

BRITAIN'S BEST-SELLING SEGA MAGAZINE!

SEGA POWER

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9
Pages of vital tips, including the last three levels of *The Lucky Dime Capers* and the second part of our ace *Phantasy Star 3* guide!

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MEGA DRIVE GAMES REVIEWED & RATED!

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MASTER SYSTEM GAMES REVIEWED & RATED!

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GAME GEAR GAMES REVIEWED & RATED!

CHILLIN'
Stay cool as the temperature rises with these great E.A. shades!



The Bitch Is Back!

ALIEN³

bursts onto your Mega Drive and Master System!

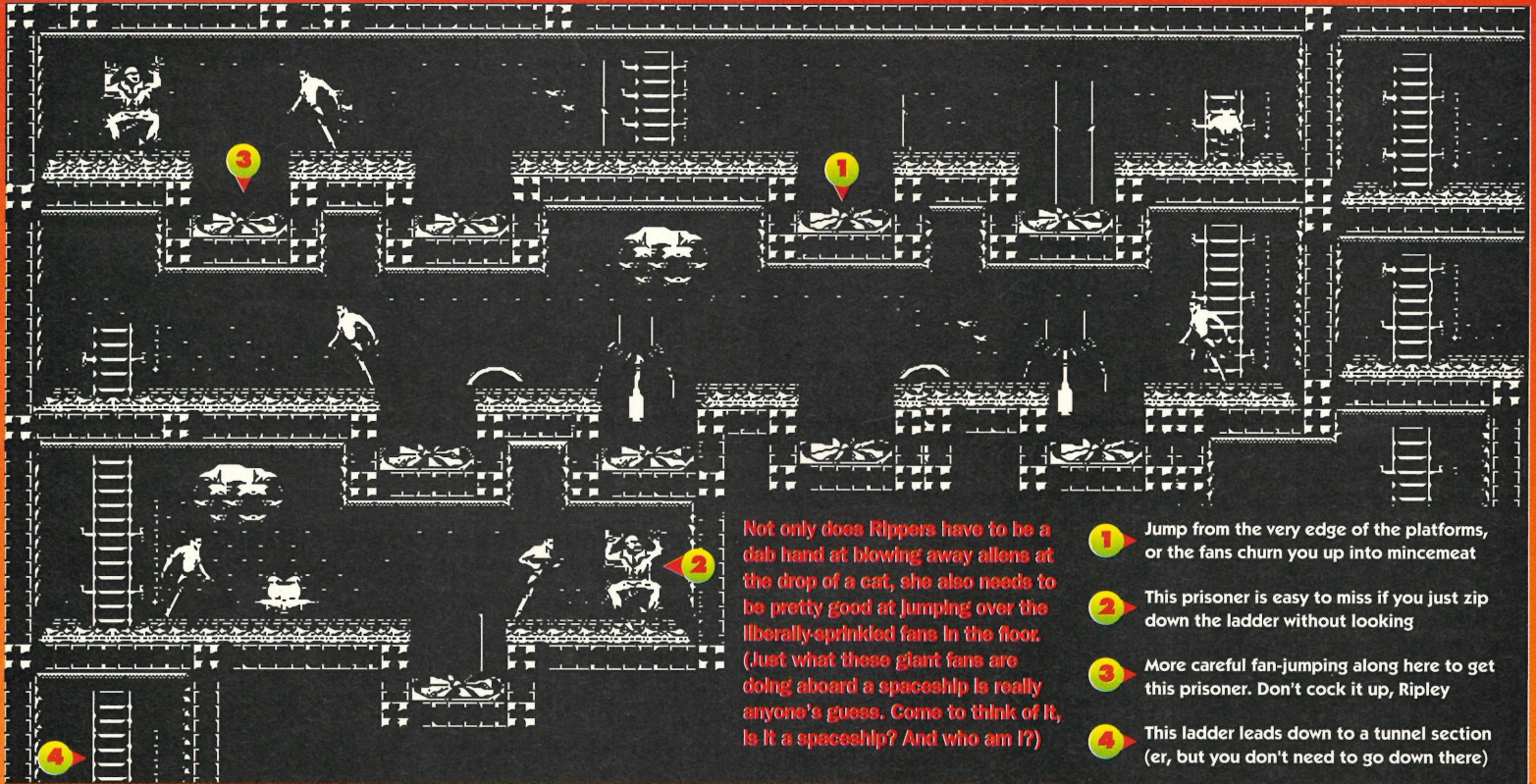


Splatter house 2

All graphics and no gameplay? Check it out on page 30

Win!
We've got tons of *Alien 3* goodies to give away, including vids, caps, comics and lots, lots more!

What? No E.A. shades? Better see if the newsagent's wearing them!



Not only does Ripley have to be a dab hand at blowing away aliens at the drop of a cat, she also needs to be pretty good at jumping over the liberally-sprinkled fans in the floor. (Just what these giant fans are doing aboard a spaceship is really anyone's guess. Come to think of it, is it a spaceship? And who am I?)

- 1 Jump from the very edge of the platforms, or the fans churn you up into mincemeat
- 2 This prisoner is easy to miss if you just zip down the ladder without looking
- 3 More careful fan-jumping along here to get this prisoner. Don't cock it up, Ripley
- 4 This ladder leads down to a tunnel section (er, but you don't need to go down there)

ALIEN 3



The flamethrower's impressive to look at but it isn't much cop at killing things. You virtually need to shake the alien by the blimmin' tonsils before you can get close enough to kill it. Not very pleasant

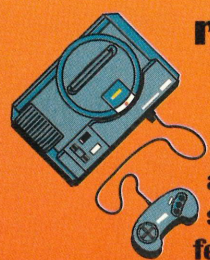
enough, the bestest weapon turns out to be the bog standard machine gun – it's quick, it's efficient and it makes a nice noise – very important.

And talking of nice noises, there's some funky music running through the game too – there's even a nifty bit of piano. As I said, nice.

The sections where everything goes very dark and you're left crawling blindly

Ripley shows an alien just what a bald gal with a big portable rocket launcher, non-designer stubble and a nice line in catchphrases can do all by herself

In space, no-one can hear you, er, do anything really... • Mega Drive • Flying Edge • £34.99 • UK Official Release



Wot? Call that an alien? Pah, we say... Andy Smith fearlessly peers the toothsome thing full in the face and finds it's face-huggingly, chest-burstingly, acid-spittingly good. Kinda. **WARNING: Do not play this game on a full stomach...**

WEEELL, IT'S NOT GREAT, but it could have been a lot worse. At least the Alien looks vaguely like the Alien – rather than a cat with a bladder problem. But instead of going for the RPG approach – wandering around in 3D looking for the alien, laying traps, that sort of strategy stuff – Probe have gone for the straightforward platform shoot-'em-up. A shame really. Aliens – being aliens – have gone and nicked some of your men and hidden them in various places around your

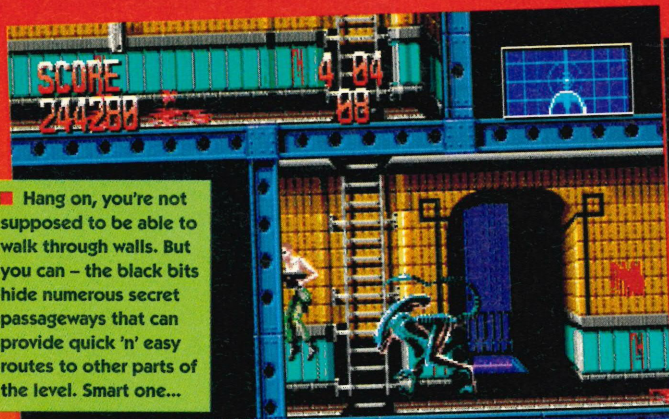
ship – what we in the trade call "levels." So the bullet-headed Ripley, or what we in the trade call "you," bounds around alien-toasting, prisoner-collecting and picking up ammunition – all within a tight time limit (and with one hand tied behind her back).

Miraculously, Rippers manages to carry five different weapons at once and still look remarkably cool – well, bald, anyway. A rapid-fire machine gun, a flame thrower, grenades, you know the kinda thing. Strangely

BURST THOSE CHESTS IN ALIEN 3!

- Flings Ripley recklessly around the screen in various poses
- Cycles through your weapons
- Pumps lead, fire (or whatever) into the aliens
- Sends our faithful Rippers boundin' round in a kinda bald-woman-in-jump-suit-type thing





■ Hang on, you're not supposed to be able to walk through walls. But you can – the black bits hide numerous secret passageways that can provide quick 'n' easy routes to other parts of the level. Smart one...

■ The end of level three – cue the mother alien. She's not as hideously difficult as she looks. Apart from bouncing around a bit and spitting acid at you, she's, er, quite harmless

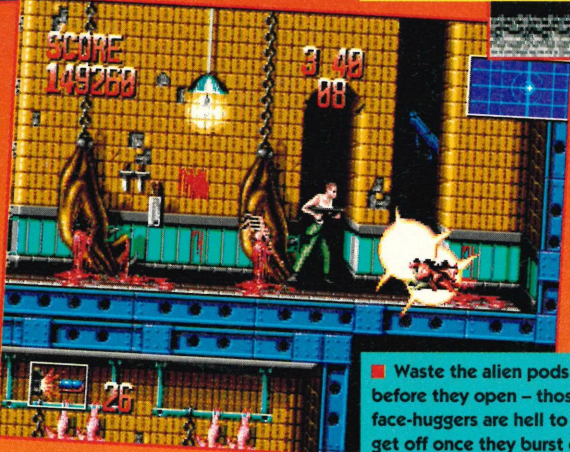


■ Horrible chest-bursting shenanigans in Ripley-fails-to-rescue-prisoners-in-time horror. (Could we please have that one in English, d'ya think? – Dan)

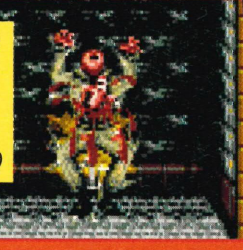
ALTERNATIVES



The Terminator (Sega Power 32: 87%) is a similar sort of game, but it's a tad superior because of its far more atmospheric intro screens and special visual effects.



■ Waste the alien pods before they open – those face-huggers are hell to get off once they burst out



POWER POINTS

PLAYERS 1
Don't bother bringing a friend!

LEVELS 7
Bigger and more complex as you go on.

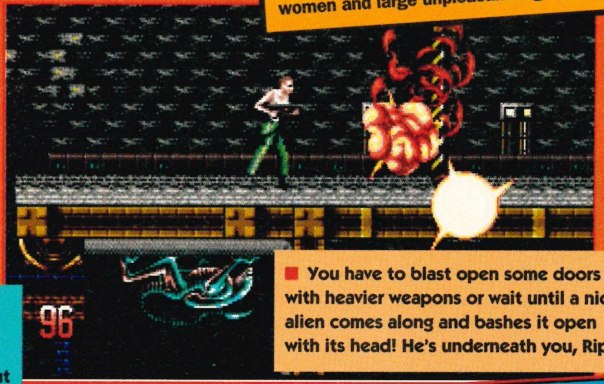
SAVE GAME NO
But you do get up to nine continues.

LIVES 1
You can easily top up your energy levels by collecting first aid kits.

SKILL LEVELS 3
Easy, Normal and Hard. You get more time but fewer weapons on later levels.

OPTIONS
Just music, sound and so on.

IDEAL GAME-PLAYER
A platform freak with a desire for bald women and large unpleasant organisms.



■ You have to blast open some doors with heavier weapons or wait until a nice alien comes along and bashes it open with its head! He's underneath you, Rip!

down a tunnel work a treat – you just know something big, nasty and alien-like is going to leap out and do horrible things to your face.

The face-huggers are particularly pleasant. If you don't shoot the eggs in time, the little nadders burst out, scuttle about a bit and then launch themselves at your face – leaving you to writhe on the floor until you knock them off. Most excellent. In fact, Alien 3 is pretty much excellent all over, although

there are a few annoying faults. Climbing on and off ladders is sometimes tricky, for example, because the controls are just so damn finicky. It's extremely galling to run out of time just because you can't get on (or off) a blummin' ladder.

The game doesn't do anything startlingly new, but it does what it does well. And in the end, that's all you can ask of a colander (or a game for that matter).



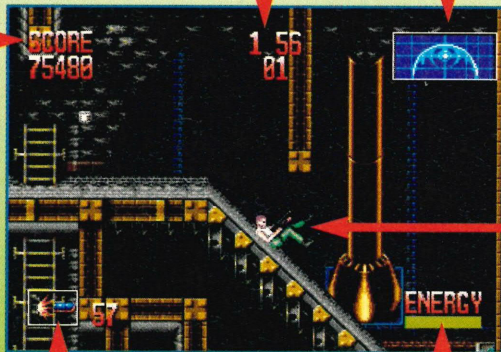
IT'S ALL BLIMMIN' ALIEN TO ME

But, hey! It needn't be. Just use the ever-handy indicators around the screen and in no time you too can have that original chest-bursting experience.

■ Time left and number of prisoners remaining to be rescued (only one to go!)

■ The ever-handy scanner shows the location of nearby aliens and prisoners. "Dallas, get out of there, it's right on top of you!" (etc. etc...)

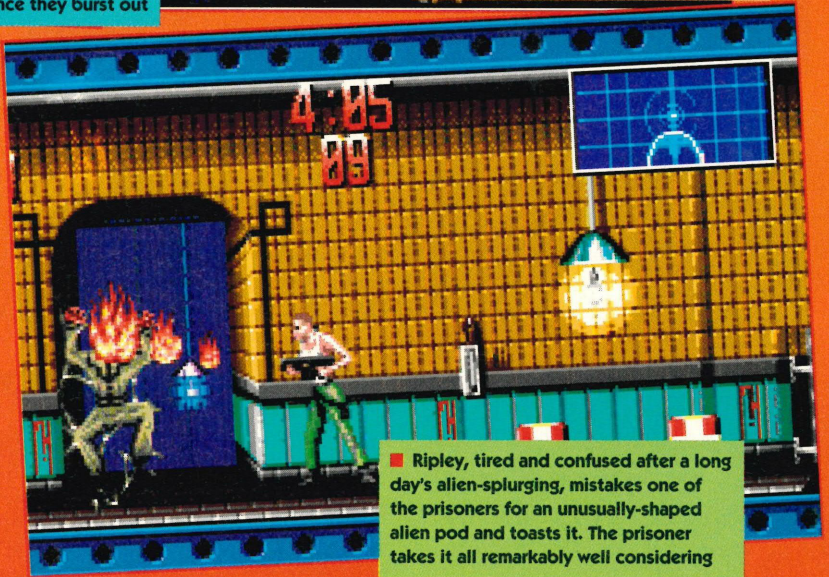
■ Your score. Er, this shows your score



■ Ripley sliding down a slope on her (sore) bottom

■ The currently-selected weapon and the number of rounds of ammo remaining

■ Energy. Sapped by the dribbling aliens, replenished by first aid kits. Simple



■ Ripley, tired and confused after a long day's alien-splurging, mistakes one of the prisoners for an unusually-shaped alien pod and toasts it. The prisoner takes it all remarkably well considering

• ALIEN 3 • MEGA DRIVE • FLYING EDGE •
• £34.99 • UK OFFICIAL RELEASE •

GRAPHICS



SOUND



FRUSTRATION



ADDICTION



BRAINPOWER



TIME TO COMPLETE



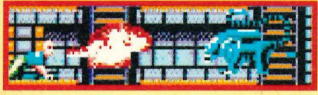
SEGA POWER SAYS

"Earth-shattering it ain't, but Alien 3 is a solid game with lots going for it. It'll keep you up nights – but not through fear. It's just as addictive as hell!"

82%

- Gameplay flows well
- Good claustrophobic tunnel bits
- Selectable weapons
- Large (ish) levels
- Dead easy to get into
- Good fun
- Listenable music
- Satisfying sound effects
- Tons of continues (if you want 'em)
- Not very atmospheric

■ Unlike the creatures in the Mega version, the aliens here don't die quite so messily. They just sort of explode in a flash of coloured light. I can remember when the whole family used to gather round for a good alien explosion too. Those were the days...



■ Recreate those claustrophobic bits from the first film by crawling through the tunnels – very slowly. The aliens don't move until you get within a certain distance... Make sure you kill 'em before they spring!

■ In the Master System version, your scanner acts as a weapon (in the Mega version, it was a permanent feature). The scanner lets you know exactly where the aliens are at a glance: "Now let's see. It should be just down there, by that ladder... Ah yes... There you are. I'm a-coming!"

■ Lobbing grenades into tunnels and enclosed spaces is a good way of smoking out any lurking aliens before you clamber in and get your arms and legs ripped off

■ (Left) Novelty face masks – guaranteed to kill you within three minutes (or your money back). Hurry though – sale ends Bank Holiday Monday...

■ Some prisoners have their own cells, y'know: hot 'n' cold running damp, en-suite vomitorium, that sort of thing. Er, do Amnesty know about this, John?

■ Some of the aliens hide in the floor and grab you as you run by. And no, they're not looking for a bit of love and affection – in fact, they want to rip your head off and drink the hot red blood pulsing through your neck. Dee-licious!

ALTERNATIVES



The Terminator (Sega Power 32: 81%) comes the closest – but then, it would, wouldn't it? It's by the same team – Probe Software.

(And they just happen to be the subject of a special Power feature on page 46. Betcha didn't know that!)

SEGA POWER SEPTEMBER 1992

POWER POINTS

PLAYERS	2
But not simultaneously, of course.	
LEVELS	15
A huge area for you to lose your life in.	
SAVE GAME	NO
Get out! That's the coward's option.	
LIVES	Quite a few
You've got an energy limit and only four continues to play with.	
SKILL LEVELS	1
You don't want it any harder.	
OPTIONS	
Usual stuff – sound and so on.	
IDEAL GAME-PLAYER	
Sigourney Weaver presumably...	

ALIEN 3

● Master System ● Flying Edge ● £34.99 ● Official Release ●

Nothing stops the alien, not even the missing 8-bits of the Master System. The eternally brave Andy Smith takes a deep breath, shouts "Yo!" a lot and pretends he's ready to face the dreadful alien yet again.

AH YES. HERE WE ARE... THE Master System version. You know what to expect – a cut-down conversion of the Mega title, but with less impressive visuals, disappointing music 'n' sound effects and simplified gameplay... And, by God, that's just what you get.

The graphics are smaller, the levels aren't as large – and a few other salient details (like the scanner and the way

you select weapons, for example) have changed quite a bit too.

Otherwise it's the same game (within the limitations of the 8-bit machine, of course). One thing has changed though, and that's the gameplay... It's much

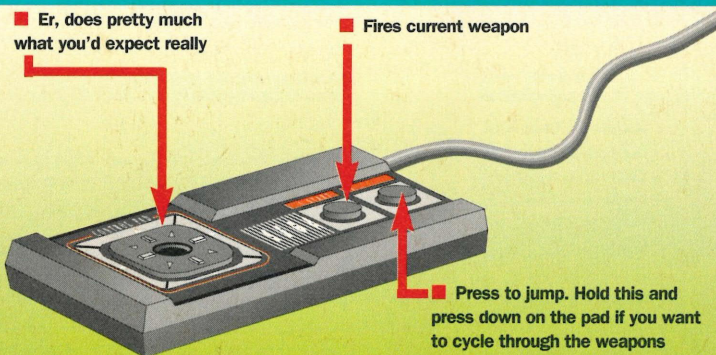
easier than the Mega Drive version because the aliens don't spring on you quite so suddenly. On the whole, then, not bad for a Master game, but it is still just another okay Mega to Master conversion.



TAKE CONTROL OF ALIEN 3!

■ Er, does pretty much what you'd expect really

■ Fires current weapon



■ Press to jump. Hold this and press down on the pad if you want to cycle through the weapons

● ALIEN 3 ● MASTER SYSTEM ● FLYING EDGE ●
● £34.99 ● UK OFFICIAL RELEASE ●

GRAPHICS



SOUND



FRUSTRATION



- Large levels
- Some good animation
- Easy to get into
- Lots of different weapons
- Spooky tunnel sections
- Good fun
- Nasty but challenging time limit
- Plenty of continues
- Useless sound
- Small graphics

ADDITION



BRAINPOWER



TIME TO COMPLETE



SEGA POWER SAYS

"A marginally good effort for the old 8-bit Master System. A little bit easier than the Mega Drive version, but well worth dipping into your pockets for anyway."

72%

● Win graphic novels – or videos of the first two films!

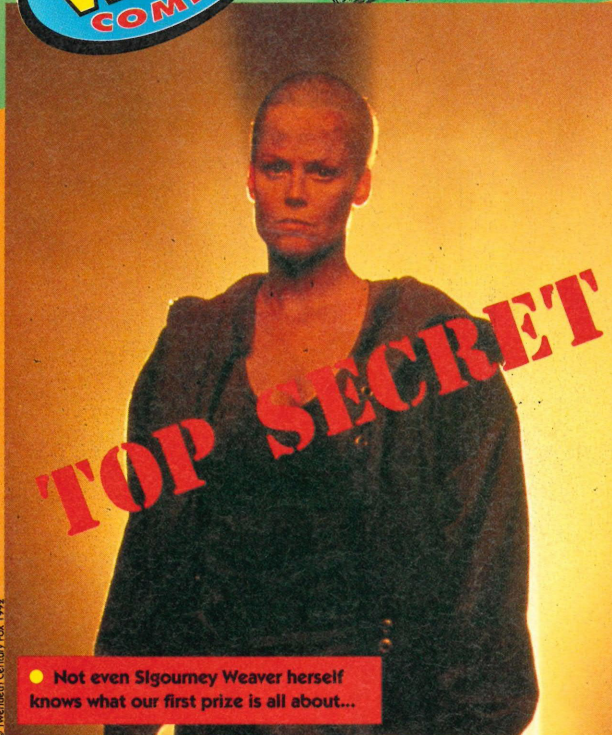
ALIEN 3 COMPO



CHEST BURSTIN'!

● For a complete list of Titan books and films, send an S.A.E. to: Titan Books Mail Order, 19 Valentine Place, London SE1 8QH.

● Win awesome *Alien 3* gear in our ace compo! ●



● Not even Sigourney Weaver herself knows what our first prize is all about...

Weaver has one yet. Believe us, this is one hot number.

2 Coming up in second place are nine copies of *Alien 3* the game: three each on the Mega Drive, the Master System and the Game Gear. Take a look at our reviews (starting on page 22) to get some idea of what you could be winning. This title is a *beast*.

3 The next five names dragged kickin' 'n' squealin' from the *Sega Power* fridge will each win boxed sets of "Alien" (the original version), and "Aliens," the action-packed sequel to the original shocker (which also stars Michael Biehn and the colonial Marine corps).

4 Next, we've got five complete sets of all the "Alien" titles in graphic novel

form, courtesy of those excellent people at Titan Books. Featuring some horrifying artwork from artists like Denis Beauvais, these novels are truly

fantastic to look at – and they're a great read too.

5 Finally, 30 runners-up can chill out for the rest of the summer with some special "Alien 3" gear. And with ten baseball caps, ten T-Shirts and ten bumbags


up for grabs, you can't fail to win something! It's all high quality stuff too and emblazoned with the logo on black. Very slick, and definitely gear to get into for '92.

THE BITCH IS BACK...

In the first film, "Alien," Ripley and the ship's cat were the only two creatures to survive the horrors of the Alien. What was the cat's name? Was it:

- A. Smith?
- B. Jones?
- C. Tom?

Write down your answer on a postcard (don't forget to include your chest measurements by the way) and send it in to: **The Bitch Is Back, Sega Power, Future Publishing Ltd, Beauford Court, 30 Monmouth St, Bath, Avon BA1**

2BW. Now get to it, people – you've only got until **Thursday 10 September 1992** to  get your entries in.



WE'VE GOT NINE COPIES OF THE CHILLING Acclaim game plus trailer-loads of promo gear to give away in our totally fantastic *Alien 3* competition. For facehugger fans everywhere, this is the compo of a lifetime...

WHAT YOU WIN

1 The winner of this wicked competition is gonna be walking away with something so classified, something so secret, not even Sigourney

ALIEN, ALIENS, ALIENARUM...

"We'd already done 'guns' in the second movie" said Sigourney Weaver, "and we were very worried that a third film wouldn't measure up to the first two."

Set in a planetary penal colony inhabited by murderers, rapists and other savoury characters, the film starts off with Ripley crashland-

ing on said planet – and bringing "something" else with her...

I won't ruin everything by saying what happens, but as Weaver says of the ending: "We wanted to finish with the two most powerful images of the Alien – the chestbuster and Ripley." Ooer, that's wrecked it...

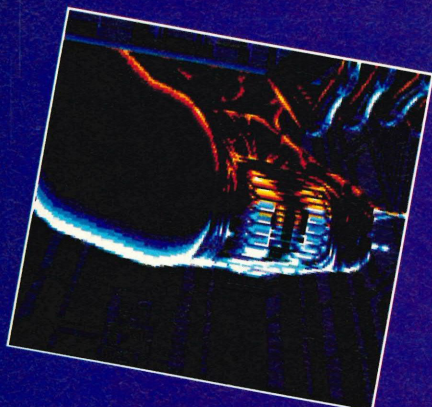
RULES

1. IMPORTANT: The videos offered as prizes in this competition both have a certificate of "18 or over." We cannot award the prizes to entrants under that age.
2. Employees of Future Publishing Ltd, Acclaim and Twentieth Century Fox cannot enter this compo.
3. Multiple entries will undergo Andy's infamous "Alien" treatment (you have to see it to believe it).
4. In space, no-one can hear you scream, it's quite true.
5. The closing date is Thursday 10 September 1992.



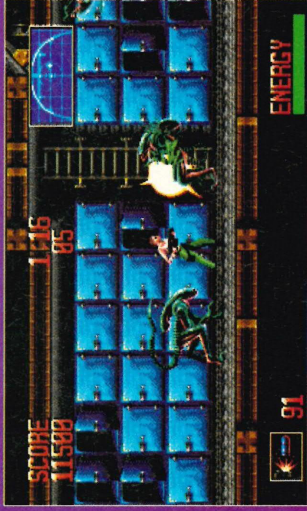
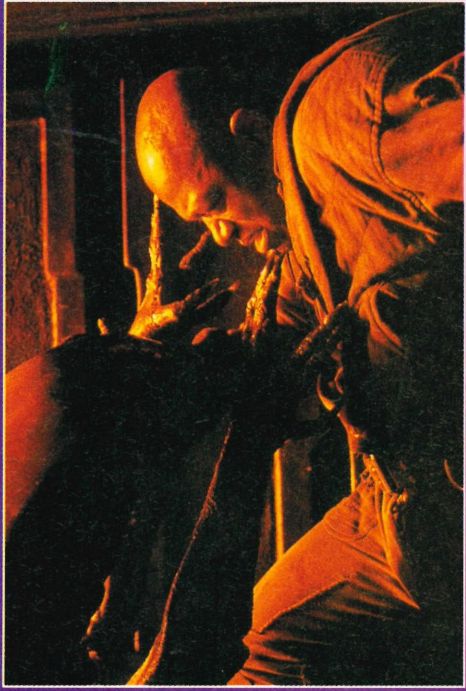
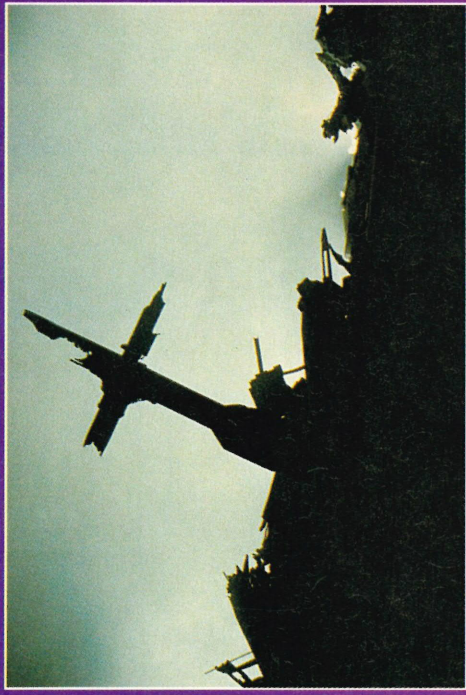
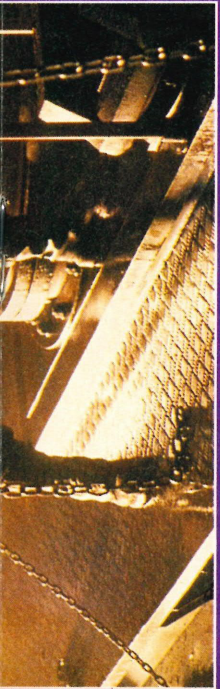
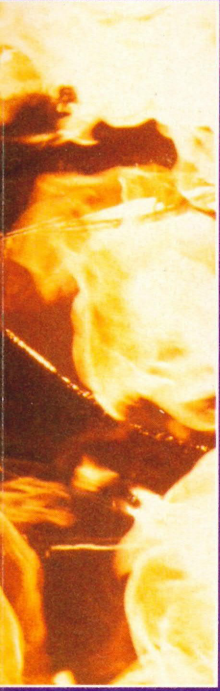
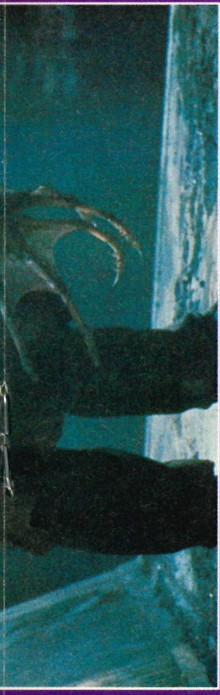
● Ten baseball caps, ten T-Shirts and ten bumbags up for grabs. Excellent!

SEGA POWER SEPTEMBER 1992



ALIEN 3





"The sections where everything goes dark and you're left crawling blindly down a tunnel work a treat - you just know something big, nasty and alien-like is going to leap out and do horrible things to your face. Spooky stuff!"

SEE GEAR POWER