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SEGA CD

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VISIONS

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Champions!

Sega CD
Roundup

Sonic Scoop...
Sonic CD

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December/January 1994

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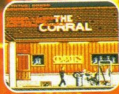
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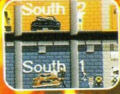
KICK SOME LIQUID METAL BUTT!



PREVENT
JUDGMENT DAY



I NEED YOUR
MOTORCYCLE



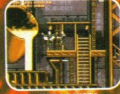
PROTECT
JOHN CONNOR



OBJECTIVE: RESCUE
SARAH CONNOR



DESTROY CYBERDYNE
RESEARCH



HASTA LA VISTA,
BABY!



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IT'S THE THING THE

THE NEW **asciiPad SG-6™** AND **Fighter Stick SG-6™**

Introducing the new asciiPad SG-6™ and Fighter Stick SG-6™ for your Sega Genesis®. Next to the power cord, they're about the most important things you can plug into your system.

That's because we've basically

redesigned our new controllers from

the plug up. They're contoured to fit your hand like your favorite baseball glove. And tough enough to last through more than a few street fights.

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BIGGEST TO HIT SEGA.



Inside Action



See Page 22.



See Page 71.



See Page 42.

Say What?...Overheard at Sega

All the news and gossip that's fit to print...and some that ain't.....10

Yo Sega!

Readers write in with ?'s and !'s.....16

SEGA GAME FEATURES

Eternal Champions.....	22
Lay your hands on the hottest Genesis fighting game yet!	
Sonic CD.....	30
You've never seen Sonic like this before!	
Sonic Chaos.....	32
Spin Attack with Sonic and Tails in this Game Gear hit	

Sneak Peeks

A first look at some cool new games	
Instruments of Chaos™ Starring Young Indiana Jones™ for Genesis.....	36
X-Men for Game Gear.....	38
Bart vs. The World for Game Gear.....	40
Microcosm for CD.....	42

JUST REVIEW IT

Gaming Tips and Strategies

Sega CD

1993 CD Roundup.....	46
Silpheed.....	56
Indiana Jones in the Fate of Atlantis.....	58
Stellar Fire.....	59

Genesis

Toejam and Earl: Panic on Funkotron.....	60
Sonic Spinball.....	62
Soldiers of Fortune.....	66
Disney's Aladdin.....	68
The Ren and Stimpy Show Presents: Stimpy's Invention.....	70
Teenage Mutant Ninja Turtles: Tournament Fighters.....	71
Gunstar Heroes.....	72
Gauntlet IV.....	73
Best of the Best Championship Karate.....	76
Battletoads and Double Dragon: The Ultimate Team.....	77
Robocop vs. The Terminator.....	78
Lethal Enforcers.....	79
The Lost Vikings.....	80
Strategy Games – Two from Koei.....	82

Game Gear

Desert Speedtrap starring Road Runner and Wile E. Coyote.....	86
T2: The Arcade Game and T2: Judgment Day.....	88
Cool SPOT.....	90
Game Gear Sightings: A Cool Contest for Game Gear Go-Getters.....	92

FAST TAKES

Games, games and more games.....	96
----------------------------------	----

HEAVY EQUIPMENT

Sega's Remote Arcade Pad and Team Player.....	102
ASCII's Six-Button Success.....	103
Get Activated.....	104

DEPARTMENTS

Sports Playbook

Reviews of the hottest sports titles.....	108
---	-----

VizKidz!

Neato Games and Stuff – not for adults!.....	126
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Sega Visionaries.....

134

Totally Sonic.....

138

Power Shopping.....

142



See Page 60.



See Page 30.



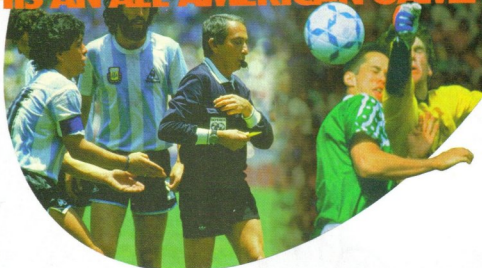
See Page 38.

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SEGA
GENESIS



CHEAP SHOTS, BLIND REFS, AND LOTS OF HANG TIME. IS THIS AN ALL-AMERICAN GAME OR WHAT?



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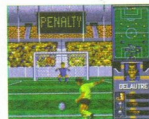


Killer head shots, one of ten pro-moves.

After getting slammed by the Dream Team in hoops, 31 soccer-playing countries want to kick our butts 'til we're Red, White and Blue. So gear up for the '94 World Cup with the world-class play of AWS Pro Moves Soccer. Full-contact, professional action. Teams based on actual Cup records. And ten special Pro Moves, for the ultimate in realism and control. Brutal slide tackles. No-look passes. Precision high kicks. Dramatic headers



ASCIIWARE



and bicycle kicks. Even illegal holds—and refs ready to bench you, if they see it. For even better control—one-Pro-Move-per-button—get one of the new six-button controllers like the asciiPad SG-6 or Fighter Stick SG-6*. Or, build up your team by luring top players with astronomical salaries. Astronomical salaries? Like we said, it's a wonder we didn't invent it here, first.

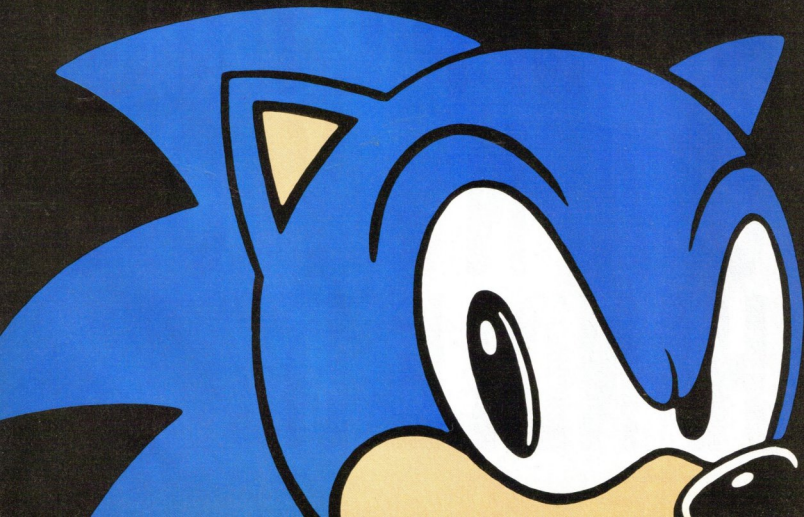




THE HOTTEST
TITLES. STATE-
OF-THE-ART
TECHNOLOGY.
GAME
SAMPLING.
CAN YOU
HANDLE IT?



You won't **BELIEVE**
what they're
putting inside
KEEBLER products
these days...



WIN INSTANTLY



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It does when it's the Keebler Hollow Tree! This year, Ernie the Elf and Sonic the Hedgehog team up to make bringing home the hottest new equipment FREE as easy as...

1



Run to the store
(red hightops optional)

2



Look for these guys

3



Open the bag to see if you're a winner

GET INTO SEGA, COMPLIMENTS OF KEEBLER

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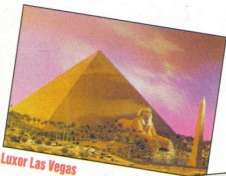
Say What?

Overheard at Sega

Sega VirtualLand

Imagine a 30-story bronze pyramid filled with a 100,000 square-foot atrium filled with the greatest collection of high-tech amusements the world has ever known. That's Luxor Las Vegas, a \$375 million entertainment center recently opened by Circus Circus. One of the main attractions at Luxor is Sega VirtualLand, a 20,000 square-foot high-tech environment featuring Sega's most advanced arcade rides, such as the ASI, the hit of last summer's CES in Chicago. VirtualLand also features Virtua Formula, a racing game that puts you in the driver's seat of a race car, and pits you against seven other drivers. Virtua Formula will let you experience the race from the driver's point of view, as well as from the point of view of a spectator, on huge 14 by 50 foot screens.

Luxor Las Vegas also contains new rides by Douglas Trumbull, the special effects wizard who created the "Back to the Future" attraction at Universal Studios. Three new rides are planned, based on themes from the Past, the Present, and the Future. Look for a full report on VirtualLand and Luxor Las Vegas in a future issue of Sega Visions.



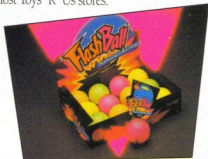
Luxor Las Vegas



Virtua Formula

Follow the Bouncing Light

If you want to try doing something different after lights out (let's say you're sick of reading the same old comics with a flashlight under the covers), try bouncing a Flashball around for a change. Essentially a superball that glows on impact, the Flashball won't cast enough light to read by, but it can create quite an effect in a darkened room. A word of caution: If you are thinking about a game of indoor baseball, stay away from your mom's best china. Flashballs (by Cap Toys) are available at most Toys "R" Us stores.



Video Game Workshop

The last weekend of July was a special one for many would-be video game designers and artists. That was the weekend that Dave Albert, a creative director at Sega, visited Santa Fe Community College in New Mexico, and hosted a two-day intensive seminar in video game design. Dave, who has been designing and producing video and computer games for 12 years, led the class through the entire development process, from the initial concept to a draft design document. Santa Fe Community College plans to offer more courses on video games in the future, so hold on to those game ideas.



Dave Albert (second from left) listens to design ideas from workshop participants.

Continued on Page 12.

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Publishers Chris Garske,
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Editor-in-Chief Nic Lavroff

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Director of Creative Services Francis Mao

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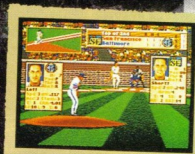
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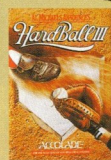


Eat dirt, sweat, scratch and have Al Michaels describe every detail.



Plus the digitized play-by-play of Emmy award winning broadcaster, Al Michaels.

New *HardBall III* for the Sega Genesis.™ One look, and you'll be itching to play. To order, visit your favorite video retailer or call 1-800-245-7744.



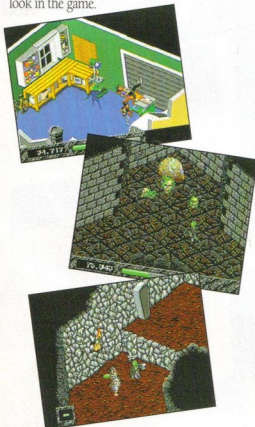
ACCOLADE
GAMES WITH PERSONALITY

Sonic at Buckingham Palace

During a recent visit to the Great Ormond Street Children's Hospital in London, Lady Diana, the Princess of Wales, made a few remarks about computer games and television. When eight-year-old Omah Hunter asked Lady Di if her children, Princes William and Harry, like playing video games, she said that the Princes liked playing *Sonic the Hedgehog*. Hey, these kids are in line for the British throne, so we hope Sonic was on his best behavior.

Poltergeist in the Film House

You may have noticed something a little strange in last issue's review of Electronic Arts' *Haunting*, that game in which Polter Guy gets to frighten the wits out of three different families. For one thing, the screen shots looked a little, well, ghoulish, as if large gobs of ectoplasm had permeated the screen. While this might seem appropriate for a game that features ghosts and poltergeists, it is not how the game actually looks. We think that the film house (which creates the film that is used to print the magazine) may have been visited by a poltergeist or a hobgoblin in the dead of night, possibly looking for a restless relative long departed. In any case, we hate when stuff like that happens, so we thought we would set the record straight and show you some new screens, just the way they look in the game.



Street Fighter Update

First the *Street Fighter II* arcade game, then the *Genesis Special Champion Edition*, and now, *Super Street Fighter II*, the latest arcade machine from Capcom. *Super SF II* features the original 12 characters, plus four new fighters — Cammy, a British special agent; Dee Jay, a Jamaican prize fighter; Fei Long, a Chinese martial artist; and Thunder Hawk, a Native American wrestler.



But wait, there's more — are you ready for *Street Fighter the Movie*? Well, there's one in the works, which should be out sometime in 1994. A joint venture between Capcom and the Edward R. Pressman Film Corp., the feature-length movie is to be written and directed by action-adventure veteran Steven de Souza (*Die Hard*, *Die Hard 2: Die Harder*, *Commando*, *Running Man*), and will bring together the twelve martial artists in a story of hostage rescue. Stay tuned for more info.

Incidentally, in last issue's review of the *Special Champion Edition*, the legal language (you know, the fine print that tells you who owns what) was accidentally left off the page. (We suspect it was the same poltergeist that played havoc with the *Haunting* screens.) Anyway, for the record, the missing legal line reads: © 1993 CAPCOM, USA, Inc. *Street Fighter II Special Champion Edition* is a trademark of CAPCOM. All rights reserved.

Sega Youth Foundation

Congratulations to Jim Buu of Dallas, Texas, for submitting the winning entry for the Sega Youth Foundation Logo Contest. We received



hundreds of fabulous entries, which really made the judges' jobs difficult. Look for a special article on this contest in a future issue of *Sega Visions*.

Meanwhile, the Sega Youth Foundation continues helping talented kids everywhere. The following letter is from Carlos Romero, a student from San Francisco who received a Foundation scholarship to attend summer school at Choate Rosemary Hall in Connecticut. We think it speaks for itself:

My family and I have lived in the Army Street projects for over twenty years. In the projects you see and hear the same stories every day, mainly about drugs, fights, shootings, police raids, people going in and out of jail. On every building, on every hallway of every floor, in every direction you see spray painted on the walls, "RIP such and such." "Such and such" refers to the name of someone who hung around the projects and was murdered... The names are of people of all ages, my age, your age, any age.

At Choate Rosemary Hall, things were different. It was like going from the North Pole to the Bahamas... At Choate, I saw and heard different things. Instead of "Who got busted by the police?" it was "Who got the highest score on the quiz?" Or instead of "Hurry up and get in the house before they start shooting," it was "Hurry up and get to the computer lab before the computers are all taken!" Instead of looking up on the walls and seeing "RIP such and such," I looked up and saw library books or beautiful paintings.

Even though it was a lot of work, this was the best summer I ever had in my life. Thank you.

The
Official

FORMULA ONE

There are no words
to describe how
fast it really is.

At least, no
clean words.

DIEHARD GAME FAN magazine tried.
They called FORMULA ONE "the
fastest racing game on the
planet." Not bad.
But they would have
nailed it if they
had screamed
"the !@#\$%
fastest racing game
on the planet!"

Believe it when you
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game store
today.

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down
the race
track at a
blistering
220 mph! And it's
speed you can hear
and feel! Race against
the real pros of Formula
One World Championship on 12
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to Australia. Or go head-to-head
against a friend in split-screen action.
You can even customize your machine
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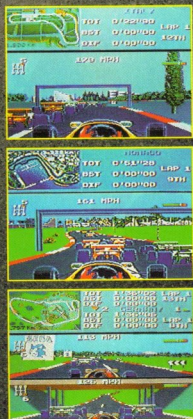
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Bulls

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-eye

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Yo Sega!

Yo Sega!

I'd like to ask you a question: Has the Sega Genesis had a big effect on the video gaming industry?

M.R./Oxford, PA

That's like asking if the Jumbo Jet has had a big effect on travel. Without the Sega Genesis, the video gaming industry would be about half the size (and about half as much fun).

Yo Sega!

I'm a big fan of Sega Visions, but when I got my Aug/Sept issue I was disappointed at the new Sega Game Ratings. Now my mother only lets me get games that are rated GA. Games like Street Fighter 2 and Mortal Kombat are rated MA-13 but MA-13 is for teenagers and I'm only 11. I play Mortal Kombat and Street Fighter 2 Champion Edition in the arcades and I love them. But since they're both rated MA-13 my mom won't let me get either of them. I'm sure there are others who have the same problem. What should I do?

M.B. Franklin, MA

Well, you could wait two years. Or you could explain to your mom that the ratings are advisory only, and different people have different ideas about what is appropriate for eleven year olds. Suggest to your mom that you rent the game for an evening, so she can see it for herself. If she still thinks it's inappropriate, you're back to Plan A.

Yo Sega!

I would like to know what a "meg" is like "12 meg" and if it has something to do with "bit" as in "8-bit" or "16-bit"?

J.D./East Meadow, NY

In video game parlance, "meg" refers to the capacity of the game cartridge, just like "gallon" refers to the capacity of a gas tank. ("Meg" is shorthand for "megabit," which means, literally, one million bits of information). Generally speaking, the

greater the capacity, the bigger or better the game (although there are always exceptions). With an RPG or adventure game, for example, the more megs the more levels or complex characters it can have. With fighting games, more megs means bigger characters or smoother animations. Everything in a video game cartridge (such as the music, the animations, the backgrounds or the puzzles) takes up room, so a large part of video game design involves weighing and balancing the elements so that they can all fit in the cartridge.

While megs and megabits refer to the amount of information a cartridge can hold, bits (as in "16-bit") refer to the amount of information that the video game machine can process at the one time. Because a 16-bit machine can process twice as much information at a time than an 8-bit machine, 16-bit machines are faster and smoother than 8-bit machines.

Yo Sega!

How long does a game stay on pause before it gets messed up?

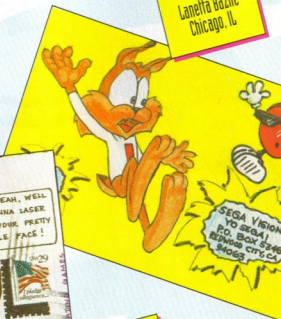
C.F./Ocean Township, NJ

Leaving a game on pause for long periods of time (like a few days or a week) is more likely to mess up your TV than the cart or the game system. This is because a static image (like a Pause screen) can't do anything damaging to a cart or system, but it can cause screen "burn in" to a TV or monitor. If this happens, your TV will forever show a faint image of the Pause screen, as a permanent reminder of your neglect.

Harl Warsack
Lenox, MI



Lanetra Bazile
Chicago, IL



Arnon Verne Clemente
Jersey City, NJ



Yo Sega!

I have three questions for you. 1) Do you hook up Sega VR to your Genesis system or do the games go directly into the headset? 2) If you do hook up Sega VR with the Genesis system, will you also be able to hook it up with Game Gear? 3) In the August/September issue of Sega Visions you said that there is no way of using regular Genesis games on Game Gear. If this is so then what is the Master Gear Converter?

N.M./Worcester, MA

You hook up the Sega VR to the Genesis system. However, this doesn't mean you can hook it up to any other game system, like a Game Gear. For one thing, a Game Gear doesn't have the necessary outputs to work with Sega VR.

As for the Master Gear Converter, it allows you to play Master System games on a Game Gear, as its name suggests (Master-Gear, get it?). If you were able to get Genesis games to play on a Game Gear, they would run at about half speed or less.

Yo Sega!

What's the difference between the old Genesis and the new Genesis, beside the sizes. And, is the new Sega CD compatible with the old Genesis, and can you hook them together?

P.B.S./No address

The new Genesis has an updated and more compact appearance. Both new Genesis and Sega CD units are designed to be completely compatible with the old units, which means you can mix and match them in any combination you wish. However, you should be careful when replacing attachments such as the AC Adaptor or the RF Switchbox or adding extra attachments such as an audio/video cable. Not all attachments are compatible with both Genesis models, so it's a good idea to read the package carefully before you purchase any of these attachments.

Yo Sega!

My sister keeps telling me if I play too many video games, I will get a disease. Is that true?

G.F./Blaine, MN

Maybe she just wants you to stop hogging the TV so she can watch 90210. As for getting a disease, we've never heard of one. However, remember that too much of anything can be bad for your health, so just play it cool.

Yo Sega!

About 6 months ago the Auto RF switch box to my Sega Genesis broke and my brother hooked up an RF switch box from a NES to my Genesis. Does it have any effect on my Sega Genesis since it's not made for the 16-bit machine?

N.J.G./Brooklyn, NY

The RF switch (or RF modulator) is simply a device that tunes (or "modulates") the signal coming out of the Genesis so that your TV can pick it up as Channel 3. Because the signal that the Genesis produces is a pure video signal, rather than an RF (or "radio frequency") signal, it needs to be modified to work with a regular TV. While a non-Sega RF modulator shouldn't affect your Genesis, it might not give you the best screen image. As a general rule, it always pays to look for the Sega Seal of Quality when you're buying any peripheral or accessory for your Genesis or Game Gear. That way, you are guaranteed that the peripheral or accessory will be compatible, and won't cause any problems.

Send your letters to:
SEGA VISIONS
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P. O. Box 5346
Redwood City, CA
94063

HOT ENVELOPE ART!

Henry Escobar
Los Angeles, CA



Jim Campbell
MONTGOMERY, IA

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IN THE ANNALS OF TWENTIETH CENTURY PHILOSOPHICAL THOUGHT

WHO'S THE TOUGHER

GREATEST HEAVYWEIGHTS

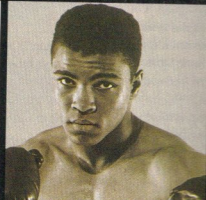
★★  ★★



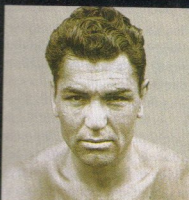
HOLD EXHIBITIONS OR CHAMPIONSHIP TOURNAMENTS BETWEEN THE GREATEST BOXERS THE WORLD HAS EVER KNOWN.



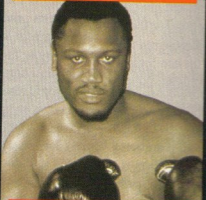
BUILD YOUR OWN BOXER AND BATTLE YOUR WAY THROUGH THE RANKINGS AGAINST TIGHT CHALLENGERS. EARN A SHOT AT THE TITLE.



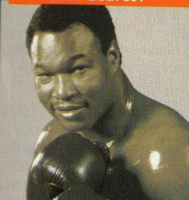
MUHAMMAD ALI



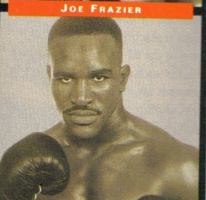
JACK DEMPSEY™



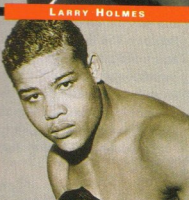
JOE FRAZIER



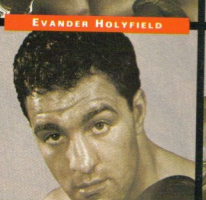
LARRY HOLMES



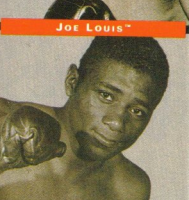
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JOE LOUIS™



ROCKY MARCIANO™

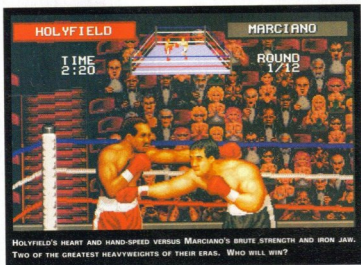


FLOYD PATTERSON™

ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:

EST ★ # © % @ ! EVER?

IT'S INEVITABLE. YOU'RE SITTING
AROUND, EATING PIZZA WITH
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BRINGS IT UP: WHO'S THE
GREATEST HEAVYWEIGHT OF ALL
TIME? MARCIANO? LOUIS?

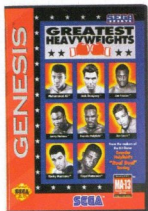


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A NEW BREED OF PARK... A



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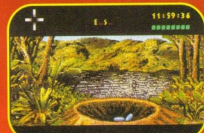
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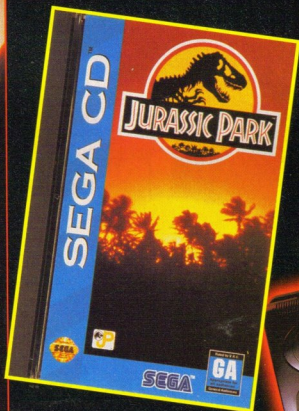
The high-tech computer room is the nerve-center for your journey...and your lifeline!



What could be more valuable than real dinosaur eggs... [except your life?]



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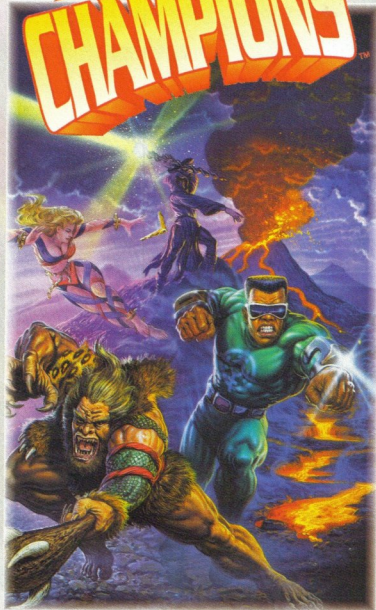
SEGA™
WELCOME TO THE NEXT LEVEL.



Sega GENESIS

GAME Feature

ETERNAL CHAMPIONS



OVERVIEW

Sega is bringing fighting games to The Next Level with *Eternal Champions*, the all-new Genesis 24-meg martial arts blockbuster. The largest game Sega has ever released on Genesis, *Eternal Champions* is a one- or two-player battle cart with more of what you've been waiting for. Nine of the coolest warriors ever to come from all across time. Characters that are 25% bigger than those in *Street Fighter*. More than 35 basic and 17 special moves per fighter (we'll show you six basic and seven special moves for each character). Exciting, shocking Overkills. And a mix of features, modes and choices never before seen in any fighter.



You can play *Eternal Champions* with three-button controllers, the new six-button controller and even the new Sega Activator, which allows you to control your warrior's fighting with your own movements. How's that for realism?

In *Eternal Champions* you can hone your skills with a Holo-trainer, Dexterity Spheres and Practice Spheres. Take on your opponents in a variety of match modes. Or slug it out in a battle room where you dodge projectile weapons while battling. To design each fighter's basic and special moves, Sega took video of actual combat for total realism...complete with knockouts and knockdowns ...from the most arcane and awesome martial arts known. The characters and backgrounds are comic-book style with fast, fluid

animations. And the soundtrack is cutting edge.

Time to Fight

You play as one of nine warriors taken from critical points across time for a special tournament. The Victor earns the right to battle the Eternal Champion. The battles take place in one of nine backgrounds keyed to the warriors. Win and you get to return to your own time and the life stolen by the Fates. Each warrior has a look and special attacks all his own. The game delivers complete character bios in the Information option.

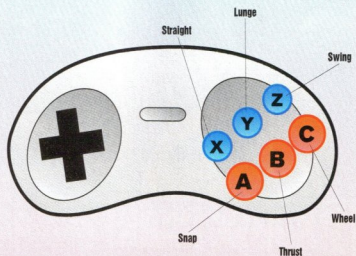
With competition so stiff in the fighting game field, good titles have become hard to find. Take a close look at *Eternal Champions*. We know you'll be eternally grateful.

HOT HINTS

- ✓ Learn to use Taunts to hamper your opponent's Special Moves.
- ✓ Try using Shadow's Shadow Mode at the start of each match.
- ✓ Offense is the key to playing as R.A.X. Use combos, Overloads and Jet Knee Smashes to dominate your enemy.
- ✓ When Slash is cornered, break out with the Running Head-Butt.
- ✓ Midnight is most dangerous when he's in close.
- ✓ Phase often when using Jetta and then spend your time on a hit-and-run style offense.



Six-Button Control



Shadow Yamoto

Time Period: 1993 A.D.

Fighting Style: Taijutsu (Ninjitsu)

Shadow mixes Taijutsu with the art of invisibility (Ninjitsu) and uses dirks, throwing stars, smoke bombs and various poisons.

Standing Basic Moves

Straight (X)



Snap (A)



Lunge (Y)



Thrust (B)



Swing (Z)



Wheel (C)



Special Moves



Flying Mine — Charge by pressing Away for two seconds, then Toward and Button Z. Does 18% damage.



Smoke Screen — Press Buttons X, Y and Z simultaneously for two seconds. Will reappear behind opponent unless followed by AB, BC, XY or YZ for reappear in four corners of room. Does zero damage.



Ninja Weapon — (Button X is Slow Throw and Button Y is Fast) — Charge by pressing Away for two seconds, then one of three options: Toward and Buttons X or Y for Star, Toward/Up Diagonal and Buttons X or Y for Shuriken, or lastly Toward/Down Diagonal and Buttons X or Y for Explosive. Does 11% damage.



Twirling Fan Attack — Charge by pressing Away for two seconds, then Toward and Buttons A (for one twirl), B (for two), or C (for three twirls). Each Twirl does 4% damage to a max of 12%.



High Jump Angle Kick — Charge by pressing Down for two seconds, then Up and Button B, then either Down/Diagonal toward a corner. Does 12% damage.



Shadow Mole — Press Buttons A, B and C simultaneously for three seconds. Does zero damage, but allows you to attack for five seconds without getting hit.



Flying Step — One of three simultaneous Button presses: A and B for Slow Slide, B and C for Medium Slide, and A and C for Super Slide. Does 8% damage.



Jonathan Blade

Time Period: 2030 A.D.

Fighting Style: Kenpo

Kenpo, known as the "list" method, allows flexibility of thought, action and power, and minor and major moves to deal with changing situations as needed.

Standing Basic Moves

Straight (X)



Snap (A)



Lunge (Y)



Thrust (B)



Swing (Z)



Wheel (C)



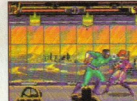
Special Moves



Stun Beam — Charge by pressing Away for two seconds, then Toward and Button Z. Does zero damage (freeze).



Personal Shield — Press Buttons X, Y and Z simultaneously for three seconds. Does zero damage (defensive).



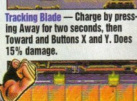
Wild Fury Attack — Press Buttons A, B and C for two seconds. Does up to 20% damage at 2% per hit.



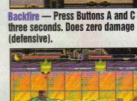
Tracking Blade — Charge by pressing Away for two seconds, then Toward and Buttons X and Y. Does 15% damage.



Backfire — Press Buttons A and C for three seconds. Does zero damage (defensive).



Projectile Containment Field — Press Buttons A and B for 1.5 seconds. Does zero damage (defensive).



Power Drain — Charge by pressing Away for two seconds, then Toward and Button C. Does zero damage (drains inner strength).



Jetta Max



Time Period: 1899 A.D.
Fighting Style: Savate/Pencak Silat
 Jetta mixes two fighting styles from differing regions. Savate is a French hand and foot fighting that is known for its flamboyant kicking techniques, Indonesian Pencak Silat is mostly an empty-hand technique that combines evasion and lightning-quick strikes.

Standing Basic Moves

Straight (X)



Snap (A)



Lunge (Y)



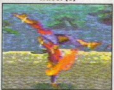
Thrust (B)



Swing (Z)



Wheel (C)



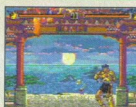
Special Moves



Flying Choke Hold — Charge by pressing Away for two seconds, then Toward and Button Z. Does 15% damage.



Phase — Press Buttons X, Y and Z simultaneously for two seconds. Does zero damage (speeds Jetta significantly).



Ceiling Grab — Charge by pressing Down for three seconds, then Up and Button Y. Does zero damage (puts Jetta on ceiling and launches projectile).



Ricochet (this move can be done only while phased) — Press Down for two seconds, then Up and tap either Button C to bounce off right side of screen or Button A to hit on the left. Does 12% damage.



Death Dive (this move can be done only while doing Ceiling Grab) — Press Buttons A, B and C simultaneously. Does 20% damage.



Bladearang — Charge by pressing Away for two seconds, then Toward and tap either Button X for one hit or Button Y for two hits. Does 10% damage.



Resonate (this move can only be done while phased) — Press Buttons A and C simultaneously. Does zero damage (defensive).

Larcen Tyler



Time Period: 1920 A.D.
Fighting Style: Praying Mantis Kung Fu
 Praying Mantis Kung Fu, which originated in the Shao-lin temple, allows smaller fighters to defend against larger and stronger attackers.

Standing Basic Moves

Straight (X)



Snap (A)



Lunge (Y)



Thrust (B)



Swing (Z)



Wheel (C)



Special Moves



Ceiling Crawl — Charge by pressing Down for two seconds, then Up and tap Button C. Does zero damage (places Larcen on ceiling).



Air Sweep — Press Buttons A and C simultaneously. Does 15% damage.



Reflect Back Projectile — Press Away and Button X. Does double the damage of the projectile.



Ceiling Drop — Press Down and Button Z. Does 25% damage.



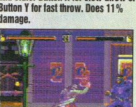
Long Distance Sweep — Charge by pressing Away for two seconds, then Toward and Button Z. Does 15% damage.



Sal Throw — Charge by pressing Away for two seconds, then Toward and either Button X for slow throw or Button Y for fast throw. Does 11% damage.



Power Sweep — Press Buttons A, B and C simultaneously. Does 18% damage.



Swinging Hammer Fist — Press Buttons X, Y and Z simultaneously for two seconds. Does 17% damage.

Slash

Time Period: 699 B.C.

Fighting Style: Pain

Simple but effective, Pain incorporates any move or attack that can cause damage and/or pain. Pain includes (but is not limited to) eye poking, ear-drum popping, neck throttling, nostril pulling and hair yanking.

Standing Basic Moves

Straight (X)

Snap (A)



Lunge (Y)

Thrust (B)



Swing (Z)

Wheel (C)



Special Moves



Batter-Up Club Swing — Press Buttons X, Y and Z simultaneously. Every 1.5 seconds increases damage by 6%, for a max of 18% damage in 5.5 seconds.



Double Footed Kick — Press Buttons A and C simultaneously for 1.5 seconds. Does 14% damage.



Spinal Crush (this move must be performed while in throw range) — Press Toward and Button Y. Does 4% damage per squeeze, to a max of 16% damage.



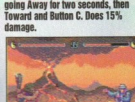
De-Claw — Charge by pressing Away for two seconds, then Toward and Button Z. Does 12% damage.



Running Head-Butt — Charge by going Away for two seconds, then Toward and Button C. Does 15% damage.



Power Thud Club Swing — Press Buttons Y and Z simultaneously. Does zero damage but Dizzies your opponent.



Bat Back Projectile — Press Buttons X and Y for 1.5 seconds. Does double the projectile's damage.

Trident

Time Period: 110 B.C.

Fighting Style: Capoeira

Adapted by African slaves, this Brazilian form of combat considers the foot one's strongest weapon and the head the weakest target. This style involves kicking, somersaults and hand-springs.

Standing Basic Moves

Straight (X)

Snap (A)



Lunge (Y)

Thrust (B)



Swing (Z)

Wheel (C)



Special Moves



Depth Charge Field — Press Buttons X and Y simultaneously for three seconds. If opponent contacts field within three seconds of charge, they will then move as if underwater for eight seconds.



Bio-Drain Field — Press Buttons Y and Z simultaneously for three seconds. If the opponent contacts field within three seconds, they will then do only half damage for eight seconds.



Bio-Stun Field — Press Buttons A and B simultaneously for three seconds. If the opponent contacts field within three seconds, they will then freeze for eight seconds.



Spinning Trident (this move is done two different ways) — Method #1: Press Buttons X, Y and Z simultaneously for two seconds. Does 15% damage. Method #2: Charge by going Away for two seconds, then Toward and Button Y. Does 11% damage.



Repulsor Field — Press Buttons B and C simultaneously for three seconds. If the opponent contacts field within three seconds, they will be repelled for eight seconds.



Plasma Bolt — Charge by going Away for two seconds, then Press Toward and Button Z. Does 15% damage.

Xavier



Time Period: 1692 A.D.

Fighting Style: Hapkido Cane Fighting

Hapkido emphasizes a code of nonviolent counter-defense. If one's attacker uses a strong blow, it is met with a soft reception and counter-move (and vice versa). The cane is used in fluid and circular motions.

Standing Basic Moves

Straight (X)



Lunge (Y)



Swing (Z)



Snap (A)



Thrust (B)



Wheel (C)



Dragon Trap — Charge by pressing Away for two seconds, then press Toward and Button Z. Does 15% damage.

Special Moves



Snap Back — Charge by pressing Away for two seconds, then Toward and Button X. Does 8% damage.



Attract and Attack — Press Buttons A, B and C simultaneously for three seconds. Does 12% damage.



Identity Change — Press Buttons X, Y and Z simultaneously for three seconds. Does zero damage, but randomly changes opponent to another fighter for a short time.



Swap Spoil — Press Buttons X and Y for two seconds. Does no damage, but swaps position with opponent.



Midas Touch — Charge by pressing Away for two seconds, then Toward and Button Y. Does no damage, but freezes opponent for follow-up hit.



Confusion Spell — Press Buttons A and C simultaneously for two seconds. Does no damage, but randomizes opponent's D-Button and Buttons for a short time.

Mitchell Middleton Knight (Midnight)



Time Period: 1967 A.D.

Fighting Style: Jeet Kune Do

Known as the "way of the intercepting fist," this style is a collection of mental and physical concepts, combat maneuvers and attitudes developed by the Dragon, Bruce Lee.

Standing Basic Moves

Straight (X)



Lunge (Y)



Swing (Z)



Snap (A)



Thrust (B)



Wheel (C)



Life Drain (this move must be performed while in throw range) — Press Toward and Button X. Takes 1/6th of enemy's life force and transfers it to Midnight.

Special Moves



Colling Rain (this move must be performed while in throw range) — Charge by pressing Down for 1.5 seconds, then press Up and Button C. Does 8% damage.



Mist Attack — Press Buttons A and C simultaneously for two seconds. Does 8% damage.



Bedazzle — Press Buttons X, Y and Z simultaneously for two seconds. Does no damage but draws opponent in for hit.



Flying Wall Smash — Charge by pressing Away for two seconds, then Toward and Button Z. Does 13% damage.



Stun — Press Buttons A, B and C simultaneously for two seconds. Does zero damage, but drains enemy's inner strength for 40 seconds.

Overhead Stomach Punch (while in throw range) — Press Toward and Buttons A, B and C simultaneously. Does 18% damage.

R.A.X. Coswell

Time Period: 2345 A.D.

Fighting Style: Muay Thai Kickboxing

This style is a mixture of powerful kicks and devastating blows with both fists and elbows. It is one of the bloodiest fighting styles known.



Standing Basic Moves

Straight (X)

Snap (A)



Lunge (Y)

Thrust (B)



Swing (Z)

Wheel (C)



Air Jets — Charge by pressing Down for two seconds, then press Up and Button B. Thrust lasts five seconds or can be aborted by Button B. Does 5% damage on flame contact only (defensive).

Special Moves



Lock and Lead — Press Buttons A and B simultaneously for two seconds. Does 10% damage.

Jet Knee Smash — Charge by pressing Away for two seconds, then Toward and Button C. Does 15% damage.



Cyber Punch — Press Buttons X, Y and Z simultaneously for two seconds. Does 16% damage.



Overload — Press Buttons A and C simultaneously for two seconds. Does 20% damage.



Cyber Kick — Press Buttons A, B and C simultaneously for two seconds. Does 18% damage.



Turbine — Charge by pressing Away for two seconds, then Toward and Button A (defensive).

Overkills

Finding the Overkills embedded in the nine backgrounds is great fun. We are not going to give them away other than to show you a close-up peek at a few.



WE DON'T MAKE WE MAKE THE

Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the **POWER PLUG™** between your controller and your system and go kick some butt.

VIDEO GAME CONSOLE

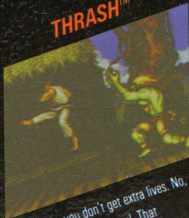


CONTROLLER

POWER PLUG™

No one else beats **THRASH™** power. Select **THRASH™** mode on the **POWER PLUG™** and you activate preprogrammed moves for best-selling games like *Street Fighter III™*. Hit one button on your controller instead of four, and you own the *Hurricane Kick™*. Think of the possibilities of *Battle Toads™*, *Streets of Rage II™*, *Cool Spot™*, even *Turtles: The Hyperstone*

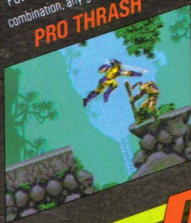
THRASH™



Heist™ No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer **PRO THRASH™** feature, which you only get with the **POWER PLUG™**. Do it your way, any combination, any game. Up to 17 com-

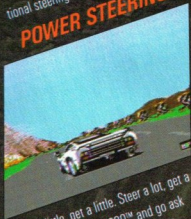
PRO THRASH™



mands channelled to any button on your no-longer-obsolete controller. So in *X-Men™*, you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—**CRASH!™**—car. Welcome to **POWER PLUG'S POWER STEERING™** mode. This is analog proportional steering. No more all right, all left.

POWER STEERING



Steer a little, get a little. Steer a lot, get a lot. Master Jaguar XJ220™ and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

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THE GAME EASIER PLAYER TOUGHER

Oh yeah, all those other "advanced controller" features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH™, PRO THRASH™, and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG™, that controller won't be obsolete either.

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TYCO

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SEGA CD

OVERVIEW

If you have Sonicmania, just wait until you see the speedy blue guy on your Sega CD. This is the title Sega CD players have been waiting for. Sega's heroic hedgehog is spinning adventure up to The Next Level with *Sonic CD*. Sonic's first CD adventure, *Sonic CD* gives you over 60 levels of action-packed, ring-grabbing fun in the past, present and future. The Sega CD has given Sonic power to do things he never could before. Spectacular time travel warps. 3-D looping and bonus rounds. A new Speed Run that's almost as fast as his Spin Attack. Killer Q Sound™ sound effects that will have you looking all over your living room for scattered Rings. A hot rockin' soundtrack containing 35 new Sonic songs. And Metal Sonic, Dr. Robotnik's most evil creation yet!



Sonic CD features a mini-cartoon opening that sets the stage for the adventure, showing Sonic and his world like you've never seen them before. As with any game in the Sonic series, Dr. Robotnik is the bad guy and the key to beating *Sonic CD* is to capture a series of special Emerald-like stones; in this case, Time Stones.

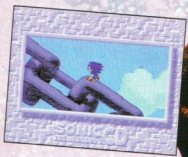
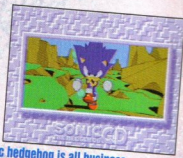
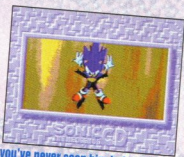
The object is to keep the evil, egg-shaped Doc from ruling the world by bending time with the

Stones. And, you have to rescue your sweetheart hedgehog-ette, Princess Sally, from Metal Sonic.

You can only get the Stones by smashing all the UFOs in the Bonus Rounds. And to get to a Bonus Round, you need to have at least 50 rings and jump through the large golden ring you'll find at the end of a round. Rescuing Sally calls for finding Metal Sonic and beating him at his own game.



Caught between the Future and the Past? Which way to go? Here in the Present, Sonic can go either way. From the Past you can go to the Future and from the Future you can go back to the Past.



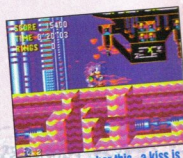
The opening animation shows Sonic like you've never seen him before. This heroic hedgehog is all business.



Dr. Robotnik's aerial fortress is not only out there, but up there.



Smash all of Robotnik's UFOs and you'll get a Time Stone. There are seven in all.



You must remember this...a kiss is just a kiss...Ain't life grand? Sonic has a sweetie, the fair Princess Sally.



Floor fans in the Bonus Round runways will send Sonic for a vertical spin...and will take up precious time. Watch your step.



You've never seen Sonic make a run like this. Hit the ramp with enough speed to make it to the impeller, then hang on!



Unfortunately, Sonic also has a new enemy...Metal Sonic. It has swiped Princess Sally. Now Sonic is in hot pursuit, after Robotnik and his evil, rocket-powered creation. Remember that in Robotnik's domain, robots are never what they seem.

Time your jumps past these jets in the Wacky Workbench or you'll wind up as Sonic-on-Ice.



Jump to send Sonic spinning. You can crash Sonic into the UFOs by steering him with the D-Button.

Blast past these to mark your place in the round. Lose a life and you'll continue at this spot.

Watch them red shoes burn! Sonic's got a new move. Press D-Button Up and Button C to give him a super-sonic run.

Doc Robotnik's first boss machine can be beaten by getting past the bumpers and delivering a few Spin Attacks.



HOT HINTS

- ✓ Sonic CD is huge. Each of the rounds has a Past, Present and a Future. Plus, there are seven bonus rounds:
 - Palmtree Panic
 - Collision Chaos
 - Tidal Tempest
 - Quartz Quadrant
 - Wacky Workbench
 - Stardust Speedway
 - Metallic Madness
- ✓ Sonic has two speed moves, the Spin Attack and the Speed Run. Press D-Button Down and Button C for the Spin Attack. Press Up and Button C for the Speed Run.
- ✓ You need 50 Rings at the end of a level to get into the bonus level.
- ✓ 100 Rings will give you another life.
- ✓ If you beat the game without collecting all the Time Stones, you can play in the Time Attack mode, which lets you play any Zone except the last, over and over again. Use this feature to perfect your skills.
- ✓ Obstacles in the Present may not exist in the Past or Future.
- ✓ Robot critters with sharp, spiny backs will knock Sonic loose from his Rings if you land on them, even when spun up. Stay on their level and blast right through them.
- ✓ Electricity, cold flames and other game hazards can cause problems, even when you are spun up. Find every Shield and Invincible you can.
- ✓ You get points for every creature you turn into flora and fauna.

SONIC THE HEDGEHOG CHAOS™



OVERVIEW

Sonic is back, Jack! *Sonic Chaos* from Sega is the third Sonic title for the Game Gear. This new super-Sonic treat brings you plenty of what makes this blast-based hedgehog great. Add his new Rocket Shoes and the ability to play as either Sonic or Tails and you've got another big burst forward in the Sonic saga. Our Blue Hero takes you on a one-player romp across the landscape of South Island. Travel through six Zones made up of three Acts each and six different Special Stages where you grab the mystical Chaos Emeralds. Sonic and Tails have to use all their super speed and spectacular stunts to stop Robotnik in this blazing game.



Tails or Sonic?

You can play as either Sonic or Tails in *Sonic Chaos*. The game has two difficulty levels. You want the rougher ride? Choose Sonic — he starts with three lives, but no Continues. Want to take it easier?

Choose Tails — he starts with five lives and five Continues and can fly over the more difficult obstacles. Each player earns a Continue for every 25,000 points scored. Either way, you face all the same dangers with either player. As Sonic says, "Gotta slide, Clyde!"



Free your friends by hitting either Button for a Spin Attack.



Press Down and Button 1 or 2 to rev up your Spin Dash to take out enemies from the side.



Use these Pogo Springs to bounce across the level at high altitude. Press Button 1 or 2 to get off the Pogo.



Sonic's new Rocket Shoes last for only about five seconds. Use them wisely.



Fly Tails up to check out the higher areas. He only has five seconds of flying time before he has to rest.



Collect lots of Rings in the boss stages. When you get hit you can recover a bunch each time.



There are 1-ups hidden in each level. Find 'em!



Don't spend too much time collecting Rings in the Special Stage. Go for the Chaos Emerald at the End.

HOT HINTS

- ✓ Collect 100 Rings to get an extra life. Every 100 Rings collected by Sonic in the first two Acts of any Zone will send him to the Special Stage.
- ✓ Blast through walls, floors and overhead blocks to gain access to Rings and Secret Rooms with power-ups.
- ✓ Press the D-Button Up or Down to look above and below you for goodies and dangers.
- ✓ You may need to use some of the henchbots as springboards. Don't knock 'em off too soon.
- ✓ Use the Super Spin Dash to zoom over roof edges and water.
- ✓ Your score at the end of each Act is dependent on how many Rings you collected and how fast you blazed through the round. Remember, 25,000 points gets you a Continue. Rack up those points.

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



ReadySoft Incorporated
30 Wertheim Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-8867



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Go For The



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Take on the World in Ten Olympic Events

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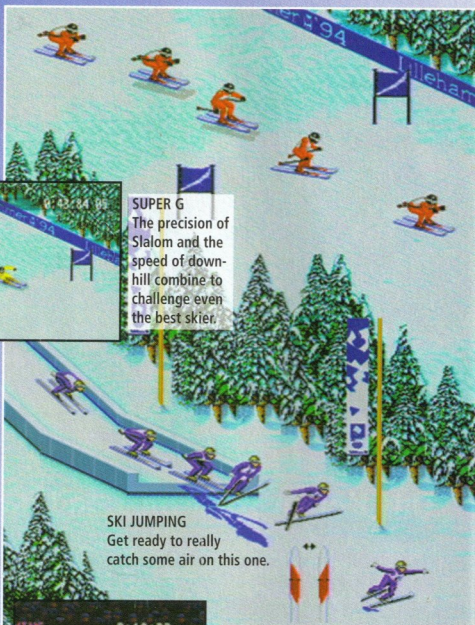


Lillehammer '94



SUPER G

The precision of Slalom and the speed of downhill combine to challenge even the best skier.



SKI JUMPING

Get ready to really catch some air on this one.



SPEED SKATING

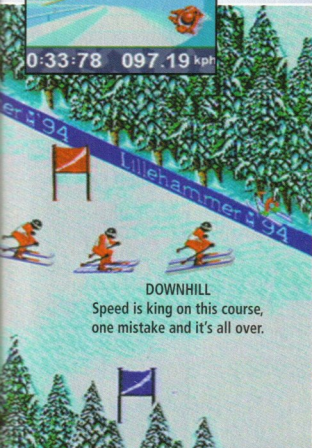
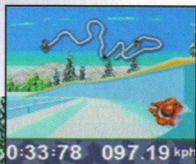
Power down the straight-away and muscle your way around the turns.

Gold!

Available for Sega™ Genesis™
and Game Gear™

LUGE

Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.



DOWNHILL

Speed is king on this course, one mistake and it's all over.

BOBSLEIGH

Take them first but hit them right - this race is won or lost in the turns.



FREESTYLE-MOGULS

Let it all hang out, bang the moguls, do some aerials and don't break your neck.



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It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.



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Sneak Peek

GENESIS

INSTRUMENTS of CHAOS

...starring **YOUNG INDIANA JONES**

Instruments of Chaos spans the globe. Your mission is to search out and prevent the transfer of vital weapons technology between the agents of various countries and some notoriously nasty Nazi agents. Young Indy's adventures take him across the frozen, icy mountains of Tibet, into India where danger lurks around every corner, across the Egyptian deserts into the mysterious pyramids... even across the dangerous high steel bridges of England. If you are successful, you'll travel on to Germany to take on the spy master himself.

This is the Indy you know and love...one step ahead of danger. You have at your disposal a whip, pistol and grenades, plus power-up items found throughout the game in crates. Indy's whip animations are so lifelike that you'll jump

Instruments of Chaos™...Starring Young Indiana Jones. TM and © 1993 Lucasfilm, Ltd. All Rights Reserved. Used Under Authorization. Indiana Jones is a registered trademark of Lucasfilm Ltd. All Rights Reserved. Used Under Authorization.

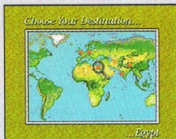
in your seat at every "crack!" In addition to knife-throwing secret agents, you'll have to fight it out with all manners of ill-tempered critters and be extremely cautious of the treacherous landscape at every destination.

Go ahead. Beat the dust off your leather jacket. Join forces with Young Indiana Jones and save the world again.



Past...Indy...
Listen closely—we don't have much time.
Recently, our French agents intercepted several short-wave radio transmissions originating in Germany.

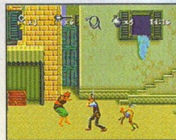
You'll get your initial briefings at night, by another agent in a trench-coat.



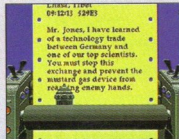
You can take on the Destinations in any order you wish, except Germany. That one's last.



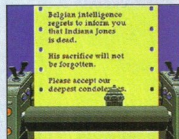
Tibet's snow-covered mountains are a backdrop for the frozen lake. One spill into the icy water will send you back to the beginning.



Indy's gun is a useful weapon against flends in the streets of India. The pesky monkey follows you everywhere, trying to steal your things.



London, 1941
09-12-11 1249E3
Mr. Jones, I have learned of a technology trade between Germany and one of our top scientists. You must stop this exchange and prevent the mustard gas device from reaching enemy hands.



Belgian intelligence suggests to inform you that Indiana Jones is dead.
His sacrifice will not be forgotten.
Please accept our deepest condolences.

Teletype messages keep you apprised of what needs to be done...and what has occurred.



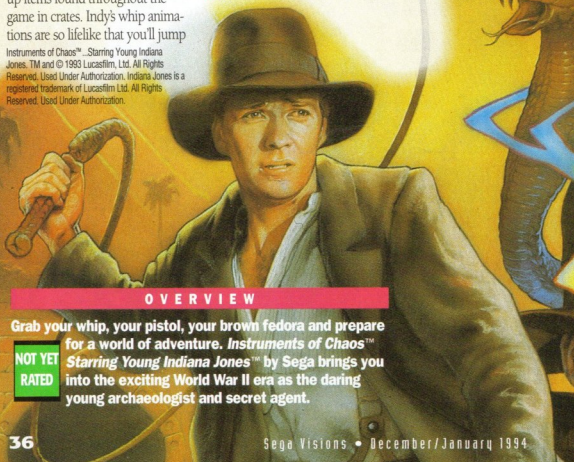
The Egyptian pyramids are filled with treasure...and dangerous traps.



Lightning in the bridge tops of England can be a truly shocking experience.



Riveteers and red-hot rivets quickly become enemies in the bridges.



OVERVIEW

Grab your whip, your pistol, your brown fedora and prepare for a world of adventure. Instruments of Chaos™ Starring Young Indiana Jones™ by Sega brings you into the exciting World War II era as the daring young archaeologist and secret agent.

NOT YET RATED



ALL-NEW 16-MEG MAYHEM!!

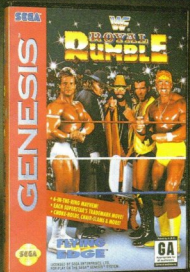
In the ring... out of the ring... **OUT-OF-CONTROL!**

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- More Superstars than ever — each with his own trademark move!
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- Tournament Mania: Win the Championship Belt!

You may be ready to wrestle...
but are you **READY TO RUMBLE?!!**



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GAME GEAR

Sneak Peek

MARVEL Comics

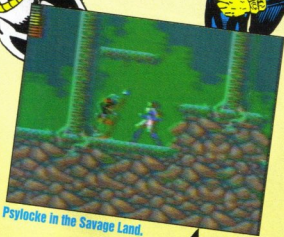
X-MEN™



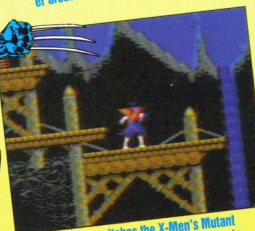
Cyclops fires his Optic Eye Blast at an enemy in Madripoor.



A double tap on the Jump Button will give you a Spin Jump to reach higher areas.



Psylocke in the Savage Land.



The Start Button switches the X-Men's Mutant Power on and off. Here we see Nightcrawler in the Brood Cave.



Psylocke in the Hellfire Club.

OVERVIEW

Marvel Comics' X-Men take on their oldest and most dangerous enemy, Magneto — in *X-Men for the Game Gear* from Sega. Following on the heels of the massive Genesis hit of the same name, *X-Men on Game Gear* is an all-new game with six levels of x-plosive action. Join your favorite X-Men characters as they try to keep the Vice President of the United States from being kidnapped. Play as any one of the seven available members of the X-Men team against the forces of evil.



Storm waits for an elevator in the Hellfire Club.



Nightcrawler in the Morlock Tunnels. Callisto's got to be around here somewhere.



Take on the Mutants Sebastian Shaw, Callisto and the Brood Queen. You choose the X-Men team member whose mutant powers will meet the challenge head on...and dead on. Play as Cyclops with

his Optic Eye Blasts, Nightcrawler the swashbuckling comedian, Psylocke the mighty telepath or any of the other four X-Men members. Fight each boss and their minions through regions like the Hellfire Club, Madripoor, the Morlock Tunnels and Savage Land.

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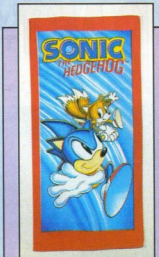
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LCD

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Sneak
Peek

GAME GEAR

THE SIMPSONS BART VS. THE WORLD



OVERVIEW

Cool, man! Bart vs. the World from Flying Edge for the Game Gear sends Bart and the entire Simpson family on a world-wide treasure hunt. Battle Homer's boss, Mr. Burns, who intended for this grand prize vacation to be a one-way ticket. In this one-player action cart you'll visit the Great Wall of China, Egypt and even the North Pole. Search for items and family members and complete puzzles in your attempt to get home again.



Each area of the world is broken into two action areas and a puzzle. Complete these and you move on to the next region of the world. For instance, go to China and you will sail the China Sea while searching the ship for your family and things to collect. Then you move on to the Great Wall and do some seriously gnarly skateboarding atop the Wall itself, jumping tourists and snatching items. Lastly, you go to the tiles stage where you slide the tiles around until the Simpsons cartoon is whole again. Finish the region and you are on to Mr. Burns' next diabolical quest.



Fight Burns on the Great Wall of China.



Attempt some wild jumps while skating on the Wall.



Push the tiles around until you've solved the puzzle.



The Bartman himself, climbing the mast of a sailing ship in China.



Look! Maggie's down on the ship's rudder.



Fight an abominable snow-creature in the frosty ice region.



Avoid falling icicles in a glacial cave.



Hey! What's Homer doing hanging from the Sphinx in Egypt?



Fight your way across the Sahara, collecting items along the way.

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"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."

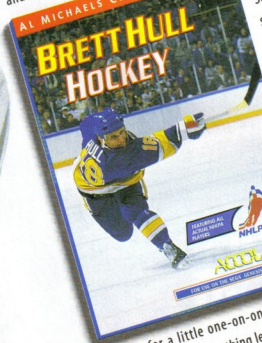


"This could give 'face-off' a whole new meaning. Because in Brett Hull Hockey, you're playing with 600 scorers, goalies and grinders from the bigtime. Like Yzerman, Lafontaine, Chelios, Essensa, Gilmour, McSorley, Roenick and Roy. All coming at you in 16 Megabit,

FEATURING
ACTUAL NHL/PA
PLAYERS



AL MICHAELS CALLS THE SHOTS!



digitized living color—skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from the 3/4 view perspective. Broadcasting legend Al Michaels handles the play-by-play, and I'll even be around to help you score against the best in the business. When the game's over, get together

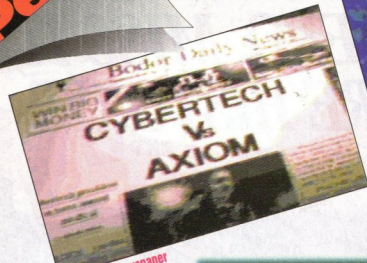
with me for a little one-on-one shootout. That is, if you've got anything left." Available for Sega Genesis. Skate over to your favorite retailer or call 1-800-245-7744 to order.

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**Sneak
Peek**

SEGA CD



In the Intro, newspaper headlines scream of corporate war in the Bator System.



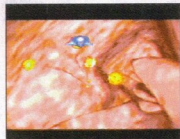
Intravenous warfare — the next frontier.



The time...deep future. The place...an inner galaxy.



This is war. Each corporation has its own soldiers.



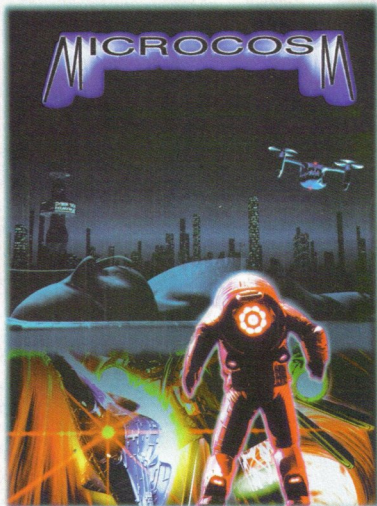
Diving through arteries in your micro-submersible, you take out viruses that spell doom for your corporate president.



Time is running out. Destroy these defensive droids in a fast and furious game of hide-and-seek.



Fight your way through to the next area of the body.



OVERVIEW

Join in a battle between corporate mega-giants in *Microcosm* from Psygnosis. This CD shooter takes you inside the body of a corporate mogul in a search for a brain manipulation droid planted by a rival company. Blast attacking viruses and enemy defensive probes in this one-player, multi-dimensional thriller. Over 500 megabytes of graphics and sound combine to bring you cinematic-style images with an original soundtrack by Rick Wakeman, a founding member of the rock group Yes. Fight through six different areas of the body in a journey to the center of the mind.

NOT YET
RATED



You are flown in via Red Cross helo to the operating theater, Cybertech's corporate headquarters.

Trapped on an operating table, Tiron Korsby, president of Cybertech, has had his body invaded by an enemy corporation. A miniature brain manipulation droid now threatens to take control of his mind. Placed in a micro-submersible, you begin your mission. Piloting four different vehicles through areas of the body like the Carotid Artery, Left Lung, Superior Vena Cava and the Brain, you take out the offending micro-droids. Along the way you pick up bonuses for Auto-fire, Armor, Bombs, Extra Speed and various types of shot. Try your hand at a docking sequence that tests your piloting accuracy. *Microcosm* delivers the Sega CD at its best.

STELLAR-FIRE™



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System.

THEY'D CALL IT A SUICIDE MISSION EVEN IF THERE WERE 50 OF YOU.



Stellar Fire™ pits you against the Draxon, an evil entity which is devouring everything in its path. And Earth is about to become dessert.

In Stellar Fire's unparalleled 3-D polygon-realism, Draxon's minions are



all over you — until you unleash your own deadly attack strategies to ultimately destroy their diabolical forces.

It's so challenging you could just die. And you will. Again. And again.



You're on no set track. You choose your destiny. And the destiny of the entire galactosphere.

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SEGA CD

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MAN-MACHINE ME

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GENESIS™ AND GAME GEAR™



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Just
Review
It

SEGA CD

Sega CD Roundup

The Sega CD is the hottest game system on the market and one of the fastest growing game systems in the world. Most Sega Visions readers either own a Sega CD or are about to get one. Those who don't are missing out on the fun.

This holiday season marks a year of Sega CD. In that year, the Sega CD has established a new standard for gaming. Sega CD disc games are bigger. Have true music and sound. Are packed with game play. And offer cinematic realism unlike anything available in cartridge form. The best news is that the list of Sega CD titles is growing like wildfire.

With over 40 titles already available, companies everywhere are scrambling to bring you the best and most innovative games ever developed for in-home play. Whether a new Sega CD owner or a veteran player, The Next Level of fun is roaring your way

and as always, Sega Visions is here to turn you onto the latest and the best.

And here it is. The most current Sega CD games and those on the way. Shooters. Action and adventure. Role play. Sports. Thrillers. Sonic. And there's even more coming for 1994.

Adventures of Willy Beamish

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

Based on the famous PC title, this interactive disc takes you on a hip kid's adventure to the Nintari video game championships. The game features digitized voice, comic subadventures and more than enough crazy antics to keep you laughing.



Produced By: Dynamix

Afterburner III

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

Sega's most famous jet fighter series has appeared in arcades, on the Genesis and just about everywhere else. It's a perfect title for Sega CD, with sharp graphics and awesome aerial combat game play.



Produced By: Sega

AH3 Thunderstrike

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

This chopper combat game features solid polygon graphics and intense game play. Lifelike control lets you hover, bank and dive as you wage war against air and ground-based targets. This is a game that makes you earn your wings.



Produced By: JVC

Batman Returns

UNRATED

Based on the Caped Crusader's second movie, this hot disc features excellent game play, an original music score and one of the best driving games around. You play as Batman in an adventure to stop the Penguin.

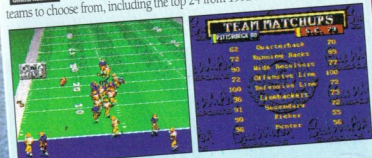


Produced By: Sega

Bill Walsh College Football

Rated by V.C.C.
GA
Appropriate for
all audiences
General Audiences

EA's going to make you a student of football with this new pigskin disc. Offering multiple-player compatibility and detailed play by college rules, you'll have your games hosted by Bill Walsh and Ron Barr, complete with digitized voice. With 48 teams to choose from, including the top 24 from 1992 and since 1978.



Coming Soon From Electronic Arts

Black Hole Assault

UNRATED

A Sega CD staple, *Black Hole Assault* is one of the first robo-battlers to appear on this platform. Fighting as one of many robot warriors, you get to punch, kick, claw, throw and otherwise maim other robots in a variety of planetary backgrounds. This title is becoming a legend.



Produced By: Extreme Entertainment

Bram Stoker's Dracula

Rated by V.C.C.
MA-13
Parental Guidance
Suggested
Some Material
May Be Inappropriate
for Children
Under 13
Parents Strongly
Cautioned

Take on the Master of the Undead in Sony's long-awaited hit. The game includes digitized footage and cuts from the movie soundtrack. In addition to accomplishing a specific job in each mission, you'll have to duke it out with Drac's evil horde. A nightmare of fun.



Produced By: Sony Imagesoft

Chuck Rock

NOT YET RATED

The original stone-headed Neanderthal's first CD. Chuck needs to recapture his beautiful bride from the stony clutches of a caveman Lothario. The game antics are funny. Chuck is a true character who will keep you moving with good action game play and more than a little humor.

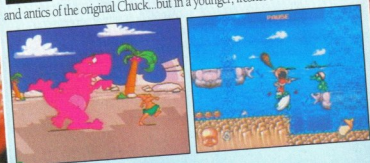


Produced By: Sony Imagesoft

Chuck Rock II: Son of Chuck

NOT YET RATED

Chuck's stone-age son is the hero of this riotous disc. Pop's been kidnapped. As this flint-smacking babe in nappies, your job is to get him back. Your main weapon is a club quite-a-bit bigger than Chuck Jr., which he drags along behind him. All of the same fun and antics of the original Chuck...but in a younger, fresher mix.



Coming Soon From Virgin Games

Double Switch

NOT YET RATED

Follow the adventures of strange Eddie and the Edward Arms, a seedy apartment building with a lot of secrets. You've been locked in the basement. A package has arrived covered with government stamps. Someone has turned off your security system. And one of the most exciting interactive mystery movie games is about to begin. The building is full of friends and enemies...and possibly a hidden treasure of untold wealth. Which may or may not be good. In the Edward Arms, nothing is as it seems.



Coming Soon From Sega

Dracula Unleashed

NOT YET
RATED

Sega's *Dracula Unleashed* pits you against the Master of Darkness as Alexander Morris in a battle to save his fiancée from unending life as a vampire. The game contains live video sequences, digitized voice and more suspense than a vampire movie. QSound™ will keep you looking over your shoulder, expecting the Master's touch!



Coming Soon From Sega

Dragon's Lair

NOT YET
RATED

Based on the first laser-disc arcade game, *Dragon's Lair* brings the famous sword-swinging knight to the Sega CD. The game features all the arcade action, cartoon-quality animation and great humor.

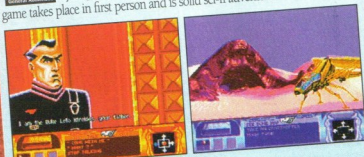


Coming Soon From Readysoft, Inc.

Dune

Rated by V.R.C.
GA
Appropriate for
All Audiences
General Audiences

Frank Herbert's *Dune* book series has become a modern classic. Virgin Games has captured the feel of the *Dune* world with this new CD release. Based on the storyline of the first movie, you play as a young Atriedes come to the planet Arrakis. The game takes place in first person and is solid sci-fi adventure.

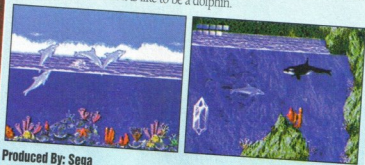


Coming Soon From Virgin Games

Ecco the Dolphin

Rated by V.R.C.
GA
Appropriate for
All Audiences
General Audiences

Ecco the Dolphin's quest to save his family pod has become a Sega CD legend. You control the smooth, fluid motions of this wonderful mammal as he searches across the oceans of the world...and even across time and space. The game involves speaking with many creatures under the sea, battling sharks, unlocking the secrets of Atlantis and more. The soundtrack and effects were recorded in QSound™. Play *Ecco the Dolphin CD* through a stereo for an experience that will let you know what it is like to be a dolphin.

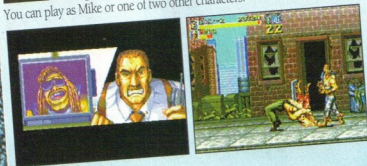


Produced By: Sega

Final Fight

NOT YET
RATED

Once an arcade smash hit, *Final Fight* is a direct port of this famous head hammering, body slamming, brawling game. One or two players simultaneous can bash it out against the Mad Gear gang in a mission to rescue Jessica, Mike Haggar's daughter. You can play as Mike or one of two other characters.



Produced By: Sega

Ground Zero, Texas

NOT YET
RATED

TruVideo™ technology brings the Sega CD's unique mix of live video and game play to new highs in this alien-battling adventure. Directed by Dwight Little, who did *Halloween 4*, *Ground Zero, Texas* is an interactive battle to protect the world by stopping aliens from invading El Cadron, Texas. You control four battlecams and use them on their creators. The game contains over 70 minutes of interactive movie action.



Coming Soon From Sega

Hook

Rated by V.R.C.
GA
Appropriate for
General Audiences

Based on the recent movie and containing digitized footage, Hook CD puts you into the slightly tight suit of a grown-up Peter Pan. You go back to Neverland to rescue your kids from the treacherous Captain Hook.



Produced By: Sony Imagesoft

Sega CD Roundup

Jurassic Park

NOT YET
RATED

Anyone who has seen the movie will want to play Jurassic Park CD. The game begins where the movie ends. You play as a scientist sent back to the island to collect the eggs of seven different species of dinosaurs and put them into the incubator in the Visitor Center. Game play combines digitized video and 360-degree views, a complex array of tools and ways to use them, puzzles, dinosaurs and some additional surprises. The soundtrack was recorded in QSound™ for ultimate realism. We think you'll become en-raptured by it.

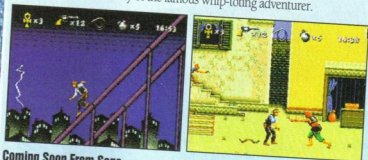


Produced By: Sega

Instruments of Chaos Starring Young Indiana Jones

NOT YET
RATED

Get in on the World War II adventures of Indiana Jones as a younger man. This well-balanced CD takes you across the world as a secret agent in search of Nazi agents trying to gain new weapons technology. Your mission is to stop the exchanges and take down the Nazi spy leader on his own turf. Fantastic music and sound with action worthy of the famous whip-toting adventurer.

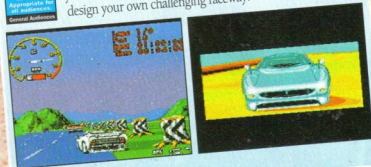


Coming Soon From Sega

Jaguar XJ2200

Rated by V.R.C.
GA
Appropriate for
General Audiences

JVC's Jaguar XJ2200 is every driving sim fan's dream. Strap in behind the wheel of the hottest Jag of all time for racing where you can take on tracks from all across the world or custom design your own challenging raceway.



Produced By: JVC

Lethal Enforcers

Rated by V.R.C.
MA-17
Not appropriate for
Most Audiences

Any arcade player is going to recognize *Lethal Enforcers*. A direct port of the arcade hit, you take up a control pad or a Konami Justifier™ gun-controller as a cop trying to clean up the streets...and sometimes bloody...realism of the game.



Produced By: Konami

Lunar: The Silver Star

NOT YET RATED

Big-time adventure role-play is finally coming to the Sega CD. Working Designs' first Sega CD title, *Lunar* contains over 4 megabytes of text alone. The game is huge, spanning continents and space in an adventure to become a Dragonmaster. The game has animated graphics, digital voice recordings and grand, sweeping music. *Lunar: The Silver Star* loads quickly and has an AI feature that makes combat a breeze.



Coming Soon From Working Designs

Mad Dog McCree

MA-13
Mild, Suggestive Material
Parents Strongly Cautioned

Take to the Wild West with your control pad or Menacer™ in an all-around-town firefight with Mad Dog and his cohorts. It'll take some fancy shootin' to win this one. Cuttin' 'em down ain't necessarily the focus. You'll have to shoot signs and defuse dynamite, among other things...all with your Menacer.



Coming Soon From American Laser Games

My Paint

GA
Age Appropriate for All Ages
General Audiences

Saddleback's first Sega CD contribution is a paint disc that is a great way for young gamers to get involved. *My Paint* features all the cut, paste and template features of adult paint programs, but with the form, functionality and fun of a kid's game.

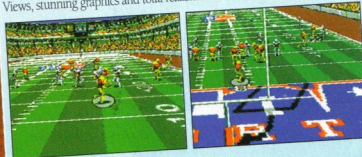


Produced By: Saddleback Graphics

NFL Football '94 Starring Joe Montana

GA
Age Appropriate for All Ages
General Audiences

Joe has been a Sega staple, allowing you to punt, pass, kick and throw with the best. *NFL Football '94 Starring Joe Montana* takes this excellent history of game play and makes it even more real with awesome scaling and rotation, Behind the Quarterback Views, stunning graphics and total realism. A must for any football fan.

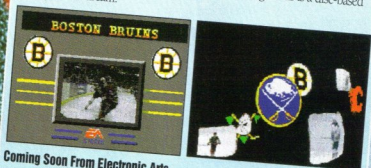


Produced By: Sega

NHL Hockey '94

NOT YET RATED

NHL and NHL Players' Association licenses ensure that you're going to get real hockey action on this disc. *NHL Hockey '94* contains over 300 video clips of NHL action triggered by events in the game, commentary by Ron Barr, over 70 new pieces of organ music and updated '93 team rosters and player ratings. This is a disc-based hockey lover's dream.

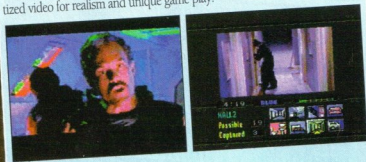


Coming Soon From Electronic Arts

Night Trap

MA-17
Mild, Suggestive Material
Parents Strongly Cautioned

One of the more controversial titles of the year, *Night Trap* features a "B movie" type of cinematic horror that is more fun than frightening. You control a security system in a house full of vampires. Your mission is to trap them before they turn a group of visiting guests into vintage vampire nectar. The game was built from digitized video for realism and unique game play.



Produced By: Sega

Prince of Persia

UNRATED

One of the most famous PC games, *Prince of Persia* is just as big and adventurous on the Sega CD. Thrown in the Sultan's dungeons, you must find a sword and escape to rescue the princess from the evil Jafar.



Produced By: Sega

Road Avenger

UNRATED

Road Avenger offers a unique mix of digitized animation and action as you chase down bad guys in a supercharged road car. You must react with split-second timing to steer the car, apply brakes, accelerate and turbo to avoid such pitfalls as running over pedestrians, crashing off piers, getting crushed between trucks...to name a few.



Produced By: Renovation Products

Prize Fighter

Rated by V.R.C.

MA-13

Parental Guidance Suggested

Some Material May Offend

Prize Fighter brings new sports realism to your Sega CD. Your opponents are real boxers, recorded specially for the game. Your punches and jabs get real reactions...in real time. The matches take place from your point of view, with a full support team to give you advice and mop the blood from your lip. Take a good one on the chin and you might just find yourself flat on your back, looking up at the ref.



Coming Soon From Sega

Robo Aleste

Rated by V.R.C.

GA

Age Appropriate for General Audiences

Minimal Guidance

Arcade-style vertical scrolling and blasting are the backbones of this hard-core disc. In a feudal Japan where technology has come early, you control a suit of flying samurai armor with serious firepower. The action is hot and heavy, built on solid graphics and a techno soundtrack that keeps your feet tapping almost as fast as your fingers pound the buttons.



Produced By: Tengen

Rebel Assault

NOT YET

RATED

Set in the *Star Wars* universe, *Rebel Assault* is 15 action-packed levels of space combat with intermission screens featuring your favorite *Star Wars* characters, Princess Leia, Luke Skywalker and C3-PO among them. You'll pilot three different types of fighter craft across locations such as the Death Star. Intense 3-D graphics and music taken from the *Star Wars* trilogy.



Coming Soon From JVC

The Secret of Monkey Island

Rated by V.R.C.

MA-13

Parental Guidance Suggested

Some Material May Offend

This hilarious PC original puts you in the dubious shoes of Guybrush Threepwood, a young pirate wannabe. In his quest for piratehood, Guybrush learns the most obnoxious insults known to pirates, falls in love with the beautiful female Governor of the island, takes a beating on the used ship lot and chases a pirate's ghost, among other things. With good sound effects and snappy Calypso music, *Monkey Island* is a lot of fun. Just don't repeat the insults to your friends!



Produced By: JVC

Sewer Shark

A combination of digitized video and interactive game play, *Sewer Shark* puts you through the septic system of tomorrow battling huge Ratigators, giant bats and other noxious post-nuclear nightmares in your fancy Sewer Shark ship.

Rated by V.C.C.
GA
Appropriate for all audiences
General Audiences



Produced By: Sony Imagesoft

Sherlock Holmes Consulting Detective, Vol. 2

Following on the successful first *Sherlock Holmes* Sega CD adventure, return to the foggy streets of London to track down more dangerous mysteries as the pipe-smoking master of murder mysteries, Sherlock Holmes.

UNRATED



Produced By: Sega

Sonic CD

Sonic's first adventure on the Sega CD delivers everybody's favorite hedgehog like you've never seen him before. It's all the famous Sonic Spin Attacks and other moves you've come to love, along with a few new moves, awesome scaling and rotation, a soundtrack recorded in QSound™ and rockin' new tunes created just for the game. There's even a short animated cartoon at the beginning of the game that sets the story. This game is a must-have for any Sega CD owner!



Produced By: Sega

Spider-Man Vs. Kingpin

Rated by V.C.C.
GA
Appropriate for all audiences
General Audiences

America's favorite webslinger battles to save the city from Kingpin in this hot new title. Cartoon-like animation scenes, real voice and a dynamite soundtrack round out this action-packed, disc-based Spidey adventure.



Produced By: Sega

Terminator CD

NOT YET
RATED

The Terminator is one of the most popular game villains and Virgin is giving you a chance to do him in... CD style. Playing as Kyle Reese, you battle it out with HKs and other Cyberdine metallic nightmares in the future, then go back to the past to protect John and Sarah Connor from the Terminator. Awesome graphics and a hip soundtrack add to this fun action disc.



Coming Soon From Virgin Games

Time Gal

Rated by V.C.C.
GA
Appropriate for all audiences
General Audiences

One of Renovation's action-reaction type games, *Time Gal* takes you through time to chase down a dangerous villain from the future. Directional and combat moves are taken from on-screen cues. Fantastic graphics and digitized animation add to the experience.

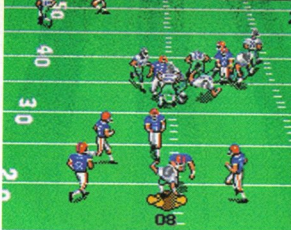


Produced By: Renovation Products



WELCOME

A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch



The players are bigger and the hits are harder all season long.

your "D." The Saints' backers serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

'94 GAME HIGHLIGHTS

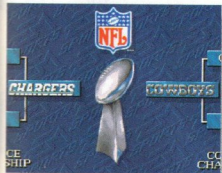
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|---------------------|------------------------|
| 80 TEAMS | PLAY FLIPPING |
| FULL NFL SEASON | EA SPORTS™ 4 WAY PLAY™ |
| FASTEST ACTION EVER | PLAYOFFS & SUPERBOWL |
| 72 NEW PLAYS | NEW PANCAKE HITS |

TO THE NFL.

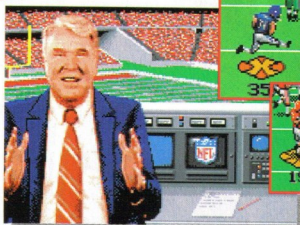
It's the biggest players, the fastest action ever.

Bluff your playcalling. Customize audibles. See if you're still standing by Super Bowl® Sunday. There's 4 Way Play™ for slamming tournament action.

Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.



Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966, 12 All-Star franchise teams since 1950, and 2 All-Madden teams.



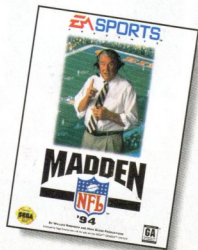
John's new commentary colors the action all season long with updated rosters and new high steppin' player animations for '94.

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Just
Review
It

SEGA CD

SILPHEED

OVERVIEW

Blast into the future with *Silpheed* from Sega. This no-nonsense, high-speed, polygon-based CD shooter features 11 fast, action-filled battle stages, vivid polygon graphics, CD-quality music and voice, and weapons designed to kick alien booty. Your highly modified SA-77 "Silpheed" tactical fighter spacecraft has both left and right main weapons, a choice of optional weapons systems and is fully up to the challenge... Are you?

NOT YET
RATED

The Earth-based Grayzon computer defense system has been "net-jacked." Mankind's future in space is completely in your hands. Using your Silpheed fighter, bust through convoys of alien ships, ride at serious velocity through asteroid belts and drop into some crazy mazes on the outer hulls of enormous planet buster-sized ships. Follow the dramatic story

line through sweeping cinematic intros and intermissions between levels. Search out energy power-ups, point bonuses and items that will make you invincible for a time or take out every enemy on screen. Listen carefully to the clear channel voice communications from the other pilots in your wing who alert you to the next threat coming your way.



Sweeping cinema-like introductory sequences get you into the story.



This is your enemy. He has taken the Grayzon computer defense system away from you and is gonna throw everything he has at you to keep it.



You meet fleets of enemy ships as soon as you cross over this level three giant.



In the middle of level three, you'll be attacked with blasts of white energy. Keep scanning the top of the screen so you can avoid them.



Your Weapon Select screen updates your available options after each round. The Auto-Homing right and left weapons are ideal.

HOT HINTS

- ✓ Learn the enemies' attack patterns to get through each level.
- ✓ If there are lots of threats and energy power-ups on screen simultaneously, go for the energy first.
- ✓ The most useful weapons system option is your EM Defense System. This will protect you against hits in the most dangerous regions.
- ✓ Pay attention to your wing men as they call out the oncoming threats.
- ✓ There is an on-screen warning each time you approach a boss area. Each boss has a pattern of attack. Learn it, then blast to win.



Level seven's boss misses you more if you hang out slightly left of center. Stay there and blast away for the kill.



These big ships in level three are great-looking, but don't let them capture your attention. Stay focused on avoiding and blasting smaller moving objects.



Pay attention to the on-screen heads-up display that tells you how much energy you have available for your optional weapons. Save some for the boss areas. In level five, select the EM Defense System and use it near Jupiter.



To beat the level three boss you fly up the center of a big behemoth of a ship and avoid massive bolts of energy. His first and last bolts are dead center in the screen.



After dodging asteroids in level six you get the chance to prove your mettle against more serious fellows. Don't forget to collect your energy power-ups.



Level four is a combination of shooting stationary weapons and avoiding obstacles.



In this area of level six, move to the other side of the screen. Silphed is in poor position here. The red color denotes damage.



Late in level four you are attacked by blazing yellow energy beams. This is a good time to use your EM Defense System option. Choose it at the Weapon Select for level four, then start it as you see the first beam weapon.



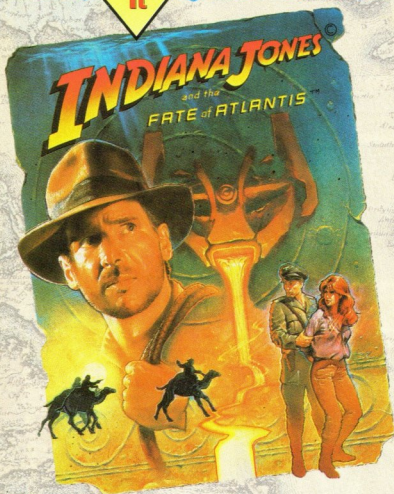
Level six's boss has a pattern that is fairly similar to the boss in level two. When he moves to avoid him and as he blasts away at you, avoid the blasts and wait on him.



Level five has some spectacular views (like the nebula in the lower right). Ignore them and concentrate on shooting the enemies closing in on you. You're not on an intergalactic sightseeing tour.

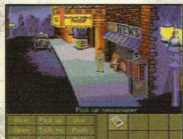


You'll run a maze-like gauntlet in level seven.



OVERVIEW

Leap in for some adventure/role-play Indy-style with *Indiana Jones and the Fate of Atlantis* from JVC Musical Industries. Point and click your way through fistfights, puzzles, balloon rides, car chases and terrific Indy one-liners. This update of the best-selling PC title of the same name now includes digitized voice and CD-quality sound effects. Explore over 200 amazing locations around the world. Join Indy in this one-player quest set in the world of 1939, as he tries to stop the Nazis from releasing the deadly secret that sank Atlantis.



Pick up the late edition of today's paper. You need it for the stage manager.



When you confront the doorman, you have three choices of action. Either talk your way past him (he's a big fan of *Madame Sophie's*), sucker-punch him or push the crates around and sneak up the fire escape.

At an early juncture in the game you find yourself in Indy's office with a decision to make. Convince Sophia (your former assistant) to continue with Indy (the Team Path), go it alone with only your brains to defend you (the Wits Path) or spice up the game with a bit more action (the Fists Path). No matter which path you choose, you face huge anacondas (a big snake), camel driving, car chases through downtown Monte Carlo, submarine navigation and puzzles galore. Explore the mysteries of ancient Atlantis and beat Hitler's troops to the punch by finding the lethal secret before the Reich can.



After convincing the stage manager to go away, you must stop Sophia's talk. Push the left lever, then the right and then the button.



Use your whip to convince the jungle rodent (capybara) to enter the center dark path. This will get him eaten by the anaconda.



Get the bad mayo out of the fridge in Indy's office. You need it to move the totem pole.



Get a lump of coal and a dirty rag in the furnace room. You might need the lump of coal to throw at the book to dislodge it (the book's in one of three places). The dirty rag is used with the arrowhead you find in the totem pole room to unscrew the back of a bookcase.



You need to get Steinhart off your back by having Sophia take him aside and talk with him. Then steal the lamp outside at the Trinket Stand. Open the lamp and use the kerosene on the tarnished Spiral Design in the nose of the face and then pull. There's nothing you can do about Steinhart stealing the Worldstone. Your paths definitely cross later. Maybe he missed something in the tomb.

HOT HINTS

- ✓ Look at, touch and try to move everything. The only way to find items needed to complete the game is to search each location carefully.
- ✓ If you get stuck, try using every item in your inventory to find an answer. More often than not, you already have the solution.
- ✓ In conversation, use caution choosing your responses. Some of Indy's wisecracks can lead to serious trouble.
- ✓ Each time you pick up a new item or arrive at a new location, press Start and write down the password. Save early and often.
- ✓ If you get stuck and are with Sophia, chat with her. She often knows the way to proceed.

SEGA CD

Just
Review
It

Stellar Fire gets you into action with an exciting cinematic intro.



STELLAR-FIRE

OVERVIEW

Stellar Fire from Dynamix is a furious-paced battle to the death between you and the Draxons. This one-person Sega CD shooter is an intense polygon-based game that lets you take your ship, the Raven, in any direction across the landscapes of six moons and a planet. Spectacular CD-quality sound effects highlight massive explosions. The original music will rock you to your core. Obliterate the security shield system and moon hop your way to the Draxons' home planet, Arctura.

NOT YET
RATED

It is the year 2206. You stand alone in a seemingly impossible mission. Taking the battle back to the Draxons' home is the only way to stop the cybernetically linked warriors' assault on all the populated worlds. In a first-person ride over the moons' surfaces, you guide



Your target cursor blinks red when you have an enemy in your sights.



If you are at max speed (100) and you take a hit, your speed drops. Don't forget to reset at 100 with an Up on the D-Button.

the Raven through some of the fastest polygon-battles ever seen. Using five different types of weapons, from heat-seeking missiles to lasers, you blast mechanized monstrosities while glued to your radar — searching wildly for the Defense Force Generator, in hopes of making it to the next moon.



This massive explosion means that it's curtains for you, Charley. Prepare to restart.



Take out these Defense Force Generators.



Don't waste time shooting at these tree-like growths. They can't hurt you and vice versa.



Collisions take lots of your energy. Avoid colliding with enemies and obstacles at all costs.

HOT HINTS

- ✓ Keep an eye on your radar. If you aren't traveling in the right direction, the game is lost from the start.
- ✓ You have unlimited ammo. Use it.
- ✓ It's not worth it to use a Continue on the first moon. You have only three, so just restart if you are in the early stages.
- ✓ The airborne enemies always end up low enough for you to take out as they head for the horizon.

**ToeJam & Earl in
PANIC ON
FUNKOTRON**

OVERVIEW

ToeJam and Earl are back in *Panic on Funkotron* from Sega for the Genesis. It seems dat da boyz have managed to infest their planet with aliens from a truly un-funky place called Earth. Your purpose in this terrific one- or two-player simultaneous jam is to clear out the dreaded Earthlings and restore the funk to planet Funkotron. Beat the bushes, scour the bizarre countryside and poll the population on your search for the whitebread stowaways. This sequel is bigger and better than the first *ToeJam and Earl*. Great color, seriously funky jams, lots of stuff to find, real comedy and a hip-hop style greet you as you once again join the two-who-put-the-fun-in-funky.



What? ('Sup?)

Seventeen massive levels of truly strange and wonderful game play made up of multiple stages each, hidden caverns, wild warps, infestation by the ghosts of cows and an ongoing search for Lamont's (the Great Funkapotamus) Favorite Stuff. Find items like the Chocolate Covered Pickle, his pet slug and his favorite Red Sneakers. Sixteen megs of funk-filled game play will set you on your merry way.

Where?

The planet of Funkotron. The Valhalla of Funk. The home of the now famous (or infamous) ToeJam and Earl. You visit fair Funkotron's

flowered valleys and frosty peaks. You swim her seas. You plumb her dangerous and fiery caverns — all in a search for the dreaded (shudder) Earthlings.

How?

By using all your Funk Powers. You have Trap-o-matic Jars to battle aliens. You find Funkitude to power your moves through warps or out of danger. There are warps to another funk dimension — like the Hyperfunk Zone. When things get dangerously out of hand you can push the Panic Button to survive the onslaught of crazed Earthlings from a less-than-funky land.

HOT HINTS

- ✓ You can search each level again after you have cleaned out the Earthlings. This way you will find everything without any chance of being harmed.
- ✓ In a two-player game, stand and face each other, then squat to do a high-five to share life energy.
- ✓ Listen very carefully to your neighbors. Many give you directions toward finding someone or something you badly need. Write down the more complex directions so you don't forget them.
- ✓ Save your Panic Buttons and Funk Vacuums for times of severe need.



Talk to every Funkotronian. Everyone will help you in one way or another — either by giving outright hints or sending you toward another inhabitant.



When traveling underwater you have only 40 seconds of air before drowning. You can often get more air by finding the seriously funky Blower fish. Just swim on up and plant your lips on his bloated purple form and he'll give you a refill. In the large swimming areas you'll have to find more than one fish.



Master the art of bubble riding. You can reach important areas by riding these bubbles. As your player starts to fall to the forward or rear, press the D-Button in the opposite direction. When dealing with multiple bubbles you'll often be able to jump to the next one before starting to slip off.



You'll sometimes come upon a fungus with a parking meter to the side. Put a coin in the meter and a jury of your peers will score your jumps and flips on the fungus. Do two full flips in opposite directions and land on your feet to get 900 or 1,000 points per jump. If you score eight or above they give you a Super Jar as well. Repeat until the meter goes away. This is a great way to increase your points. You get an additional life for every 10,000 points (up to a max of six lives).



Gee, which door? In this case take the first, but at other times make a guess and good luck.



Irritating Alien-Types (Earthlings)



The Tourists are some of the most dangerous and unfunny aliens to infest the frolicsome fields of Funkotron. Crouch to cover your eyes when they approach 'cause their flashbulbs do serious damage. Bag 'em with a Super Jar, or go nuts on them with the jars and don't let 'em get off a flash. Tourists. Go figure.



This is the most dangerous alien on the planet. He is wearing only a box, so is obviously, dangerously...crazy. His "Excuse me, pardon me" as he knocks you over creates heavy damage and his tomato toss makes him a hazard at a distance. Keep him as far away as you can and throw jars like mad. The faster you throw, the less chance that he'll get off a tomato. He takes seven hits but cannot be hit while completely inside the box. Take him out when his head is above the cardboard.



The Duck on a Carpet is especially tricky. You must crouch on his every dive so either T-J or E will hit the dirt. Throw jars into the air until you see him, then hit the ground. Repeat as necessary. The Duck takes eight hits.

Things To Find



When given Super Jars — save 'em for a rainy day. Don't randomly toss jars because you'll use them up. Wait until you see a vicious alien-type and bottle them in one shot.



Search the bushes and trees for aliens and gifts. If you find a present, try the same bush again. They can hold multiple gifts. Watch out for bowling balls and trash cans though. Use your Funkmove to avoid them when they pop loose because they will do you damage.



You find plenty of hidden areas by searching the walls of Funkotron. If you see an area and it appears to have stuff you can't get to — try your Funkmove in the proper direction.



You will find Funk Vacuums randomly in the presents you open — but save them for moments of great need, such as the above screen. Periodically you have five or more aliens on the screen at once. This is a great time to apply the Vac.



Find your pal Trixie in each level and she gives you a special power gift. She can double each food item's value, let you use coins without depleting your stash, make you bounce to the top height on the first bounce on a fungus and so on. Search hidden rooms and open platforms by using Up on the D-Button and you can find her.



The Powers of Funk on the great planet Funkotron have been granted by Lamont (better known as the Great Funkapotamus). The problem is...he's gone into hiding to avoid the Earthlings. When the world goes black and white — you have no Funk Powers whatsoever and anything that runs on funk will not work. Each level (above level five) contains hints to find one of Lamont's Favorite Things. Collect all 10 before the end of the game and try to coax the Funkapotamus and his funk back to the planet.

Just
Review
It

GENESIS

OVERVIEW

HOT HINTS

Since it shipped on Sonic Mania Day, Sonic Spinball from Sega has been a massive success. This pinball powerhouse pits Sonic against Robotnik's insane Pinball Defense System. As Sonic careens from flipper to bumper on screens around the nation, we thought you'd like to take another look—this time at a map of the huge Lava Powerhouse world.

To help you beat Robotnik on his home turf, we've pulled out close-ups that show you where to send the Blue Blast and how to do it. This map will give you another leg up on helping Sonic to save his friends before they are sent to the diabolical Veg-o Converter.

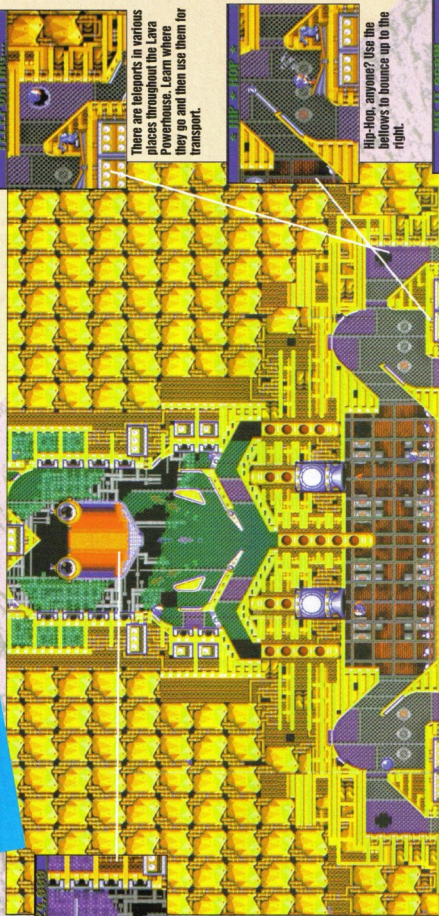
Break through the Sonic barrier in true-blue hedgehog style!



Lava Powerhouse Level Map

Sega Visions • December/January 1994

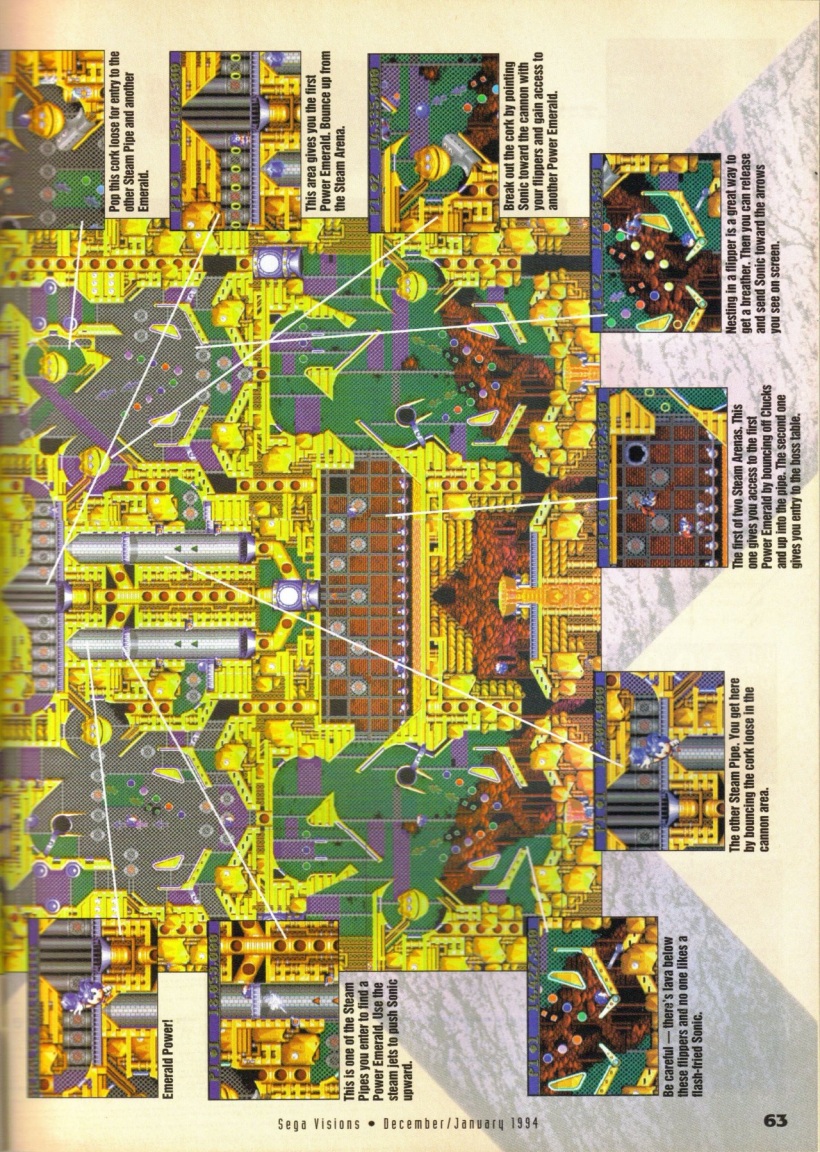
Welcome to the Lava Powerhouse boss area. You get here after collecting all three Power Emeralds and coming up through Steam Area #2. To beat the boss, gain entry to the furnace and bounce each of the heads seven times. After each head is conquered, you are released out the bottom of the furnace. Do it again four times.



There are teleporters in various places throughout the Lava Powerhouse. Learn where they go and then use them for transport.

Hip-Hop, anyone? Use the bellows to bounce up to the right.

- ✓ Each of the five tables requires that you break or open and enter something before moving on.
- ✓ You must collect three Power Emeralds before talking on the boss area.
- ✓ Get all the rings. Rings add up in bonus points.
- ✓ Use the Clunks (roboticized birds) to bounce into the tubes in the Steam Areas.
- ✓ Pop the corks by the cannons on the upper two tables to enter the Steam Pipes that will let you get to Power Emeralds two and three.



Pop this cork loose for entry to the other Steam Pipe and another Emerald.

This area gives you the first Power Emerald. Bounce up from the Steam Arena.

Break out the cork by pointing Sonic toward the cannon with your flippers and gain access to another Power Emerald.

Hesiting in a flipper is a great way to get a breather. Then you can release and send Sonic toward the arrows you see on screen.

The first of two Steam Arenas. This one gives you access to the first Power Emerald by bouncing off Cuccis and up into the pipe. The second one gives you entry to the boss table.

The other Steam Pipe. You get here by bouncing the cork loose in the cannon area.

Emerald Power!

This is one of the Steam Pipes you enter to find a Power Emerald. Use the steam jets to push Sonic upward.

Be careful — there's lava below these flippers and no one likes a flash-fried Sonic.

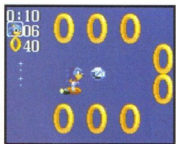
SONIC THE HEDGEHOG CHAOS™



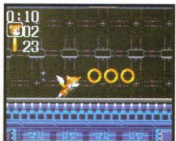
Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.



Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.



Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.



Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.



WELCO
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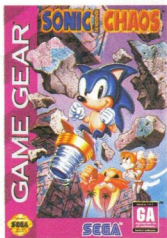


As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.



Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin', too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).

Rocket Shoe fits, wear it. ----->



SOLDIERS OF FORTUNE

OVERVIEW

Get paid for fighting? You bet! It's a mercenary's life in *Soldiers of Fortune* from Spectrum HoloByte. Based on a former Amiga title, *Soldiers of Fortune* has strong game play, a hot soundtrack, some digitized voice effects and very good graphics. With four Worlds each containing four big levels, *Soldiers of Fortune* gives all run 'n gunners plenty to do.



Soldiers of Fortune makes a great two-player game. Even when you play alone, the computer controls the other player. You can play as one of six hard-as-nails mercenaries with special weapons, skills and personality traits. The way you pair up characters—both in one-player with CPU games and in two-player games—will have a major effect on how well you do in game play.

For all its run 'n gun simplicity, *Soldiers of Fortune* is a challenging game. Any play strategy you develop is going to involve patience. Move carefully, zapping all the enemies before moving on. Pick up all the power-ups and money. Picking up keys will open and close areas. And remember that picking up items often causes more enemies to appear.

The four Worlds and their sub-Worlds are complex, with small warp zones and action taking place on multi-height levels. Often, success means finding the right keys to open stairs to higher or lower floors.



Grab the Molotov at the beginning of the game and it will throw a ring of flames in the direction you are facing. Be careful, because the flames will not make you invincible to enemy attacks.



Take the silver keys to open a passageway on the right.



Monster Generators can be a major source of trouble. Either try them right away, or stand by and shoot every monster that comes out for maximum coinage. Then blast it.



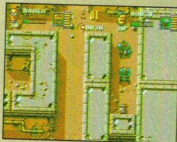
Nodes have to be blasted to open Gates. Keep an eye on the Node counter at the top center of the screen to see how many you have to go.



Frogs can take you out with just a few hits. They are easy to zap from far away, but tend to leap when close to you.



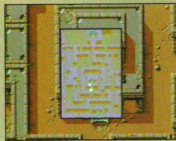
Paths to some objects can be revealed only by toasting an enemy or two.



Find a Telephone to teleport you to another area or to bring your computer partner back to you. You'll find this one in World 2, Level 1. It won't take you anywhere, but it will reveal something you can use.



Touch an Aerial Burst to send a 360-degree ring of fire one floor above you. Then get the silver key and find the ladder that will take you up to the Continue token and the Power-Up bottle.



Find a map to get an overview of the level. Each is a fairly complicated maze.



Fortresque Mansion is full of Chaos Beetles. They move quickly but are easy to blast. Destroy their hives to give you momentary peace of mind.



Find this warp field in the mansion and you'll wind up in some dangerous...and rich...places.

Who are you going to be? Each character has something important to offer. Remember, in one- and two-player games, you battle as a team.



HOT HINTS

- ✓ The single biggest mistake you can make in playing "Soldiers of Fortune" is rushing. Move too fast and the bad guys always seem to get you.
- ✓ The Mercenary and the Thug are the most difficult one-player CPU combination to use to beat the game.
- ✓ The Scientist and the Navvie are a good choice for a one-player CPU game. Play as the Navvie and you can also use the Scientist's Special Weapons. If might is more your style, play as the Navvie and choose the Thug as your companion.
- ✓ Don't pick up Food unless you need it. If you have to, go back and pick it up before you leave a level, so you start the next level with a full strength meter.
- ✓ Select "Complete Training" as your first option in the shopping section. Then power up your Main and Special Weapons.
- ✓ Take the time to wipe out all the enemies in a level. You'll get more money that way.
- ✓ Some levels have more than one exit. Taking the first one will not always lead you to the richest path.
- ✓ Shoot everything. The only thing you can harm are enemies.
- ✓ Warp doors will take you to areas full of gold and power-ups.
- ✓ Special Weapons that are thrown can reach higher and lower places to make life a little safer.

Just
Review
It

GENESIS

Disney's Aladdin



OVERVIEW

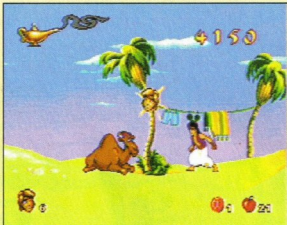
Hands down, *Disney's Aladdin* is the hottest Disney movie to illuminate the silver screen since Uncle Walt first brought animated characters to life. If you haven't seen the award-winning movie, it's time to come out of your cave. And if you haven't played the spectacular-looking, cutting-edge Genesis game from Sega, **Disney Software** and **Virgin Games**, it's time to embark on a magic carpet ride with a cast of characters you'll never forget.

We brought you initial coverage of *Disney's Aladdin* video game in the October/November *Sega Visions*. We'll now grant you three more wishes: more hints and tips (including some special bonuses you'll only discover if you're very clever), coverage of later levels and a look at the two bonus rounds you can play at the end of each level if you find the Bonus Tokens.

Disney's Aladdin on Genesis features Aladdin, Princess Jasmine,

the Genie, Abu, Jafar, Iago and the Magic Carpet — and includes many new comedic antics to keep your funny bone primed as well as your thumbs. The game play follows closely the movie storyline: Aladdin has to find the Genie's Lamp in the Cave of Wonders, then rescue Princess Jasmine from the evil Jafar. If you're a street rat who wants to marry a princess, it's all in a day's work — or play.

Special Bonus



Position Aladdin so he's wearing this famous pair of ears and you get a special surprise as the newest Mouseketeer. Look for ears all over the Sultan's Dungeon level, too.

Abu and Genie Bonus Rounds



Collect the blue Genie Bonus Tokens in each level and you win a spin at the Genie Bonus Machine. You can win extra lives, Apples and Gems...or you could land on Jafar and a big "Lose!" that will forfeit the rest of your hard-earned Tokens.



You must find the gold Abu Bonus Token to play this bonus round. Keep Abu's sword swinging while he scampers to collect extra Gems. As soon as a pot hits him, the bonus round ends.

Sultan's Dungeon

You have Jafar to thank for your present predicament, the latest occupant of the Sultan's Dungeon. This tricky maze-like level is filled with bats, skeletons and guards who'd like nothing more than to make you a permanent resident.



The Peddler appears in each level, usually in a hard-to-reach area. Don't bother to make him set up his Stall unless you have at least five Gems to buy a Life (or 10 Gems for a Continue). Climb to the top of the chain to find him in the Dungeon.



This skeleton has lost his head...and the rest of his bones will soon follow. That's a bomb he's wearing where his head used to be. When it blows, his bones will scatter.



The Sultan's Dungeon is a maze that will take you from ground level to the top of the Dungeon, then back down and up again before you find your way out. You'll find a cache of Gems as you're climbing up the second time.

Cave of Wonders

The Genie's Lamp is what you really want...you and Jafar both. It's hidden deep in the Cave of Wonders, and only Aladdin, the "diamond in the rough" foretold by the spirit that guards the Cave, can gain entrance. Entering the beautiful, dangerous Cave of Wonders is easy...finding the Genie's Lamp is another thing entirely.



Climb hand-over-hand in the Cave of Wonders to clear the deadly spikes.



Get the Apples first, then come back and drop down to where the idol is holding the Gem. Hit the idol and it will build a small platform for you to cross the body of water just ahead. Watch for more idols in this level.



Avoid the falling rocks, then leap back to the vine after you've grabbed the Abu Bonus Token.



Don't try to jump for the heart now; the rock jutting down will block you

and send you plummeting to the spikes below. Instead, take a big running jump. Swing your scimitar as soon as you land; ghosts are waiting for you. Then ride the fountain up to where the rope is and jump to the left to grab the heart and apples.



Climb the vine to find the idol. Jump and strike it with your scimitar. After you land, climb the vines again to the top ledge to the right. Buy more lives at the Peddler's Stall, then jump back on the vine and climb down to the second ledge and jump right. The idol has magically opened the pathway to the two hearts...and the level boss.



The boss is armed with a sword and shoots flames. He travels between the two stations, so position yourself at the station on the right and keep swinging your sword. As soon as he materializes, you will score hits and he will quickly move away without damaging you. From here, his fire can't reach you either.



After you've defeated the boss, you'll meet up with an old friend, ready to whisk you away...but you're not outta trouble yet, street rat!

The Escape

You've got the Genie's Lamp — but you've also found big-time trouble. The ever-curious Abu has touched the Forbidden Treasure and angered the god who guards the Cave of Wonders. Take a moment to gather your wits about you before you jump into this rumbling, fast-paced level. The dangers come in all forms and from every direction.



Run as soon as you enter any of the tunnels. Jump as soon as you reach the end.



Don't sweat it if you blast past the Gem and Apples when the boulder is bearing down on you. You can always go back and retrieve them after the boulder falls away.



Stand at the far right of the lower ledge, then quickly Jump to make Aladdin hang onto the upper ledge.



Falling boulders can't reach you if you hang out just under the mouth of the tunnel. This is a good place to catch your breath and decide your next move.

HOT HINTS

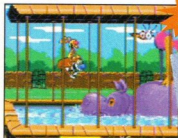
- ✓ Break open every pot you see. They often contain Gems.
- ✓ Hit the Black Lamps to wipe out all on-screen enemies.
- ✓ Don't engage in sword battles when you can pelt an enemy with Apples. You'll take less hits by fighting from a distance.
- ✓ It takes 10 Apples to clear the last guard in the Agrabah Rooftops level. Don't even jump into the tower without enough ammo; you can't get out once you're in. If you don't have enough Apples, head down to the bottom of the boss area.
- ✓ Always touch the blue Genie vases before you battle the Guards or other enemies. That way if you lose a life, you'll restart at this place in the level.
- ✓ In The Desert level, thoroughly search inside all the rocks for bonus items.

Adventure On!

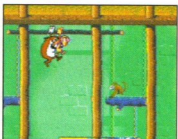
You're not out of the woods yet, street rat! Your adventure is only half through. You'll have to battle through five more dangerous, action-packed levels — where you might get some help from old friends like the Genie and the Magic Carpet — to rescue Princess Jasmine and keep Agrabah safe from Jafar. Keep your scimitar slashing and don't waste any wishes!

SEGA presents a Disney/Virgin Games co-production of Disney's Aladdin. Disney characters, artwork and music © The Walt Disney Company. Virgin Games is a trademark of Virgin Enterprises, Ltd. Computer Program and Screens © 1993 Virgin Games. © 1993 SEGA. All rights reserved.

You have to find the five missing parts to Stimp's Mutate-O-Matic, which blew up. The parts are scattered all over Ren and Stimp's 'hood, where domestic dangers lurk in the form of runaway lawnmowers, egg-dropping birds, overzealous firemen and stressed-out commuters. *Stimp's Invention* is like playing the popular Nickelodeon cartoon series. You get flying hairballs, jars of spit, body scratching, Ren exclaiming "You stupid idiot!" and Stimp's Happy! Happy! Joy! Joy! dance. With a password feature and three difficulty levels, all levels of gamers can join the Ren and Stimp riotfest.



Ren's Special Jump (Button A) gives the terrible twosome the extra oomph to reach the hippo's head. Wait until his mouth is closed or you'll become a between-meal snack.



Climb up the perches in the monkey's cage, then leap from perch to perch. The key is to stay up high to avoid the monkeys tossing banana peels below. When you do have to come down to reach the hole in the wall to exit, be prepared to let the hairballs fly!



Both Ren and Stimp have an Attack move peculiarly his own. Stimp tosses Ren like a boomerang when you press Button B.



Stressed-out commuters make a pleasant bicycle ride really... unpleasant. Stay well back of the red car so you don't bump it, but just ahead of the truck. When the red car is fully on-screen, jump over it. There are more cars ahead before you hit a bumpy side street. Button A gives you pedal power. Button C lets you jump.

The Ren & Stimp Show™

Presents: **Stimp's Invention**

NICKELODEON



OVERVIEW

Stimp's got an invention that will rid the world of garbage...by putting it back on your dinner plate. *Stimp's Invention* by Sega on the Genesis is a Ren and Stimp riot. Good slapstick fun in either one- or two-player mode 'cause the comedic duo travel together either way. The button combos are arranged so the two interact constantly in one-player mode. If you play as Ren, you can use Stimp as a bowling ball...and even hear the pins fall. Choose Stimp and take aim with a croquet mallet with Ren as the ball.

NOT YET RATED

HOT HINTS

- ✓ Ren and Stimp each have special moves and attacks, many of them using button combinations. Learn 'em when you first start the game to get out of sticky situations later.
- ✓ Zoo animals do not like domesticated animals...even semi-domesticated animals like Ren and Stimp.
- ✓ If you're playing as Ren, lead him into new levels, then jump back to let Stimp take the hits and do the exploration. He may cry, but you'll both live longer.
- ✓ After you get pumped up, you are vulnerable to being bounced around like a pinball. Keep a safe distance from your inflated chum.



Don't leave without getting the Gauge, the second part to Stimp's Machine.



If Stimp becomes separated from Ren, Stimp can fend off enemies with a wicked towel snap. Leave Ren for too long, though, and he scratches and complains, "Stimp! Get on with it, man!"



You need something hard to break the ice build-up in the Freezer. Stimp's head should do! Press D-Button Down and Button A to put the Stimp Jackhammer to work. Break through three levels this way, avoiding the big blue tub o' ard, then find the Beaver Power to run your Machine.

TEENAGE MUTANT NINJA TURTLES[®] TOURNAMENT FIGHTERS

OVERVIEW

Street fightin' just got a lot meaner — and greener — with *Teenage Mutant Ninja Turtles: Tournament Fighters*, Konami's new Genesis fighting game for one or two players. These are not the wisecracking, pizza-powered heroes in a half shell you know. In *Tournament Fighters*, the Turtles return to their comic-book roots...complete with boss-level combat with Karai, Shredder's comic-book successor. The Turtles' wisecracks are still intact, but the fearsome foursome have grown into a new video-game attitude. Tougher. Meaner. Good fightin' stuff.



Leo throws a shell-shattering Ground Swell at Clone Mike on the Mirage Planet. Press Down, Away Diagonal Down, then Away and A or B to rattle this evil reptilian clone to the core.



Cut through Casey's defenses with Leo's Rolling Cutter 2. While you're in mid-air, press Down, Toward Diagonal Down, then Toward and Button A or B.



Like a heat-seeking missile, Raphael's Drill Attack 2 always finds its target. To do this cool move, jump, then while in mid-air, hit Down, Away Diagonal Down, Away and button A or B.

HOT HINTS

- ✓ Use the Special Attack Moves frequently. Back-to-back Attack Moves are especially punishing.
- ✓ Your computer opponent shows no mercy. Adjust the difficulty level in the Options screen so you stand a chance.
- ✓ Set your fighter's speed to 8 for ultimate quickness. But keep the strength between 4-6, unless your opponent is really slow with his Attack Moves. The speed of your Attack Moves slows down as your strength increases.
- ✓ When your life bar flashes, you're a goner...almost. Each Turtle has an Ultra-Desperation Attack Move. Do the Move when your life bar is flashing to recover and fight some more.
- ✓ Back off when Clone Casey sets his dynamite to blast. You can't use it to your advantage.



Donatello's Dona Summer move meets enemies in mid-air. Hold Down, then Up and Button A or B.



Greet your opponent with Donatello's Vacuum Wave. Hold Away, then Toward and Button A or B.



After every Attack Move you deliver, Guard against Ray's Sonic Wave. He sends a series of Waves until you move in to send a message of your own.



Michaelangelo whips up a storm with the Mikey Hurricane. Press Away, Away Diagonal Down, Down, Toward Diagonal Down, then Toward and Button A or B.



Raphael's Sai Slash electrifies the Jungle Planet. Press Down, Toward Diagonal Down, Toward and Button A or B.



Tournament *Fighters* warps the Turtles to Dimension X, domain of the evil Emperor Krang. Krang has kidnapped Splinter to draw the Turtles into the ultimate battle of mutant versus mutant. Evil, powerful clones of the Turtles and April O'Neil, Casey Jones, Ray Fillet and Ninja Beetle are waiting to battle you on eight different planets. You can choose to play as any of the eight characters in One-Player, Two-Player, Practice or Tournament modes. One-Player and Two-Player modes are the main fighting modes. Tournament mode offers an almost unheard of challenge by giving you one life bar with which to fight 88 head-to-head matches. We told you it was tough.

Each Turtle has at least three Special Attack Moves as well as his trusty weapon. These range from Leonardo's blistering Rolling Cutter 2, Michaelangelo's Mikey Hurricane, Donatello's Vacuum Wave, to Raphael's Drill Attack 2.

Just
Review
It

GENESIS

GUNSTAR HEROES

OVERVIEW

Strap on your space-age six-gun and get ready to throw down the meanest horde of villains ever to hold a planet hostage. *Gunstar Heroes* from Sega is rapid-fire, nonstop, mash 'em, blast 'em action. Built around four initial levels that you can play in any order, *Gunstar Heroes* is a one- or two-player, fast-paced title perfect for hard-core run 'n gun gamers. You play as a Defender of the planet Gunstar 9. Your mission is to recapture four mystical gems to stop the Destructor Golden Silver from plunging the planet into a reign of terror.

Rated by V.R.C.
GA
Appropriate for
all audiences
General Audiences



The Ultra Flame-thrower is the best all-around weapon choice early in the game. Hang and you can fire 360 degrees, a good way to rapidly clear enemies.



You can throw enemies by touching them and pressing Button B. Thrown enemies will take out a number of their friends. This is a good close-combat tactic.



The level one big boss can be beaten by firing and dodging with any of the weapons. A more direct...and safer...move is to get the weapons for Chaser Lightning. Let the lightning lock onto the boss, hold the fire button and dodge their shots. This weapon combination is extremely useful against all the bosses.



At times, the safest place to be in the Underground is between walls. Pressing the Jump Button once will put you in the air. Press it twice to switch walls.



The Underground pits you against a series of shape-changing bosses. In the pistol configuration, this boss will point, hold and fire. Let it point, move before it fires and give it a blast.



This is the first of two bosses you encounter at the aerial stage. The key to survival is avoiding its bombs while you inflict damage.



Before you battle the boss in Black's Base, you must first survive the Dice Palace. Each roll places you either on a Fight or Item space. Land on the Way Back and you start at the beginning. But don't worry. The most you'll go through is twice.

HOT HINTS

- ✓ Gunstar Heroes gives you four basic weapon choices. You can carry a maximum of two. One weapon alone will give you the effect of that weapon. Combine them and you'll get some pretty cool...and lethal...effects.
- Force + Lightning = Rapid-fire Lightning
- Force + Chaser = Chaser Force Beam
- Force + Fire = Exploding Fireball
- Force + Force = Double Fireball
- Force + Chaser = Chaser Fireball
- Fire + Lightning = Lightning Saber
- Fire + Fire = Ultra Flame-thrower
- Chaser + Lightning = Chaser Lightning
- Chaser + Chaser = Star Chaser
- Lightning + Lightning = Mega Bolt
- ✓ Chaser Lightning is one of the most effective combinations to use in a one-player game.
- ✓ Though you can take the levels in any order, it is easiest to take them in the order presented.
- ✓ Once you've determined that there are no power-ups in an area, it is best to move on.
- ✓ Pressing Buttons B and C together will block some enemy attacks.
- ✓ In two-player games, a player who loses a life and returns takes half the vitality from the remaining player. This can leave both players very vulnerable to attack.



GAUNTLET
IV

OVERVIEW

If you've ever sat in an arcade stuffing quarters into a four-player Gauntlet upright with your buddies, you should take a close look at Gauntlet IV from Tengen. This spunky Genesis title contains four modes, including the original Arcade mode, four-player compatibility with Sega's Team Player, a choice of the four original Gauntlet characters—Warrior, Valkrie, Wizard and Elf—and enough non-stop action to keep everybody happy.

All four game modes take place in the familiar Gauntlet overhead view. The action in each is similar...shoot the bad guys, decipher mazes, pick up treasure, magic potions and food, and purchase more weapons and magic to become bigger, stronger and badder.

To beat Gauntlet IV you need patience. Not all mazes in the Four

Towers are beaten in one run. Often you must go up or down a series of floors to reach every spot in a level's maze. Playing in the new Quest mode is particularly fun, since you build experience points in a role-play manner as you try to solve the mystery of the Four Towers.



You can destroy or be destroyed by many enemies. Grunts are the most common. You get the most points when you fight enemies as opposed to shooting them or taking them out with magic.

HOT HINTS

- ✓ Potions are much more effective when picked up and used. Don't shoot them. For that matter, don't shoot anything you can pick up and use.
- ✓ Every hit takes away your energy. Snack often.
- ✓ Gauntlet passwords are long and awkward. Write them down carefully.
- ✓ Battle Mode is winner-take-all. Try to drive your opponents into the exits. If they take a fall, it's "See Ya!"
- ✓ Upgrade your weapons as soon as possible.
- ✓ The Warrior is the most powerful. Valkrie is the most well-armed. Wizard has the strongest magic and Elf is the fastest.
- ✓ Watch the demo mode for some very helpful hints on game play.
- ✓ Certain tiles will not let you shoot or use magic. Others are very slippery. Look to the upper part of the screen for indications as to what type of tile you stand on.



Battle mode pits you against your fellow players in a contest of who-is-best. Missed shots can bounce back and smack you. Don't be your own worst enemy.



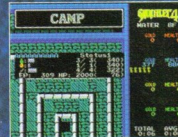
You can find many items in the course of play. Here is what some of them do. Weapons, wrist bands and armor you'll have to find elsewhere.



The only way to stop from being besieged by monsters is to destroy the monster generators. Once the source is gone, clean up is usually pretty easy.



The Arcade mode provides hints as to how each item you find...and enemy you encounter...will affect your character.



Camp by pressing the Pause Button every couple of levels to keep track of your vital statistics. You can reassess points and select magic use here.

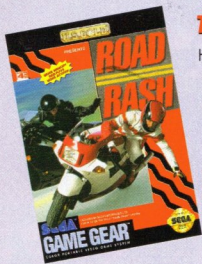


Look for black flashing Trap Tiles. Touch them to open up walls and other obstacles.



Multi-player success calls for cooperation. You can't hurt each other with your shots early on in the cooperative modes. Let the weakest players get food first.

GIVE YOUR GEAR A



Taste Victory or eat Asphalt!

Hang on for the meanest motorcycle race in history! Strap on your helmet, kick-start your bike and get ready to feed your opponents some major dust. This ain't no racetrack, it's the open road, and your only guardrail is the white line. To make matters worse there are no rules! Your opponent's idea of fun is to shove you into oncoming traffic! This is the most dirty, unwholesome and illegal race there is. Killer!



Muscle your way past 14 rotten rivals, and keep an eye out for the cops.



Something's Fishy!

As fishy superspy James Pond, your mission is to keep evil Dr. Maybe from staging a major meltdown at the North Pole. His ballistic penguins are set to level the toy factories in no time flat. Luckily, you've got a secret weapon: a righteous Robosuit, with indestructible armor, unlimited upward stretching and simply super stomping ability. Don't take Maybe for an answer!



You'll need to pilot planes, cars and even bathtubs. Bring your license to thrill!



They've Got the Death Star, But You've Got the Force!

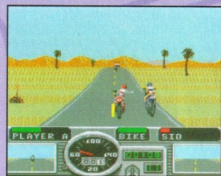
Experience the galaxy-blasting epic Star Wars like never before! Take arms with Luke, Han and Leia as they tackle the Lord of the Dark Side himself, Darth Vader. Make your way through 15 galactic areas with 23 stages. Thrill to digitized, animated sequences. Bomb through Jawa territory. Duck the Death Star's deadly stormtroopers.

And through it all...may the Force be with you.

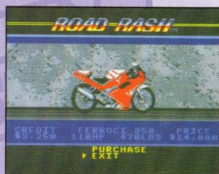


Choose Luke, Han or Leia, each with their own weapons and moves.

KICK IN THE REAR!



On 5 different road courses and 5 tough levels, it's no guts, no glory.



Take your pick of 8 heavenly hogs. It's a biker's dream come true!



Keep the needle at 140 per if you want a chance at the serious dinero.



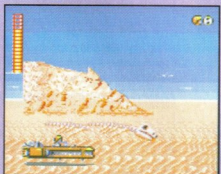
In 64 different areas, you've gotta find out what's naughty and nice.



Chowder the Doctor's soldiers on land, and in the water and air.



Rescue the toy factories from certain doom. Tell Maybe, "No way!"



Tear through the Tatooine desert in your customized landspeeder.



Mix it up with malevolent jawas, stormtroopers and sand people.



Thrill to super fast TIE fighter battles in first-person 3D graphics.

**MORE MEMORY
MEANS
MORE ACTION!**



U.S. GOLD!

BEST OF THE BEST CHAMPIONSHIP

Karate

OVERVIEW

With lightning-fast fists and feet of fury...you're ready to prove you're the world's fiercest karate champion in *Best of the Best Championship Karate* from Electro Brain. *Best of the Best* is a one- or two-player action title with a wide range of player-configurable options. *Best of the Best* is breaking ground as one of the first titles for the Activator™ body controller, so you can use your arms and legs in punches and kicks to control your fighters.



You choose the name and look of your character, then send him through training to hone his technique and build up his strength. Before your fighter steps into the karate ring, you can customize his punches and kicks with 13 different moves from a menu of 55 for every match. You'll face 16 opponents in regular tournament rounds.

The game takes on new dimensions with the Activator. Standing in the center of the light ring, you control the actions of your character with your own body moves. Plus, you can use your imagination to come up with moves not possible on any other controller. Use the Activator to really feel what it is like to enter championship karate.



Stay out of corners! They restrict your moves. If you get pinned in the corner, you'll soon be counting the threads in the canvas.



The first stage of training is sparring. It will let you build up your resistance to attack. Early on, train three or four times before every match.



In a close match you'll get the edge from the judges if you are the fighter using the most varied moves. Change up your moves rather than repeating the same ones.



In match play, Button B selects a Smart Hit. Smart Hits are multi-kick or punch combos. You start each match with three Smart Hits. Use them when your fighter is tiring.



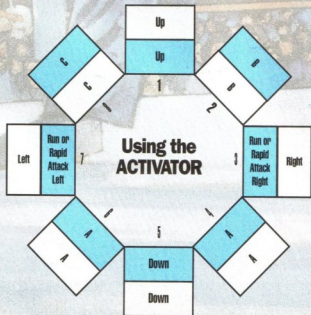
You can block as well as kick and punch. Use Blocking regularly by pushing D-Button Down and hitting no buttons. This can mean the difference between a winning match and eating the canvas.

HOT HINTS

- ✓ *Best of the Best* has a password save that allows you to keep your custom-trained fighter for later play...and another challenger.
- ✓ Train before entering into any competition. You'll go into the ring much stronger.
- ✓ Review your matches with the VCR mode to learn the best ways to combine punches and kicks into combinations.
- ✓ The Leg Sweep is a move that will work on just about every character.
- ✓ You'll reach the Kumate after every five or six tournament wins.



Test different hits to see which works best for your fighter. Choose early and often from the 55 available. You'll find the ones that fit your fighting style.



GENESIS

Just
Review

BATTLETOADS DOUBLE DRAGON

OVERVIEW

Combine characters from two of the most popular games of all time and you've got *Battletoads Double Dragon* — *The Ultimate Team* from Tradewest. Billy and Jimmy Lee team up with Zitz, Rash and Pimple against the dreaded Dark Queen and the shady Shadow Boss in this one- or two-player punch-and-kick cart. Travel through seven levels of outer and innerspace mayhem playing as either a Toad or Dragon. Most of the action takes place on foot, but certain areas demand expert driving skills — using the 'Toads' favorite Speeder Bike or the heavily armored Space Pod. Either way, this crew is *The Ultimate Team*.

Rated M by ESRB
GA
 Ages 17 and up
 Some alcohol, drug, and tobacco use
 General Audiences

With you and a friend playing both Toad and Dragon you can use the combined might of all their trademark moves. As with previous *Battletoads* and *Double Dragon* titles, these moves don't take any special finesse to learn. Just wait away at the Action Button (A or C) to perform moves like the *Battletoads'* Big Bad Boot, No Way Back Thwack and Kiss-My-Fist or the Dragons' Whizzin' Whirlwind, Nose-Crunching Knee and Twistin' Typhoon Kick. Along the way you find lots of Bonus Pods that contain extra points, 1-ups and even weapons. Bust up a Walker and grab his broken leg, then let loose

on the baddies. Spend time swinging from a Turbo Rope or tossing Dynamite back at the Doormen and Windmen.

HOT HINTS

- ✓ Any enemy that has been knocked down can be finished with a Smash Hit by running up to it and pressing the Action Button.
- ✓ Use a Walker's leg as a weapon as often as you can. The reach is much greater.
- ✓ Score as many points as possible. The first 100,000 points give you an extra life and then you get another for every additional 200,000.
- ✓ Bust Bonus Pods to get extra lives, points and short-term invulnerability.
- ✓ One running kick is worth about three punches.



You can hang from the sides of objects (like this ship) by walking to the edge and pressing Down. Use your Jump Button (B) to get back up, your Action Buttons (A or C) to kick while hanging, and remember — take one hit while hanging, and you fall and lose a life.



When using a Walker's leg as a weapon, you can either hit the enemy multiple times or hit the Action Button four times quickly to toss the enemy into the air on the end of the leg, then bat 'em outta the park.



Running kicks are the best offense against the Level 1 boss. Kick away at him, then run away and do it again.



Fighting the Doormen and Windmen with their own Dynamite is tricky. Pick it up and toss it back at them only if it is fairly close to their door/window and not flashing.



Pound these guys straight into the floor like a nail. Multiple presses of the Action Button drive 'em home.



Avoid getting pressed by the Crusha by getting close enough for it to start its stamp and then running through on its upward stroke.



While swinging from a rope you can get the Ravens more than one kick. Each progressive kick awards you more points. Several kicks will get you an extra life.



You can keep from being zapped by the Electro Barriers by shortening or lengthening your rope with the D-Button.



Just
Review
It

GENESIS

ROBOCOP VERSUS THE TERMINATOR

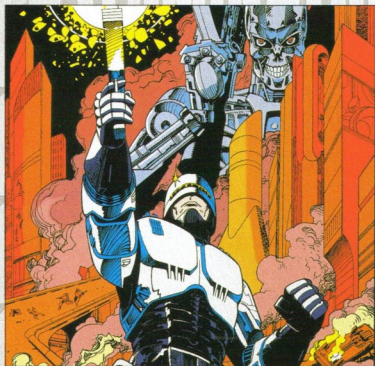
OVERVIEW

Are you ready for a strange twist on action games? Lock your control pad on auto and program for seek and destroy. Virgin Games brings two of the toughest mechanized man machines ever to wreak mayhem on the silver screen to your Genesis with *Robocop Vs. Terminator*. Wired full of more bad guys...in the present and future...than you thought could fill the nasti-

est sections of Detroit, *Robocop Vs. Terminator* slams you into action as the bullet-proof policeman of tomorrow to destroy the SkyNet CPU and its horde of defending T-1000 Terminators.



The story behind the game has inspired a collection of *Robocop Vs. Terminator* comic books published by Dark Horse Comics. Definitely cool stuff. The game *Robocop Vs. Terminator* was designed for those of you who like to explore...while everything around is trying to grind you into a pile of sizzling circuits. Every round has hidden areas that contain extra lives, energy meter recharges and other special weapons and power-ups. The harder you look, the more stuff you will find. But even at the "Easy" setting, it is a challenging game. Though the enemies attack in patterns, you'll get farther faster by blasting everything you can and by moving forward cautiously.



You'll need plenty of extra lives to make it through the game. Take a long jump off a short ladder and search the rooftops in Mission One for this special item.



Go against the arrows in Mission Two and you might find the secret OCP Offices. This is a good place to find a few extra lives, over and over again.



The ED-209 is one of the toughest bosses. To beat it, blast until you knock away the ED machine gun. Pick it up and attack the head, dodging guided rocket fire. Then finish off the legs, being careful not to get trampled. Try to keep the ED for the next Mission.



Climbing chains and carefully searching Mission Three will get you extra lives, recharges to your energy meter and special weapons.



The Mission Three robotic boss is best beaten with the guided rocket launcher. Stand at the top of the ladder and blast towards it. When it charges, jump over its head, across the pipe and grab the other ladder. Jump back and forth and blast away until it falls.

HOT HINTS

- ✓ Since the game is not timed, you are free to explore. Try to shoot everything. You can only destroy enemies or objects that contain power-ups.
- ✓ Collect as many extra lives as you can before you reach the ED-209.
- ✓ If you're using a weapon you like and are low on your energy meter, switch to your other weapon. You always lose the weapon you are using when you lose a life. A second way to keep a good weapon is to have two of the same kind. Lose the first and you still have the second.
- ✓ The Flame Thrower, although not the strongest weapon, will block some enemy shots. It is the best weapon choice against the Boss Tank at the end of the Toxic Plant.
- ✓ Guided Rockets are the most effective weapon against the majority of enemies. In really tough areas, toggle the D-Button Left and Right rapidly to build up a little swarm of Rockets on-screen. Then move in the direction you want. The cloud of Rockets will attack...and crush...even multiple enemies. This is a major destruction move.

GENESIS

Just Review It

LETHAL ENFORCERS

OVERVIEW

There are laws in this city, and you're about to deliver the message to the garbage ruining the streets. Grab a handful of Justice with *Lethal Enforcers* from Konami. A direct port of the hot arcade game, the Genesis version of *Lethal Enforcers* follows closely on the heels of the popular Sega CD version. A one- or two-player title, you can play *Lethal Enforcers* with a three-button or down-modded six-button control pad, or the Konami Justifier, a copy of the arcade pistol-shaped controller designed specifically for home use. The game will be offered with a Justifier. You can play two-player games using a Justifier and a control pad, or purchase a second Justifier designed specifically for two-player games.

HOT HINTS

- ✓ Remember to reload. Point the Justifier off-screen and pull the trigger, or press Button C on your control pad. Get caught without bullets and you'll take a hit.
- ✓ Though speed is important in the target practice rounds, so is your shot-to-hit ratio. It is better to shoot slower and not miss so much, than to blast away and hit nothing.
- ✓ The Magnum is a much more effective weapon than the standard six-shooter. The shotgun is even better. You can hang on to either, once you have them, as long as you don't get hit.
- ✓ Shoot whatever weapons the boss throws or fires before you attack the boss directly.



Target practice helps you improve your aim and moves you up in rank.



Don't be surprised by alleyway shooters that pop up in the foreground. Let 'em have it and keep your eyes on the dumpster. There's trouble behind it.



The subway boss is murder with his swords. You've just taken a cut. Blast the blades, then go for the boss.



Caught under a rock and a hard place. The bad guy is in the front, with two innocents in the background. If you have to miss...miss to the right.



Moving targets are much harder to hit. Lead them just a little and blast as they enter the target zone.



When you encounter this hostage situation, shoot the guy on the left. Just don't peg the hostage as he exits the screen to the right!



The helicopter boss likes big guns. He carries a rocket launcher. You'll have to take out the helicopter to bring him down. But blow his rockets out of the sky first. Each blast he connects will take away one of your lives.



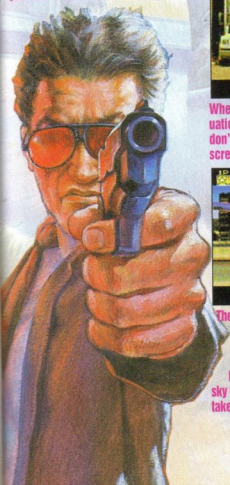
Lethal Enforcers has a simple objective. Get them before they get you. Each of the five rounds puts you (and a friend in two-player mode) up against hoodlums wielding guns, bombs and knives. Clear a round with a high enough hit ratio and you rise in rank. Do well in the practice rounds and you also rise in rank. Take a hit and you lose a life. The action is non-stop and perfect for gamers who think happiness is a day at the FBI training range.



Game options allow you to select any combination of Justifier and control pad for one or two players, as well as difficulty and aimpoint. *Lethal Enforcers* is user-friendly.



Hitting an innocent victim costs you lives and points. Look before you shoot. The bad guy is in the background.



Just
Review
It

GENESIS

THE LOST VIKINGS



OVERVIEW

Vikings lost in space? In time? Searching for a way back to their Nordic way o' life? They must be *The Lost Vikings*, Interplay's first title for the Genesis. Based on a popular PC title, *The Lost Vikings* is a puzzle/adventure where you must get three comical Vikings from a spaceship back to their native land. Each of the Vikings has a special skill. Erik the Swift can run and jump. Baleog the Fierce has a sword, bow and arrow. And Olaf the Stout can block just about anything with his shield.

Though each can accomplish certain objectives on his own, it takes their combined efforts to make it through each level. The game is interspersed with dialogue between the three characters and others they meet in the game. Hazards and contact with enemies can reduce their life meters or send them to Valhalla (Viking Heaven) before their time. Power-up items like Apples and Meatbones help restore life meters. Other power-ups include Colored Keys for colored doors, Magnetic Boots, Bombs that blow up specific objects and all the enemies on screen.

The Lost Vikings is three- and six-button compatible. Game control depends on which controller you are using. But the game also will give you hints on how to make everything work.



Though you must move all three Vikings through each level, you can only move them one at a time. Keep Olaf the Stout in the front, followed by Baleog the Fierce with his bow and sword. Erik the Swift is fast, but can't take much punishment.



Find a way you can't get past? Erik the Swift is also hard-headed. Press Button A as he is running toward an object and he'll lower his helmet for a Bolt.



Bubbles are strong enough to carry even the stoutest Viking to higher places.



Erik the Swift can leap bridges and other obstacles.



Find this alien in Level Two to get a hint about the ship's computer.



"?" throughout the game mark places where you can get an important play hint. Press Button C in front of the "?" to get the hint. You'll get different hints for three-button and six-button controllers.



Olaf the Stout can use his shield as a parachute. Press Button B.



Your Vikings can give each other a hand. Olaf can hold his shield over his head, giving Erik a platform from which to jump higher.



Baleog the Fierce can operate switches and levers with an arrow. This works very well in areas where Erik cannot get in a good jump.



Find this surly fellow in the top left branch of Level Three, Prehistoria, and he'll tell you how to exit the level.

HOT HINTS

- ✓ The *Lost Vikings* gives you passwords after each level. Write them down so you don't have to replay levels each time.
- ✓ You must get all three Vikings to an exit before you can leave a level.
- ✓ Use Erik the Swift to run in and grab objects by automatic lasers. He is fast enough to take the item and jump back or up to avoid being fried.
- ✓ Advance with Olaf first, so his shield can block you all from harm.
- ✓ Items can be traded between players, or dropped entirely.
- ✓ Vikings can only teleport one at a time.
- ✓ Magnetic Boots can help you get through spaceship wind tunnels.

SEGA™ PLAYERS... WELCOME TO THE FAMILY!



EVERY STEP YOU TAKE
COULD BE YOUR LAST!



LETHAL OBSTACLES AWAIT
YOU IN THE GAMES ROOM.



AVOID THE DEADLY WEB
OF TROUBLE



EXPLORE THE WEIRD
WORLD OUTSIDE THE
ADAMS MANSION



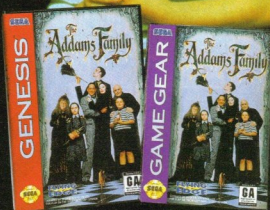
IT'S THE FEZI-COPTER
FLYING GOMEZ TO
THE RESCUE!

The Addams Family



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action...
welcome to the family!



FLYING
EDGE

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This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be confident they are compatible with the Sega™ Genesis™ and Game Gear™ systems.

Just
Review
It

GENESIS

Genghis Khan II

CLAN OF THE GRAY WOLF

OVERVIEW

Sharpen your sword, jump on your pony and prepare to conquer the world. Genghis Khan II: Clan of the Gray Wolf puts you in the 13th century world, leather boots and fur hat of the meanest Mongol ever to cross the Manchu Steppes, Temujin, A.K.A. Genghis Khan.

NOT YET
RATED

Have you ever wanted to change history? Koei is giving you the chance. One of the leading creators of role play and strategy games, Koei is out with two titles sure to appeal to those who want to remake the world in their own image. *Genghis Khan II: Clan of the Gray Wolf* and *Romance of the Three Kingdoms III: Dragons of Destiny* put you into two of the most important times in world history—the Mongolian Invasion and the three kingdoms period of Chinese history—to play as the most important historical figures of that time.



Spending time with your loved ones is necessary to maintain family harmony and to keep you supplied with Princes for heirs.

It takes a special gamer to appreciate historical strategy and role-playing games. Unlike your standard shooters and action games, historical simulations are a lot like chess. You make a big plan, organize everything carefully...and deal with the consequences. The big difference is that the plans you



Combat units range from foot soldiers and archers to horse and elephant troops.

make can take decades of game time (over 100 hours of real play) to come to fruition. In some cases—like *Genghis Khan II*—you can even continue after you die, as long as you have heirs of a certain age to be your successor!

You don't need fast hands or lightning reflexes for these games. You need a sharp mind, a lot of



Train your troops before you send them into combat.

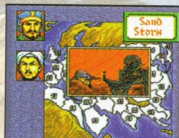
patience and a desire to make big things happen. What makes these games so special is their realism. Designed around the rules that make civilizations rise and fall, the results of your actions are models of what very well could have hap-

pened in that time and place. Think Genghis Khan messed up in his conquest of the world? Here's your chance to show him a trick or two.

Genghis Khan II: Clan of the Gray Wolf

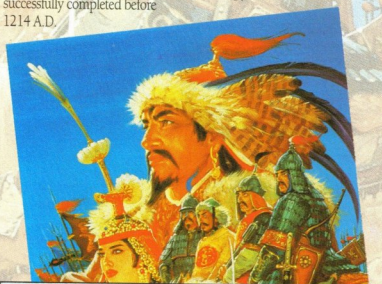
Starting as the leader of a tribe or nation, you must guard your people's well-being, defend them against your opponents and increase your wealth and power base to take over the known world. Not bad for a day's work, eh? Actually, it is the work of a lifetime.

You can play the game in four modes based on actual historical events: Mongol Conquest 1184 A.D., Genghis Khan 1206 A.D., Yuan Dynasty 1271 A.D. and World Conquest. The last can only be played if Mongol Conquest is successfully completed before 1214 A.D.



Seasonal changes are displayed as the game advances in years. Stay strong through a bad winter and you'll be in a good position for conquest the following year.

Each move encompasses a quarter of a year and involves dividing wealth, assigning duties to generals, governors and vassals, ordering production and war...in short, the duties of a ruler. When you have built up your armies and supplies, the next step is to invade the neighboring countries and win them over, naming them vassal states. Add their armies and resources to your own and repeat the process, hopefully, adding to your domain with every passing year.



Game Flow

Game Start

In each mode, the path to success follows these basic lines:

State Rule

- Manage Domestic Affairs
- Increase Military Strength
- Recruit Talented Generals
- Strengthen Relations
- Groom Successors
- Trade with Merchants

Invalidate Rival Nations

Battle Command

Combat Command

Unite Your Countries

Name	Port	Exp	Age	Sex	Color
Yuan Shao	5	120	55	Male	Blue
Yuan Shu	6	97	120	Male	Blue
Yuan Tan	7	76	124	Male	Blue
Yuan Tan	8	80	136	Male	Blue
Yuan Tan	9	100	132	Male	Blue
Yuan Tan	10	100	122	Male	Blue
Yuan Tan	11	89	120	Male	Blue
Yuan Tan	12	100	115	Male	Blue

Subscreens show your generals and their vital statistics. Use your most valued and loyal generals for important missions. Keep an eye on loyalty, for it can change.



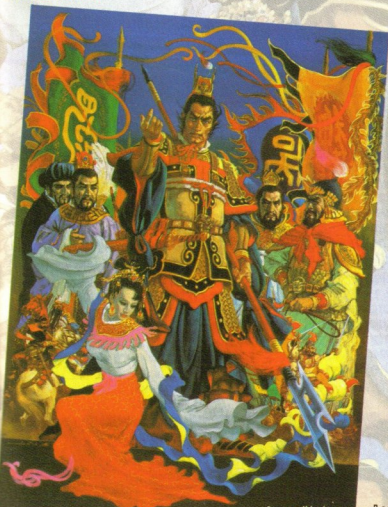
Diplomacy is carried out in the halls of Warriors and Rulers. Friendly dialogues can just as easily turn into declarations of war.



Brief intermission screens clue you as to what historical event is about to occur next. In this case, war!



Combat planning and strategy are more important than sheer might. Send spies into your enemy's cities to learn before you make an attack.



Romance III of The Three Kingdoms DRAGON OF DESTINY

OVERVIEW

Romance of the Three Kingdoms III: Dragon of Destiny is the latest Koel title to bring you into the three kingdoms period of Chinese history. It's especially noteworthy because it won the Sega Third Party Seal of Quality Award a year ago for the best Adventure Role-Play Genesis title.

NOT YET
RATED

Using the three major warlords and their families, mayors and generals from the second century A.D., the ultimate game object is the win the Dragon Throne and become Emperor of China. Up to eight can play the game either in Historical Mode, which follows history as it actually happened, or in Fictional Mode, which allows you to create your own rulers and subordinates. In Fictional Mode, the game will develop differently each time you play. As with all advanced role play and historical simulations, there is a Save mechanism so you can keep your place in the current game.

Jan. 189		10:14		Yuan Tan	
Milit	1000	Exp	150	Age	55
Equip	1000	Port	5	Sex	Male
Info	1000	Exp	150	Age	55
Def	1000	Port	5	Sex	Male
Plot	1000	Exp	150	Age	55
Info	1000	Port	5	Sex	Male
Def	1000	Exp	150	Age	55
Plot	1000	Exp	150	Age	55
Info	1000	Port	5	Sex	Male
Def	1000	Exp	150	Age	55
Plot	1000	Exp	150	Age	55

Orders for your vassal cities are given through your generals.

To win the Dragon Throne, you must occupy all 46 cities in China. The rulers and their territories are initially divided into different

mixes, depending on which of the six scenarios you choose to play.

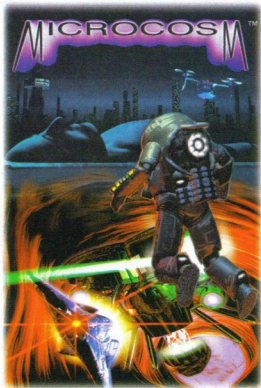


You can play as one of many generals. Each of them and the cities they control have strengths and weaknesses.

The game play follows the same basic flow as *Genji Khan II: Clan of the Gray Wolf*. Develop your cities, make them strong and conquer other cities, make them strong and continue. Achieving these objectives pits you against enemies and their spies, adverse weather, political treachery and just plain luck to name a few. Players can make decisions themselves or delegate responsibilities. Warring on a city calls for very strategic thinking and planning. Often, war can be avoided by some smooth negotiating and politicking...hallmarks of a good ruler.

Psygnosis CD. You don't Just play it.

**A BRAIN IS A
TERRIBLE THING
TO WASTE.**

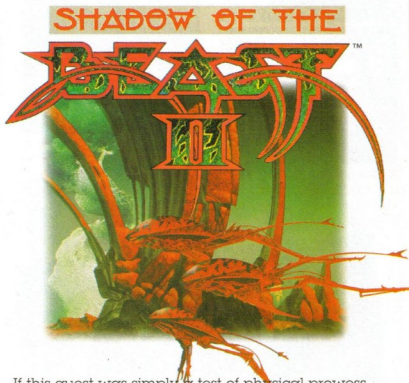


Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.

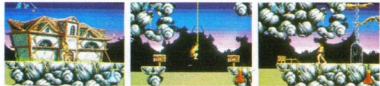


**YOU MAY BE
BRAVE ENOUGH,
BUT ARE YOU
SMART ENOUGH.**



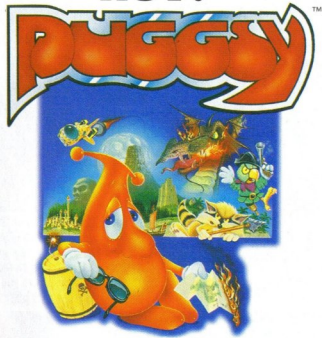
If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



have to Psay it.

**FASTER THAN
A SPEEDING
BULLET...
NOT!**



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien bizarre creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with

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Look for the transports in each level. This one is on the lower level, to the right. Stand directly under it and you'll be whisked into a bonus room filled with Stars. The more Stars you collect, the more time you'll add to your remaining time.



In level 1, when you drop off the sheer cliff with the trail of Stars leading down, you'll end up here, next to a dish of bird seed. Ignore it! It's booby-trapped and will take away some of your health.

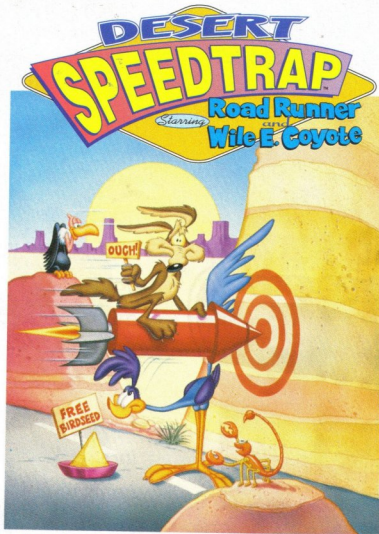


Use the giant Springs to fly sky-high! Take this one as far up as you can to find another transport...and more bonus Stars!



Wile E. Coyote just heard the dinner bell...and you're on the menu. You can't hurt him, so jump over him or duck down as he flies by. Keep climbing higher to find the exit in the middle of the far right section.

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OVERVIEW

With a familiar "Beep! Beep!", a puff of dust in his wake and a scowling coyote in hot pursuit, Road Runner zips across your Game Gear in *Desert Speedtrap* starring Road Runner and Wile E. Coyote. Road Runner brings his trademark speed and wide-eyed spunkiness to this one-player title from Sega. He also brings his ever-hungry, ever-scheming enemy, Wile E. Coyote, for 12 levels of action/adventure and comic antics reminiscent of the cartoon series.



From here in Level 2, the Exit is up and to the right. The secret to success is short jumps. Long jumps will cause you to overjump the narrow ledge you need to land on and you'll fall down to the lower level. Listen for Wile E. zooming by; duck whenever you hear him.

HOT HINTS

- ✓ Some plants in the desert are carnivorous. You can't hurt them, so avoid them.
- ✓ Dishes filled with bird seed will replenish or fully restore your health. Some also mark restart points. Just beware that some of the dishes may be booby-trapped.
- ✓ Jump on your enemies. Some will turn into power-ups which will restore your health, add time to your clock, give you invincibility or boost you into turbo.
- ✓ Jump at the end of cliffs. If you don't, you'll stop dead in your tracks, then drop like a brick...and usually land on an enemy, ready and waiting for you.
- ✓ Each Star you grab adds one second to your time clock. Look for 'em in bunches to make it worthwhile.



In Level 3, stay on the high road as long as you can. If you drop down to the low road, beware of Wile E. in the bus. Jump on the bus' roof when it comes by and you can spring back up to the high plateaus.



Look for Switches you can trip that make helpful things happen. This one is on the lower level in Level 5. After you peck at it, walk to the tree to the right. A platform will carry you to the top.



The bonus rooms in later levels of the game also have enemies in them.

WIN! The Ultimate Gaming Rig!!

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INCORPORATED

OVER \$18,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Gaming Rig Contest. Win the ultimate home theater/video gaming rig. You'll win all the audio/video components shown (a six speaker surround sound, big screen mega rig plus the Sega Genesis, Sega CD, Menacer and Power Clutches. Bonus Options include: Sega VR, VCR, \$1,000.00 in games, cash, accessories and more!

Computer Gaming Rig Contest. Win a 50Mhz '486 DX with 17" SVGA

monitor, 8 meg RAM, 340 meg hard drive and software (a monster machine). Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, games and more!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	M Y S T E R Y W O R D	
		E				
E	N	T	R	Y		W
	T					
				M		

WORD LIST and LETTER CODE chart

ENTRY.....W CHASE.....G WINGS.....P STORM.....E
 MAJOR.....H MICRO.....M DREAM.....R NINJA.....B
 METER.....F QUEST.....O TURBO.....T RULER.....S
 RANGE.....A TOWER.....J FLINT.....U HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

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- (\$3.00) Computer Gaming Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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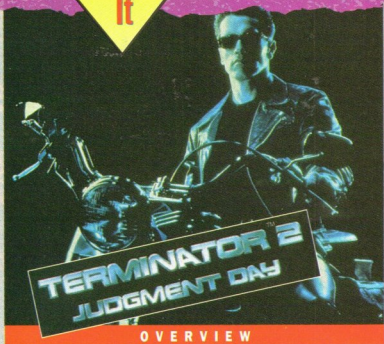
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CUT AND MAIL



OVERVIEW

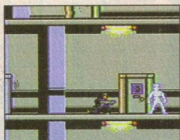
Are you a Terminator fan? Flying Edge and Arena have two Terminator titles currently out for the Game Gear. The most recent Flying Edge release is *Terminator 2: Judgment Day*. Based on the storyline of the blockbuster movie, you play this one-player cart as a Terminator sent back in time to protect John and Sarah Connor from the liquid metal T-1000 Terminator, destroy Cyberdyne Systems and eliminate the T-1000.



This big bar boss has a mean kick. Beat him in by running up and hitting him, then retreating to the left before he has time to hit or kick you.



Search each room of the Pescadero Hospital for three things. Of course, you need to find Sarah Connor, your reason for being here. Rooms also contain power recharges, ammunition for your weapon and Cards for each floor's elevator.



The T-1000 liquid metal Terminator first appears in level two. You have to blast away to keep him down long enough to move to another area. Once you find him, he'll dog your trail.



When you don't have a weapon, you can punch both standing and kneeling. The object of the first level is to beat the boss and obtain a weapon.

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Find the T2 icon and shoot it to get a Shield. You'll be temporarily impervious to enemy fire.



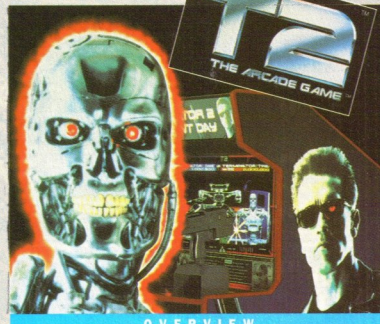
In the level two human shelter, shoot crates to find power-ups. Missiles are your best bet against death orbs here.



The level one boss is this monstrous HK. Its weak points are the arms, head, mid-area and torso. Its strong point? Missiles. Lots of missiles.



Level two is a wild truck ride. You must protect John Connor from flying HKs and running terminators. Use missiles against flying enemies.



OVERVIEW

T2: The Arcade Game by Arena is the Game Gear follow-up to the successful arcade and Genesis titles. But where the Genesis version was controlled by the Menacer™, you play *T2: The Arcade Game* with your Game Gear button. A one-player title, you play as a T-800 Terminator. Your mission is to make it to the human shelter and protect John Connor so he can send you back into the past to protect his younger self.



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FANG-TASTIC JOURNEY

With a mad howl, the transformation is complete—and the journey begins.

From the fire you emerge, half man, half monster . . . a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop

you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and Wolfchild to the rescue!



Pray for your life in the Ancient Temple and splatter mutating larvae and man-sized cockroaches.



In the madman's lair battle body-snatchers and fire-spewing gargoyles before facing the psychopath himself.



Weed your way through the jungle while fending off volatile vegetation and scaly lizard mutants.



Hair-raising graphics bring to life every mutation, including salmonhead laserblasters and deadly airborne assault squads.

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COOL SPOT™

GAME GEAR

OVERVIEW

The cool red dude with the 'tude brings his special fizz and pop to the Game Gear. He's Cool SPOT from Virgin Games.

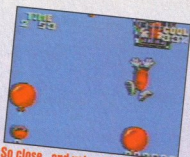
Wearing shades and walkin' the walk, SPOT — of 7-UP fame — somersaults, leaps, bounces, climbs and shoots bursts of 7-UP at enemies through eight big, maze-like levels.

Maximum coolness and helping a bud in need are the goals of Cool SPOT. Your chums have been captured by Wicked Will, who earned his name collecting rare creatures. You have to free them before the timed rounds

end...but you also have to collect enough coolness to be able to open the cage. Collect the red dots and your coolness increases. Achieve maximum coolness and soon you'll be seeing red all over the place!



In the Shell Shock level, check out the area under every overhang for red dots. Red dots add to your total coolness.



So close...and yet so far! Your pal is just out of reach. Jump to the left and hold on!



Watch out for crabs hiding in the sand. After you zap them, some will become power-ups.



Look for these places in the rotted wood to pass through.



You made it! Now shoot the lock off. Won't come off? Check your coolness rating at the top right of the screen. If it's too low, go back and collect more red dots, then try again.



You'll have to get good at rope climbing to make it through the Pier Pressure level. Press the D-Button Up to climb up and D-Button Down to slide down.

HOT HINTS

- ✓ Power-ups include stopwatches, which add to your remaining time, and 7-UP glasses, which add to your health.
- ✓ You definitely want to grab the Bonus Round power-ups. The Bonus Round is big-time bouncing fun worth lots of extra points if you do it right!
- ✓ If you run out of time and have a life remaining to return to the round, all the enemies return, too.
- ✓ Explore everywhere high and low in each level for red dots.



The bonus level is 60 seconds of fizz and fun! Look in the upper berths for extra points and stopwatches that extend your time.



Enemies dog you everywhere in the Off the Wall level. Watch out for the mice: their long-range shots of cheese will take you out fast if you're not quick on the draw. Mousetraps and holes in the floor usually mean a mouse is nearby.

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Now You Can Find Them On

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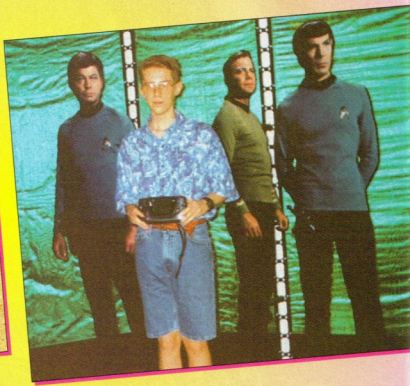
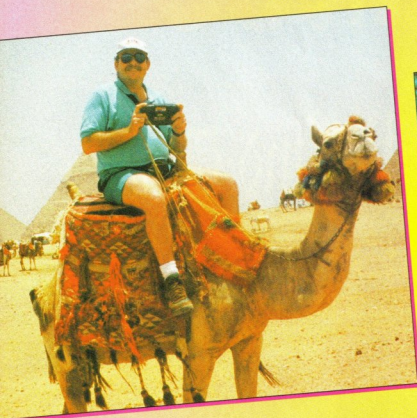
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Game Gear Sightings

Totally outrageous! That's what we want to see. It's the *Sega Visions* search for astonishing Game Gear players. If you or a friend have played Game Gear somewhere completely different or totally peculiar we want to see your photo. Some of the photos we've received in the past include readers playing Game Gear atop a camel, in the sidecar of a motorcycle and on the steps of the Red Square in Moscow — get the idea? As with all of our contests, read the rules carefully, keep it safe, legal and harmless. Oh yeah, about the prizes — if you're eccentric

enough to win the Grand Prize, you'll get 25 Game Gear titles of your choice, a Deluxe Carry All Case (you're gonna need it), a Super Wide Gear, a Car Adaptor and a Cleaning Gear. If you're a First Prize winner, you'll get your choice of 15 Game Gear titles and a Deluxe Carry All Case. And if you're a Second Prize winner, you'll get five Game Gear titles of your choice and a handy Holster Bag to boot. Sound good? Well, pack up your Game Gear and start thinking unique locale — but don't go looking for any camels — it's been done.



OFFICIAL ENTRY FORM

Complete the information requested below on this entry form, or by providing the same information on a 3x5 card and mail it, stapled to your photo, to:

**SEGA VISIONS
GAME GEAR SIGHTINGS PHOTO CONTEST
P.O. Box 3899
Redwood City, CA 94064**

Name _____
 Address _____
 City _____ State _____ ZIP _____
 Phone (____) _____
 Locale of photo _____
 Sex _____ Age _____

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Official Rules:

1. No purchase necessary. Void where prohibited.
2. To enter the GAME GEAR SIGHTINGS please complete the Official Entry Form below, or by providing the same information on a 3x5 card, and send it along stapled to your Game Gear photo to *Sega Visions*:
**GAME GEAR SIGHTINGS
 P.O. Box 3899
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3. All entries must be postmarked by January 31, 1994. No mechanically reproduced entry forms will be accepted. Enter the contest as often as you like, but each entry must be mailed separately. *Sega Visions* is not responsible for lost, late, misdirected or stolen entries. Entries which are mutilated or illegible will be disqualified.
4. The prizes are one (1) Grand Prize of twenty five (25) Game Gear titles of your choice, subject to present availability, a Deluxe Carry All case, a Super Wide Gear, a Car Adaptor and a Cleaning Gear; one (1) First Prize of fifteen (15) Game Gear titles of your choice, subject to present availability

- and a Deluxe Carry All case; one (1) Second Prize of five (5) Game Gear titles of your choice, subject to present availability, a Holster Bag. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state and local taxes.
5. Winners will be selected by the editors of *Sega Visions*. The decision of the *Sega Visions* editors is final. The three (3) winners will be announced in the April/May 1994 issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce and print your winning photo in *Sega Visions*. All photos entered into this contest become the property of *Sega Visions*. No photos will be returned. Winners may also be required to sign an affidavit of eligibility and publicity release prior to publication of the winning photos in *Sega Visions* or *Sega Visions* reserves the right to select an alternate winner.
 6. This contest is open to all residents of the US and Puerto Rico, except employees of Sega of America, Inc. and their immediate families.

Catch'em if you can.



If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now. They've lost their rabbits, man and how. They may be good magicians, amazing young and old. But that last spell they cast must have had a little mold. Their hutch full of bunnies is now empty, it seems. The rabbits are everywhere it's like a bad dream. Now for Wiz and Liz, it's a frantic affair. Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward rabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



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PUGGSY™



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands.

With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



Psychosis

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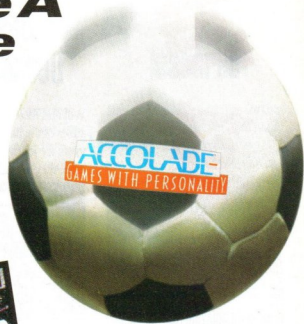


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"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

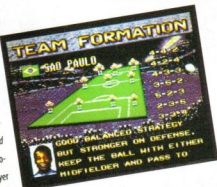
Then It Hit Me."



What makes *Pelé! Soccer* for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert, Pelé. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is, Team Logic, which makes players move toward passes. Plus, extra-large images that are actually rotated from video of international players. Fix player



attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-



SELECT ROSTER

SAO PAULO	GP	PL	AS	PT	FL
GOALKEEPERS	0	0	0	0	0
DEFENDERS	54	40	5	4	15
MIDFIELDERS	68	40	5	12	21
FORWARDS	18	40	11	1	28

SUBSTITUTES

SPEED	JOVA
SHOOT	LUNGA
CONTROL	
TEAM	
AGGRESS	

game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pelé did the research. To order, head to your favorite retailer. Or call 1-800-245-7744.



FREE Soccer Ball With Every Purchase!



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Fast Takes

The number of titles that can play on Sega machines continues to grow at an amazing rate, so we had to come up with a way of telling you about all the games out there without making the magazine too big to fit in your mailbox. So, we came up with Fast Takes, a section where you can read about a lot of games, without having to read a lot of words.

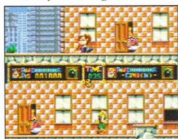
Games in this section are rated on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counselors. Starting this issue, we will be reporting ratings with the help of our friend Sonic—the more little Sonics next to a category, the higher the rating. Ratings are interpreted as follows:

Excellent	
Very Good	
Good	
Fair	
Poor	

Genesis

Dashin' Desperadoes

Will and Rick (the dashin' desperadoes of the title) are constantly vying for Jenny's attention. This time, they're battling it out to see



who will be her bodyguard on her round-the-world trip. We found the action fast and funny, with lots of fun places to go and things to do.

Six stages, each with three levels, provide lots of staying power for this one- or two-player game.



And the three levels of difficulty should satisfy even the most proficient gamers.



Publisher: Data East
Category: Action/ArCADE
No. Players: Single, 2P (Comp)

Graphics	
Sound & Music	
Play Controls	
Depth & Challenge	
Overall Fun	

Genesis

Socket

Whoops, sorry! We thought you said Sonic. Given the many similarities between the two games (even the titles sound similar), it would be easy to make that mistake. Sonic fans will have mixed feelings about this game, however.



On the one hand, they will enjoy seven rounds (with three levels per round) of Sonic-like action, puzzles and game play. On the other hand, the low challenge factor will probably make them wish they had waited for the next Sonic adventure.



Publisher: Vic Tokai
Category: Action/ArCADE
No. Players: Single

Graphics	
Sound & Music	
Play Controls	
Depth & Challenge	
Overall Fun	

Genesis

Awesome Possum



You are Awesome Possum, crusading for a clean, pollution-free planet. Your arch-enemy, Dr. Machino, will stop at nothing to turn the Earth into a toxic wasteland. You have to chase the evil Doctor through five separate worlds until you reach the ultimate showdown.



While we found the challenge to be worthy of most gamers, we thought the game could have been a little more fun (hey, it's a game, OK?). We also thought the graphics could have used a little polish.



Publisher: Tengen
Category: Action/ArCADE
No. Players: Single

Graphics	
Sound & Music	
Play Controls	
Depth & Challenge	
Overall Fun	

Game Gear

Game Gear

Game Gear

Game Gear

Last Action Hero

"Like father, like son" might be a way of describing this action/adventure title spawned by the summer movie of the same name.



We got the feeling that the game was rushed into production a little too soon, probably before it was ready. How else can you explain the jerky play control, or the anti-climactic ending that most people would consider a letdown after a tough game?



On the plus side, we liked the crisp graphics, although we felt it needed more than that to keep the average gamer interested long enough to get through it.

Agassi Tennis



While we liked the graphics, we thought the play controls could have been tighter — after all, isn't player control what a sports title is all about? The uneven play controls made this game more difficult than it should have been. We also thought the player movements looked unrealistic.



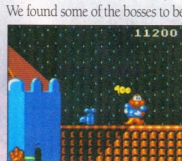
You can choose to play in a tournament which takes you through quarter-finals, semis and finals, or play against opponents of different abilities. But we couldn't figure out why there were only two female players and five males....

Robocod

James Pond is back with a new adventure for the Game Gear. Battle the sinister Dr. Maybe through nine challenging rescue missions as you try to save Santa Claus' factory from the penguin-shaped



bombs. This time our finny friend is outfitted with a special robosuit allowing him to venture onto land (hence his codename Robocod). We found some of the bosses to be



pretty tough though not impossible. Perseverance is the key to getting through this one.

Tesseract

This game is like pistachios for the mind — easy to get into, but hard to put down. The object is to remove tiles from the board by



jumping over them, ending up with one remaining tile. The tiles' movement is determined by the colors of the adjoining tiles.



You can play a Tournament or single-player game, choosing Easy, Medium or Hard levels (and believe us, Hard is hard). There follow nine stages of increasingly difficult game play. A reverse option lets you back up any number of moves. If you like tough addictive puzzle games, you'll love this one.



Publisher: Sony
Category: Action/Arcade
No. Players: Single

Graphics: [4 icons]

Sound & Music: [4 icons]

Play Controls: [2 icons]

Depth & Challenge: [4 icons]

Overall Fun: [4 icons]



Publisher: TecMagik
Category: Sports
No. Players: Single

Graphics: [4 icons]

Sound & Music: [4 icons]

Play Controls: [2 icons]

Depth & Challenge: [4 icons]

Overall Fun: [4 icons]



Publisher: U.S. Gold
Category: Action/Arcade
No. Players: Single

Graphics: [4 icons]

Sound & Music: [2 icons]

Play Controls: [2 icons]

Depth & Challenge: [4 icons]

Overall Fun: [4 icons]



Publisher: Gametek
Category: Puzzle
No. Players: Single

Graphics: [2 icons]

Sound & Music: [4 icons]

Play Controls: [4 icons]

Depth & Challenge: [4 icons]

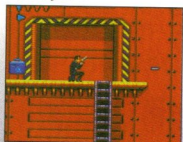
Overall Fun: [4 icons]

Game Gear

James Bond



As Special Agent 007, you have to infiltrate the evil Professor Greyphen's private island and destroy his space shuttle. You'll meet some familiar faces along the way, namely Jaws, Bones and Oddjob.

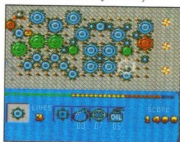


With three difficulty levels, four stages and three levels per stage, this game should keep most gamers satisfied. And while we thought the game could have moved a little faster, we thought the ending level was great.

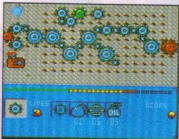
Game Gear

Gear Works

Lots of originality and a multitude of levels make this puzzle game tons of fun. You have to transform the 12 Wonders of the World into monumental time pieces by



linking gears and cogs on a peg board, and getting the one stationary gear to work. But use too many gears, and your "machine" will overheat. And watch out for the Poffins, creatures that try to rust your gears.



To help you in your unique quest, you have access to an assortment of tools and weapons, such as guns, bombs and oil.

Game Gear

Off The Wall

This classic paddle game can trace its ancestry back to the old Apple II days. After many generations of improvements, this Game Gear



version offers Gear-to-Gear capability for competitive play, 62 different screens and 999 levels of play.



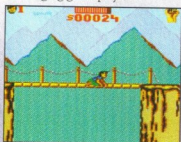
The concept is simple: Move your paddle to hit a ball that's bouncing back and forth, until you knock it out the exit box and into the next level. Before you can do that, however, you have to knock a variety of bricks out of the way. While we felt the unlimited Continues made it a little too easy, we rated it high on Overall Fun.

Game Gear

Cliffhanger



If you liked the movie, you might get a kick out of this Game Gear version, but we won't guarantee it. For one thing, we thought the graphics and play control were about average, while the fun factor was definitely borderline, even with six levels and reasonably challenging game play.



Even the instructions were unclear: You are told to collect all the money bags to save your friends, but we found you can win the game without collecting any money or saving anybody. Go figure.



Publisher:
Category:
No. Players:

Domark
Action/Arcade
Single

Graphics [4 icons]

Sound & Music [4 icons]

Play Controls [4 icons]

Depth & Challenge [4 icons]

Overall Fun [4 icons]



Publisher:
Category:
No. Players:

Sony Imagesoft
Puzzle
Single

Graphics [4 icons]

Sound & Music [4 icons]

Play Controls [4 icons]

Depth & Challenge [4 icons]

Overall Fun [4 icons]



Publisher:
Category:
No. Players:

Tengen
Action/Arcade
Single, 2P (Comp)

Graphics [4 icons]

Sound & Music [4 icons]

Play Controls [4 icons]

Depth & Challenge [4 icons]

Overall Fun [4 icons]



Publisher:
Category:
No. Players:

Sony Imagesoft
Action/Arcade
Single

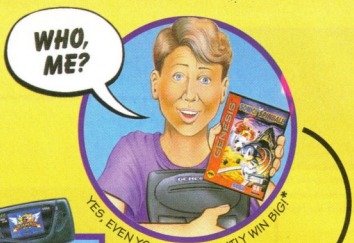
Graphics [4 icons]

Sound & Music [4 icons]

Play Controls [4 icons]

Depth & Challenge [4 icons]

Overall Fun [4 icons]



YES, EVEN YOU CAN INSTANTLY WIN BIG!



AND YOU MAY WIN 1 OF 1,000 SEGA™ PRIZES (GENESIS™, SEGA CD™ OR GAME GEAR™)!



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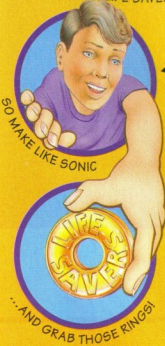
ALL IT TAKES IS 10 LIFE SAVERS CANDY WRAPPERS...



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To receive cash rebate, send this Form including 10 outer wrappers from full size rolls of Life Savers hard roll candy along with dated cash register receipt showing purchase of Sonic Spinball™ or other SEGA™ product. **THIS OFFICIAL FORM MUST ACCOMPANY REBATE REQUEST.**

<p>Mail to: LIFE SAVERS/SEGA REBATE OFFER P.O. Box 5852 Kalamazoo, MI 49003-5852</p>	<p>Name _____ Age ____ Sex: M ____ F ____ Address _____ Apt # ____ City _____ State ____ Zip _____</p>
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ALLOW 2 TO 3 WEEKS FOR DELIVERY Other expires and rebate requests must be received by 3/31/94. Maximum rebate for each SEGA purchase is \$10. No reproduction of wrappers or rebate form accepted. Limit one completed rebate request per envelope; maximum 10 per household.

*NO PURCHASE NECESSARY. Check inside paper wrapper of specially marked Life Savers rolls. Prize claims must be received by 3/31/94. Game subject to official rules. See display at participating stores for details or for how game wrapper with official rules used. SASE to Life Savers, P.O. Box 5810, Stacy, MN 55076-5810. WA/VT residents may omit return postage. ©1993 Nabors, Inc. SEGA, Game Gear, Genesis, SEGA CD, Sonic the Hedgehog and Sonic Spinball are trademarks of SEGA ©1993 SEGA. All rights reserved.

ECCO THE DOLPHIN™



To activate the time sequence Ecco must learn a special song. Consult the Information Glyph.



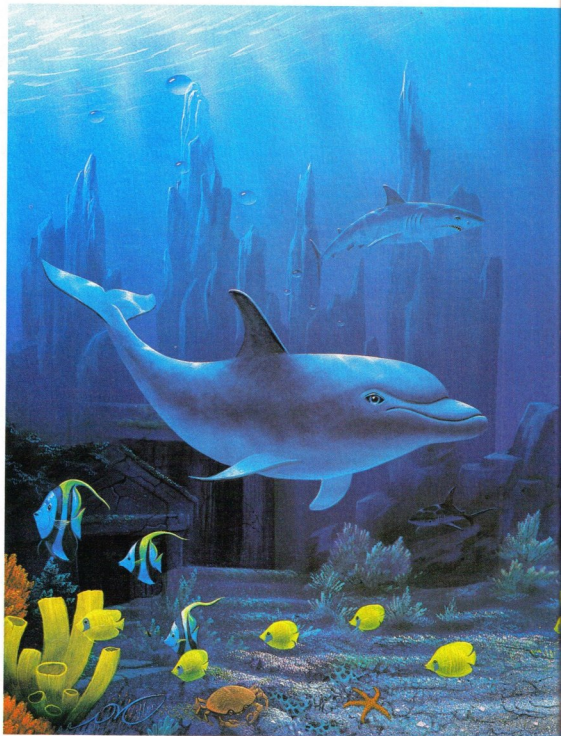
The Killer Whale and other sea creatures will help you during your journey. Seek out the rejuvenating power of the Shelled Ones.



The Asterite knows mysterious, ancient secrets. Sing to him and receive important powers.



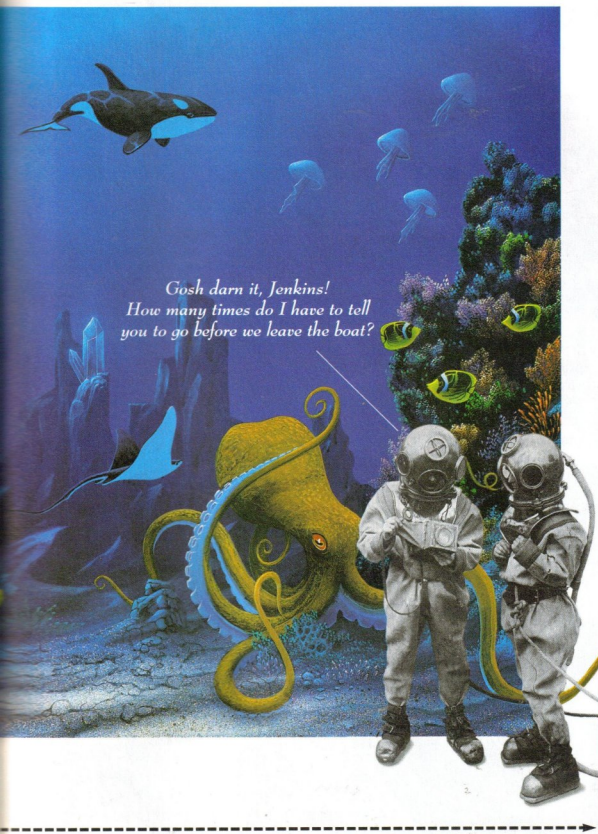
Swim very slowly past the Octopus. He attacks when he senses movement.



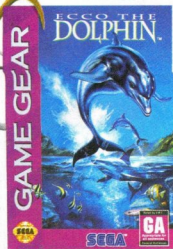
WELCO
METOT
HENEX
TLEVEL



Call to the Pteranodon. Only he can help you over these rugged cliffs.



Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.



T E N T E R P E R E D E D

Heavy

Remote Arcade Pad

Don't you hate when you are in the middle of some intense *X-Men* action and your little brother trips over your controller cord and sends your system flying? Or when your new kitten, *Claws II*, decides that your controller cord is a lethal lifform that must be brutalized and terminated immediately? The **Remote Arcade Pad** may help you overcome these little frustrations of everyday gaming life. With the Remote Arcade Pad you can sit up to 15 feet from your screen and enjoy unrestricted, hassle-free cordless game play.

Picture the 6-Button Arcade Pad without a cord and you'll have a pretty good idea of how the Remote Arcade Pad looks and plays. It works by sending an infrared beam to a receiver that plugs into both ports of your Genesis. You'll get the same arcade-style feel of the 6-Button Arcade Pad with six buttons for easier, faster game play. Just like the 6-Button Arcade Pad, multi-move combinations are a snap.

The Remote Arcade Pad can also be used in either one- or two-player modes.

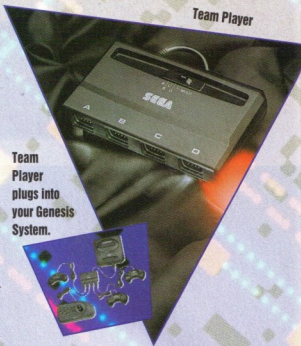
For two-player remote gaming you'll need to purchase a second Remote Arcade Pad

(but not a second receiver, since the one receiver can handle two Remote Pads at the one time). With this newest addition to the Arcade Line you get compatibility with all Genesis and Sega CD games — and of course you'll get to take full advantage of all the new titles designed for six-button play.



Six-Button Remote Arcade Pad

Remote Arcade Pad and Receiver plugs into your Genesis.



Team Player plugs into your Genesis System.

Team Player

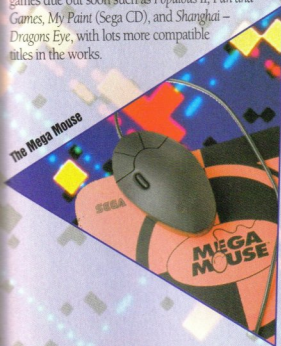
If you've ever been accused of not being a "team player" here's the chance to prove yourself. This new adaptor can transform your Genesis into the ultimate team machine. Imagine planning your next party and telling your guests to bring their own controllers (BYOC). With **Team Player**, you and up to four (depending on the software) of your most feisty friends can get together for real team competition. You can compete for victory on new specially designed multi-player games like *Gauntlet IV*, *Lost Vikings* and *Wimbledon Tennis*. See *Running The Gauntlet* for more information on the four-player version of *Gauntlet*. Also, check out the review of *Gauntlet IV* in this issue.

Team Player is designed to plug into either port of your Genesis. With four controllers plugged into one Team Player, you can play as individuals or two-on-two; add another Team Player and you and up to seven people can play. When all the players are plugged into the Team Player, just set the Select Switch to the multi-player setting. Once in the game, each player selects Start and their own options. The Team Player's plug accepts all standard Genesis controller plugs so each player can use the controller of their preference — allowing for the type of game being played and individual game play style.

Note that not all four-player adaptors are compatible with all four-player games, and that some games that claim to be four-player may not work with the Team Player. To be absolutely sure, check the box to see that the game will work on the Team Player. Team Player is the only multi-player adaptor that fully supports six buttons, the Mega Mouse and the Activator, not to mention future eight-player games. Team Player is available in stores and directly from Sega by calling 1-800-USA-SEGA.

Mouse Update

Mega Mouse Flash – New Mouse info just in – the redesigned mouse has a sleek new symmetrical design. It's like a PC mouse that has been specialized for video games – perfect for lefties or righties. You'll especially appreciate the point-and-click accuracy if you like role playing, action, puzzle or art and paint titles. It has three Action buttons and a recessed Start button (so you don't accidentally press START in the middle of your all-time highest scoring game). **The Mega Mouse** comes with its own thick Mega-Mouse pad which is durable enough to use on your floor or even on your lap. Watch for Mega Mouse compatible games due out soon such as *Populous II*, *Fun and Games*, *My Paint* (Sega CD), and *Shanghai – Dragons Eye*, with lots more compatible titles in the works.



ASCII's New Six-Button 'Sticks

In the market for a good six-button controller? You should take a look at what ASCIIWARE has to offer. One of Sega's licensed manufacturers, ASCIIWARE is already known for its highly popular SG series of Genesis compatible three-button controllers. With six-button compatible games now a reality on the Genesis and Sega CD, ASCIIWARE has taken their considerable knowledge of Sega products and come out with two six-button controllers, the **ASCIIPad SG-6™** control pad and the bigger **Fighter Stick SG-6™**.

Already available in most toy and game stores, the new ASCIIWARE six-button SG-6 controllers contain all the features that have made their products popular with gamers, plus the additional buttons and advantages of six-button play.

Tough Sticks

Pick up either the Fighter Stick SG-6 or the ASCIIPad SG-6 and you'll notice how well they fit your hand. Each is based on the ergonomic design they've made famous with their earlier controllers and are very durably built. Standard pad features include an extra-long cord, Automatic and Turbo for all six buttons, Slow switch and Start button. There is also a Mode switch which lets you use the stick and pad as three-button controllers, playing with the A, B and C Buttons.

The main difference between the two, besides size, is the button layout. Look carefully at the ASCIIPad SG-6 and you'll notice that the Z and C Buttons are located on the outside front of each pad instead of the familiar three-by-three button layout of most controllers. ASCIIWARE chose this innovative design after conducting an extensive survey of game controllers. While hardcore Sega players may find the "two-by-two and two side" layout unfamiliar, a little play time will have you into your favorite moves and combos with the greatest of ease.

You'll be able to jam on your SG-6 controllers with such games as *Street Fighter II* from Capcom and *Eternal Champions* from Sega (see the extensive review in this issue), as well as every game officially licensed by Sega for six-button play. Whether you like hand-sized controllers or go for the larger sticks, ASCIIWARE's new six-button Fighter Stick SG-6 and ASCIIPad SG-6 are how to win.

Players will find the Fighter Stick SG-6's short stick and three-by-three button layout familiar and easy to use.



The revolutionary new ASCIIPad SG-6 has a two-by-two and two side layout that allows you to hold the control pad at a flatter angle. Many players find this position more comfortable.



GET ACTIVATED!

If winning twenty-four (yes, that's 24) FREE games doesn't interest you, read no further — 'cuz believe it or not, that's the prize for this contest. Here's the story. Recently a few of us here at the magazine spotted a co-worker totally engrossed in a game with the Activator. It was something about the way he was jumping up and down on one foot with his hands above his head — like he was trying to do Kung Fu and flag down a taxi at the same time — that inspired us to have a new contest. The first ever — Get Activated! Contest.

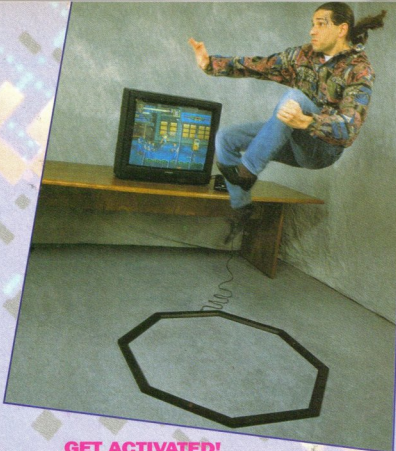
The rules (read 'em carefully) are simple — just send us a photo of yourself using the Activator. The judges will choose three winners based on:

- 1) Best all round
- 2) Most athletic, and
- 3) Funniest.

All three winners will receive the following games that are outlined in the Activator Game Guide (subject to present availability):

Ayrton Senna's Super Monaco GP I
Ayrton Senna's Super Monaco GP II
Best of the Best Championship
Cool Spot
Cyborg Justice
Decapattack
Eternal Champions
Evander Holyfield's "Real Deal" Boxing
G-LOC Air Battle
Golden Axe
Greatest Heavyweights
Kid Chameleon
Mortal Kombat from Arena
Outrun 2019
Sonic The Hedgehog
Sonic The Hedgehog 2
Street Fighter II: Special Champion Edition from Capcom
Streets of Rage
Streets of Rage 2
Super Hang-On
Talespin
ToeJam & Earl
World of Illusion Starring Mickey Mouse
X-Men

Win
These
Games!



GET ACTIVATED! CONTEST RULES

1. No purchase necessary. Void where prohibited.
2. To enter the GET ACTIVATED! CONTEST please fill out the Official Entry Form below (or by providing the same information on a 3 x 5 card), and send it along with your ACTIVATOR photo to Sega Visions:

GET ACTIVATED! CONTEST

P.O. Box 3899

Redwood City, CA 94064

3. All entries must be postmarked by January 31, 1994. No mechanically reproduced entry forms will be accepted. Enter the contest as often as you like, but each entry must be mailed separately. Sega Visions is not responsible for lost, late, misdirected, or stolen entries. Entries which are mutilated or illegible will be disqualified.
4. The prizes for each of the three winners will be the twenty-four titles listed above. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state and local taxes.
5. Winners will be selected by the editors of Sega Visions. The decision of the editors is final. The three (3) winners will be announced in the April/May issue of Sega Visions. By signing the entry form, you grant Sega Visions the right to reproduce and print your winning photo. All photos entered into this contest become the property of Sega Visions. No photos will be returned. Winners may also be required to sign an affidavit of eligibility and publicity release prior to publication of the winning photos in Sega Visions or Sega Visions reserves the right to select an alternate winner.
6. This contest is open to all residents of the US and Puerto Rico, except employees of Sega of America, Inc. and their immediate families.

OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or 3x5 card) and mail it, stapled to your photo, to:

SEGA VISIONS ACTIVATOR CONTEST

P.O. Box 3899, Redwood City, CA 94064.

Name _____
Address _____
City _____ State _____ ZIP _____
Phone () _____ Category _____
Sex _____ Age _____

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EQUIPMENT
Heavy



"SO! HOW MANY
HOLLYWOOD TYPES
CAN PASS THIS
SCREEN TEST!"

ACCOLADE
GAMES WITH PERSONALITY.

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STREETS OF RAGE 2



Blaze demonstrates her new Side Kick Attack. Skate delivers a Head Butt and Elbow Smash Combo.



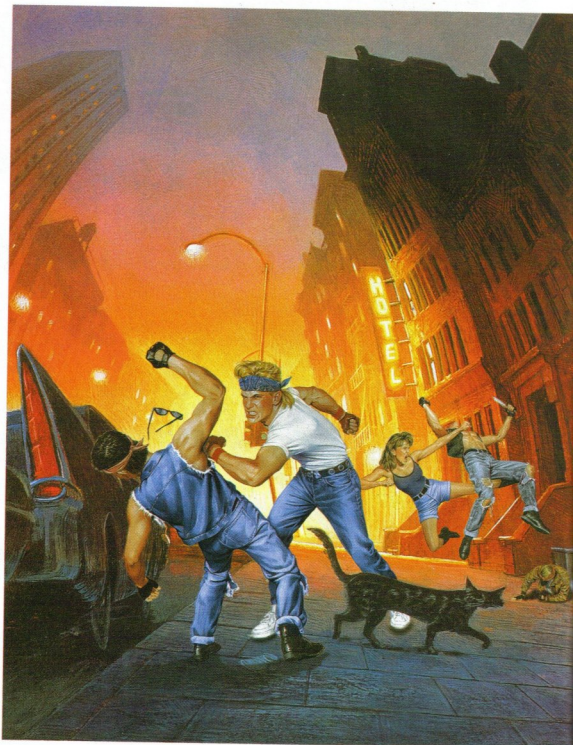
Skate's Migraine Attack is a major headache for these punks. Use the Corkscrew Attack on the bikers lurking around the corner.



Blaze's deadly Kikoucho Attack can even the odds. Look for power-ups and weapons inside the trash can and other canisters.



If Skate's Double Side Kick doesn't put out that fire, try the Migraine Attack. Axel goes on a rampage when he gets his hands on weapons like the lead pipe.



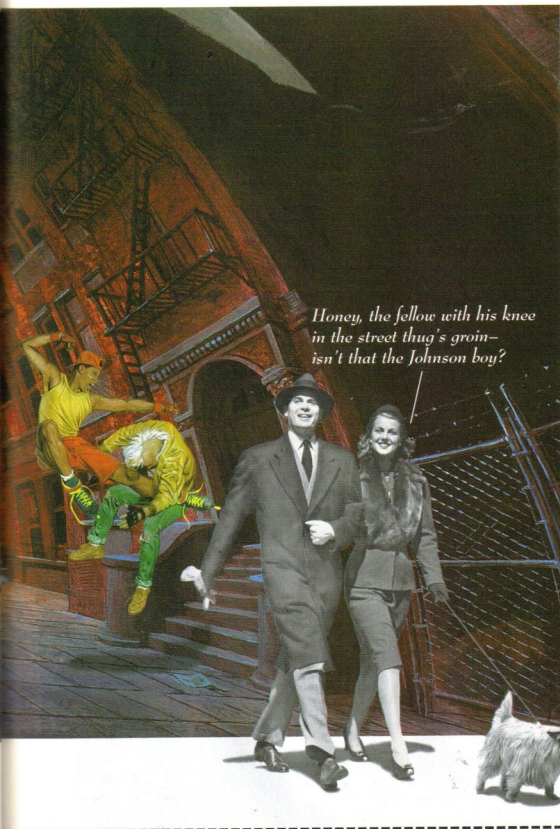
W E L C O
M E T O T
H E N E X
T L E V E L



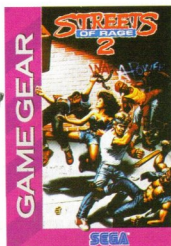
Axel's Grand Uppercut is the key to reaching Mr. X. Vanquish your foe once and for all with the Dragon Smash.



Skate, Blaze and Axel of Streets of Rage™ 2 have all their tricks from the Genesis™ version, plus a completely new maneuver. Good thing, too. Cuz if they're going to bring peace back to the streets, they're going to have to go through Mr. X. And he's not feeling very neighborly.



Honey, the fellow with his knee in the street thug's groin— isn't that the Johnson boy?



SPORTS Playbook

THE INSIDE TRACK ON SPORTS GAMES

Holiday greetings, sports fans! This pass, the Football Section contains reviews of *NFL Football '94 Starring Joe Montana*, *Madden '94*, *Tecmo Super Bowl* and *NFL Quarterback Club*. Check out the plays and the moves, then take a look at the Football Features Grid on page 112 for a side-by-side

comparison of their features.

Next we're taking a hard look at *Pro Moves Soccer*, *Champions World Class Soccer* and *FIFA International Soccer* — all new for the Genesis.

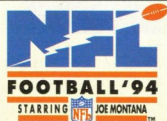
For the golf nut, we've got two titles that make you wanna put on a bright green shirt, Bermuda shorts and a pair of golf shoes. *Pebble Beach*

Golf Links for the Genesis and *PGA Tour Golf* for the Game Gear are exactly what the indoor golfer and golfer-on-the-go ordered.

To round out the sports titles covered in this edition of Sports Playbook, we'll show you two slamming games that feature the sport of fisticuffs. We'll visit *Riddick*

Bowe Boxing for the Game Gear and *Greatest Heavyweights* for the Genesis.

Remember, sports fans, Sports Playbook is your inside track to sports games. Look here every issue for bigger and better coverage of all the hottest titles.



Go for a whole season of League play, the Playoffs and the Super Bowl in this electrifying pigskin title from Sega Sports. You'll never lose a play with full battery back-up. Try great new features like audibles, screen passes, 360-degree spins and diving catches. Change your view and play dynamics from game to game by checking out all six unique field views and varying the weather conditions. Join players like Reggie White, Jerry Rice and Emmitt Smith down on the field for all the helmet-cracking impact.

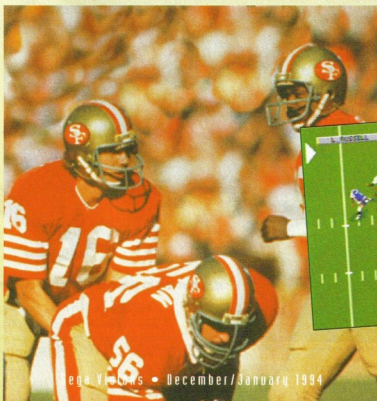
HOT HINTS

- ✓ Create offensive fireworks with the new Speed Bursts.
- ✓ Hit Button C for an audible at the line of scrimmage.
- ✓ Take turns with a friend and change the Vertical Perspective from an offensive to defensive perspective by hitting Pause and choosing Field View.
- ✓ Follow the Game Stats and use the information. If you are not successful in the air, try running.

WARM-UP

Spectacular gridiron action comes your way with *NFL Football '94 Starring Joe Montana* from Sega Sports for the Genesis. Joe and the actual players of the NFLPA are here with the 28 real NFL teams, logos, stats and true player attributes. You get more than 800 NFLPA players, terrific new player animations, hyper-responsive player control and a hot new "Behind-the-Quarterback View" that puts you right on the field. Try the new Speed Bursts to elude defenders, easier passing control and the jacked-up defense that will slam runners and receivers to the turf. A

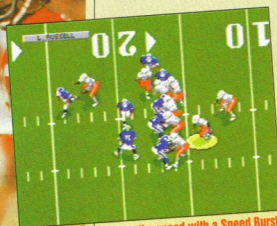
GA Rated by V.C.C. Approved for all audiences General Audiences faster, improved Sports Talk play-by-play keeps your ear on the game, and the new passing and running controls keep your hands controlling the play with even more ease.



Make all your choices at this screen before the start of the game. You can even choose to coach or play.

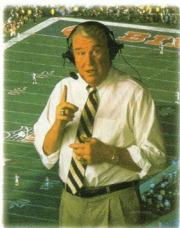


Choose your play and arrange your line-up at this screen.



Turn on the speed with a Speed Burst by pressing Button C while running.

Madden NFL '94



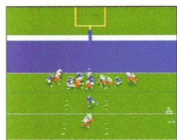
And then there are the Mad-denisms. What (you ask) are Mad-denisms? This is a Maddenism: "The quarterback should never hold the ball that long!" you hear after a play. You can turn on and off John Madden's ongoing and sometimes searing commentary about your winning and messed-up plays. From fake snaps to audibles and no-huddle offenses to dual-view instant replay, you'll find a lot of helmet-busting football in this cart.

HOT HINTS

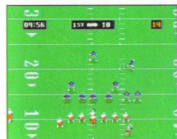
- ✓ Vary your plays by choosing to Flip them and run them from the opposite side.
- ✓ At the Play Call screen bluff your human opponent by pressing Button B when the box is over the play you're pretending to call.
- ✓ Try the No Huddle Offense as the clock is running down at the end of a half.
- ✓ Substitute your QB with a better runner if the team you are playing has given up zero yards passing.



Look at the thermometer that offers a visual view of your teams' matchups so you can easily compare your strengths and weaknesses.



You can control the ball movement somewhat with the D-Button while kicking field goals.



Try adding snow or rain for variations in play.



The new ref animations will tell you when your first-down attempt is good.



Dive for the runner with Button C.



Snow on the field won't greatly affect your ball-handling ability.

WARM-UP

Madden NFL '94 from E. A. Sports for the Genesis is not the same old pigskin game as *Madden '93*. This title features 80 teams, including 28 '93 NFL teams, 12 all-time great franchise teams, 38 Super Bowl teams since '66 and two "All-Madden" teams. The various play modes include exhibition, full season, championship, franchise and new playoffs. Use



either your three- or six-button controller for easy play choices. With variable views, weather, pass catch mode and play call mode, you won't ever be stuck in the same old game.



The return man automatically catches the ball when you are receiving. Concentrate on where the defenders are and how to get around them.



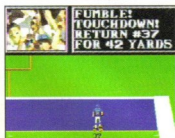
Button A chooses the play, but remember that you can change your mind and choose again. The last press of Button A is your final choice.



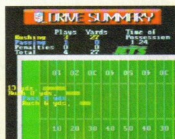
On a pass, choose from the top three boxes labeled A, B and C by pressing the respective Button.



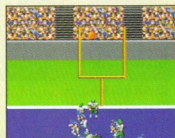
If the opposing quarterback holds the ball too long you can sack 'em smack 'em. Enough said.



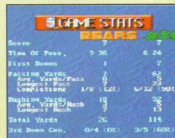
Take those fumbles and make hay. This one goes all the way to the end-zone.



Use the Drive Summary to follow your progress.

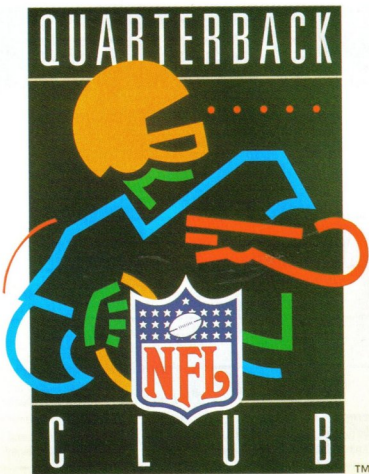


Use Button B to execute all parts of a kick, starting with the snap.



Check your game stats throughout the game to see in what areas your weaknesses lie.

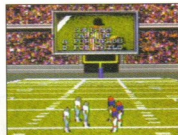
Features include 28 NFL teams and 128 offensive and defensive play possibilities all rolled into an authentic play experience. Test your skills in Exhibition, Playoff and Super Bowl play. In the "Create your own QB" area, you'll select from various skills, like speed and accuracy, to build your own ultimate top dog. The Quarterback Challenge has four skills competitions — Accuracy, Speed and Mobility, Distance, and Read and Recognition.



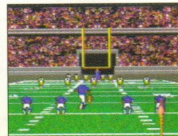
TM



Move down the field with the ball for the reception.



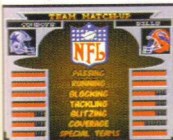
At the win of the toss, you get the choice of defending or receiving.



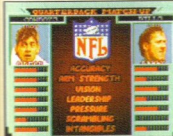
Watch the kick meter for the optimal release time.



Kick it far enough and it's touchback time for your opponent.



The Team Matchup screen lets you compare the strengths and weaknesses of the clubs chosen.



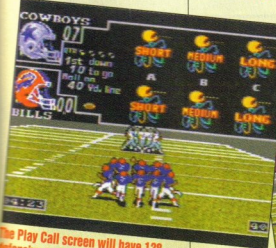
Check out the differences between your QB and the one picked up by your opponent and use them to your advantage.

WARM - UP

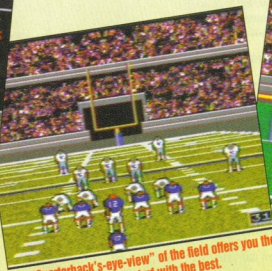
Airborne pigskin and bone-jarring tackles abound in *NFL Quarterback Club* from Arena for the Genesis. With 10 NFL quarterbacks, including Boomer Esiason, Jim Kelly, Warren Moon and Mark Rypien, in their very own Quarterback Challenge, you'll use the sport's biggest and best gunslingers. Check out the one-of-a-kind "Quarterback's-eye-view" in this early look at



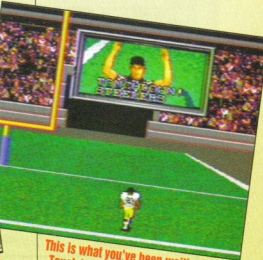
what promises to be a great cart. Create your own quarterback for competition or take on the Quarterback Challenge by pitting the league's best arms against each other in four skills competitions.



The Play Call screen will have 128 defensive and offensive plays.



This "Quarterback's-eye-view" of the field offers you the chance to get down on the turf with the best.



This is what you've been waiting for... Touchdown!

The NFL Quarterback Club™ is a trademark of the National Football League. All Rights Reserved.

Football Features Grid

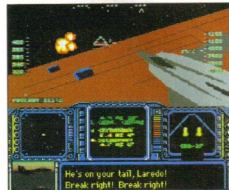
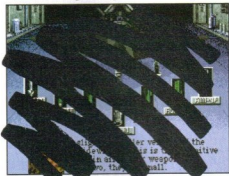
GAMES

	Madden NFL '94	NFL '94 Starring Joe Montana	NFL Quarterback Club	Tecmo Super Bowl
Cart Size (or capacity)	16 megs	16 megs	16 megs	8 megs
Teams	80	28 current	28 current	28 current
Number of Players	1 to 4	1 to 2	1 to 2	1 to 2
Defensive Plays	70	40+	128 defensive and offensive combined	N/A
Offensive Plays	144 (not including special teams)	thousands (includes individual teams)	128 defensive and offensive combined	N/A
Official Licenses	NFL, Madden	NFL, NFLPA, Montana	NFL Quarterback Club (10 stars)	NFL, NFLPA
Stats Tracking	Team Season Stats	Team, Player	N/A	Team Season, Player
Play Modes	Exhibition, Season, New/Championship/ Franchise-Playoffs	Exhibition, Season '91, '92, '93	Regular Season, Playoffs, Super Bowl, Exclusive Quarterback Challenge	Coach, Arcade, 3-Year Schedule
View Perspectives	1	6	1	1
Instant Replays	yes, with reverse	yes	no	no
Audibles	yes, changeable during game	yes	N/A	no
Changeable Weather	yes	yes	yes	no
6-Button Compatible	yes	yes	yes	no
Battery Back-Up	yes	yes	no	yes
Talk Feature (speech, commentary or announcer)	Maddenisms (advice and comments)	Full Play-by-play	no	no
Cinematic Cut Scenes	Scoreboard Animations	Yes, Referee Scenes	N/A	Tons of Varied Scenes

WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.

Code YY456-Z5572
Document #72

Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format, making it the most powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as pay-offs when targets are struck. Not unlike the CIA Mission over Libya when



Your mission begins at the training grounds in Nevada. Further instructions in Baghdad, MIG-infested flashpoints.



Cuba, Grenada, Libya, Panama, Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, there are two modes of play: arcade and campaign (for a career), which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention your wingspan

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by non-afterburning engines. Thrust 10,600 lb., bypass ratio .34:1, weight 1820 lb. Max take-off thrust 13,000 lb., weapon load 10,000 lbs. Max mach speed 1.8, max speed at sea level 35,000 ft. speed at 35,000 ft.

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-86E Maverick.

**16
MEG**

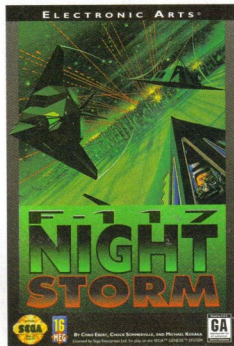


Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.



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1-800-245-4525 to order.

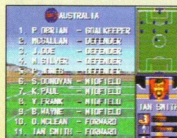


F-117 Night Storm is a trademark of Electronic Arts. Sega® and Genesis® are trademarks of Sega Enterprises LTD. ©1993 Electronic Arts.

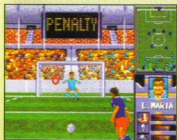
Blast up the pitch, executing moves like head shots, bump-and-run high kicks, slide tackles, rain-bow kicks and illegal holds. Each of your teams has its own playing style and you can configure a team to your own liking and save it via password. There are four methods of play we're sure you'll enjoy—a self-running demo that pits the computer against itself, one player against the computer, head-to-head and two players teaming against the computer. Use your options to set field and weather conditions for ever-changing play.



Choose your team from this Select screen. Learn the differences between teams for stronger stats.

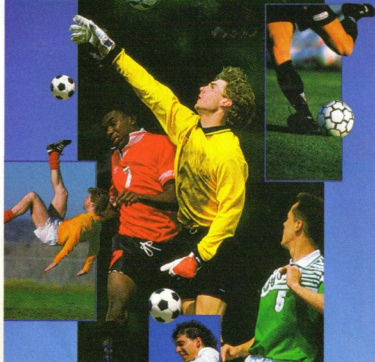


As you start your game you are given the Team Roster and Player Profiles. The Player Profile will tell you about each player's speed, intelligence and agility.



Foul a shooter and he gets a Penalty Kick on the goal.

PRO MOVES SOCCER



WARM-UP

Pro Moves Soccer from ASCII Entertainment Software for the Genesis is a full-featured soccer cart with 32 individually designed international teams. Unlike many straight "run and pass" soccer titles on the market, this one offers 10 professional soccer moves for your players and stats that even define each player's speed, intelligence and agility. Six- or three-button controller compatibility enhances your tournament or exhibition play. This is the first title from AWS (ASCIIware World Sports) in their new value-priced sports line. *Pro Moves Soccer* offers solid soccer competition for one or two players.



Keep an eye on the box at the upper right of your screen for player and ball position.



The only time you have control of the goaltender is during a Penalty Kick.



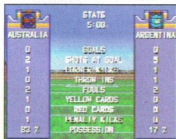
Use the D-Button to set the direction of a corner kick and press Button B.



To do a Slide Tackle when you don't have the ball, choose the direction with the D-Button and hit Button B.



Commit a flagrant personal foul and get a Yellow Card. Do it again and the player is out of the line-up by getting a Red Card.



At half-time and post-game, check out your stats to figure out where your weaknesses lie.



You have no control of the goal kick. Pay attention instead to your player position.

HOT HINTS

- ✓ The team at the top of the screen always controls the ball first.
- ✓ For an extra burst of speed double tap the D-Button.
- ✓ Shake off defenders by running a complete circle around them and get them to commit to a Slide Tackle.
- ✓ Switch players as the ball moves up the field rather than running an individual player all over the place.
- ✓ Try perfecting a No-Look Backward pass. It's deadly.

FIFA International Soccer

You see 'em all the time...kids playing soccer with whatever is at hand. No need for any expensive equipment — put a couple of coats down as goal posts and any ball or can will do in place of stitched leather. It's this kind of feel that makes soccer accessible. It's these kids who end up being the next Pele', Maradona or Cruyff. FIFA stands for Fe'deration Internationale de Football Association. This international federation of soccer players is Olympic-level amateur sports and very serious about the game.

You can play *FIFA International Soccer* in five different modes, from Exhibition to Tournament. Make choices like weather, field type, penalties (or no), computer or manual goalie control and many more.

HOT HINTS

- ✓ Adjust your Team Coverage to the style of game you prefer, but remember the further you push your defense up, the bigger the chance of being undermanned when your opponent counter-attacks.
- ✓ Choose All Out Defend from the Team Strategy when you are ahead and want to stay there.
- ✓ Use a bicycle kick or header when the ball is in the air in front of your opponent's goal.
- ✓ If you are allowing penalties and the referee decides that your infraction is particularly vicious, he'll show you a yellow card. Do it again with the same player and you'll find you are a player short.

WARM - UP

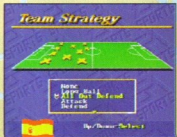
Think realistic soccer action and feel that's gonna make you want to play again and again and you are thinking *FIFA International Soccer* from E.A. Sports. This Genesis title brings the speed and heart-pounding thrill of international soccer to your living room with all the trimmings. Play with 48 national teams, line-ups and player attributes. The planet's most popular sport can be played for the sheer fun of it, by choosing the Action mode, or as a soccer coach's dream in Simulation mode. Either way we know that this cart will convert even those who haven't watched or played a soccer game in their lives.



When manually controlling the goalie, use the D-Button to choose the direction of his dive and Button B to go for it.



Adjust your team coverage to suit the situation. You can rearrange during play.



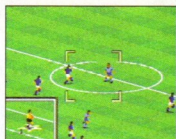
Your Team Strategy can be adjusted anytime. For instance, when you are losing and there's little time left try All Out Attack. You've got nothing but the game to lose.



If you win the toss at the start of the game, you get to choose to defend or play the first kickoff. If you lose, you get to choose the side of the field you want to defend.



On a throw-in, use the D-Button to choose the direction that the ball will go, then hit any Button to throw.



During a goal-kick, press Button C to open a window to check where the kick will go. Move the window with the D-Button and then kick with Button B.



Choose the direction of the corner kick with the D-Button and let fly with any Button.



After an intense and hard-fought play you can hit the Start Button and choose Instant Replay to watch it again.



To head the ball when it's in the air tap Button C, to volley tap Button A and to bicycle kick hit Button B.



Committing a sliding charge can be dangerous, foul-wise. To do it anyway press Buttons B and C simultaneously.

Soccer is and should be on the minds of American sports fans. In spring 1994, the U.S. will host the World Cup Soccer Championship in Chicago. Bring that same intense action into your living room with

defending goalies who can deflect, catch, bat, clear, kick, knee trap and fetal trap the soccer ball. In this title the player with the ball can shoot, pass or kick and the defender can tackle, clear or slide tackle.

WARM-UP

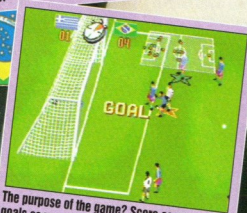
Champions World Class Soccer from Flying Edge brings action-packed, high-scoring international soccer to the Genesis. This cart comes with both horizontal and vertical-scrolling perspectives, 32 international teams and game updates that feature country facts, stats and instant replays of outstanding action. This early look at **Champions World Class Soccer** shows great player size, tie-breaking shootouts and solid, hard-hitting sound effects. This one has realistic goalies and player actions and some of the best soccer play from seven continents.



CHAMPIONS™ WORLD CLASS SOCCER



The kickoff occurs automatically. Take the ball and go!



The purpose of the game? Score as many goals as you can.



Use the Tackle Button to drop the guy with the ball.



Select from 32 International teams at this screen.



By hitting Pause, you can turn the Radar off or on.



Choose the best formation for your team, depending on team stats.

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CHUCK ROCK II

son of chuck™



To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?



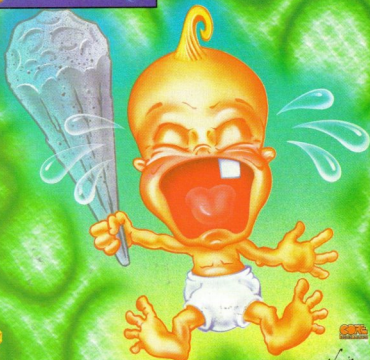
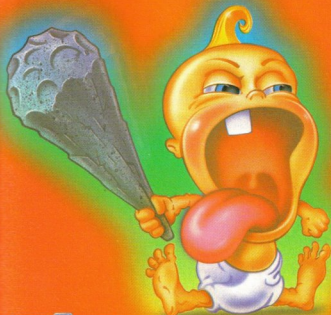
Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!



Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!



Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wait too if you could get a whiff of Sergei's armpits.



REAL GENESIS
LIVE ENTERTAINMENT

SEGA
REAL OF GENESIS

Available on Sega™ Genesis™ and Sega CD.™

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Virgin
GAMES

Pebble Beach Golf Links

WARM-UP

Bring the thrills of the most famous golf course in the U.S. into your home in *Pebble Beach Golf Links™* from Sega Sports for the Genesis. This great golf game has five exciting play modes — Practice, Stroke Play, Match Play, Skins game and Tournament Play versus 48 top golfers. For one to four players, this title even has a Create Data feature that lets you enter your own name or any famous name you wish. Save

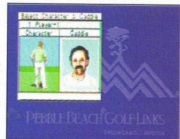
complete stats, a round or even the tournament for later play via battery back-up. This early look shows us a title with solid game play and amazingly real graphics of the *Pebble Beach Golf Links*.



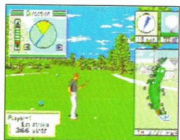
Stats hounds should be happy to note that you can store everything from longest drive, fairways hit and greens hit in regulation, to putts per hole and more. A few of the features included are

Caddie Advice, Instant Replays, Putting Grid, Leader Board and actual Hole Fly-bys. Grab your clubs and climb into the cart...you are entering the grounds of *Pebble Beach Golf Links*.

The title screen shows you an early peek at the infamous seventh hole.



Select your golfer from the various male and female golfers available.



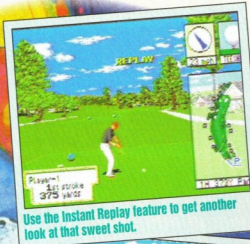
The view as you tee off from the first hole. Fade your shot to the right for a better drive.



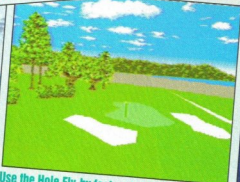
A sand wedge might just help you out of the bunker. Don't ignore your caddie's advice.



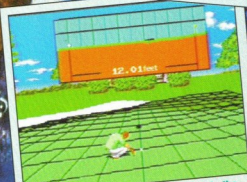
Keep an eye on the highlights of other golfers' games in Tournament mode.



Use the Instant Replay feature to get another look at that sweet shot.



Use the Hole Fly-by feature to take a good look at the hole you are about to play.



Use the Putting Grid to read the breaks in the green.

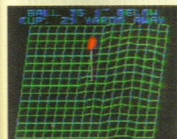
WARM - UP

Hit the links on four great courses with **PGA Tour Golf** from the Game Gear from Tengen. Play the greens at TPC Avenel, PGA West, TPC Sawgrass and custom-designed Sterling. Strategize real-life course conditions with an array of different shots, including chips and punches. Read the green with a rotating 3-D putting grid. Play practice rounds on any of the first holes with either driving or putting. This battery-backed cart will let you save games or tournaments in progress and even relive great moments via an Instant Replay feature.



Solid color, real courses based on actual blueprints and the chance to take your golf portable are the keys with **PGA Tour Golf**. This conversion of the hit Genesis title translates well to the small screen. From

changing weather conditions to advice at the start of each hole, this game captures golf's realistic atmosphere. Join in the tournament at TPC Sawgrass for a chance at the \$2 million purse.



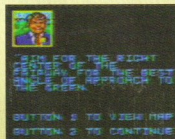
Use the putting grid to read the green — 'cause you drive for show but putt for dough.



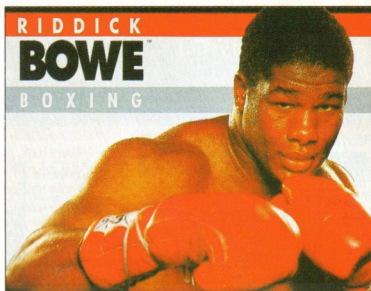
Place the cursor for direction on your putt.



Choose from four hot courses.



Listen to the hint at the start of each hole. This is a hint for the first hole at TPC Sawgrass.



WARM - UP

Rock your opponent's world with **Riddick Bowe Boxing** from Extreme Entertainment for the Game Gear. This one- or two-player (**Gear-to-Gear**) brawler of a boxing title features Riddick "Big Daddy" Bowe — the undisputed WBC Heavyweight Champion of the World. Using three different modes, you can play a one-player match toe-to-toe against a computer opponent, choose Career Mode and go after Bowe's title with a fighter of your own creation or play a pal via a Gear-to-Gear link and use any of the 25 fighters available.



Control-wise, **Riddick Bowe Boxing** is easy to master, even though the game is a real challenge. Button 1 is a left, Button 2 is a right, placement of the punches is via the D-Button and to block, press both Buttons 1 and 2 simultaneously. You can even taunt by pressing the

D-Button Up and Buttons 1 and 2 together. Build your own fighter in the Career Mode and take him up through the ranks. Between rounds you can choose from three different types of training. Each of these has a direct effect on your fighter's power, strength and stamina.



Choose your fighter from this Boxer Select screen.



Down for the count? Hit Buttons 1 and 2 alternately as fast as you can.



You can choose to fight the next fighter above you or try to jump as many as two ranks if you think you're bad.



Press D-Button Up and Button 1 or 2 for an uppercut.

Set up exhibition bouts or a full-fledged eight-fighter All-Time Heavyweight Tournament. In addition to all the fighters moves, this game has crowd-filled backgrounds and sounds that make every punch seem real. Each of the fighters has his own personalized taunts, so you can anger as well as humiliate your opponent. Rocky Marciano taunts in his distinctive Boston accent, "I'm gonna embarrass you!" This hot Sega fighting game has 8 megs devoted to sound effects, voice and music. Between the ease of control and the true three-judge scoring, *Greatest Heavyweights* steps beyond the simple punch-count slugfest and into the true finesse of championship boxing.



This is the screen where you select your fighter. Choose your match-ups carefully.



Switch between body and head jabs.

WARM-UP

Who's the greatest heavyweight boxer of all time? Find out with *Greatest Heavyweights* for the Genesis from Sega Sports. This boxing cart weighs in at 16 megs with a battery back-up and features eight great former heavyweight champs — Muhammad Ali, Jack Dempsey, Joe Frazier, Larry Holmes, Evander Holyfield, Joe Louis, Rocky Marciano and Floyd Patterson. These fighters look, jab, punch and move just like the real champions. *Greatest Heavyweights* lets you prove you're got the glass jaw with real three-judge scoring and a build your own challenger mode. Great slow-mo or stop-action replays let you relive the action, blow by brutal blow. This game is Activator-compatible or you can use your three- or six-button controller to put together the fight card of the century.



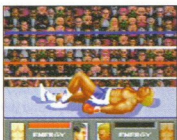
As the fighter is introduced you can check out his rank, wins and losses.



Blast him with a right hook to the jaw.



This is your between-rounds Punch Stats screen. Look carefully to see where you can improve your average.



When you are testing the canvas, hit Button A repeatedly and quickly to get your fighter back on his feet.



Whether you are the winner or loser — check out the fight stats to see who won which rounds.



Keep an eye on the boxes showing your fighter's head and torso. These will gray as you take hits and you'll know what kind of shape your contender is in.

HOT HINTS

- ✓ Watch the other fighter carefully. If he's blocking low and left, come in with a high right and so on. You can win your bouts by watching for your opportunities rather than swinging mindlessly.
- ✓ Use that Block Button. A well-blocked punch can mean the difference between a win and a loss.
- ✓ Check the punch percentage and count between rounds. You will be able to see where you are lacking and excelling.
- ✓ Don't hesitate to stress out a human opponent by showing them instant replays of punishing combos.
- ✓ After creating a challenger, learn when to step out of the ring and call it quits. You can always build a new challenger after a couple of serious losses.

GREATEST HEAVYWEIGHTS



When you win, you'll be featured in a newspaper headline like this one.



When fighting the computer, use the uppercut as the middle or end of a combo. Otherwise it's often blocked.

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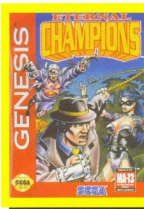
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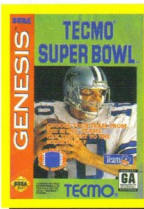
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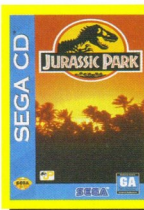
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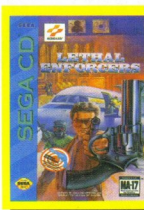
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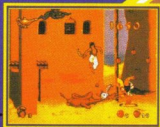
THE MAGIC OF DISNEY.



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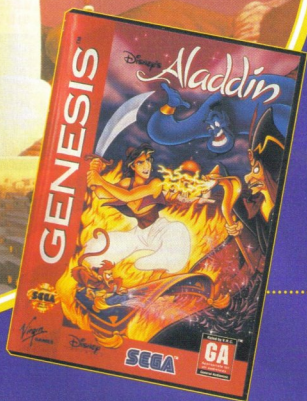
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VIZKIDZ!

Sonic mania is blasting across the country! But beware—where Sonic blasts, Dr. Robotnik is soon to follow. To find out just what games the diabolical doctor is up to, check out our reviews of **Dr. Robotnik's Mean Bean Machine**. This challenging puzzle game is available for both Genesis and Game Gear. And we're featuring

three other cool Genesis games that we know you'll want to put on your holiday wish lists. **Pink Goes to Hollywood** lets you make tracks with the funkiest feline to hit the Hollywood strip—the Pink Panther! Then meet—and beat!—the Wet Bandits in the Big Apple in **Home Alone 2: Lost in New York**,

the game based on the popular feature movie. And for your kid brothers and sisters, we're featuring **Barney's Hide & Seek Game**, starring Barney and Baby Bop, too.

Check out our new section where kids get to sound off (and get their class' picture in the magazine, too!) "Way Cool!" is the place where kids tell us what their class thinks is hot, the people, places and

things that make them say, "Way Cool!"

Which TV star rules? What band is bad to the bone? Tell us about your favorite TV shows, cartoons, the latest cool sayings, super 'dos, radical clothes...even what's hot for lunch. Check out "Way Cool!" then send us your list! VizKidz! wanna know!



Rated by V.E.C.C.

GA
Superior
Game
Authorities

—We know Sonic is smarter and faster than Dr. Robotnik, the egg-shaped bad guy who tries to make Sonic miserable. The question is: Are you? Here's your chance to test your puzzle-solving power against Robotnik in a game all his own. **Dr. Robotnik's Mean Bean Machine** from Sega is a one- or two-player puzzle game on the Genesis that lets you play the bean game against Robotnik and his gang of henchbots, against a friend or practice on your own.

Dr. Robotnik's Mean Bean Machine looks simple—but looks can be deceiving! This game is a pure challenge for those who love beating puzzles—and who love beating Robotnik! Robotnik is holding all the happy bean folk of Beanville in his dungeon. It's up to you to save the jolly beans from a fate worse than being eaten! You must connect four or more beans of the same color to free them.

You work against the timer in Exercise Mode, against Robotnik and his henchbots in Scenario Mode or against a friend in 2-Player Mode. Scenario Mode has a password feature.

Each game mode has difficulty levels ranging from Easiest to Hardest, so players of all ages can help defeat **Dr. Robotnik's Mean Bean Machine!**



HOT HINTS

Whenever you free two or more groups of beans consecutively in Scenario and 2-Player Modes, you create a "chain reaction." Chain reactions send refugee beans into your opponent's dungeon, and are the one sure way to beat your opponent.

You can group beans of the same color in many ways, as long as the sides of two beans touch. You cannot make diagonal groups, though. The Options screen lets you configure Buttons A, B and C to turn beans to the right and to the left.

You can break up a pair of beans by letting the pair land sideways on an uneven stack. One bean will fall to the top of the shorter stack.

Speed counts! Make your beans drop quickly into place by pressing the D-Button Down. But rush too much and you will cook your beans!

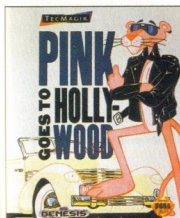
You can't break up groups of refugee beans. You can get rid of them only when they touch a group of four or more beans of the same color.



In Exercise Mode, your friend Has-Bean will sometimes drop into your dungeon to help you out.



In a two-player game, keep an eye on the top of your dungeon. You'll see refugee beans lining up, ready to drop. Press the D-Button Down to move your colored beans quickly into place before the refugee beans can mess up your grouping.



Based on V.B.C. ... He's the hippest cat to make tracks across your Genesis. Pink tracks, but pink is hot when you're the Pink Panther. In **Pink Goes to Hollywood**, the funky feline is all over town, battling movie villains like Frankenstein as he pursues his dream to be a movie star. Pink shows off his movie-star ability on the movie sets of seven classics which are arranged as levels in the game. He rides into the Wild West in the Pink Ranger, scares up ghouls in Polter Pink and sails the Seven Seas in Pink Beard, among others. **Pink Goes to Hollywood** has all the action of the movies, from swimming the deep blue sea to magic carpet rides. Plus there are warps within levels that transport you to other areas in the level and secret passageways to bonus rooms and other movie sets. As always, Pink has to be on the look-out for Inspector Clouseau...disguised, but dangerous!

HOT HINTS

There aren't any passwords or places where you can restart within the levels, so start out the game with the max of seven lives (you do have continues, though). Go to the Options screen to change your Lives to seven.

Moves you should know:

- **Long Jump:** Hold down the Jump Button
- **Run:** Press the D-Button Left or Right twice
- **Super Jump:** Run then press the Jump Button.

You can jump on light fixtures in the sound stages.

Whenever you jump, be prepared to punch in mid-air or as soon as you land. Enemies are usually waiting.

Toll Booths will help you advance if you've picked up a Toll Card. The Magic Carpet Toll Card and the Umbrella Toll Card will whisk you up and over obstacles and the Bridge/Stairs Toll Card will build a passageway for you to climb higher or further. To use a Toll Card, enter the Toll Booth and press Button A to choose your Card. Press the D-Button Up to use the Toll Card.

Use the Jackhammer and the Stoplight to wipe enemies off the screen. Button A selects a Trick from the ones you've collected in the Bag. Button B uses the Trick.



Choose from seven levels. From the start, head left to enter the Ice Maker, or head right to enter the Pencil Box. The other levels are above the Pencil Box. Jump on the shelf, then Super Jump to the bookcase. You can enter the Cowboy Boot or jump to the top of the books, then Super Jump right to enter the Picture. Keep jumping higher and to the sides to find the other levels.



You can't hurt the tree in the Polter Pink level, so avoid his grasping branches. But you can use his flat top for a springboard.



The Magic Carpet is the only way you can reach the top platforms in Pinkenstein. But first, steer left and pick up this Heart to add to your health meter. It's next to the moving platform at the far left.



Haunted houses usually have all sorts of cool hidden rooms and secret passageways...and this one has plenty! Press D-Button Up in front of bookcases and pictures. This secret entryway is on the third floor to the far right.



This guy's as big and nasty as they come...and punching him only makes him madder. Jump over him, then when he is close to the edge of the ledge, nail him with a few quick ones. The force of your blows will send him over the edge.



In the Pinkenstein level, jump across the toxic chemicals, then head straight into this secret passageway through the wall on the right.



After you grab the weapon power-up, press the D-Button Down and the Jump Button to drop to the bottom platform where more goodies are hidden.



Work your way up, then down to the lower level, heading left to find the exit door.



Use the Bridge Toll Card to build a passage across the water in Pinkinhood. You'll find the Card in the upper branches of the trees.



Clouseau will shoot at you from the two towers and doorways. The arrows will angle, but Clouseau attacks in a pattern. Hit him seven times and you're home free.

HOME ALONE 2

LOST IN NEW YORK

Rated by V.E.C.
GA
Appropriate for
General Audiences

—When we last saw Kevin, the score was Kevin: 1, Wet Bandits: 0. A big fat zero. Now Harry and Marv are ready to even up the score in **Home Alone 2: Lost in New York**. Sega's one-player Genesis game based on the blockbuster movie. **Home Alone 2** lets you outsmart the bad guys in an action/adventure romp across the Big Apple. Who cares if it's two vicious criminals against one little kid? Kevin certainly doesn't!

There's a new playing field in **Home Alone 2**, up and down the mean streets of New York...even under the mean streets! And a new strategy 'cause Harry and Marv have had some jail time to think about sweet revenge. But you, as Kevin, still have the smarts to build radical weapons out of ice cream cones and rubber bands. But it will take some planning and lots of running and climbing to find the parts to build homemade weapons in each level before the Wet Bandits catch you. It's either that or you could catch the first plane to Florida to join your vacationing family!

HOT HINTS

The homemade weapon you can build will flash on the bottom of the screen. Most levels have two weapons you can build.

Always build the homemade weapon in each level before you run into your two old pals. It's the only weapon strong enough to knock 'em out.

Don't let Harry or Marv catch you! You'll lose your homemade weapon once they've got you.

If Harry or Marv catches you, press Button A, B or C really fast. It's as good as a kick in the shins to make them lose their grip on you.

Food power-ups either partially or fully restore your health. Snack often.

Think like Kevin when bad guys are chasing you. Anything — even a harmless little water fountain — can be a weapon, if used properly.



Push things around to reach objects in out-of-reach places. Stand next to the trunk, then press Button A and the D-Button Right to move it.



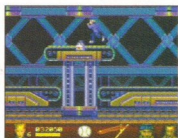
Buy more health and points. Button A is your Special Move Button. Keep an eye out for businessmen passing by; they'll knock you on your bottom or toss briefcases if you bean 'em with your baseball.



Let loose the vendor's balloons with one shot of your slingshot, then jump on the chairs to reach the string as the balloons float by. Fly to the top of the security gate, land and grab the part to the Ice Cream Cannon. Wait until the guards scurry to the left...then jump and run as fast as you can to the right.



The Ice Cream Cannon you made is a lot more effective against Harry or Marv than the smaller weapons like your baseball. If either one catches you, you'll lose it and change to a smaller weapon. Press Button A, B or C to break free from his grip.



Jump when you reach the end of the conveyor belts in the Land of Lost Luggage level or you'll fall into luggage chutes that will whisk you away to another section of the Baggage Claim. Toss baseballs at baggage handlers, pet carriers and luggage that comes after you.



If you jump left, you'll meet up with one of the Wet Bandits without a homemade weapon. Jump right instead to find the two missing pieces to your slingshot. One piece is at the bottom level. The other piece is in the middle section of the conveyor belts.



It's okay to jump into this luggage chute. It will carry you back to the top conveyor belt. From there, jump into the cage again and head left this time. Jump out at the top so you can collect weapon parts before you face the Wet Bandits. They're looking for you!



Find this Turtle Dove and you'll earn another life. You're not out of the Land of Lost Luggage yet, though!



Home Alone 2™ and © 1993 Twentieth Century Fox Film Corporation. All Rights Reserved.

Barney's HIDE & SEEK GAME

Rated by E.A.C. — "Let's use our imagination!" Barney invites young and old alike to help him play hide-and-seek with five of his best friends in Sega **Barney's Hide & Seek Game**. This is a one-player game that is perfect for the younger Genesis player.

The game play is set up so that any button on the control pad (A, B or C) will make Barney jump, open up presents and find friends who are hiding. All you have to do is move Barney to the left or right with the D-Button and listen to the verbal clues he gives so you can find the hidden friends and presents.

The game provides basic skills such as problem solving, matching, counting, and guidance on safely crossing the street and picking up trash — all in a fun way with the help of lots and lots of friends! **Barney's Hide & Seek Game** has a self-play feature that allows even the youngest player more opportunities for fun. Another feature in this non-violent game is that you can never lose!

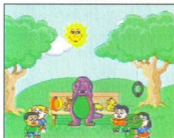
Barney walks through four fun levels in search of five friends and five presents hidden in each level. There is lots of audio instruction and encouragement from Barney's own voice as well as an on-screen tally that shows how many friends and presents you have found. When you finish each level, Barney waves good-bye, then you see a screen that helps you count how many friends and presents you have found.

Mints for Grown-Ups

- 1) Barney is looking for 5 friends and 5 presents in each level.
- 2) Move Barney left and right and use the buttons to find friends, jump, and fly.

The instructions are the same for each level. Plus, Barney will give you verbal reminders during the game as well as other fun clues to interactive game play.

Genesis



Barney's "Hi!" His five friends scatter for a fun game of hide-and-seek! How many can you find in each level?



Barney automatically walks to the right, but steer him to the left to find more friends and surprises.



When Barney sees a friend hiding, you hear, "Look! It's a friend!" This time, he's found Baby Bop.



Move Barney directly under the balloon, then press any button. He'll grab onto the balloon and fly to higher platforms.



Listen for Barney's clues to hidden fun. Open the door by standing in front of it and pressing any button to see what's inside.



Five presents are hidden in each level. Press any button to unwrap it. The five boxes on the bottom left and right of the screen keep track of the friends and presents you have found.



In the Under the Sea level, Barney gets help from a reliable — but slow-moving — turtle. The turtle will carry you to areas you could not reach otherwise.



When Barney sees a horse, you hear, "Look! It's a horse!" Whenever Barney mentions an animal or object, he usually can interact with it. Just press any button. This hungry horse has his eye on the carrot.

HOT HINTS

Listen to Barney's verbal hints. When he says, "Let's see what's up here!" or "Let's open the door!", there's a chance he knows a friend is hiding nearby.

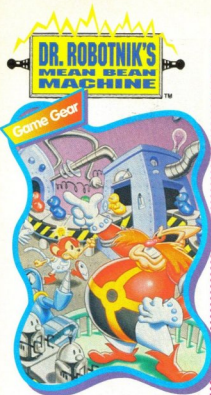
Press any button to find a friend that has been hiding, to open a present, to jump and to release kisses.

You can also head to the left at the start of each level. There are plenty of goodies hiding in that direction, too!



Barney never falls from high platforms or into the water. As he nears the edge of a platform, he holds up a stop sign and warns, "Stop! Wait until it's safe," then steps safely onto a moving platform that carries him to ground level.

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Cool Beans! **Dr. Robotnik's Mean Bean Machine** from Sega is also available on the Game Gear for portable puzzle maniacs! The Game Gear version is a one- or two-player Gear-to-Gear game so you can double your puzzle-solving pleasure with a friend.

You get an extra Puzzle Mode in the Game Gear version in addition to Exercise, Scenario and Gear-to-Gear Modes. Puzzle Mode challenges you to solve different "lessons," such as eliminating four stacks of beans at the same time or freeing all the red beans at once. The trick is to try and solve the lesson within the first few moves...otherwise it gets hard to group all the red beans together or to make four stacks of beans of the same color. The strategy in the other modes is the same as for the Genesis game — you've got to connect four beans to free them from Robotnik's dungeon while trying to send refugee beans to your opponent's dungeon to mess up his groupings.

HOT HINTS

In Scenario and Gear-to-Gear Modes, try to free at least two groups of beans at the same time. This will send more refugee beans over to your opponent's dungeon to block his groupings, plus earn you more points. You can rearrange the order of the beans coming down by pressing Buttons 1 or 2.

Remember that the beans coming

down will always drop to the top of uneven stacks. This is great when you need to break up a pair of beans. In Scenario Mode, you get a Time Bonus each time you beat Robotnik's metalheads within two minutes.

Has-Bean — a little yellow robot who's kinda shaped like the sun — used to be a bean and will jump in to help you free his old pals during Exercise Mode. In the higher levels, watch for the purple Big Bean. Every bean he drops on will be freed, too.



Try to solve each lesson in Puzzle Mode as soon as you can. If you let the game go on too long, it gets harder to set up the right conditions to beat the lesson. Also, watch the "Next" box to see what's coming up.



The beans fall faster as you advance in all the games.



Your pal Big Bean cleans the screen in Exercise Mode.



You cannot connect beans of the same color if the clear-colored refugee beans land on your stacks. Watch the top of your dungeon for refugee beans ready to drop.

CHECK IT OUT!

Way Cool!

"Way Cool!" is the place where kids can be seen — and heard!

Tell us the things that make your class shout, "Way Cool!" We wanna know who your class thinks is the hottest band, what "in" phrases the kids are saying (we call this "cool-speak"), the most radical haircut or 'do to sport, what clothes the stylin' kids are wearing, what athlete is tops on your list...stuff that is fun for kids to talk about.

We're starting off "Way Cool!" with a list of the most awesome people, places and things from a class of fourth-graders at Benjamin Bubb Elementary School in Mountain View, California. Look at their

list, then decide what's hot in your class. Send us your list along with a photo of your class. Be sure to tell us the name of your school, city, state, the grade you're in and your teacher's name. And don't forget your list! Is this a cool column for kids? Way Cool!



The fourth-graders in Mr. Boudreau's class at Bubb Elementary School, Mountain View, California, shout, "Way Cool!" to a Sega VR for Christmas. Are you listening, Santa?

Best Christmas Present

Best TV Show

Best Cartoon

Best Athlete

Favorite Female Personality

Favorite Male Personality

Best Lunch

Sega VR

"90210" and "Beavis & Butthead" (tie)

"Ren & Stimpy" and "X-Men" (tie)

Ken Griffey Jr.

The Olsen Twins

Michael J. Fox

Pizza

Rad Envelope Art



Kyle Roberson,
Plainview, TX

Thommany Chanthavong,
Des Moines, IA



Vincent Mariucci, Northwood, OH



Nick Bentley,
Welch, MN

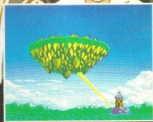
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SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!

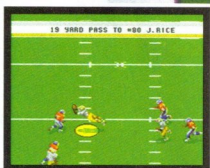
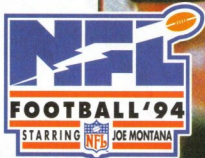


Our games go to 11!

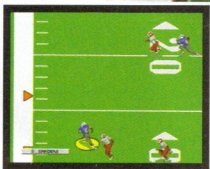
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**"THERE'S SOMETHING
ABOUT KNOWING THE NAME OF THE GUY
TRYING TO RIP YOUR HEAD OFF
THAT MAKES IT MORE PERSONAL."**

JOE MONTANA

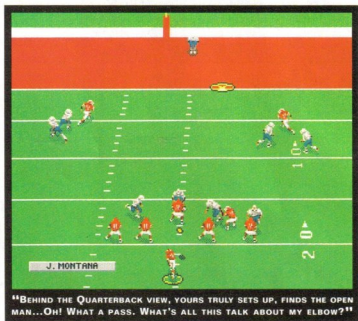


**"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE
PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."**



**"BARRY SANDERS WITH A 'SPEED BURST' DOWN
THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."**

“ GUYS LIKE BRUCE
SMITH, JUNIOR SEAU,
REGGIE WHITE AND
CORTEZ KENNEDY. IN
MADDEN '94 ALL YOU



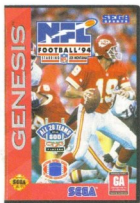
“BEHIND THE QUARTERBACK VIEW, YOURS TRULY SETS UP, FINDS THE OPEN MAN...OH! WHAT A PASS. WHAT'S ALL THIS TALK ABOUT MY ELBOW?”

GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE DIGITIZED
PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS, A ZOOM



VIEW AND A COMPLETELY REVAMPED PASSING GAME. GET
SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA.

HEAR THE PLAY BY PLAY COMMENTARY. WATCH FROM THE NEW BEHIND THE
QUARTERBACK VIEW. AND LEARN FROM THE
TRUE PLAY CALLING PHILOSOPHY OF EACH
NFL TEAM. JUST GO EASY ON ME, OKAY? ”



WE SWEAT THE DETAILS.

SEGA VISIONARIES

READERS SHARE HINTS, TIPS, & TOP SCORES

Here it is — your section — exactly what you're telling us about your favorite games, hottest tips, codes, hints and best scores. If you have something cool you'd like to share with other Visionaries, send it to us. It's your section and your chance to "show and tell" other Visionaries. Remember, all readers mentioned in the Sega Visionaries pages get a FREE exclusive-not-available-in-any-store Sega Visionary T-shirt. You could get your name in print, look great in a new T-shirt and be famous!

Top Scores

Hats off (and T-shirts on) to the following Visionaries for their stupendous scores:

Columns	99,999,999	Kelley Chamberlin, Stayton, OR
Cool Spot	320,080	Bryant Lampp, Orlando, FL
Greendog	99,999,500	Aramic Dimm, Livingston, NY
Joe Montana		Eric Hines, Joliet, IL
Football	LA 920/Tampa 0	

Sega Visions New Logo

Congratulations, Amiri Farris! Your entry in the Sega Visions Mash-head Challenge has inspired the logo you see on this very issue. For your winning efforts we are sending you a new Game Gear and three hot new titles. Thanks for a great job — hope you enjoy!

Jurassic Park (Genesis)

Here are codes for Jurassic Park:

Velociraptor's Stages

	Easy	Normal	Hard
Level 1	G21G0014	G21G0025	G21G0036
Level 2	I21G0016	I21G0027	I21G0038
Level 3	K21G0018	K21G0029	K21G003A
Level 4	M21G001A	M21G002B	M21G003C
Level 5	O21G001C	O21G002D	O21G003E

For those sadistic players who want an even greater challenge in Grant's Game, here are the passwords to start each level with no weapons whatsoever.

Grant's Game with No Weapons

	Easy	Normal	Hard
Level 1	00000011	00000022	00000033
Level 2	20000013	20000024	20000035
Level 3	40000015	40000026	40000037
Level 4	60000017	60000028	60000039
Level 5	80000019	8000002A	8000003B
Level 6	A000001B	A000002C	A000003D
Level 7	C000001D	C000002E	C000003F

Jason W. Overley, Shawnee Mission, KS



Sonic Sightings Update

Sonic keeps turning up in the damedest places. Would you believe a Sega Visionary spotted him on a roller coaster? How about Sonic on the side of a barn? Have a look for yourselves at some of these game-winning photos — meanwhile have your camera ready and keep on the alert for you know who and his buddy.



Barn — Mike and Jackie Stebbins, Bowman, ND



Tokyo Summit Trade Talks — John N. Pearl, Canton, OH



Hot Tub — Michael Payne, Vicksburg, MS

Jungle Strike (Genesis)

The following are the codes for *Jungle Strike*, the sequel to *Desert Strike*. What's so special about these codes is that they allow you to use any co-pilot on any level. There is also a code to play the Win Screen.

- | | |
|--------------------|-------------|
| 1. Washington D.C. | B46HKRWT75W |
| 2. Sub Attack | R46HKRWT75W |
| 3. Training Ground | 946HKRWT75W |
| 4. Night Strike | X6PBV4HPGFR |
| 5. Puloso City | V46HKRWT75W |
| 6. Snow Fortress | W46HKRWT75W |
| 7. River Raid | T6PBV4HPGFR |
| 8. Mountains | 746HKRWT75W |
| 9. Return Home | N46HKRWT75W |
| 10. Win Screen | L46HKRWT75W |

Doug Brown, Grand Rapids, MI

Guest Artist

Bobece Padilla's work caught our attention when he sent us some of his custom cartoons he calls "Sega-torials." While his cartoons made us laugh, his artistic ability made us want to see more... So, heeereeee's Bobece creating the great artwork you see in the background of this spread.

SEGA-TORIAL



Dear Billy, I regret to inform you that I am all out of Sega Genesis... again. But I do have a whole jockey full of the other system.

T2: The Arcade Game (Genesis)

When you're at the title screen, push Up, Down Left, Right, do that twice. You should hear Arnold say, "Excellent." Now at any point during the game, Pause it and press the Buttons A, B and C at the same time, and that's the end of that level.

Jeff Oese, Sleetwood, PA

Tiny Toon Adventures – Buster's Hidden Treasure Genesis

Here are all the passwords for the first 13 levels of the game. Continues and passwords stop at level 24. After being killed above level 24 you will return to level 24 to start over again (asterisks represent Boss Levels).

Plans

Level 1	KBGD	LDLL	LLLD	DDDD	LLGD
Level 2	PBKL	LLLD	DDGD	DLLL	DDVD
Level 3	YRBD	LDLL	DLKL	DLLL	LLND
Level 4*	QYBG	DLLL	DBBL	LDLD	DDTG

Forest

Level 5	TYBK	LDDD	DDBG	LLDL	LDTV
Level 6	HBBB	LDLD	LDBK	LLLL	LLTN
Level 7	JYBB	PDL D	LDBB	LDDL	LDDQ
Level 8	YMBB	MLLD	DBBB	PLLL	DDMQ
Level 9*	HMBB	TLLD	LDBB	MDLL	DDPD

Caves/Desert

Level 10	KBBB	TGDL	LLBB	TDLD	LDNG
Level 11	MBBQ	HYLL	DBBQ	HGDD	DDDM
Level 12	KHBW	HXL D	LDBW	HYDD	DDDP
Level 13*	BRBW	HXGD	LDBQ	HXDD	DDGN

David Stellmack, Columbus, OH

World Trophy Soccer (Genesis)

Here are some passwords to *World Trophy Soccer*:

as Brazil

67ESAATECE
TFE1AATGGG
WJEVAATHIC
BSRUAAITHC

vs. France (finals)

Carlot Falcon, Belmont, CA

— TO —

PREPARE FOR

ETERNAL

CHAMPIONS,

USE STREET FIGHTER II

AS YOUR

TRAINING

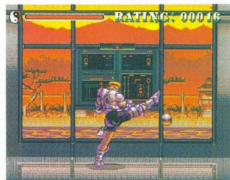
WHEELS.



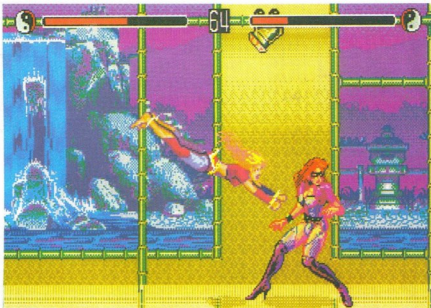
In a full force attack, Blanka humbles Slab in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Midnight. 32 players can compete here, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skill before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sopping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than to receive.

SEGA

ETERNAL CHAMPIONS



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TOTALLY SONIC

WHERE SONIC THE HEDGEHOG FANS CAN CHECK OUT THE LATEST AND GREATEST SUPER SONIC GEAR!

Something cool, something blue, there's something Sonic here for you! Here's the place to find the Sonic goodies you've only dreamed of - from totally Sonic headphones and all weather radios to temporary tattoos. If you're as crazy about that certain hedgehog as we are, make sure you check out the latest in Sonic.

(Some of these Sonic goodies are available now! See page 143 for products you can order direct.)



Sonic Sound Waves

Check out this hot new Sonic mini boombox from DSL. The All Weather Sports Radio plays AM and FM stations with superior quality and reception. Use the handy carry strap to bring your tunes with you when you're cruisin' the neighborhood. With Sonic spinning the tunes, you know it's going to be one jamming display of Sonicfied music.

Available in toy stores in early 1994.



Blast-Based Bubbles

Check out the latest from Topps Inc. You can buy these awesome Sonic containers, filled with Sonic's own special bubble gum. Hey, it might even make you faster.

Now available in most candy stores.





Sing Along with Sonic

If you enjoy being a star as much as Sonic does, you'll love the Microphone Amplifier/FM Transmitter. You'll be center stage as you sing along to your favorite radio tunes. The radio clips to your belt so you're hands-free to boogie to the music. If becoming famous makes your head grow bigger, don't worry, the headset is adjustable.

Coming to toy stores soon.

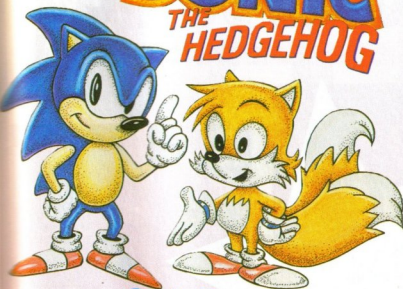


Super Sonic Blaster

The enemy will disappear when you strap this Hydrophazer on your back - cuz you'll be packing 1 1/2 gallons of water and have a shooting range of approximately 50 feet. Unless your target has Sonic's speed, well let's just say... they'll be needing a BIG towel. For ages 6 and up.

Now available in toy stores.

SONIC THE HEDGEHOG



Sonic Body Art

Tattoo who? How about tattoo you, with your very own Sonic temporary tattoos. Catch Sonic jumping, pointing, sipping, standing, tapping and always smirking. You can even get one with Sonic's best buddy Tails. Put one on your arm, leg, cheek - anywhere you want. Each package comes with three tattoos and each tattoo lasts approximately three to five days.

Now available in many discount and specialty stores.



Go Portable

Put this AM/FM Headphone Radio on and you'll get your chores finished at Sonic speeds. It has a telescopic antenna and a fully adjustable folding headband. With easy to use controls and LED indicator light - what else could you want? (Except maybe to skip the chores and play video games.)

Now available in toy stores.



Huggable Sonic

Don't you wish that just once Sonic would slow down long enough for you to hang out together? Well, who knows if that will ever happen but Caltoy has managed to capture our little blue superstar's good looks and personality in this cuddly plush toy.

Now available in major toy stores.



CD GOES SONIC



Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.

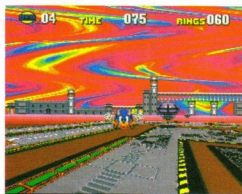


New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound™. Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.



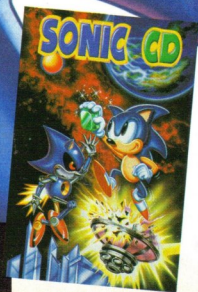
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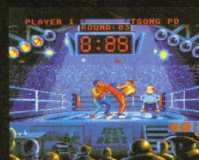


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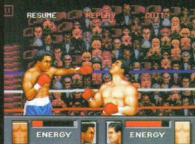
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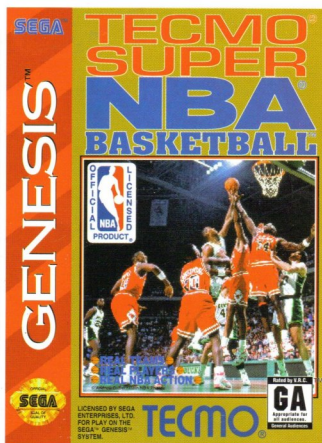
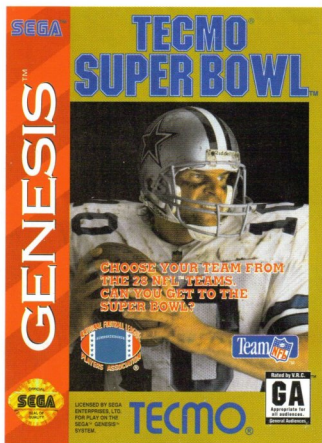
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