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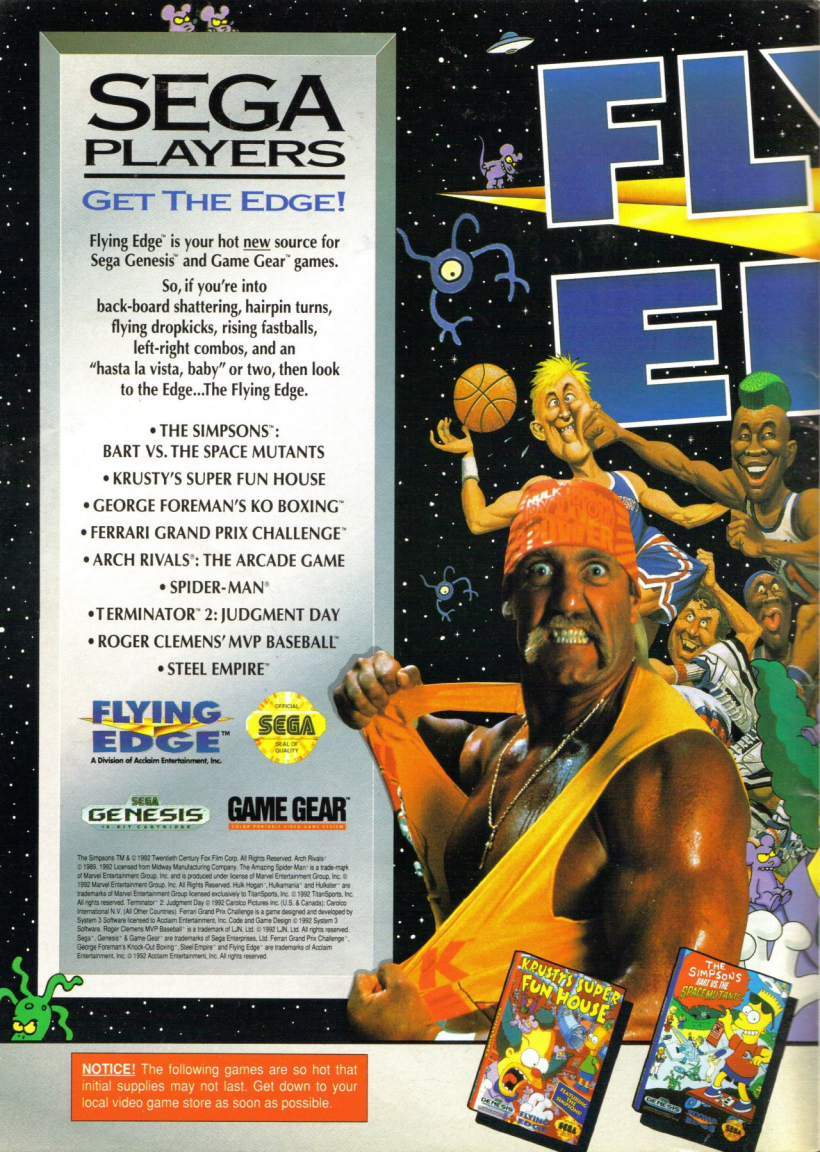
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SEGA GENESIS 16-BIT CARTRIDGE

GAME GEAR™ COLOR PORTABLE VIDEO GAME SYSTEM

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NOTICE! The following games are so hot that initial supplies may not last. Get down to your local video game store as soon as possible.


YING
DGE
Acclaim
27
MATT GROENING
FERRARI
GRAND PRIX CHALLENGE
STREET EMPIRE
GEORGE FOREMAN'S
KO
BOXING
SPIDER-MAN
THE SIMPSONS
SPACE MUTANTS
SEGA
GAME GEAR



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GAMES: LEVEL SELECT ON OPTION SCREEN, CHOOSE AND EXIT OPTIONS. STILL HOLDING "A," PRESS START ON CONTROL PAD #1.

18 FOR BGM. THEN HOLD "A" ON CONTROL PAD #2



ONE PLANET... ONE BART SIMPSON... TWO GREAT SEGA™ GAMES!

...WHEN IT'S UP TO THE SIMPSONS...

...TO SAVE SPRINGFIELD FROM SLIMY SPACE MUTANTS...

...YOU CAN COUNT ON BART AND HIS HANDY SLINGSHOT...

...AND HOMER'S "GLOW-IN-THE-DARK-DONUTS" TO HELP SAVE THE DAY!

Fellow humans! Bart Simpson here, with important news: SPACE MUTANTS ARE INVADING SPRINGFIELD! A buncha totally gross monsters are taking over the bodies of people living here... and they wanna build a weapon to take over the entire planet! Anyway, only I can see 'em 'cause of my X-ray glasses – I have to stop 'em by spraypainting things, getting radical on my skateboard, and generally being a nuisance.

So help me save the earth! BUY MY GAMES!

Thanks, man.

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SEGA GENESIS 16-BIT CARTRIDGE

GAME GEAR COLOR PORTABLE VIDEO GAME SYSTEM

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SEGA VISIONS
FOR SEGA VIDEO GAME PLAYERS

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42 Glen Ave., Newton Centre, MA 02159



Overheard at Sega

Welcome to Sega!

It seems that a number of game companies who used to make games only for Nintendo systems are now jumping onto the Sega train. Recently, Acclaim (Simpsons, Smash TV, Double Dragon 3, WWF Wrestling, etc.) announced they'll be putting out a bunch of hot titles for the Genesis under the Flying Edge label. Who's next? Well, try these on for size...Absolute Entertainment, Domark, JVC, Parker Brothers, Sierra-On-line, Sony, Sphere, Tecmagik and THQ. These are all major labels, and we are delighted to have them join the swelling ranks of game companies developing for Sega.

Virtually Real

Mega-CD, Sega's new CD-ROM drive, is already on sale in Japan. A North American version is still a little ways off, but check out the sneak preview on page 32. No question – the future is going to be gamers' paradise.

The Ballad of Jenny and the Sneeze

Sega's friendly competition with Nintendo continues. Retailers reported the Genesis outselling the S-NES (retailers call them Jenny and the Sneeze) at Christmas time, sometimes by margins of 3 or 4 to 1. Must have something to do with Jenny's technology and its larger game library (about four times as many games as the sneeze). But you already knew that.

Dare to Be Famous

Keep sending in those cartoons and drawings. We'll print the cool ones, and throw darts at the stupid ones. Hey – it livens up our days and gives us a break from playing games.

The New Do

Check out the new look. New departments. New attitude. More maps and tips. What do you think? Drop us a line. Send your ideas to: SEGA VISIONS, 130 Shoreline Drive, Redwood City, CA 94065.

New Kids On The Block

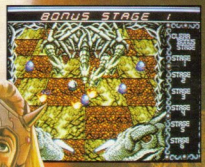
A quick scan of the masthead (that's the boring column next to this one) will reveal that we have two new co-publishers – Chris Garske and Ellen Beth van Buskirk. They take over from Al Nilsen and Bob Harris, whose responsibilities have grown too large for them to continue handling this job, too. They send you all their thanks. Chris and Ellen Beth are both relatively new additions to the Sega Visions team, and they say they're excited about helping out. Welcome! Now get to work.

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Unleash a storm of destruction with your Lightning Bomb



Launch an assault on the heavily armored Aero Gun Ship



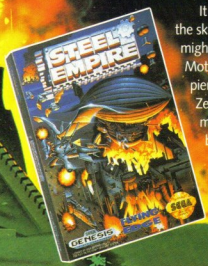
The Motorhead Empire is steamrolling across its borders



Landslides fill the caverns with boulders and explosive gases



Don't let General Styron escape justice!



It is the Age of Steel. Mammoth battleships cruise the skies. Invincible fortresses float on air... and military might rules the day. Only one hope against the evil Motorhead Empire invasion remains...You! Fire armor piercing missiles from your Striker aircraft and Z-01 Zeppelin and reduce Motorhead's juggernauts to molten metal. Enter the future that might have been...and wage the war of the *Steel Empire!*

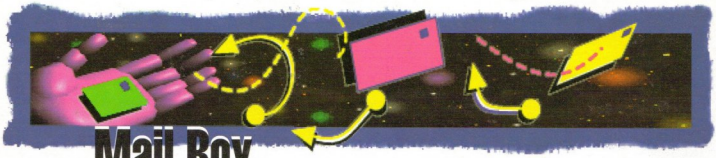
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Mail Box

Dear SV:
As you know, Nintendo has something called the Game Genie. This alters a game, making it as easy or hard, or as strange as you wish. Is something like this coming out for the Genesis anytime soon?

O.E.
[No address]

Galoob makes the Game Genie. We think it's pretty cool. Look for a Genesis version in the late spring.



Dear SV:
I own a Genisis, and I love every minute I spend on it. My question is about the Genisis CD-Rom: will it be able to play regular music CD's as well as games?

R.Q.
New Milford, NJ

It's spelled GENESIS, dude. And the answer to your question is yes, you will be able to play music CD's on the Genesis Sega CD. Check out our sneak preview in this issue.

Dear SV:
I recently played your Hologram video game called Time Traveller, and later heard that you were coming out with a home version of the game. Is this true?

J.S.
Groveland, CA

Not that we know of. Don't rule it out, though. You never know what those guys in the back room are cooking up.



Dear SV:
I own a Sega Master System, and I wish I could play some of the really good games on it, like Golden Axe and Sonic the Hedgehog. Is it possible to convert Genesis games to play on the SMS?

J.G.
Smithfield, RI

Golden Axe and Sonic will be coming out for the SMS this year, along with several other cool new titles. And with our Power Base Converter, you can play SMS carts on a Genesis, too.

Dear SV:
How many years does a Sega Genesis last?

R.C.
Corona, NY

Well, if you kept it locked up in a closet, it would probably last forever. If you used it as a bobsled, it would be lucky to survive the winter. No-one knows for sure, but there's no reason why your Sega Genesis shouldn't keep going for years. Decades, maybe.



Dear SV:
Are Mega Drive and Genesis the same system? If so, are the game cartridges compatible?

F.T.
Staten Island, NY

They're essentially the same, except for the name. (Mega Drive is what Genesis is called in Japan.) However, you can't use Mega Drive carts on your Genesis without performing some minor surgery on the cartridge slot. Even then there's no guarantee that the game will work – the most recent Mega Drive games are programmed to work only on the Mega Drive. What's more, you'd have to read Japanese to understand the manuals. Looks like three strikes right there.



Dear SV:
I would like to know more about Yuzo Koshiro, the guy

BATMAN: 99 BATARANGS – IN LEVEL 3 (MUSEUM), RIDE 2ND ELEVATOR TO TOP, DEFEAT AXEL, THEN JUMP UP AND GRAB BATARANG. GET BACK ON ELEVATOR AND RIDE IT DOWN. WHEN YOU COME BACK UP, THERE WILL BE ANOTHER BATARANG, REPEAT UNTIL YOU HAVE 99.

who wrote the music for Streets of Rage and Revenge of Shinobi. He has a style of music that is completely unique, and one that I really enjoy listening to. Is any of his music available on audio tape?

C.R. Jr.
Bergenfield, NJ

We think his stuff is hot, too. It makes playing a game more like going to the movies. As far as we know, Yuzo has not released any of his compositions on audio tape, but it sounds like a good idea. We'll try to do a profile on him in an upcoming issue. By the way, Yuzo is also working on the music for Batman Returns.



Dear SV:
What I would like to see in your magazine is game ratings that cover more than just the story line, such as ratings for sound, graphics, control, fun factor, etc. I would also like to see a list for the top ten games for each system.

A.C.
[No address]

Hey, check out this issue. We've got 21 game reviews with ratings. We call 'em as we see 'em, and we don't play favorites.



Dear SV:
I own a Sega Genesis, and I must tell you that this is the best system I have ever had. I would like to know if Sega plans to market a more advanced system than the Genesis.

R.L.
El Paso, TX

Add a Sega CD to your Genesis, and you'll have the most advanced gaming system on the planet.



Dear SV:
Why doesn't Sega Visions give more maps and hints to the new Genesis games?

K.C.R.
Miami, FL

We hear ya loud and clear. Look for some hints in the margins, and more maps and strategy tips in our feature reviews.



Dear SV:
Where do you get your game ideas?

M.T.
Seattle, WA

That depends on what kind of game you're talking about. Some games, like sports and simulations, we try to model as closely as possible to the real world. Sometimes this involves "pushing the envelope" to get the most out of the available technology. Others, like action, arcade or puzzle games, are almost pure imagination. They can emerge from the mind of a designer at any time, without warning (although sometimes they are the result of too much pepperoni on the pizza). Check out the interview with the designers of ToeJam and Earl in this issue.



Dear SV:
How long does it take to create a video game?

J.K.
Marshall, NC

That's like asking how long it takes to build a house. A simple game with simple graphics might take six months. An 8-meg cart with awesome graphics and music might take two years or more. And that's with a bunch of people working on it. Check out the feature article about creating a game in this issue.



Dear SV:
When are you going to do a Dungeons and Dragons role-playing game for the Genesis?

A.L.
Salem, OR

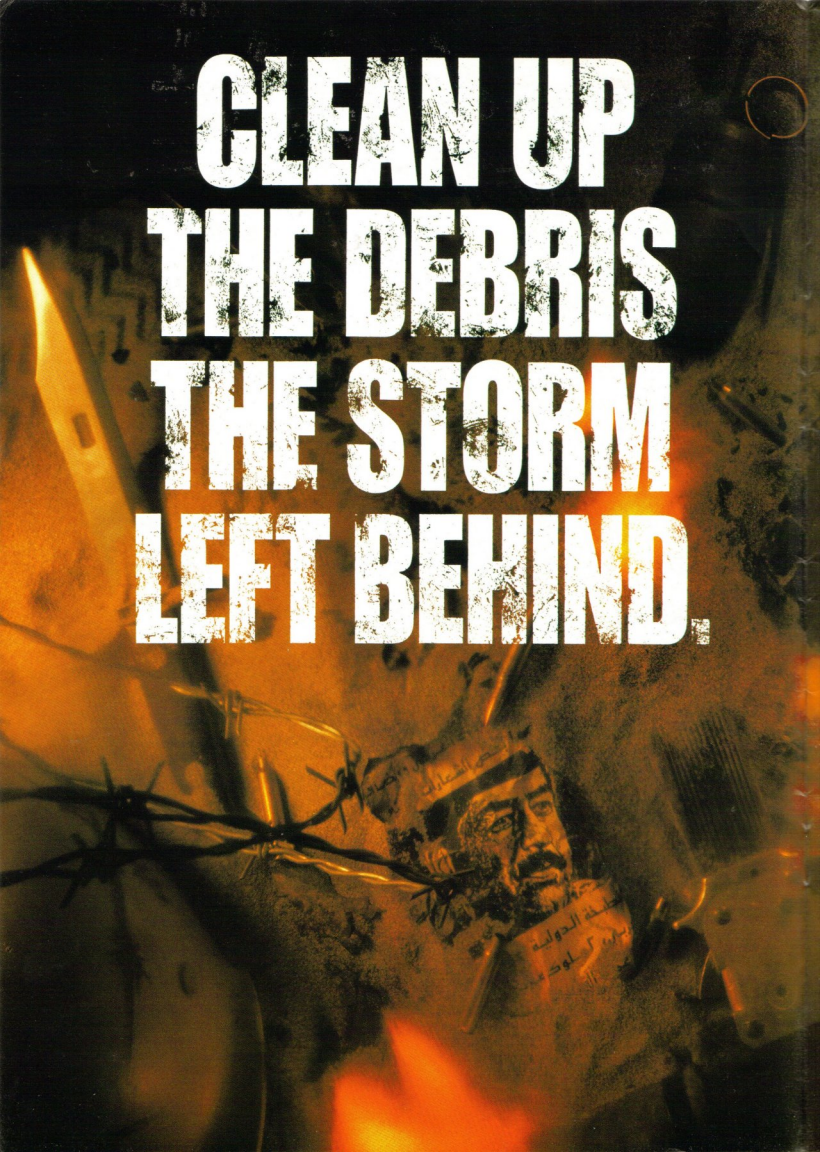
We're working on one right now. The 8-meg DUNGEONS & DRAGONS WARRIORS OF THE ETERNAL SUN, due out this summer, will have all the action of the classic RPGs plus the awesome sound and graphics of the Genesis System. Stay tuned for a full review next ish.

ORIGINAL TEAM DISPLAYED WHEN PHOTO TAKEN. PRESS B, B, B, C, B, B, A, AND DOWN. THE OTHER TEAMS

SEND YOUR LETTERS TO:

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GHOULS N' GHOSTS: LEVEL SELECT
WHEN TITLE SCREEN APPEARS, PRESS U+A, D+A, L+A, R+A. WAIT FOR CHIME. THEN HIT B+ START THEN C+ START


CLEAN UP
THE DEBRIS
THE STORM
LEFT BEHIND.

DESERT STRIKE™—RETURN TO THE GULF



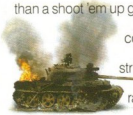
Desert Storm is over, but not everything was blown away. Now it's up to you to finish the job. No problem thanks to the awesome Apache Attack Chopper. Climb aboard and get ready to burn up the skies. Fly, hover and attack in any direction. Flatten command centers, radar stations and power plants. Trash air bases and enemy camps. And smoke left-over SCUDs, ICBMs and chemical weapon plants. You decide what stays standing and what gets hammered by your main guns, Hydras or deadly Hellfire Rockets.





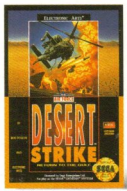


But Desert Strike is more than a shoot 'em up game. Surgical command strikes require razor sharp skill and the ability to think on the fly. You must plot your attack to survive 30 deadly-real missions. Access your battle map and on-board computer intelligence. Raid ammo dumps to reload. Rescue U.N. teams, hostages and spies. Protect the oil fields. And work towards your ultimate goal: hunting down the madman and obliterating his nuclear arsenal.





If you're ready to clean up more than just your room, get Desert Strike—Return to the Gulf for your Sega Genesis.



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KID CHAMELEON™

CHANGING POWERS IS AS EASY AS CHANGING YOUR HAT!
Everywhere in Kid Chameleon, you'll see "P" blocks.
Bang 'em all. If a helmet falls out,
grab it and become something out of this world!



Iron Knight

As this heavyweight you have 5 Hit Points, more than any other helmet. You climb walls and columns with your spiked gloves and boots. P blocks break when you jump or fall on them. Diamond powers are the circle of doom and an extra life.

Red Stealth

Yo, samurai! You can slash from the front, back and below. You also jump higher that any other helmet. Jumping and pressing Button C will let you destroy blocks beneath your feet! Diamond powers are samurai haze, which slows down your enemies, and death snake.

EyeClops

This green meanie finds hidden P blocks with light beam and super sight. Your Diamond power is the fatal beam, which fries your enemies into crispy critters!

Berzerker

The giant horn of the Berzerker smashes through walls. Some enemies croak when impaled on the horn. Run a short distance and you automatically charge! Diamond powers are invulnerability, so nothing can kill you, and wall of death, which blasts everything in your way.

Maniaxe

Move over, Jason! The hockey-masked Maniaxe slings razor-sharp axes, jumping and sliding down steep slopes with style! No enemy can stand more than a few axe blows from you. Diamond powers are circle of death and extra life.

Skycutter

As this skateboard psycho you sail over deadly terrain on your jet powered skateboard. You can even flip and ride on the ceiling! Awesome! Diamond powers are invulnerability and death snake.

Juggernaut

You're a tankful of terror in this helmet, crushing enemies and blasting away with your skull bombs. Jump and you'll duck inside the heavily armored tank for safety. No tight squeezes for you! Diamond power is the 5-way shot.

Micromax

Who said bigger is better? No fly swatter can touch in this helmet. With a nasty chuckle you stick to walls and jump to higher places, going into tiny areas no other helmet can reach. Diamond powers are mini-snake and swift mini-snake.

Cyclone

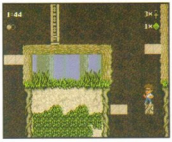
Get the winged helmet to become this whirling tornado. You can fly to any height, whirl through blocks and trash your enemies with hurricane force. Diamond powers are slashing rain, which rains knives into your enemies, and tracking rain; knife rain that seeks out and rips apart everything it touches!

Get ready for a walk on the wild side with Kid Chameleon, Sega's newest Genesis thriller! Kid Chameleon takes you through more than 100 action-packed rounds of heavy-duty, head bangin' action inside a giant hologram game called the Wild Side. Heady Metal, the big boss, is beating kids at their own game. You're Kid Chameleon, the coolest player around. With black sunglasses and a cranium as hard as rock, you're going after Heady Metal in his own turf...inside the Wild Side. And gamers, this is a wild place!

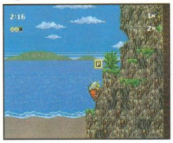




The wall is right behind you, but don't run too fast. You'll need to fall to the left to get the flag.



Get the continue, but don't break that block. You'll need it to get out alive.



Quick, through the mountain to find the flag.



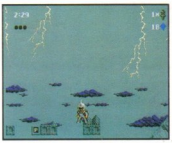
Don't be tempted by too many prize blocks. You'll be encouraged to keep moving right.



Only one of these broken bridges will bring you to the flag. Look out below.



Ouch. These diamonds are sharp.



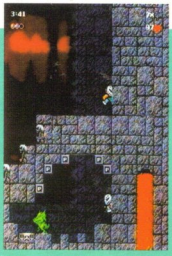
These boxes can really drill away at you. Watch out.

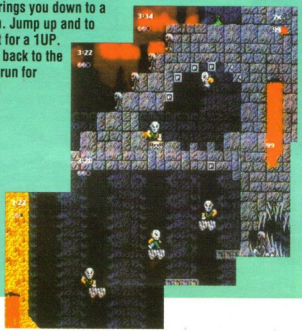
OVER 100 ACTION-PACKED ROUNDS!

Each round is timed so you gotta keep movin', crunching critters with your high-tops, banging the "P" (that's prize) blocks with your head to get diamond power-ups, timer clocks, extra lives and continues...and some awesome helmets that let you do things kids without Genesis only dream of.

LEVEL: UNDER SKULL MOUNTAIN I

When you get to the wall of shooting blocks, go to the right, jump up into the wall, keep moving to the right, then fall. Now move to the left. Get the diamonds and a hidden prize block in the middle up at the ceiling. Go next to the teleport pad which brings you down to a platform. Jump up and to the right for a 1UP. Then go back to the left and run for the flag.



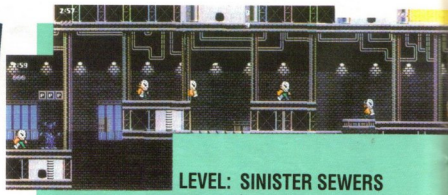






O.K. KID, GET READY TO MAP OUT A BIG WIN

This is you; the Kid. You're cruisin' along in Under Skull Mountain I and you don't want to make any disastrous moves that could set you back. There are too many Blow You Away - type challenges awaiting the Kid that he–and you–just won't want to put off. So fire up your Genesis and don the appropriate headgear. And keep this map close by.



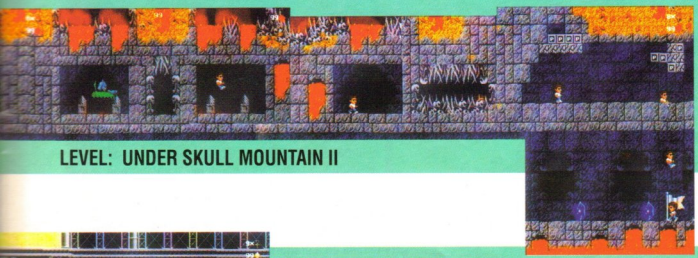
LEVEL: SINISTER SEWERS

Here's the easy way thru this level: If you start this level with Maniaxe, chop away at the water hazard then run and jump up onto the next platform to the right. Continue moving to the right, jumping quickly if you land on a falling floor or disappearing blocks.

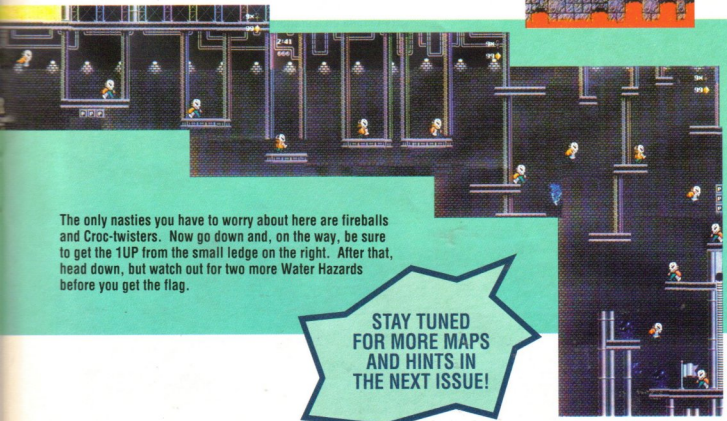


First, get the Juggernaut mask and the clock from the prize blocks above–the two on the right. Then make your way left. Don't fall down any of the holes. Watch out when you hear a laughing sound; that's the clue that an imp will fall on or near you. Move across the disappearing bridge and jump over the drill block at the end of it. Drive across the separated blocks, across the moving bridge and right into the wall. There will be three hidden blocks in that room. After you get them, jump across the opening to the left and fall down toward the right.

When you land on the block, move a little to the left then fall off. Immediately push right on your controller and you'll drive through the two blocks below. Make your way to the right, trying not to land on the drills. But it's not a big deal if you lose Juggernaut since he's not really needed on the next level. The prize blocks right above your head in the clearing are all diamonds. Farther on to the right are a bunch of prize blocks–a coin, clock, 1UP, and diamonds. But watch out for the hole in the floor. After you get everything you want, fall down–straight down– and you'll hit the flag.



LEVEL: UNDER SKULL MOUNTAIN II



The only nasties you have to worry about here are fireballs and Croc-twisters. Now go down and, on the way, be sure to get the 1UP from the small ledge on the right. After that, head down, but watch out for two more Water Hazards before you get the flag.

STAY TUNED FOR MORE MAPS AND HINTS IN THE NEXT ISSUE!

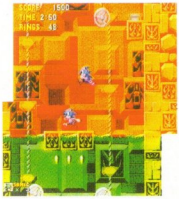


LABYRINTH ZONE
ACT 1

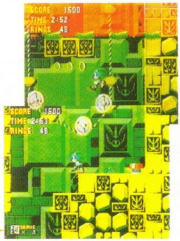
SONIC THE HEDGEHOG







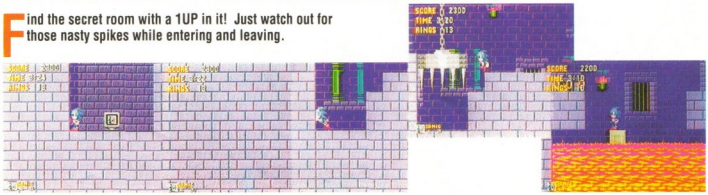
Try out the following if you need help getting through this room: hop onto one of the moving platforms and jump across the room before Sonic hits the spikes on the ceiling. Try to land on a platform that's going down. Jump quickly up onto the button. That opens the floor so you can continue.



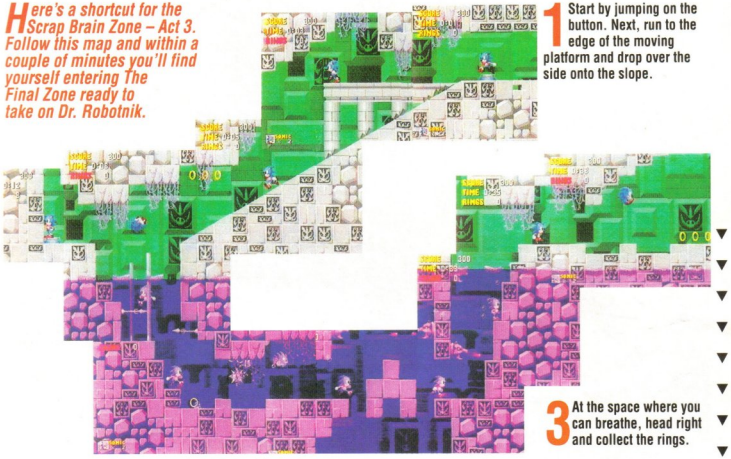
MORE MAPS AND HINTS!

MARBLE ZONE ACT 2

Find the secret room with a 1UP in it! Just watch out for those nasty spikes while entering and leaving.



Here's a shortcut for the Scrap Brain Zone – Act 3. Follow this map and within a couple of minutes you'll find yourself entering The Final Zone ready to take on Dr. Robotnik.

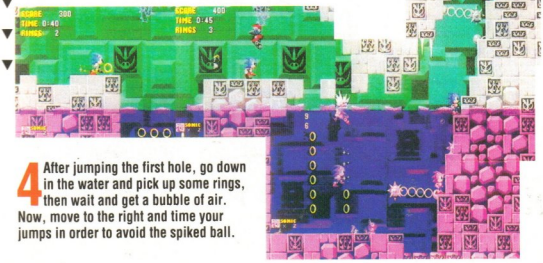


1 Start by jumping on the button. Next, run to the edge of the moving platform and drop over the side onto the slope.

2 Run down the slope and jump up onto the platform to the left of the shallow water. Push the button and go down to the water at the right. Watch out for the spikes coming out of the walls. Time your jump so you don't hit them. Make your way to the right and jump up onto the platform. Don't try jumping down – you'll have barely enough air to make it through this section.

3 At the space where you can breathe, head right and collect the rings.

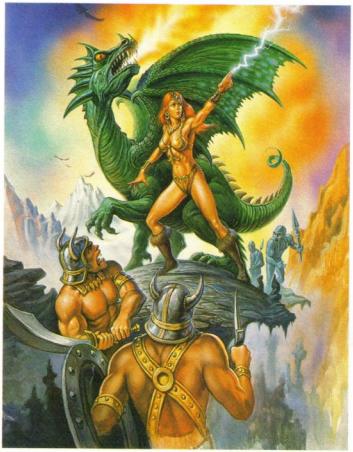




4 After jumping the first hole, go down in the water and pick up some rings, then wait and get a bubble of air. Now, move to the right and time your jumps in order to avoid the spiked ball.

5 Farther up you should be even more careful as there are two more balls to dodge. Once past them, just jump on the spring and launch yourself into the Final Zone.

ALISIA DRAGOON™



Plants and rocks explode. Green-slime wall suckers thirst for blood. Evil pterodactyls hurl boulders as poisonous gas seeps from rocks.

No, it's not lunchtime in the cafeteria. It's a little taste of what Alisia and her four allies tackle in the action game *Alisia Dragoon*.

A silver star falls to Earth, unleashing evil and gobs of gruesome critters. Alisia and her fearsome foursome have the dangerous job of wiping out the enemies on a search-and-destroy mission for the leader.

It's a piece of cake...NOT! But don't sweat, we're here with some advice on how to make it through alive.

Alisia can shoot lightning from her hands. If her power meter is fully charged, the lightning bolt fans across the whole screen. Otherwise it's directional - it shoots in the direction she's facing. If you aren't under attack, let your power fully recharge before moving on.

Cursed with more bad guys than you can shake a lightning bolt at, this cart is also blessed with a generous supply of power-ups in floating orbs. Most are in plain sight, but some are hidden in secret rooms — and there are *lots of* secret rooms! Search high and low to find all power-ups. Make sure you get all the power-ups in early stages, as these will help you get through the later ones.

Just remember: keep your wits about you, look for those secret rooms, and snatch as many power-ups as you can — they're the difference between winning and wiping out. ✔



With the Lizard, the more powered up he is, the more boomerangs he throws.



In Stage 4, study and memorize the boss's attacks. Keep shooting for his head. Jump over him when he charges or breathes fire. Climb down and avoid the guided fireballs, and move left and right to avoid the dive bombs.



The Stage 2 boss takes time to defeat. BE PATIENT! Standing on the grass platform, jump over the projectiles while firing. Retreat to the far left hand side and face right. Destroy the leaping creatures launched from the boss's brain. Shoot the boss as he charges and runs away from you. Repeat.



In Stage 5, when you drop down to the lower level, go left until you see a small explosion. You can then walk through to the secret cavern for the hidden power-ups.



At the top of Level 1, Stage 3, make sure you grab the orb containing the level power-up.



The Stage 5 boss also has a variety of attacks. Jump over the laser shots and grenades, and avoid the exhaust's back-fire. Shoot the tank from behind.

Sports Talk Baseball is Sega's latest addition to their exclusive Sports Talk Series. This two-player cart goes so far beyond sports simulation that it's licensed by the Major League Baseball Players Association.



The batting screen. Sandberg's high batting average against Martinez' low ERA should make for an exciting encounter.

Thrill to play-by-play calls for accurate, on-going analysis. Incredibly detailed graphics. Multiple viewing angles. Close-ups. It's better than watching baseball on TV.

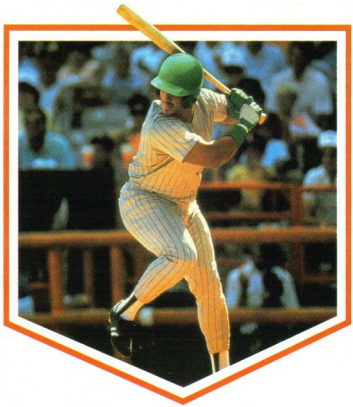
Pick your favorite team. Adjust the line-up and trade up for a long ball hitter or an outfielder.

Slug it out with the pros in an All Star Game. Show off your talent in an Exhibition Showdown. Or go for the Pennant in a race of 15, 30, 81 or 162 games. You can even choose from three stadiums, each one with different action.



The overhead view of the diamond shows you the big picture as Will Clark receives the ball from Robbie Thompson to rob Cecil Fielder of a base hit.

This cart plays just like the real thing, so most of baseball's traditional rules and strategies serve you well. Say you've got runners on first and second. Move them along with a sacrifice bunt in the batter's box. Or, take a clutch situation in the bottom of the ninth. Your team's in the field and you're up by one run. Bring in an ace reliever and preserve your lead. Strike three - he's outta here!



Based on 500 pro players' 1991 stats and styles, the action's riveting. And you need to stay on top of it because you're in command. Your pitcher's on the mound. You check out his ERA and decide what he'll throw. Surprise the batter with a knuckler. Or nail him with a fast ball. Experiment with different types of pitchers and keep 'em guessing.



The scoreboard that appears between innings lets you see the line score as well as the upcoming batters.



Geno Petralli heads towards third as Ozzie Guillen stops a grounder up the middle.

This game's ultra-fast and stealing bases is a given. Keep an eye on the runners when you're gearing up for a pitch and be prepared to go for a double play.

Keep in touch with the batter's stats, too. If he's a long ball hitter, move your outfield further back. Move them closer in for an infield hitter with a lower average. You'll always control the fielder nearest the ball; when he catches it, it's vital to think fast and gun it to the cut-off man. Check out the mini overhead view of the diamond and see where your opponents are before making your move. Are you quick enough to turn a screaming grounder into a 5-4-3 double play?

No other sports simulation pulls you out of your seat and onto the mound like Sega's *Sports Talk Baseball.* ✓



Bobby Bonilla slides into second on a close play.

- ***You've got a long ball to the fence. Push up on the D-Pad and hit the C-Button to leap and take away that homer.***
- ***As soon as a batter pops a fly, move your fielders toward the ball fast and catch it before it hits the turf. Don't be caught napping!***
- ***It's a hard shot to the hole. Quick! Push the D-Pad toward the ball fast and catch it before it falls. Don't be caught sitting on your heels!***
- ***Want your man to slide into base? Choose which base with the D-Pad — for instance, "Up" for second base — punch A and watch him slip under the tag.***
- ***Most real-life baseball strategy works great on this cart. Say you've got a man on first with no outs. Put a southpaw at bat and hit to the right side of the infield or outfield to push the runner along. Or, it's late innings, you've got a man on third and you're desperate for a run. Go for a sacrifice bunt, a "Suicide Squeeze," and see if you can score, score, score.***

QUACKSHOT STARRING DONALD DUCK

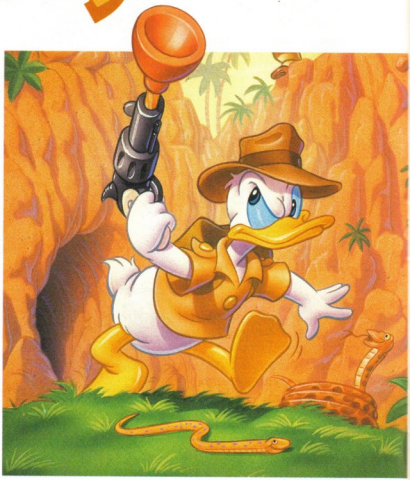
Have you tried *QuackShot Starring Donald Duck* on your Genesis system? If not, you're missing one of the hottest Genesis carts going. *QuackShot Starring Donald Duck* takes you from rooftops to vampire castles, to Maharajah and Viking ships - across the world in an action-packed hunt for the long-lost treasure of King Garuzia.

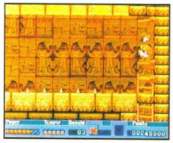
In this smash hit, Donald's an adventurer with some unusual weaponry under his control. Ever been hit in the face with a plunger? He has one that knocks his enemies silly. He can use red plungers to climb walls and green plungers to hang onto the flying objects. The Popcorn Shooter blasts out with a five-way shot and the Bubble Gum Shooter crumbles obstacles.

Getting through the game without getting your tailfeathers singed is nearly impossible. A full hit-point meter will save your beak, especially when you face a boss. Every time you get smacked, you lose hit-points. That's why food is so important. Grab the food whenever it appears on the screen to regain hit-points. Small food items like ice cream will give you one hit-point. If you can find a turkey, it will restore all your hit-points. And take all the money bags you find. If you get 100,000 points, you will get an extra life! ✓

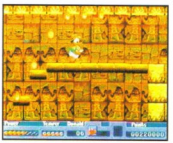


Use the Popcorn Shot against the evil Count. Hit him five times when his cloak is open. But watch out for the bats.

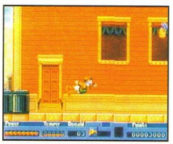




Here's a hidden room full of money...and a shortcut through the pyramid. Go up and to the right.



Run fast over the bridges in the pyramid. If you stop, they will collapse under your feel, sending you to a fiery finish. Ouch!



Eat every red hot chili pepper you find. Five will give Donald a Quack Attack, making him temporarily invincible. Go as far as you can before it wears off.



Stand in the center of the screen and shoot bubbles at the tiger. Duck when he shoots flames from his mouth and your tailfeathers won't get singed. Beat him and you'll get the Sphinx Tear.



The wall near the end of Transylvania Castle is the first big obstacle. If your timing is not perfect, the left wall will crush you like a duck egg.



These little boxes will set off explosive charges as soon as you pass them. Jump straight up in the air and let the charges go past you. Then get going. A vulture may be about to drop a beehive on your head.



Riding the powerlines to get the Bubble Gum Shooter ammo is tricky. You'll have to jump to a new hand trolley before you hit the electronic charge on the line or get a real shock!

SONIC THE HEDGEHOG COMIC STRIP

NOW IN SEGA VISIONS

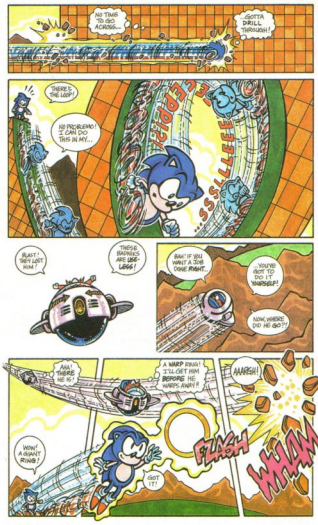
WELCOME TO THE PLANET MOBIUS! THIS USED TO BE A REAL FUN PLACE TO LIVE UNTIL THE EVIL **ROBOTNIK** POPPED UP AND STARTED TAKING OVER THE PLANET WITH HIS KILLER ROBOTS. ONLY **ONE** PERSON STANDS BETWEEN ROBOTNIK AND TOTAL WORLD DOMINATION! SHORT, BLUE, SUPER-FAST, AND RADICALLY COOL, HE'S ...

STORY 'N ART: FRANCIS MAO



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SOME TIME LATER...
MADE SPECIFICALLY - TWENTY HEMISPHERE, TEN BUZZBOMBERS, ONE SCIENTIST TERRIFIED WORLD MANUAL, AND ONE HEDGEHOG! - LATER...
HA! I GOT YA GOOD!! AW, IT AIN'T OVER YET!
YOU WON'T GET AWAY!
AH CONTINUED, YOU ANNOYING LITTLE BUGGER!
I'VE GOT YOU IT!
GAH!
HE COULD HAVE A POINT THERE...
I'M TOO OLD...!
ZOOM!
THERE'S A GIANT LOOP BEHIND THAT MOUNTAIN!
I'LL SPIN ME A GUTTER FAST, GET AWAY!!

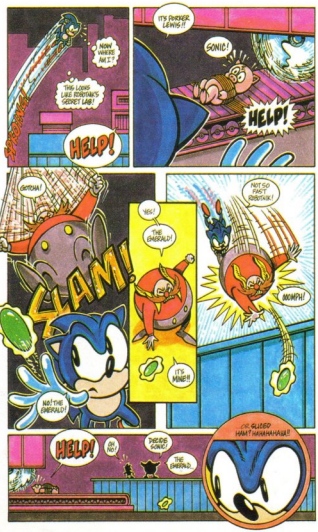

NO TIME TO GO ACROSS...
GOTTA DRILL THROUGH!
THERE'S THE LOOP!
SO PROBLEMO! I CAN DO THIS IN MY...
SLOOSH!
BLAH! I'M'S LOST HIM!
THERE'S THE LOOP! ARE YOU LOCO!
BAH! IF YOU WANT A SHOE DONE RIGHT...
YOU'RE GOT TO DO IT YOURSELF!
NOW, WHERE DID HE GO?
AH-HA! THERE'S ME X-1!
A WARP RING!! I'LL GET HIM BEFORE HE WARPS AWAY!!
MARSH!
WOW! A GIANT RING!
GOT IT!
FLASH
WHAM


HEH!!
MY FIRST ACT AS GUITARIC RULER OF THIS PLANET...
LOOKER, ALL THE HIGH MOUNTAINS!
BUT THE LAST LAUGH BELONGS TO ME!
SONIC, JUST ENTERED THE WARP OF DOOM-DASH!!
THAT PLACE IS IMPOSSIBLE TO GET TO FOR GOOD! HA HA HA HA HA HA
YEOW!
WHERE AM I??
SOMEWHERE OUT IN SPACE, I GUESS...
LOOP-THE-LOOPS! WHAT'S THAT DOING HERE?
SPRINGS! WHAT AN EXCELLENT IDEA!
A CHAOS EMERALD!
MAYBE IT CAN GET ME OUT OF HERE!
FLASH!


SPLASH!
WHAT THE...?
HUH...
WOOOOOSH!
KERSPLOOSH!
OUCH. THE FIRE AND WATER, THE FISH TANKS!
I GOT TO GET OUTTA HERE!
WHOOOSH!!
YEOWCH!
OH! OH! GO UP! NO GOOD!
SPLAT!
DOWN! GET MUCH BETTER!
NOW, I SHOULD HAVE A WARP RING ON A HOOK, THEN I WOULD...
SPLAT!
HEY! THERE'S A CURRENT! GOING INTO THAT TUNNEL OPENING!
CHOMP!
NO... IT CAUGHT YOUR ELBOWS!


GAH!
THIS WATCH'S RUINED!!
GASP!
AIR!
IT'S SONIC!
WHAT? CHAOS DOUSE!
ARE YOU OK?
ROBOTNIK'S BRAIN DUMP HAS SERIOUS DEMAGING INTO THAT LAKE!!
NOW YOU TELL ME!
HOW DID YOU GET IN THE LAKE?
I FELL WELCOME ON ROBOTNIK'S TRAPS!
I MEAN ROBOT-NIK!
HE'S TURNED ALLUE PEOPLE INTO ROBOTS!
HAHAHAHAHA JUST LIKE I'M GOING TO GET YOU!
CHAOS CONTROL! CATCH ME IF YOU CAN!
ZOOM!
ZIP!
SONIC GOES TOO FAST!
RABBITAK!
I'VE GOT A DATE WITH A DESIGNER EGG !!
CATCH ME! CATCH ME!
THAT LITTLE PEST HAS ONE OF THE CHAOS EMERALDS!
I'LL GET IT BACK FROM HIM BY WARNING HIM INTO...


THE STARLIGHT ZONE !!
NO ANGEL MINT PANIC?!
I DON'T EVEN HAVE SUCH A DEAD BIRD!
CATCH ME!! CATCH ME!!
HA HA HA HA HA HA HA HA HA HA
SONIC?
I'LL GET YOU SOONER THAN YOU THINK!
NOTHING!
NOTHING IS GOING TO STOP ME!
NOT JOB! SALLY!
NOT SECRET TEPPIE TOPPERS!
SPROING


NOW WHERE AM I?
THIS LOOKS LIKE ROBOTNIK'S SECRET LAB!
IT'S OWNER, LEWIS !!
SONIC!
HELP!
HELP!
GOTCHA!
YES!
THE EMERALD!
NOT SO FAST, ROBOTNIK!
IT'S MINE!!
MOMP!!
SLAM!
NO! THE EMERALD!
OH, SLIGHT HAIR-RAISING SHOCK!
HELP!
OH!
THERE, SONIC!
THE EMERALD!


HANG ON, PERSON!
OH! I KNEW IT! I'VE USED MINE GOOCH MY SHELL!
SO! SONIC! ROBOT-NIK! AND TROUBLE!
THAT'S RIGHT YOU LITTLE SHARP!
THAT IS WHY I HAVE THE EMERALD!
AND THAT IS WHY I'M GOING TO RULE THIS WORLD!
SO LONG, LOSERS! HAHAHAHA
NOW! I'LL WATCH WHAT I DO TO HIS BIONIC TRANSFORMING MACHINE !!
HE'S GETTING AWAY!
IT'S NOTHING IS STRONGER THAN ROBOTNIK!
NOTHING!
WHABOOM!
LISTEN UP! STAY OUT OF ROBOTNIK'S WAY !
ONCE I GET THIS ROTTEN ORB!
ALL OUR PROBLEMS WILL BE OVER!
THE ACTION CONTINUES ON YOUR SEGA™ GENESIS™ VIDEOGAME SYSTEM! PLAY SONIC THE HEDGEHOG AND LIVE THE ADVENTURE!!!

A Day in the Life of A Video Game

SEGA

A Visit to SEGA







Welcome to Sega

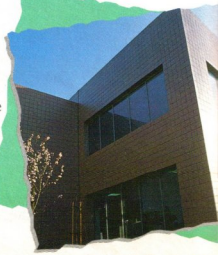
Many readers have written and asked us what it's really like inside the fastest-growing video game company in the world. Do the programmers really wear propeller beanies and consume diet soda by the tanker? Do they have a direct line to Domino's for midnight orders of pineapple and anchovy pizza? Do the sales and marketing guys walk around with cellular phones and call each other "Babe"? Well, maybe. Let's drop in on Sega's US Headquarters in Redwood City California and check it out.

Sega of America is located in three separate buildings just a few hundred yards from busy Highway 101, the main drag between San Francisco and San Jose. One of these buildings is where you'll find all of product development, the guys who are responsible for all the great games that Sega produces to run on the Genesis, Master System and Game Gear. This multimedia studio is where you'll find the artists, musicians, programmers and game designers.

Two additional buildings contain the company's business and corporate offices. Sales, marketing, financing and consumer services all live there. Even though you'll see more suits and spreadsheets per square yard in those buildings, the two groups of people have one very important thing in common: their excitement about the video game industry. Both of them want to make you happy that you own a Sega game system.

An Eye on the Future — Pushing the Envelope

The product development wizards have to keep up with all the latest technological innovations, to make sure that the very latest technology is incorporated into Sega's products. Data compression techniques allow them to cram more information into a cartridge than ever before, giving you more game for your money. The latest sound and music digitizers help them store realistic sound effects and musical sound tracks, to make gaming more of a movie-like experience. The better they are at making use of the latest developments, the happier you'll be with the products they develop.





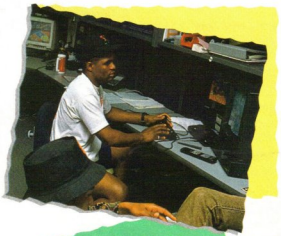




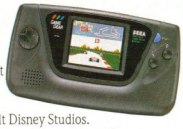


An Ear to the Ground — Listening to the Marketplace

Meanwhile, the marketing and consumer service reps are busy listening to the video game market, and to Sega's customers in particular. By listening, they find out exactly what people want out of their video game systems, and then help make it happen. Marketing listened when people said they wanted faster, more powerful systems, and the Genesis 16-bit system was developed. Consumer services listened when customers told them they wanted a fast, exciting arcade game with lots of tricks and puzzles, and Sonic The Hedgehog was born.



A Seed is Germinated



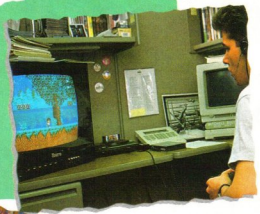
A game begins life as an idea. It might happen late one night as a group of gamers tosses ideas around. Or it might happen at an early-morning breakfast meeting as a group of marketeers discusses a licensing opportunity with Walt Disney Studios. Either way, a seed is planted. For it to live and grow, it must be nurtured and cared for. First, the idea has to be approved by the heads of marketing, product development, finance and sales.

Marketing conducts focus groups to see how the market will respond to the idea. Sega customers are invited to the corporate offices, and the focus group leaders solicit opinions about the product idea. If the focus group likes it, there's a good chance that marketing will approve the concept.

Next, the product development gurus have to comment on the technological feasibility of the concept. If the idea is hot and the technology is available to make it happen on time, Product Development will jump at the opportunity to make it happen.

Finally, Finance has to "look at the the bottom line" (they're always saying stuff like that), which means "How much is this going to cost to develop, and what effect will it have on our revenues for the year?" Someone has to play the straight guy, and it's usually the spreadsheet jocks in the finance group.

Once a product has been approved, it's full speed ahead. At this point resources are allocated, and responsibilities are assigned. Let's visit the Product Development building and take an inside look at the making of a video game.



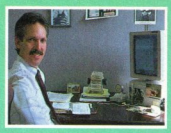
















The Big Picture

Games are created much like Hollywood movies. A producer puts together a team of game experts and computer geniuses to create the digital magic that you call a game. A typical Sega development team consists of a designer, a musician, a sound technician, a graphic artist, a programmer and one or more testers. Each member of the team has to do an outstanding job to make the product a success.

The Producer — Or, Who Do We Blame When Something Goes Wrong?

As with any team effort, a development team needs a leader, someone who will be responsible for every part of the final product, from the code that goes into the cartridge to the copy that goes on the outside of the package. This leader is called a producer (just like Hollywood), and it's usually someone who is familiar with all the jobs related to the development process.

Among other things, the producer has to know a lot about every aspect of game development, and has to stay involved from start to finish. He has to share the designer's vision of the game, and make sure it doesn't get lost in the sea of opinions that can come from all directions. He has to share the programmer's technical expertise, and help him find new ways of doing things. On top of all that, he has to be an art and music director, communicating the look and flavor of the game to the graphic artists and the musicians.

The closest thing to a software producer's job is that guy at the circus who keeps a dozen plates spinning on the top of long sticks. The only difference is the producer has to spin more plates.

The Designer — Who Says You Can't Make a Living Daydreaming?

The designer is the visionary of the team. Part daydreamer and part detail guy, he comes up with the idea (the vision part) and then writes a script, covering every detail of the game.

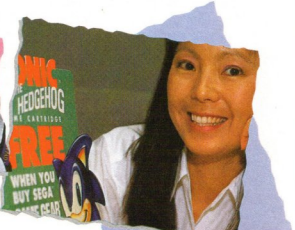
And we mean detail. Think of the pieces that go into a game as building blocks, and the cartridge as the box they have to fit into. The designer has to make sure that all the necessary blocks will fit in the box, while keeping one eye firmly on the original design.

Once the design is approved, its components are assigned to the appropriate groups: the graphic artists, the sound and music guys and the programmers.

The Graphic Artists — Bit by Bit

Without spectacular graphics and animation, even a great design would result in a dull game. The graphic artists have to create the characters and backgrounds called for by the design, and to make them all fit on the cartridge. Not only must they be good at creating the individual images (or "frames") for each character in the game, they also need to know how to string the frames together to animate the characters and bring them to life. This means that graphic artists have to be talented both in the traditional sense (as in pencil and paper), and also in their understanding of they way graphics are created, stored and retrieved by computers.

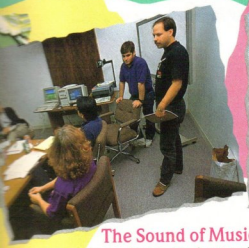










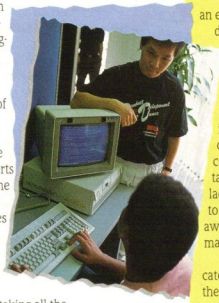




The Sound of Music

Unlike the primitive beeps and boings of yesteryear, today's games use stereophonic music and sounds to make the story and the characters come alive. The sound team usually consists of a technician, who creates the digitized sounds, and a musician, who composes the original music. Some computer musicians are rapidly becoming superstars in their own right. For example, Yuzo Koshiro, the musician who composed the music for Revenge of Shinobi and Streets of Rage, already has a following (see the Mailbag for a letter from one of his fans).

Like the graphic artists and animators that make up the graphics team, the musicians and sound experts also need to keep an eye on the storage capacity of the cartridge. Too many digitized sounds or too many musical passages could mean fewer animation frames or fewer levels to explore (see box).



The Programmers — Piecing Together the Jigsaw Puzzle

The programmer has the awesome responsibility of taking all the pieces of the puzzle and putting them together so that they all fit in the cartridge. But before he can start putting the pieces together, the programmer has to create or modify the game "engine," the basic environment where all the action will be taking place.

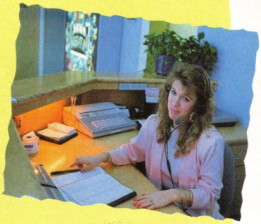
For example, if the game is a side-scrolling action/arcade game, the programmer starts with a side-scrolling game environment as a foundation, and then adds the graphics and the sounds brick by brick, following the designer's blueprint. If the designer is the architect, the programmer is the builder. Neither is more important than the other, since each one plays a critical role in the development process. Take away either one, and the game would fail.

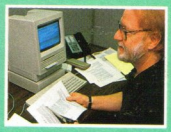


The amount of data a game cartridge can hold depends on its storage capacity. A 4-megabit cartridge, for example, can hold four million bits of data. That amount of data has to be shared by the various parts of the game (known as elements), such as the graphics, animation, music and sound effects. Because increasing one element usually means cutting back on another, the biggest balancing act in the development of a game lies in allocating the cart's total capacity so that the game elements are represented more or less equally.

Think of the game cart's capacity as an empty box, and the game elements as different colored wooden blocks that have to fit in the box. Putting too many blocks of one color in the box means less room for the other colors. Likewise for game cartridges. Giving too much emphasis to graphics means having to cut back on one or more of the other elements. This could result in a game that has a spectacular opening sequence, but which lacks depth because of insufficient room to add more levels. Or a game that has awesome digitized sound, but jerky animations.

It is part of the designer's job to allocate the cart's total storage capacity to the game's elements so as to create a well-balanced game.











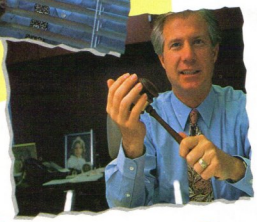


The Testers — Or, Give Me a Game and I Can Make it Break

Talk about dedication. These guys spend hundreds of man-hours playing a game over and over, going to every area and touching every pixel in the entire game. An experienced tester can usually find a serious bug in a prototype cartridge in five minutes or less.

A major cartridge, like Kid Chameleon, employs a team of testers and a test leader or manager to sift through the hundreds of bug reports. The test manager's job is to verify all the bugs, rate them in order of importance, and then report them to the programming team. After the programmer has fixed a bug, the test manager then has to verify that it has in fact been fixed, and not just pushed into some dark corner of the code.





Of Suits and Spreadsheets

Back at the corporate building, sales, marketing, consumer services and operations have been busily planning the release of the product. Even though they operate behind the scenes, these guys are just as important as the people in the product development building. Without sales and marketing, nobody would know about Sega's products. If nobody knew about them, then nobody would buy them. And if nobody bought them... well, you wouldn't even be reading this.

Marketing

Marketing is responsible for the product's packaging, advertising, promotions and pricing. In addition to approving a product in the first place, the marketing department also gets to approve its final state, and then helps release it into the marketplace. So while the producer and his gang have been busy putting the finishing touches on a game, the marketing people have been just as busy preparing ads, writing package copy and doing everything else necessary to make the product a success. Think of marketing as being responsible for everything that goes into (and onto) the package except for the software in the cartridge ROM. And that's a lot.















Operations

These "smooth operators" are responsible for making everything flow smoothly and making sure that all the parts come together at the same time. Most of this effort takes place in the warehouses of Sega of Japan. The operations team sends the software to the ROM duplicators, and the package art and all the printed materials to the printer. When the parts come back from the various suppliers, the quality control (or QC) arm of the operations group makes sure that all the components are of the highest quality. They test the cartridges and check all the other parts to make sure that they comply with Sega's standards of quality.

Finally, they put all the parts together into the final package, ready for shipping. If the producer's job is to keep a dozen plates spinning, the operations team has to juggle about the same number of balls, and make sure they all land at the same time.



The shrinkwrapped packages are then shipped back to the US, where the smooth operators at this end ship the final product to stores. You can find these smooth operators in the Hayward facility, on the other side of San Francisco Bay. This gang of troopers is Sega's main link with the outside world. They make sure that the finished goods are shipped on time, and they take care of any product returns. Above all, they make sure that Sega's customers stay happy.







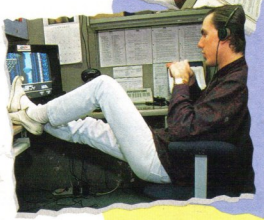
Sales

We probably don't need to tell you what the sales people do. Their main job is to stay in touch with retailers and get them excited about upcoming products. Over the years, they have established solid relationships with retail buyers, who trust the sales reps to give them solid information about Sega's products. The sales reps are also responsible for in-store promotions (like the Sonic mobiles and the stand-up displays), and for cooperative advertising between Sega and stores.

Game Counsellors — It's a Lousy Job, But Somebody Has to Do It

Sega's Game Counsellors know every last detail of every game that runs on Sega systems. They can tell you where and how to find those hidden Easter Eggs, or how to get past the Big Boss on Level Three. Game Counsellors spend their entire working day playing all the latest Sega games, and advising customers who need help getting through a game.

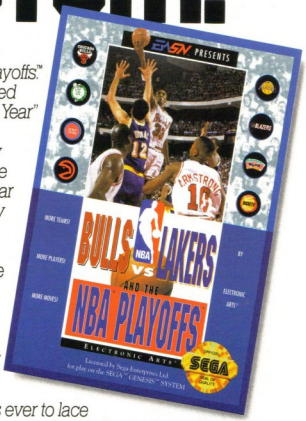
If you think this sounds a little like being an ice cream taster at a dairy plant, you're right. But even ice cream tasters have to take a break from ice cream every now and again. So, after a hard day trying out all the new games and answering customer inquiries, these guys like to relax by heading down to the local arcade.



THE GREATEST PLAYOFFS IN NBA HISTORY.

It's showtime. Bulls vs. Lakers & the NBA® Playoffs.™ The new updated version of the game awarded SEGA GENESIS *"Genesis Sports Game of the Year" by Game Player's.*

Bulls vs. Lakers raises pro basketball to new heights. With twice as many teams: all 16 of the 1991 NBA playoff contenders plus both All-Star squads. More signature moves and more tasty dunks than a donut shop. Better defensive control and shot blocking. Even the exclusive EASN "T" Meter" to help you sink those critical free throws.





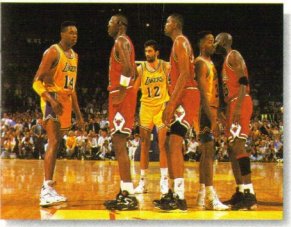
Use the EASN "T" Meter to control the power and accuracy of free throws. Sink your shots or sink your team.

And, of course, you get to play with the best guys ever to lace up a pair of hightops. High altitude acrobats like Jordan, Drexler, Kemp, and Malone. Dead-eye shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.

NBA · Atlanta Hawks · Golden State Warriors · Chicago Bulls · Boston Celtics · Detroit Pistons · New York Knicks · Milwaukee Bucks · Seattle SuperSonics

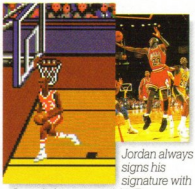
You get the entire cast that staged the most electrifying playoffs in NBA history.

Start with all sixteen teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D." With the right moves and a little luck, you just might advance to the championships.

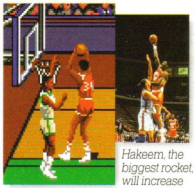


As you'd expect, EASN covers every bounce of the ball. Capturing every brick that clangs off the rim, every squeal of $159 sneakers on hardwood.

The network's expanded coverage includes instant replays of everything that happens on the court. Timely stats. Scores from other games. Highlights. Even the EASN pre-game and half-time show.



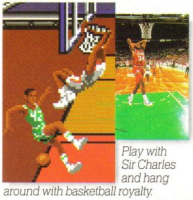
Jordan always signs his signature with a flourish: his patented Air Reverse.



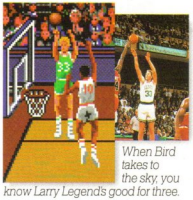
Hakeem, the biggest rocket, will increase your frequent flyer mileage.



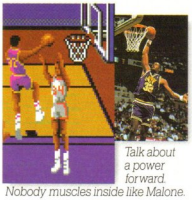
Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



Play with Sir Charles and hang around with basketball royalty.



When Bird takes to the sky, you know Larry Legend's good for three.



Talk about a power forward. Nobody muscles inside like Malone.

Jump at this chance to join basketball's elite. Visit your local EA dealer or order by phone any time: (800) 245-4525.

And play with the champions of the NBA.

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Sega CD-Powerhous

Soon Nothing Will Even Come Close to Your Genesis.



We've been hearing a lot of rumors lately about the soon-to-be-released Sega CD — that's the CD-ROM drive that docks onto your Genesis to give you a state-of-the-art gaming and entertainment center — so we thought it was about time we set the record straight. Here then, is the official word straight from Sega's corporate headquarters in California.

Q: What exactly is the Sega CD?

A: The Sega CD is a CD drive that connects to a Sega Genesis to bring you a whole new dimension of gaming experience. Not only will you still be able to play all your Genesis carts, but you will also be able to play all the games soon to be available on the new CD-ROM format. Games that will include CD-quality stereo sound, motion video, and an enormous capacity for graphics and animation.

Q: What advantages will the Sega CD have over the Genesis' built-in cartridge?

A: First, a CD has over 500 times the capacity of an 8-meg cartridge. This means that we can cram amazing sound, graphics and animation onto a CD to give you movie-like gaming, with more enemies, more sound, and more animation.

Second, because the Sega CD is also a high-quality audio CD player, CD-based games will have the sound quality of musical CDs. Imagine a movie sound track with the realistic sound of a creaking door opening behind you, or the thunderous roar of a Big Boss as he launches his final assault. As well as playing games, the Sega CD will also play all your favorite audio CDs through your stereo system.

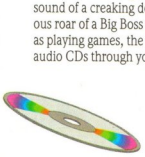
Q: What are the Sega CD's audio specs?

A: The Sega CD's audio specs compare favorably with high-end audio CD players. You may even find that it sounds better than your present CD player. For you techies, the Sega CD will have two-channel stereo output with 8-times oversampling. Frequency response of 20 to 20,000 Hz, with a dynamic range of greater than 90 db and a channel separation of more than 90 db.

Q: How does the Sega CD attach to the Genesis system?

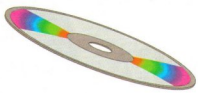
A: The Genesis simply slips right on top of the Sega CD. The docking module on the right side of the Sega CD (see photo) takes care of all the connections, so there's no need for a tangle of wires between the two units.

To experience full stereo sound with your games and audio CDs, you will need to connect the Sega CD's audio output to your stereo system, just as you would with any standard CD player. And by routing the Genesis audio through the Sega CD, you can have full stereo sound no matter what format you are using.



se Gaming





Q: Will I have to disconnect the Sega CD to play a standard Genesis cartridge?

A: No. Because the Genesis sits on top of the Sega CD, you will have continued access to the cartridge drive.

Q: What formats will the Sega CD support?

A: In addition to the game CDs and the standard and mini audio CDs, you will be able to play the new CD+Graphics (CD+G) music albums. CD+G discs let you see as well as hear your favorite recording artist.

Q: Will the Sega CD improve the performance of my Genesis system?

A: The Sega CD has its own 16-bit processor that works in tandem with the 16-bit processor in the Genesis. This means that CD-based games will feature enhanced graphics, as well as simultaneous zooming, scaling and rotation.

Q: Does the introduction of a new game format mean that Sega will be winding down production of Genesis carts?

A: Absolutely not. The Sega CD is an enhancement to your Genesis system, not a replacement. Sega has lots of great game cartridges coming, which you will be able to enjoy with or without a Sega CD.

Q: Exactly when will the Sega CD be available here in the US?

A: Sega will be announcing the release date at the Summer Consumer Electronics Show in Chicago this May. Look in the next issue of Sega Visions for full details.

Q: Mega-CD is already shipping in Japan. Couldn't I just buy one from there instead of waiting until it's released here?

A: The Japanese units will only play the Japanese CD titles. If you buy a Mega-CD from Japan, you would not be able to play American Sega CD games.

Q: How much will the Sega CD cost?

A: Sega has not yet made an announcement about price.

Q: What titles will be available for the Sega CD when it first hits the stores?

A: Sega's keeping this information under close wraps. Watch for an exclusive scoop on the first Sega CD titles in the next issue of Sega Visions. ✓

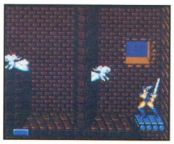
AX BATTLER™
A LEGEND OF GOLDEN AXE



Ax Battler, the sword swinging barbarian of *Golden Axe* fame, is back in an all new Game Gear sensation. It's *Ax Battler, "Legend of Golden Axe"*. In this action/adventure hit game your quest is to regain the Golden Axe, a magical skull basher that has been swiped from Firewood Castle by the evil Death Adder.

In *Ax Battler* you hack your way from town to town, swordbashing creatures waiting to turn you into mush. In towns you can learn battle skills and passwords. In country scenes you get magic vases every time you gut an enemy. And in landmarks you win items to advance the game.

Each town you come to has Training Houses, marked TR. Crush the chosen enemy and you gain a special attack skill.



Fighting in the dark is no fun. Use Thunder magic to light up the night ...and shock your enemies!

Though you will need them all, the most serious is the Upper Swing. Push the D-Button down and Button 1. This kneeling attack takes a full hit point off your enemies each time you connect. You'll need it after you ride the sea turtle across the ocean. There are lots of Skeletons. These dead soldiers attack so fast you almost don't have time to get ready. Kneel as soon as each battle begins and swing. If you time it right, you'll knock the Skeleton back. Leap to the left, walk until the Skeleton is off the screen, then blast those bones the same way.

Magic is just as important as battle skills for beating the



Surrounded? Save magic for use in desperate moments like this.

tougher enemies. Thunder offers the best all-around destructive power. The best time to use magic, besides when you are about to get slam dunked by the Bad Brothers, is when you are in the corners of landmarks. Usually two enemies will be there, waiting for you. Use a spell to take them both out,



Use the upper swing attack to get enemies higher than you.

then keep climbing. Save your hitpoints for when you really need them. Another thing about Thunder, it uses only four vases. Fire, which really heats up your enemies, uses eight vases and is better suited for the heavy hitters late in the game.

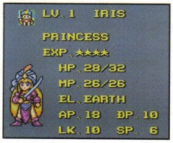


Talking to the people in towns gets you clues and important information.

Be sure to talk to everyone you meet in towns. They will give you the clues you need to get to the next landmark and town.

Remember, whoever controls the Golden Axe rules the world. The kingdom is depending on you to recover the Golden Axe. Can you meet the challenge? ✓

The land of Tyramus has big problems! The evil Jyn empire has stolen three of the four magic peace-keeping crystals. Grym, a Jyn Wizard, is searching for the last crystal. You have it and you're hunting him down to get back the crystals and restore peace to Tyramus. *Crystal Warriors* is Sega's newest Game Gear RPG. You take control of Princess Iris and up to nine of her spell-slinging, sword-swinging friends through 16 action-packed rounds of adventure role-playing fun. How you take on the Jyn forces of doom will decide if you get to be a hero - or a zero - in the land of Tyramus.



Princess Iris is allied with Earth and is an even match with any elemental! She can use magic and keeps getting tougher as the game goes on.



Crystal Warriors™

Territorial Disputes

The three magic crystals are being held by Jyn Warlords. To get them back, you must defeat 16 rounds of Jyn forces. You win a round when you either wipe out all the enemy forces or capture the enemy fortress.

The best way to get through a round is to sit tight, arrange your players to protect your fortress and hang on! In most rounds at least half the enemy forces will move to attack you. Dividing the enemy makes them easier to crush. Usually the strongest enemies attack first, leaving healers and the occasional Jyn Lord to clean up.

Watch Your Elements

The crystals that kept peace in Tyramus were Earth, Fire, Wind and Water. Everybody in the game, human or not, is allied to one of the elements. Use them to your advantage. Battle an evenly matched Fighter with an element more powerful than yours and you'll take a major beating. But fight a Ranger with an element weaker than you and you'll do serious damage. Here's a way to remember which is strongest:

fight WATER with FIRE
fight WIND with WATER
fight FIRE with WIND
EARTH is EQUAL TO ALL.



The roads between fortresses are filled with danger. A moving window lets you see exactly where your players and your enemies are and what spells and elements they have.



Battles with the Jyn are upfront and personal! You can see the effects your blows and spells have on your enemies.

Use the SCAN spell before battles begin to determine the element of your attackers. You'll know what players to use first!

Spellcasting

Mages, Healers and Iris can all sling spells. Mage spells cause a world of hurt in some very interesting ways. Healers can keep you going in the heat of battle. And Iris can use both kinds of spells. Some spells are more effective against certain elements. Match them against your enemies for maximum crush.

COLD and FROST put the big chill on Fire characters.
FIRE and BLAZE cook Wind characters into Jyn stew.
FLASH and BOLT will shock the life out of Water characters.
HEAL and LIFE spells restore your player's hit points.
DRAIN gives you 25% of the enemy's hit points, a real life-saver in battle.
CHANT lets you give some of your magic points to another player.
BOOST makes your next attack a critical blow.

Not all of your players can use magic. Fighters and Rangers rely on strength and skill for their attacks. Just remember that when you hire them, most players will be without equipment. Outfit them as soon as you can, because you will need as many characters as you can control to beat Grym...and whatever else happens! ✓



The perfect pocket shooter: it's the only way you can describe *Fantasy Zone*, the latest epic in the *Fantasy Zone* series and the first *Fantasy Zone* cart for Game Gear.

Trouble has come once again to the technicolor world of the *Fantasy Zone*. The evil Menons, traditional enemies of the Zone, have kidnapped Opa-Opa. You are Opa-Opa Jr., son of the hero. Here's what you have to do: rescue your dad and grind the Menons, who are really strange, into alien paste!

Fantasy Zone is seven big stages of shoot 'em up fun. Piloting Opa-Opa Jr., the little red and green powerhouse, you blast the Menons to get coins. You can use them to buy bigger and better engines, shooters and bombs for Opa-Opa Jr.

As you get into *Fantasy Zone* you'll find that although the Menons become tougher and weirder, the basic strategy stays the same. Each stage contains Menon bases. You have to wipe them all out before fighting the boss. A few long bursts with the normal shot or a few bombs will generally do the trick.



Groups of Menons usually stay mid-screen. Stick to the bottom or the top for safety.

BLAST A MENON AND GET SOME GOLD

But go single minded for the bases and you'll be in trouble. Each stage has smaller Menon critters. They travel in groups of three or more and are incredibly nasty. Most stay mid-screen in the game. You can shoot or avoid them by being a little careful. It's the bugs that snake up and down across the screen that will snag you. If you've bought special shooters and other gear and get zapped, you lose it all. Go for the gold...but do it with an eye for self-preservation.

Gold comes in handy for buying things that turn you into a flying fistful of doom. At shops you'll find items for speed, weapons like lasers and twin bombs and special items like shields and extra ships.



When attacking two bases close together, fire Weapon 1 at the base on your level and drop bombs on the lower base. Take them down two at a time.

Speed items include big wings ($100) and rocket engines ($100,000). Moving too fast in the Zone can be a serious liability. It's best to leave the engines alone until you feel ready to live Zone life in the fast lane.

Your Weapon 1's are all shooters. The best Weapon 1 for battling stage bosses is the laser shot, a high powered beam that really toasts 'em good.

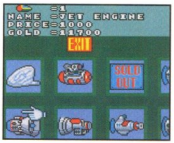
Weapon 2 choices are of the bomb variety. They are good for pinpoint hammering of the stage bosses. Best choice is the heavy bomb. Special items include the extra ship and the flash attack. Get the extra ship



Eyeballs will try to pin you to the top or bottom of the screen. Don't get caught or you lose a life.

first. It's like buying an extra life. The flash attack is strong medicine against really evil stage bosses. It takes a short time to charge. But when it goes...Wow!

The toughest part of each stage is beating the bosses. The first boss, Lefant, is easy. Just shoot him in the nose, dodging the spear-like proboscis, until he explodes. Take out Fllame, the stage 2 boss, by hitting him with a heavy bomb, then shoot until he's toast. Stage 3 pits you against Iceeze, who tries to put the chill on you. Use the flash to thaw a few of his features, then blast the rest. From here on, the bosses get really vicious. It will take the most powerful weapons, and all your gaming skill, to beat 'em down.



In shops you'll find everything you need to get mean with the Menons.

Grab hold of *Fantasy Zone* and hang on. Once you're in the groove with Opa-Opa Jr., you'll know why this is the perfect pocket shooter. ✓

BIG GEORGE, BAD BART, AND AMAZING SPIDEY GO GAME GEAR!





Gear up for the best **Game Gear**™ action with **George Foreman's KO Boxing**™, **The Simpsons**™: **Bart vs. the Space Mutants**, and **Spider-Man**®. Sensational head-to-head boxing, insane Simpsons mayhem and web-slinging superhero excitement...get it all from **Flying Edge**™!

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SEGA

GAME GEAR
8-COLOR PORTABLE VIDEO GAME SYSTEM

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Sega Interview



Mark Voorsanger and Greg Johnson

JAMMIN' OUT WITH
MARK VOORSANGER AND GREG JOHNSON
The Creators of 'TOEJAM & EARL'

ToeJam & Earl ***is an outrageous Genesis game which features video game characters with true personalities. The two guys who created these ultimate alien funklords are Mark Voorsanger (age 29) and Greg Johnson (age 32). SEGA VISIONS obtained an exclusive interview with Mark and Greg, who told us all about their best-selling game and their work on the upcoming sequel.***

SV: *HOW DID YOU TWO GET STARTED DEVELOPING VIDEO GAMES?*

GREG: Prior to *ToeJam & Earl*, I was working with Electronic Arts on games like *Star Flight* and *Star Flight II*. After these in-depth games, I wanted to develop a game that would be light hearted and fun. In college, I studied biolinguistics which is how animals, like dolphins, communicate. When I graduated, I took some time off and got a job developing video games.

MARK: I graduated with a degree in Computer Science from The University of California at Berkeley. I always planned to work as a programmer. *ToeJam & Earl* was the first game Greg and I worked on together, even though we've been friends for years.

SV: *WHERE DID THE IDEA FOR* TOEJAM & EARL *COME FROM?*

GREG: Both Mark and I enjoy listening to funky music. After finishing *Star Flight II*, I was in Hawaii on vacation. While I was relaxing on the beach, I came up with the idea for *ToeJam & Earl*. I guess I still had spaceships and aliens on my mind. After creating the characters, the plot for the game came together.

SV: *ARE THE* TOEJAM & EARL *CHARACTERS MODELED AFTER EITHER OF YOU?*

GREG: I don't think we started out modeling ToeJam or Earl after ourselves, but as the game evolved, I decided that Mark is ToeJam and I'm Earl. We had to develop the characters in detail, and I think they have many aspects of our personalities.

MARK: I think it would be more accurate to say that ToeJam and Earl are two different aspects of Greg's personality. Greg originally came up with the idea for the game and the characters.

SV: *IN WHAT WAYS IS* TOEJAM & EARL *AN UNUSUAL GAME?*

GREG: Aside from the characters having their own personalities, we tried to make the game funny to watch as well as fun to play. We wanted a game that was original, easy to understand and that offered an immediate response to the player's actions. This makes *ToeJam & Earl* very different from other video game titles on the market.

MARK: We really wanted to design a two player game so Greg and I could play against each other. We consider *ToeJam & Earl* to be a two player game with a one player option. If you haven't seen this game in the two player mode, grab a friend and give it a try!

SV: *WHAT CAN YOU TELL US ABOUT THE SEQUEL TO* TOEJAM & EARL *WHICH YOU ARE CURRENTLY WORKING ON?*

MARK: *ToeJam & Earl* are invited back to Earth to give a rap concert. Unfortunately for our heros, a Boogie Man steals the compact discs which are necessary for *ToeJam & Earl* to perform the concert. The object of the game is to search for the CDs on many different levels. The game will look different and offer a larger variety of game play experiences. There will be many new places to explore.

GREG: We are planning various world environments and many more default items which *ToeJam & Earl* will be able to use all the time. We've also created many new items and plenty of new characters.

SV: *WILL THE BASIC GAME PLAY OF THE SEQUEL BE SIMILAR?*

MARK: No. *ToeJam & Earl* 2 (working title) will feature fixed worlds, not randomly generated ones. This allows us to offer more detail and more secret places to explore.



GAME PLAYING TIPS

In case you haven't already reached FunkLord Status and found the pieces of The Rapmaster Rocketship, here are a few hot tips directly from the game's creators:

It is possible to sneak up to the Santa Claus character. When you see Santa rummaging through his bag,* ToeJam & Earl *can tip toe (not walk or run) toward him by using the A button on the controller. If Santa looks up, freeze until he looks back into his bag. When you reach Santa successfully, he will drop a bunch of valuable presents.

There are a total of three islands on the first level, although only one is visible. Present Island is located on the upper-right-hand corner of the map and Wahini Island can be found on the lower-left-hand corner of the map. To reach these levels, you must first proceed to a higher level, obtain Rocket Skates, Icarus Wings or an Inner Tube and then fall back down to level one. On Wahini Island there is a hole. If* ToeJam & Earl *jump down the hole, there's an extra life bonus, presents and a hot tub filled with Wahini babes waiting.

After level ten,* ToeJam & Earl *is a game of strategy. Therefore, it is important to identify presents whenever they see The Wiseman (Carrotman). Always attempt to identify the Randomizer, so you only have to open bad presents once. Also, save your bucks until you meet The Wiseman and can identify the Randomizer. After level ten, you must open the right presents at the right time. Knowing where The Randomizer is will help you win the game.

SV: *WHEN WILL THE SEQUEL BE RELEASED?*

GREG: It takes us nearly a full year to complete a game like *ToeJam & Earl*. For the sequel, we're getting more help, so it's going a little faster.

MARK: We're not sure exactly when the new game will be released, but we're working hard to complete *ToeJam & Earl 2* in time for Christmas 1992.

SV: *ASIDE FROM* TOEJAM & EARL, *WHAT OTHER GAMES DO YOU ENJOY?*

GREG: We really like *Road Rash* and *Sonic The Hedgehog* on the Genesis.

SV: *SUPPOSE SOMEONE HAS AN IDEA FOR A HOT NEW VIDEO GAME, WHAT SHOULD THEY DO?*

MARK: If you want to create video games, I suggest you first finish college, because you must have a computer or technical background.

GREG: An artistic background is also helpful, especially if you're not technically oriented. If you have an idea for a game, develop a demo on a computer. No video game publisher wants to hear just an idea. They always want to see a working prototype of the game. If you don't have the knowledge to write a game on a computer, put together a team of friends who can help you.



Bump the mammoth to get a boost onto the floating ice ledge.





Here's The Big Boss. We'll leave this one up to you.

Chuck Rock

Virgin Games

Category: Action
Players: 1 Player

There's something to be said for silliness in games and Chuck Rock is definitely silly. This portly prehistoric will provide many entertaining moments as he belly-bumps his way through the levels in his quest to rescue his cave-girlfriend Ophelia. Taking some liberties with pre-history, Virgin has mixed dinosaurs and homo-sapiens. The resulting encounters force Chuck to resort to carrying rocks with him most everywhere he goes. When he does get caught off-guard, his expression is priceless.

If you're looking for entertainment that provides more in the way of chuckles than challenges, you're gonna like this belly-bumping caveman.

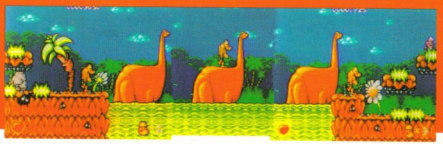
RATINGS

	10	20	30	40	50	60	70	80	90	100
GRAPHICS										
SOUND AND MUSIC										
PLAY CONTROLS AND GAME PLAY										
DEPTH AND CHALLENGE										
OVERALL FUN										



Our boy Chuck is no slouch when it comes to jumping, but he does need some help on occasion. A pterodactyl can be quite useful – if he's awake. The brontosaurus can, too. When you get to the green water, hitch a ride on this big guy if you want to remain healthy.

LEVEL 1

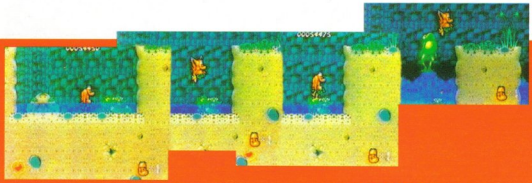


If there's no pterodactyl or brontosaurus handy to give him a lift, Chuck will stoop to any level – even a snake – to help him get beyond an obstacle. Use a rock to wake a snake.



LEVEL 2

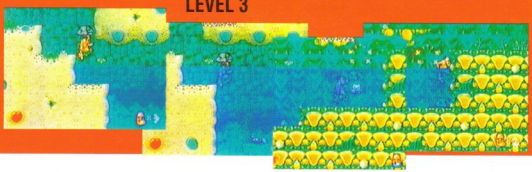


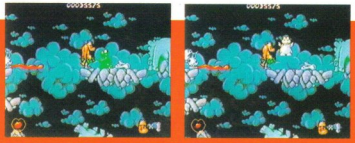


When wading around in the shallows, Chuck should stay alert for ways to move to the high ground. Jumping on top of a fellow jumping champion is a good idea.

LEVEL 3

Pick up a rock before hitting the deep water. It will help you get across the bottom quickly and handle the killer fish, crabs and squid enroute.





LEVEL 4

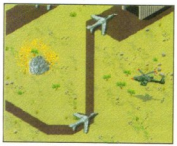
Devil or angel? Hard to tell what that dino will turn into. If it's a devil you should worry because it will attack you with a vengeance – they can even fly through rock. But you can attack them back just as you would any other dinosaur. Then there's the old "throw the attacking teeth" trick. Attacking the thrower definitely reduces the danger.





DESERT STRIKE
RETURN TO THE GULF

In the heart of the Middle East, the desert isn't the only thing that's dangerous and unpredictable. There, a violent storm is brewing and a lunatic dictator is out of control.



When attacking airports, destroy all enemy troops and armor before destroying the airplanes and hanger; it's much easier that way.

Deja vu, or what?! Electronic Arts tapped into last year's hottest headlines to bring you this year's hot new Genesis cart: *Desert Strike: Return to the Gulf.*

With a chilling touch of the reality of the Gulf war, this game puts the player in the pilot's seat of an Apache helicopter, armed to the hilt and



During each mission, you'll get a list of objectives. Try to achieve them in order.

ready for combat. The Apache is loaded with fuel and weapons. A word of caution: use these resources wisely. The chain gun is your least powerful weapon; use it mainly to preserve the Hydra and Hellfire missiles. *Desert Strike* combines the fast pace of an action/adventure game with the detail of a role-playing game.

Conserve your fuel. Check out the battle map for the best route. The map also will help you figure out where friends and foes are positioned.

You have three lives in each mission. Watch for boxes with a red cross symbol. Want an added boost in the first campaign? You can start with ten lives by entering the password BQQQAEZ.



As you battle your way in enemy territory, be on the lookout for MIAs to rescue. MIAs are dressed in brown and are almost always guarded by soldiers, who you'll have to kill before attempting a rescue. You get more than brownie points for returning MIAs to a landing zone: you get to restore the Apache's armor.

When you fly your first mission, lift off from the carrier and head for the enemy radar dishes. You can destroy all enemy weapons, troops, vehicles and structures if you're really into it, but it's only necessary to fire on the targets in your orders. Other structures, however, may contain extra fuel or weapons you can confiscate by hovering over them.



While committing the jail breaks in Mission #2 watch for ZSU's that sneak up on you as you pick up prisoners.



Use the first mission to establish air superiority and prepare for the remaining three missions. When you approach the enemy airport in the upper section of the map, all enemy weapons will be facing clockwise. Obliterate all buildings and planes. Near one of the radar sites is a crashed plane. Rescue the pilot and get rid of the wreckage.



Destroy all enemy tanks and weapons as you fly through Embassy City in Mission #3. Beware of enemy soldiers shooting from rooftops. And try to avoid hitting civilians.

Later missions pit you against different kinds of enemy forces. You'll be out there destroying (if you're lucky) SCUD missile launchers, a chemical weapons complex and nuclear weapons facilities. It's your job to stop oil spills, save entire oil fields and airlift commandos to safety.

Survive, and you'll be honored by the President. ✓

Desert Strike: Return to the Gulf
Electronic Arts

Category: Fighting/Action
Players: 1 Player



WHERE IN TIME IS CARMEN SANDIEGO?

Solve the greatest crimes of all time in Electronic Art's new *"Where in Time is Carmen Sandiego?,"* the one-player role-playing game that puts you at the center of a mystery novel.

Where in Time is Carmen Sandiego? is based on one of the most popular computer game series ever, and the hot new PBS game show. This 8 meg version is just as addictive.



You know you're on the right track when you run into V.I.L.E. Henchmen.

You're the newest member of the Acme Detective Agency, struggling to survive all 80 missions and reach the highest rank, "Retired Super Time Sleuth." To make those promotions, you have to track down the elusive Carmen and send her up the river for good. But before you can capture Carmen you have to catch her gang of surreptitious sneak thieves first.



As soon as your database has enough information to let you make an arrest, it will issue an arrest warrant.

That's easier said then done, because Carmen and her V.I.L.E. henchmen have the ability to travel backwards and forwards through time. So when they steal priceless objects from around the world, they can escape into another era and disappear. Not only don't you know where they are - you don't even know when they are. And if you don't find them, they can change the course of history. Where would we be if they stole Paul Revere's Horse before he took his patriotic ride?

Fortunately, there's help. First, the Chronoskimmer 325i. It takes you back and forth through 1500 years of history. It scans the various crime scenes for clues on where and when you can find the criminal. And it translates what the witnesses - and pigeons who squeal - can tell you about the identity of the crook you're trailing. A main source of information is The New American Desk Encyclopedia (don't worry - it comes with the game). Use it to check out leads and save yourself valuable time on the Chronoskimmer.

So how does the game play? The only thing it lacks is action. You'll spend a lot of time using the Directional



You know when you've gone to the wrong destination when you question witnesses and they know nothing about your case. Retrace your steps and try again. When you're on the right track, you'll see it and hear it.



Work fast, or you'll run out of time. If you can make an educated guess about the crook's location from a witness' clue, go for it. You'll only waste precious time by interviewing more people and using the scan option.

Arrows to select menu options, but otherwise your hands will be at rest. Not your brain, however. That'll be working overtime.

Working against a time limit, you'll search location after location, checking out clues to the identity of your crook and his whereabouts. That encyclopedia comes in handy. But the clock is ticking - better hustle.



To arrest the villain, you need three character clues. But you have to find him first.

This game will have your brow sweating. Your gut in a knot. But you won't be able to rest until you discover where in time Carmen Sandiego is hiding. With 80 missions to complete, you could be buried in this game for - well, maybe centuries. ✓

Where In Time is Carmen Sandiego?

Electronic Arts

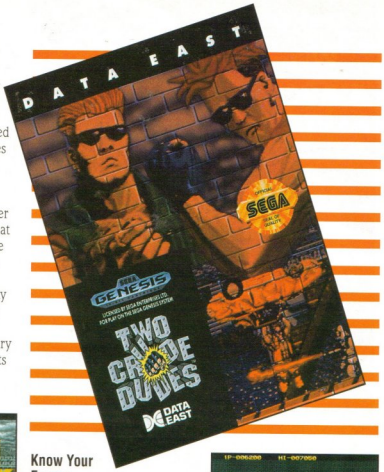
Category: Puzzle Strategy
Players: 1 Player

RATINGS

10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN

If you find futuristic martial arts battles exciting, Data East has put together the ingredients for an exciting game. *Two Crude Dudes,* an arcade hit adapted for the Genesis System, takes place in the year 2010. The two dudes, Biff and Spike, must stop the "Big Valley" organization from taking over New York. Do you have what it takes to help Biff and Spike battle their way through six levels? *Two Crude Dudes* offers three levels of difficulty and five lives per game. The game also allows for up to three continues. Your primary weapons are your martial arts abilities and your superior strength.





Because of your superior strength, you can lift almost any object and use it as a weapon.

Getting Control

When the arrow keys on the controller are used alone, Biff and Spike can walk, climb or crouch. Use the "A" button to grab objects directly in front, and the "B" button to execute basic punches and kicks. To jump, use the "C" button. Varying button combinations gives Biff and Spike special martial arts moves. For example, press the left or right arrow and the "B" and "C" buttons simultaneously to perform powerful jump kicks which will neutralize most enemy characters. When two or more enemy characters are in a line, using the jump kick will knock them down like bowling pins. As you travel throughout the game, you'll realize that the characters are not randomly positioned. Therefore, you can learn where enemies are hiding and be ready to defeat them.

Know Your Enemy

During the game, you'll encounter over twenty different enemy characters who are part of the evil Big Valley group. Certain martial arts moves will work better on some characters. In the early levels, don't let the hunchbacks jump on you. They look like wimps, but if they latch onto you, it's bad news. But, you can defeat them when they are standing. Disc Cutters and Pyromaniacs (fire shooters) can be easily beaten if attacked from behind. Try to avoid being sandwiched between two enemies. If this happens, jump over one enemy and take them both head-on.



Flying Bikes are used to transport enemies. To stop the Flying Bikes, reach up and grab an empty one, then throw it. This will stop additional Flying Bikes from approaching.



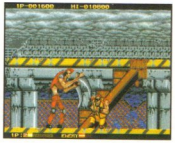
Whenever you see a soda machine, beat upon it to get free sodas. Drink them to replenish your life meter.

Weapons

No matter where you are, chances are there are objects on the screen which can be used as weapons. Most objects (including cars, trash cans, traffic lights, rocks, signs and sticks) can be lifted and carried using the "A" button. Pressing the "A" button again allows you to throw the object. Each object can only be thrown once, so use it wisely.

The Boss

At the end of each level, you'll encounter an enemy boss.



To defeat the Master Reaper in Stage 2, push him to the left or right edge of the screen (so he can hardly see him), then keep attacking using kicks and punches.



At the end of Stage 1, The Heavy Snake Man is easier to beat once he is separated from his snake. The loose snake will try to attack you, but if you keep kicking him in the head, he will back off.

Whether you play alone or with another player, *Two Crude Dudes* is a fast game, although only moderately challenging. As a two player, simultaneous action game, both Biff and Spike can work together to defeat enemies, but each player must compete for the higher score. ✓

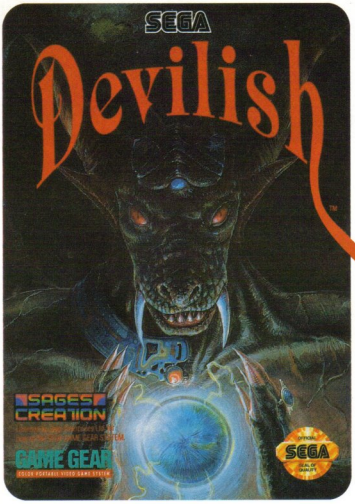
Two Crude Dudes

Data East

Category: Action
Players: 2P (coop)

RATINGS





Zombies stagger from the left. (Tic tic tic)

Gravestones fall from above. (Tic tic tic)

A suspiciously familiar-looking Michael dances in the cemetery. But don't stop (tic tic tic) because your time is almost up.

It's *Devilish*, a fiendishly fun new Game Gear cart from the demons at Sage's Creation. *Devilish* plays like Sega's *Woody Pop* cross-pollinated with a pinball game and a stop watch.

Here's the set up: Jealous Gamma showers the kingdom with evil and turns the fresh prince and princess into paddles — a convenient curse, as you'll see.



To get past the Snake Master, keep the sphere to the right of the screen.



Watch out as you move past the waterfalls.

Then a blue sphere, capable of destroying all the assorted devils, appears. You use the royal paddles — which move in eight directions and can tilt vertically and horizontally — to whap the blue sphere at the moving baddies.

Oh, did we mention there's a time limit? Dawdle and you'll forfeit a sphere. You need quick reactions, precision and patience to win this game.

You start off in the Graveyard. Save time by using the Warp Zones to bypass some blocks. This stage is relatively easy.

Next is the Under Passage where you'll run into Catching Holes, which eat up a few seconds of your valuable time. When a Catching Hole spits out your sphere, aim it right.

Also in the Under Passage, you run into the Demon, who looks like Batman's evil twin. After defeating him, navigate around a few blocks and shutters to sink your sphere.

Stage three takes you under cascading Waterfalls that push spheres down. The trickiest part is moving horizontally past the falls: aim the paddle to deflect the sphere left.

To finish the Old Castle, you have to get past the Snake Master. Keep the sphere on the right side of the screen. Then maneuver horizontally to sink it in the hole.

In the Prairie, avoid the Warp Zone on the right. It will force you down a very narrow passage with difficult angles. Do yourself a favor and take the left Warp Zone.



Use the blue sphere to destroy assorted devils.

On to the Volcano with its tricky angles and a whole field of Catching Holes. Get through by directing the sphere to each Catching Hole. When the screen scrolls up, aim for the top Hole. Then up again.

Don't chill out in the Ice World. Time passes quickly here, so use Warp Zones to skip block busting and save time.

The Evil Temple is the longest and most dangerous stage. Take the first Warp Zone on the left to get through more quickly. When fighting Gamma, who looks like a cyclops crab, keep in mind that his eye is his only weakness. Keep the sphere near the top of the screen. Gamma's legs may disappear, but you still have more to go before he's beaten. Keep hitting and hitting until Gamma's completely gone. There will still be Bloody Wheels to get past before you finish.

Speed is important, but haste makes waste. Stay in control. You lose a sphere not only for taking too long but also when you miss. ✓

Devilish

Sage's Creation

Category: Action
Players: Single, 2P (competitive)

RATINGS

	10	20	30	40	50	60	70	80	90	100
GRAPHICS										
SOUND AND MUSIC										
PLAY CONTROLS AND GAME PLAY										
DEPTH AND CHALLENGE										
OVERALL FUN										

Fast Takes

Beginning this issue, we will be publishing ratings along with our game reviews. Published ratings are based on the ongoing testing and evaluation conducted by our reviewers and game counselors. In the interest of objectivity, we will not be rating Sega's own games. (Naturally, we think Sega's games are all great, but we don't have to tell you that.)

Games are rated on a hundred point scale in five categories: Graphics, Sound and Music, Play Controls and Gameplay, Depth and Challenge and Overall Fun. Unlike the ratings published in other magazines, you won't find any embarrassingly low ratings here. By the time a game has obtained Sega's seal of quality, it has already exceeded certain minimum standards.

Fighting Master

Treco

Category: Fighting
Players: Single, 2P (competitive)





RATINGS

10 20 30 40 50 60 70 80 90 100

- GRAPHICS
- SOUND AND MUSIC
- PLAY CONTROLS AND GAME PLAY
- DEPTH AND CHALLENGE
- OVERALL FUN

Fighting Master gives you lots of offensive moves as you go against an assortment of the baddest dudes from around the Universe. You can choose to fight as any of 13 different characters as you go one-on-one against the worst that the other planets and solar systems have to offer. Each character has his own individual moves, giving you plenty of combat variety.

The two-player game lets you and a friend (or a group of friends) go for each other's jugular. You can each choose to fight as one of the 13 characters, which means that you can have 169 different combat combinations.





Marble Madness

Electronic Arts

Category: Puzzle (Arcade/Action)
Players: Single, 2P (coop or comp)

RATINGS

10 20 30 40 50 60 70 80 90 100

- GRAPHICS
- SOUND AND MUSIC
- PLAY CONTROLS AND GAME PLAY
- DEPTH AND CHALLENGE
- OVERALL FUN

The arcade classic comes to Genesis, with a couple extra levels thrown in for good measure. No matter how many times we've played this game, it's always fun to maneuver that marble around the unreal landscape, avoiding its pitfalls and obstacles. Three difficulty levels and two control options guarantee that you will find the right match for your skill level. The two-player game lets you play cooperatively or competitively.

This Genesis version is faithful to the arcade version in almost every respect (why change a good thing?). We rated it high on Overall Fun.

Terminator

Virgin Games

Category: Action
Players: Single

RATINGS

10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





Terminator fans will recognize the storyline in this game, and *Batman* fans will appreciate the dark, moody feeling it creates. Side-scrolling, climbing action with cool graphics and great sound effects make this one fun to play. Check out the graphics in Skynet's underground headquarters and the discotheque.

While the action is as relentless as the movie, the game has only four levels. An accomplished gamer should be able to get through it in a day or two. But this shouldn't stop *Terminator* fans, who will probably enjoy playing it over and over. And no matter who you are, the opening sequence is a must-see.

Rings of Power

Electronic Arts

Category: RPG
Players: Single

RATINGS

10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





This advanced RPG's unique approach may take some getting used to, especially if you are a beginning player. Having the Genesis control pad reproduced on the screen should help you get used to the unusual controls, although we never really felt comfortable with them. We also would have liked to see the front of our character during the fight scenes, instead of his back.

The screen is similar to *Populous* and moves the same way. Non-linear structure lets you proceed according to your own battle plan. Incidentally, *Rings of Power* took two years to make, which is reflected in its Depth and Challenge score.

Warsong

Treco

Category: Strategy/RPG
Players: Single

RATINGS

10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





While *Warsong* may not be as challenging as *Warrior of Rome I* or *Master of Monsters*, it is a lot of fun to play, with touches of humor sprinkled throughout. We liked the way the troops threw themselves at each other in the battle scenes.

As Garett, Prince of Baltia, you battle through 21 scenarios as you look for help to save your kingdom. The number of troops under your control varies from scenario to scenario. In some you control one leader and his troops, while in others you control up to five. Troops can be regular foot soldiers, archers or cavalry.

Earnest Evans

Renovation

Category: Action
Players: Single

RATINGS

10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





This action game involves a quest for three idols with magical powers. Battle giant scorpions, living skeletons and a host of oversized creepie-crawlies.

The bad news is that *Earnest Evans* uses a unique animation technique that gives the main character strange, puppet-like movements. Each body part is animated separately, with results that are not always realistic. Punch the control buttons one way and Earnest does a series of somersaults. Another way, and he climbs a vine like a caterpillar. Unfortunately, you don't always feel that you have control.

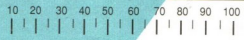
Valis
Renovation

Category: Action
Players: Single





RATINGS



GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN

Lots of fantasy and magic in this adventure of a young schoolgirl who is seeking to restore the power balance of the Yin and Yang. You play the role of Yuko, the schoolgirl.

If you're a fan of the *Valis* series, you'll like this one. Side-scrolling action with big bosses and lots of cinema screens make this a fun game, even though it may lack the depth and challenge of other action games. Multi-layered scrolling backgrounds provide good 3D effects. Be warned, however, that both Yuko and her enemies move *very* slowly, which may frustrate some of you more experienced gamers.

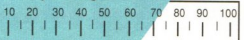
Sol-Deace
Renovation

Category: Shooting
Players: Single





RATINGS



GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN

We found this side-scrolling shooter from Japan to be a pretty good example of this category. If you like shooters, you'll have a lot of fun with this one. Shoot wave after wave of enemies and battle the seven or eight relentless big bosses. Most things about this game are big. Big sprites, big characters and big challenge. As an extra bonus, *Sol-Deace* even shows that you can do large-scale rotation on the Genesis.

We considered *Sol-Deace* well above average in almost every respect, with good graphics and decent sound. Lots of challenge, and high on Overall Fun.

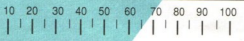
Elemental Master
Technosoft

Category: Shooting
Players: Single





RATINGS



GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN

This intense upward-scrolling shooter has lots going for it. Choose from four worlds to begin with. Master them, and get three more to try your hand at. The last three levels are linear (which means you can't choose which order to play them in). And they're not easy!

No subtlety here. Just keep shooting and moving forward as you battle a selection of enemies and big bosses. Multi-parallax scrolling creates good 3D effects. *Elemental Master* is from the same people who brought you *Thunder Force III*, so you know it's good. If you like shooters, you'll really like this one.

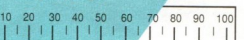
Syd of Valis
Renovation

Category: Action
Players: Single





RATINGS



GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN

This action game is one of the Valis series, but is designed for much younger players. The characters have cartoon-like proportions, with big heads and big round eyes. Cutesie-pie to the max.

The mystical plot-line could easily confuse you if you stopped to think about it, but you don't really need to understand any of it to play the game. Just fight the bad guys (the big bosses are really cool) and your gamer's intuition should get you through. While Syd of Valis seems to aim at younger players, it's no walk in the park . Some of the big bosses are really challenging.

Traysia
Renovation

Category: RPG
Players: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS & GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





This three-quarter overhead view role-playing game has nothing much new to offer.

You are the young hero Roy, battling a group of evil magicians who are trying to throw the world into a state of chaos. You must battle the magician's forces of warriors and creatures through five separate scenarios, each one with its own purpose and objective. Unlike the more advanced RPGs, you begin this adventure with a full complement of companions. This means you can jump right in without having to spend any time setting up the game.

Star Odyssey
Sage's Creation

Category: RPG
Players: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





This outer space RPG has a pretty good storyline and some cool animated battle scenes. *Star Odyssey* gives you lots of places to go, people to meet, and things to do. One of the things you have to do is save the galaxy and the Union Empire from the evil forces that are undermining its very existence.

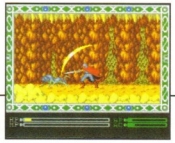
Players of *Phantasy Star I* and *II* may notice some similarities with this game, especially the storyline and gameplay. Although it does not have the same graphic quality as the *Phantasy Star* series, we did find the game challenging and fun to play. Comes with a hint book.

Exile
Renovation

Category: RPG/Action
Players: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





This combination RPG/action game focuses on the adventures of Sadler, a desert warrior who once brought down a world superpower by staging a revolt in the desert. Now Sadler comes out of retirement to take on the dual forces of the Dune Cavalry and the Luciel Military, who are challenging his homeland.

This linear RPG switches between side-scrolling and overhead views, with good transition scenes. You get to meet lots of characters, although your interaction with them is pretty mechanical. Lots of weapons and enemies provide plenty of challenge. This is one of the few games to successfully combine action and RPG.

Mystical Fighter
Dreamworks

Category: Action
Players: Single 2P (cooperative)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND AND MUSIC
PLAY CONTROLS AND GAME PLAY
DEPTH AND CHALLENGE
OVERALL FUN





This martial arts game is for *Golden Axe*, *Streets of Rage* and *Double Dragon* fans. Kick, punch, spin and throw your enemies around as you struggle to defeat the evil Lord Kabuki. You can play alone or with a friend in cooperative mode.

Three levels of difficulty and eight levels of play should give you lots to do. Although you can get through the game on the easier levels, you won't get the real ending unless you play in hard mode. This is the kind of game you can play over and over, even after you get all the way through.

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If your Sega Genesis needs service or repair, the good news is that now you have a choice of 41 walk-in service centers where you can have it diagnosed and repaired while you wait. If you live near one of the following locations, call the corresponding phone number for more information, or just drop by with your Genesis.

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We'll accept snapshots, 35mm slides, an instant photo, a color photo or black & white - just about anything but video tapes.

But we won't accept anything boring. So don't send us a photo of yourself in your back yard, unless you happen to live on the moon. Picture yourself playing Game Gear atop the Eiffel Tower. While hang-gliding. On stage with Metallica. The more creatively crazy you are, (without risking life, limb or your Game Gear system) the better.

Then send the photographic evidence, along with your name and address, to: Sega Visions
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SEGA
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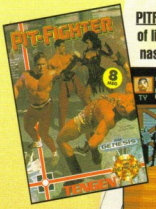
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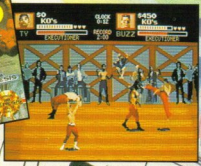
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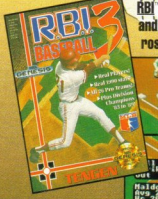
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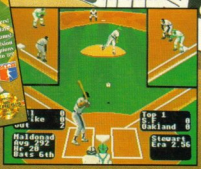


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Famous Gamers

Rappin' with Shawn "Slim" Stockman of Boyz II Men

When Michael Bivins (Bel Biv Devoe) discovered the members of *Boyz II Men*, nobody knew this quartet's debut album, "Cooleyhighharmony", would go platinum or that they would win a Grammy Award, an American Music Award and a Soul Train Award all in one year.

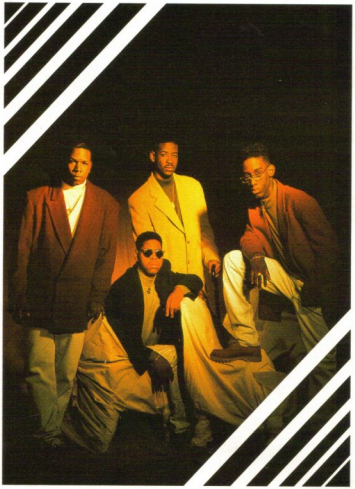
Sega Visions met with nineteen-year-old group member Shawn Stockman just before *Boyz II Men* began traveling with *Hammer* as the opening act for the sold-out "Too Legit To Quit" national tour. Shawn is an avid Sega game player; in his free time he plays his Genesis System at home and takes his Game Gear System with him when the group is on tour.

SV: *HOW DID YOU BREAK INTO THE RECORDING INDUSTRY?*

SHAWN: In 1989, we were in our home town of Philadelphia when we snuck back stage at a *New Edition* concert and met Michael Bivins. He had just signed a deal with Motown Records to produce other groups, and we asked if we could sing for him. The next thing we knew, we were meeting with the president of Motown Records and we were signed with Biv Entertainment.

SV: *IS BEING AN AWARD WINNING RECORDING ARTIST WHAT YOU THOUGHT IT WOULD BE?*

SHAWN: No. I didn't realize the hard work you have to put into entertaining and making music. When we were recording the album, we often worked all night. It was tiring and it took its toll both mentally and physically. The hardest thing is not getting enough rest. When we were on our first nine month promotional tour, we had to get up very early in the morning to do radio interviews and then stay up late performing in concert. It was a lot of fun, but it was exhausting. But, when we were on stage and the crowd started screaming, the tiredness always went away immediately.



Left to right: Wanya Morris, Michael McCary, Nathan Morris, Shawn Stockman.

SV: *WHEN NOT WORKING, WHAT DO YOU ENJOY DOING?*

SHAWN: I'm a home person. I don't go out too much. I like to hang around my house in Philadelphia and play video games on my Sega Genesis. Occasionally, I also like to go out with friends. On the Genesis, I really like *John Madden Football '92* and I love *Decap Attack*. In *Decap Attack* you'll find lots of shrunken head statues. Use your head to get the special bonus stuff hiding in the statues. To destroy enemy creatures, you can use your head or you can jump on top of them.

SV: *DO YOU PLAY VIDEO GAMES WHILE ON TOUR?*

SHAWN: I liked my Genesis so much, I bought a Sega Game Gear to take with me when I travel. I play it whenever I'm bored or whenever I can't fall asleep. *Super Monaco GP* is my favorite Game Gear game. When playing, always try to stay in the center of the lane and keep an eye on the small map in the corner of the screen, so you know in advance when to turn. Before taking part in a competition, take a practice drive on the track.

SV: *DO YOU HAVE ANY ADVICE FOR SOMEONE INTERESTED IN BEING A RECORDING ARTIST?*

SHAWN: If you want to get into this business, I'll tell you right now that it's going to be very hard in the beginning. It takes a lot of patience, stamina and hard work. If you really want it, you've got to keep going at it. Stay positive. Stay strong and stick to it. Also, make sure you have something to fall back on. Everyone in *Boyz II Men* graduated from high school while we were working. If someday the music industry doesn't work out for me, I'd like to get into accounting or some other aspect of business. ▼

MARIO LEMIEUX HOCKEY: PASSWORDS FOR FINALS – L.A. VS N.Y. –M3KJ WPUA FDB9, PITT. VS CALGARY –Y2DJ UXR3 4U3M

LOCK AND LOAD THEN ROCK 'N' ROLL

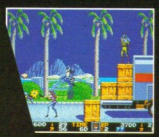
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The Game Creator™

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Around The Corner

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here's what we can all be looking forward to:

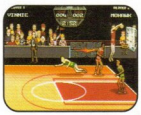
Date	Format	Title	Category	Publisher
April 92	Genesis	Devilish	Action	Sage's Creation
	Genesis	Fighting Masters	Action	Treco
	Genesis	Syd of Valis	Action	Renovation
	Genesis	Sol-Deace	Shooter	Renovation
	Genesis	Traysia	RPG	Renovation
	Genesis	Desert Strike	Flying/Strategy	Electronic Arts
	Genesis	Jordan v. Bird	Sports	Electronic Arts
	G. Gear	Fantasy Zone	Shooter	Sega
	G. Gear	Crystal Warriors	Puzzle/Strategy	Sega
May 92	Genesis	Sports Talk Baseball	Sports	Sega
June 92	Genesis	The Simpsons-Bart vs. the Space Mutants	Action	Flying Edge
	Genesis	The Simpsons-Krusty's Super Fun House	Action	Flying Edge
	Genesis	Steel Empire	Action	Flying Edge
	Genesis	Dave Robinson's Supreme Court	Sports	Sega
	Genesis	Bulls v. Lakers	Sports	Electronic Arts
	Genesis	Olympic Gold	Sports	US Gold
	Genesis	World Trophy Soccer	Sports	Virgin
	Genesis	Super Ferrari Grand Prix	Driving	Flying Edge
	G. Gear	Spiderman	Action	Flying Edge
	G. Gear	The Simpsons- Bart vs. the Space Mutants	Action	Flying Edge
	G. Gear	Paperboy	Action	Tengen
	G. Gear	George Foreman's KO Boxing	Sports	Flying Edge
	G. Gear	Olympic Gold	Sports	US Gold

WINDS OF WAR: LEVEL SELECT – GO TO MAIN OPTIONS SCREEN. MOVE CURSOR TO CONTROL. PRESS AND HOLD "A" BUTTON FOR ABOUT 10 SECONDS. A STAGE SELECT SCREEN SHOULD APPEAR.

BASKET-BRAWL!

IT'S A SLAM DUNK!

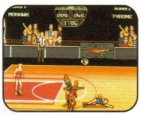
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SEGA GENESIS 16-BIT CARTRIDGE

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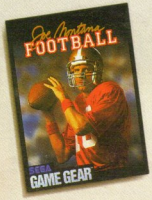
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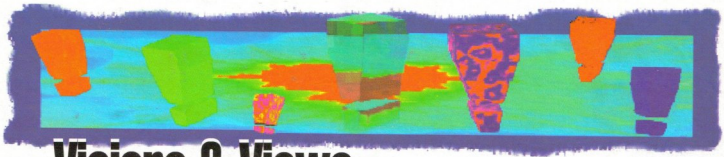
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Outrageous Options

Stick to it!

Screaming into a hairpin turn or banking into a strafing run is no time to lose control. You really need all the power you can get your hands on. So wrap your hands around Genistick, an aircraft-style joystick for Genesis, and let 'er rip.

Genistick has a true arcade pistol grip, molded to fit your hand for instant control. It's got high-speed turbo fire power that'll have the enemy on the run and your score shooting sky high.

No matter how hot the action gets, or how long you hang in there, Genistick won't wimp out. It's built to take your gaming to the outer limits. Check it out — and hang on tight.



Genistick

Experience Arcade-Style Action on the Genesis

If you've got the yearning but not the room for an arcade machine of your own, Sega's Arcade Power Stick might be just what you need. Now you can play your Genesis with a heavy-duty joystick, built with the same solid constructions used in arcade machines.

The Power Stick's Megafire feature lets you rapid fire just by holding the fire button down. You can turn Megafire on or off for each of the three firing buttons. The Power Stick even lets you adjust the firing rate — just move the Megafire Speed slider to your preferred setting; now when you hold the fire button down, it will rapid fire at that rate. The Megafire lights flash at the same rate, to give you additional feedback.

The Arcade Power Stick has a suggested retail price of $49.95, and is available direct from Sega, or from authorized Sega dealers.



Arcade Power Stick

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TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!

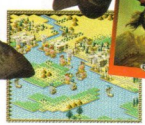
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- The Campaign Mode challenges your skills as a military strategist to their ultimate limit!
- 2-Player simultaneous play with "Real-time" action intensifies the adventure!
- Destroy all enemy fortresses and armies and conquer the world!

WARRIOR OF ROME II









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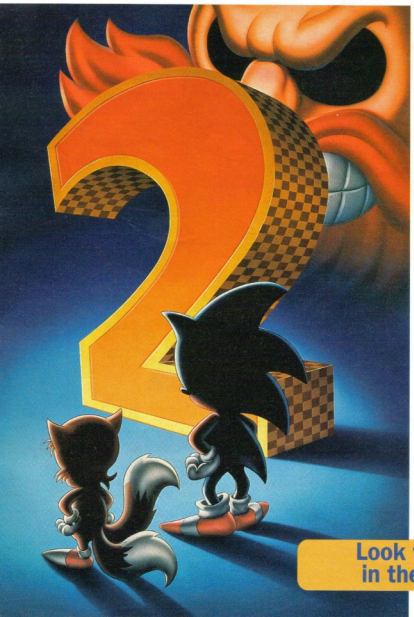
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Are U Up 2 This?

Here's what's coming from Sega later this year...

SONIC THE HEDGEHOG 2™



Genesis

ACTION/ADVENTURE
- Sonic The Hedgehog 2
- Sonic The Hedgehog Strategy Guide
- B-Bomb
- Chakan: The Forever Man
- X-Men
- Batman Returns
- Ariel, Disney's The Little Mermaid
- Cool World
- Home Alone
- Greendog - The Beached Surfer Dude
- Taz-Mania
- The Young Indiana Jones Chronicles
- TaleSpin
- Streets of Rage 2

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Look for more extensive coverage in the next issue of Sega Visions

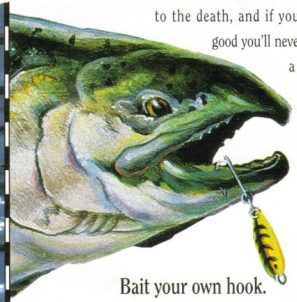
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Let's go fishin' for King Salmon now!

Sage's Creation has your license for fun, and the trophy catch is King Salmon. In this realistic angling simulation you need to be crafty, cunning, and patient. And get ready for the battle of your life. These babies aren't dubbed king for nothin'. They'll fight to the death, and if your not good you'll never land a catch.



It's war between Man and Fish!



Bait your own hook.

Open your tackle box and set your rig. You decide on the length of line, the depth to troll at, and the secret spot that will bring home that monster!



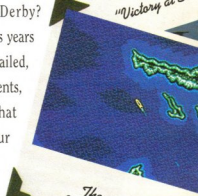
Whether it's a whopper of a catch or a whopper of a story, it's all your choice!

Fun in the Sun, or choose the Heat of Competition!

A kick back day of fishing, or the heavy competition of the Salmon Fishing Derby? In either case, King Salmon promises years of challenging fun. Realistically detailed, authentic Chinook fishing environments, and a special password memory that allows you to save and resume your game whenever you're ready.



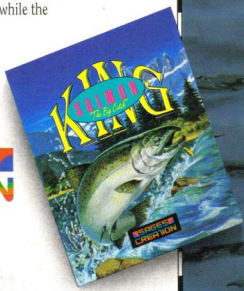
"Victory at Sea"


The coast off Vancouver Island

Get your fishin' license!

King Salmon is a new sportfishing game coming to your Sega Genesis™ system. Get hooked on King Salmon while the Kings are still running.

It's a mega hit, hook, line, and sinker!



SAGE'S CREATION

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Super Son



ic Savings.



Columns™ (included with system)



Castle of Illusion™ starring Mickey Mouse



Joe Montana Football™



Clutch Hitter™



Chessmaster™



Super Monaco GP™

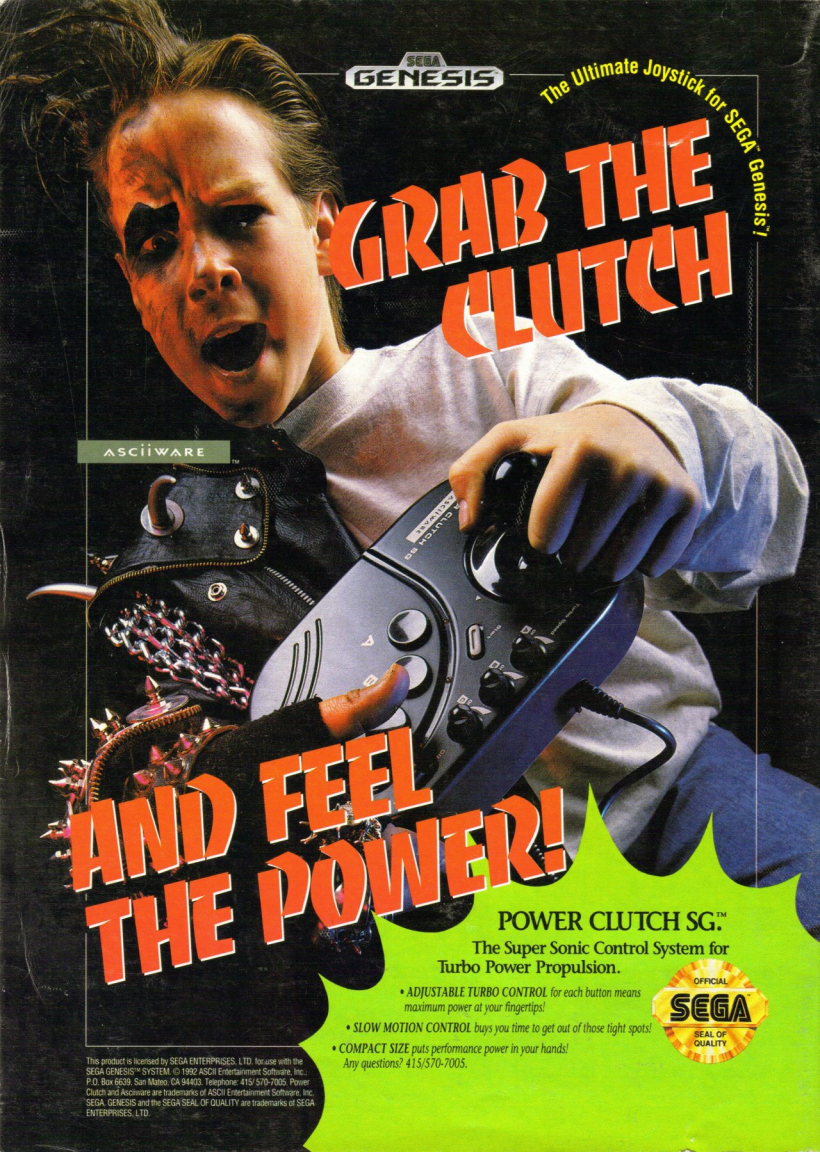


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