armour, or

Can you help?

Mega Drive

Soleil

Dear Sega Power
Will you please help me. I am an old woman of 71, but I won't make 72 if I don't find out how to get 'Iris'. Yes I'm playing *Soliel* for the Mega Drive! I have got my bronze and silver medal and my first jumping ability from the lure. I've also got my lifting ability from the elephant but I can't find how to get to Iris. I Would like to see my 72nd birthday which is on 21st February. Please help!
Joyce Moulton, Hull

WWF Raw

Dear Sir
I've bought *WWF Raw* for the Mega Drive and I can do all the special moves, but I don't know how to perform the super moves that the computer can do. Can you help me? Thank you.
M. Gardener, Somerset

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

Christmas NiGHTS. Ho, ho, ho!

No Snow

At midnight (12 a.m.) on 1/1 (New Years Eve) there's no snow falling. Why? Who knows? It's a mystery that may never be solved.

Celestial Snow

Set the clock to 9:00 a.m. and instead of snow there will be crescent moons and stars falling from the sky. Set the clock to 9:00 p.m.

the opponents are controlled by a second player, it's a fighting game! A rather limited fighting game, but still a fighting game.

The different parallels

You have to get into the ships captain's quarters by a certain time. Parallel One is after 4:30. Parallel Two between 3:30 and 4:30. Parallel Three is before 3:30. Parallel Four continues immediately after Three. Five is also between 3:30 and 4:30, but you have to lose the fight in the Captain's quarters.

Bust-A-Move 2

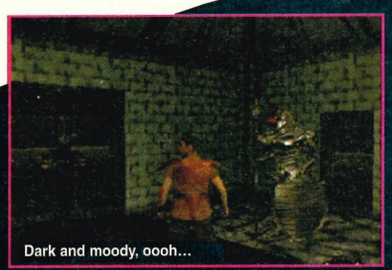
Alternative introduction

To see a different opening introduction to the game *Bust-a-Move 2*, set the Saturn internal clock to any date in December. The new opening has Christmas music and shows characters from *Bubble Bobble* in a sled being pulled by *Bomberman*. The sequence ends with the message 'Merry Xmas'.

Tomb Raider

Level Skip/Loads of ammo!

Start a game as usual then bring up your inventory and move it down to the passport. Open up the passport and go to the last page for exit game but don't exit, instead press Z, Y, Z, Y, X, X, X then START, you should hear a confirmation sound. Now select Exit, but don't worry, the game will bypass the exit and show the level complete screen.


Dark and moody, oooh...

Solar Eclipse

I love *Solar Eclipse*, and that is official! This dark and tricky 3D shoot em-up has lots of things to blast and plenty of things to work out. Any tips?

Steve Levern, Suffolk

Yea loads! While playing pause the game and enter this code: RIGHT, DOWN, DOWN, LEFT, C, RIGHT, A, Z and Y. This will take you to a level where you will

Saturn

Command and Conquer

Dear Power Tips

I have recently been given a copy of *Command and Conquer* on the Saturn, which I am really enjoying. I know it has only just been released and everything, but I was wondering if you have any tips or cheats for it because some of the missions do get bloody hard.

I'm especially looking for help with some of the later levels, and would appreciate help with both GDI and the Brotherhood of Nod missions, if that's possible. Cheers.

Andy Trimpe, North Yorkshire

Command stuff. Then conquer other stuff.

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, B.
Dream keeper: . . . . .A, A, A, A, A, B, 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, B.
Super keeper: . . . . . .A, A, A, A, A, B, 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.

Tips Power

Lovely, lovely Lara.

◀ To skip to the next level, call up the last page of the passport and press A. A status screen appears listing the number of enemies you killed, treasures found etc. Press A again and answer the Save question to advance.

Ammo cheat

Activate the Level Skip code and skip a level. When asked if you want to save, choose Don't Save.

Virtua Cop 2

Skip to last boss stage

At the stage select screen, shoot the stage 1's arrow continuously until the time's up. Now you'll go to the last boss (Stop the airship bomb) directly.

Weapon Select (Japan Version)

During the game, press START then shoot out of the screen, now you can select all types of the weapons at any time you like.

Option Screen 3 and Free Play

If you beat the game on easy, FREE PLAY and Option Screen #3 will become available which has Mirror Mode stats list.

Big Head Mode

If you finish the game (on any difficulty level), there will be an Option Plus menu (like *Virtua Cop*), there is an option marked ????????. When you play the game 58 times (excluding continues), that option will change to Big Head, from which you can enable the splendid Big Head Mode.

Select your Character

At the stage select screen, use the control pad to input these codes:

Rage – Press X to select stage
Smarty – Press Y to select
Janet – Press Z to select
You can select the same cop in 2P.

NBA Jam Extreme (US import)

Smiley Team/Beachball

To get the smiley team, enter your initials as MJT and birthday of March 22. For a big beach ball basketball enter, Pass, Pass, Turbo, Extreme, Turbo, Pass and Pass before tip-off. Enter Pass 8 times, Extreme, Pass 7 times before tip-off for power up 3's.

Fighters MegaMix (Jap import)

Options Screen Code

At the character select screen press, LEFT COLLAR button and the START button. You can now go to an options screen that will enable you to adjust the difficulty settings, round times and number of rounds.

Choose Schoolgirl Honey

First you must beat the school girl Honey then at the characters select screen, move to Honey and press X or Z. X is red and Z is blue.

◀ *fight the producers' heads, winning will give you full power-ups. Beat the boss on the first level really quickly and you will be transported to an underwater level where you can maximise your number of lives. Pause the game while playing and*

access the following lovely levels:
Horde Level – press RIGHT, DOWN, DOWN, LEFT, C, UP and DOWN.
Trench Level – press RIGHT, RIGHT, DOWN and DOWN.
Fade to Black Level – press X, Y, X, Z and Y.
Chowder Level – press Y, DOWN, DOWN, UP, RIGHT and C.
And there's more!

Pause the game while playing and press the following buttons and directions:
Immortality
RIGHT, DOWN, DOWN, LEFT, RIGHT, A, START, C, A and LEFT.
Resupply missiles
RIGHT, DOWN, DOWN, LEFT, START, C, UP and DOWN.
Undersea Level
RIGHT, DOWN, DOWN, LEFT, START, UP and B.
Offworld Level
RIGHT, DOWN, DOWN, LEFT, RIGHT, A, C, Y, C, A and RIGHT.
Corckscrew Level
RIGHT, DOWN, DOWN, LEFT, START, C, RIGHT, UP.
Scatter Weapon
RIGHT, DOWN, DOWN, LEFT, START, A, LEFT, A, DOWN.
Energy Sponge
RIGHT, DOWN, DOWN, LEFT, B, UP, START and Y.

Wait. I haven't finished yet!

Sorted!

Mega Drive

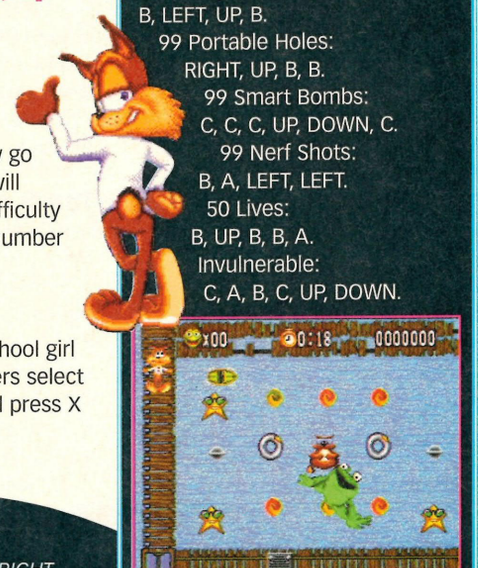
Bubsy 2

Issue 89

Simon Richards of Colchester has kindly sent in these cheats for *Bubsy 2* to help Tom Francombe with his Bobcat-related problems and duly wins himself some *Sega Power*-related nonsense!

Enter all these at title screen:-

All levels complete:
UP, A, A, A, DOWN.
Jump Frenzy:
B, A, B, C.
99 Diving Suits:
B, LEFT, UP, B.
99 Portable Holes:
RIGHT, UP, B, B.
99 Smart Bombs:
C, C, C, UP, DOWN, C.
99 Nerf Shots:
B, A, LEFT, LEFT.
50 Lives:
B, UP, B, B, A.
Invulnerable:
C, A, B, C, UP, DOWN.



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). .....

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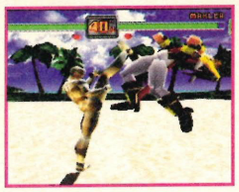
Please note that you're most likely to win if (a) the tip is a recent one and (b) it hasn't appeared in another magazine before!



Music
Select in training mode. Press START to access move list and then press either the LEFT or RIGHT COLLAR buttons to change the music.

Virtua Fighter Style Shiba
Press X or Z to choose Shiba, you can use a Virtua Fighter style Shiba.

Second Wardrobe
To choose the second wardrobe colour press C to select your fighter.

Survival Mode Trick
Win 50 matches in Survival Mode (with use of the 1P unlimited life option) and it unlocks a menu in Options Plus that lets you choose the Survival Mode stage.

Hyper Mode
Select Survival Mode and finish the three time limit modes, 3 minutes (you must win at least twice), 7 minutes (at least 6 wins) and 15 minutes (at least 11 wins). Then in Options Plus, you get an interesting new option called Hyper Mode.

Training Dummy Fights Back
Go into training mode and once you start fighting, press the START button. There is a command list (in Japanese) of moves that the computer lets you practice. Scroll up this list (one line) then exit this screen. Once you are in the ring again, the dummy will kick at you. Scroll up one more in the list and the dummy will knee you. Keep repeating this by moving one line at a time to see all the moves.

Janet's Triple Fire
Janet can fire her gun up to 3 times in succession. Just TAP BACK, FORWARD + PUNCH + KICK three times. She will say "fire, fire, fire" and you'll hear the *Virtua Cop* helper say "reload," and you will then see Janet reload her gun.

NIGHTS
Access Sound System
The music for the stages remixes itself after a certain period of time. To access the part of the sound system the game is currently using, just pause the game at any time, and press:

L + R + Y.

Action Replay codes

Magic Carpet
Master Code F6000924 C305
. . . . . B6002800 0000
Infinite health 10236B16 0001

Rayman
Master Code F6000924 C305
. . . . . B6002800 0000
Infinite lives 160A6800 0063
Infinite health 160A6870 0200

Sega Rally
Master Code F6000914 C305
. . . . . .B6002800 0000
Unlimited time 160B0536 9911
Always in supercar 160AA80A 0201
Select lakeside (practice only) 16040018 0003

Pause the game and enter the following sequences, but before entering the code, press RIGHT, DOWN, DOWN and LEFT.

All weapons and shields
A, LEFT and LEFT.
Nine lives
B, UP, DOWN, DOWN and Y.
Cloaking
DOWN, RIGHT, A, C, UP, LEFT and A.
House Hunt Level
Y, A, RIGHT and DOWN.
Still Trippin' Level
B, A, RIGHT and START.
Frost Byte level
B, UP, RIGHT and RIGHT.

Sega Worldwide Soccer
Worldwide Soccer '97 is such a funky game that I quite literally pooed my pants with pleasure when I got it for Christmas! Have you got any cheats or special moves to make this game even better?
Will Richards, Hampstead

Here you go mate...

Light Chip
Tap the C button twice to chip.
Backheel
Press away and the B button at the same time.
Fake Turn
Tap the Direction pad twice to either side when running to perform a quick shimmy.
Overhead Flick
Tap the Direction pad towards, away, towards, and press B.
One Two
Press the RIGHT COLLAR button and the B button at the same time to pass the ball to a nearby team-mate, who'll tap it straight back to your player. Once you've passed the ball, you can run in any direction and the return pass will fall just in front of your player.
Special Shot
When in the penalty area, tap the A button twice for a special low shot.
Instant Cross
Get to either side of the penalty area and press the C button. Smart.

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 buttons 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.

Streets of Rage 3
Mega Drive: *SP* 57
Level Select: When the selection menu comes up, hold B, press Up and, with option highlighted, press Start. Chimes are heard for cheats.
Also: ***SP* 56, 58, 59. 60, 61, 68.**

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

Here's what all you Lara Croft lovers have been waiting for. The second half of our authoritative *Tomb Raider* walkthrough guide...

Tomb

Level 8: Cistern

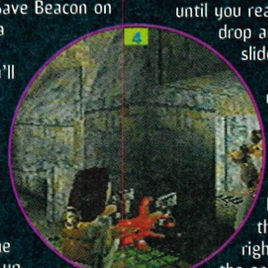
1

2

3

Roll to the floor and blow away the rat. Push the block forward twice into the next room, then push it to position it underneath the switch. Throw the switch. Run through the white door and take the Medi Pack 1. Return to the rat room and climb down the hole into the next room.

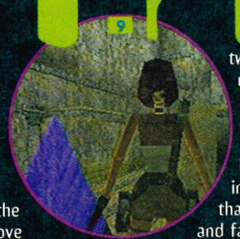
Run outside onto the long bridge. Turn right doing a running jump to the pillar. Shoot the rat as you walk down the steps. Turn right, grab the crevice in the wall, shuffle to the left and drop. Take the shells, turn left and grab the next crevice, shuffle to the left. Turn right and climb up again. Run forward along the ledge to the end and collect the Rusty Key. 2 Go back to the other end. Drop to the brick path. Run forward on the path to the pillar with the Save Beacon on top. 3 Turn right and do a standing jump to the ledge. Run up the stairs. Here you'll find that swine Pierre, who will attack Lara, shoot him.


4

4 Climb onto the wall on the right, now turn right, hop onto the ledge, turn left and jump straight up to grab the next ledge. Pick up the Medi Pack at the top. 5 Turn right and run up the slope. Face the left wall and jump up. Climb to the top and take the Shotgun Shells. Turn around and hop backward to slide down the slope, then jump backward to land on the ledge with two Shotgun Shells. 6 Hop backward and grab the ledge, then drop into the hole to fall back into the room. Face the opposite direction and do a running jump to the ledge. Do another running jump straight ahead and you'll be able to collect a large Medi Pack and shells. Position yourself on the edge of the ledge where the pack was, turn around hang and drop off the ledge. You should slide down wall and land in front of a hole.

Jump into the water. Swim down and enter the tunnel, at the end pull yourself onto the step in the corner, fire at the rats. Run up the steps and do a running jump across to the high ledge. Pull yourself up and turn left doing a running jump to the ledge with the second Rusty Key. Go forward and do a roll to grab onto the ledge. Shuffle left until you reach the ledge with the two rats, drop and blast them. Run forward and slide to the Save Beacon.

Run forward and slide down the ramp. Shoot the two rats and crocodiles. 7 Climb the stairs by the ramp to get back to the top. Turn right and do a standing jump across to the bridge. Go around the bridge to the other side. Climb the wall, turn right and climb to the ledge, run to the end of the ledge then hang and drop to the step below. Climb the steps and do a running jump over to the ledge with the guard-rails. Turn right and do a running jump, then left and do another to the door, unlock using a Rusty Key. Run through the door, turn left and climb the ledge, turn around and shoot the two gorillas below. 8 Jump forward to the next ledge and shoot up Pierre again. Jump to the next ledge and collect the Medi Pack. Do another jump to the highest ledge. Perform a running jump and grab the crevice. Shuffle right and drop onto the ledge. Turn right and drop through the hole. Run forward and go down the slides. Shoot the croc. Shoot the second crocodile from the pedestal. Run forward into the hallway to kill a third crocodile. Get the Medi Pack and return to the perforated croc room. 9 Use the Save Beacon. Climb the wall above the Beacon, turn around and do a standing jump to the ledge. Do a running jump to the next ledge and turn right and do a running jump to the next ledge. Go forward and drop to the ledge below. Grab the crevice and shuffle left to the white door. Throw the switch and enter.

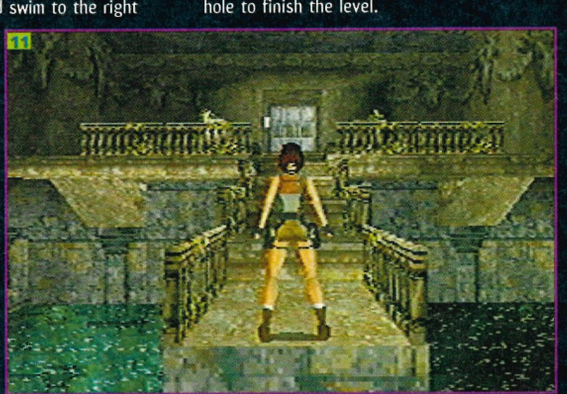

9

10

Jump over the spikes and shoot the two rats. Drop into the green hole. Enter the door, turn right and shoot the rat. Climb the stairs beside the gold door, then jump up to the ledge. Turn right and climb up to the next ledge. Turn right and do a running jump. Climb the ledge, turn right and do another running jump. Do a standing jump to the switch, throw it to open the gold door below. Enter the gold door to collect the Silver Key.

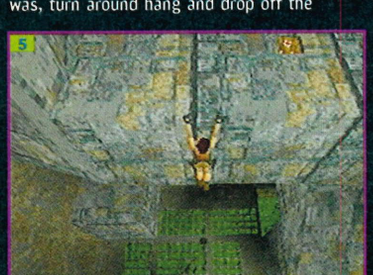
Jump into the water to avoid the gunfire and swim to the central chamber. Climb to the top of the ramp. Face the wall, turn left and jump onto the bridge. Walk forward and climb onto the pillar. Turn around and jump onto the ledge with the guard-rails. Run up the stairs into the pipe room. Jump into the hole in the floor to throw the switch on the far wall, this will flood the whole level. Return to the central chamber and swim to the right until you enter a narrow tunnel. When you see light above you, swim to the surface, search the edges for a switch and pull it to open a door below you. 10

Climb out of the water and shoot the rats. One ledge has a Medi Pack and shells, the other has a Medi Pack and a Save Beacon. Swim through the door to pick up a Silver Key, the gate opens. Swim to the two doors. Go to the door on the right and use a Rusty Key. Go through the door and into the water, swim into the tunnel until you reach a room with a Medi Pack and a Gold Key. Go back into the central chamber, blast that croc. Jump back into the water and face toward the two doors, again dive straight down and slightly right, swim through the narrow tunnel to find Magnum Clips in a small hole. Swim out of the tunnel and back to the surface. Look for railings and a white door.


11

11 Climb up the staircase and go to the ram head (on the left of the door) and push it. Enter the room and position yourself below the high ledge your back to the incline. Jump backward onto the slope and forward to land on the ledge. Pick up the Medi Pack and two Clips. Leave the room and go back to the door Unlock it with a Silver Key. Run through and turn right.

Climb up the ledge across from the Save Beacon. Turn to face the high ledge, do a standing jump to it. Turn right and do a running jump to the lock in the wall. Shoot the ape. Use the Gold Key to open the door directly below you. Hang drop to the door, shoot the two lions. Run across the chamber. Pull the block behind the switch twice, then pull it away from the wall four times. Move to the other side of the block and push it forward once. Climb the block, turn around and jump straight up to the ledge. Pick up the Medi Pack and the clips. Drop down to the block and again to the floor. Run into the hole to finish the level.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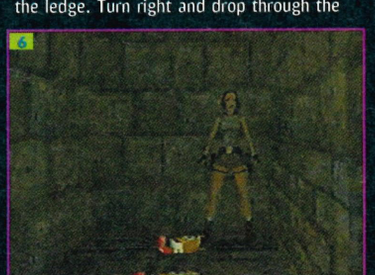
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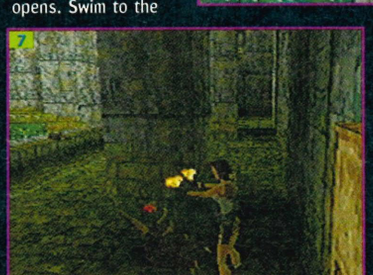
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Part Two

Tomb Raider

Level 9: Tomb of Tihocan

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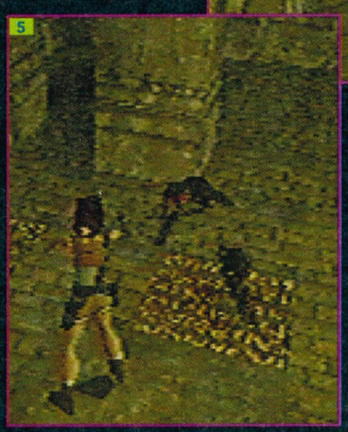
The level starts with Lara swimming out from the sewers of the Cistern level. Swim forward and down through the holes and follow the tunnel to a switch, pulling it will lower the water level in the upward hole. Return to the upward hole and climb out of the water. Pull the switch to open the door down the corridor. 1

Shoot the croc in the next room. Climb up the stairs in the corner, over the highest step, to the step below. Turn to the next ledge and do a running jump onto it. Turn left and climb up to the corner on the next ledge, darts will shoot at you from two sides. Do a running jump across to the ledge in the left-hand corner of the room. Climb up to the alcove and throw the switch to flood the room. Jump into the water and swim into the tunnel that was covered by the white block, take the Medi Pack. Next climb up onto the white block.

Jump into the water at the end of the tunnel. Swim to the bottom and forward, throw the switch for a powerful current, swim upward and forward and climb out. Shoot the rat, move into the corner and pull the block once towards the water. 2 Climb onto the block and do a standing jump to the white ledge. Turn around and do a running jump across to the wide ledge. Turn right and hop over the small block into the dark area, climb onto the dark ledge. Turn right and climb, then repeat. On a pillar now do a running jump over to the ledge to use the Save Beacon, and look out for that dangerous lunatic Pierre!

Walk up to the swing blade and jump to the ledge behind it. Pick up the Shells, jump back to the previous ledge and do a running jump across to the pillar. Turn to face the door and do a standing jump up to it. Enter the tunnel and blast Pierre. Go down the stairs until you reach a slicer, jump through it and continue. Look down into the hole, shoot the croc and drop into the hole. Go down the stairs into a room with clips and two sets of shells on the floor. Walk on the 3 tiles of a different texture to open a secret door in the corner. Go through and turn around to face the door. Jump left facing forward, then make several jumps in a row to the ledge with a Medi Pack and Shotgun Shells. Go back up the stairs and do a standing jump out to the pillar. Jump over the ledge near the swinging blade. Turn to face the door directly behind the blade and do a running jump to it. Down the stairs and roll off the ledge to grab it and shuffle to the right and climb up.

Run into the tunnel and pull the switch to flood the chamber, jump in and swim to the low step next to the wall. Shoot the rat and run into the water behind it. Swim through the tunnel and into a new room. Kill the cougar. Run into the tunnel on either side of the Save Beacon and throw the switch. Shoot the two apes above then jump and climb up to the ledge. Face the crevice to the left of the opened gate and jump to grab it. Shuffle right and climb up to the gate. Enter and take the Gold Key and the Medi Pack. Do a running jump out of the gate and drop into the room.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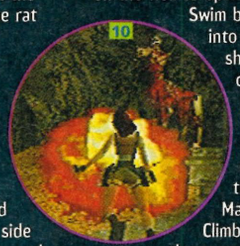
Run through the tunnel next to the Save Beacon ledge. 3 Use the Gold Key to cause the blocks behind you to float, run and jump the blocks to the other side, picking up the Medi Pack before you go through the door, turn left. Once in the room with the writing on the floor, pull one of the blocks in the wall twice to move it onto the writing, 4 run around the corner and shoot the ape. Go through the door and collect the items, then back into the room with the writing on the floor and pull the block twice onto the writing tile next to the door. This opens a door, shoot the ape and enter to collect Shells. Climb onto the block in the room with the writing tiles and jump up to the door. Run through the slicer and pick up the Medi Pack and Key. Go back to the writing tiles and drop to the floor. Push the block once away from the ledge, go to the other side and pull it once onto the tile, jump onto the block and shoot the rats. 5 Go into the rat room and take the Medi Pack. Push the block away from the closest wall onto the final writing tile. Turn around and run to the open door, 6 run across the room and collect the Rusty Key, then pick up the small Medi Kit. 7 Go into the main room and to the door with locks on either side, use the Rusty Keys and the Save Beacon. Jump onto the right side of the slope. Make a series of jumps to end up in a hidden passage, you now have to jump across some collapsing ledges into the secret room and pick up the Uzi/Magnum Clips. Go back to the slope and Slide down out of the stone face into the water 8 Swim through the tunnel and climb up onto the small ledge. Shoot the croc. Turn around and enter the tunnel.

Climb to the top. 9 Turn right and slide down jumping to the flat ledge. Next climb up the cliff throw the switch, this will open a gate underwater. Jump into the water through the tunnel to a large temple. Swim underneath the temple and look for a hidden tunnel along the back wall, you'll emerge in a room with a Save Beacon, throw the switch on the wall to open the temple door.

Swim back to the surface, run into the temple and start shooting the statue that has come to life through the door in relative safety 10 Turn left to Pierre and blast him with your guns, search his body and take the second Scion, the Magnums and the Gold Key. Climb up to the ledges above the room and collect the two clips and a Medi Pack. Open the door at the bottom of the room using the Gold Key to finish the level.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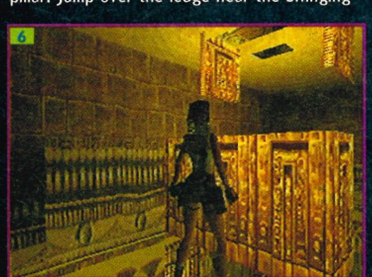
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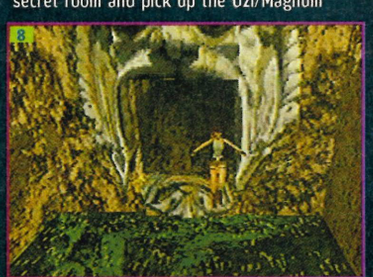
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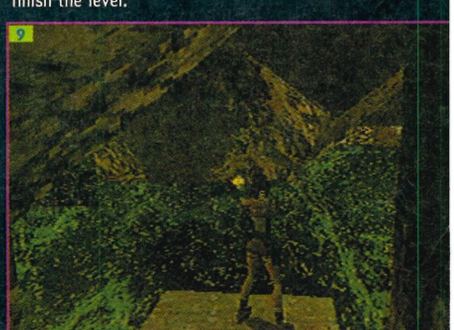
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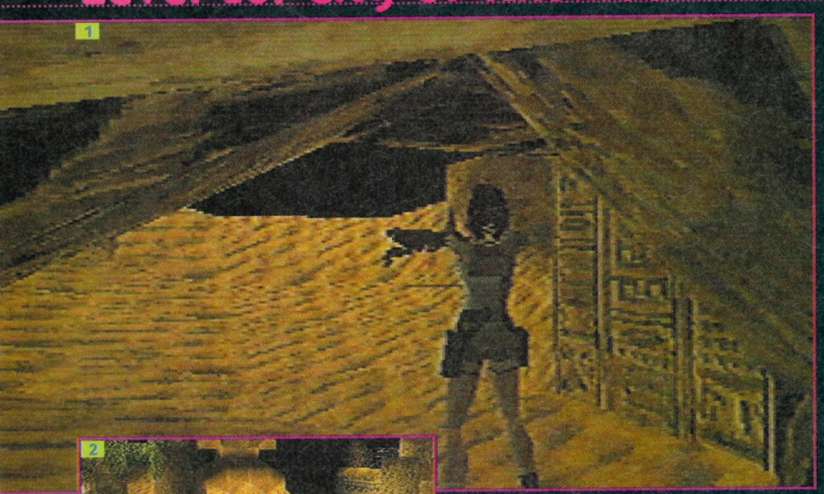
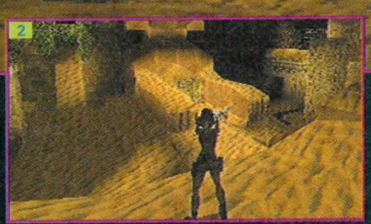
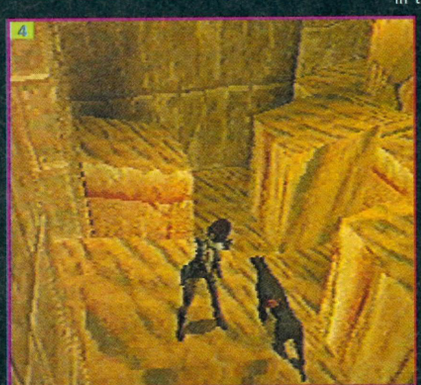
Level 10: City of Khamoon





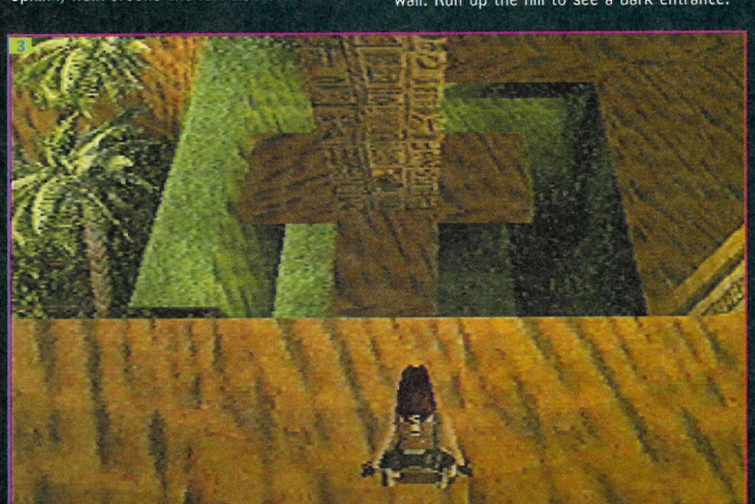
Lara is now in Khamoon and starts this visually stunning level at the top of a pit. Drop into the pit, turn left and jump to enter the tunnel near the dark block, throwing the switch will open the door. Drop from the tunnel and go through the door, pull the block three times. Jump into the tunnel behind it to pick up the clips and Medi Pack. Go back outside and climb onto the block then walk behind the second block, pull it once then run to the side and pull it back, jump to the other side and push it into the wall. Climb from the block you pushed to the ledge in the corner. Turn right and jump to grab the crevice, shuffle to the right and pull yourself up, 1 shoot the panther from the cave entrance. Jump into the cave, turn left and climb onto the hieroglyphic ledge. Collect the Medi Pack and clips. Go back to the cave floor, slide down the slope to the front of the sphinx, blast the mummified panther from a distance. 2 Turn right and enter the water.

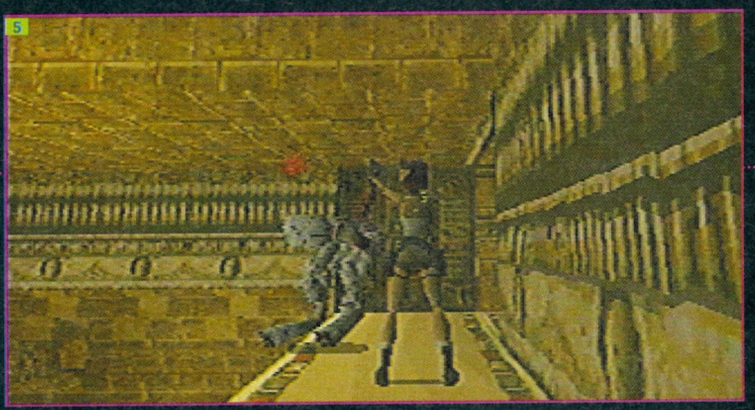
On the bottom get the two sets of clips and swim to the surface. Climb onto the ledge between the palm trees in the corner and climb up to the high ledge. Run forward, to line yourself up with the pillar 3 do a running jump over to it, pulling yourself up and collecting the clips. Dive into the water and climb out onto the left paw of the Sphinx, walk around the left side of its head



where there is a tunnel with a Save Beacon, shells and a Sapphire Key. Pull the block between the Sphinx's legs, enter the tunnel behind it, use the Sapphire Key. Run down the tunnel into the next room. Turn sharp right and climb onto the ledge to find a Medi Pack. Jump forward onto the next ledge and shoot the panther below you 4 Jump forward twice more to the ledge against the wall. Turn right and run down the corridor firing, a panther will attack, jump backward while shooting until he is dead. Proceed down the corridor, underneath the bridge.

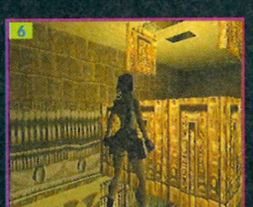
Walk forward and shoot the crocodile, hang and drop off the ledge, running into the corridor below, at the end pick up a Medi Pack. Go back into the chamber, run onto the ramp, jump out of the way of the boulder that is released, wait for it to crash into the wall. Run up the hill to see a dark entrance.





Climb up the ledges and do a running jump across to the room. Pick up the Magnum Clips and Medi Pack. Jump into the water in the corner of the room, swim down the tunnel and pull the switch to open a door. Swim forward and climb onto the ledge before the crocodile bites. Walk below the ledge next to the gate and climb up. Push the block toward the Save Beacon twice. Climb onto it, turn left and do a standing jump to the ledge below the door, pull up and run up the stairs in the room.

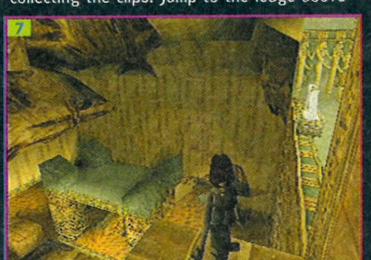
Jump up to the tunnel and throw the end switch, now a golden ledge will extend into the previous room. Return to the door and jump across to the block. Pull the block away from the Beacon twice, pull it once along the edge nearest the water, jump behind it and push it once. Run to the opposite side of the room and use the Beacon. Go back to the block and climb onto it.

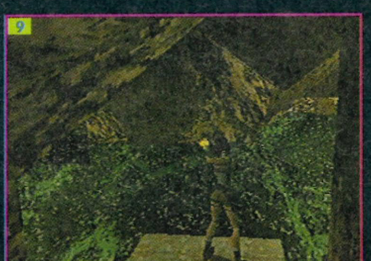


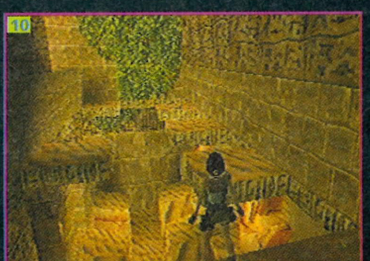
Do a running jump across to the high ledge with the block on it. Arm yourself with the Magnums and push the block forward. Go into the room and shoot the mummified cat 5 throw the switch to open a trap door above the golden ledge. Go outside and pull the block twice. Climb onto it and do a running jump to the golden ledge 6 at the side of the golden ledge do a standing jump to climb into the next chamber, throw the switch to open the trap doors around the statues. Run over to the silver gong on the ledge and do a running jump, to the left to land on a ledge. 7 Turning right do a running jump across to the rocky ledge, walk to the end then to the other side and pick up the clips, turn left and slide down to a ledge to collect a Medi Pack, turn right and do a running jump across to the paw, then left again, do a running jump across to the green ledge on the right after collecting the clips. Jump to the ledge above the ramp. Pick up the Clips. Sometimes this secret is earned when you make the first jump from the silver gong to the ledge. Shoot the crocodile below 8. Hang and drop to the ramp and run to the cat statue, hang and drop to the green ledge, then again to the floor.

Go through the door (not the one going down), turn left and pick up the clips. Turn around and drop down into the hole. Use the Save Beacon on the step below 9 Look down into the dark and shoot the panthers with your Magnums. Enter the lighted corridor and take the Medi Pack. Run to the back of the room and against the back wall. Just to the right of the bridge is a barely distinguishable ledge. Climb onto the ledge, turn left and do a standing jump to the bridge. Run across the bridge to the middle ledge, and walk onto the left side. Now the second door below will open, shoot the panthers from the bridge. Do a running jump to the alcove in the corner. Pick up the Shells. This secret will not appear if you have turned the lights on by throwing the switch by the entrance. Jump back to the bridge and the stumpy ledge, then to the floor. Get the other Medi Pack in the second lighted corridor. Climb back up to the bridge and run into the lit tunnel.

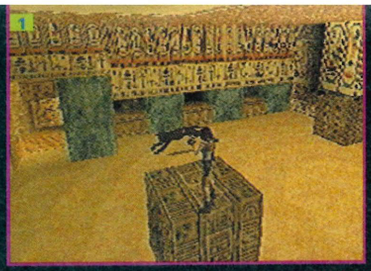
At the end of the tunnel shoot the mummified cat who will pounce from around a the corner. Once your in the room turn right and jump into the tunnel. Continue to the next room. Climb up the pillar and pick up the Sapphire Key. Run up the hill to the door and into the next room. Do three standing jumps across the ledges 10 and take the clips. Turn left and jump to the ledge, then climb up and throw the switch. Jump your way back to the entrance and hang and drop off the edge, you'll slide down a long slope. Walk up on the right hand slope into a room. Use the Sapphire Key to go through the door to finish the level.

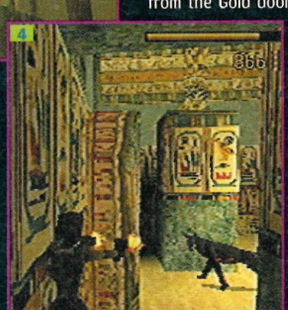


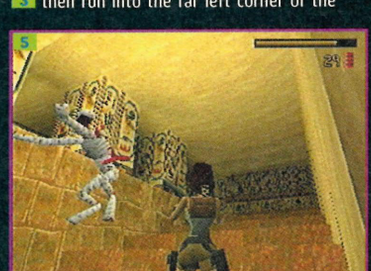


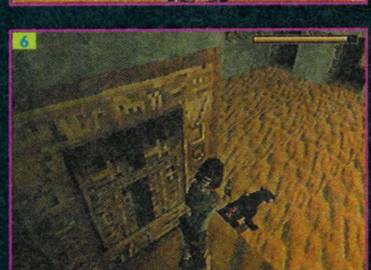


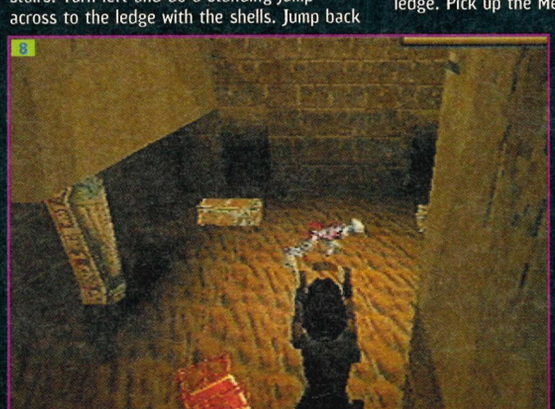
Level 11: Obelisk of Khamoon

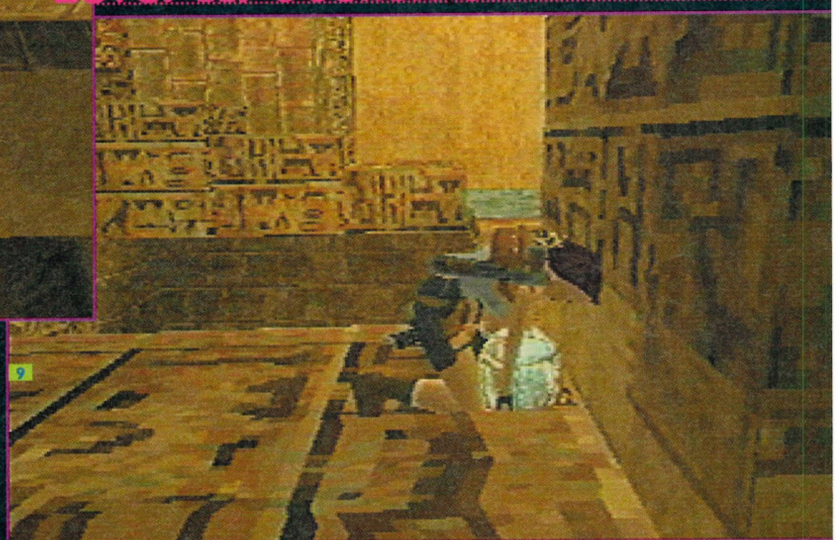


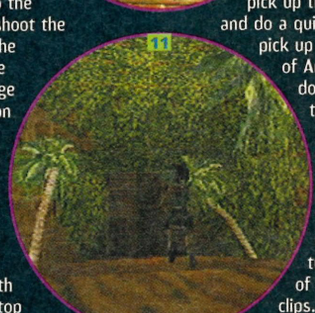












Lara has to collect four objects in this level until she can progress to the Scion. Run through the door and turn right. Jump up the hill and climb to the left into the tunnel. Continue along into a room with four pillars, each has a block at the bottom. Go to the pillar on the far right. Pull the block three times, then push it to the wall beneath the door. Jump onto the block and the lurking panther. 1

Run into the tunnel and pick up the Medi Pack at the end. Return to the pillar chamber and run to the far left block, push it to the left and jump into the water tunnel in the alcove. Follow the tunnel into a large underwater chamber with holes everywhere. Climb up to the surface and shoot the croc. 2 Swim to the bottom and search along the walls to find a Medi Pack and clips, then search the corners of the structure for a Sapphire Key. Swim out of this chamber and back to the pillar and block room. Run through the door in the corner to the right of the door high in the wall, open the wall door, climb up and go through the Gold door and use the Save Beacon.

Run up the stairs with your Magnums at the ready and shoot the mummified panther, 3 then run into the far left corner of the room and throw the switch to lower the bridge. Run left around the corner and go across the bridge you just lowered to pick up the Eye of Horus. Drop to the ground below the bridge and collect the shells. Jump into the water and get the clips. Emerge and go into the tunnel in the corner directly across from the Gold door, slide down the slope and stand at the bottom of the tunnel as you shoot the two panthers with your pistols. 4 Run to the steps on the opposite side of the room and use the top step to jump up to the stone bridge. Turn around and do a running jump to the stone ledge in the corner. Turn again and do another running jump to grab the ledge above the stone one. Walk forward to the edge and do a standing jump to the next ledge. Turn around and do a running jump onto the long ledge. Climb into the corner, turn around and climb again. Do a running jump over to the flat square ledge. Do another running jump to the ledge in the corner and use the Save Beacon.

Turn left and do a standing jump to the highest ledge in the room, climb up the stairs and shoot the mummified panther. 5 Go down the stairs and walk to the right onto the green patch near the stone columns. Turn around and throw the switch on the wall to lower another bridge. Drop from the green ledge left of the switch to the fenced-in ledge with the Medi Pack and two clips. Climb back to the stairs and run to the top. Run left around the corner and hang into the pit. Drop onto the slope to slide down into the room below. Run to the right and climb into the far right alcove, here you can safely shoot the panther. 6 Throw the switch in the first alcove and drop to the floor and run through either door opposite the alcove, picking up the clips. Return to the room and climb halfway up the newly created flight of stairs. Turn left and do a standing jump across to the ledge with the shells. Jump back to the stairs and climb up a few more, drop to the ledge with the Save Beacon.

Turn around and run through the door, turn left and do a standing jump across to the fenced ledge, follow the ledge across the bridge and pick up the Ankh. Return to the ledge, go past the door to the small steps to take a Medi Pack. Throw the switch at the top of the steps and climb back down. Turn left and go through the door into the newly created chamber. Climb up the large stairs, turn right at the top and do a running jump to grab onto the crevice. Shuffle all the way to the right and drop to the ledge. Walk around the corner and hang drop to the ledge below. Run into the tunnel with the pictures and throw the switch at the end. Return outside and climb up the steps that have appeared to the right. Climb to the top and shoot the mummified panther. Throw the switch in the corner near the gong to lower the third bridge and pick up the Medi Pack on the ledge. Turn around and throw the switch in the corner to open the door. Run through it and down the stairs. Walk through the pillars to the ledge at the end. Do a running jump across to the stone pillar with the Clips and Medi Pack on top of it. Walk into the left corner of the pillar and look down at the gong on the ledge. Do a running jump to the gong ledge. Pick up the Medi Pack and the two Clips. Turn right and drop to the ledge then run left through the door with the green ledge. Climb up the stairs to the top, hang onto the wall and shuffle across to the right. Pull yourself up into the space, turn right and do a standing jump to the ledge with the column. Run into the tunnel and take the Medi Pack and Clips. Drop down from the column ledge to the one below. Run forward all the way through the corridor into a chamber with two mummies at the bottom. 7 Climb down one ledge then drop and hang on the edge, shuffle to the right while the mummies scream below you and drop to the ledge. Turn right, hop backward and hang again. Shuffle to the right and drop to the ledge. Draw your pistols and kill the mummies 8 then do a running jump to the left and use the Save Beacon.

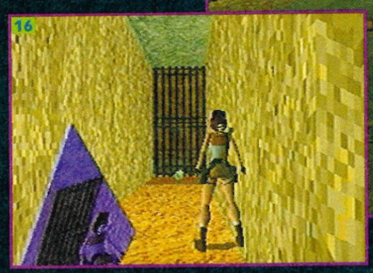
Turn left and follow the corridor to a switch, throw it to lower the last bridge. Go back into the mummy room, jump across to the ledge and drop to the ground. Climb up the ledge between the chairs. Keep climbing all the way to the green ledge and the door at the top, go through the door then run across the bridge to pick up the Scarab. 9 Turn left and do a quick hop onto the bridge to pick up the final object, the Seal of Anibus. The underwater door is now open. Drop into the water below the bridge and swim to the open tunnel. Take a breath before swimming forward into it. Go forward at the bottom, with the alcoves on the left and right, then turn left at the next group of alcoves and collect the clips. At the next group of alcoves take the shells in the right and the Medi Pack on the left. Now swim down the tunnel and follow it until you emerge. Take a breath, dive again and collect the clips, shells and the Medi Pack from the bottom. Climb out of the water on the opposite side from the mummy and destroy him. Climb to the ledge behind the Save Beacon 10 and take the two clips, save your game.

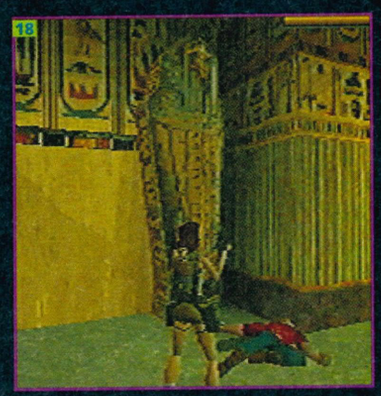
Go up the stairs in the left corner and follow the corridor to a room with another mummy. Do a running jump to the mound and blast it from this vantage point. Walk onto the left side of the mound to collect a Medi Pack. Jump to the stairs on the right side of the mound and climb up to the top. Drop through the door. You are back in the Sphinx chamber from the previous level. Run to the pillar near the palm trees and use your four objects, one on each side, to open a door on the left side of the Sphinx, go through it to

Level 12: Sanctuary of Scion

Only one secret on to find on this level, but it does contain the highly horny Uzi gun so follow this carefully. Arm yourself with the Magnums and get the clips from the corners of the room. Run up the staircase and shoot the two mummies near the top. Pick up more clips at the top and climb onto the block in the middle of the room. Do a standing jump to the chamber above. Run forward and turn right, sliding down the slope with Magnums ready. Turn right and run down the hill, slaughter that mummy. Climb onto the tiny tilted block next to the light pillar. 1 Turn left and climb, then jump backwards onto the highest pillar. Turn so that the wall is on your left and do a running jump to the next pillar. Keep moving and climb forward until you reach a crevice in the wall, hold tight and shuffle all the way to the right, then drop. 2 Turn right and climb up three steps. Do two standing jumps forward across the pillars. Perform a running jump to the ledge and pick up the clips . Walk to the end of the ledge and do three standing jumps. Go down the stairs and use the switch to open a door below. Turn around and face the Sphinx with your Magnums drawn, keep blasting the winged bleeder till he's shot to smithereens. 3 Get to the edge next to the switch and do a running jump to the small ledge. Pick up the shells , turn left and do a running jump to the next ledge, grab on and pull up and collect the shells . Back up to the edge again and do a standing jump to the next ledge. Hop backward and hang drop to the ledge below. Turn around and make a standing jump to the sandy ledge against the wall. Hop backward and cling on, then release above the slope to slide. Grab onto the end of the slope and let go to drop to the ground. Run between the Sphinx's legs and pick up the clips. Run around the other side of the Sphinx and look for the two sloped blocks high in the corner. Climb onto the right hand block and do a running jump to the left. Do a standing jump and climb to the next ledge. Do a running jump forward and climb onto the pillar. Turn left and do another running jump to the even higher pillar. 4 Perform a standing jump and climb to the curved rock ledge above you. Now use the Save Beacon.

Turn right and run through the slicer, collecting the Medi Pack behind it. Press on and do a running jump to the switch at the end and pull it. Turn around and peer into the depths of the cave, shoot that flying demon, return to the switch and turn right. 5 Do a standing jump to the ledge with the large Medi Pack and turn around again and do a running jump grabbing the switch ledge. Retrace your steps back to the pillar below



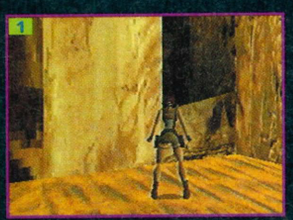


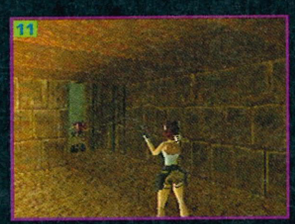
the curved stone ledge. Hang drop off the edge to the pillar below. Turn so you are facing the corner and do a running jump over the pillar onto the slope below and slide back toward the Sphinx. Run closely along the left side of the Sphinx through a narrow passage. Pick up the clips , turn left and run in the corridor. Run to the slope ahead, then turn around and hop backward to start sliding. Grab the slope as you fall then shuffle left and drop onto the ledge. 6 Pick up the Clips on the other side. Turn right and climb straight up the stairs all the way to the top. Go down the slope and drop into the water. Swim to the bottom and take the Gold Key. 7 Swim to the stairs in the corner and climb out of the water. Turn left and go back to the top of the stairs, jump forward as you reach the end of the slope and grab onto the bridge. Turn right and use the Gold Key in the lock to open the door on the other side. Draw your Magnums and turn around, shoot the Centaur through the door. Pick up the Medi Pack in the corner and the Ankh 8 on the top of the altar. Use the Save Beacon.

Jump off the bridge into the water and return to the stairs. Climb down and jump into the water. Go up the stairs in the corner to the corridor and follow it back outside. Go back to the tiny tilted ledge next to the light pillar in front of the Sphinx. Climb up to the second ledge and jump backward to the third ledge. Walk to the edge and do a standing jump up to the thin ledge. Climb up and walk forward to the clips . 9 Jump forward and continue moving along the sandy ledge. When you reach a wall turn slightly left and do a standing jump to the next ledge. Run forward, do a standing jump and climb up the ledge at the end. Turn left, climb and do a standing jump to the rocky ledge. Keep climbing and jumping following the route to the top to the Save Beacon. 10

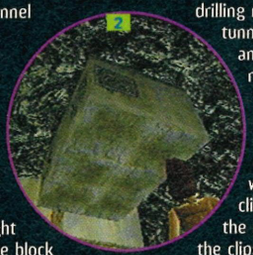
Run into the tunnel and turn right. Push the block forward and run around to the other side. Climb up the block to the ledge above it, then shoot the Centaur. 11 Pick up the Medi Pack in the corner and the second Ankh on the altar. Run back outside to the ledge overlooking the Sphinx. Turn right and slide down the long slope. Turn left and drop onto the back of the Sphinx and kill the mummified panther. Climb onto the tilted ledge and do a running jump from the top corner of the ledge to the niche in the back of the Sphinx's head. Walk forward and climb up again to the top of the head, use the first Ankh. Climb down to the front and use the other Ankh 12 to open another door. Climb back to the Ankh symbol on the top of the head and turn left, walk forward and right down the side of the head as far as you can. OK here's the secret! Do a running jump to a invisible platform that has an Uzi and Clips on it. 13 Walk forward and do a running jump across to the cliff ledge. Turn around on the ledge and shoot the two flying demons 14 then climb down to the ground, run through the door between the Sphinx's legs and jump into the water. Dive to the statue on the left and pick up the shells , then swim between the statues to get the Clips. Get some air, dive again and swim down between the right statue's feet and into the tunnel. Throw the switch on the wall, a current pushes you upward. Swim to the surface and climb out. Climb onto the lower pillar and do a standing jump to the second pillar. Turn right and do a running jump to the lowest step. Run up the stairs, then slide through a cave entrance. Use the Save Beacon to your left stay on the ledge to kill the flying demon.

Face the stone head on the left then hang drop to the ledge below. Turn and do a running jump to the ledge on the side of the head. Walk onto the right hand tile, facing the head, and hang drop down. Face left and hop backward to slide downward. Turn and jump into the water. Swim and climb onto the front of the right hand statue and throw the switch to open an underwater door 15 Return to the water and swim into the tunnel between the left statue's feet. Go through the tunnel crawl to the surface and then run up the slope picking up two sets of clips and the Scarab at the top. 16 Blast the centaur 17 and two mummified panthers from the corridor. Use the Scarab on the lock and go through the gate and pick up the clips and the Medi Pack. Run down the slope and climb up through the hole into the Scion chamber. Erase Larson, 18 once and for all and turn and run up the stairs to the Scion and the end of the level.





Level 13: Natla's Mines

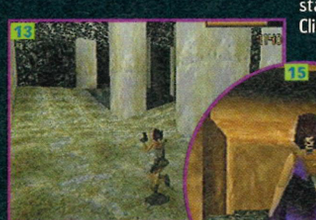


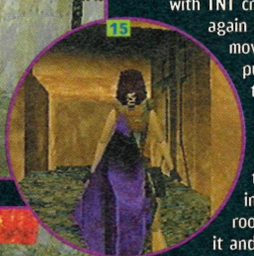
Poor Lara starts this level weaponless. Those filthy swines have stolen her guns and throughout this tricky level she has to get them back. Swim into the tunnel and continue until you see a waterfall on the right, emerge behind the waterfall 1 and run into the tunnel, turn left at the end and throw the switch to open a wooden door. Run back to the waterfall, jump in and swim across and climb out on the left side of the front of the boat. Enter the tunnel to the right of the crates. Run forward to the block stuck in the mound and pull it once. Run round the corner, climb onto the mound and jump into the corridor behind the block. Throw the switch at the end to open another wooden door. Climb out of the corridor and run back up the hill to the boat. Jump into the water and swim behind the falls again. Go down the tunnel and climb up to the sloped corridor straight ahead and run to the top. Do a running jump to the high ledge with the barrier on it. Into the tunnel and downward into a large room with a glass-enclosed structure. 2 Pick up the large Medi Pack and run into the next room where there is a cabin either side. Pull the block twice towards the tyres and climb onto it. Jump to the roof and walk onto the collapsing tile to fall inside. Run up the tunnel till you reach an alcove on the right. Throw the switch, which will move the boat back at the docking area. Walk up the end of the tunnel and slide down the hole to the edge on the right. Grab the ledge and drop to the ground. 3 Turn and run down the tracks and through the wooden door. Walk toward the first hurdle until a boulder rolls left to right. Return to the wooden fence with your back against it. Do a standing jump following by running jumps. As you leap the third hurdle turn right, land on the hill and run through the tunnel before you are flattened. Run into the tunnel and pick up the first of three Fuses. Turn left and use the Save Beacon. 4

Run upward until you trigger a rolling boulder, then run back to the left. Run up the hill on the left as a second boulder rumbles past you. Drop down the hole at the top and back into the two boulder room. Climb the hill and return to the cabin chamber. Turn left and run back up the paths to the ledge with the barriers. Jump into the water and climb up onto the dark section of the boat. Do a running jump across to the dark crates. Climb onto the far left crate and walk behind it into a tunnel. 5 The darker cracked crate is a block really, pull it once then push it left once. Pull the block behind it out twice and then pull it from the right once. Run into the corridor behind the second block and throw the switch, this will start a drilling machine that was blocking a tunnel. 6 Go back to the docks and run down the tunnel to the right of the crates. Enter the tunnel that the machine was blocking. Push the block forward twice to enter a new room. Climb onto the blocks, walk forward to the edge and climb up through the hole. Throw the switch to open a door. Pick up the clips before dropping back to the block. Run forward through the tunnel into the next room. Pick up the second Fuse. Return to the docks, swim to the tunnel behind the falls. Go back to the cabin chamber and run through the door left of the left-hand cabin. Run through till you reach a fork in the tunnel, go left and throw the switch, this will start the treadmill. Go back to the fork and pick up the third Fuse. Back to the room with the glass structure and enter from the right side. Pick up the clips and use the Save Beacon. 7

Use the Fuses in the slots to lower a cabin all the way to the ground. In the cabin you can pick up some guns. 8 Climb onto the cabin roof and jump forward into the tunnel. Just beyond the entrance look up to see a hole. Jump and climb up to the ledge, then run through the gate. Turn around and jump backwards, slide down and grab onto the ledge then climb back up the ledge above to the now solid plank. Pick up the Shells and Clips. Pull the switch to open the gate again and return to the first tunnel. Run through the tunnel, hang and drop to the Save Beacon, use it.

Swim across to the docks, climb out, run down to the drilling machine. Go through the tunnel and run around the NATLA crate into the next tunnel. Shoot the man and take your Magnums back. 9 Line yourself up with the switch on the far wall and take a running jump, grab the ledge below, as you slide down the hill grab onto the bottom, then grab the crevice below. 10 Shuffle to the right and drop onto the ledge. Turn right and run through the tunnel to a lava-filled chamber. Enter the chamber and walk left. Do a standing jump onto the ledge inside the lava flow. Now turn left and do a running jump from the right corner of the ledge to the pillar. Do another from the left corner to the next pillar, Turn to the right, jump over to the tunnel entrance in the wall. Now run forward and push the block before you're crushed by a boulder from the left. Pull the block out again and climb up. Collect the Uzi Clips and Medi Pack. Run down the tunnel in the corner and drop onto a track,there is a large boulder at the top of the track but fear not, it won't roll down. Pick up the lovely Shotgun, Medi Pack and Uzi Clips before returning to the secret room and dropping into the hole behind the boulder. Do a running jump back to the pillar in the lava tunnel. Now do a running jump onto the right hand pillar, then onto the second pillar and finally onto the left pillar near the tunnel entrance. Drop and run into the tunnel and slide backward to the bottom of the slope. Turn around and do a standing jump to the ledge. Climb up and run into a room with TNT crates, 11 again find the moveable block, pull it out of the wall then pull it from the right, then pull it three times into the next room. Jump over it and push it three times from the other side. Climb onto the block and do a standing jump to the tunnel. Now use the Save Beacon.



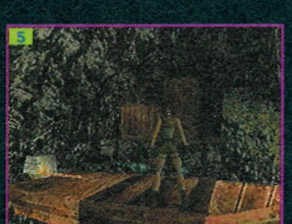


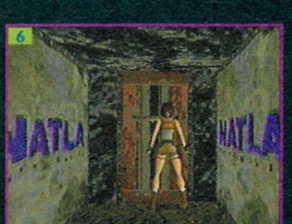
Run to the top of the hill and climb up to the ledge. Do a running jump across to the sloped ledge on the right. 12 When a boulder rolls out of the tunnel, do a running jump and enter it. Get the Magnum Clips, then throw a switch to cause a cave-in back at the TNT block room. Run back down the path and back to the room with the TNT block. Turn left from the block and run and jump through the new hole to the next tunnel. 13 Fire your Magnums as you enter the next room and deal with the Uzi wielding skateboarder, keep jumping and shooting him until the little punk snuffs it, then relieve his corpse the Uzis 14 In the room you'll find three sets of Uzi Clips. Jump into the hole with water and swim through the gate. Collect the Uzi Clips, small and Medi

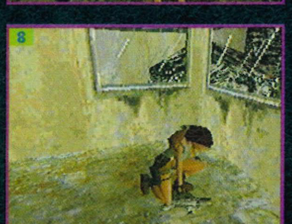
Pack. Swim back to the gate and up through the opening, emerge and climb onto the ledge. Climb up the stairs to return to the skateboard room. Run up the hill and into the tunnel and use the Save Beacon.

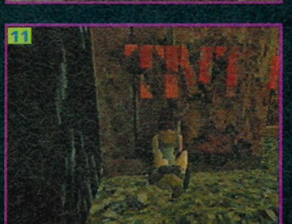
Enter the tunnel into the next room. As you walk up the slope stay in the centre and jump to the left when the first boulder appears. Wait for the second boulder and jump right, trigger the third boulder and return to the centre. Wait before you enter the tunnel at the top for a fourth boulder to roll out. Enter the tunnel, run up the slope and climb to the next room. Climb onto the lowest stone pillar and do a running jump to the higher one, then do a standing jump to the ledge. Turn left and do a standing jump. Turn left and do another. Turn right and climb into a new room. Push the block twice. Turn right and climb into the next room. Push the block twice and drop down to the lower room. Pull the block once. Go back through the upper room and drop back into the lower room, on the other side of the lower block. 15 Push it forward and turn left into an alcove, use the Save Beacon.

Throw the switch to open a door. Turn so the switch is on your right. Go straight ahead into the alcove, turn left and climb. Run directly to the block and into the tunnel on the left side of it. Push the block at the bottom of the stairs once and turn left. Run for the door, throw the switch next to the door and run back up the stairs straight ahead past the gold door and to the hole in the floor. Drop through it and run through both doors. 16 Prepare for action, keep to medium range and use your Magnums. Pick up his shotgun after he has bit the dust. Climb up the ledge above the doorway into the pyramid. Use standing jumps to leap up the ledges that zigzag up the left side of the roof. When you reach the highest one, turn left and jump against the wall, slide down the pyramid and stop next to a tunnel. Run into the tunnel and throw the switch to open a door. Return to the pyramid and slide to the bottom. Run back to the maze building and go through the Gold door on the right, pick up the Pyramid Key and Medi Pack. Go back to the pyramid doors and use the Pyramid Key to finish the level.







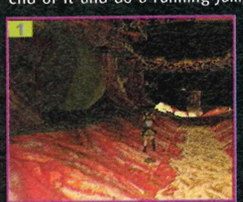
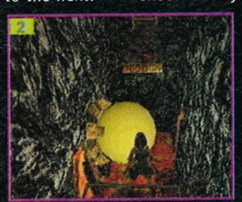
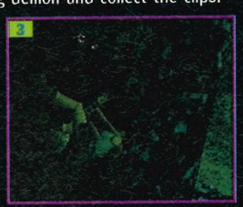
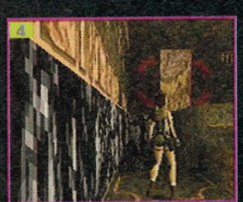


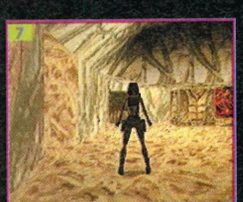
Level 14: Atlantis

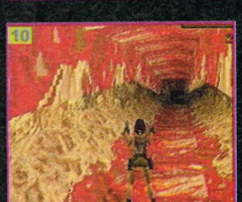
Move forward, lights will come on. Arm yourself with the Magnums and run forward. 1 A sphere on the left will explode as a creature emerges to attack. Use your Magnums. Turn around and walk towards the sphere on the right, repeat the process. Run along the trench and a third sphere will explode, deal with the creature and collect the clips next to the door. Facing the centre door, turn left and run through the side door. Climb the stairs to a webbed floor, below is the entrance room with the spheres. Run into the corner and get the Medi Pack from the alcove. Turn left and run to the centre bridge. Take the shells and shoot at the flying demon, run into the right corner of the webbed floor room, then enter the alcove and throw the switch. 2 Turn around and run across to the second alcove, throw another switch and run back to the other end of the room. Go through the opened door and down the stairs to another switch, pull it to open the centre door in the entrance room. Turn around, go through the door and shoot whatever gets in your way. Go through the centre door into the next room. Use your Magnums to shoot the flying demons overhead, staying in the tunnel. 3 Walk onto the ledge and turn round so you're facing the door. Hop backwards and grab onto the ledge, hang and drop down, immediately grabbing the block below. Run forward into the tunnel and take the Magnum/clips and the Medi Pack. Run through the tunnel, climb the ledge and drop down the hole. Turn and run down the corridor onto a webbed ledge. Face the crevice in the wall and do a standing jump to grab it at the lowest part. Shuffle to the left and drop above the tunnel, grab the bottom of the entrance and climb up. Run into the tunnel and throw the switch to open the door at the end. Continue walking into the tunnel and take the two clips. Do a standing jump at the top to the webbed ledge. Walk to the end of it and do a running jump to the next. When you grab onto it the sphere below you explodes. Climb up and run into the long tunnel, there you must use the Save Beacon.

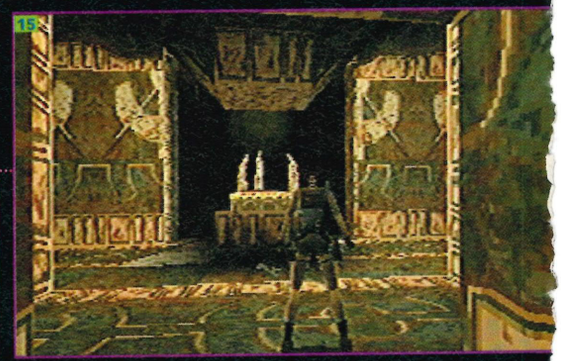
Do a running jump onto the pillar. Turn left and do another into the lower dark ledge on the pyramid slope. Quickly do a standing jump to the next ledge before you are crushed. Turn right and do a running jump to the next ledge in the slope. After sliding down into the next lower level you should climb up the ledges with standing jumps to the upper right corner Climb into the tunnel. Pick up the Medi Pack, Magnum/Uzi Clips. Run back to the slope and slide down against the wall to the red door. With the door on your left do a running jump to the ledge and grab hold. Turn right and make another running jump to the ledge to get the Medi Pack. Do another running jump to the higher ledge, pull yourself up and enter the tunnel. Collect two sets of clips in the corner and throw the switch, go back to the entrance and jump into the water, on the wall is a switch, throw this to open the red door. Climb onto the minute ledge on the left side of the slope, then climb the pillar. Jump across to the pyramid and up and through the red door. Do a running jump across to the ledge and grab on. Climb up the stairs and jump into the door at the top. 4 There is a Save Beacon in the corridor, use this, then climb up the tunnel jumping over the spike pit on the way.

Jump into the water at the top and swim into the underwater room below. Pick up the shells, throw the switch on the wall and swim through the door, and back up to the surface. Now run past the slicer to collect two clips. 5 Turn right and do a running jump to the next ledge, run into the tunnel then turn and shoot the flying demon and collect the clips.







Turn round and jump into the water at the end of the tunnel. Swim and climb out onto the ledge between the two spheres. Turn right and run to the switch in the corner, this will open one of three underwater doors. Run left around the corner and throw the switch in the alcove to open the second door, and use the handy Save Beacon. 6

Run towards the sphere in the right corner and use your Magnums to wipe out the creature that is released. Throw the third switch in the other corner to open the third door. Jump into the water and swim through the three door corridor, climb out and run into the tunnel. Turn left at the dark wall and up the incline. Turn right at the red corridor and go up to the door. Throw the switch and pick up the two clips on the other side. Run to the wall opposite the boulder, pull the block out, then push it from the right and against the wall. Turn and run all the way through the red corridor, back to the door, pull the switch again and go through the door again. This time the block stops the boulder. Go into the tunnel that the boulder was blocking. 7 Annihilate the flying demon. Walk onto the ledge and do a running jump to the ledge on the right. 8 In the tunnel is a Save Beacon for your use, turn the corner, walk far enough into the room to release a demon then retreat into the tunnel and shoot it, do the same with the second.

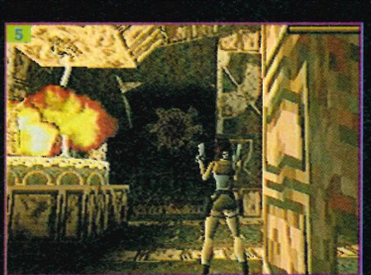
Then slide down the slope and jump near the bottom. Land on one of the red ledges. Pick up the shells, Medi Pack and two clips before going through the tunnel to the next room. 9 Turn right in the next room and run to the end of the ledge, return to the tunnel post haste to shoot at the flying demon that's been released. Walk back outside and do a running jump to the ledge on the left. Carefully walk to the right side of the ledge with your feet just touching the dark triangle. Do a running jump to the small ledge. Run into the tunnel to fight the demon safely. Walk out onto the ledge and do a running jump to the yellow slope on the pulsing bridge in the middle of the room, walk forward and do a running jump to the rocky ledge against the wall. Next turn right and pick up the two clips, then throw the switch up the slope. Turn around and run straight ahead to a sloping section of the ledge, do a running jump over it and pull the block out of the wall to uncover a tunnel. Go into tunnel, run through the slicer Uzis to the ready and blast the demons, do a running jump to where the two demons were. Run up the tunnel and climb the stairs to the top and collection clip sand the Medi Pack. Turn right and walk onto the ledge, shooting the flying creature in the next room. Walk onto the ledge and do a running jump to the next ledge to the left. Follow the tunnel into the next room and use the Save Beacon.

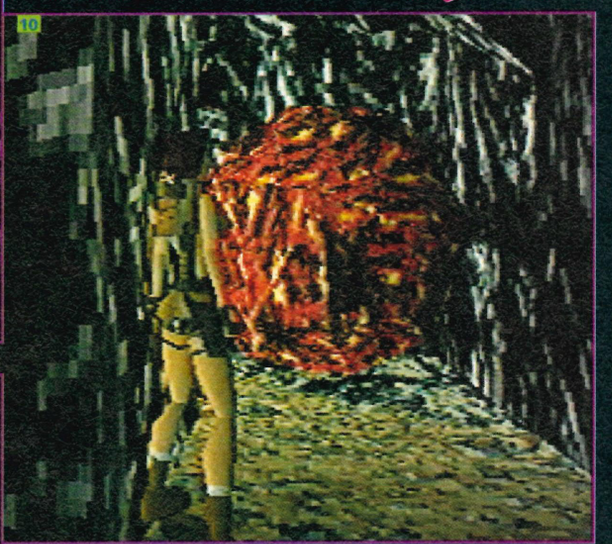
Do a running jump to the ledge in the corner and run through the tunnel. Throw the switch and head back to the lava room. Jump back over to the entrance ledge, turn left and do a running jump to the pillar. Turn left and do a standing jump to the second pillar, then a running jump to the door in the wall. Pull yourself up and throw the switch at the end of the tunnel. Return to the tunnel entrance and do a standing jump to the pillar on the left. Take a running jump, then a standing one and another running jump to leap across the pillars and up to the tunnel. Proceed to a long corridor. 10 Arm your Uzis and run into the corner of the room, this opens a secret door. Now you must be quick because you only get one shot at getting through to this secret area. Turn left and run up the hill destroying the three beasts. Run into the alcove on the right when you reach the top. Pick up the Shells, Uzi Clips and Medi Pack. Return to the corridor, turn right and run through the red tunnel and past the red door, wait for it to close then climb into the tunnel directly above it. Walk to the end of the tunnel and do a running jump to the ledge on the right where you can pick up two clips and run into the tunnel. Shoot the fiend that hops into the tunnel and pick up more clips and continue. Stand at the bottom of the ramp, then run upward and stop on the tile before the slicer. When the boulder begins to roll quickly jump left. Walk up the ramp and into the next room to use the Save Beacon at the top. 11

Turn left and push the block twice. Turn right and run down the tunnel to two switches. Throw the switch on the right and jump backward as a trap door opens. Hang drop through the trap door. Jump forward to trigger the boulder, and jump backward over the hole. Jump forward again and run up the tunnel. Climb up the ledges on the left and throw the switch. Turn around and climb up to the door and hang drop out of it. Run forward and through the open door between the switches and up the tunnel. Use your Magnums as you enter to splat the fiend in the corner. 12 Throw the switch in the other corner to open the door, then get the two clips in the other corners. Go through the door and use the Save Beacon and slide down the slope to the next room.

Shoot the two creatures at the bottom of the slope and run into the room. Don't kill the alien, he's your doppelganger! 13 Turn to the right and climb up to the rocky ledge. Do a standing jump to the stone, and a running jump to the ledge near the door. Throw the switch to open the trap door behind you. Turn and jump across to the sandy ledges. Climb up and jump to the sandy pillar, do a running jump to the sandy ledge. Walk into the middle of the ledge to make your doppelganger fall into the pit. Return to the rocky ledge with the pit and climb into the tunnel, pick up the clips and run upward. There is a Centaur to blast with your ammo. 14 Get the clips then walk forward to draw out a leaping alien, jump backward and destroy him. Take a right at the end of the tunnel and follow the ledge around to a switch, throw it and turn around to run along the left ledge. Throw another switch and return to the entrance. Run across the bridge into the final chamber before the bridge closes and pick up the two clips, then proceed to the spinning machine. 15 Press the ACTION button to finish the level.

Level 15: Great Pyramid





Here we go! The last level and if you can finish this it without losing at least one life you are a gaming god! 1 The massive alien sharing the ledge is tough and refuses to die quickly, blast him continuously with your shotgun, 2 keep running around the edges of the ledge and doing a roll at each corner to shoot the alien as he turns. 3 Run into the corners and pick up the six clips. Go through the red tunnel and slide down the slope, run to the bottom and push the block forward three times. Run up the slope to a second block, which you'll need to push forward once, then climb into the tunnel above. Use the Save Beacon. 4

Run forward past the slicer, watching out for the collapsing tile in front of it, follow the tunnel, turn right at the intersection and continue to the block, push it forward and run back upward. Turn right at the intersection and run past the red door to drop into the next room. Pull the block backwards once, then turn around and climb back into the tunnel. 5 Turn left, go back down and push the block forward, run back around to the red door. Stand on the block and throw the switch. Turn around and run into the next room. Turn right and do a standing jump to the dark ledge in the slope. Do a second standing jump to the next dark ledge, and a running jump to the third dark ledge that stretches all the way across the slope. Quickly turn around. Jump back the way you came along the dark ledges to the bridge and run across it into a secret room. Pick up the Magnum Clips, Shells and Medi Pack. Throw the switch twice to raise one half of the bridge permanently, then jump off the bridge and back to the door, jump across the dark ledges again, turn left and do a running jump to the tunnel entrance. Run up the tunnel until the boulder starts moving then roll and run back down into the door. Continue up the tunnel to a second boulder, avoid it the same way, by running and rolling just a little higher up the hill each time until the boulder starts to move. Run to the end of the tunnel and a collapsing ledge, roll onto it and run off before it falls. Make sure you're at full health then hang drop into the hole. The fall will drain almost half your energy. Turn the corner and use the Save Beacon.

Shoot the Scion until it blows up. Watch out, from this point onwards things are gonna get real hairy! The entire Pyramid will start to shake, turn and run through the door into a chamber with three creatures, drop onto the rocks on the right side of the bridge, hang and drop through the hole against the wall. Turn around and do a running jump to the crevice. Grab onto it and shuffle all the way to the right. 6 At the far right release your grip and slide down the slope and jump backward before you hit the lava. Go through the door into the next room. You have to jump past the swinging blade and over the lava crack. Walk onto the right side of the hill and down to the bottom to trigger a boulder which rolls into the crack. Walk to the blade and do a standing jump across. On the other side walk through the spikes to a hill overlooking a bridge of collapsing ledges. 7 Walk onto the middle of the hill and position yourself so that you are facing the door, do a standing jump to the middle of the bridge and without delay jump again to the door. There are several pickups on the ledge at the end of the room.

Turn left and look at the wall, there is a crevice in the orange patch, do a standing jump and grab for it. Shuffle all the way to the right and drop to the ledge. Pick up the Medi Packs and clips. Walk to the middle of the ledge then turn around and back up to the edge. Jump backward onto the tilted pillar, then jump forward onto the pillar with the Save Beacon on it. 8

Turn to the right and jump down into the tunnel. Run forward across the three collapsing ledges then run into the tunnel behind the swinging blade, then turn right into the corridor. Run down the slope and outrun the boulder behind you. Jump over the boulder and pick up the Medi Pack, then jump over it again. 9 10 Turn right and slide down the second slope when the blade is on either side. 11 Jump from the

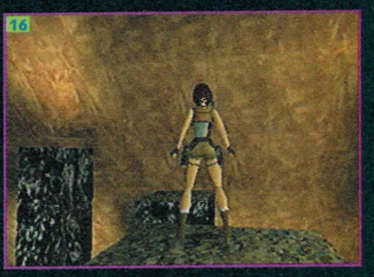
Level 15: Great Pyramid

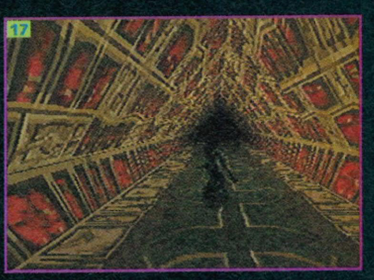
end of the slope over to the ledge. Drop down to the tunnel and run forward past two lava flows that leak into the tunnel. Collect the Medi Pack then run past two more flows. Pull the switch and go through the door. Turn right and pick up the clips at the end of the corridor. Turn around and run forward to the lava hole, a boulder rolls over you, as soon as it clears walk up to the hole, do a standing jump from the edge of the hole and hold onto the ledge as the next boulder rolls over you. 12 Pull yourself up and run forward into the next room. To get across these ledges run and jump along the outer edges. The next room has a swinging blade and a tiny pool of water at the bottom. 13 Walk to the edge of the slope and do a standing jump to the collapsing tile in front of the blade. Immediately pull yourself up and do a running jump into the cave entrance through the blade. Pick up the two clips and the Medi Pack. To leave the room walk to the edge of the entrance. Take one step backwards and do a standing jump into the pool at the bottom. Pick up the clips and then swim through the tunnel until you emerge in a new room. Use the Save Beacon.

Pick up the two clips and run forward into the huge chamber. Keep running around and fire your Uzi at flying Natla. 14 Natla will resurrect herself in front of your very eyes, but this time she won't be flying, deal with her and then run into the floor-level tunnel in the corner and pick up the clip.

15 Return to the ground and run up the ramp in the other corner. Jump into the corridor and follow it to the top. Do a standing jump to the pillar. Turn left and do a running jump to the next pillar. Do a standing jump to the pillar below the door and climb up the corridor to the top. Turn and drop through the hole onto the pillar.

16 Turn around and do two running jumps across two pillars. Do a running jump to the pillar below the door and hold fast. Pull yourself up and climb up into the tunnel. Run through the corridor to the end. Hang drop through the hole to the pillar. Turn right and do a running jump to the ledge below the tunnel. Climb into the tunnel and run forward, slide down the slope to finish the level and the game. Congratulations! 17 18





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19 PAGES OF TIPS! HUGE Tomb Raider Guide

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Issue 52 February 1997

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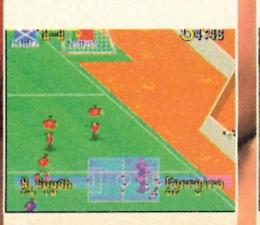


Reader Services

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 mag 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

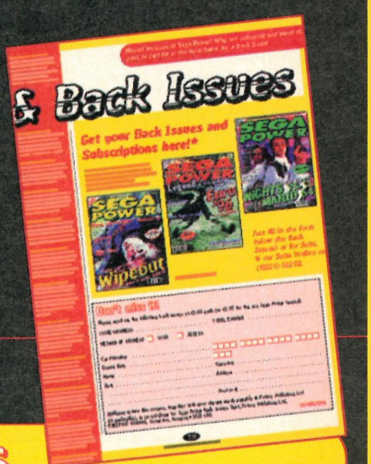
It's pretty much the same as before, except now we've highlighted the ad of the month. Plus we've linked in certain small ads with the *Hardline* so you can check what we think of the games on offer.

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 now marked as 'Best Buys' and the games advertised in small ads are flagged. All games reviewed since Issue 69 (nearly every Saturn game, ever) are included and most have a little picture included as well. Ahhhh.



79 Back Issues

Perhaps you were on holiday. Perhaps the newsagent caught you sneaking out of the shop with that craft copy of *Mayfair*. FOR WHATEVER REASON, if you missed an issue of *Sega Power* you can get it here.

How it works

There are summaries of the last year-or-so's issues down the side of the page and a coupon you can use to order them.

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

Mega Drive games for sale. *Alien 3* £15 *Fireshark* £10, *X-Men 2* £11, *Aladdin* £7. ☎ Rupert on (01379) 677670

MD and MCD games for sale Including *World Cup '94*. ☎ Phil on (01245) 231389 after 4·30pm.

MD games, *Power Rangers* £6, *Gunship* £8, *Kotm* £8, *MK1* £8, *SR3* £10, £35 the lot. Consider swapping some for *MK2*. ☎ Alex on (01761) 471702

MD Games for sale. *Urban Strike, Winter Challenge* £15 each. *Alien 3*, Four-way play £10 each. all mint condition. May swap. ☎ Steven on (01928) 733586 after 4pm.

I am selling 14 Mega Drive games between £5-25 each, including *FIFA '96*, *Mortal Kombat 2* and *Premier Manager*. ☎ (01924) 257776

For Sale, *Corporation* on the Mega Drive for £20 ono. ☎ Paul after 6pm on (0181) 5510393

George Foreman's KO Boxing for Mega Drive 2. Comes with case and instructions £15-20 or swap for *Street Fighter 2* or *Road Rash 2*. ☎ Jonathan Foule on (0131) 5529195

Dozens of top Mega Drive games for sale. Prices from £10-£15. Phone for availability; you won't be sorry. ☎ Justin on (0181) 3252005.

MD and MCD games for sale Including *World Cup '94*. ☎ Phil on 01245 231 389 after 4·30pm.

Over £25

For sale: Mega Drive with handset, *Sonic 2*, *Jimmy White's Whirlwind Snooker, FIFA Soccer Grandslam* and *Eternal Champions* all for £80. ☎ Jo on (01869) 246584.

Mega Drive, four joypads and 40 games £250 the lot. ☎ (01442) 60267 and ask for Gary.

☛**Mega Drive 2,** four pads, (2 infra red six-button) 17 games including *FIFA '96, MM '96, Cannon Fodder, Sensible Soccer*. All for £230 negotiable. ☎ (0114) 2665141

Sega Rally, hardly used £25 ono. Also Saturn controller, good condition, £10 ono. ☎ Chris on Leeds (0113) 2783385.

Game Gear for sale, good condition carry case, four games, 10-in-1 game, TV tuner. No instructions. £100. Ask for Grimshaw. ☎ (0182) 3662910

Older games player seeks help on role-playing games. All help would be gratefully received on Phantasy Star 3 and 4 and I'm also looking for penpals who are **REALLY into role-playing games**. (with photo, if you want a penpal) to Patrick Richardson, Red Cottage, Fromefield, Frome, Somerset.

☛**Sega Mega Drive,** five games, *Theme Park, Toy Story, Boogerman, Ristar, Earthworm Jim*, Six-button joypad, two other joypads, £130 ☎ (01642) 816437

☛**Mega Drive & Mega CD2**, 35 games, three joypads, multi Pro joy stick, 11 magazines. Games include *FIFA '96, Lion King* etc. Good price £150 ono. ☎ Rob on (01708) 500244

For Sale: Atari Jaguar. two games, all boxed as new £90. ☎ Lee Stanbrook on (01268) 743325

Sega Mega Drive 2 for sale. 14 games, two controllers and a bag. A bargain at only £100. ☎ Gary, evenings, on (01732) 884445

Mega Drive with two controls, 22 games (including *Brian Lara '96, FIFA '96)*. Worth over £850, sell for £250 ono or swap for Saturn. ☎ Martyn Addison on (01274) 870017

Mega Drive games for sale at low prices. Wide selection. Games such as *Micro Machines 2* for £35. ☎ Chris Fenton on (01502) 717656

Mega Drive for Sale, two Joypads, 19 games and an Amstrad CPC, 50 games, 4 joysticks, Monitor £240 ono. Will sell separately ☎ (01229) 587618

Mega Drive 2 for Sale, eight games very good condition £125 ono. ☎ Matthew on (01244) 378796

Wanted: any *Sega Power* Issues 1-76, also *Trivial Pursuit* for master system and *Chocwalk 2* or *Flashback* for Mega CD. ☎ (01904) 412809

MD2 and MCD2, seven MD games (including *MM2* and *Zook)*, 3MCD games, two control pads, £120 ono.☎ (01691) 718845

Sega Mega Drive and Mega CD1, two controllers, nine games, all leads, boxed as new, ideal present £120 ono. ☎ (01785) 850629

Mega CD for Sale with 11 games for just £150. ☎ Alex (0181) 5043198

Mega Drive 2, games including *Theme Park, Cannon Fodder, FIFA NM2*, three pads good condition leather case. Bargain price at £300. ☎ (0121) 4452279

Amiga 1200, printer, monitor, keyboard, two Drives, Joystick, 87 games. Worth £700, sell for £320. ☎ (01689) 811177 and ask for James.

Mega Drive and 10 games, including *Lethal Enforcers* with gun, Menacer infra red pads, variety of other pads, Master System Converter and *Simpsons* game. £250 ono. ☎ (01384) 565196

☛**Mega Drive, 21 games** (including *Mortal Kombat 3, FIFA '96, Super Street Fighter 2)*, six joypads all boxed and in good condition. A bargain at £250-350. ☎ Mark on (01548) 830130

Game Gear, eight recent games, boxed Master System converter, Car Adaptor, Case, good condition £80 ono. ☎ (01709) 570863

For Sale, Master System 2 with 30 games, two control pads, two joysticks £50 ono. ☎ Paul after 6pm on (0181) 551 0393

Sega Saturn, seven games, two pads £250 ono, or swap for PlayStation with games and two pads. ☎ Neil on (0191) 5495196 (after 5pm)

For Sale, *Mortal Kombat 2* or *Street Fighter 2 Special Champion Edition*, £15 each. Might accept lower. Phone Oliver on (01256) 893097 after 4pm.

For Sale: Mega Drive and CD, 12 carts, five CDs, two controllers, cost £1,395. Swap for AMD DH/XC forks or mountain cycles suspenders and Pro Shop. Must be 1 1/8 A-head, others considered over 60 mm. Travel. Leave phone number for Jordan about 4-5:30 weekdays on (01903) 722198.

Wanted

Wanted Mega CD Games, especially *Leathal Enforcers 1&2* with gun. Will pay around £10 for each. ☎ (01799) 550030.

Wanted: *Sega Saturn Flash Demo CD Vol.2*. Must be in good condition. Will pay £5. ☎ Andrew on (01623) 794700.

Wanted: cover and demo CD's for Sega Saturn. Will pay £1 for CD. Anything considered. ☎ Vernon (afternoons only) on (01726) 844447

Wanted: *Theme Park* for Mega Drive. Will pay usual price or swap for *MicroMachines Turbo Tournament*. ☎ Scott on (01562) 824393.

Wanted: *Sunset Riders 1* on the Mega Drive. Will buy for £15 – £25. ☎ Robert on 01821 3977 (Ireland) after 3pm.

Wanted: Issues 3&4 of *Mean Machines Sega* and 59&60 of *Sega Power*, in any condition. Will pay a few pounds each. ☎ Richard (01224) 323 856

Wanted: PlayStation for my MD2, MCD2 and 32X with about 15 games or sell for £350 ono. ☎ (01530) 264341 and ask for Alan.

Wanted: Game Gear Chess Game. Willing to pay. Call Ray on (01296) 82406

Wanted: Cheap four-player MD adaptor and *Jurassic Park* for the Mega CD. Call (01789) 842673 and ask for Matthew Shaw.

Wanted: any *Sega Power* Issues 1-76, also *Trivial Pursuit* for master system and *Chocwalk 2* or *Flashback* for Mega CD. ☎ (01904) 412809

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Wanted: Game Gear Chess Game. Willing to pay. ☎ Ray on 01296 82406

Swaps

Will swap *BoogerMan*, *Super Skid Marks* andone Mega Drive control pad for *Micro Machines 1&2*.☎ Charlie on (0181) 789 5678.

Games to swap:- *FIFA, ThunderForce 4, Madden '93, Dark Seed.* Also *Sonic CD*. ☎ (01226) 727920.

Muddy Fox Silver Fox Gazelle mountain bike. Will swap for 10 Saturn games. Anything considered or £300. ☎ Vernon on (01726) 844447 (after 3pm)

Will Swap *Last Battle* and *After Burner 2* for *Desert Strike* and *Pitfall* with full instruction manual. ☎ Dean on (0181) 5561080

Swap! *Jungle Strike* and *Zero Tolerance* wanted. *Alien 3* (no book or case) and *EA Hockey* (no case) offered. ☎ Josh on (01483) 429651

Will swap *Last Battle* and *After Burner 2* for *Dersert Strike* and *Pitfall* with instructions.☎ Dean on (0181) 5561080

Penpals

12 year-old girl looking for a handsome boy aged above 10. Must have a sense of humour. Please try to include a photo. ✎ to Sinead Blount, 1 Upfield Road, Hanwell, London.

Older games player seeks help on role-playing games. All help would be gratefully received on Phantasy Star 3 and 4 and I'm also looking for penpals who are REALLY into role-playing games. ✎ (with photo, if you want a penpal) to Patrick John Richardson, Red Cottage, Fromefield, Frome, Somerset.

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 simple instructions:

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 45p per minute cheap rate and 50p 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 practice 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 and 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 authoritative 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:

❶ **Title.**
❷ **Publisher and original price (note that this will not necessarily be what you'd expect to pay to get hold of the game now).**
❸ **The *Sega Power* (*SP*) issue number that the game was reviewed in.**
❹ **A mini-review based on what we originally said, plus its review score.**

Other bits and pieces

There's more to it than that though...

If the review is in red, the game is one of Sega Power's recommended titles.
New entries have their titles in blue.
If the envelope symbol (✉) appears in the game info, you'll find it on sale in this month's *Small Ads* page.

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.

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.

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 nothing new or challenging either.

BRIAN LARA '96
Codemasters £44.99
✉ ***SP* 79 85%**
An improvement on the original 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 sim. 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.

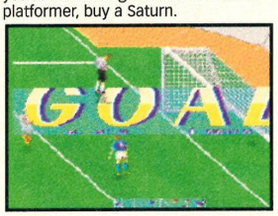
CUTTHROAT ISLAND
Acclaim £40
***SP* 78 5%**
Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development 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, liberals. That bit's fine but all the rest of the film nonsense is also present without the fringe benefits of 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.

FIFA '97
EA £39.99
SP86 78%
FIFA Gold is the subtitle and from that we should take our warning. If you've not got any of the previous *FIFA's*, there's nothing really here to warrant 40 more of you pounds and you can get older versions (which are just as good) a lot cheaper.

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.



INTERNATIONAL SUPERSTAR SOCCER DELUXE
Konami £39.99
SP 87 93%
It's taken ages, but *ISSD* has finally arrived, and it was well worth the wait. There's an excellent learning curve, a beautiful control system and excellent graphics. Quite simply, this is the best MD footy game ever so if you own a Mega Drive, and you want a footy game, get this.

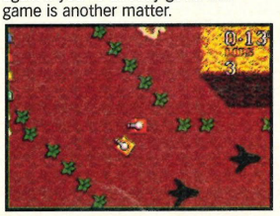
MADDEN '96
EA £44.99
***SP* 75 49%**
Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the gameplay in the process. The graphics are a touch better but the overall effect is lost in frustrating and overly stylised play. If 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 deep into the budget that was set aside for imagination, originality and creativity.

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.

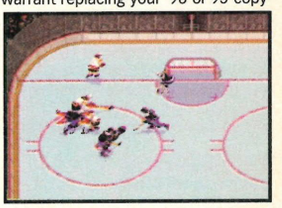
MICRO MACHINES MILITARY
Codemasters £44.99
SP 87 83%
The final *Micro Machines* title for the Mega Drive, and this time it's war! Yes, it's the old favourite back with the chance to blow your opponents into tiny little bits. Of course, the old J cart is back with an eight player option, and with two new modes there's plenty to keep you going. Mind you, whether it's worth shelling out again if you've already got a MM game is another matter.



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. 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 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 £39.99
***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 button-bashing gameplay is also sadly somewhat 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 pretty close. Although there's enough gameplay to hold the attention for a certain time, this is 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%**
Never have so many people come to the *Sega Power* offices just to laugh at one game. 27% is generous score.

SONIC 3D: FLICKIES ISLAND
Sega £44.99
***SP* 86 92%**
A stunning pre-rendered isometric Sonic adventure – his first on the Mega Drive for two years. All the usual Sonic things are here – special stages, Knuckles, Tails, spin attacks, etc – in Sonic's bid to free the magical Flickie birds from the evil Robotnik. Not as fast as Sonic's straight 2D outings but still highly recommended.

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.

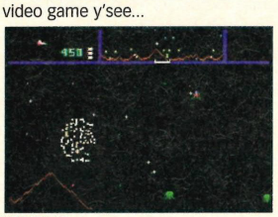
TOY STORY
Sega £44.99
✉ ***SP* 77 93%**
Quite simply, a 'must have' title for the Mega Drive, this platformer is streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega 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.

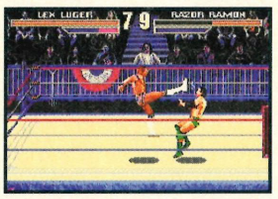
VIRTUA FIGHTER 2
Sega £44.99
***SP* 88 79%**
A 2D version of the Saturn and arcade classic. It's OK, though the name *VF2* isn't really deserved. Two characters are omitted from the original although all the moves are there. It's too easy in one player mode, and it's too bland in two player mode. Pick up the superior *SF2CE* or *MK3* for less or, better still, save for a Saturn.

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.

WILLIAMS' GREATEST ARCADE HITS
THQ £39.99
***SP* 88 64%**
Five games which spawned computer fun as we know it appear on this cartridge. They are *Defender, Defender 2, Joust!, Robotron 2084* and *Sinistar*. They're arcade perfect, but then that could be achieved on a Spectrum. If you're a fan of the originals, then you might be interested by this bunch, otherwise, don't bother. Time waits for no video game y'see...



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.

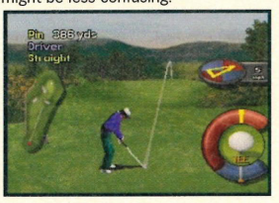


WWF WRESTLEMANIA
Acclaim £40.00
***SP* 74 90%**
Finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitised graphics, special moves, blocks they're all here. A bloke can now go 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 series. 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. It's a 3D adventure game where you guide your polygonised character around a series of 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.

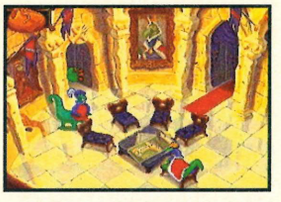
BAKU BAKU ANIMAL
Sega £45.99
***SP* 76 85%**
Easily as addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick, *Risk* for Dean) and like *Tetris* in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside 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 Gouraud 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 shooting 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 startlingly 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.

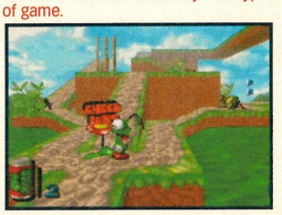


BLAZING DRAGONS
BMG £39.99
SP 87 85%
If you liked *Discworld*, you'll love this, 'cos it's better. Starring Terry Jones, the Monty Python man, this point 'n' click adventure, has plenty of puzzles and teasers to keep you going. Also, the control method is extremely user friendly. If you want this kind of adventure for your Saturn, buy this one kids.

BREAK POINT
Ocean £39.99
***SP* 86 78%**
A fine tennis game which beats hands-down its only other competitor on the Saturn – *Virtual Open Tennis*. The players' movement is all beautifully motion-captured and there are tournaments and options galore. Like all sports games, *Break Point* is best played with up to three friends and its only disadvantage is that, for some, it might be a little slow.

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 *Sonics* but it's not really that type of game.



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.

CHAOS CONTROL
Infogrammes £39.99
SP86 55%
The first third-party game to use the Sega Virtua Gun is a pre-rendered shoot-'em-up with loads of aliens bent on invading earth. Terribly repetitive even with the occasional route choice to be made. Wait for *Virtua Cop 2*.

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, dul, dul, dull.

COMMAND & CONQUER
Virgin £44.99
SP 87 91%
Probably the best game on the PC makes its way onto the Saturn, and it's certainly no disappointment. Choose whether to take control of the good guys or the baddies and then build your army and make some money whilst completing each given mission. With all the best bits taken from *Cannon Fodder, Populous* and *Dune 2, C&C* is an unmissable game.

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.

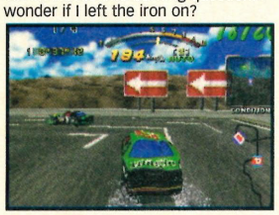
CRIME WAVE
Eidos £39.99
***SP* 87 76%**
There's a wave of crime, and it's your job to drive around, hunting down the perpetrators. Unfortunately, you don't get much help from the developers, because the graphics are crap, and so are the controls. But, the game is strangely enjoyable, so it deserves 76% on the merit of fun alone

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 2
Sega £29.99
***SP* 86 28%**
More ancient shoot-'em-up nonsense. It's cheap but that's all it's got going for it. Avoid.

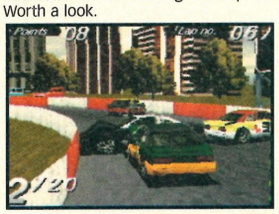
DARIUS GAIDEN
Acclaim £59.99
***SP* 77 35%**
A shoot-'em-up that gives import games a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed-up and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on?



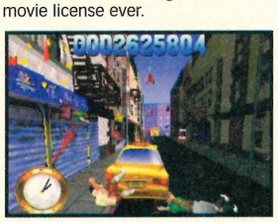
DAYTONA USA CCE
Sega £44.99
***SP* 87 91%**
An updated version of the arcade classic, and it's a vast improvement on the original. There's now a two player mode, better graphics and better sounds, which make for an excellent game. Unfortunately though, it's still second best to *Sega Rally*, although it's still a title that really should be included in your collection.

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 option. Worth a look.



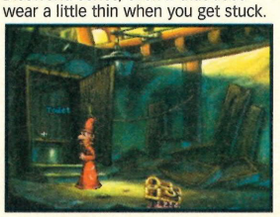
DIE HARD TRILOGY
Fox Interactive £44.99
***SP* 90 91%**
This game is excellent, especially as you could say that it is three games in one - which is great value for money. Completing the game will take you a long time and once you have finished it you'll always want to play again just to kill a few more pedestrians! The graphics are great (although a little rough at times), and this could be the greatest movie license ever.



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.

3 DIRTY DWARVES
Sega £39.99
***SP* 90 64%**
No it is not a porn video, it is a *Guardian Heroes*-type game - only not as good. This game is fair in the graphics and the originality department but once the game's been completed (which won't take long) it's all over, there's very little point in coming back to it.

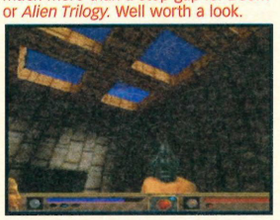
DISCWORLD
Sega £44.99
***SP* 81 81%**
Terry Pratchett's sprawling computer spawn stumbles across the Saturn in its never-ending journey around the silicon world. It's a text/speech-based graphical adventure which keeps the atmosphere and humour of the Discworld series, even if that does wear a little 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. Recently out-shone by *SWWS*.

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 a look.



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.

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.

GRID RUNNER
Virgin £39.99
***SP* 86 89%**
A brilliant game out of the blue. It's a space age version of tag where the 'it' player must chase the other who's busy collecting flags. When he tags him, the roles reverse and the winner is the one who manages to collect the requisite number of flags first. Loads of power-ups and different levels. Excellent fun for one or two players.

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 it's 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.

HARDCORE 4X4
Gremlin £39.99
***SP* 87 73%**
Another driving game navigates it's way on to the Saturn. This one's a bit different from the rest though, because it's a 4x4, off road monster truck type thing. Unfortunately, it suffers from a distinct lack of polish. It could be, and it is in parts, really good fun, but it becomes just to frustrating after a while

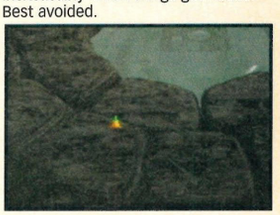
HIGHWAY 2000
JVC £39.99
***SP* 85 56%**
Dreadful racer with the occasional flash of Dolly Bird included. Plays like a dog. Best Avoided.

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.

IMPACT RACING
JVC £44.99
***SP* 87 81%**
Not really the biggest name in driving games, but that could be because it is more of a shoot-'em-up really. Much like the C64 classic *Road Blasters*, shooting your opponent's cars is the order of the day with *Impact Racing*, and jolly good fun it is too. Pick up power-ups, and do really well on each level to enter the bonus level, which can give you extra weapons. Good simple fun.

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*.

IN THE HUNT
THQ £39.99
SP86 31%
Substandard shoot-'em-up on a submarine theme. Slows down inexcusably when things get hectic. Best avoided.



JEWELS OF THE ORACLE
Sunsoft £39.99
***SP* 87 79%**
A clever puzzle game which mixes several seemingly impossible puzzles together into one game. Although original, *Jewels of the Oracle* is very hard, and you need to have a lot of brain power to think it through. If you like puzzle games though, this is recommended.

JOHNNY BAZOOKATONE
US Gold £44.99
***SP* 77 60%**
Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor.

KEIO FLYING SQUADRON 2
JVC £44.99
***SP* 83 80%**
The Japanese have a strange sense of humour and *Keio* is proof enough of that. It's a 2D platformer – you play a bunny girl with a hammer running around beating up 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 2D beat-'em-up league and not worth spending £70 on.

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.

KRAZY IVAN
Psygnosis £44.99
***SP* 88 73%**
A year after an average PlayStation version of this Russian-inspired robot shoot-'em-up, we Saturn owners are finally graced with a version of the game. And it's not very good. At all. The missions are far to similar, there's too much walking and not enough shooting, and it's far too boring. If it's robots you want, get *Virtual On*. If it's a shooter you want, get *Doom*. But don't bother with this.

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.

MADDEN '97
EA £44.99
***SP* 87 90%**
After millions of *Madden* releases on the Mega Drive, the big man finally comes over to the 32 bit machine and he proves that he's not lost any of the style that he had in the early years. OK, the graphics aren't amazing, but gameplay is where *Madden* excels and this version is no disappointment.

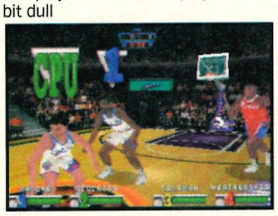
MAGIC CARPET
Bullfrog £44.99
***SP* 78 89%**
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. Challenging, innovative and intelligent.

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.

MIGHTY HITS
Sega £39.99
SP 87 47%
Unbelievable, 20 games on one disc, which are all compatible with the Sega gun (you know, the one you got with *Virtua Cop*) and, well, they're all pretty poor really. They all involve shooting things which jump out at you, but they're mostly crap, so avoid this compilation please.

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 titles.

NBA JAM EXTREME
Acclaim £44.99
***SP* 90 59%**
When NBA Jam first came out it was the greatest basketball game ever, and now Acclaim are trying to move with the times but it didn't quite work. The graphics are OK but they aren't very clear and the frame rate isn't particularly high. In 4 player mode this game is fun to play but in one player or even two player it's a bit dull



NBA LIVE '97
EA £39.99
***SP* 88 51%**
Another version of the *NBA Live* series comes our way and makes us cry with disbelief. Amazingly similar to the *'96* version of the game, this is not even worth batting an eyelid at. Especially in a Saturn world full of basketball games.

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.

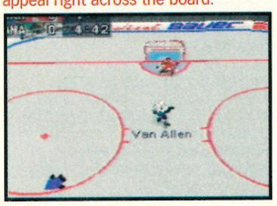
NBA JAM TOURNAMENT EDITION
Acclaim £44.99
***SP* 74 85%**
The basketball bandwagon just keeps on rolling for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before.

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 '97
EA £39.99
***SP* 87 79%**
The annual EA hockey game is here and it doesn't disappoint. With the predicable good graphics and sounds, and wheelbarrow loads of statistics. There's loads to do with leagues and cups etc, and it's well worth checking out. However, if you want the best get *Powerplay Hockey*.

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. Dull.

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.

PGA TOUR '97
EA £39.99
***SP* 88 65%**
Another year, another addition to EA's portfolio, and it's more of the same I'm afraid. Not much of an improvement on the *'96* effort, and there's only two courses too. It's all a bit slow and boring, and doesn't challenge *Actua* or *Virtual Golf*.

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.

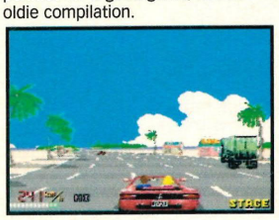
ROAD RASH
EA £39.99
***SP* 83 61%**
The withering ghost of the 3DO comes to haunt the Saturn with this ropey conversion of the Mega Drive classic. The 3D effects are poor and the collision detection's not up to much even if the gameplay does manage to maintain some of the hypnotic qualities of the original

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.

ROBOPIT
THQ £39.99
***SP* 86 80%**
A beat-'em-up with a difference – you get to build your robotic fighter. You also get to steal the weapons of your defeated sparring partner although they can steal yours if you lose. The fighting arena is novel – you can pick up objects and lob them at your enemy as well as fight on a variety of levels. Heresy to beat-'em-up fans but fun for the rest of us.

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 AGES
Sega £39.99
***SP* 88 78%**
Space Harrier, Outrun and Afterburner make up this nostalgic collection of Sega's arcade classics, and, they're as good as can be expected – arcade perfect. But remember, what was arcade perfect ten years ago is not exactly ground-breaking these days. Save your pennies for a good game, not an oldie compilation.



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 is simply the best.

SEGA WORLDWIDE SOCCER '97
Sega £44.99
***SP* 86 91%**
The best football game bar none. The range of moves is unsurpassed as is the fluid player animation and accuracy. There's a range of game views and the replay system is the best we've ever seen in any game. Football games rely on the accuracy and attractiveness of their gameplay and here *SWS '96* leads the field.

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.

SONIC 3D BLAST
Sega £44.99
***SP 90* 90%**
The Saturn has very few platformers, so it was time for Sonic to come and save the day. The Megadrive version of this was very good but the Saturn version of this is just a bit better because of the extra colour of the graphics. Finishing this game won't take you that long but Sonic was never about that it was about coming back and trying to beat your previous stage times. For all Saturn owners who were missing Dr. Robotnik and Sonic this is a worthy purchase.

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 *Doom* 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*.

STREET FIGHTER ALPHA 2
Virgin £44.99
SP86 88%
More, more of the same from Capcom who really know how to milk a good name dry. *SFA2* offers seven more characters (well the reappearance of some old favourites) and original custom combos (which is nice). While undeniably polished and of enormous interest to die-hard *SF* fans, the less fanatical might wish to wait for *Street Fighter 3* or stick with their *Night Warriors* or *X-Men*.

STREET RACER
Ubi Soft £44.99

SP 87 84%
Based on the old Mega Drive game, *Street Racer* is a cartoon style racer, which is much more like *Mario Kart* than *Sega Rally* or any other racing game for that matter. Eight, yes eight, players can play at once, with an eight way split screen, and there's plenty of power ups strewn across the road for you to collect. Best as a multi player game, *SR* is well worth a look.

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 '97* and *SWS*.

TEMPEST 2000
Interplay £20
***SP 90* 84%**
When this game first came out on the Jaguar it was the only reason to buy the machine and the Saturn version is a straight port-over of that infamous version. The game features four modes of play Tempest Classic, Tempest Plus, Tempest Duel and of course Tempest 2000. The graphics are very plain but they give it that real retro feel, and at only £20 its a real bargain.

TETRIS PLUS
Jelico £39.99
***SP* 88 70%**
It's *Tetris* kids, so what else do you want us to say? Well OK, it's got a few new modes, but in the end, it's *Tetris*, and that's that. So is it worth spending £40 on? Not really. Sorry.

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 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.

TOMB RAIDER
Core £44.99
***SP* 86 95%**
The best third-party game yet to appear on the Saturn and a real must-have for every Saturn owner. It's platform game/*Doom* clone with a similar game view to *Mario 64*. The puzzles are excellent, the 16 levels huge and the monsters on offer truly amazing. Game of the year material.

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.

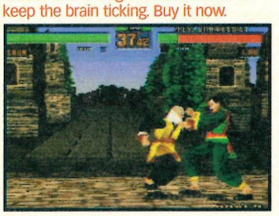
VALORA VALLEY GOLF
Virgin £35
***SP* 79 32%**
Six different options and multi-player options lift this game's score out of single figures, but only just. After that the negatives start ringing in. The American commentary is annoying and there's only one course for your fifty bucks. On top of that, it's 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.

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.

VIRTUA COP 2
Sega £44.99
***SP* 88 92%**
Everyone's favourite gun-toting police officer is back, and he's greatly improved. Although initially it looks too similar to the original, there's much more scope in this effort, with train journeys, car chases and different paths to choose. An excellent game, especially in two player mode, which you really should own. So, uh, spend some money and own it.

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. What's that all about? No real gameplay changes make for a pointless release.

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. Why can't all golf games be like this?

VIRTUAL HYDLIDE
Sega £39.99
***SP* 72 49%**
Best forgotten.

VIRTUAL OPEN TENNIS
Acclaim £39.99
***SP* 82 31%**
Virtual Open's not much cop with limited tournament options and a bug that lets you win every point against the CPU. That's not very sporting is it? Get *Break Point* instead.

VIRTUAL ON
Sega £44.99
***SP* 88 88%**
One of Japan's favourite games arrives on the Saturn, and it certainly doesn't fail to impress. Choose from one of eight different robot characters and be prepared to destroy your opponent using anything that you have to your disposal, from guns to rocket launchers. It's an original beat em up, and it's definitely worth a lingering gander.

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 but it's ultimately let down by boxy graphics, less than thrilling overall game speed and far from fruity sound effects.

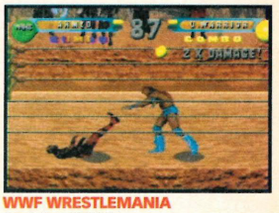
WING ARMS
Sega £39.99
***SP* 73 67%**
The sound and the movement of the WW II planes is excellent and this has the makings of a good game. After playing for a while though, you can't help feeling that an excellent game engine has been shamefully squandered on an ill-thought-out overall design.

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?

WORLD SERIES BASEBALL '97
Sega £39.99
***SP* 86 81%**
It's baseball which is a major downer but the game itself is pretty good. Graphics and extra commentary are the main improvements over the original (which we didn't review) and make a slick little package. Still helps if you understand the rules of course.

WORMS
Team 17 £40.00
***SP* 76 60%**
Play this in 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. Some nice extras are the extra weapons and the humour, but *Worms* is certainly a game to appeal to a certain sort of person and that wasn't, sadly, any of us.

WWF IN YOUR HOUSE
Acclaim £44.99
***SP 90* 58%**
The WWF series has been going on for absolutely ever and I don't really know why they are still making them. The graphics are very rough, the sounds are awful and although there is a multi-player mode, it doesn't make the game any better, whatsoever. If WWF is ever in *your* house run away, phone the fire brigade, do anythingnecessary to get a very long way away from it. You have been warned.



WWF WRESTLEMANIA
Acclaim £39.00
***SP* 82% 82%**
The Saturn's first wrestling game and most of the proper wrestling stuff has been ditched in favour of a more *Mortal Kombat* approach. This is a good thing. The only thing that holds *WWF's* score down, though, 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 two-dimensional beat-'em-up. 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 of the classic comicbook heroes.

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

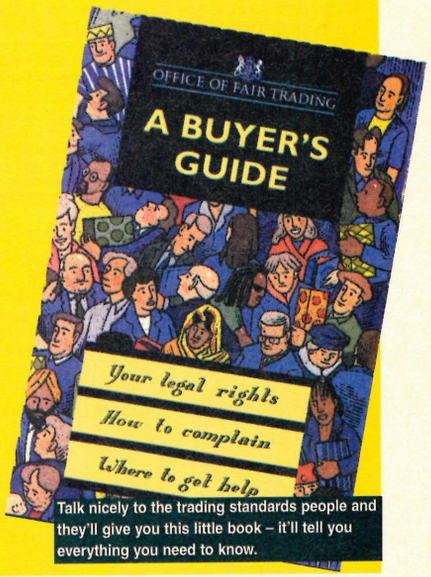
Including jumble sales and the rest. The prices here can be truly eye-opening, but you really do take your chances. Because most car booters are not professional traders they owe their customers fewer obligations. Goods sold do not have to be fault free but they must be as described (it's still illegal 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 need 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:

1. BEFORE YOU send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
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.

Competition results

In issue 87 we ran a couple of amazing competitions to give you the chance to win some top stuff. JVC gave us a lovely television to pass on to one lucky person (and five copies of *Impact Racing*, of course) and Corporate Amusement Services proved to be top by lending out one of their *Sega Touring Car* machines to a fortunate winner. Here's the winners!

Impact Racing competition

The winner of the JVC television and a copy of *Impact Racing* is **Robert Lawford** of Kent.

The following people win copies of the game:

Andrew Dike, Norwich
John Foley, Dublin
Simon Walker, Northumberland
Richard Stenner, Somerset

Sega Touring Car Competition

The lucky winner of the top Sega racing game for the night is **Westley Young** of **Middlesex.** Westley, someone from the company will be in touch shortly to work out a convenient date for you, you lucky boy.

ISSUE 89 – February 1997
First feature on *Die Hard Arcade*, every Saturn tip ever, a round-up of the major games releases over the next year and some rather good previews and reviews of some game things.

& Back Issues

ISSUE 88 – January 1997
Doom review. First news on *Fighters MegaMix*, a glorious retro feature, the Santa Claus cover that got us into so much trouble and the final part of our *Alien Trilogy* guide.

ISSUE 87 – Christmas 1996
Tunnel B1 review and development feature. *Daytona* and *Command & Conquer* reviews. *Fighting Vipers* moves and secrets. Second part of our exclusive *Alien Trilogy* guide.

ISSUE 86 – December 1996
Huge *Tomb Raider* review. *Worldwide Soccer '97* and *Street Fighter Alpha 2* reviews. Enormous *Command and Conquer* preview. First part of our *Alien Trilogy* guide.

ISSUE 85 – November 1996
Exclusive and really rather total *FIFA '97* preview. Second part of our *NiGHTS* guide. All the moves and codes for *UMK3*. Reviews of *Actua Golf* and *Destruction Derby* as well.

ISSUE 84 – OCtober 1996
Over 70 of the Saturn's up-coming releases plus an exclusive preview of Saturn *Street Racer*. Enormous *Alien Trilogy* review and the first installment of our *NiGHTS* guide.

ISSUE 83 – September 1996
Bloodbath issue. First news on *Quake*, *Doom* and *Hexen* plus huge reviews of *Exhumed* and *Space Hulk*. First news on *Soviet Strike* from EA and the definitive *NiGHTS* review.

ISSUE 82 – Collectors' 1996
Frankly superb *Alien Trilogy* issue. Latest pictures of the new Mega Drive *Sonic* game and everything you'd ever want to know about buying your games second-hand.

ISSUE 81 – August 1996
NiGHTS versus *Mario 64*. Plus E3 show report, first news on three new Sonic games. Feature on *Syndicate Wars* and all the tips fit to print for *Panzer 2* and *Alone in the Dark*.

ISSUE 80 – July 1996
Frankly, superb, *Euro '96* review and feature. First news on *Nights*, *Panzer Dragoon* and *Ultimate MK3* reviews, *Brian Lara '96* and *SF Alpha* guides.

ISSUE 79 – June 1996
Top redesign issue! FREE TIPS BOOK, Eight pages on *Wipeout*. *Magic Carpet* and *Toy Story* players' guides. *Brian Lara 96*, and *SF Alpha* reviews.

Missed an issue of Sega Power? Why not subscribe and avoid the pain, or just fill in the form below for a Back Issue?

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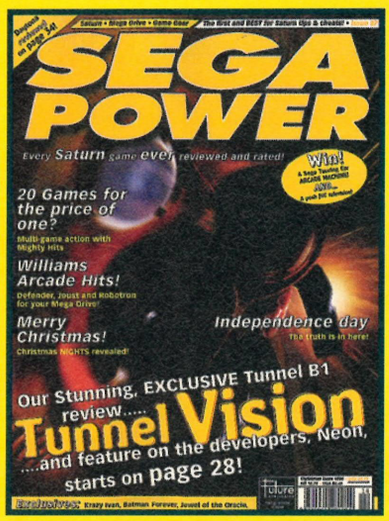

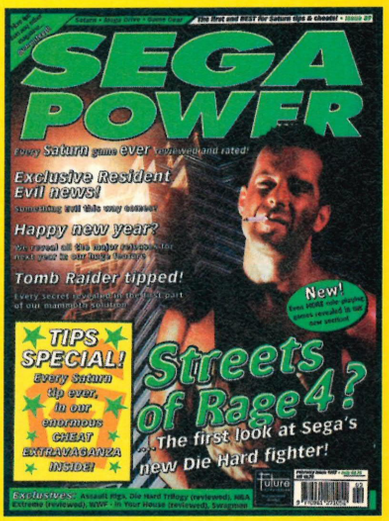

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Mail Bonding

Saturn ads, Aussie blaggers, easy games and some truly awful poetry. It's all printed over the next two pages for those mad enough to read it.

The Saturn's smaller

Just after I bought my Saturn (in October) I noticed that in the shops round here (Edinburgh) all the PlayStation sections were getting bigger and all the Saturn sections smaller. Alarmingly, this continued to happen all the way to Xmas. The Saturn sections are getting bigger again, but pretty slowly, and the selection of games in them is still pretty slim.

The point of my letter:what the hell do Sega think they're doing?? Don't get me wrong, I'm pleased with my Saturn and all my games, but it seems to me Sega aren't really trying. The PlayStation is pretty good, and has excellent software support. Sony could seriously do some damage. Adverts for the PlayStation are plentiful (even if they are crap) but how many ads have you seen for the Saturn and its games? (I've seen two – one for *Daytona CCE* and one for *NiGHTS*. Not very much is it?)

Sega need to do some advertising, especially with the N64 coming out in Easter (unless it's delayed again).

Andrew Ladd, Edinburgh

There's no point in denying that the PlayStation had a better Christmas than the Saturn because it did and that was bound to be reflected on the amount of software displayed in the shops. News is shaping up, though, to show that the Saturn had a good Christmas, too (thanks to a great advertising campaign and some top name titles like Virtua Cop, WW Soccer and Doom.

What's the score?

I am really pleased to see that you have changed your mag, but I have some new things that might be useful to your mag's popularity. First it will be good if you make a new section for Sega coin-ops. Also making the feature sections a bit larger. If you reply to the readers' questions seriously, this also gives them more confidence in your excellent magazine.

Now I want to say that the feature of *C&C* (*Command & Conquer*) was so beautiful that

Our classic *C&C* feature. Obviously the best thing ever.

when I compared it with other magazines for a bigger and better coverage of the game, I did not find any better than yours. I was also sad because how you rated *Street Fighter Alpha 1&2*. They were superb games and while having the first *Alpha* and *X-Men*, I liked *Alpha* than *X-Men* (Eh? - Dean), but that doesn't mean that your rating isn't good (Oh, thanks - Dean), but I only want you to give games like *Alpha 1&2* or *Daytona CCE* a little more attention, meaning like giving *Daytona CCE* 95% or 94% at least. That is all. Thank you.

M. AL-Buloshi, Hants.

Firstly I don't think there would be enough interest and information available to do a coin-op section every month – I've seen what the other mags do, and they're pretty limp at the best of times.

As for your SF Alpha *argument, I'm sorry that you didn't think we rated those games highly enough, but if the ratings were what you wanted then they'd be your reviews not ours, wouldn't they?*

A charming Australian writes

Hello there all of you letter readers. My name is Greg and I want the lot. Yes, the 'lot'. That is T-shirts, hints, cheats, games, posters, anything. Yep, you got it, you send it. To me, that is.

Greg Solon, Australia

You'll get nowt talking to your elders and betters like that young man.

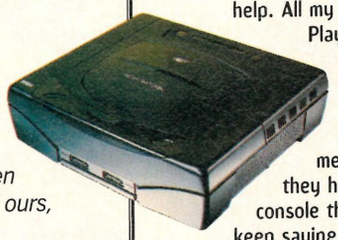
I'm still confused

I have read various articles about using Mega Drive games on the Saturn which have been misleading and left me confused, so I thought you might be in a position to give a definitive answer. I am considering upgrading my Mega Drive to a Saturn. The question, no doubt you have already guessed, is – Can you play Mega Drive games on the Saturn ?? If not, do you know whether Sega plan to produce some sort of conversion cartridge??

Kevin Morris, email: kevin.morris@mercury.co.uk

No chance. A Mega Drive adaptor would be a nice idea, but what might be better would be, say, 10 game compilations of the finest Mega Drive games ever

They take the mickey!



It's my first time I have written to you but I need your help. All my friends own a PlayStation, I've still got a Mega Drive and they keep teasing me because they have a better console than me. I keep saying Saturns are much better than PlayStations and they keep saying Saturns are crap compared to PlayStations and I would like to prove them wrong. You might think I am a cheeky 13 year old, but you don't know how desperate I am for a Sega Saturn.

I have liked the Saturn ever since that ace *Virtua Fighter*, but I don't have enough money and with you being the best magazine ever out, I wondered if you had any spares - if you do have an old one stashed away. If so please, please, please send me the excellent machine, even if it's broken.

If you can't, could you please send me an old 32X because I can't find one anywhere (I wonder why - Dean). Just two questions... 1) Which is best, Saturn or PlayStation? (AAHHH! - Dean) and 2) Which is best, Mega Drive or Super Nintendo?

Edward Laguz, Lincs.

You very nearly spoilt it there at the end, Edward, but I sincerely (folks) felt for you there. I'm sorry that your friends laugh at you for owning a Mega Drive (So do mine – Dean), and I agree that Virtua Fighter *is ace and that you'd love it to bits. Unfortunately, though, we have enough problems getting Sega to give us one for the office — nevertheless GIVING them away. Whatever next. Sorry, but this time, you're prayers go unanswered.*

Answer Me...

Cool spots and poo NiGHTS

Answer me questions NOW!... please?

❶ I've heard of *Cool Spot* and *Cool Spot (3) Goes to Hollywood*, but what type of game was *Cool Spot 2* and when was it released?
❷ Waaaay back in 1993 (I think) you seemed to think that *SF2* was great. I happen to think that it's an overrated piece of shite! What is your opinion now?
❸ Where'd you get those shit pics for the issue 81 *NiGHTS* cover feature?

Steve Knight, Cambridge!

❶ No idea. We never saw it, Virgin never released it and I doubt that it was any good, anyway.
❷ I personally think that the playability of SF2 *is still very, very strong, but I've always preferred* Mortal Kombat *myself.* Ultimate Mortal Kombat 3 *is one hell of a game.*
❸ I think they're alright. What's wrong with them?

Cannons and guns

I would firstly like to say well done in being the best Sega mag available. Now because I've been so nice, can you please answer these questions?

❶ How much is the cheapest Saturn available for at the moment?
❷ How can I get my hands on *Christmas NiGHTS*, as you can't buy it?
❸ Will there be a decent version of Cannon Fodder on the Saturn?
❹ Is *Cannon Fodder* still available on the Mega Drive, if so where?
❺ Is there going to be a version of *Command & Conquer* on the Mega Drive?
❻ Will there be any more games like *Command & Conquer* on the Saturn?
❼ Is there going to be a follow-up to any of these three top Saturn games... *Fighting Vipers*, *NiGHTS* or *Alien Trilogy*?
8) Are there going to be any more decent games in which you can use the Sega light gun coming out?

Ashley Westgate, Essex

❶ Check around your shops for the best deals. If you've got an old system to trade in, Electronics Boutique *always have a good deal on.*

Snippets

Out of Africa

There's a distinctly hot, sweaty and elephantiasis tint to our Snippets section this month as we bring you the collected dribblings of a group of schoolchildren from Ghana who will insist on writing to us at every available opportunity. Where possible, I've printed their addresses below as they actually do want penpals. So what are you waiting for? WRITE TO THE NICE CHILDREN FROM AFRICA! (*Ghana is in Africa isn't it? Yes? Oh good – Dean*)

Please open the bible at (John 15:26), (John 3:16), (Roman 10:9, 10 and 13) and (Matt 19:26). Matthew 5:6 says Blessed are they which do hunger and thirst after righteousness for they shall be filled.
Dennis Annang, Ghana

I am a tall boy and I am fair in complexion.
Adu Kwesi,
Bright Divine Wisdom Preparatory School,
Post Office Box A97,
La-Accra,
Ghana,
West Africa

Greetings for everybody in the society and may bless you and your family for peace and love.
John Addae, Ghana

I will be grateful if you can send me some penfriends to correspond with and I know that you are not going to eject me.
Albert B. Ortsn,

P.O Box 4574,
Accra,
Ghana,
West Africa

◀ (Earthoworm Jim, Sensible Soccer, Sonic 3), *bunging them onto one CD and releasing it for the Saturn. Sorry, just an idea.*

This is the neeeewwss

I am writing to complain (shock, horror!) about the grapevine in issue 87. On page 14 it says *SS Bomberman* was not getting a US release, but on page eight you write that the game will be released.

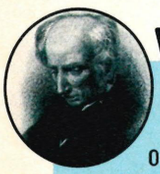
Why not just say in the American news that the game will be released, ya demented chimps – you couldn't organise a piss-up in a brewery. It would have saved space and printing costs.

Oh yeah, what's best, *Mortal Kombat* or *Street Fighter 2*?
Michael Edmunds, W. Sussex

Ah, good point there, Michael. The problem with news, see, is that it's always changing. What's current and hot in the thrilling world of Sega gaming can be stale and floppy within a matter of, ooh, literally minutes.

When we recieved the news story from America, it was right at the start of an issue and that was a correct story. By the time we'd got to the end of the issue, though, and the main news was done, we found out that it was coming out in America. It was too late, unfortunately, to change the American News page and so we just ran with an update. Sorry, but that's one of the costs of compiling the finest and most current news section around.

Oh yeah? You're not funny.



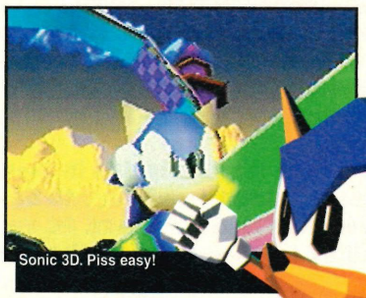
Wordsworth's poetry corner

Oh *Sega Power*, oh
Sega Power,
I read you in my waking hour.
Your bumper issues will
always suffice,
from all the news to Buyers Advice.
You review Saturn only, not like
Mean Machines,
from *Fighting Vipers* to *NiGHTS*
into Dreams.
I memorise your mag cover to cover,
so when I'm asleep I dream of
no other.
When I'm stuck in a game your name
is on my lips,
and I turn to your ever-helping tips.
Just as Sega are the best for arcade
games in the home,
So Sega Power's the only mag we all
should own.
Wayne Smith, Essex

I'm just too good

I am writing to you to complain about *Sonic 3D*. I bought it on Friday the 15th of November at 5:30 pm and I completed it on Monday the 18th of November at 3:45 pm – please note that I collected all seven emeralds. It's so easy!

Everyone was complaining about other Sonic games being easy, but at least they lasted over a week. *Sonic 3D* has superb gameplay, playability and graphics, but it is let down on its lifespan, as I am hardly going to play it again. I'm quite disappointed after dishing out 45 quid for it. May I also add at this moment that I used no cheats as I don't know any yet! I also had this problem with *Toy Story* and *Comix Zone* after paying about £50 as well. Is it me, or do other people have the same problem? I am getting a Saturn soon, so what games should I stay away from to avoid any further disappointment?
Erik Smith, Cumbernald


Sonic 3D. Piss easy!

A sad fact of life is that some people are better at games that others. I, myself, had minor difficulties completing Comix Zone, *despite it being pretty small.*

ALWAYS read reviews and try to stick to the games that offer a challenge in the gameplay. Oh, and if you are thinking of getting a Saturn, then you should find that Bug! *is suitably hard for you.*

Will work for Tizer

Will you ask Sega if I can work with them making videogames. And I'm 12 years old. Will you send me a Sega Saturn and two controllers and *Ultimate Mortal Kombat 3* and *Mortal Kombat Trilogy* on the Sega Saturn and please ask can I work with them when I'm 18 years old.
Joseph Lynch, Ireland

Never mind Sega, with grammar like that I think you should be contacting Mean Machines for a job. Sorry, couldn't resist that one. The best advice I can give you is to wait until you are 18 and then write to them with your experience, or, better still, give them a ring in a couple of years and ask them if you can do any work experience with them. Always works, that one. Either way, you need to learn all you can about the subject in the meantime. Good luck!

❷ *Getting it free with either a Saturn or the software is the only way I can think of, but try ringing Sega on (0181) 995 3399 for any further help.*
❸ *Doubtful, but* Command & Conquer*'s much better and the same sort of game.*
❹ *Shop about and try the mail order companies.*
❺ *No chance, matey.*
❻ *Yep.* Conquest Earth *should be released around May through Eidos Interactive and is supposed to be pretty darn good.*
❼ Fighters MegaMix *is the closest thing to a sequel to* Fighting Vipers *at the moment, there should be another* NiGHTS *game announced very soon and no, there shouldn't be another* Alien Trilogy.
❽ Virtua Cop 2 *will have to keep you busy for a while, as that's the last use you'll have for it for a while.*

All in 3D

I think your magazine is brill! But can you help me and answer the following questions?

❶ Will *Duke Nukem 3D* come out on the Saturn, if so how much? And when will it come out?
❷ Will *VF3* come out on cart and CD together like *King of Fighters '95*?
❸ Is Sega going to release a 3D Sonic game similar to *Mario 64* on the Saturn?
Paul Jackson, Sheffield

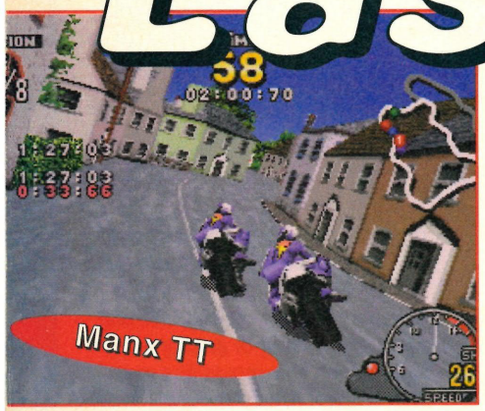
❶ *We're still waiting for news on* Duke Nukem. *A Saturn version is still (apparently) in development and we'll obviously let you know the minute anything's announced about it.*
❷ *That's the rumour. To make the conversion even better, Sega are hoping to bring out a graphical update that'll plug into the MPEG adaptor slot at the back of the Saturn and boost the powers of the machine to close to that of a Model 3 board. Now, that'll be something to look forward to.*
❸ *One would thought so, but nothing's been announced. Surely someone's trying to develop something like it though.*

So you think you have an opinion worth getting printed in these hallowed pages do you? If so, get scribbling to:
Mail Bonding, Sega Power, 30 Monmouth St., Bath, BA1 2BW.
Carts/CD's for the star letter.
Oh and we reserve the right to cut, rewrite, throw away, laugh at or slaughter any letter in any manner we see fit. So there!

It's Overt!

With the cold fingers of Jack Frost and the icy protrusions of his horny minions almost behind us, it's time to think about the sprouting life and rebirth of nature and, in fact, the whole world. The Saturn is no exception to the rule and more of those awful, mind-altering and soul-corrupting game things are certain to fill our pages next month. BYE!

Last Orders



The Highlights

But WHAT ABOUT THE GAMES? What do you want? Close your eyes reeaallllyy tightly and think about the games you want to see and I bet that most of them are in this lot.

Manx TT – Coming along nicely, thankyouverymuch. Designed in Japan, based on the Isle of Man and written in Australia, *Manx TT* will get a full and thankless preview/feature in the next issue.

Resident Evil – We were the first magazine to break the news and we'll continue to keep you up-to-date with the news on what could be one of the conversions of the year.

Independence Day – We've heard that it could be due as soon as March and, like *Die Hard Trilogy*, could be another superb film conversion from Fox Interactive. We will, hopefully, get a full preview for you.

FIFA '97 – It's finally due in March and we're hoping that the Saturn version will be an improvement over the PlayStation and PC versions of the best-selling (but average) football game.

Re-Loaded – The first one was good, okay? The second one seems more of the same. But, better, like. All very secretive, though, and we'll be bringing you the full lowdown in the next issue.

Scorcher – Yes, I know we've promised all this before, but Sega assure us that we'll finally be getting *Scorcher* for review in the next issue. Yeah, riiigghhhttt.

Spot Goes to Hollywood – Another stinking rave from the grave rears up its mutated head in the form of the Spot game from Virgin. The cartoony graphics don't look quite as impressive as they did a year ago, but if the gameplay remains as strong, then it could still be a good title.

And the rest

We'll have this, that, and a bit of the other, but you want names, don't you? How about *Mech Warrior 2*, *Battle Stations*, *Perfect Weapon*, *Mystaria 2*, *Torico* and *ADIDAS Power Soccer*? Not a bad bunch, eh?

The very next issue of *Sega Power*, which is the one they call NINETY-ONE, will be unleashed into the newsagents, garages, service stations and airports of this fair land on the 12th of March and it also happens to be 10 days before the due date of Dean's baby... AAARRRGGGHHH!!

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 unofficial is an 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.

• *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

❺ We will always believe that we have a sense of humour.

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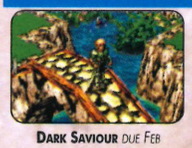
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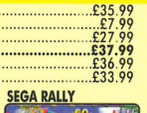
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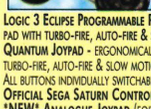
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