

EXCLUSIVE PIX AND INFO ON SEGA'S HOT, NEW 32X SYSTEM!

MEGA PLAY™

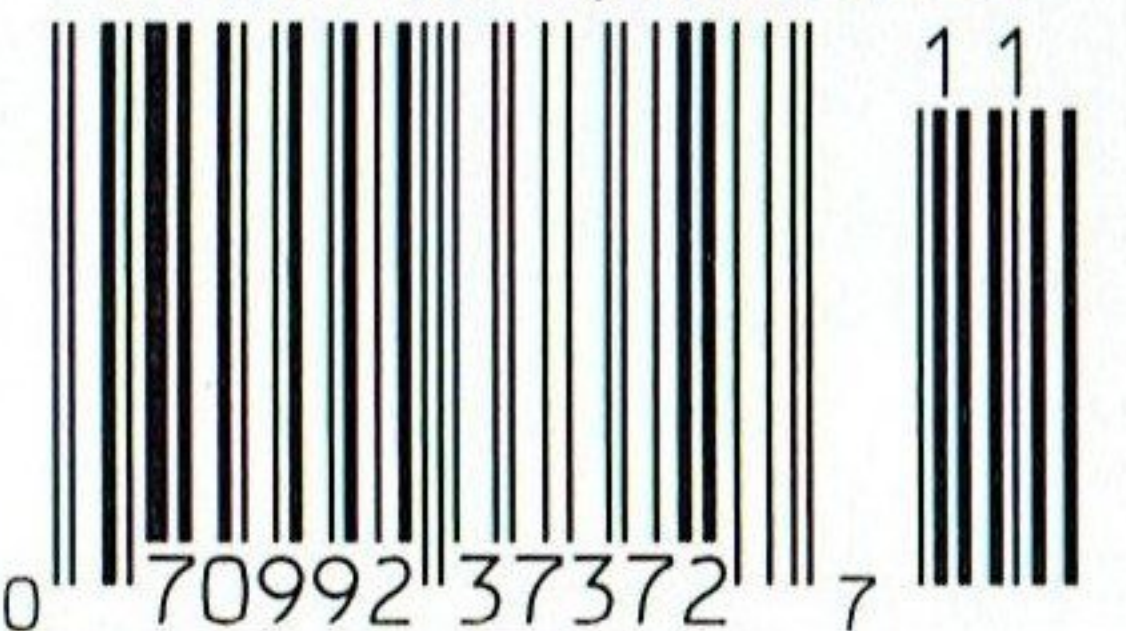
THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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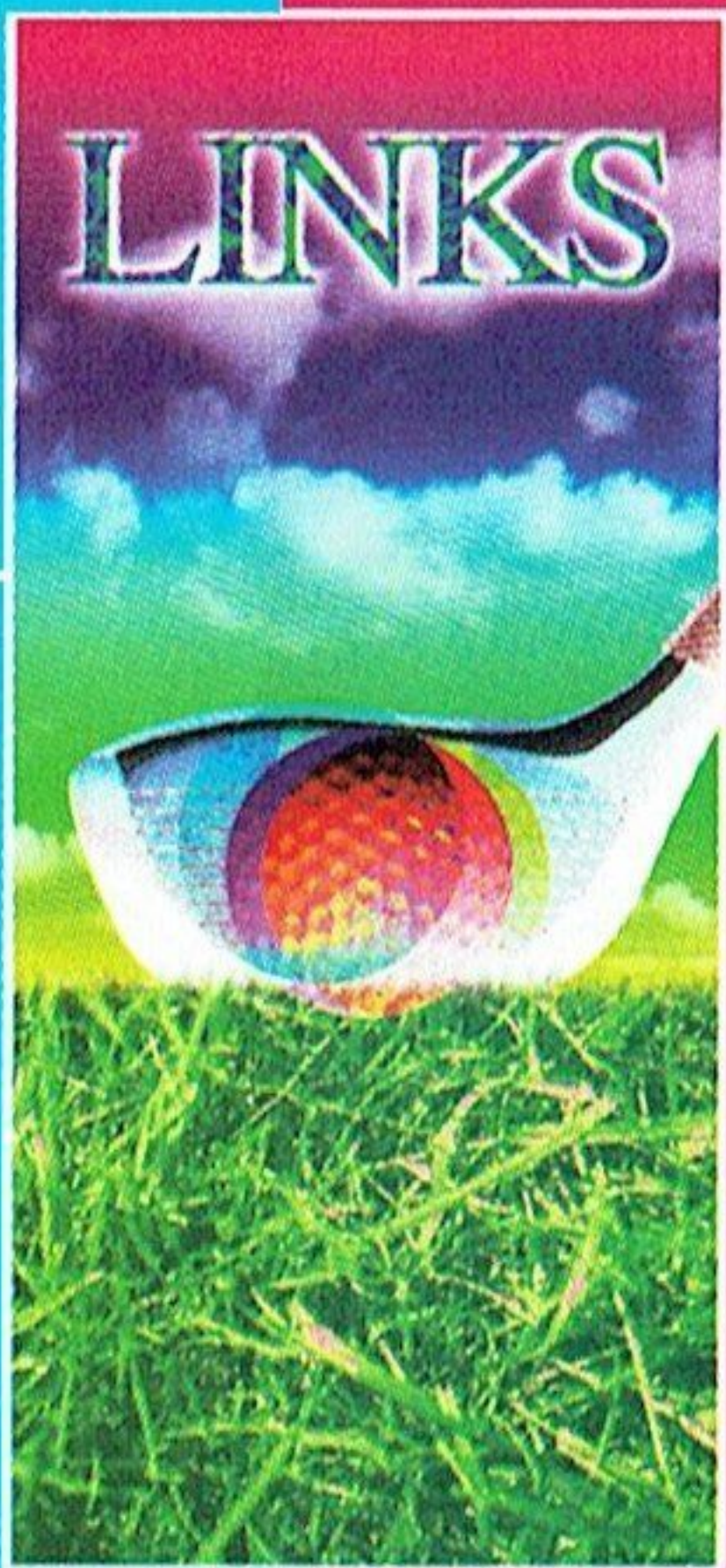
**MEGA STRATEGY
GUIDE INSIDE:
ANIMANIACS!**

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Volume 5, Issue 5



HOT, NEW PREVIEWS
ZERO THE KAMIKAZE SQUIRREL
MORTAL KOMBAT 2 • MADDEN '95
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Virgin

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Finally, a magazine made exclusively for owners of the Genesis, Sega CD and Game Gear! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind-the-scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you **NEED** Mega Play!



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CONTENTS

If It's Hot, You'll Find It In Mega Play!

8 - MEGA MAIL - A difficult Sega question plaguing your mind? The solution could be inside this issue!

10

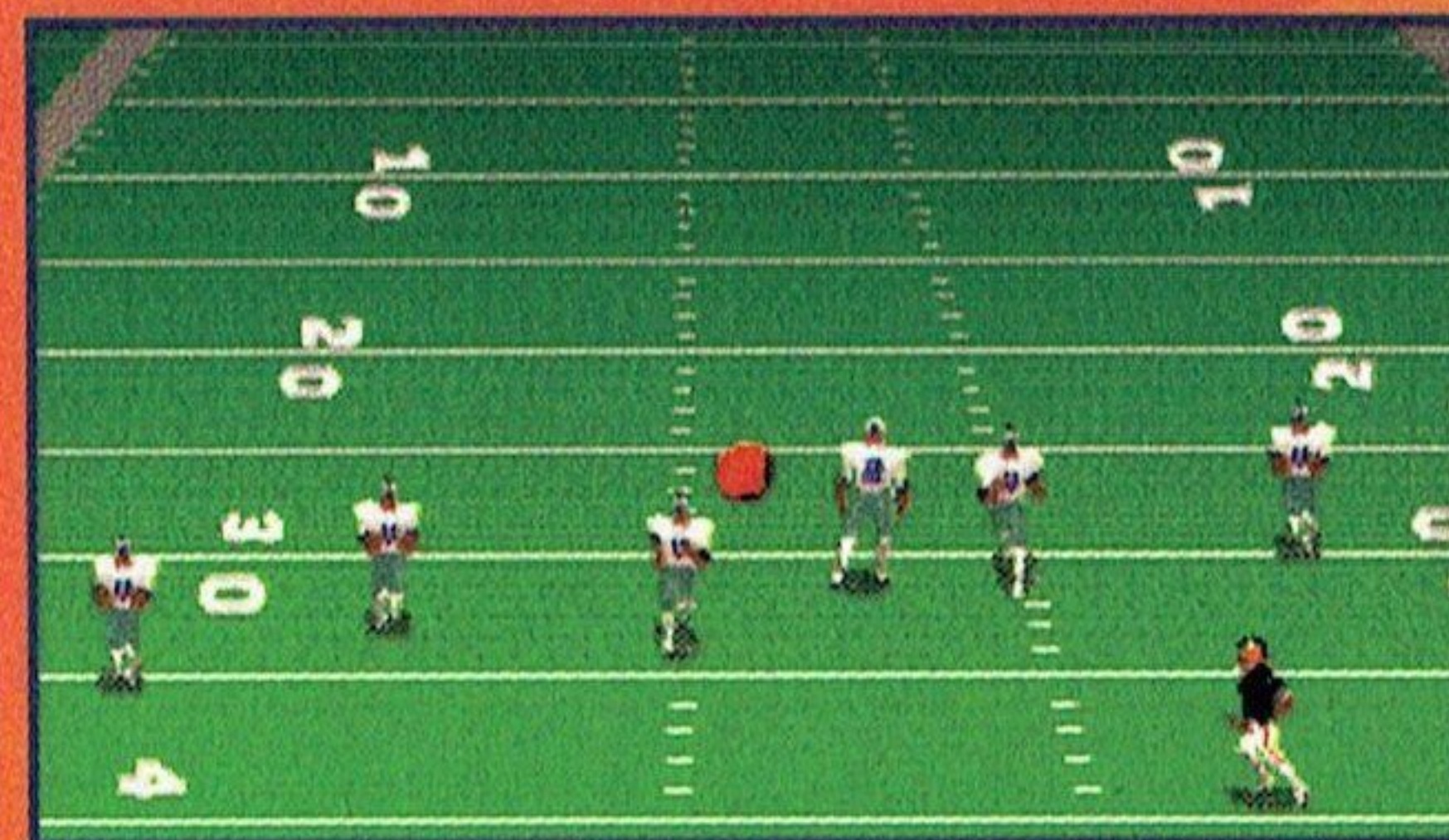
HI-TECH SEGA

Take a peek at Sega's promising new system, the 32X, and its amazing games.

16

COMING ATTRACTIONS

Madden NFL '95 slams your way! See what has the staff in a football frenzy. Plus, check out the other upcoming games!



12 - MEGA TRICKS: DISNEY'S THE JUNGLE BOOK, DUNE: THE BATTLE FOR ARRAKAS, SUPER STREET FIGHTER II, PUGGSY, SONIC SPINBALL, BRUTAL, JURASSIC PARK, DRACULA, FIFA: INTERNATIONAL SOCCER.

16 - COMING ATTRACTIONS: NFL '95, JURASSIC PARK, BALLZ, THE PAGEMASTER, ESPN NATIONAL HOCKEY NIGHT, ECCO: THE TIDES OF TIME, VIRTUAL BART, MIGHTY MORPHIN POWER RANGERS, THE LION KING, MAXIMUM CARNAGE, DARKSEED, LETHAL ENFORCERS II, ZERO, TOP GEAR 2, BABY'S DAY OUT.

22 - MEGA FILES: ANIMANIACS, SONIC & KNUCKLES, URBAN STRIKE, MORTAL KOMBAT II, LION KING, STAR WARS CHESS.

46 - MEGA REVIEWS: CONTRA HARD CORPS, MORTAL KOMBAT II, BUBBLE BOBBLE, STAR WARS CHESS, EARTHWORM JIM, THE LION KING, BOOGERMAN, DYNAMITE HEADDY, SPARKSTER, PITFALL HARRY.

22

MEGA PLAY STRATEGY GUIDE
Hello, nurse! The Warner brothers, Wakko and Yakko, and their cute sister, Dot, are running amuck in six zany-packed pages this issue. It's enough to make you go a little looney!

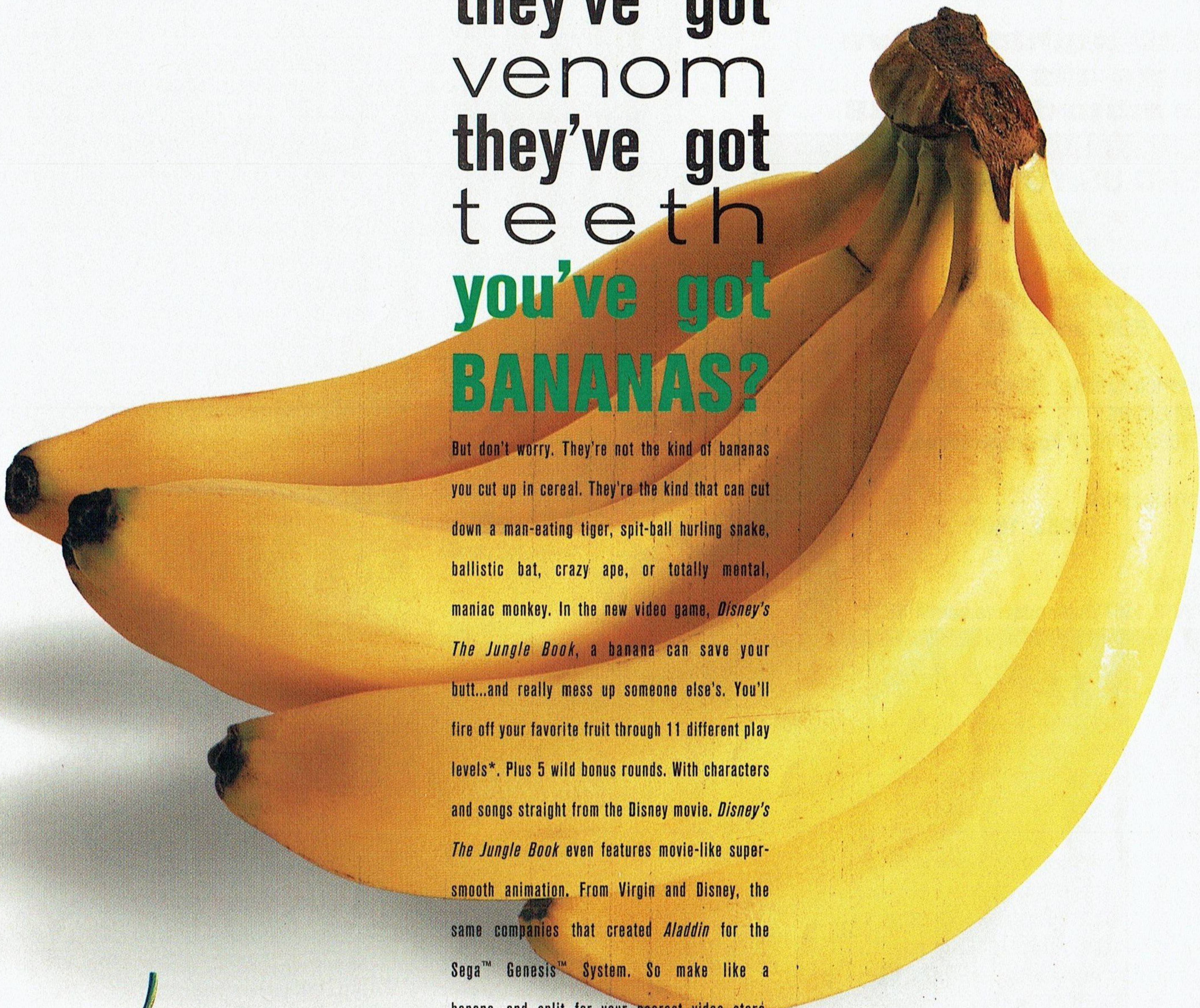


28

MEGA PLAY PREVIEWS

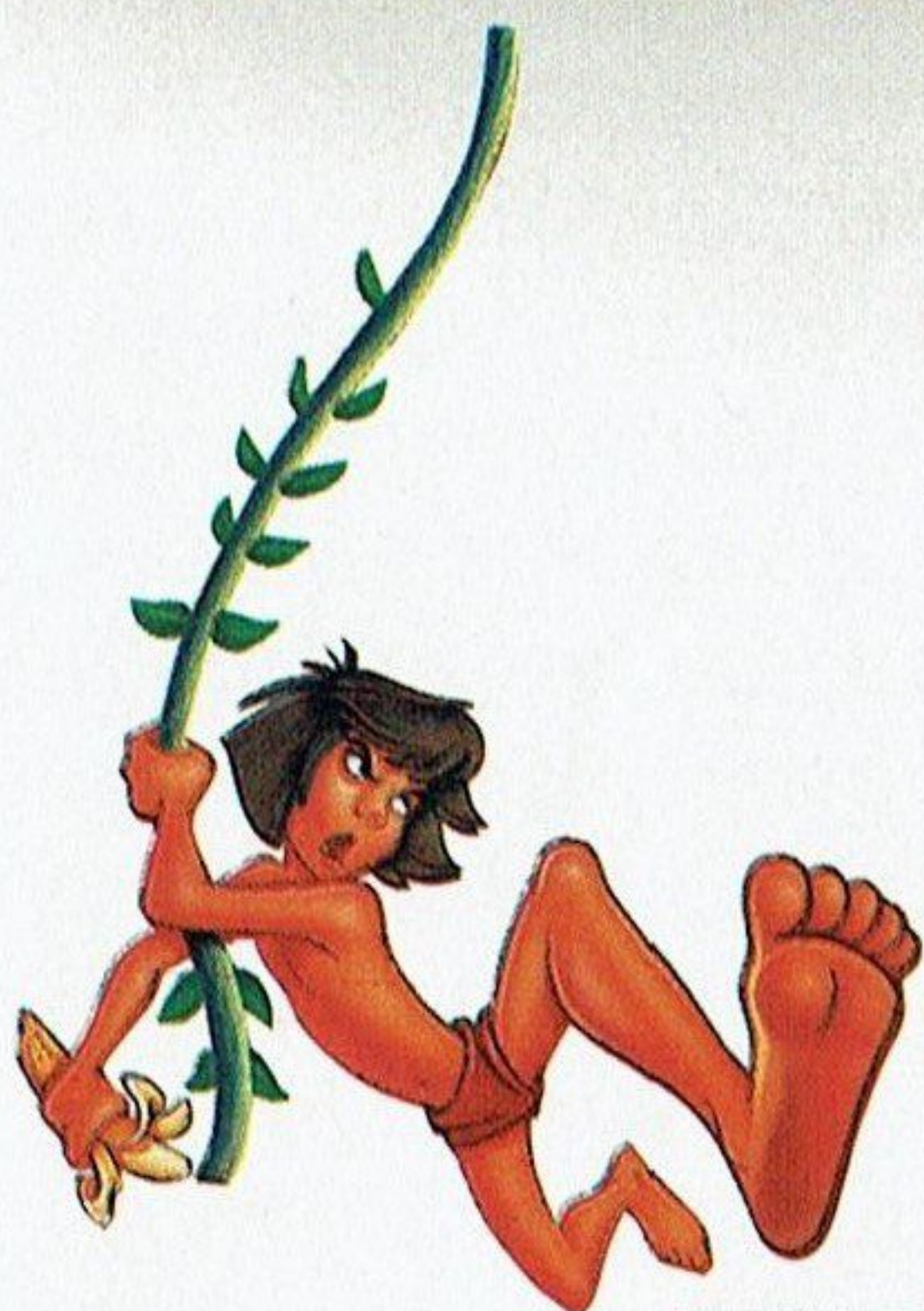
The blood fest has come home. Mortal Kombat II is a nightmare-come-true for fighting fans and we have it all—the character profiles, special moves, and even the gory fatalities!

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

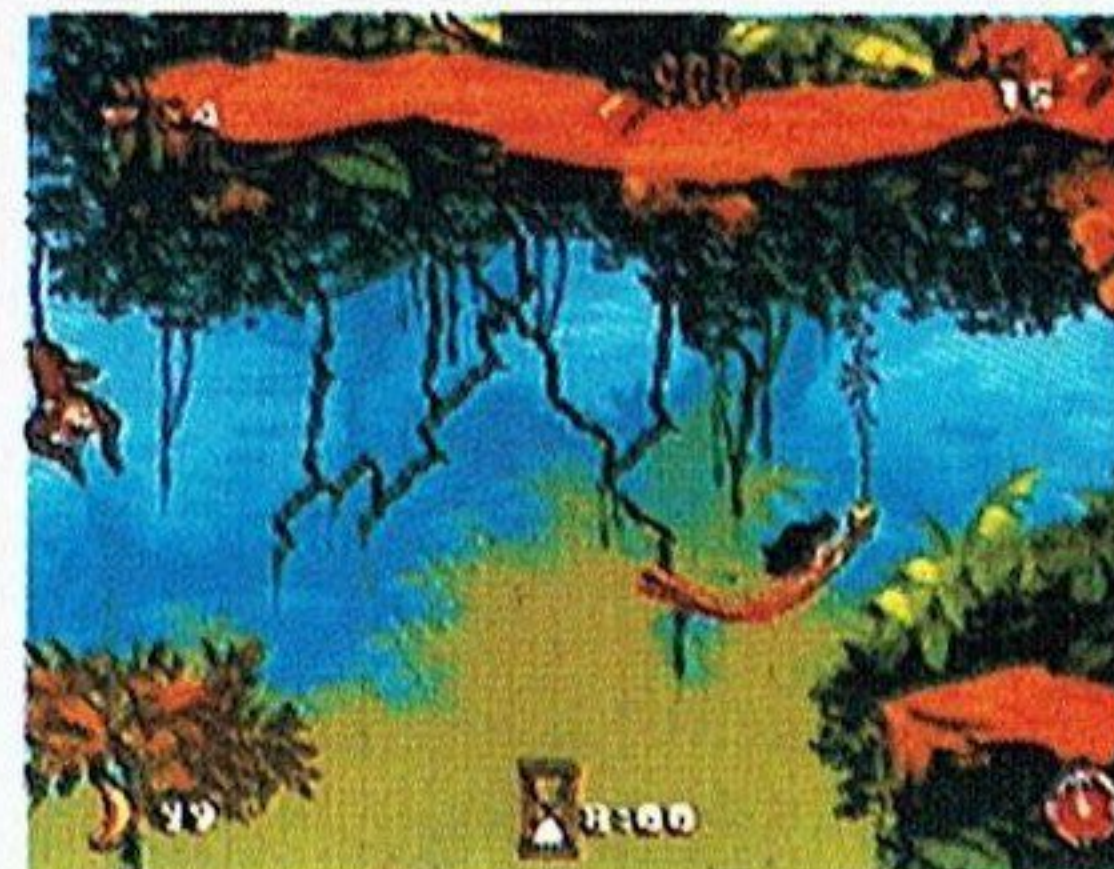
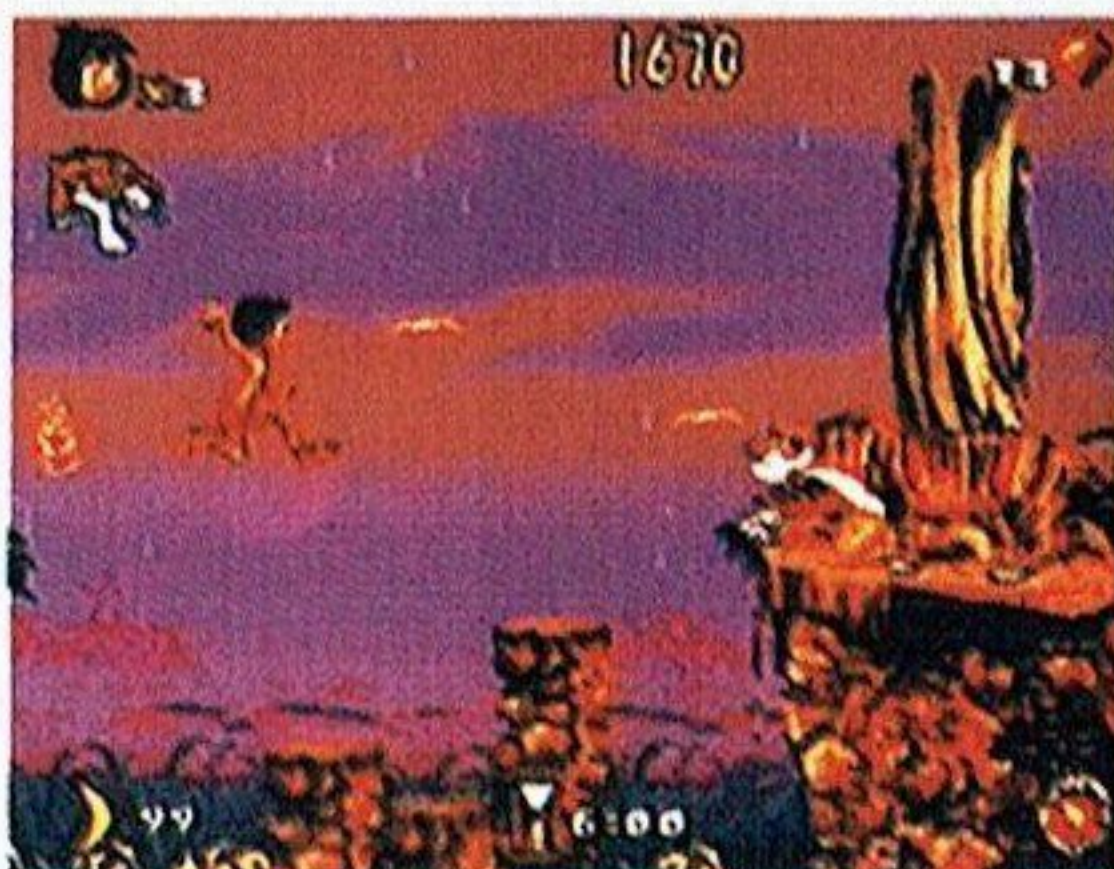
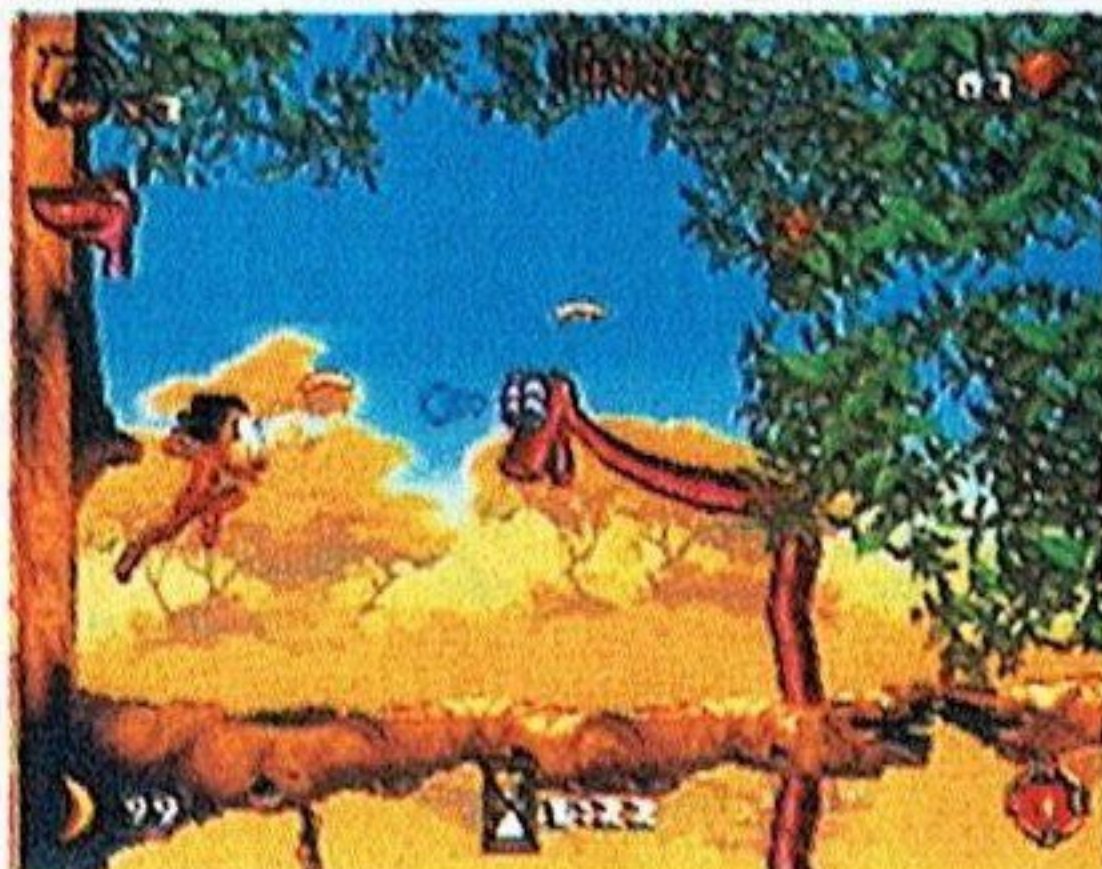


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Available for all your favorite game systems.



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The Jungle Book



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Disney
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*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

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TAKARA ON GENESIS

Why is it every time I play a game produced from by Takara like *Fatal Fury*, *Art of Fighting*, *King of the Monsters 2*, etc., on the Super Nintendo, then play the Genesis version, I find the Genesis version always has more things to see, more options, or something a little extra. Some of these things include more background animations in *Fatal Fury* and *Art of Fighting*, and in *King of the Monsters 2* you get to choose the Boss characters in the Genesis version. Why is this? Of course, the Super NES version might have cleaner and sharper graphics and sound than the Genesis versions, but graphics don't always make the game.

**Ben Dover
Miami, FL**

(Ed. The Genesis version is much different than the Super NES in that it is more of a one-on-one fighting game like Street Fighter. Yes, you can play as the Boss characters, but there is no one-player Story Mode like in the Super NES version. Art of Fighting

was also different as the zooming in and out was removed from the Genesis version. Just wait until the Genesis version of Samurai Shodown comes out! In comparison to the Super NES version, the fighters are bigger, and the Boss character, Amakusa, has been made a regular

selectable fighter—no codes needed! It's nice to see Takara does something for various system versions of a game rather than just the identical game for each game platform.)



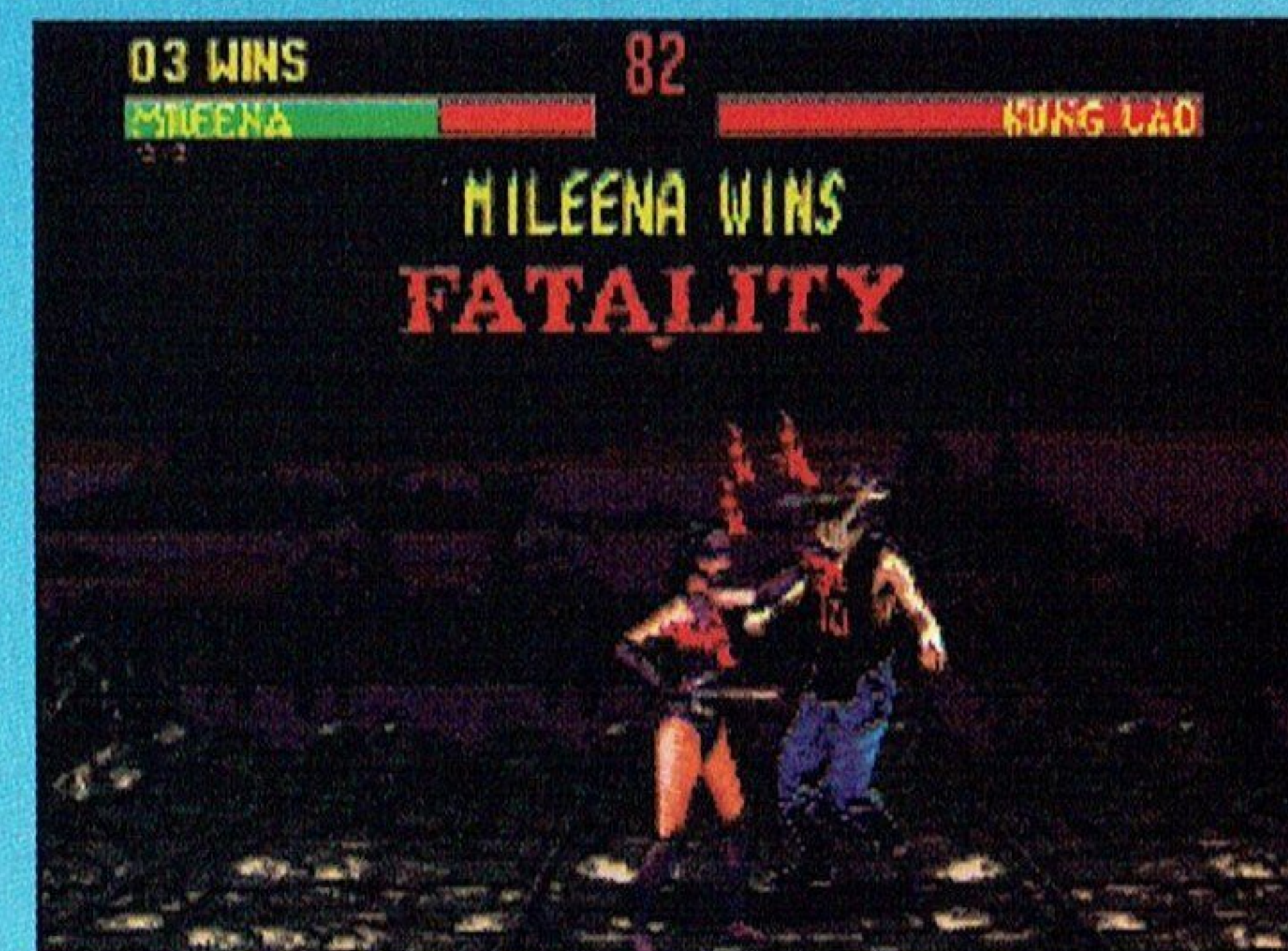
There are noticeable differences between the Genesis and Super NES versions.

SEGA VS. NINTENDO

Here is a new viewpoint on whether Sega or Nintendo is the better company: starting at the beginning, I think Nintendo places first in the 8-Bit market because of sponsorship and popularity. Sega's Master System was just as good, although it never gained popularity. However, all the Master Systems are compatible with the 16-Bit Genesis, so you don't have to ditch your acquired 8-Bit library. This is a big plus for Sega's customers who upgraded to Genesis. Then came the 16-Bit systems: Genesis made violent and non-violent games and attached an appropriate rating. Nintendo, on the other hand, has not made any violent games up to now. Nintendo still doesn't have a ratings system, and one will be needed for upcoming games such as *Samurai Shodown* and other Neo•Geo conversions. Sega has a CD-ROM system for Genesis while the Super NES has no CD-ROM system at all. Moving to the arcade, Sega has a bunch of cool

games such as *Virtua Racing*, *Virtua Fighter*, *Virtua Cop*, and *Daytona USA*. Nintendo has *Mario* (oh boy!) and a few other dull ... I mean neat 1985-6 arcade games. The 16-Bit add-ons are here for the Genesis and Sega CD (32X), converting it to a 32-Bit color 32,000 color powerhouse with some amazing looking games. Nintendo has no add-ons at all. Sega has the Saturn System that is not far away, while Nintendo's *Project Reality* isn't even being talked about—at least compared to all the publicity the Saturn is getting. Finally, the portables. I think you already know that *Game Boy* has its headstone made and one button already in the grave; *Game Gear* will be around for at least five more years.

**Alex Rolfe
St. Pete, FL**



Too little too late? Nintendo adopts a ratings system for *Mortal Kombat*.

(Ed. You make quite a few good points about the status of things, Alex. Sega was doing quite a few things for a while when it looked as if Nintendo was at a standstill: Sega was releasing all types of excellent arcade games while Mario sat there and collected dust. Sega was releasing a CD-ROM add-on while all the Super NES had was an expansion port for a CD-ROM add-on that never happened. However, it now looks like Nintendo is finally trying to catch up. The big N is adopting a ratings system after the Genesis Mortal Kombat outsold the toned-down Super NES version, and the Ultra 64 is looking more like a reality as it is due very soon in the arcades and later in the home. Was Nintendo sleeping at the wheel while Sega went speeding ahead in the video game industry?)

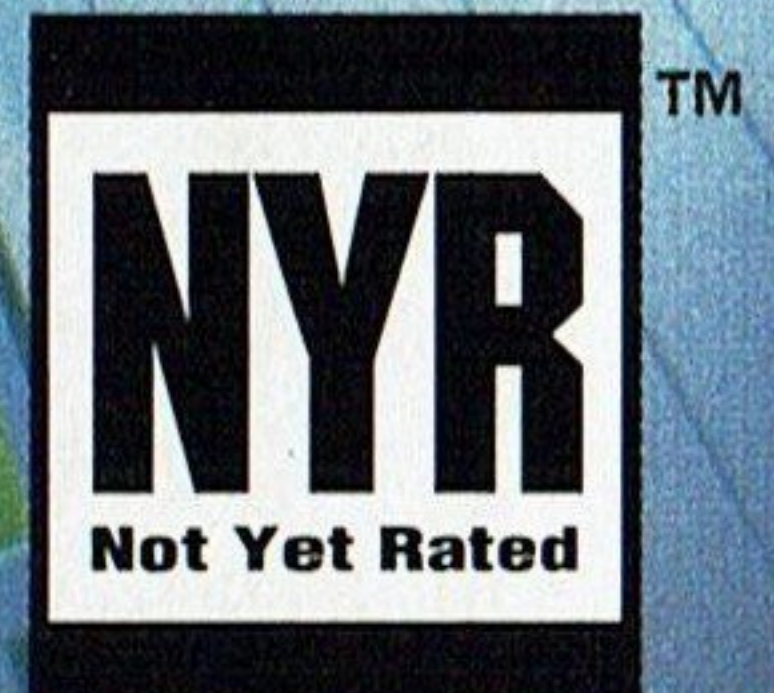
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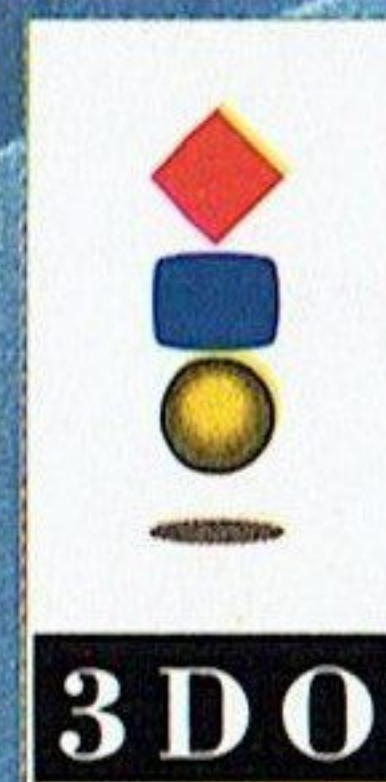
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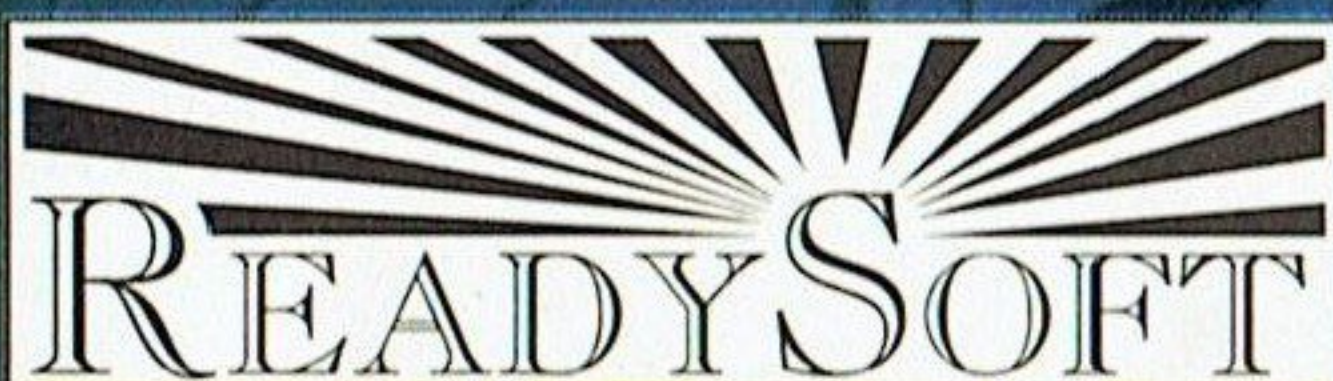
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ABOUT THE 32X

Question: if the 32X comes out and the Saturn comes out, will Saturn games be compatible with the 32X?

Tracy Baker
Omaha, NE

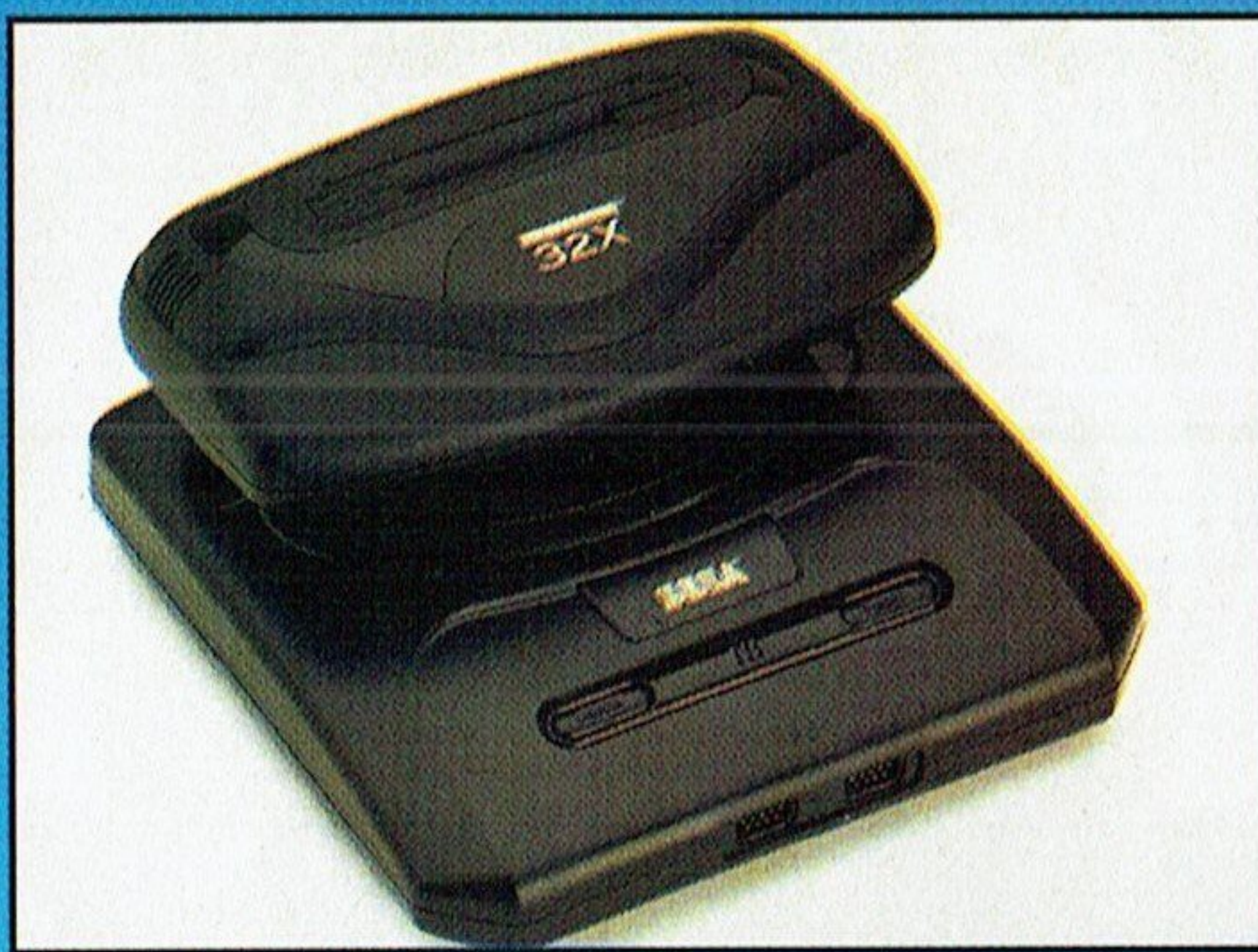
I've been waiting a long time for a new Nintendo system. Now Sega is coming out with the 32X attachment. It's a great idea because you can attach it to a Genesis system and play the old (and new) 32X games on it. It is pretty expensive, almost \$200. I'm writing this to ask you why Nintendo or any other company doesn't come out with an attachment to a system or a system that can enhance the same older games, instead of buying completely new games, and trying somehow to sell the old games and system?

Kamil Szymczyk
Alberta, CA

I am becoming very confused with all of this talk about the Saturn and have come up with a few questions. First, is the Saturn downwardly compatible with the 32X and Genesis? Does it play Sega CD games? Lastly, is there going to be country lockout like there was on the Sega CD? Also, I have been looking for an RGB monitor recently and no one seems to sell them anymore. Does anyone still make or sell them? I was thinking back to the article on RGB in *Mega Play* from a couple of years ago and am wondering if they are still the best screens for video games. By the way, what if game marketing strategy actually included game covers that looked cool like in Japan?

Belinda Guerra
Houston, TX

(Ed. With the release of the 32X coming up, we've been getting more questions about the add-on peripheral. To answer the first question, games for the 32X will not be compatible with those for the Sega Saturn. You probably won't be able to play Sega CD games on the Saturn either. As for Belinda's question about the "country lockout," that seems to be



The 32X: pros, cons, and a ton of questions from potential customers.

the new standard for games released in Japan, so chances are the games in Japan will not work on American 32X and Saturn systems. Nintendo was going to have an add-on to the Super NES system [if you look on the bottom of that peripheral there is an add-on slot] that was to be a CD-ROM system, but that idea died. The only "real" add-on the Super NES had was the Super Game Boy that allows you to play Game Boy games on your Super NES. On another subject, you can still purchase RGB monitors that will give you a better picture than almost anything else on the market. You can probably find them wherever Amiga Computer products are sold. Finally, the question of cool game covers like those in Japan, we've asked that question several times and never really got an answer.)

SEGA CD DILEMMA

I have been a proud Sega Genesis owner for the past three years and recently purchased the Sega CD, and I am wondering with the upcoming release of the 32X coming up, what should I do, focus on the Sega CD, or get a 32X and focus on that?

James Yee
Omaha, NE

(Ed. In the long run, it may be to your benefit to go with the 32X system, because the Genesis and Sega CD may eventually get phased out. The titles for the 32X look very promising, so it will probably be the wiser investment in the long run. The good thing about the 32X being an add-on to the Genesis and Sega CD is you can still play your old and new games.)

FIGHTING GAMES

I am a Genesis owner, and I really like fighting games. Every single time I buy a fighting game for my system, it turns out to have junky music, pretty good game play, and average graphics with little detail and color. You see, every good fighting game has three key elements. One: graphics—the game has to look good to be cool, and Sega has good graphics mainly in the higher Meg games. Two: music—the only time Sega has good music is on the Sega CD. Other than that it just isn't funny anymore! Three: game play. It just has to have speed and combos. I would also like to know why Sega lacks in music and sometimes graphics? Also how come the Genesis' system has such little colors and detail in its fighting games?

Louis Carreira
Kaneohe, HI



Whattaya mean you can't do combos in fighting games on the Genesis?

(Ed. This is something we wrestle with all the time, but to say you can't get the combos off in something like Super Street Fighter II just doesn't ring true—in fact some of the people in our office prefer the Genesis version over the Super NES! The former version is just as fast, and there is plenty of detail. As for the voices and sounds ... the same thing went for the earlier Street Fighter II Special Champion Edition also for the Genesis. Granted, there are fewer colors for the Genesis than Super NES, but one thing to keep in mind is there will be versions of Mortal Kombat II for the 32X and Saturn systems, so we'll see who has the better colors and sounds when those systems are released!)

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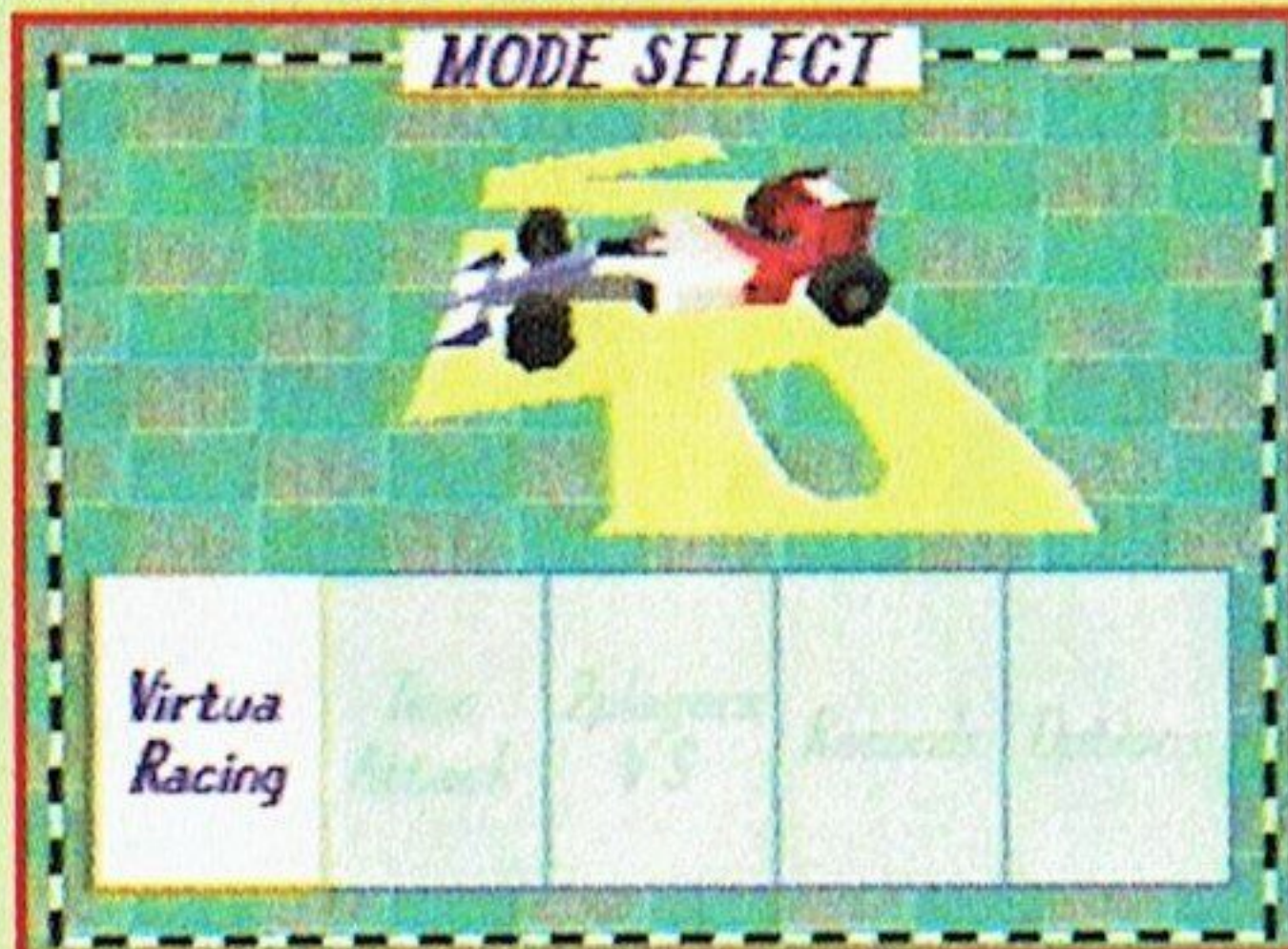
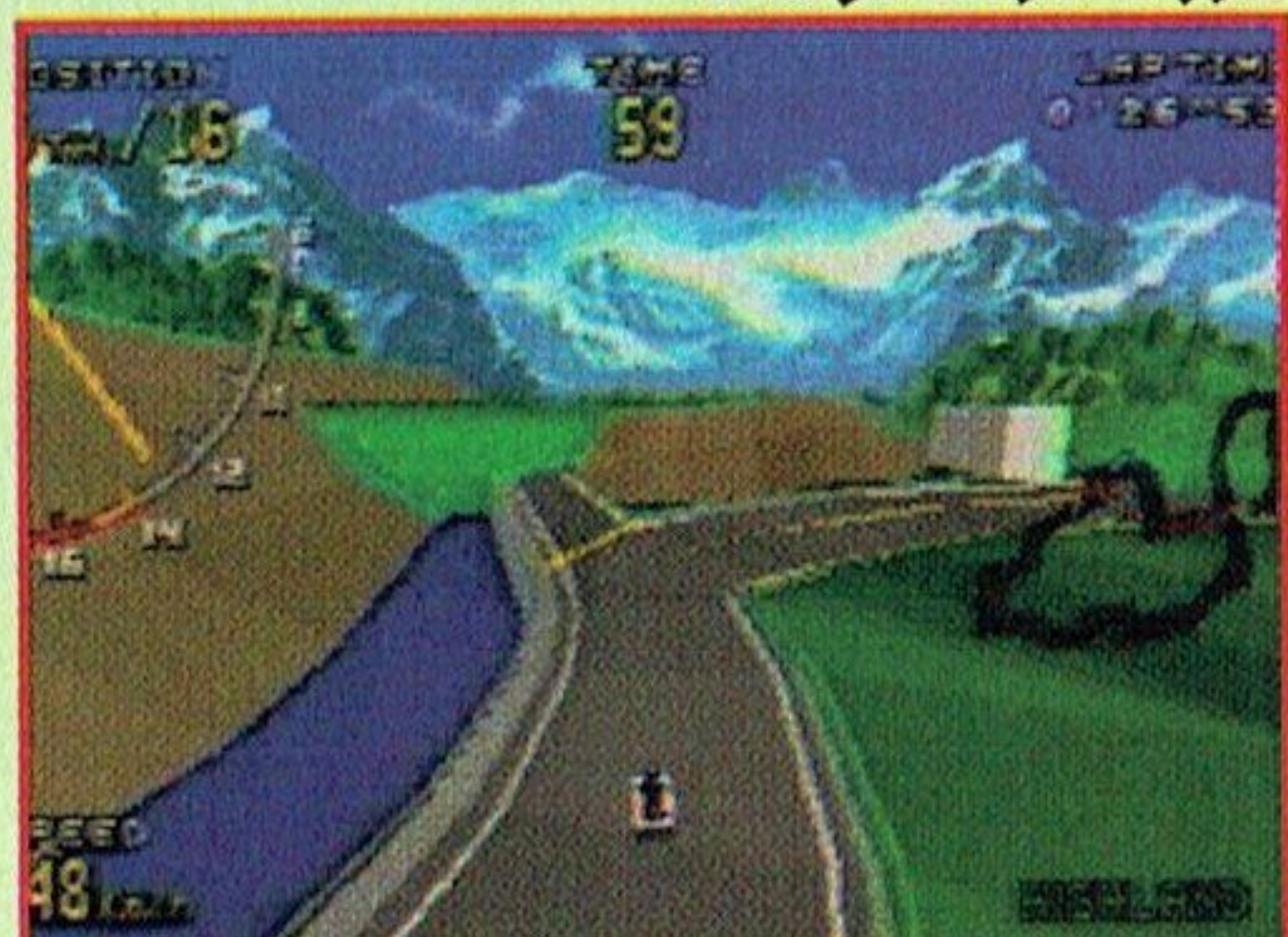


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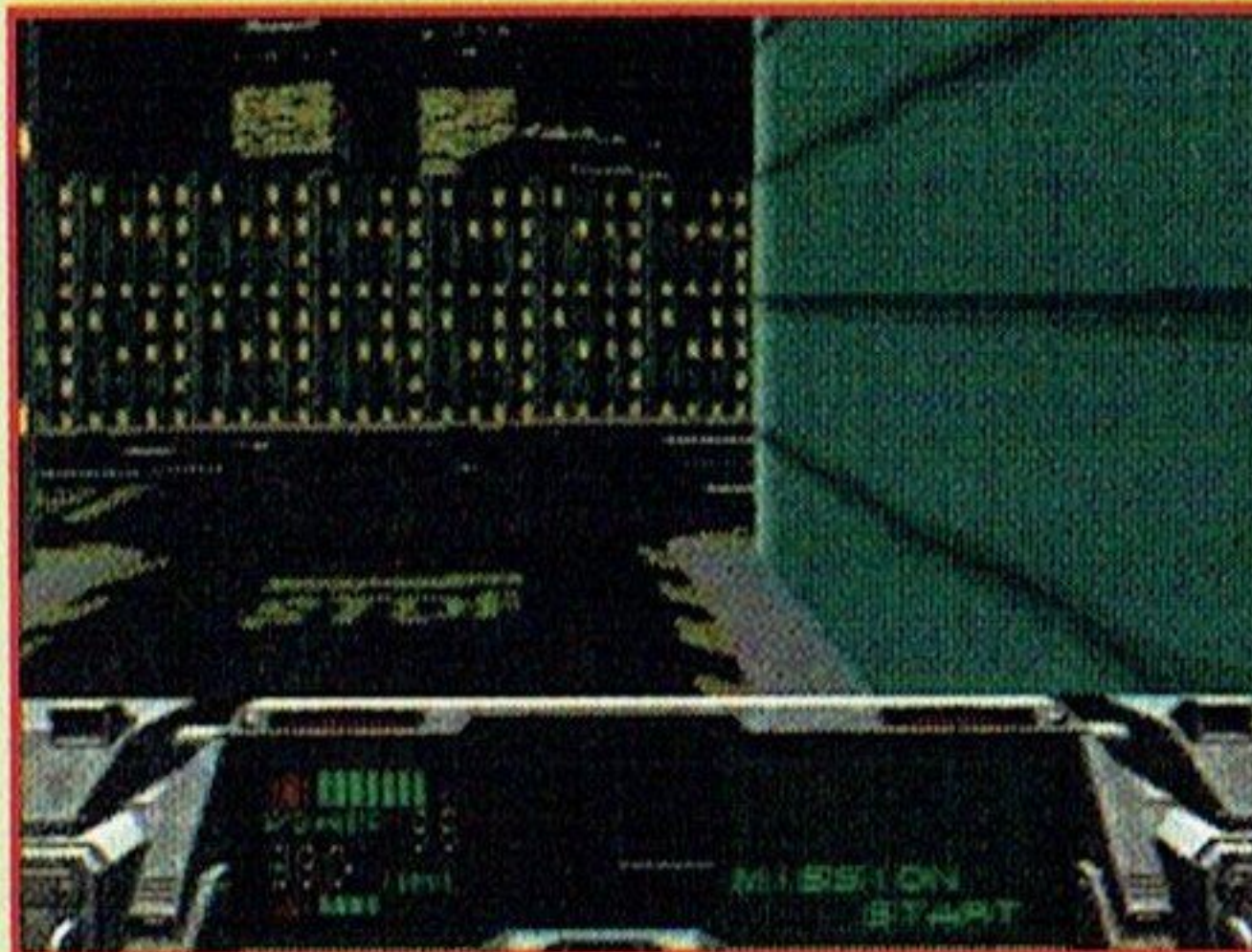
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VIRTUA RACING DELUXE



Virtua Racing Deluxe features rich, texture-mapped race courses and options not found in Virtua Racing for the Genesis.

METAL HEAD



Metal Head is a mech combat game that puts you behind the wheel of a heavily armored combat vehicle!

YES, MORE ON THE SEGA 32X!

Almost, but not quite here yet! We were allowed a sneak peek of some of the 32X



Cosmic Carnage is a great one-on-one fighting game.

games in progress and, although they were roughly 80 percent complete, looked very promising! One of the more finished titles, Star Wars Arcade, played smoothly and provided quite an eyeful! No more limited colors and sound effects with this peripheral! Some of the effects like



the slow approach to the Death Star were beautifully done, and the battles in open space against Star Destroyers and TIE Fighters were really intense. Another title was Virtua Racing Deluxe, which added more cars, more tracks, and more everything to the Virtua Racing game theme. This was



You'll find unique fighters and techniques in CC!

definitely a step up from the 16-Bit Genesis version! Metal Head was another title that

gave you the point of view behind an armored combat vehicle with smooth scaling. Cosmic Carnage was a one-on-one fighting game with a zooming effect similar to Art of Fighting and Samurai Shodown. Hopefully we will have a few Mega Files on 32X games next issue.

STAR WARS ARCADE



Just like the arcade version, Star Wars Arcade puts you in the cockpit of an X-Wing Fighter!

From the trenches of the Death Star to fighting Star Destroyers in open space, this looks very promising!

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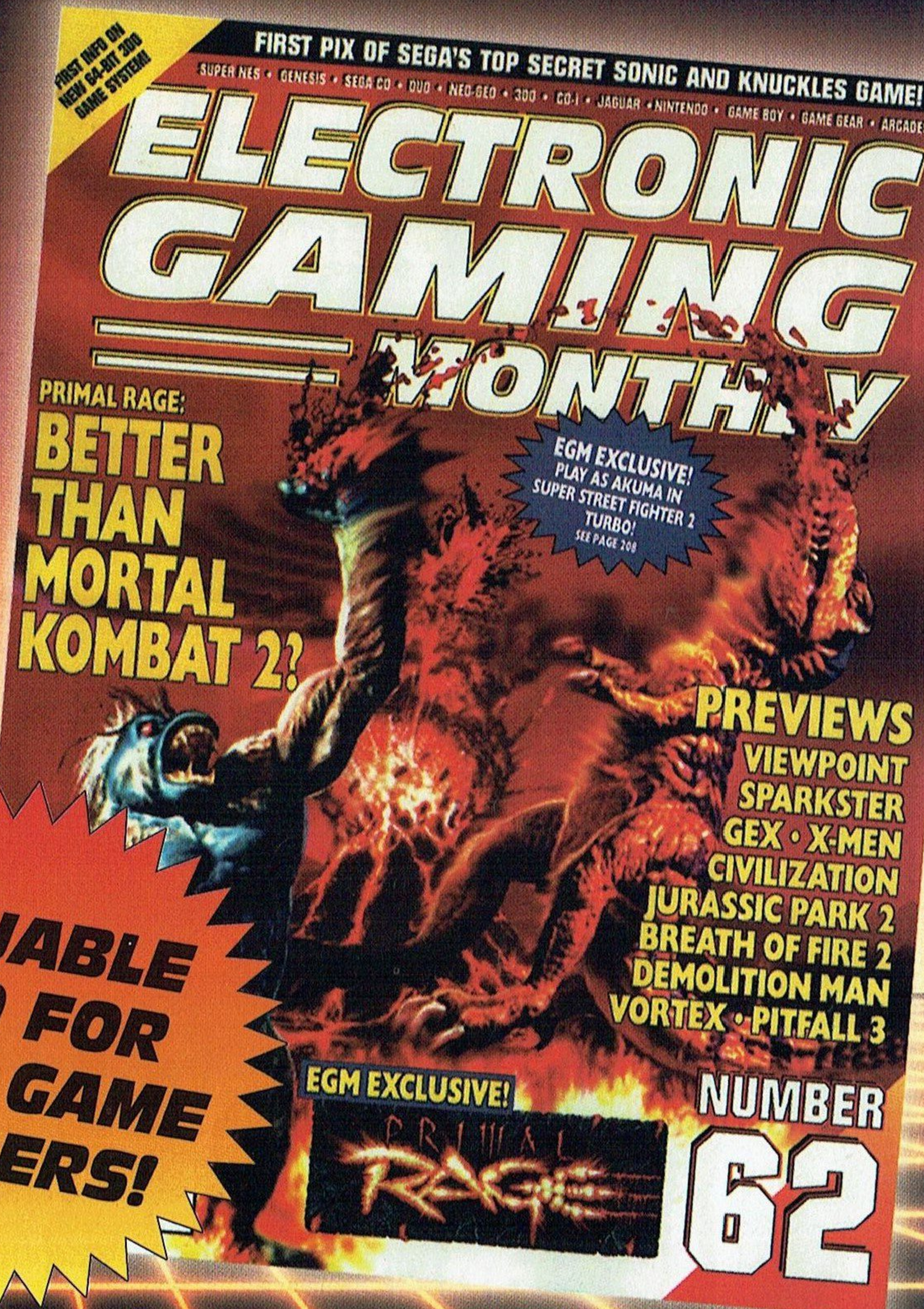
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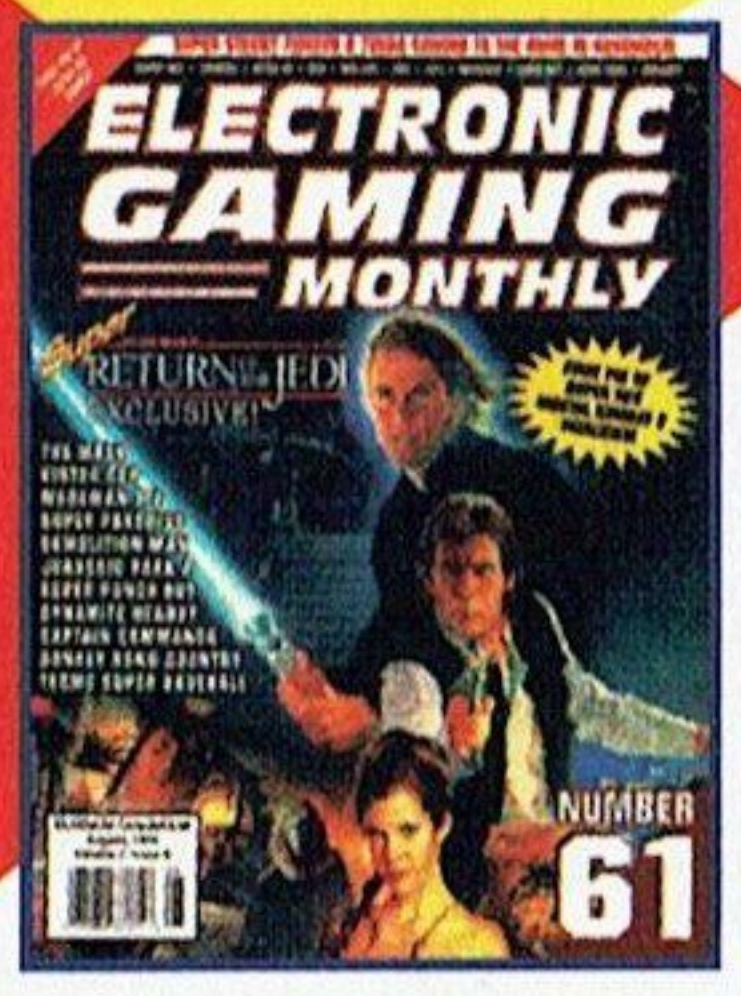


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HMPK3

MEGA TRICKS!!!

The Ultimate in Sega Secrets!

DISNEY'S THE JUNGLE BOOK (Virgin/Genesis)

Stage Skip:

Start the game and press START to pause it. On controller one, enter the following code: B, A, B, B, A, A, B, A, B, B, A, A, B, B, A. You should hear a laugh followed by Mowgli saying "Yeah!" You will

then skip to the next level.

Get 10 Extra Seconds :

Anytime during game play, pause the game by pressing START. Then enter the following code: A, B, B, A, A, B, B, A.

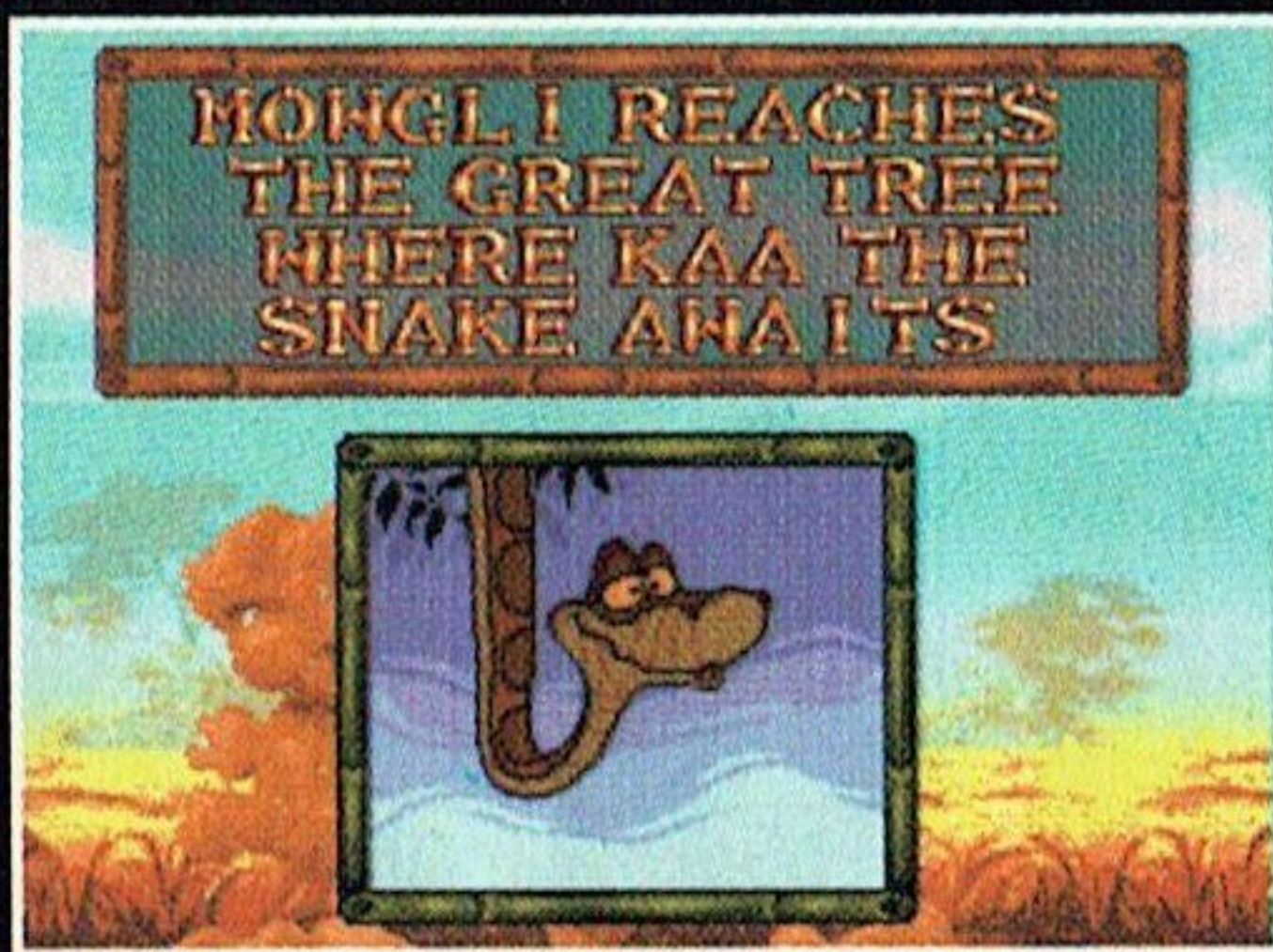
Fred Doughty
Baltimore, MD

Go to Last Level:

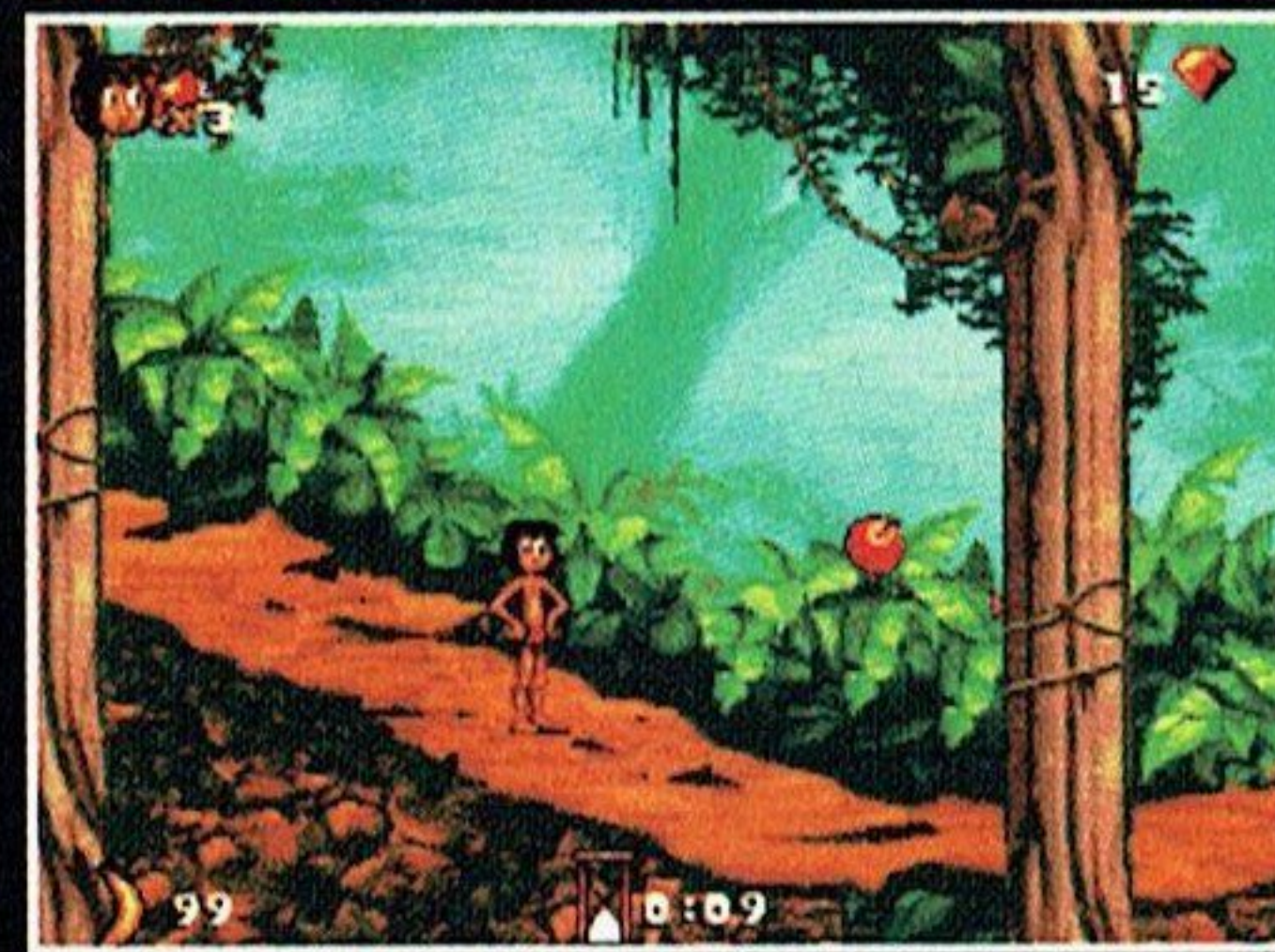
Begin the game and immediately pause it by pressing START. Then enter the following code on controller one: A, C, A, C, A, C, A, C, B, B, B, B. Once again, you should hear Mowgli's trademark

voice to show the trick worked. You will then be taken to the last level of the game. However, when you do this trick, you will only have one life and one continue.

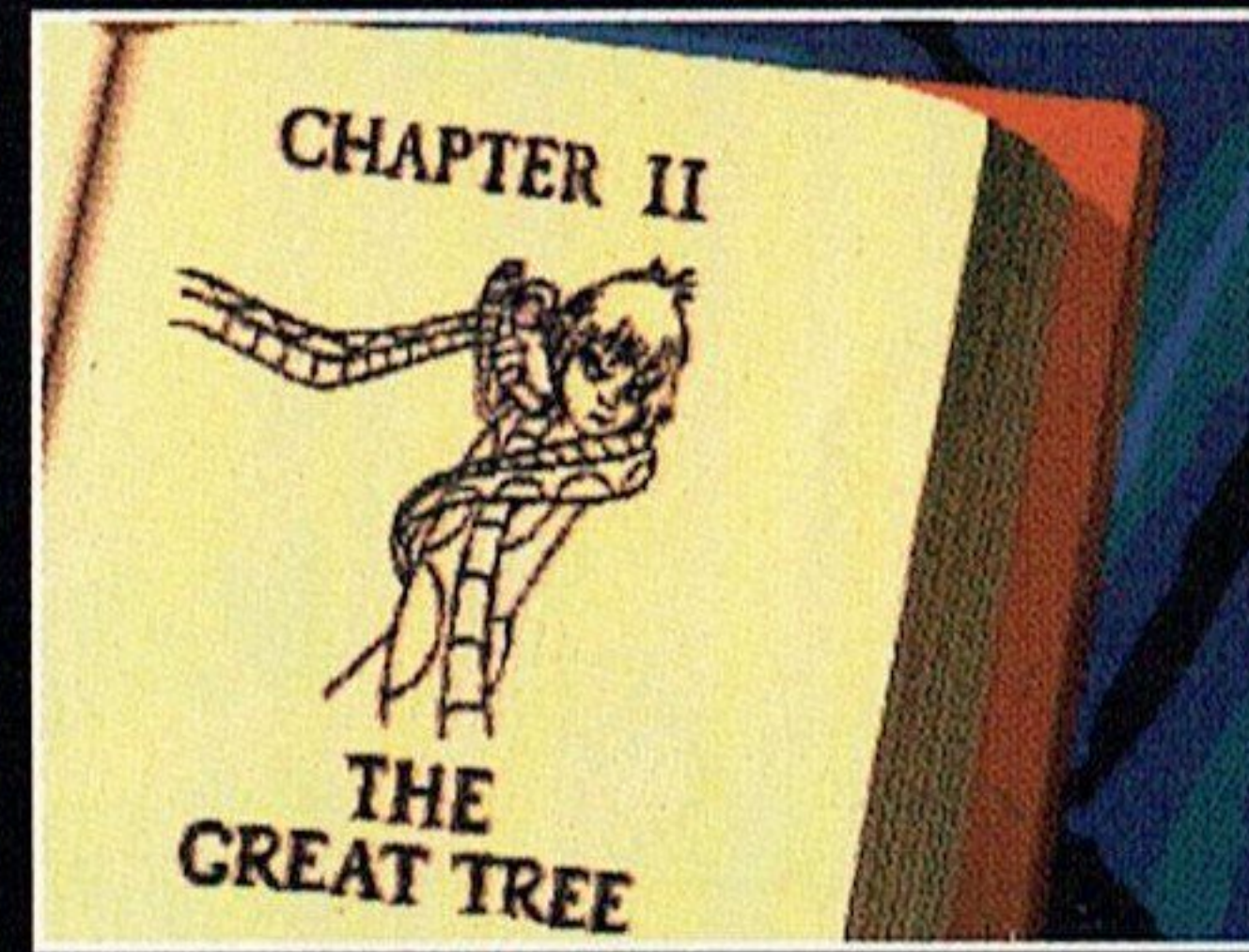
Jason Wiggins
Inkster, MI



Blow through the game with a stage skip code.



Use the 10 second trick to gain extra but needed time.



Go right to the later levels in the game.



Enter the trick and go right to the last level.

DUNE: THE BATTLE FOR ARRAKIS (Virgin/Genesis)

Level Passwords:

Here are the passwords for the nine levels of Dune: The Battle for Arrakis. Go into the Options Menu at the Title Screen for the password.

Neil McNeil
Klamath Falls, OR

Level:

- | | |
|----|------------|
| 2. | DIPLOMATIC |
| 3. | SPICEDANCE |
| 4. | ETERNALSUN |
| 5. | DEFTHUNTER |
| 6. | FAIRMEAT |
| 7. | ASKLIKENNY |
| 8. | SONICBLAST |
| 9. | DUNERUNNER |

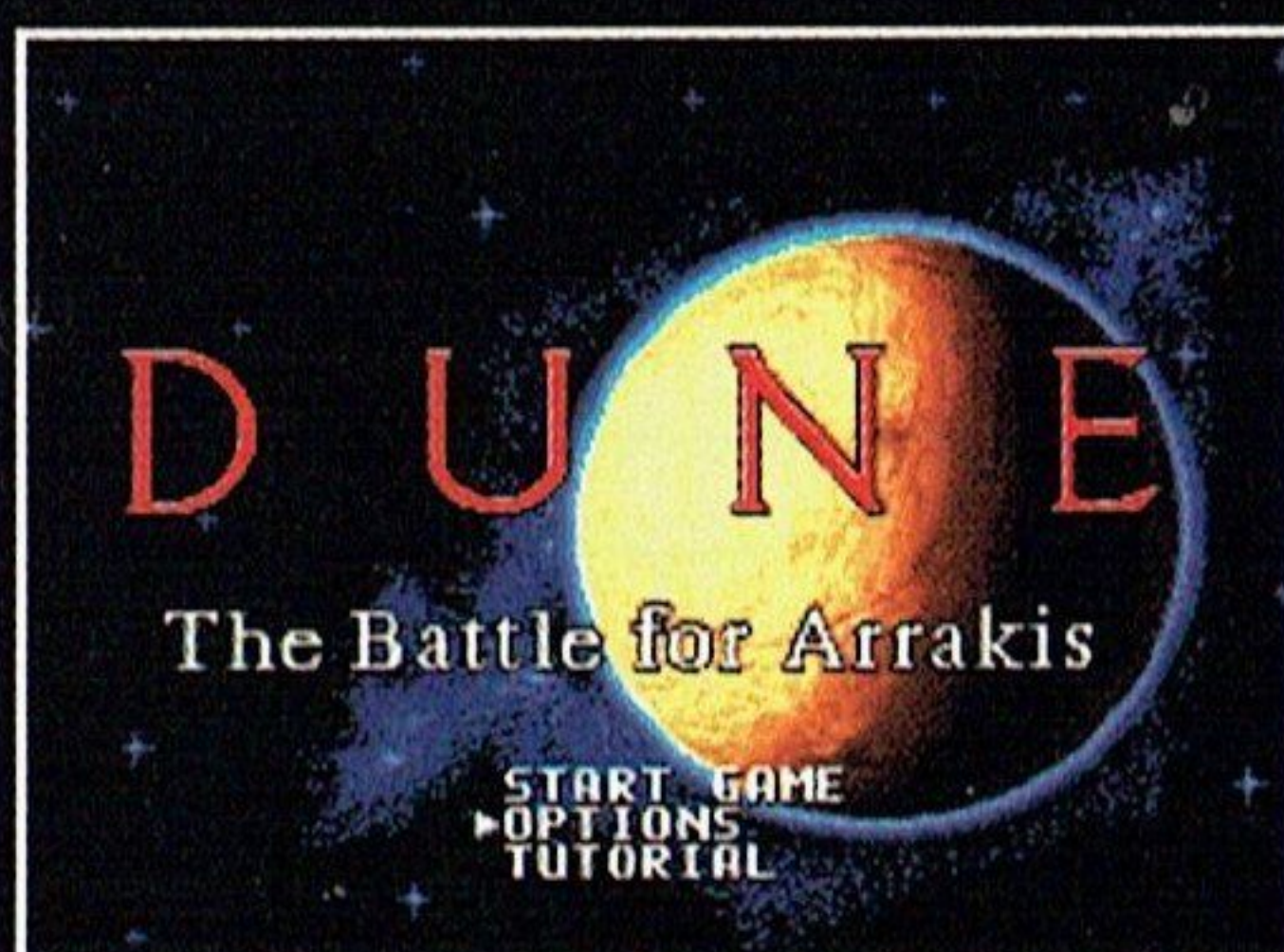
Atreides:

Harkonnen:

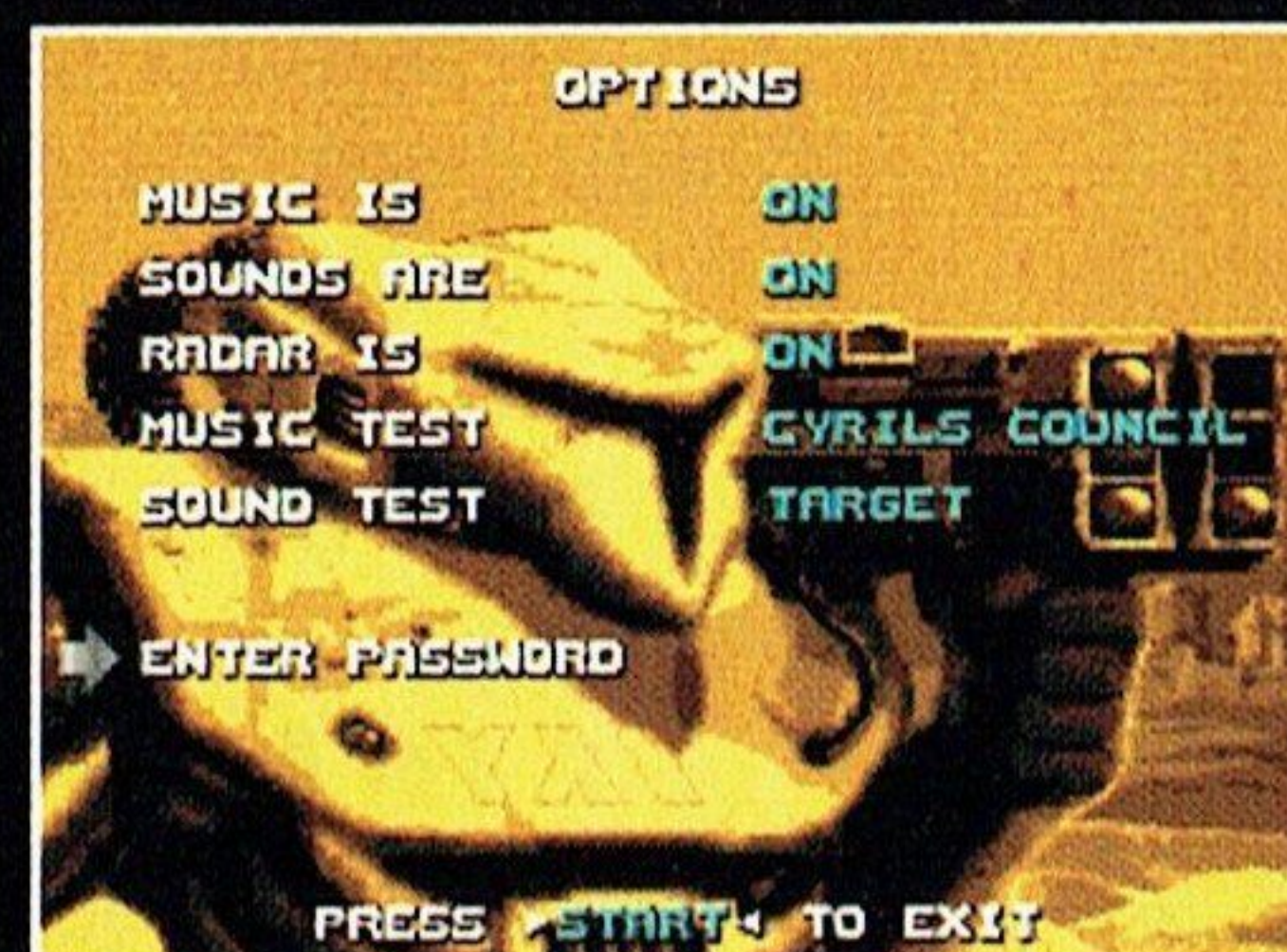
- | |
|------------|
| DEMOLITION |
| SPICESATYR |
| BURNINGSUN |
| DARKHUNTER |
| EVILMENTAT |
| ITSJOEBWAN |
| DEVASTATOR |
| DEATHRULER |

Ordos:

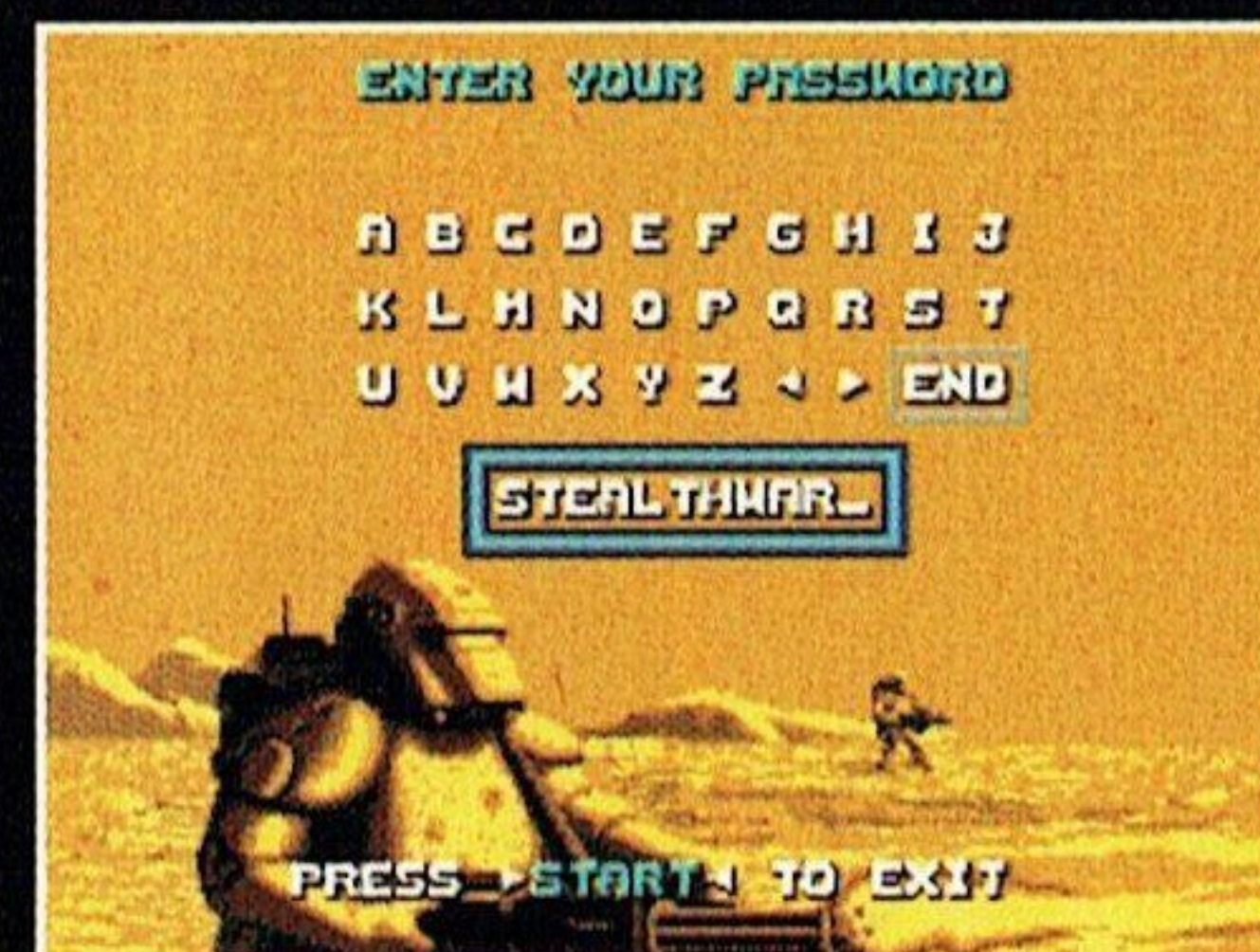
- | |
|------------|
| DOMINATION |
| SPICESABRE |
| ARRAKISSUN |
| COLDHUNTER |
| WILYMENTAT |
| SLYMELANIE |
| STEALTHWAR |
| POWERCRUSH |



Go into the Options at this Title Screen.



In the Options Screen, go to Enter Password Option.



Enter any password listed above and go to any stage.



See if you can finish the game using the passwords.

GAME GENIE CODES

(Galoob/Genesis)

Super Street Fighter II:

Master Code (this must be entered first): M27T-AA86
Some special moves done in the air: AC5A-CAB2

Jab projectiles go slower for Ryu, Ken, Dhalsim, Guile, and Dee Jay: PVST-D930

Disney's The Jungle Book:

Infinite Weapons: AJYV-2A3E
Start with 1 Life: GHGV-OACC
Double Dragon V:

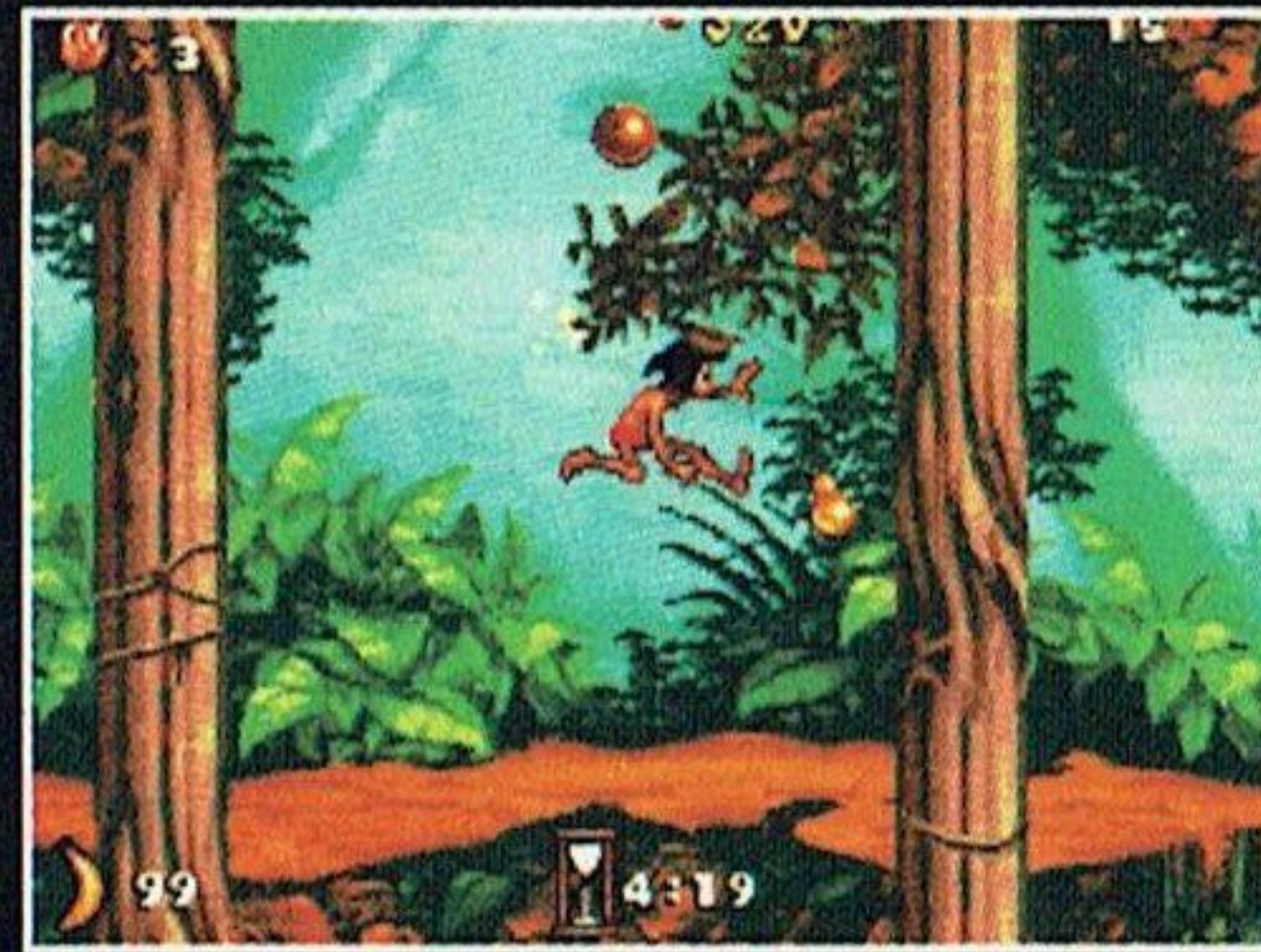
Play as Bosses: 9F8T-HAXR
Dizzy over instantly: Z5WA-AEVE
Always fight Dominique: BL0A-HA3N



Do special moves in the air like Blanka's Electricity!



Dee Jay's Jab Fireball goes incredibly slow.



Defend yourself with endless weapons in The Jungle Book.



No problem with dizzies in Double Dragon V!

SUPER STREET FIGHTER II

(Capcom/Genesis)

Trick:

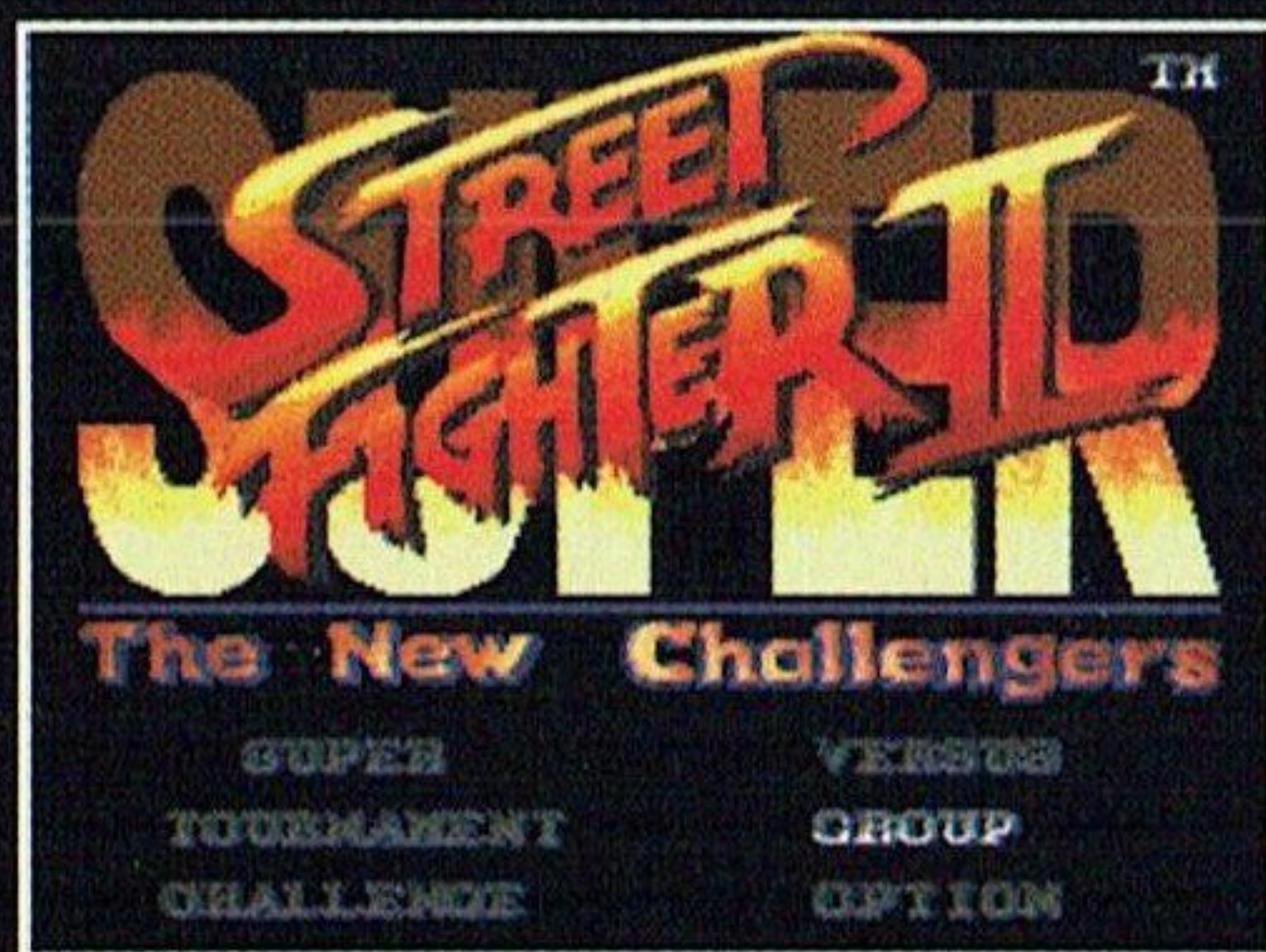
Choose Group from the Title Screen. Then, at the Battle Mode Select Screen, enter the following

sequence on controller two: A, B, A, B, A, B, B, A. If you did the trick correctly, you should hear Vega's recognizable laugh. Now,

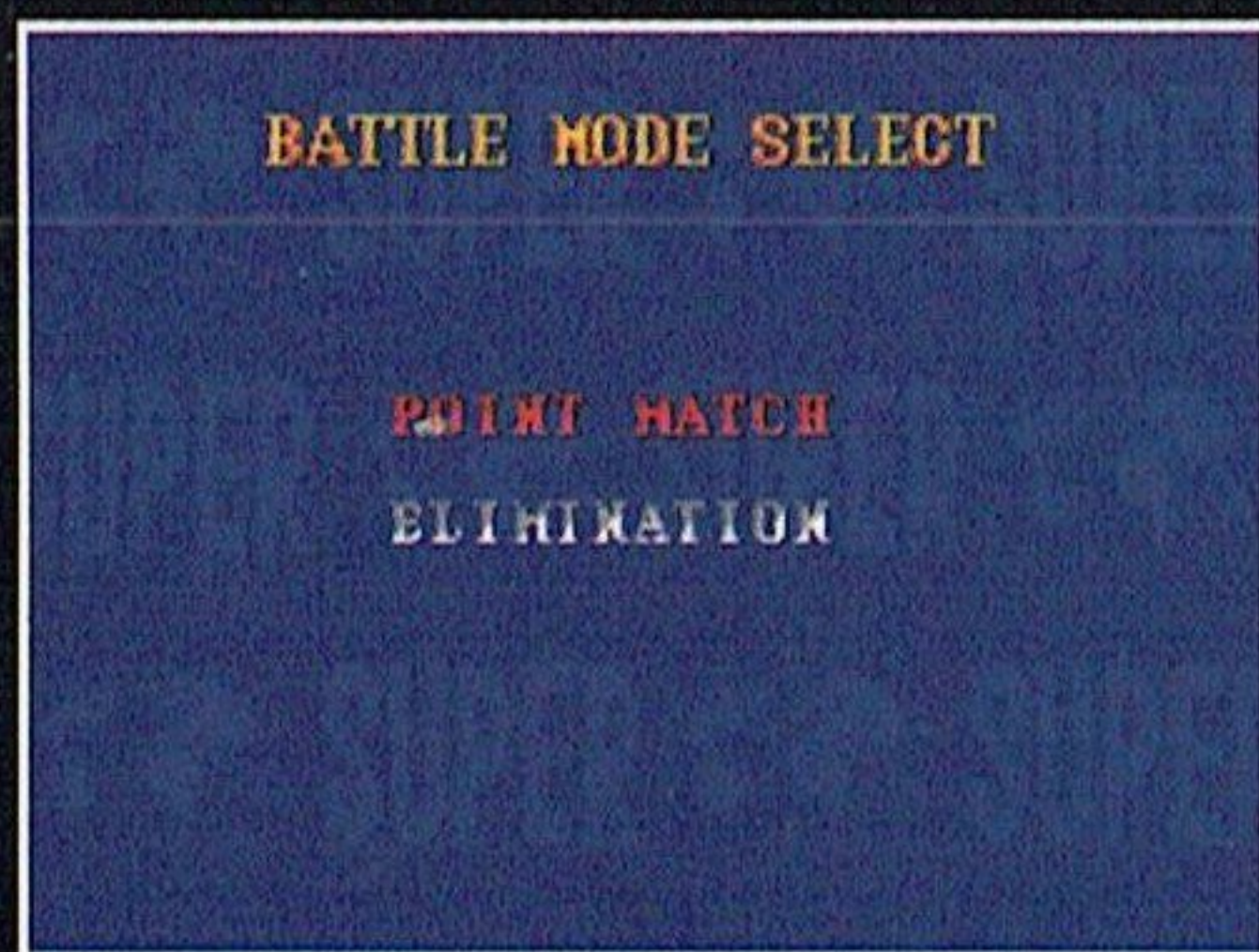
select the number of characters to be eight in one of the modes and then go on to the Selection Screen. Each player may now

choose up to eight of his or her favorite fighting characters!

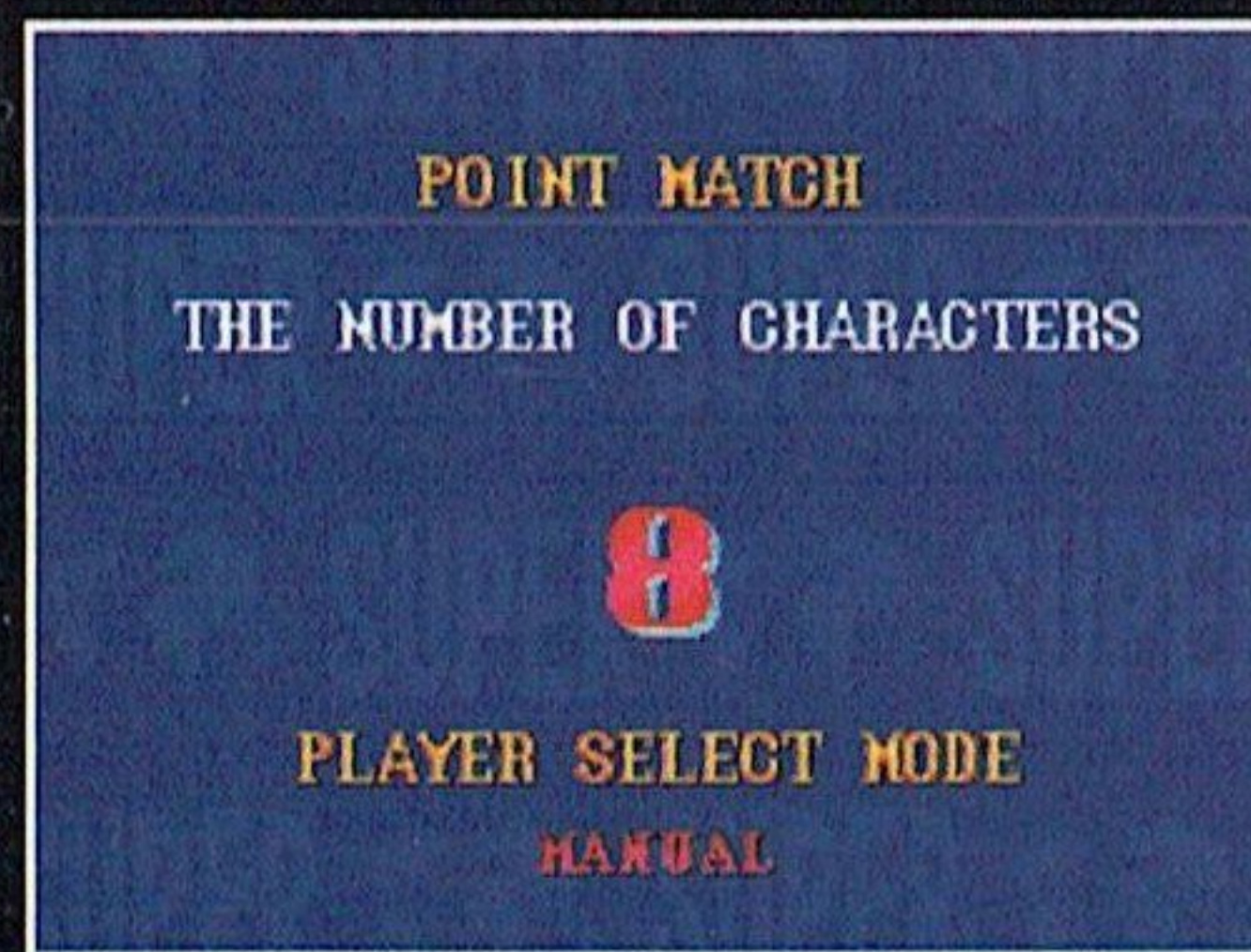
Jonathan Malto
Warner Robbins, GA



At the Title Screen, select the Group Mode.



Enter the code at this screen and listen for the laugh.



Now pick up to eight of the same fighter.



Now you can fight as your favorite—eight times in a row!

PUGGSY

(Psygnosis/Sega CD)

Extra Area:

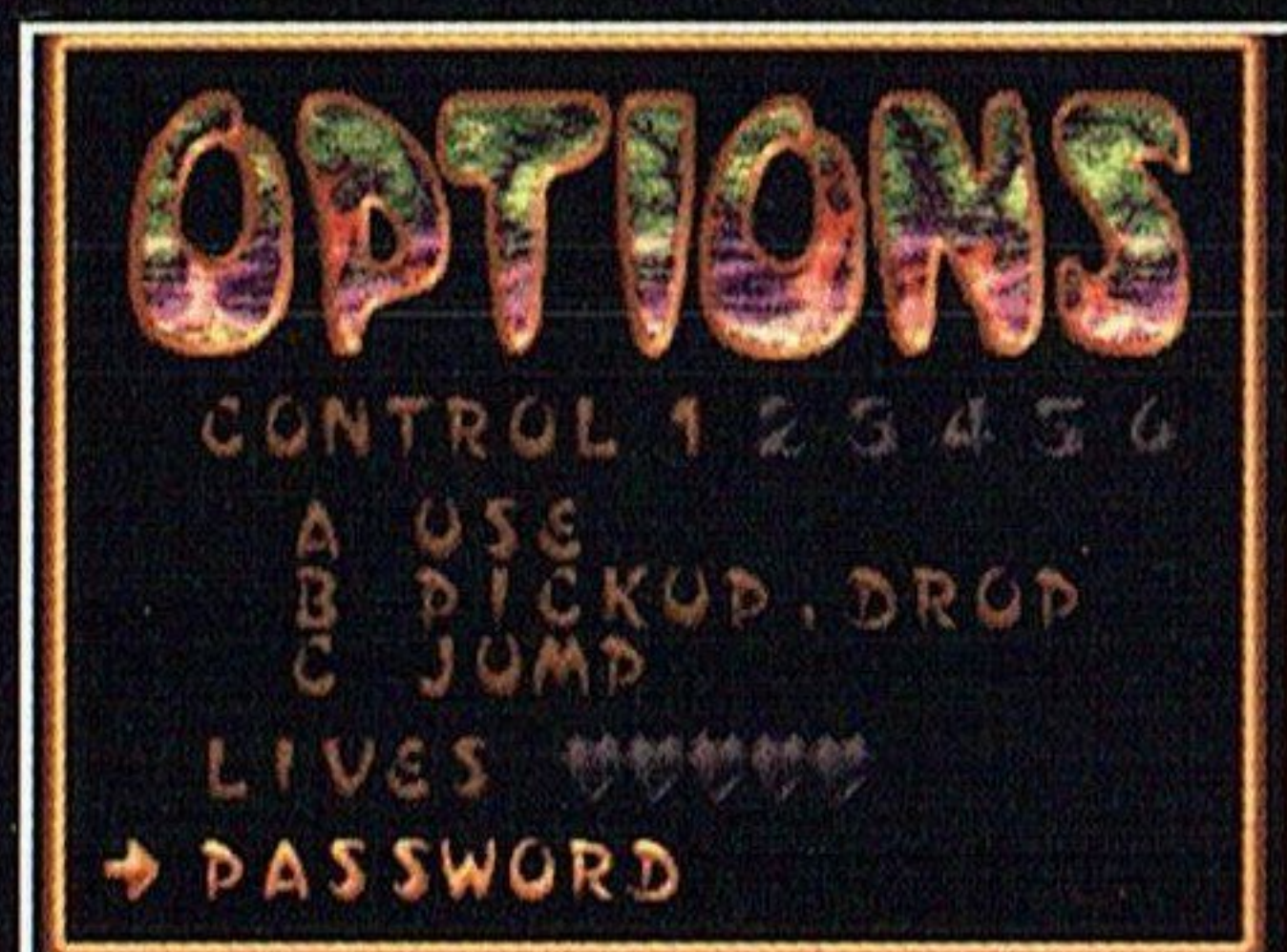
Have you always wanted to see more of this awesome game after you finished it? Try this trick. At

the Title Screen, go to the Options. In the Options Menu, go to the Password Option. Enter in the following password shown

below:
123,765,444
177,075,537
457,337,735
It should open a new area

not previously in the game with a separate island.

Darren s. Bentz
Shawnee, KS



Go into the Password Selection at the Options.



Enter the Password listed above at this screen.



After entering the password, start the game.



After entering the password, there should be a new area.

SONIC SPINBALL (Sega/Genesis)

Trick:

First, access the options at the Title Screen. Then, at the Options Menu, enter the following on controller

one: A, DOWN, B, DOWN, C, DOWN, A, B, UP, A, C, UP, B, C, UP. You should hear a special sound to signify you did the trick

correctly. Go back to the Title Screen and hold down the A button and press START. This will take you to Level 2. Press

B and START for Level 3 and C and START for Level 4.

Josh Nauta
Naperville, IL



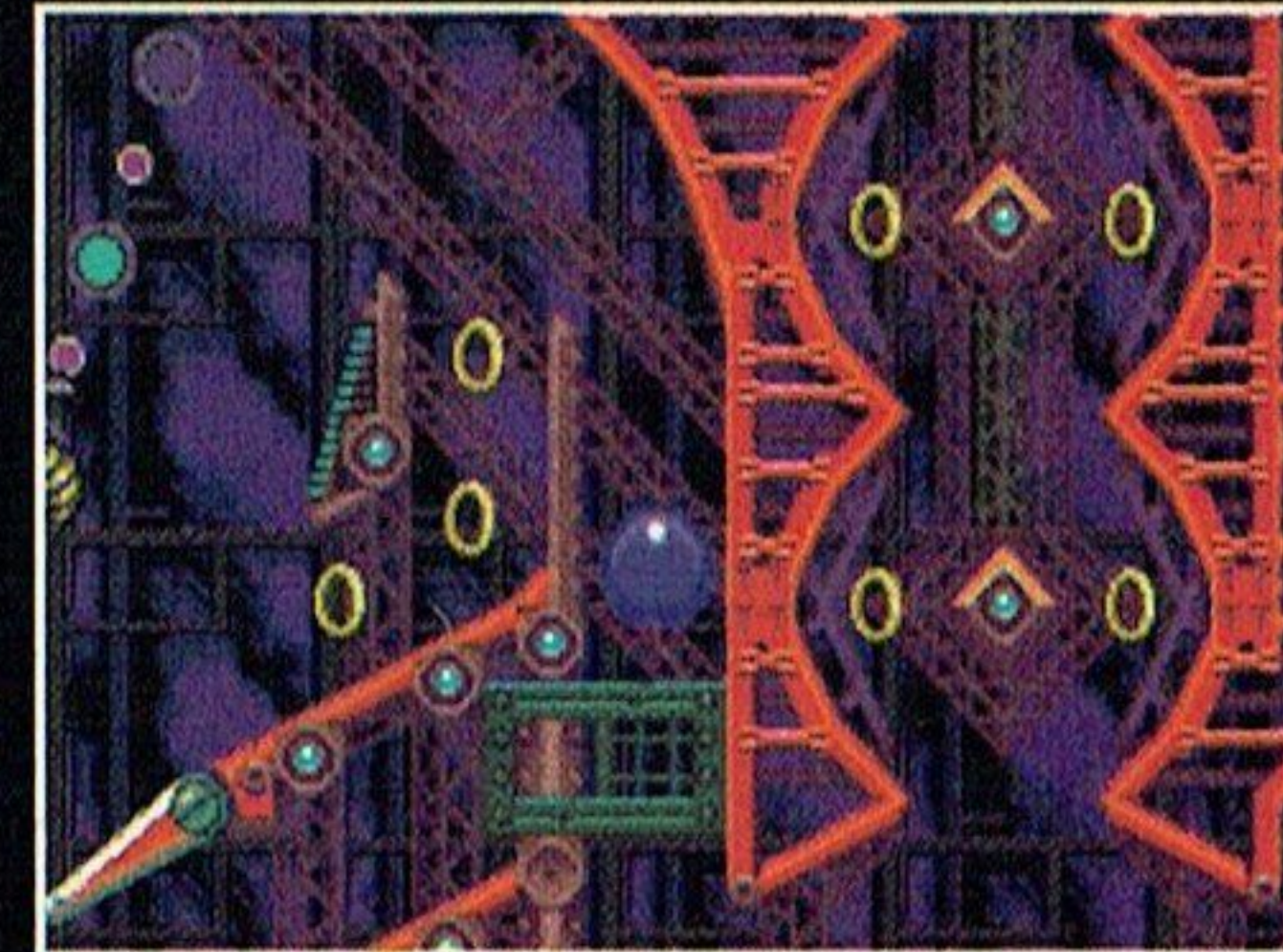
Go into the options at the Title Screen.



Enter the code at this screen on controller one.



Go back to the Title Screen and hold DOWN and A.



Skip to any of the first four levels with the trick.

BRUTAL (GameTek/Sega CD)

Karate Croc:

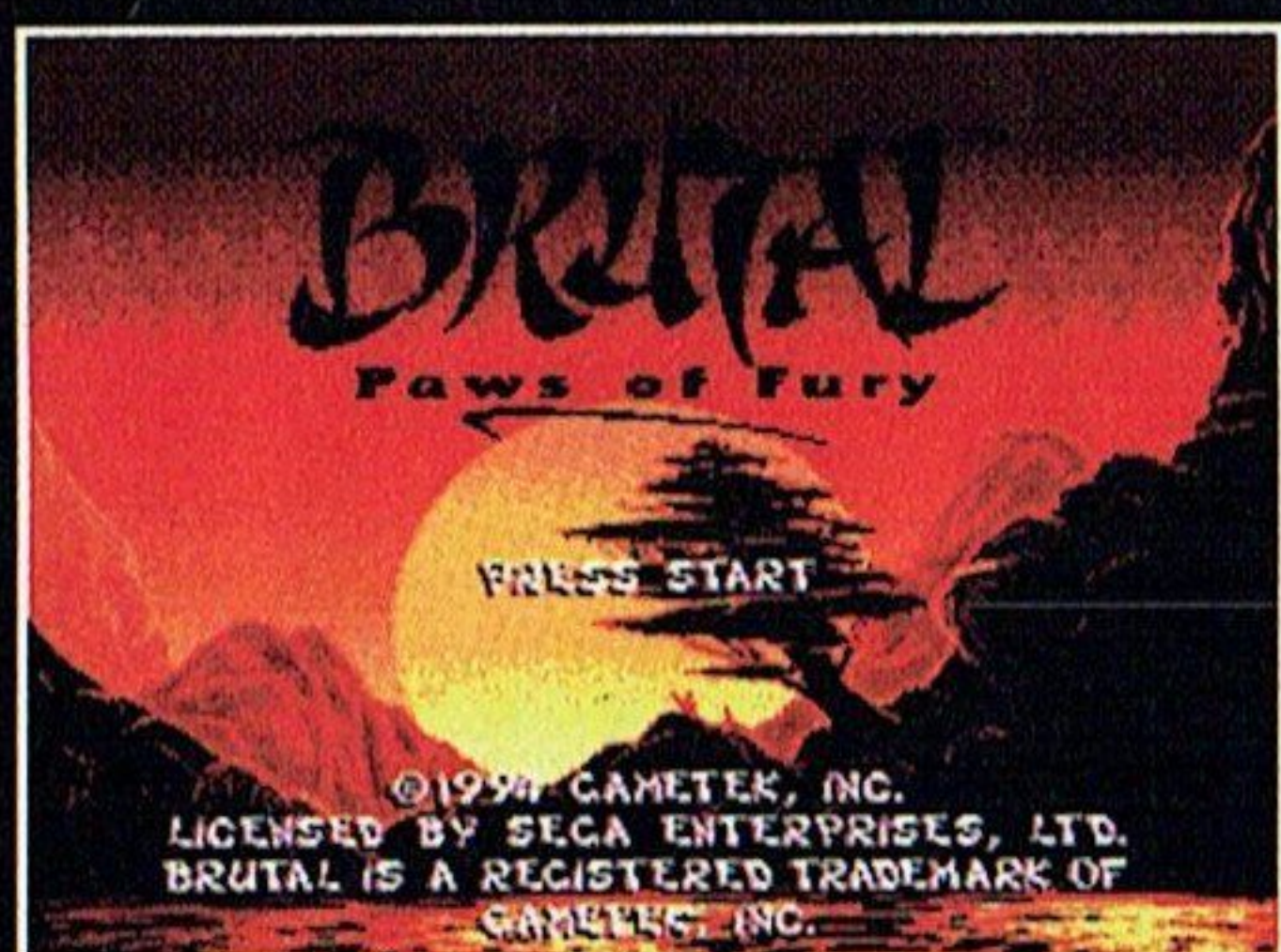
Have you always wanted to play as the hidden character Karate Croc earlier in the game (he's a hidden

character that's a reptile—sounds familiar!)? Well then try this trick! At the Title Screen, enter the following code on controller

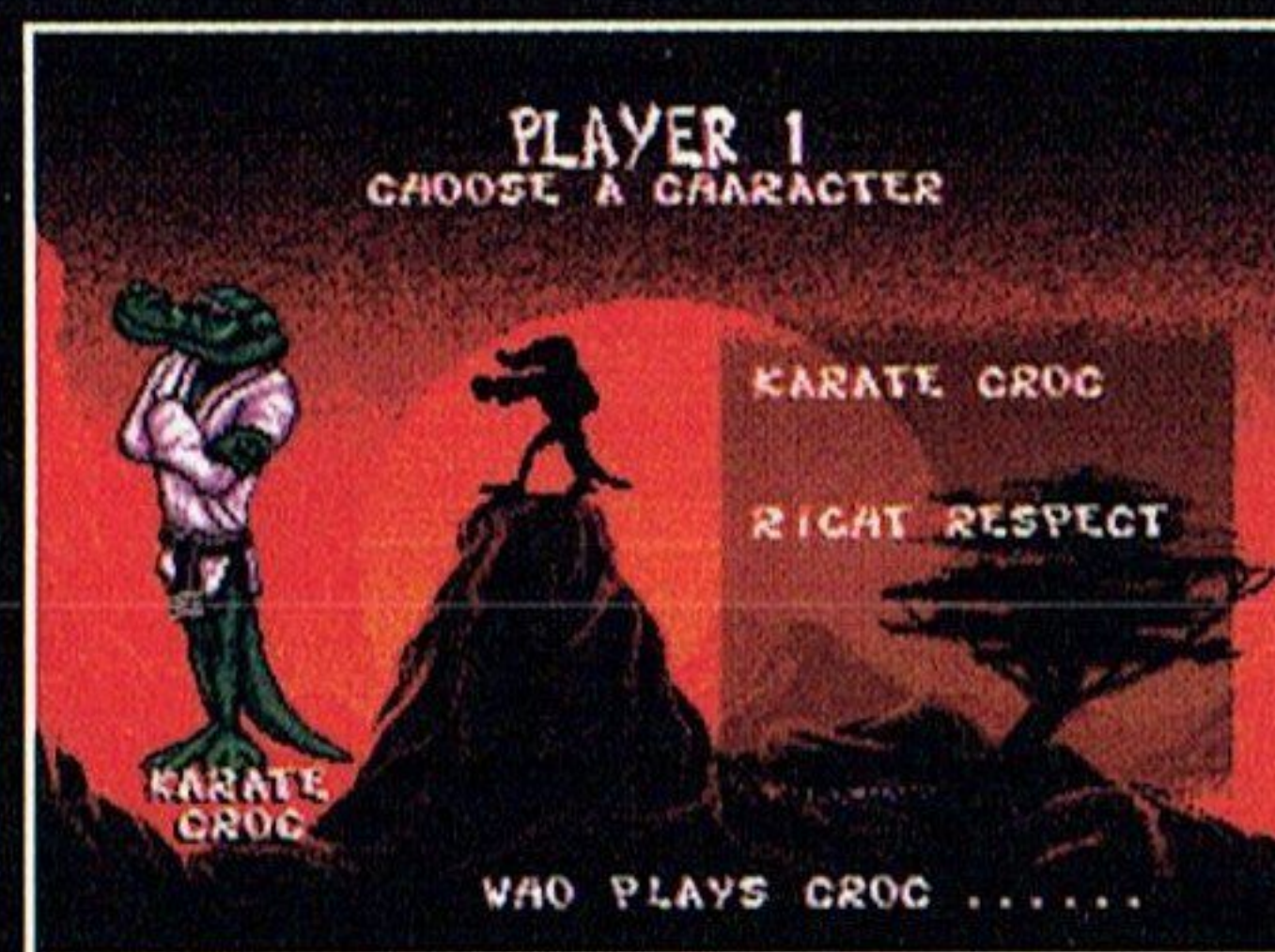
one: UP, DOWN, A, B, C, C, B, A, DOWN, UP. Then, when you go to select your character, go through the possible selections

until you find Karate Croc. You can pick and fight as this awesome character!

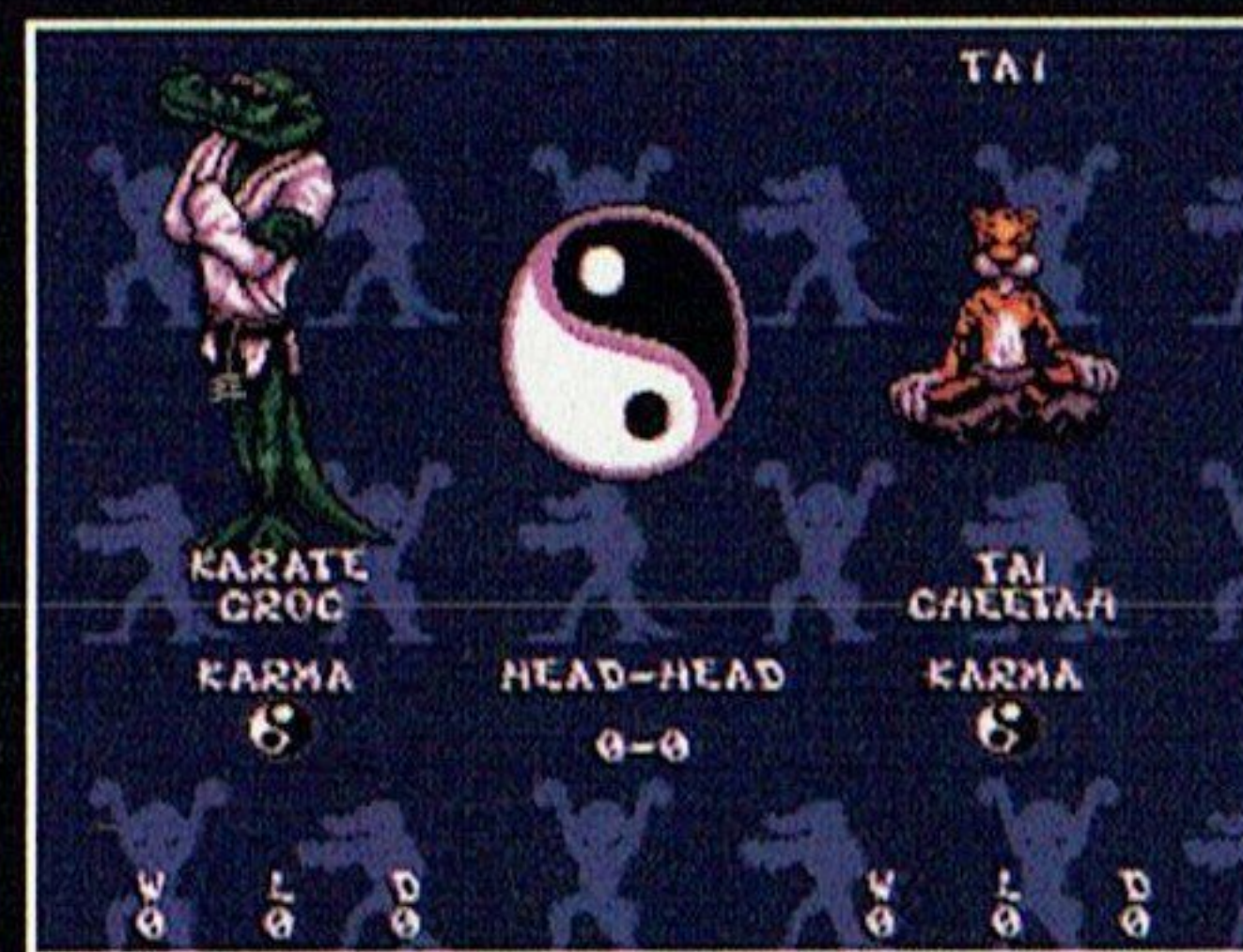
Andrew Connolly
New York, NY



Enter the code at the Title Screen on controller one.



Go through the fighters until you get to Croc.



Now you can play as this awesome fighter!



Learn all the secret moves of Karate Croc!

JURASSIC PARK (Sega/Sega CD)

Secret Node Jumper:

Collect at least one egg and find the pliers in the toolbox at the Visitor's Center. Use the pliers to get the Blue

Keycard out of the slot right before the large wooden entrance doors. Once you get the keycard, go through the doors to the Visitor's

Center and go into the second door to the right at the top of the steps with the blue keycard. Put the egg into the incubator. Exit and go into

the control room. Save the game. Exit the control room, then press and hold START on controller two until the Node Jumper appears.



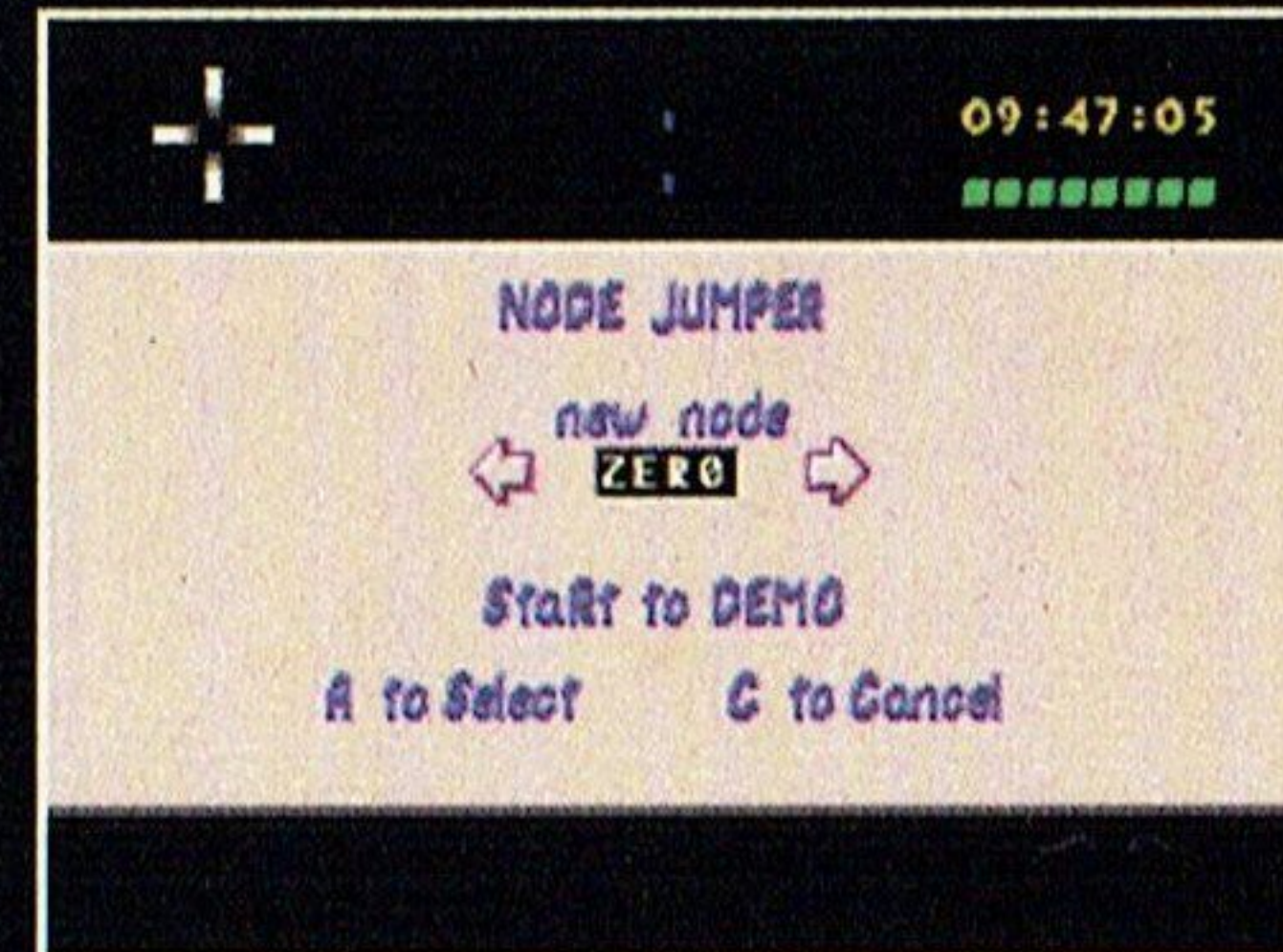
Get an egg and the pliers. Use them to get the Blue Card.



Go into the Visitor's Center and up the stairs.



Use the card for the office and put the egg in the incubator.



Save, exit, then press START on controller two. Skip stages!

DISNEY'S THE JUNGLE BOOK (Virgin/Genesis)

Life Refill and Others:

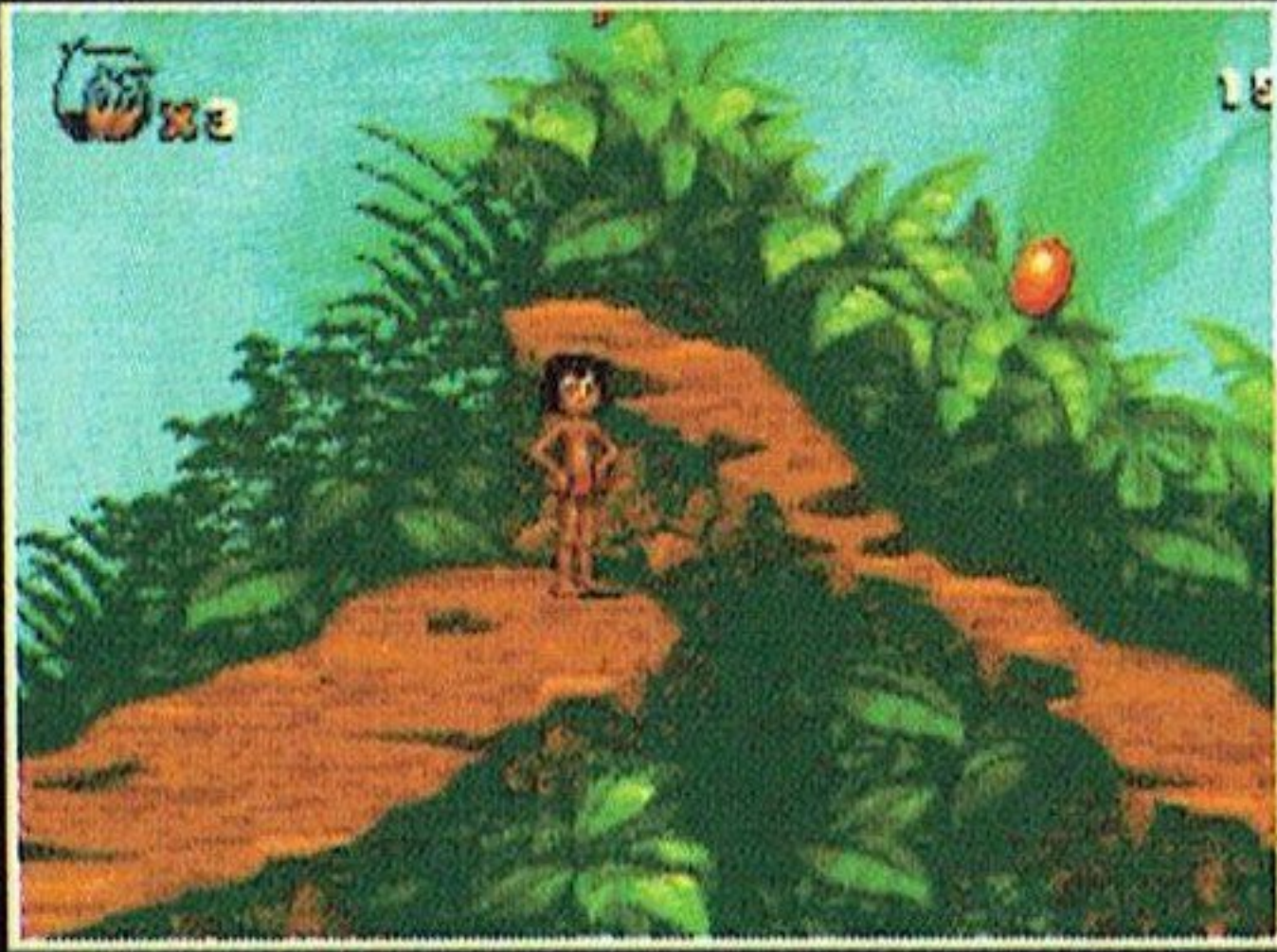
This code will let you refill Mowgli's life meter any time in the game. To do this, just pause by press-

ing START any time in the game. Next, take controller one and do the following code: UP, UP, DOWN, DOWN, LEFT,

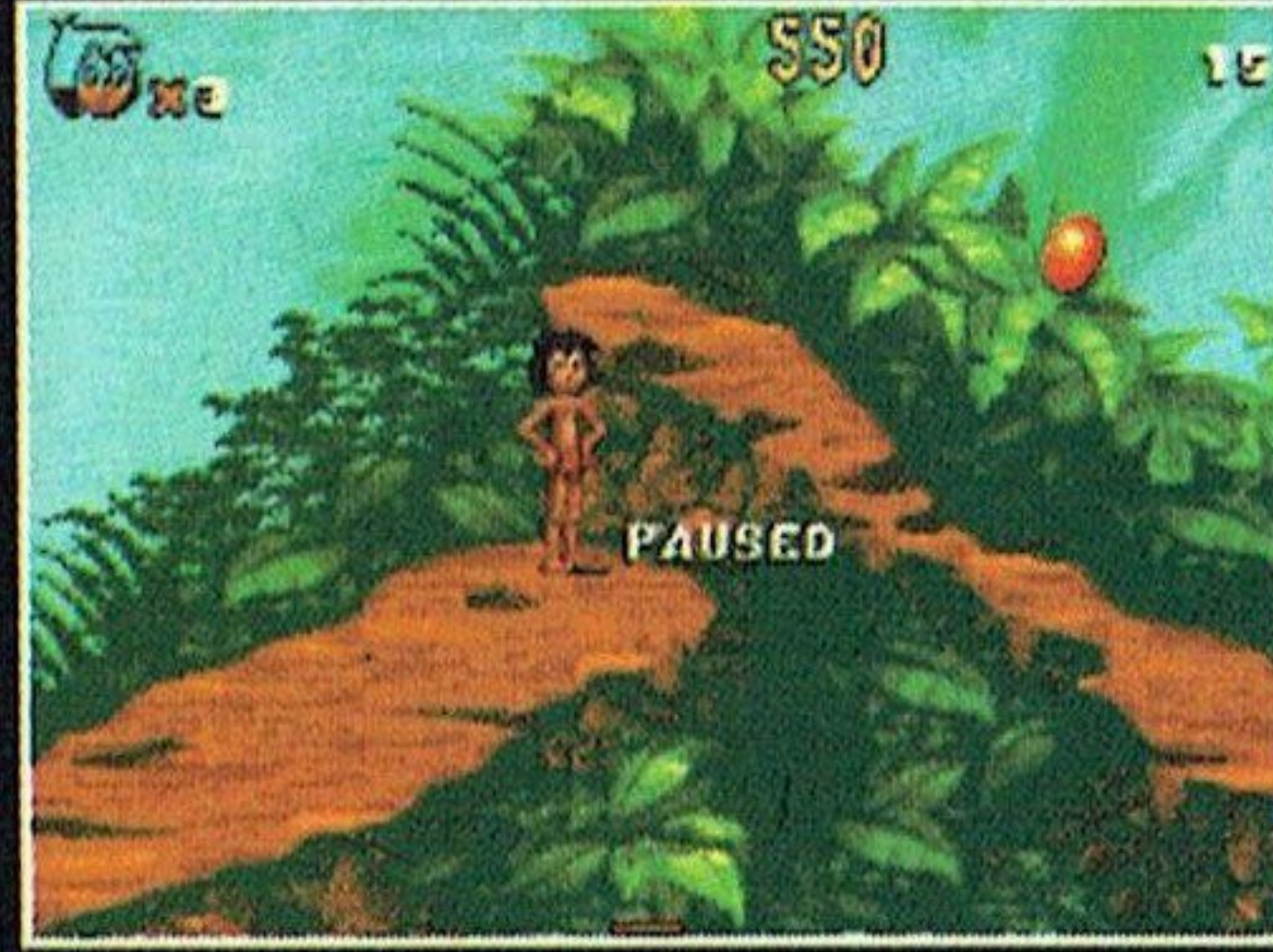
RIGHT, LEFT, RIGHT, B, A. Mowgli will say, "Yeah" and you will have full health. Also, you will also have a full supply of fruits,

rocks, and a medicine man mask to keep you invincible for 99 seconds.

Michael Sanderlin
New York, NY



Play the game until you take too many hits.



Then pause the game and enter the code.



Unpause and you should have more life in the meter.



You will also have other advantages as well.

DRACULA

(Sony Imagesoft/Sega CD)

99 Lives:

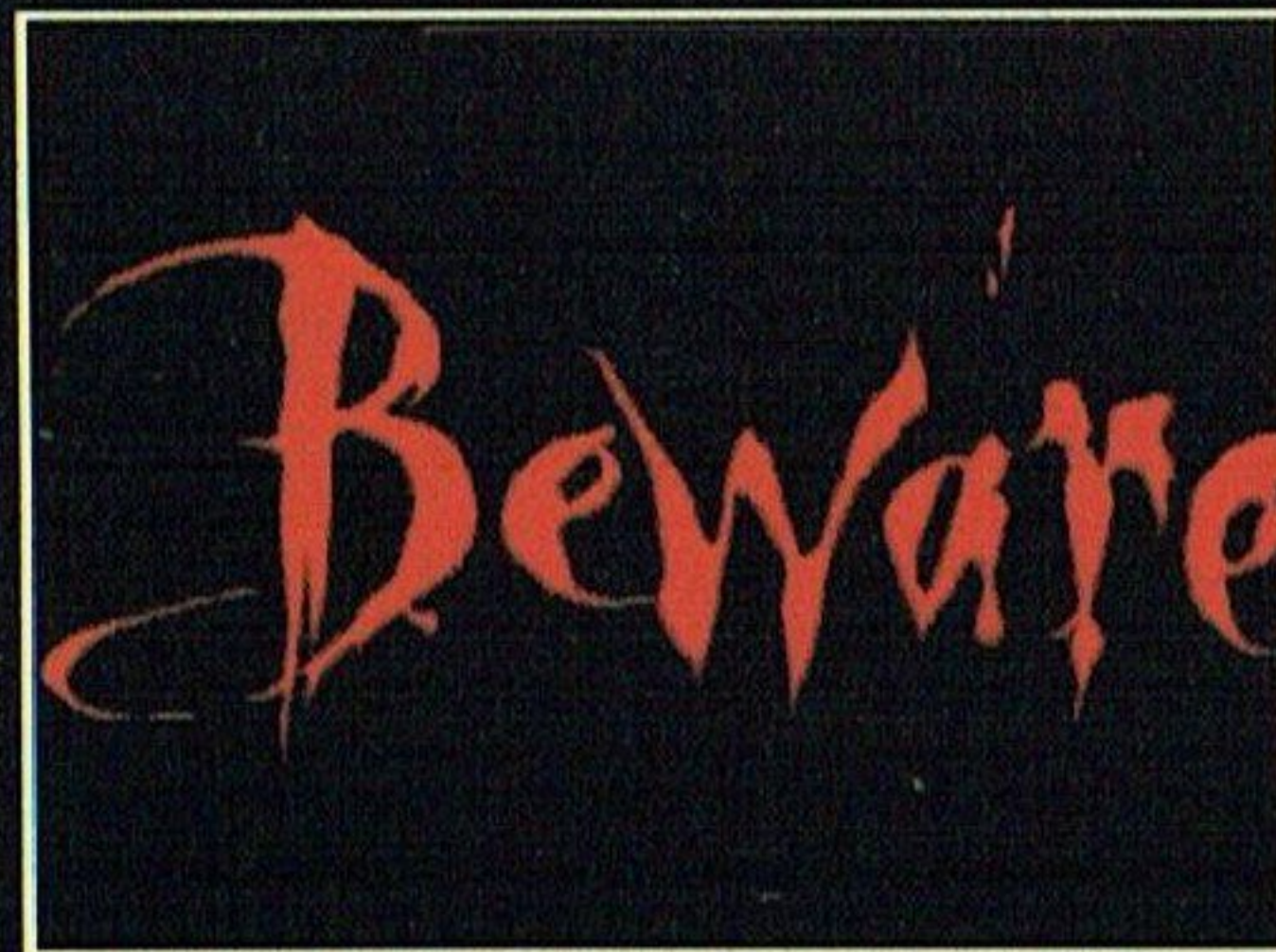
Wait for the Intro Screen to pass. When the screen that says "Beware" appears, put in this code:

A, LEFT, UP, C, A, RIGHT, DOWN. A white border should appear on the edges of the Beware Screen. Start the game. In

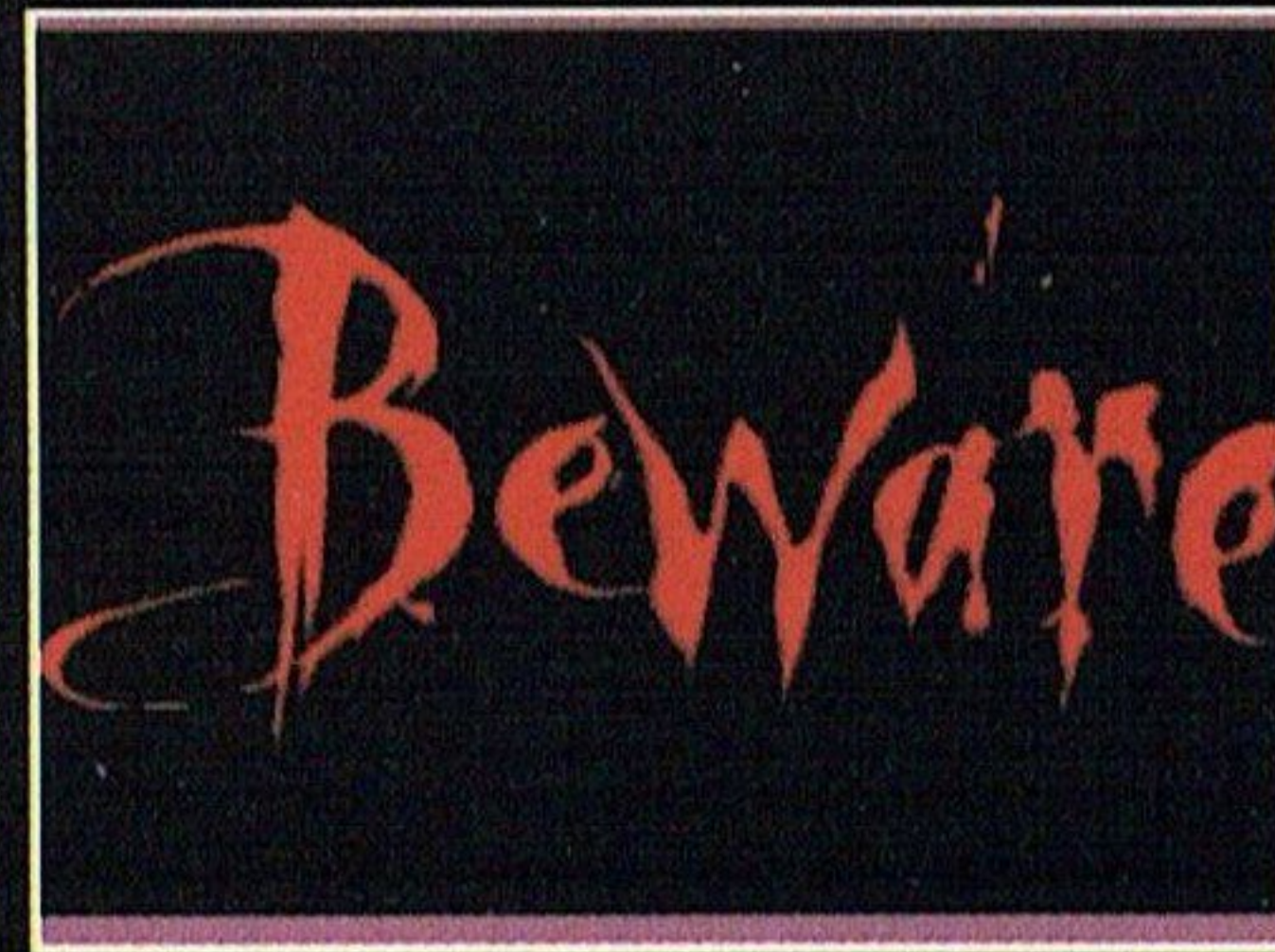
the game, press button A and START at the same time. This will pause the game. Unpause and you will have 99 lives! At any

time in the game, you can reset your lives to 99 by pressing START and A.

Ernie Wyles
El Centro, CA



When the Beware Screen appears, do the trick.



When done, a border will appear around the screen.



Press START and A together, and the screen goes dark.



Press START again and you'll have 99 lives!

FIFA INTERNATIONAL SOCCER

(Electronic Arts/Sega CD)

Cheat Codes

Go into options, and enter the following:

Dream Team:

A, A, B, B, C, C, A, A

Crazy Ball:

C, A, B, C, C, B, A, C.

Crazy Curve Ball: B, A, C, B, C, C

Invisible Wall:

C, C, C, B, A, A, A, B

Super Power: B, A, B, B, B, B, B, B, B

Super Goalie: A, A, A, A, A, B, B, B, B, B

Super Defense: B, B, B,

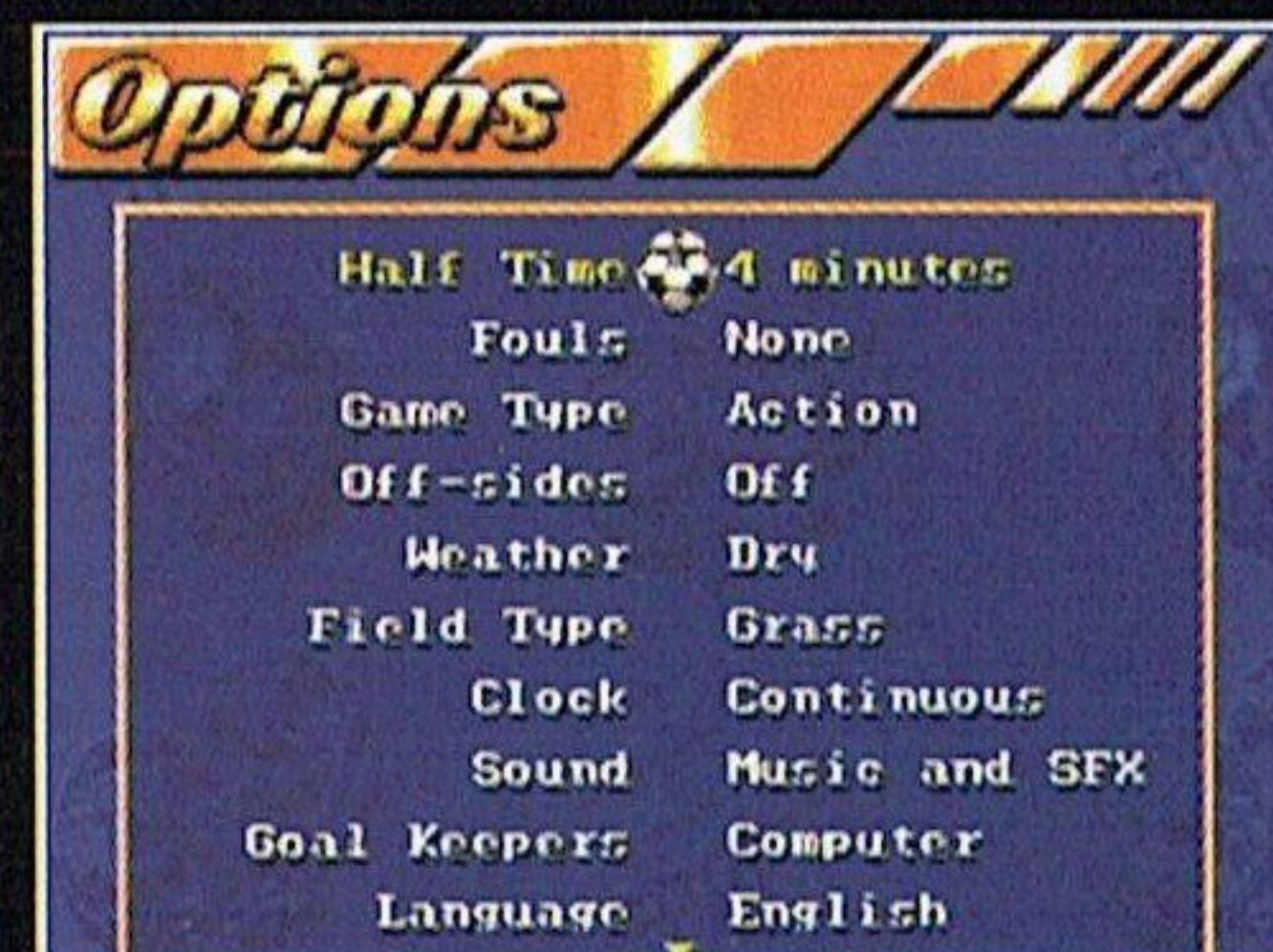
B, B, C, B

Super Offense: A, A, A, A, A, A, B, C

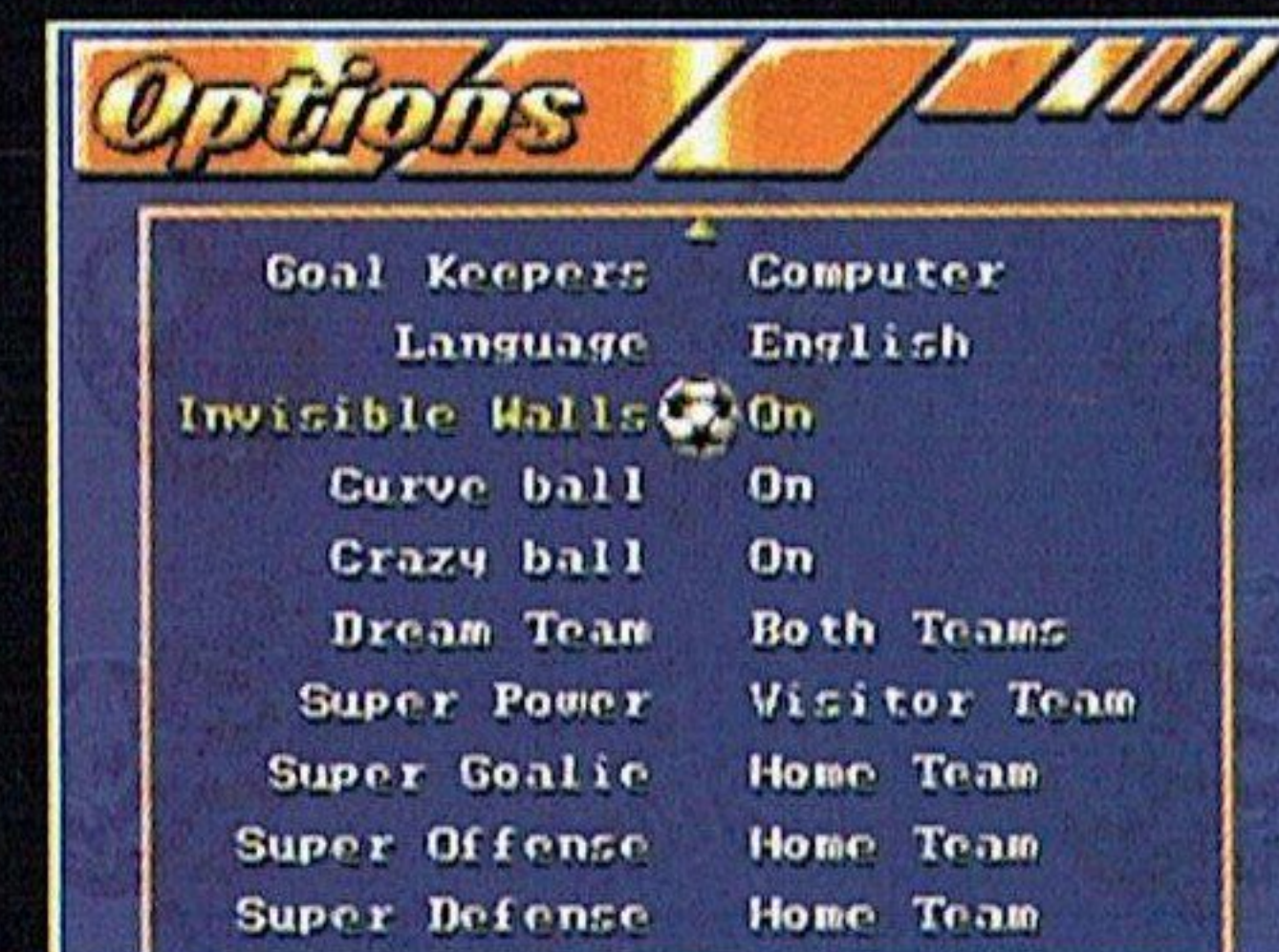
Pascal Bougie
Ontario, Canada



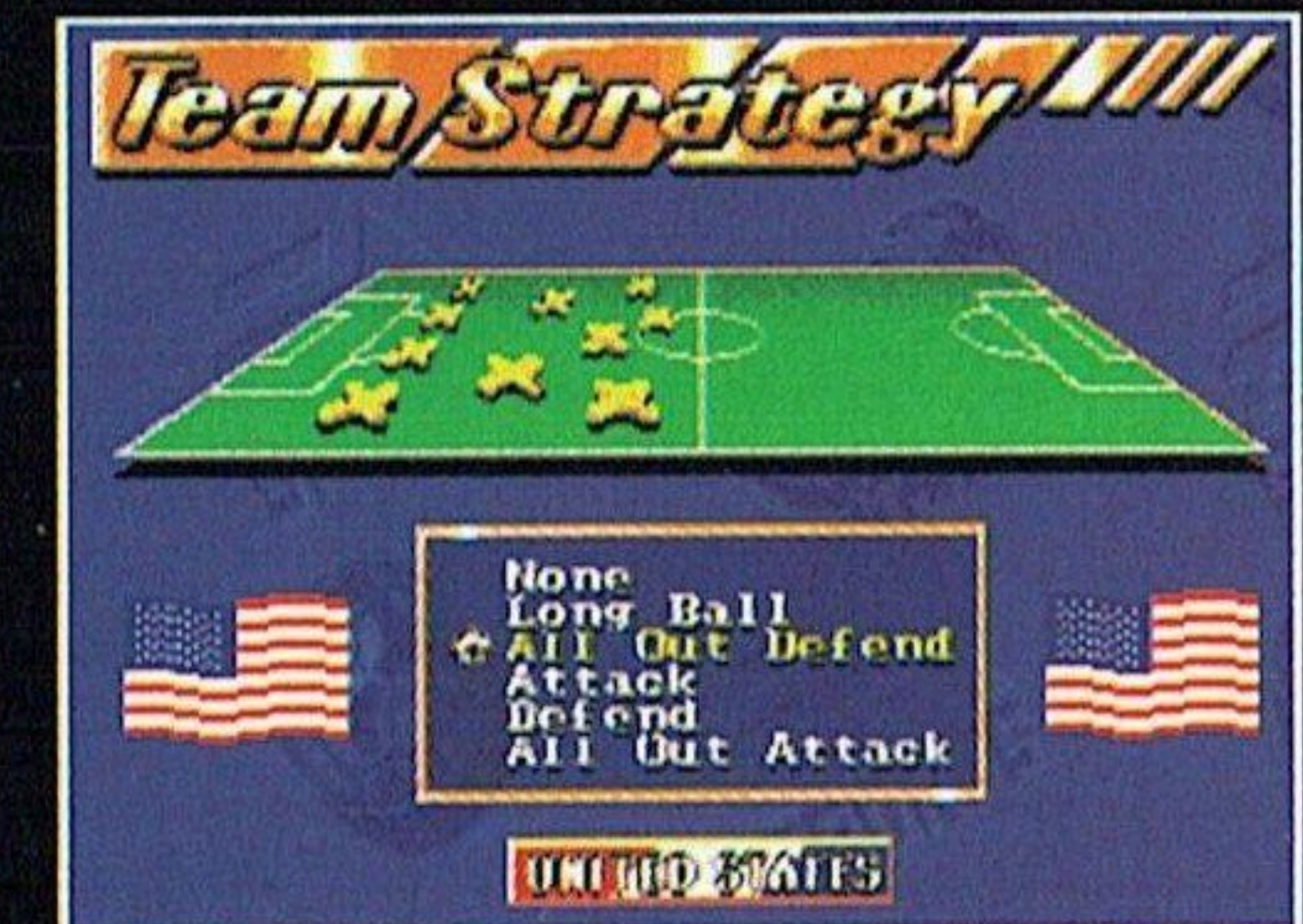
Go into the options at the Game Setup Screen.



Enter the codes at this screen for the cheats to work.



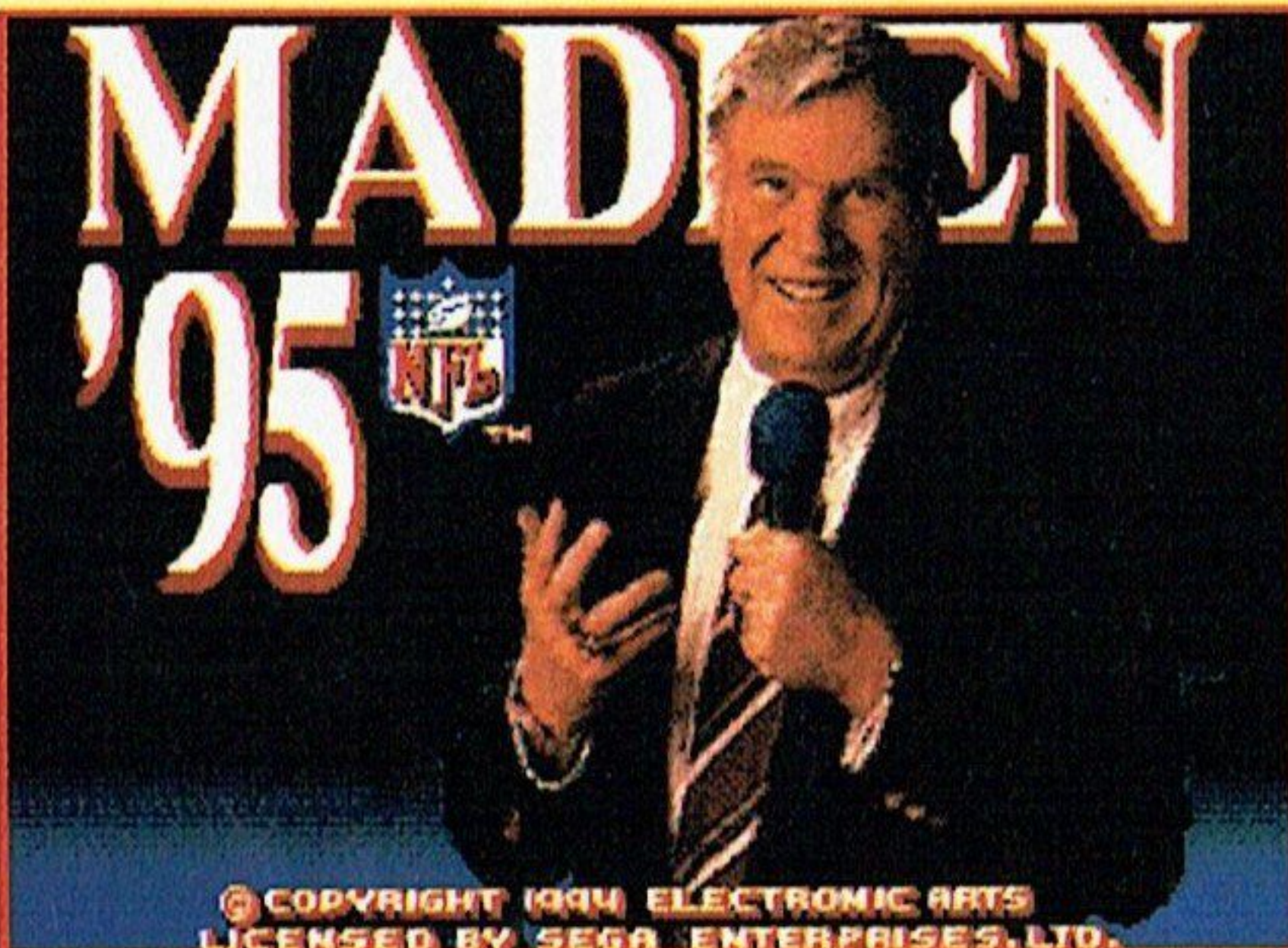
Put in as many codes as you wish and pick what you want.



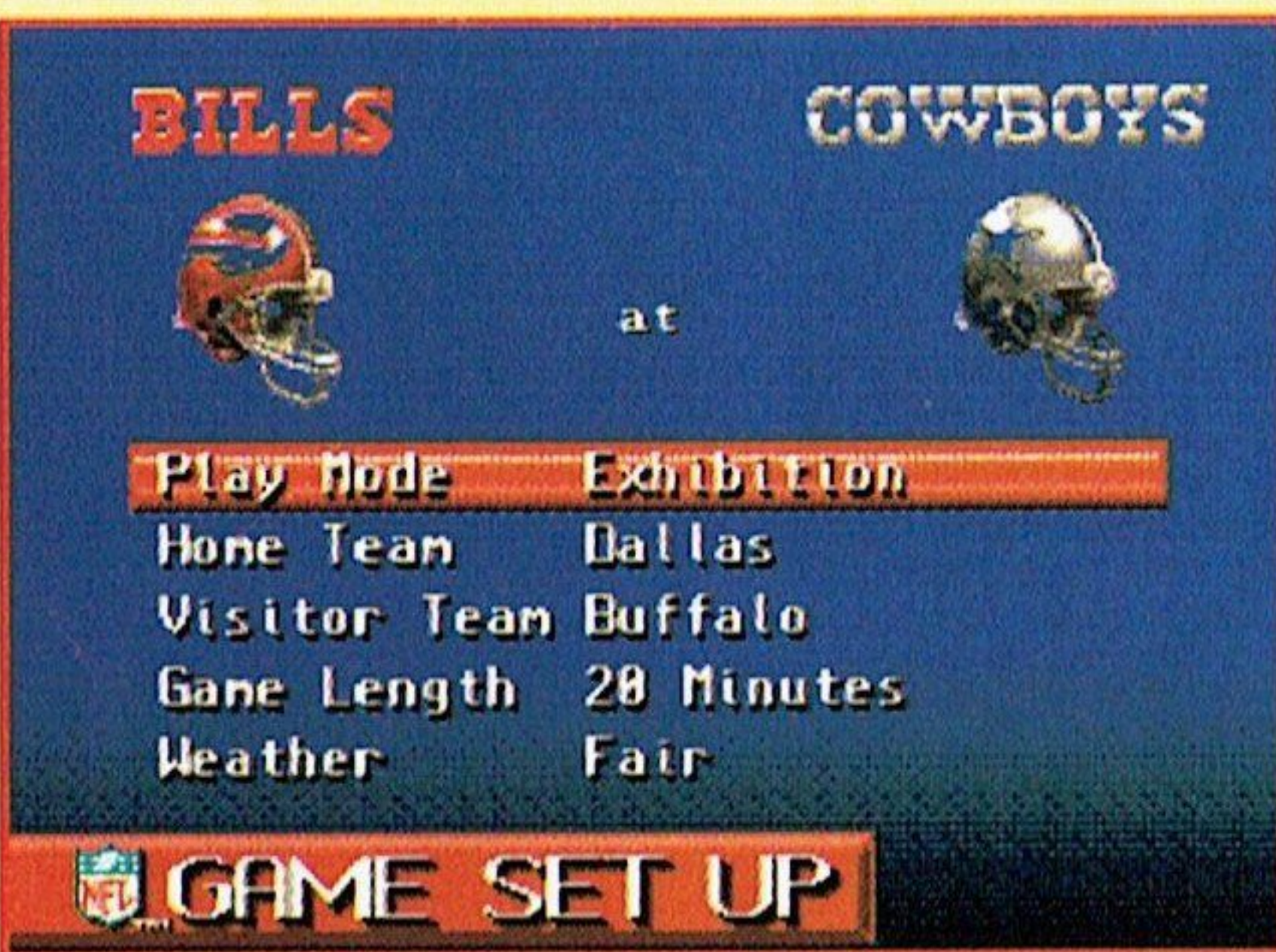
Then start a game with the cheat codes on.

COMING ATTRACTIONS

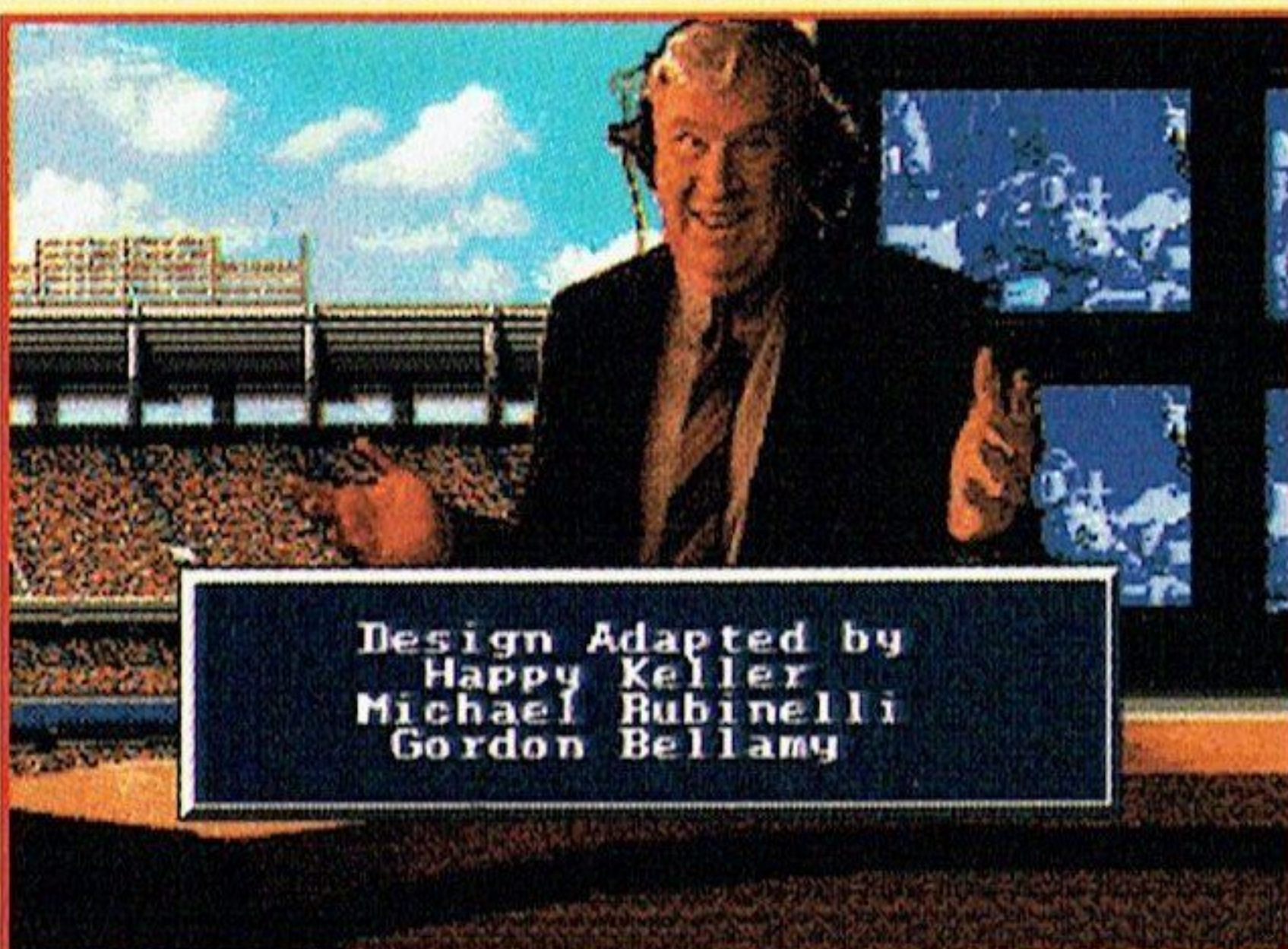
Madden NFL '95 Genesis/Electronic Arts



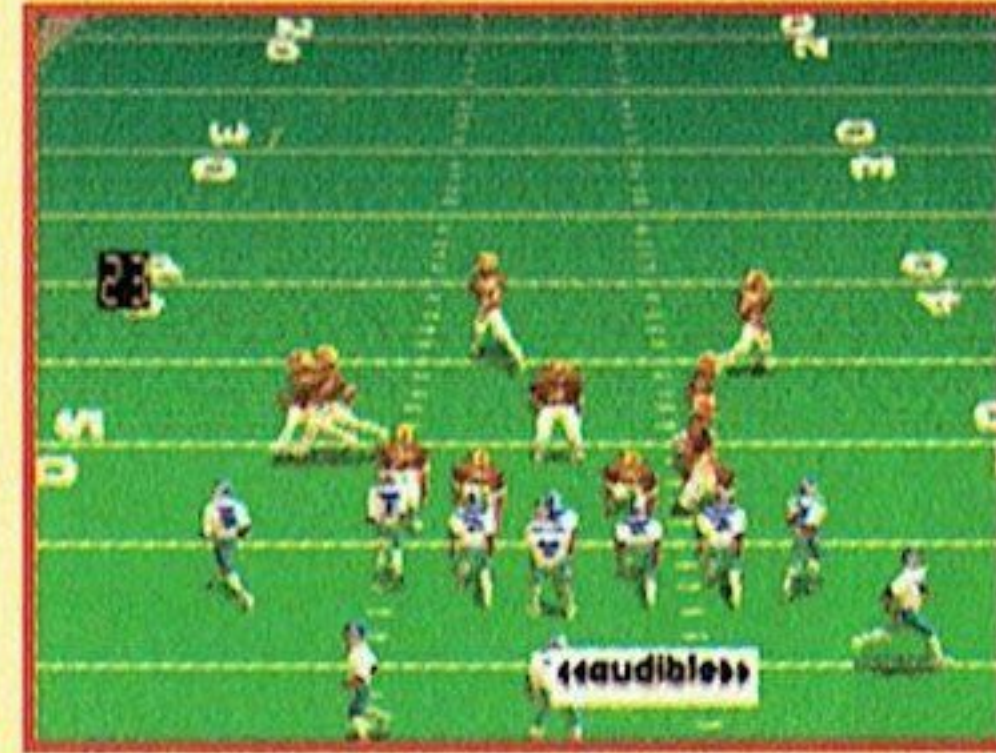
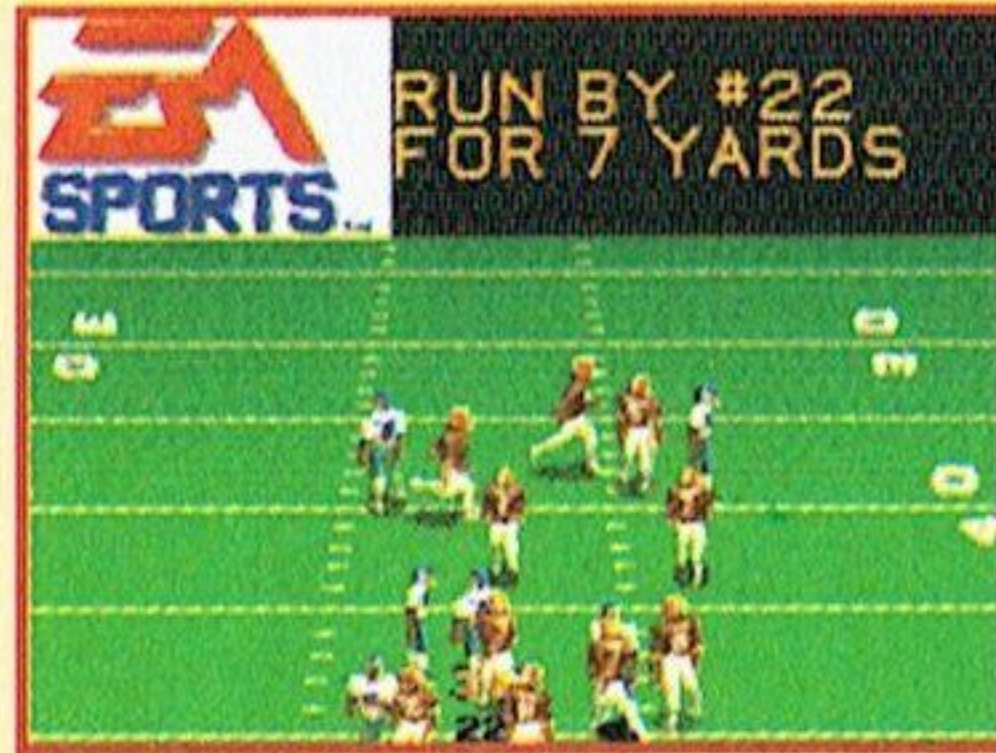
It's that time of year again—time for the annual Madden game!



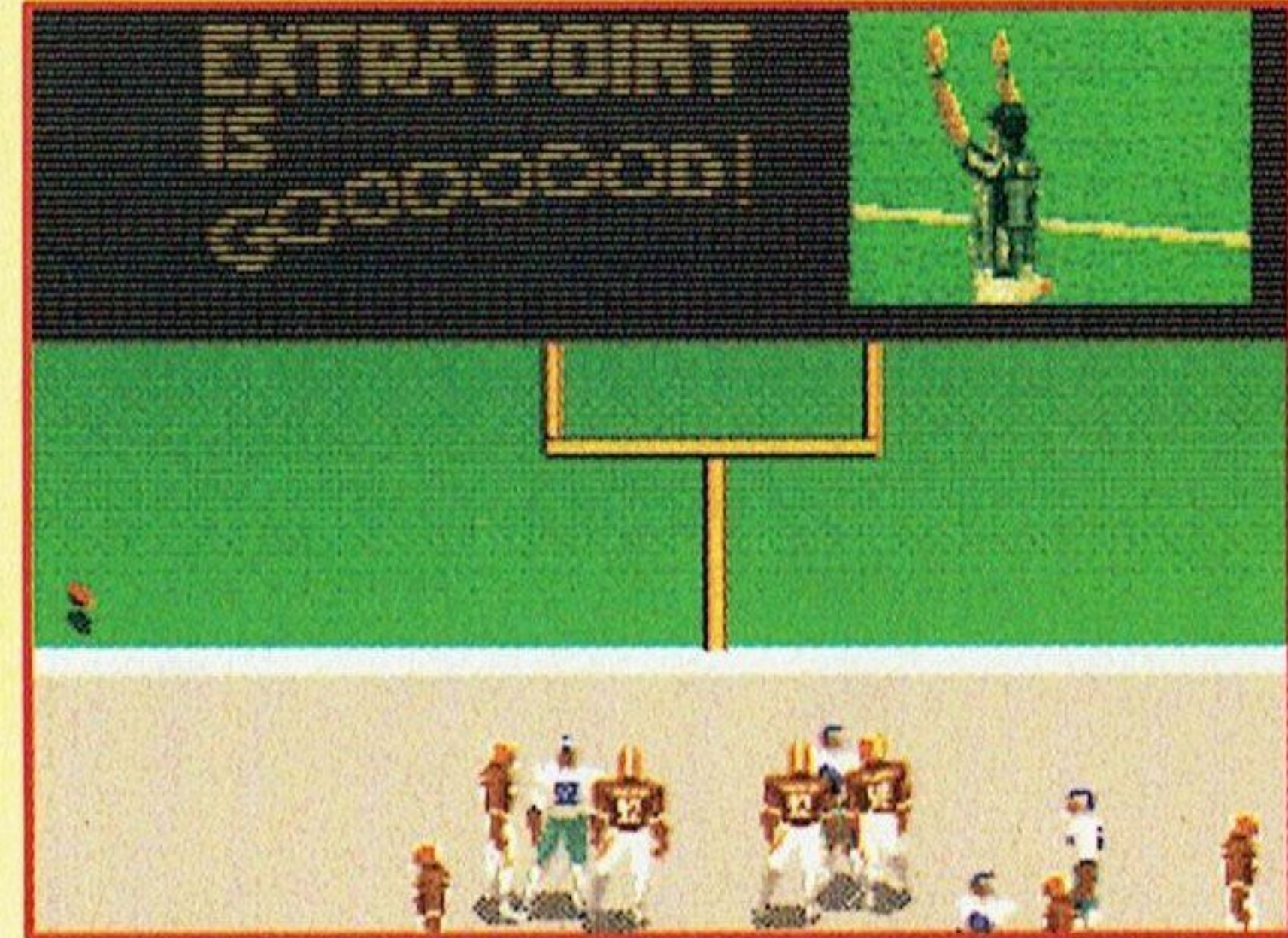
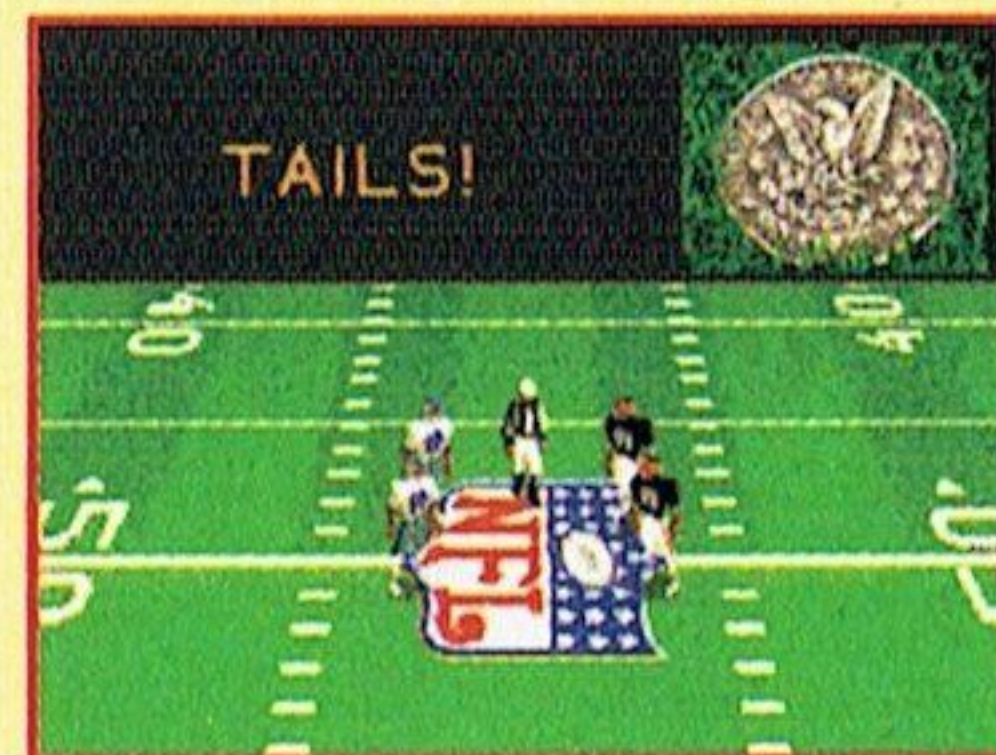
Several options: pick your teams, weather conditions, etc.



Of course, you get the play-by-play commentary by the man himself!



He's back and better than before. Like last year's version, you're able to compete with up to four players and tackle it out with your friends. Complete with the 1994 roster of players and teams, you get to pick from the entire league. Of course, the Play Modes are still intact. You can test your skill in the playoffs in hopes of reaching the Super Bowl. One thing that you'll notice about the game are the injuries that occur on the field. If you are injured, you may be gone for a game or two depending on the severity of the injury. The defensive playbook from last year has been improved and redesigned by Madden to give you the updated plays that are debuting in the real game. They even included the two-point conversion that has been added to the 1994-95 season. This year's Genesis Madden will definitely have you coming back for more and more football action!



Score a touchdown and receive that vital extra point!



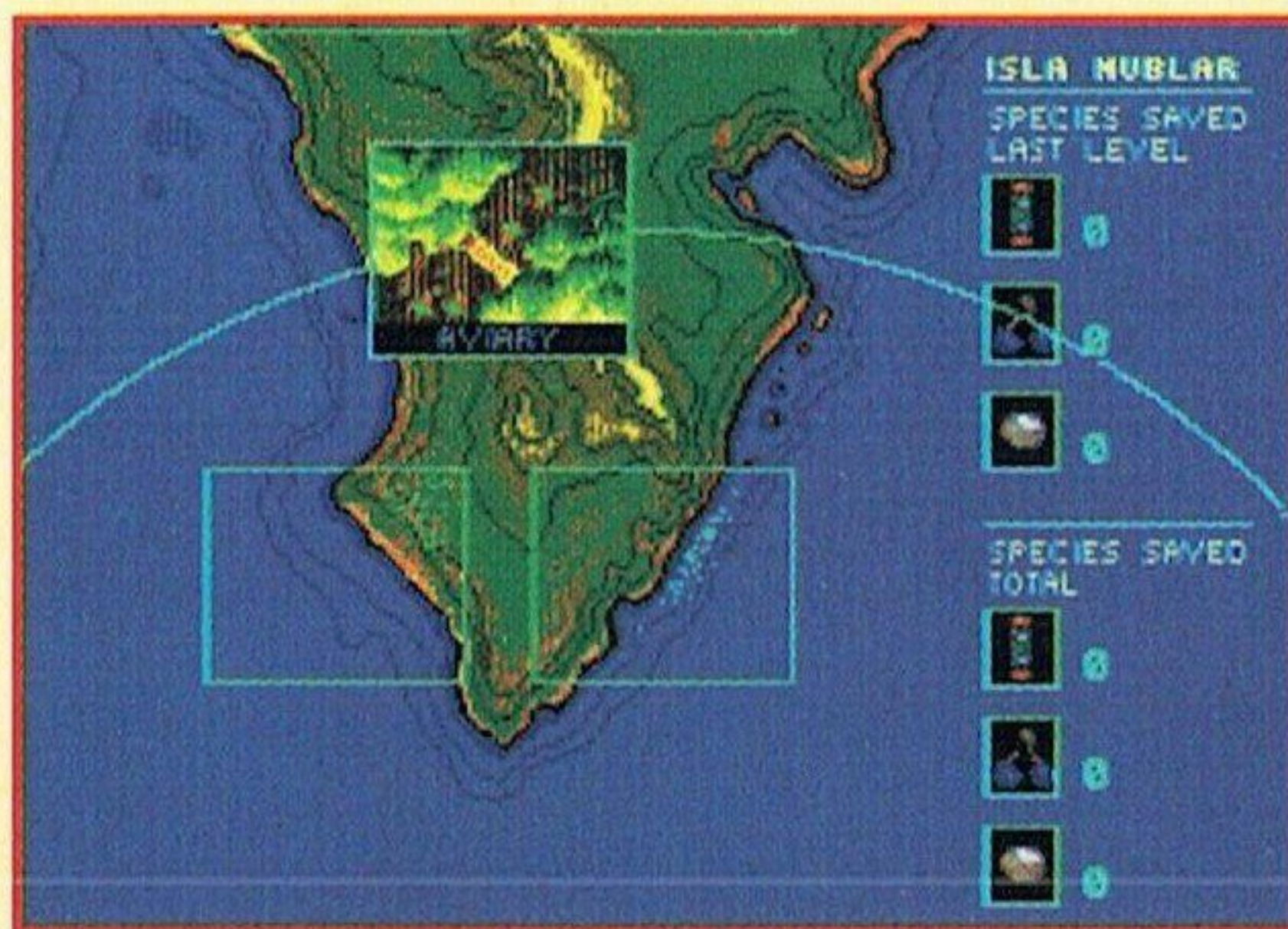
Enjoy the clearer graphics and the dramatic depth-of-field game play.



Pick your play in between downs on offense or defense.

Jurassic Park: Rampage Edition Genesis/Sega

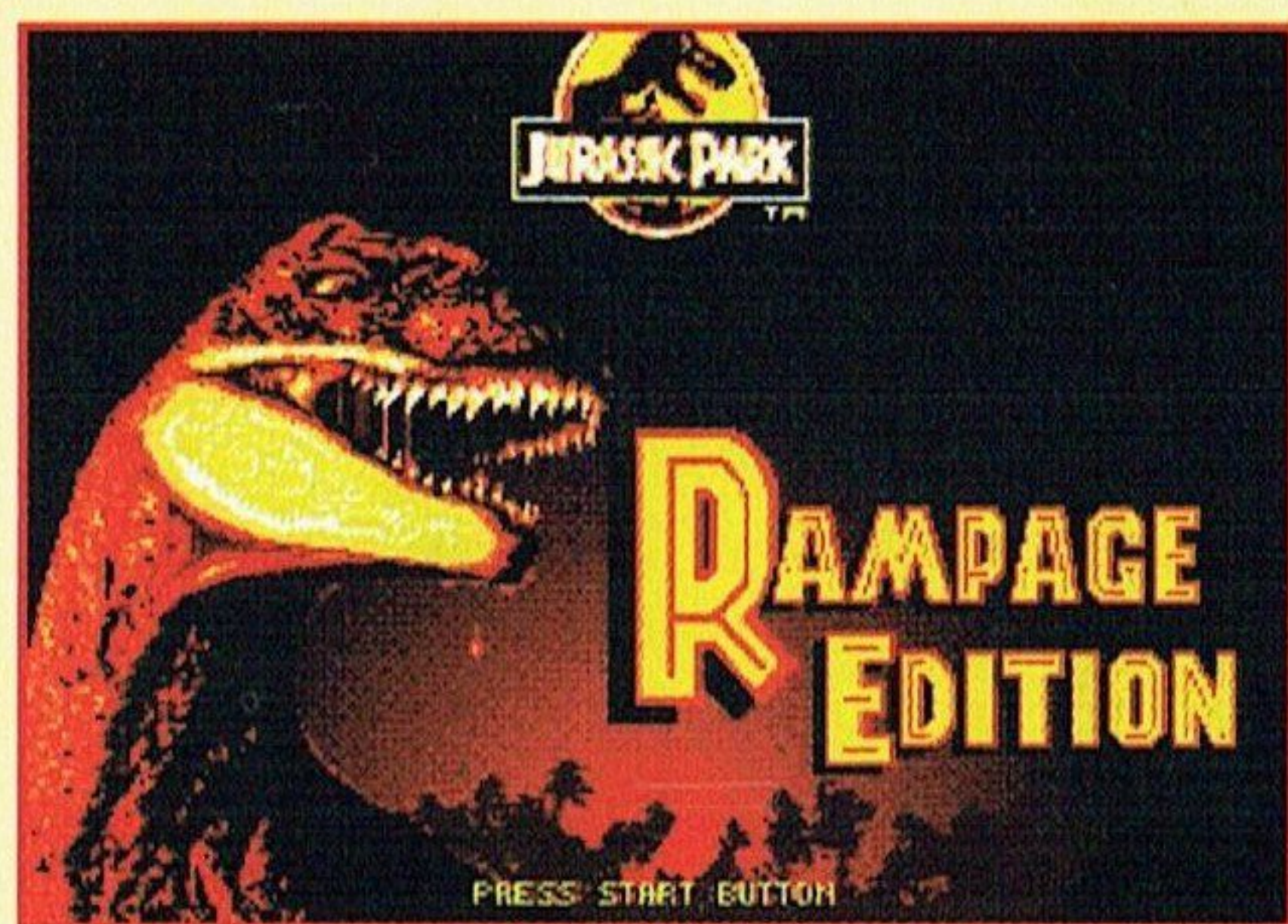
The dinosaurs return! In this sequel to the first Jurassic Park, it's anything goes as you play as either the good Dr. Grant or a deadly Raptor! Jurassic Park Rampage has more dangers, bigger levels, and more surprises than before! Collect power-ups and other items (as Grant, collect some weapons) to help you through the stages! For those of you wanting a movie sequel, this should keep you happy.



Check out where you are with the map function showing your status.



Like the first game, you can play as the killer dinosaur, the Raptor.



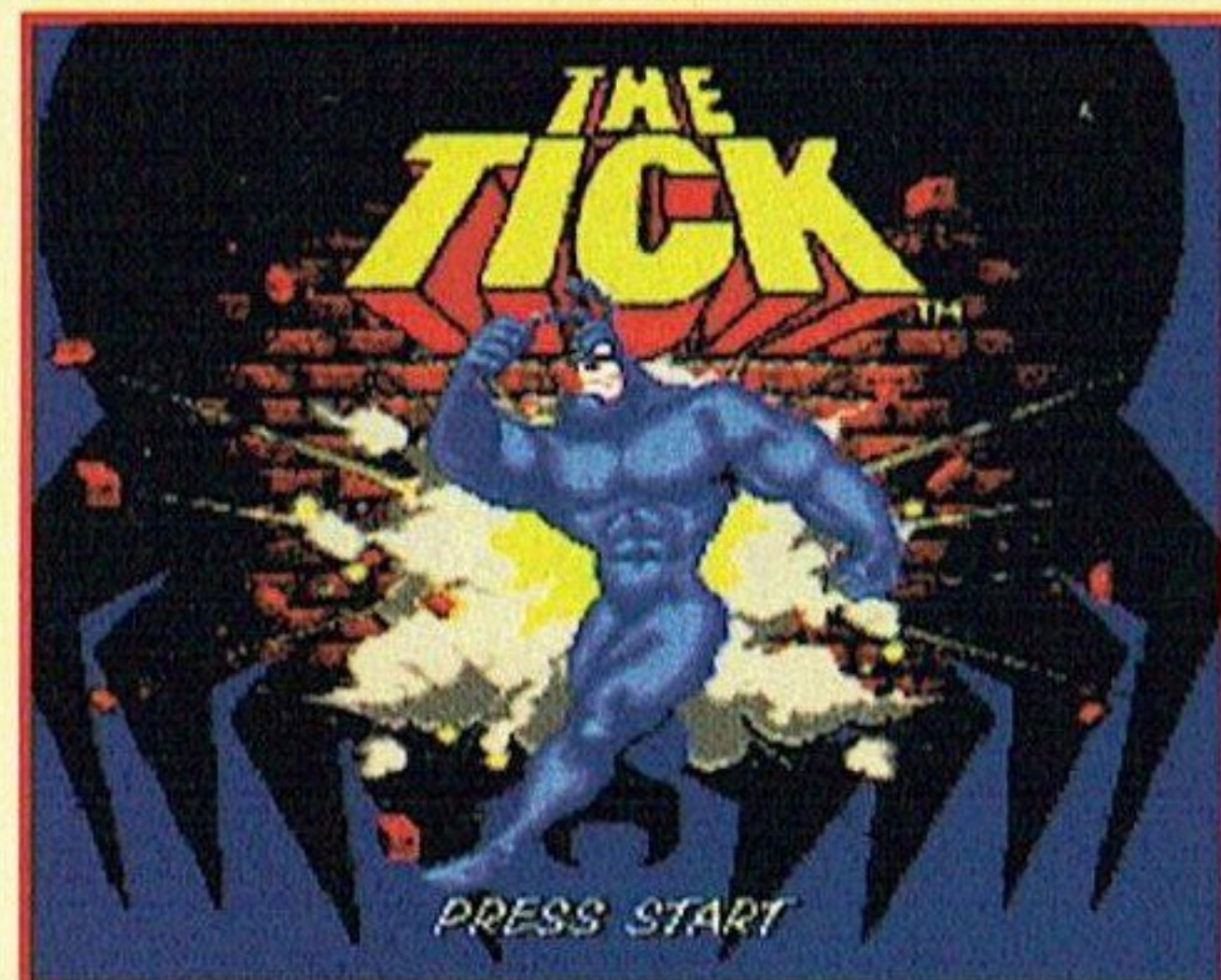
The good Dr. Grant is grabbed by a prehistoric bird.



As the Raptor, there are huge levels awaiting your primal rage!

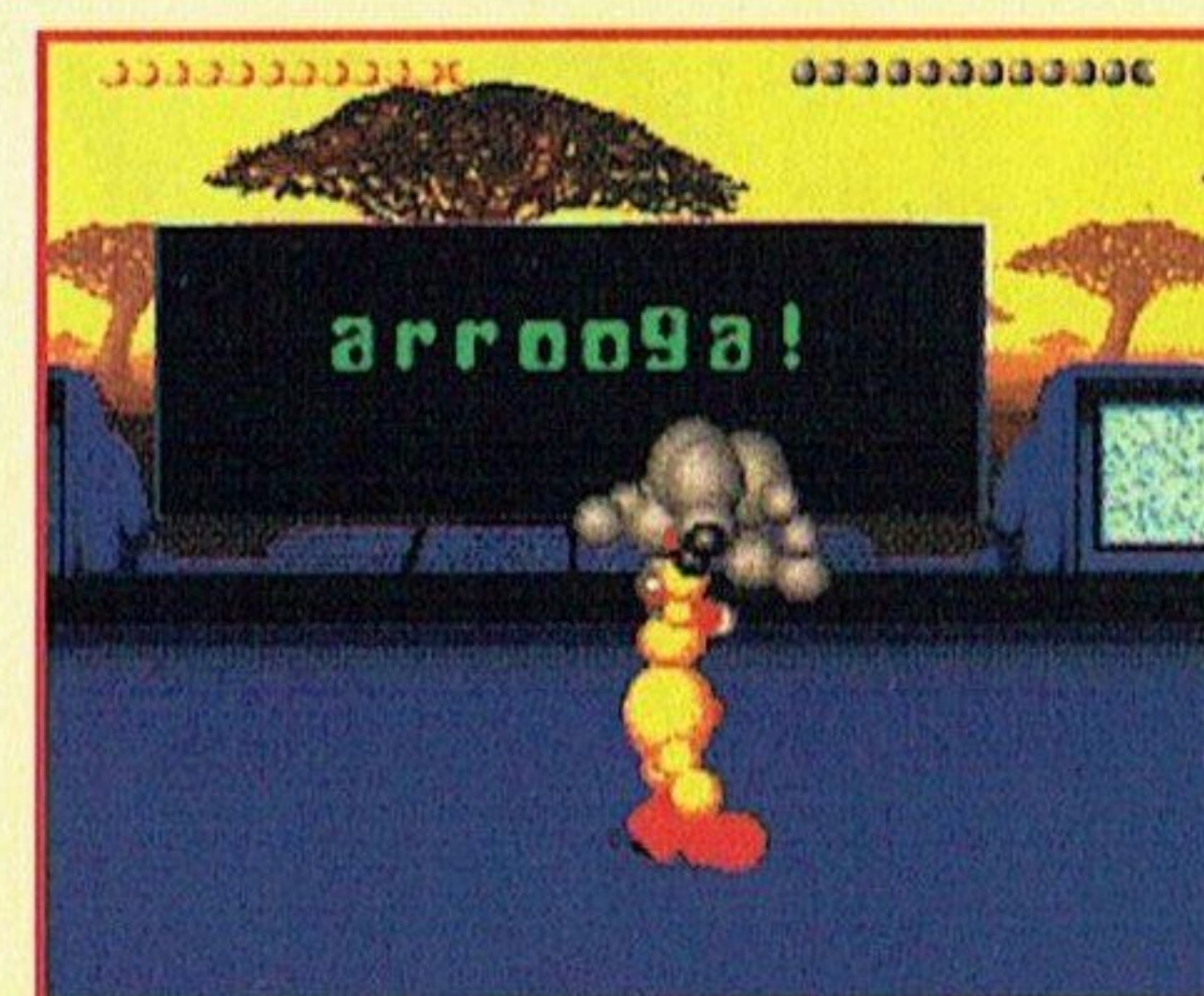
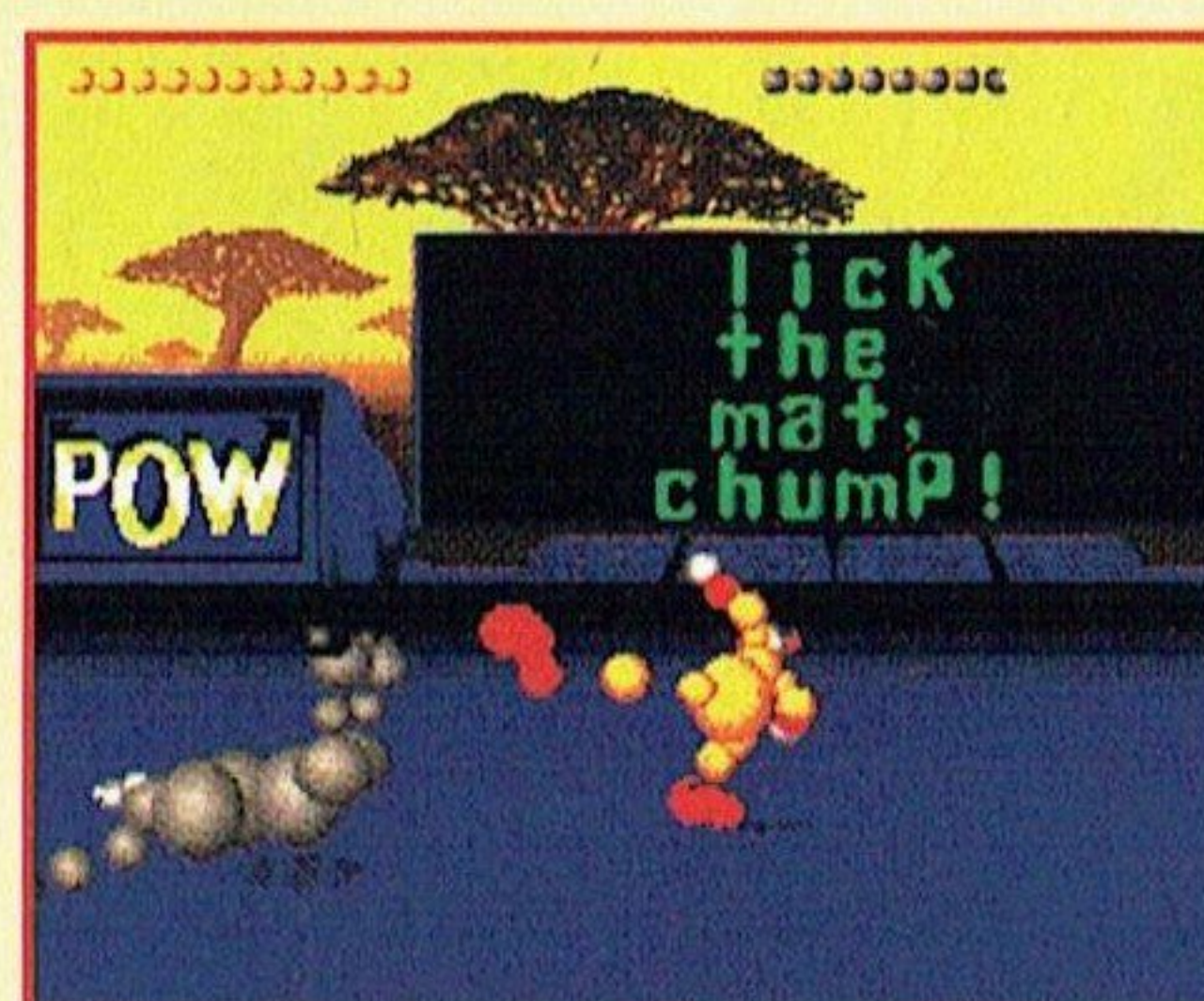
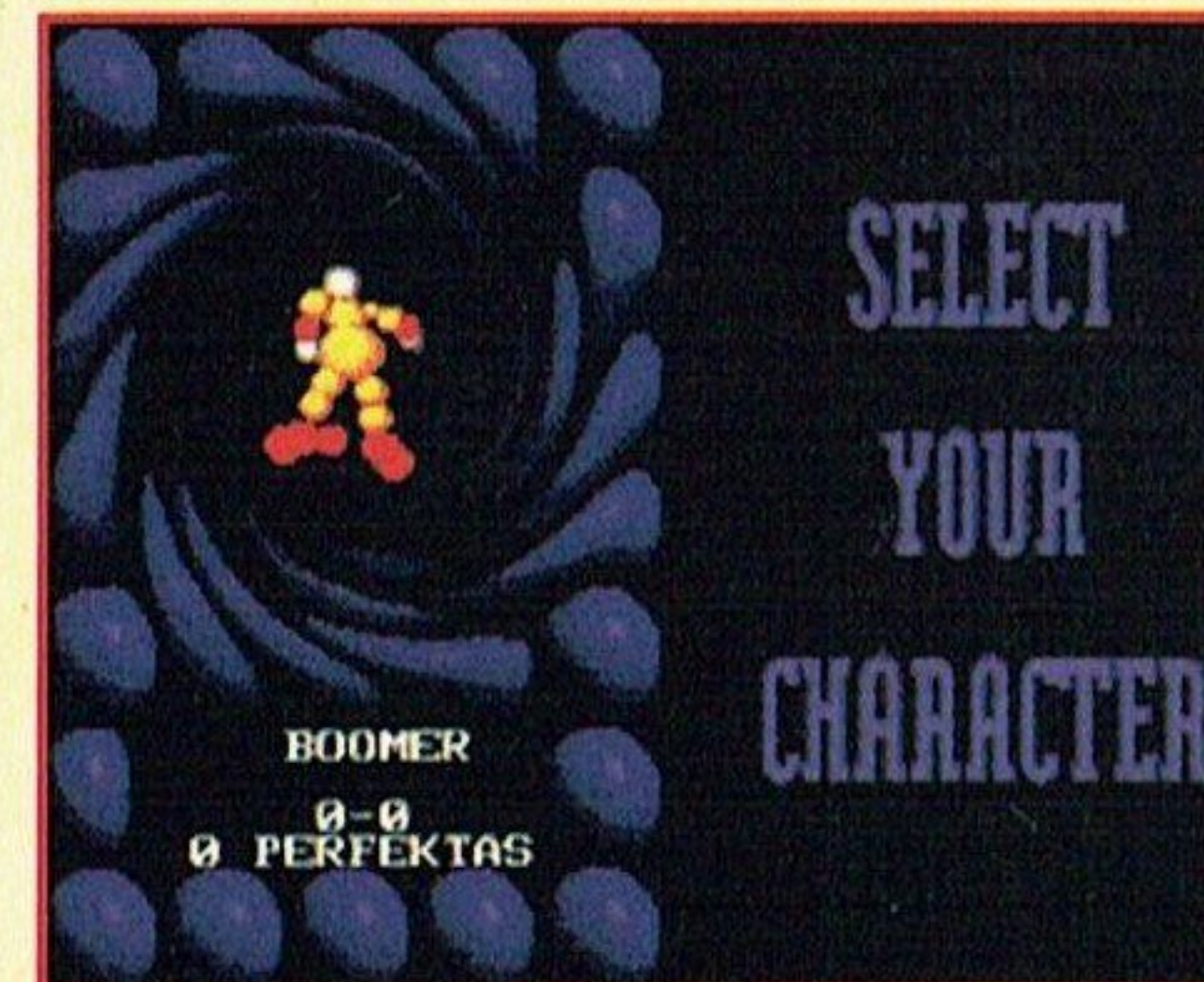
The Tick Genesis/Fox Interactive

This is based on the upcoming series set to debut on the Fox Children Network this fall. The character "The Tick" is from comic books by Ben Elund. What is The Tick? He's a 7-foot, 400-pound avenger of evil, crime fighter. Loaded with special fighting techniques, battle through several side- (and vertically-) scrolling levels.



Ballz Genesis/Accolade

Ballz presents a new a "virtual" look to the fighting genre—much like the arcade game Virtua Fighters. Instead of a sideview one-on-one fighter, Ballz allows characters to move around a fighting field freely—360 degrees! Pick any one of several fighters loaded with special (and very funny) moves. Go against a friend or the computer for some virtual fun.



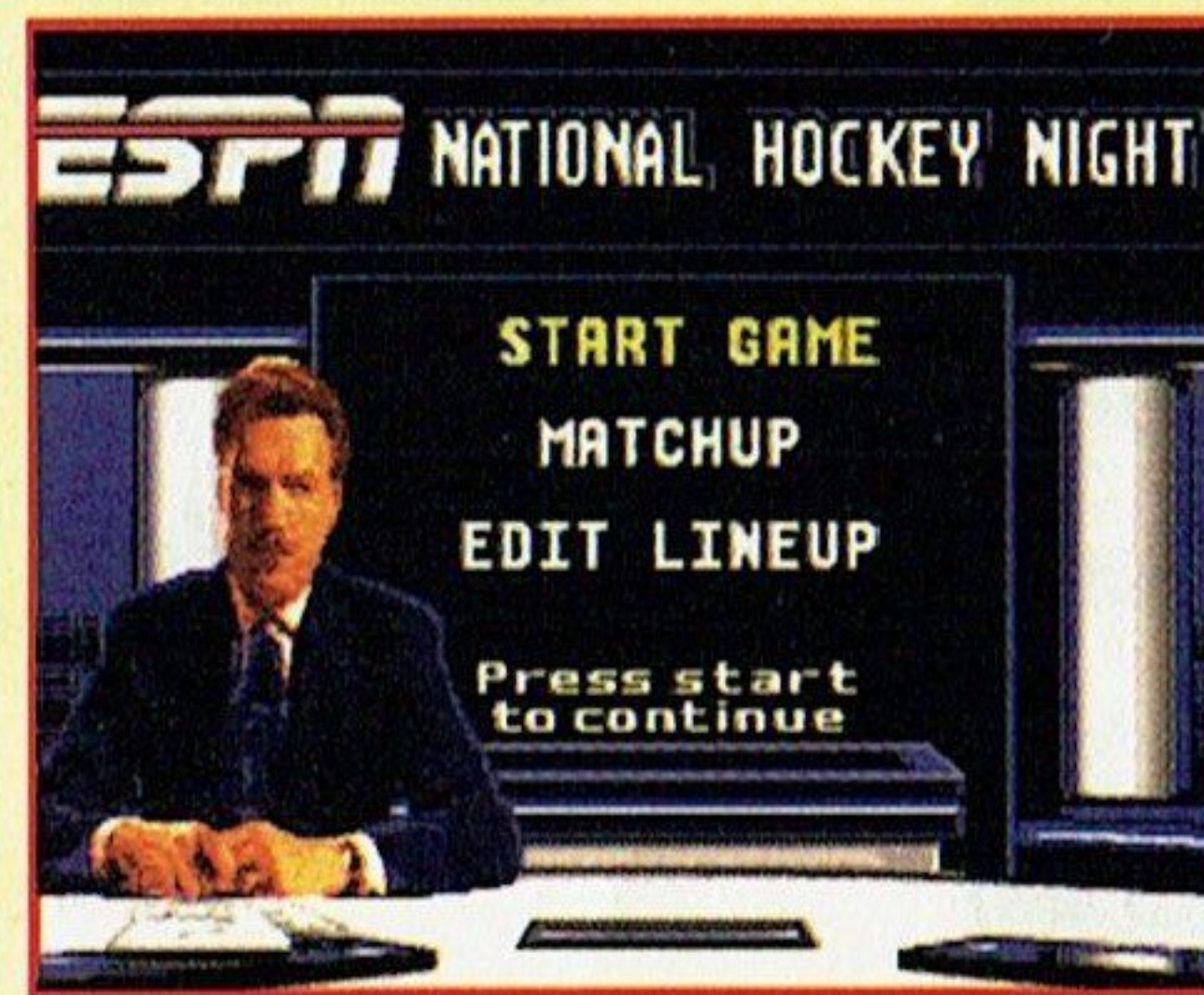
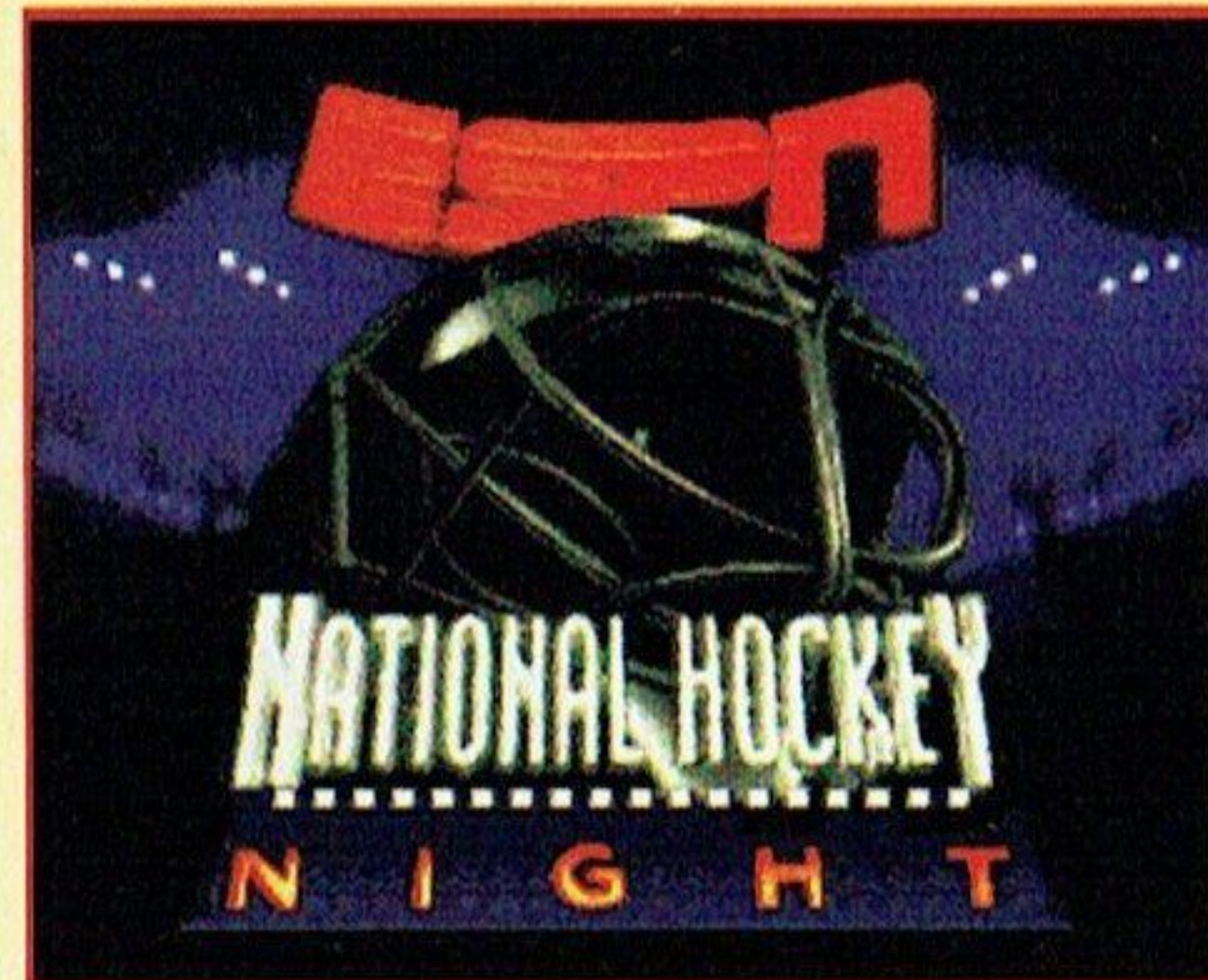
The Pagemaster Genesis/Fox Interactive

Based on the upcoming live action/animated movie featuring everyone's favorite child star (Macaulay Culkin), The Pagemaster is another cartridge from the new Fox Interactive game line. In this game, you can play in several story lines (horror, etc.) while facing a series of menaces. Collect items to help you in your long quests.



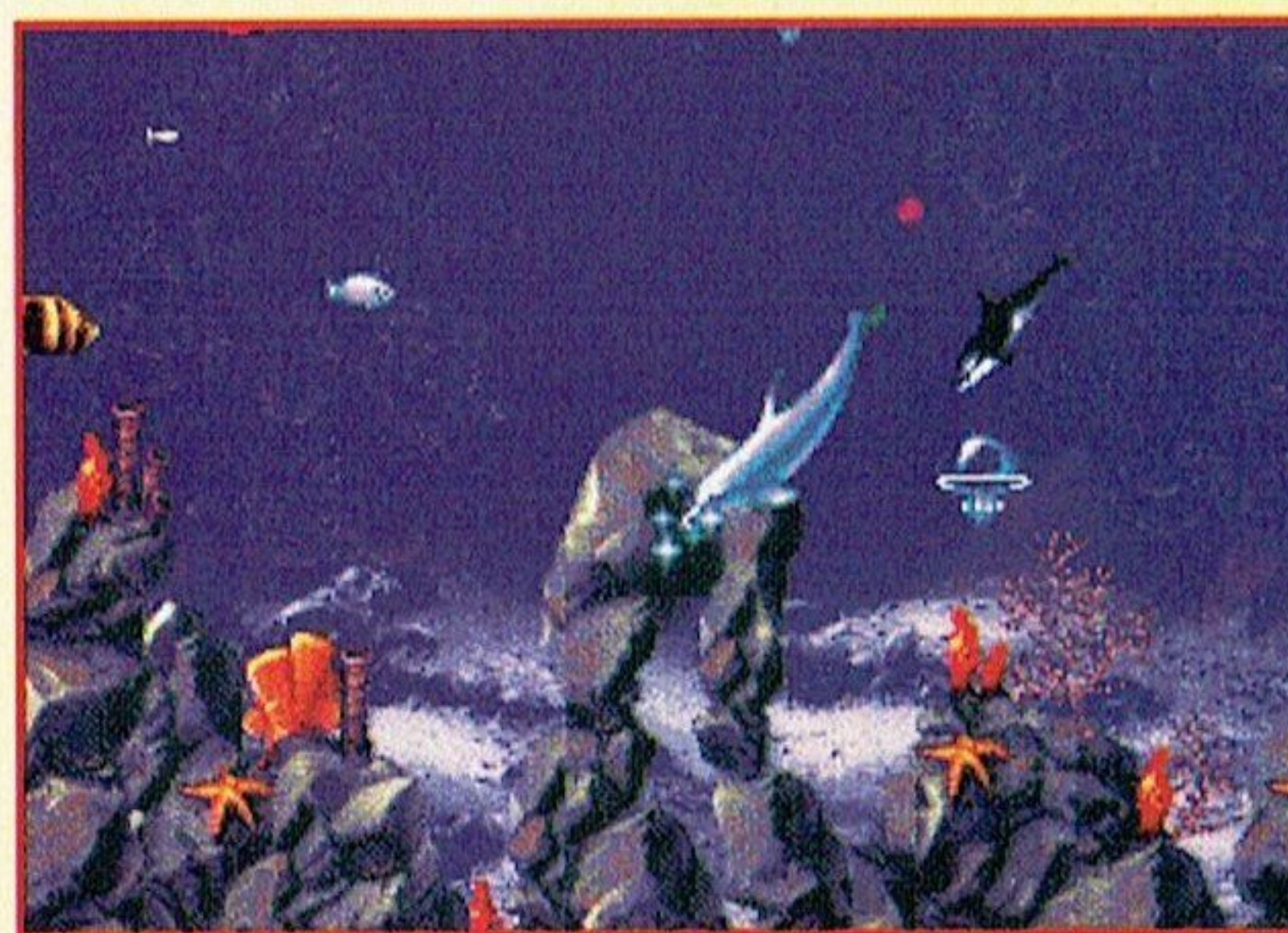
ESPN National Hockey Night Genesis/Sony Imagesoft

Ever go to a fight and a hockey game broke out? Pure hockey is what you'll get with Sony Imagesoft's latest hockey title, ESPN National Hockey Night! Hit the ice with your favorite hockey team, and play against the computer or a friend. This cart has basically everything in a sports game—vertical or horizontal game play with penalties and statistics!



Ecco: The Tides of Time Genesis/Sega

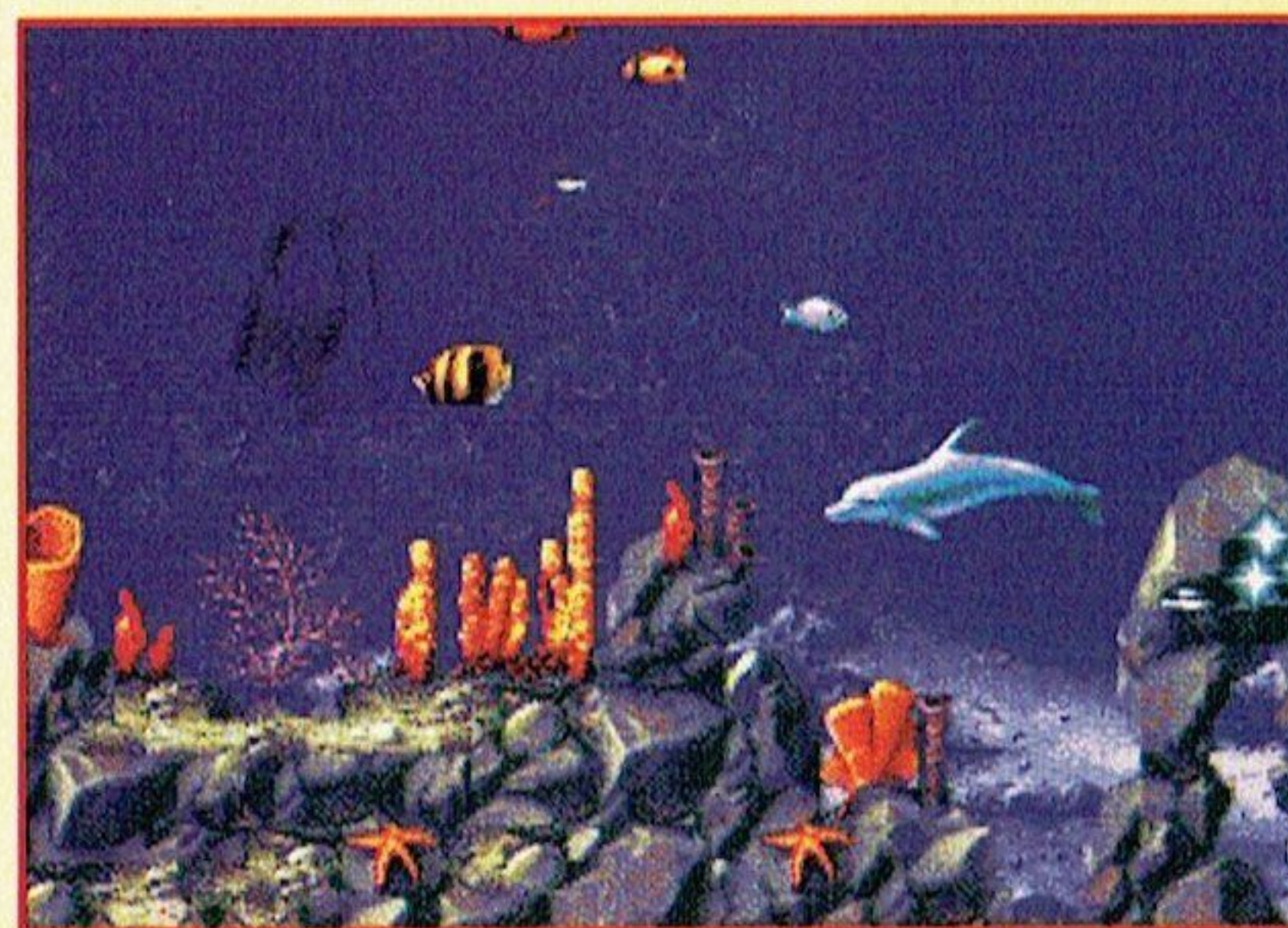
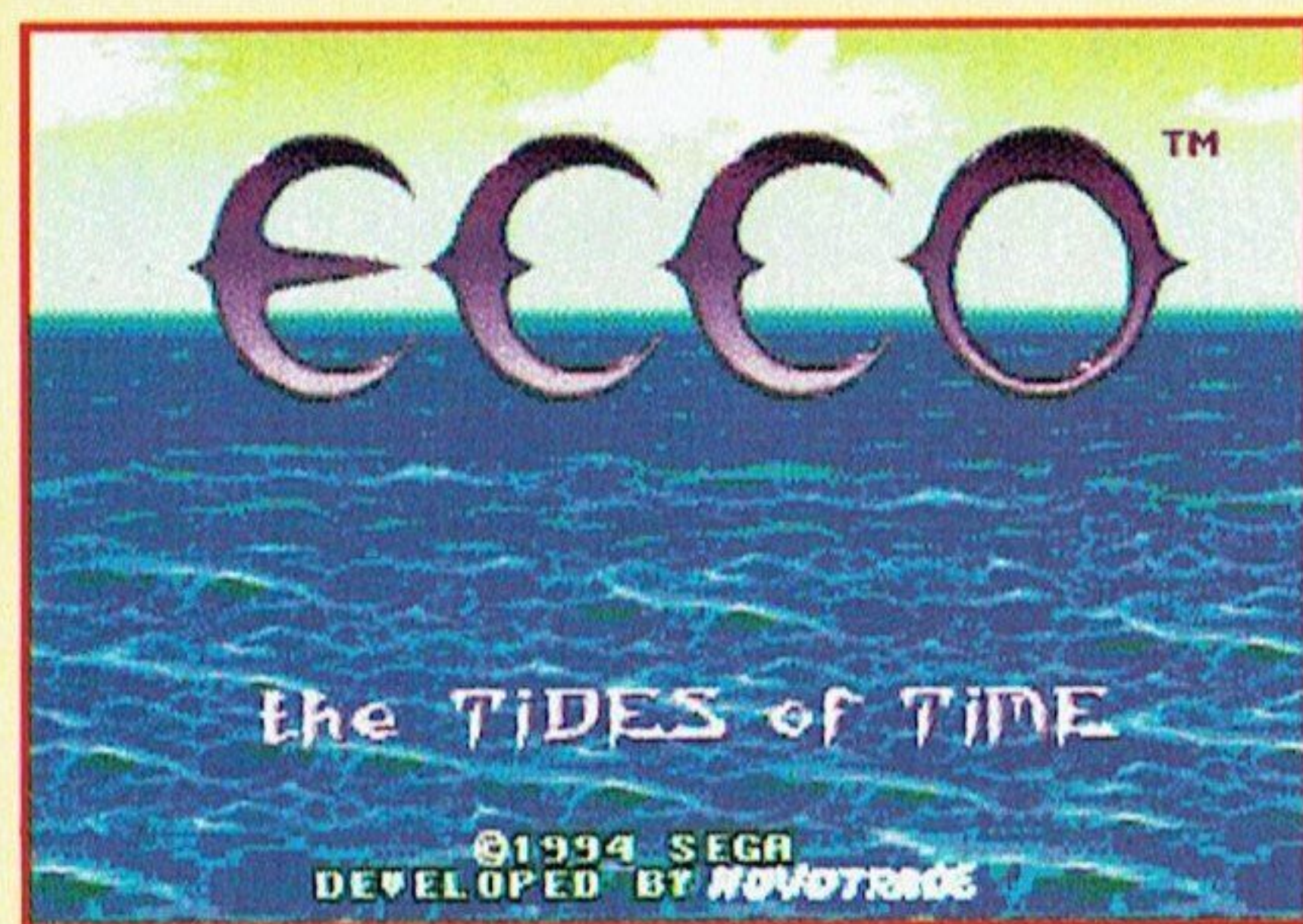
After saving the pod, Ecco returns to Earth in this sequel to Ecco: The Dolphin. This time, the Vortex is trying to re-establish its hive on the planet Earth. Those of you who loved the first game will definitely take to this one! The movements and attacks of Ecco are familiar, with beautiful graphics and equally beautiful sound effects and music. There are 25 stages awaiting our lovable dolphin hero, but can he survive this one?



Searching the bottom of the deep blue seas, it's Ecco!



Don't forget, Ecco still needs to surface periodically to get more air.



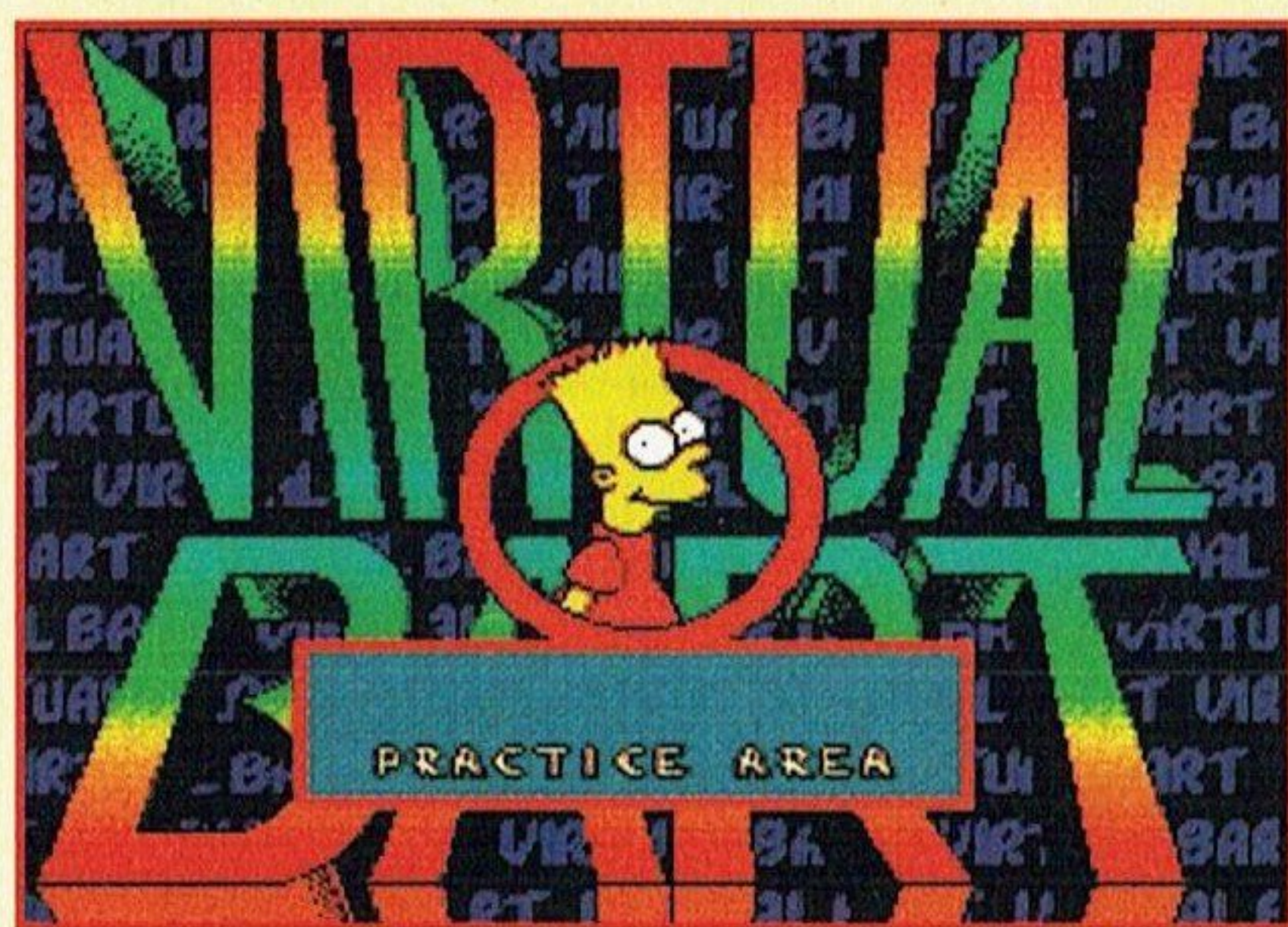
The graphics look better than the first Ecco game. What detail!



Dolphin can still jump high to switch into different waters.

Virtua Bart Genesis/Acclaim

Bart Simpson returns in another Simpsons title by Acclaim! In this one, Bart is thrown into one of several zones, each with an objective and a wacky theme! Throw tomatoes at various targets, ride down a dizzying waterslide, and journey back in time. Plus, play as a dinosaur, jump from tree to tree as an infant, race across the wastelands as a Road Warrior, or escape a factory while turned into a pig. Fun stuff!



Strapped to a wheel, Bart is given a spin to determine his fate!



Carefully adjust your aim and range then launch the tomatoes.



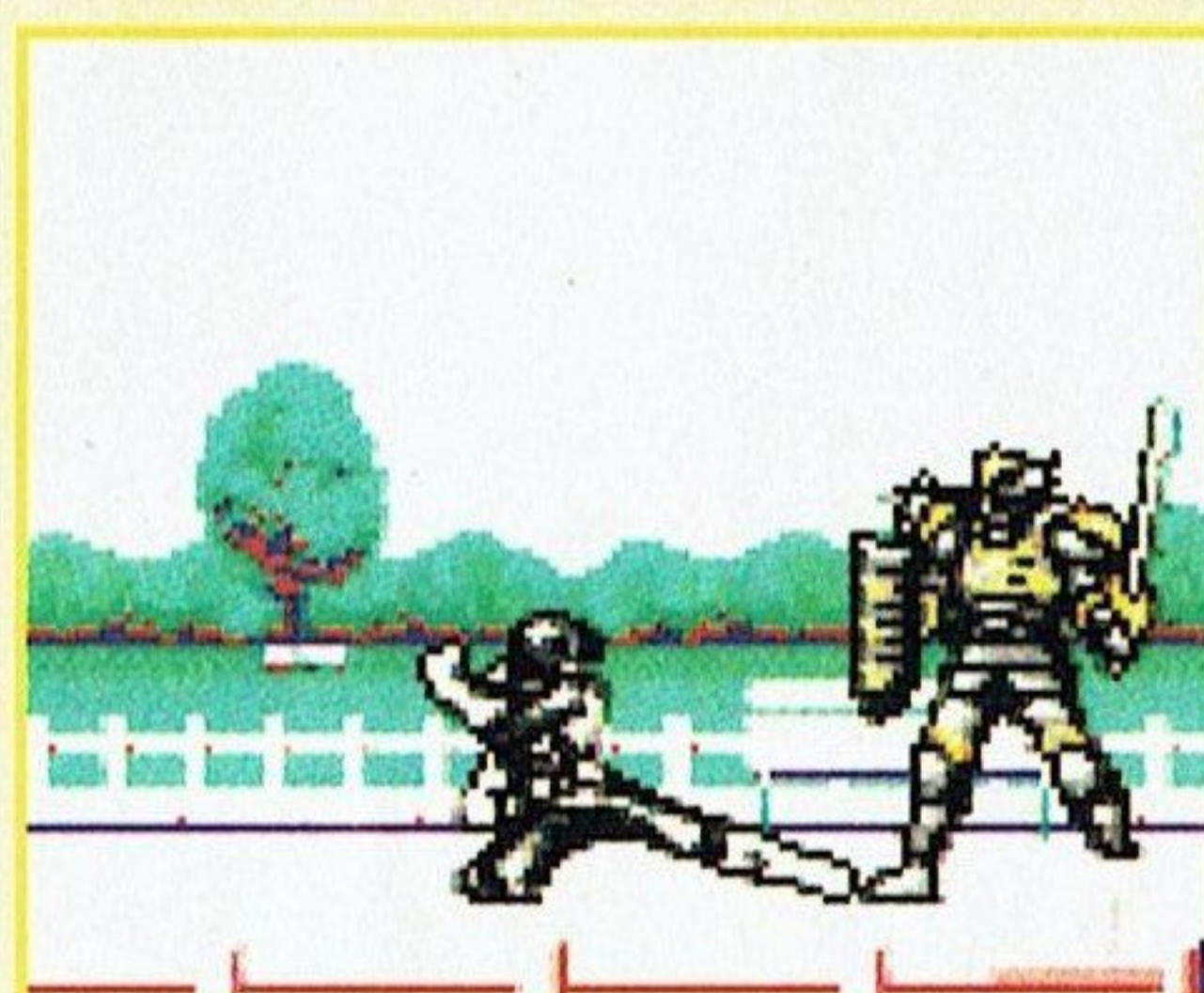
Jurassic Bart? Turned into a dinosaur, Bart is set to tackle this level.



Speed down the waterslide while avoiding the others in the tunnel.

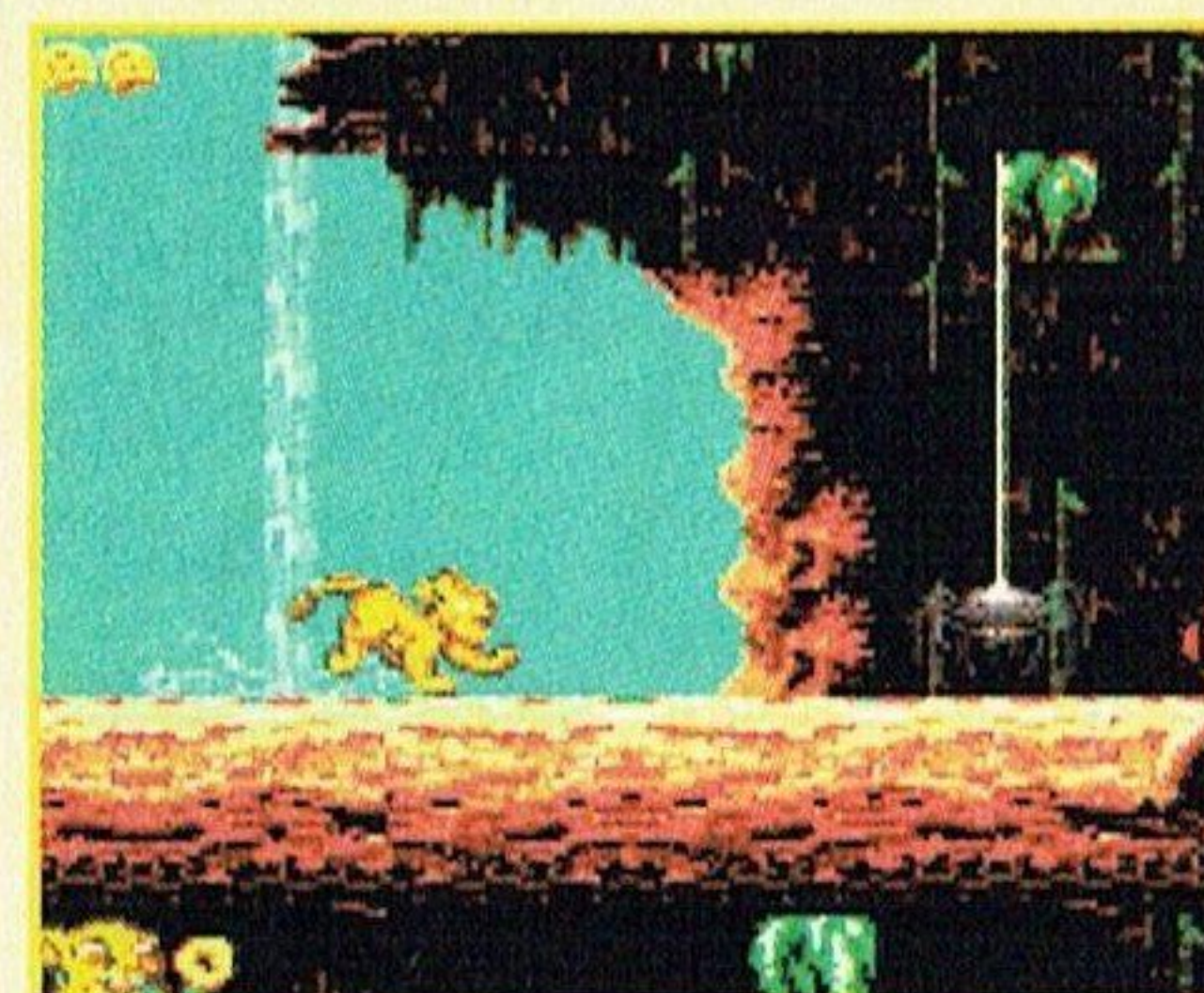
Mighty Morphin Power Rangers Game Gear/Sega

Yes! The mega-hit television show, Mighty Morphin Power Rangers, comes to the Game Gear! Pick from three game options: Story, Versus, and Link (can be used with another Game Gear), then choose from any of the five Power Ranger characters. Fight the evil forces of Rita Repulsa and her many hideous henchmen!



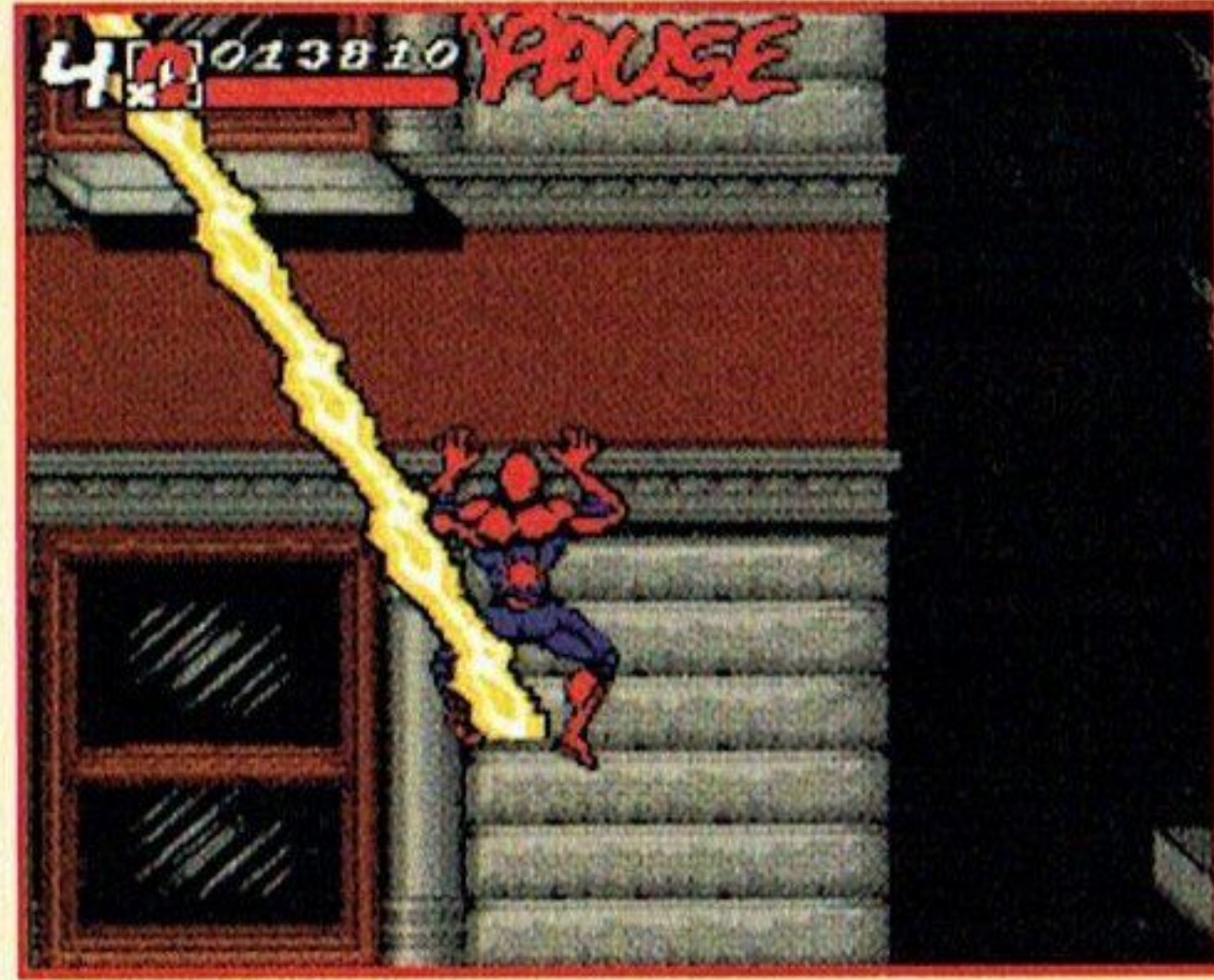
The Lion King Game Gear/Virgin

The full-length animated Disney feature movie also goes portable (like The Jungle Book and Aladdin). Play as a lion cub, Simba, and guide him through several dangerous levels as he matures into the King of the Jungle! If you've seen the movie, several of the game's stages will probably feel familiar, as will the cameos by various characters.



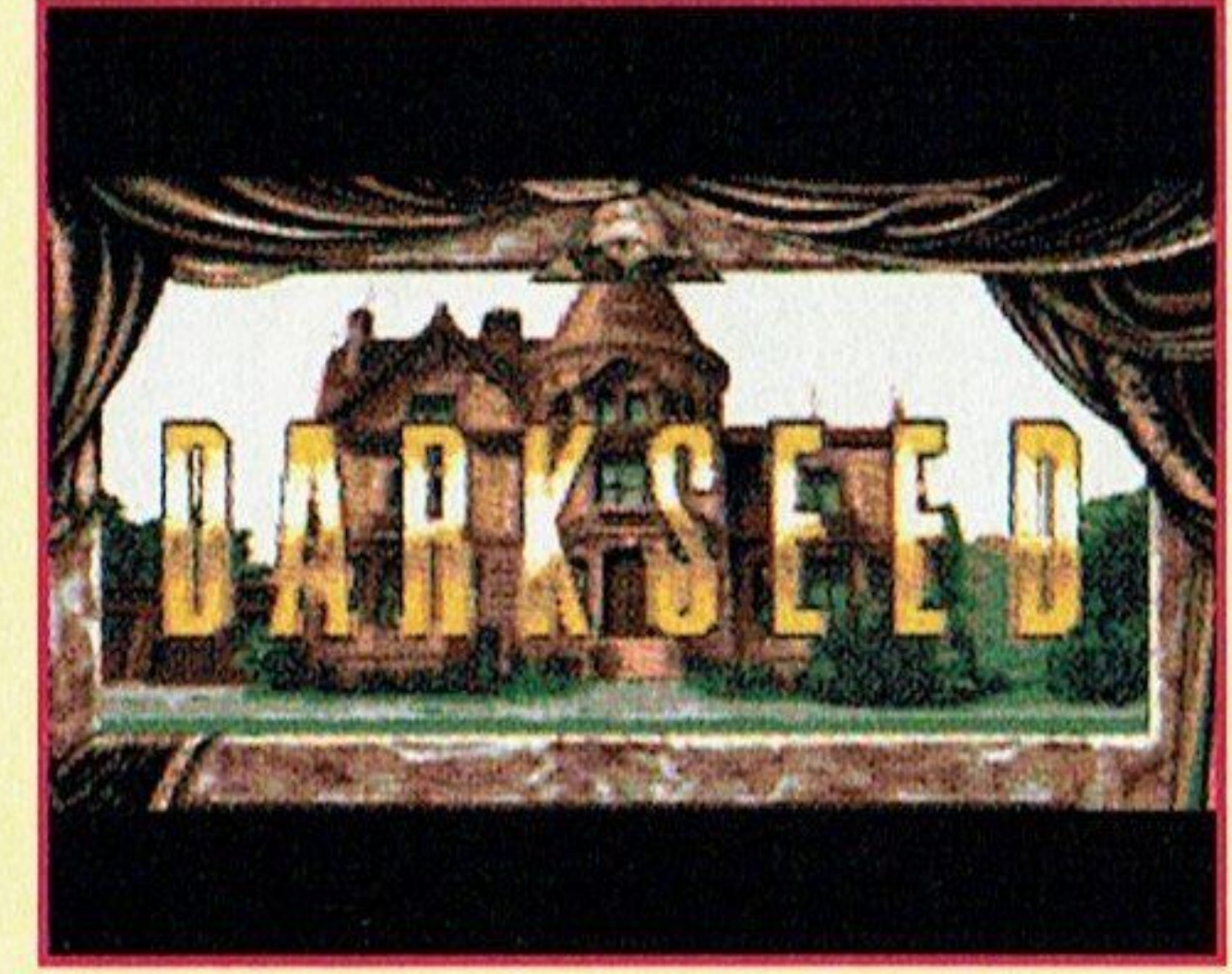
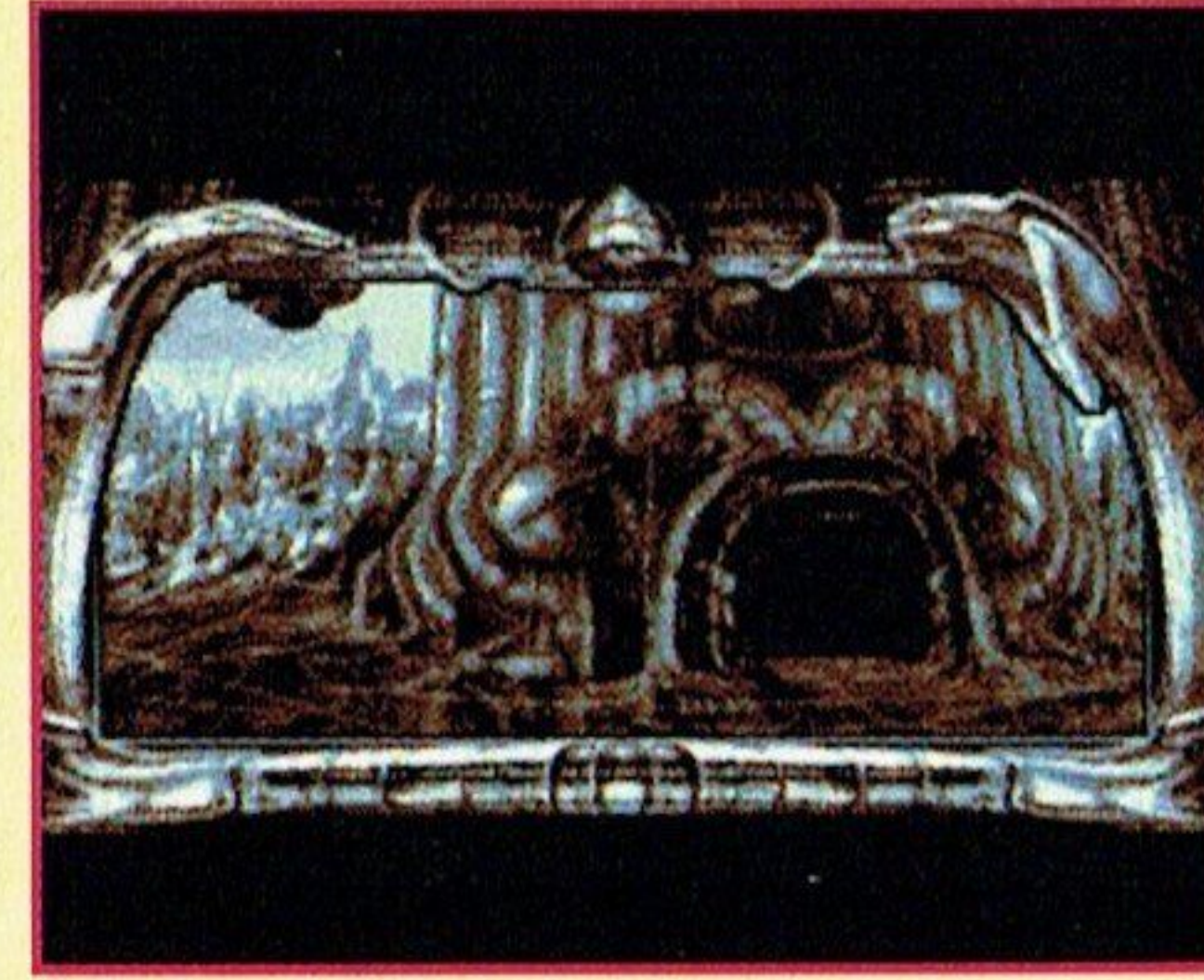
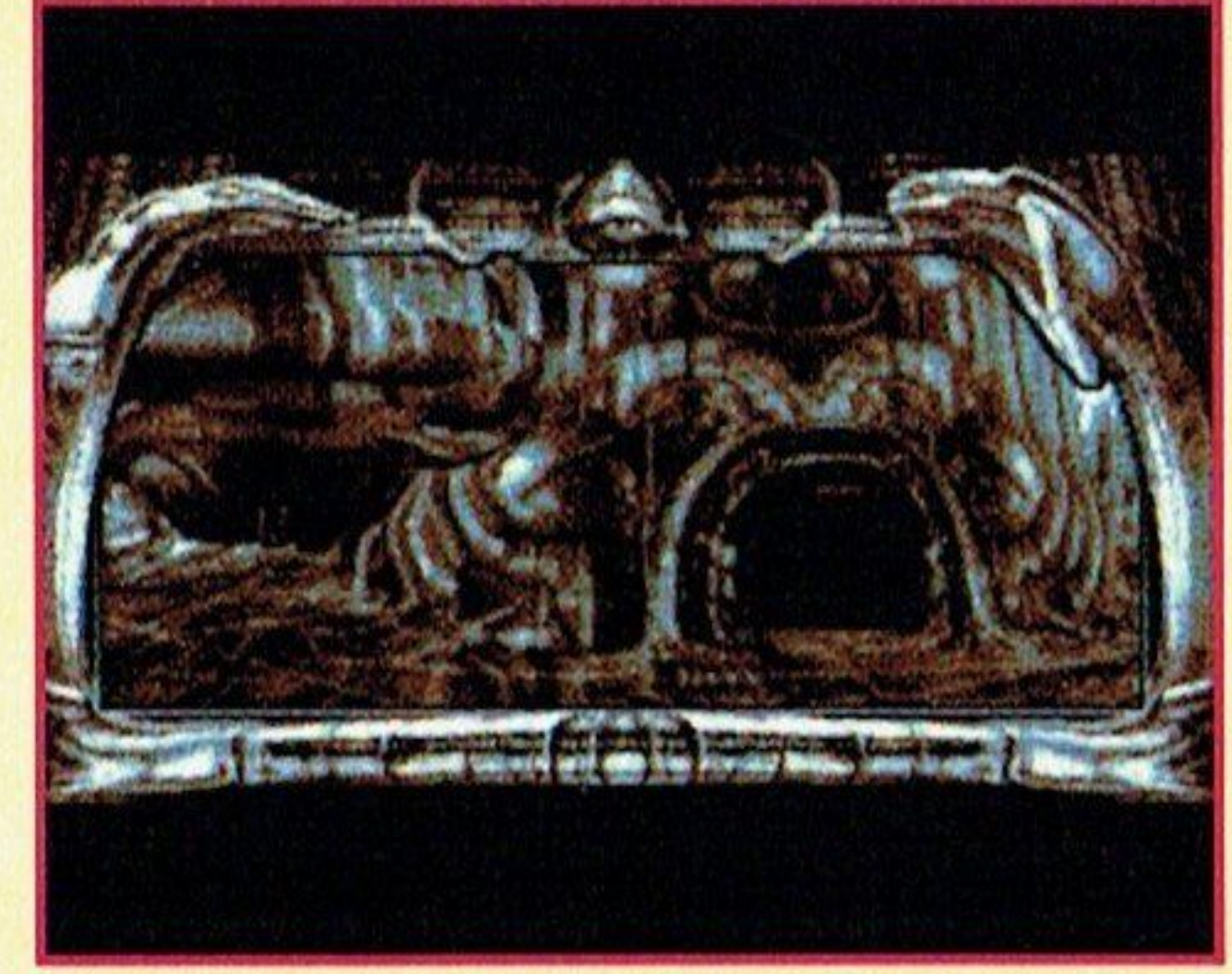
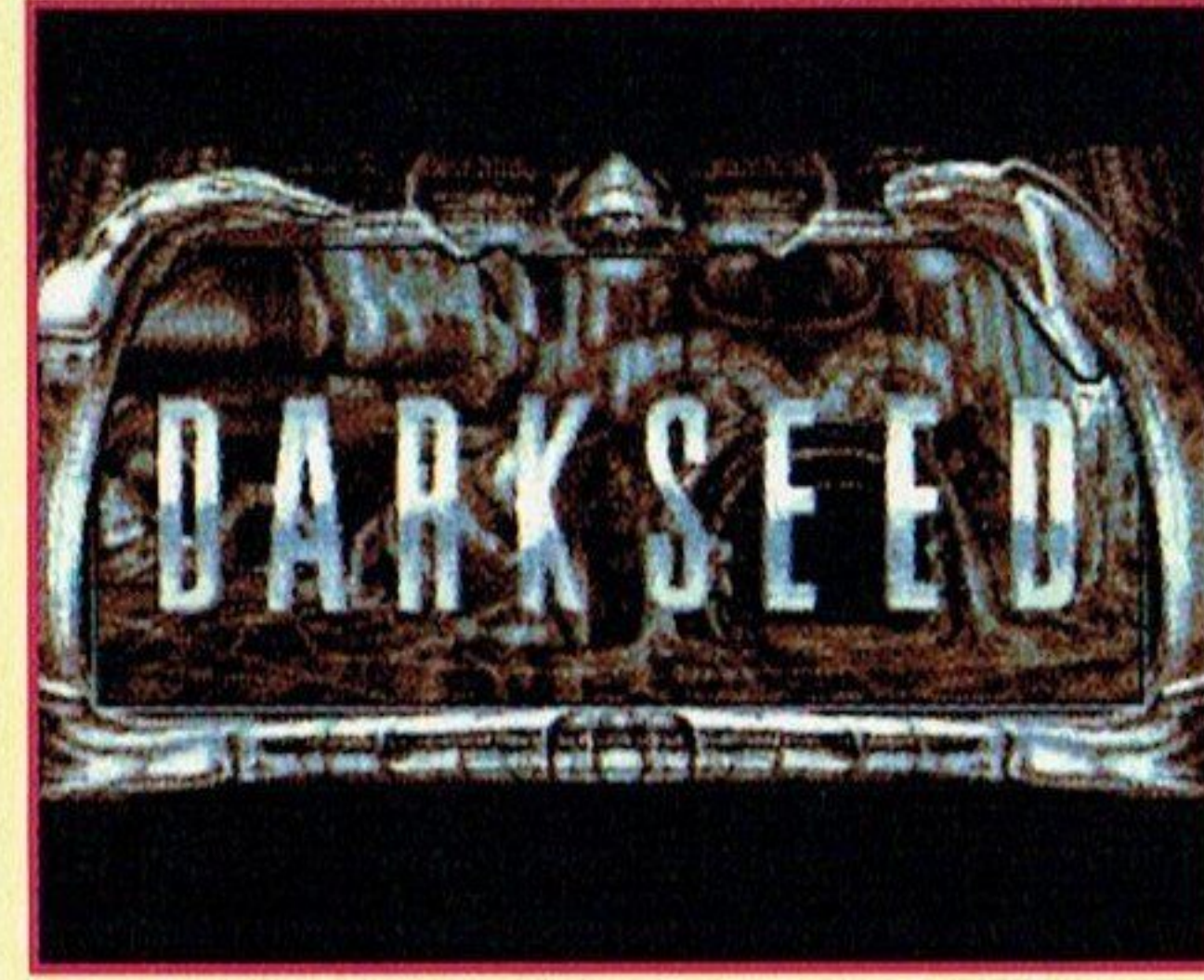
Maximum Carnage Genesis/Acclaim

Out of the comics and onto the game screen! Play as Spider-Man and later play as Venom. Master their many special attacks, including wall-climbing, web-slinging, and not to mention punching and kicking. Also watch for cameos by several other superheroes, like Cloak & Dagger and Captain America. Swing into action with Spidey.



Darkseed Sega CD/Cyberdreams

The surrealistic artwork of H.R. Giger (who inspired such movies as *Alien*, *Alien 3*, and *Poltergeist II*) is the basis of this Sega CD entry by Cyberdreams! In it, play as a science-fiction writer named Mike Dawson, who just moved into an old Victorian house and gets more than he bargained for! With chilling sound effects and graphics, this looks promising!



Lethal Enforcers II: Gunfighters Genesis/Konami

This sequel to *Lethal Enforcers* moves the shoot-'em-up theme to the Old West. Time to learn how the West was really won as you take on wave after wave of the nastiest varmints ever to step onto the Genesis screen! This game is compatible with the *Justifier* (from the first game), and it is also two-player simultaneous. The same rules still apply—like shooting away projectiles and being penalized for shooting innocents.



Obtain different and more powerful guns as the game progresses!



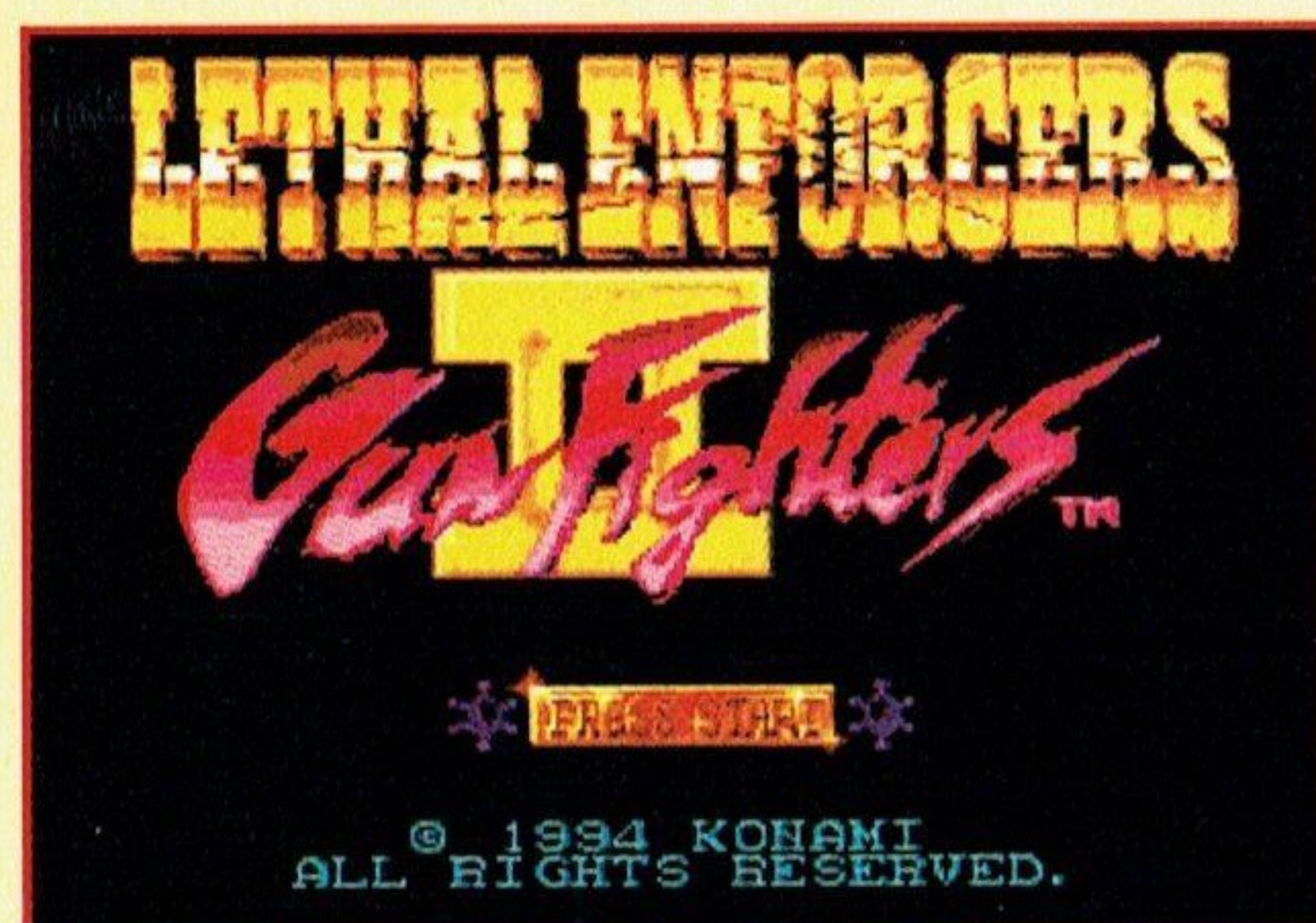
Look at that big, tough bad guy in the background—shoot him!



Outlaws pop up randomly in the windows. Look before shooting!



Beware of "innocent" potential victims—shoot 'em and be penalized!



Zero the Kamikaze Squirrel Genesis/Sunsoft

The archenemy of Aero the Acro•Bat is here! Control Zero, the Kamikaze Squirrel, and make sure he arrives to his home woods before they are cleared by the evil Jacques Le Sheets! A whopping 16-Megs await the gamer as Zero runs, jumps, throws stars, karate chops, nose dives, and even flies through 12 levels of traps, bad-dies, and killer Bosses! Learn Zero's killer moves and complex techniques to survive.



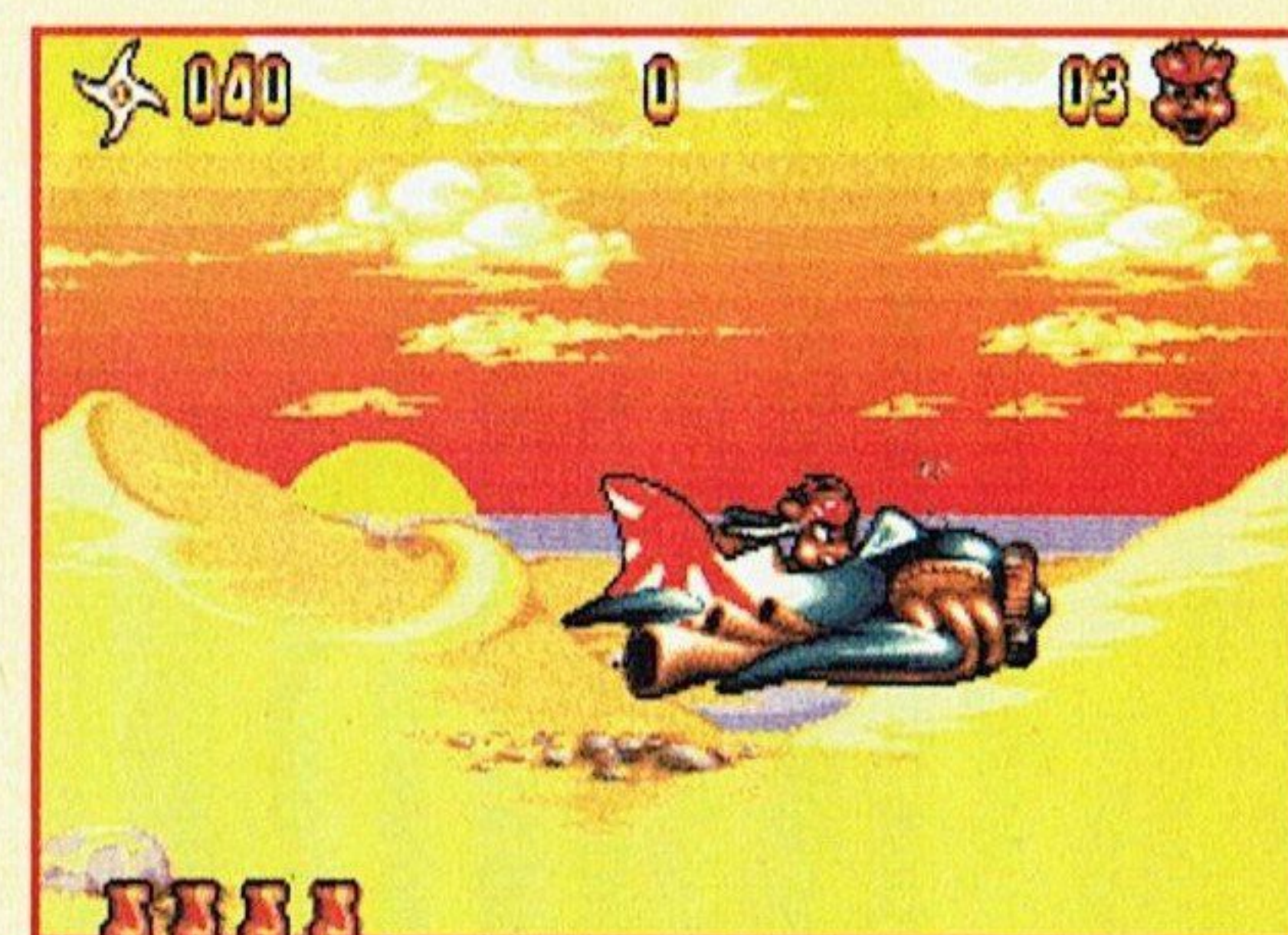
Use Zero's angular flight ability to reach great heights.



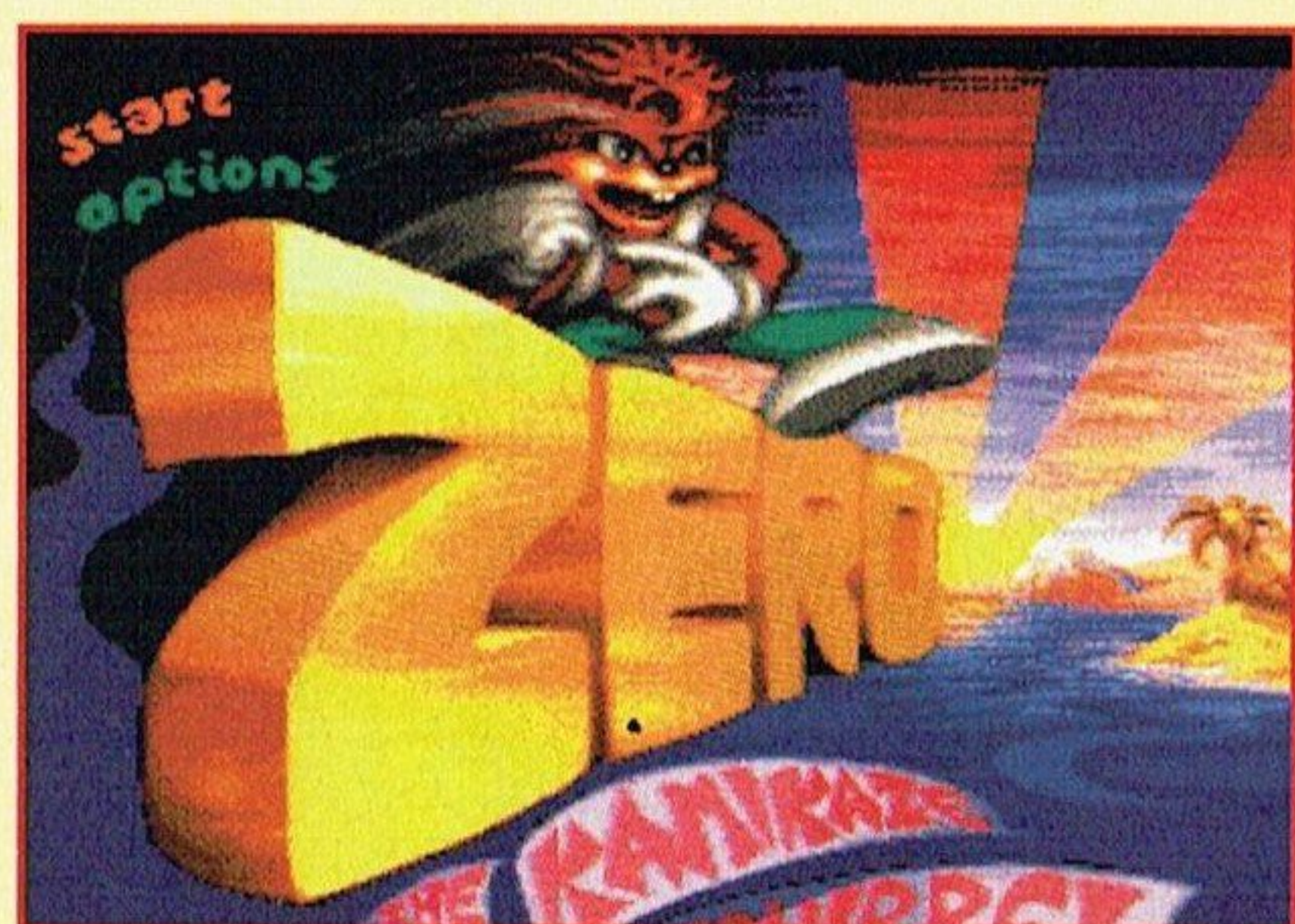
Zero also has a handy telescope to see his surroundings!



The stages are filled with traps and mazes. What's a squirrel to do?

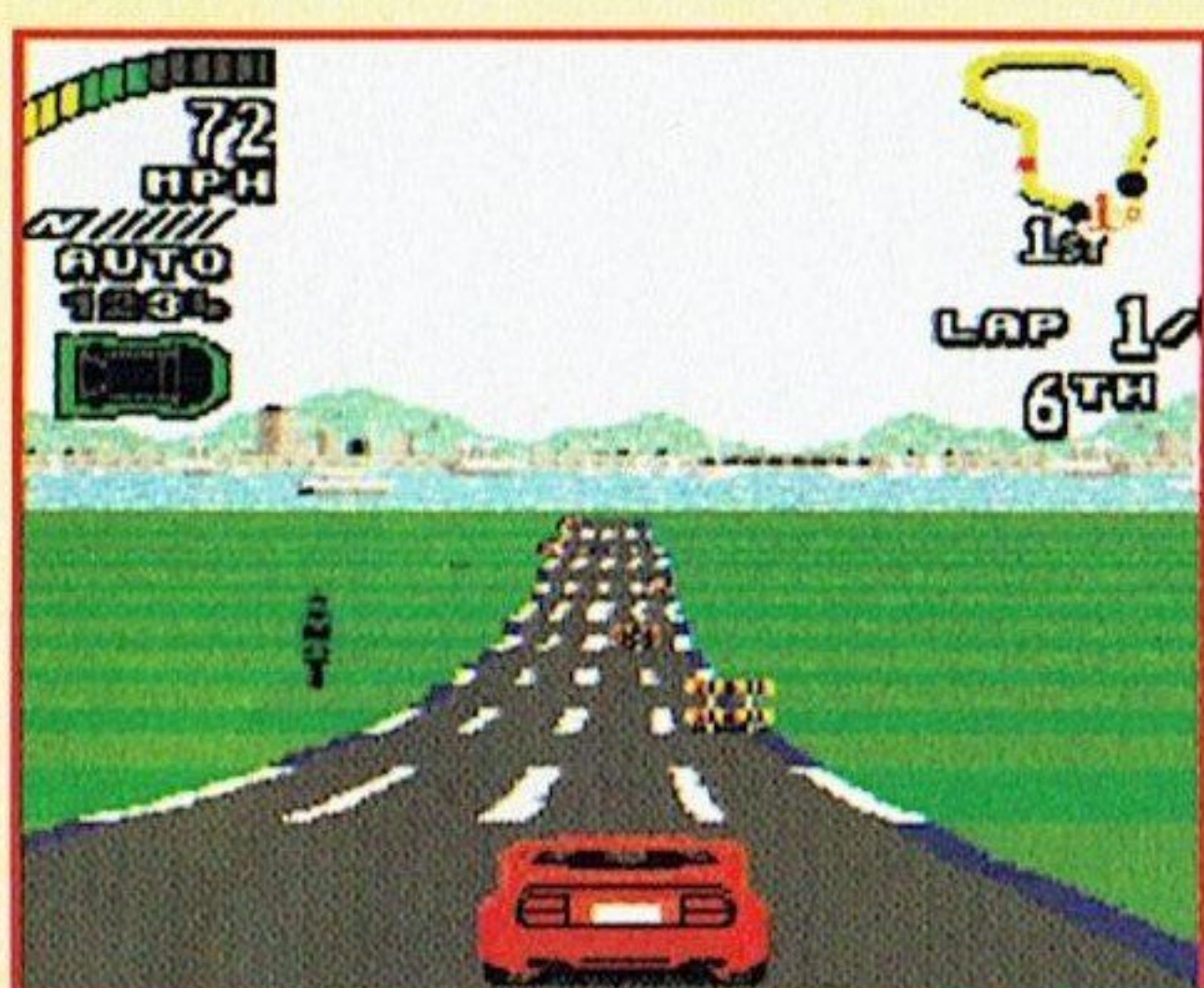


Zero gets shot down on a desert island. Is there a way to escape?



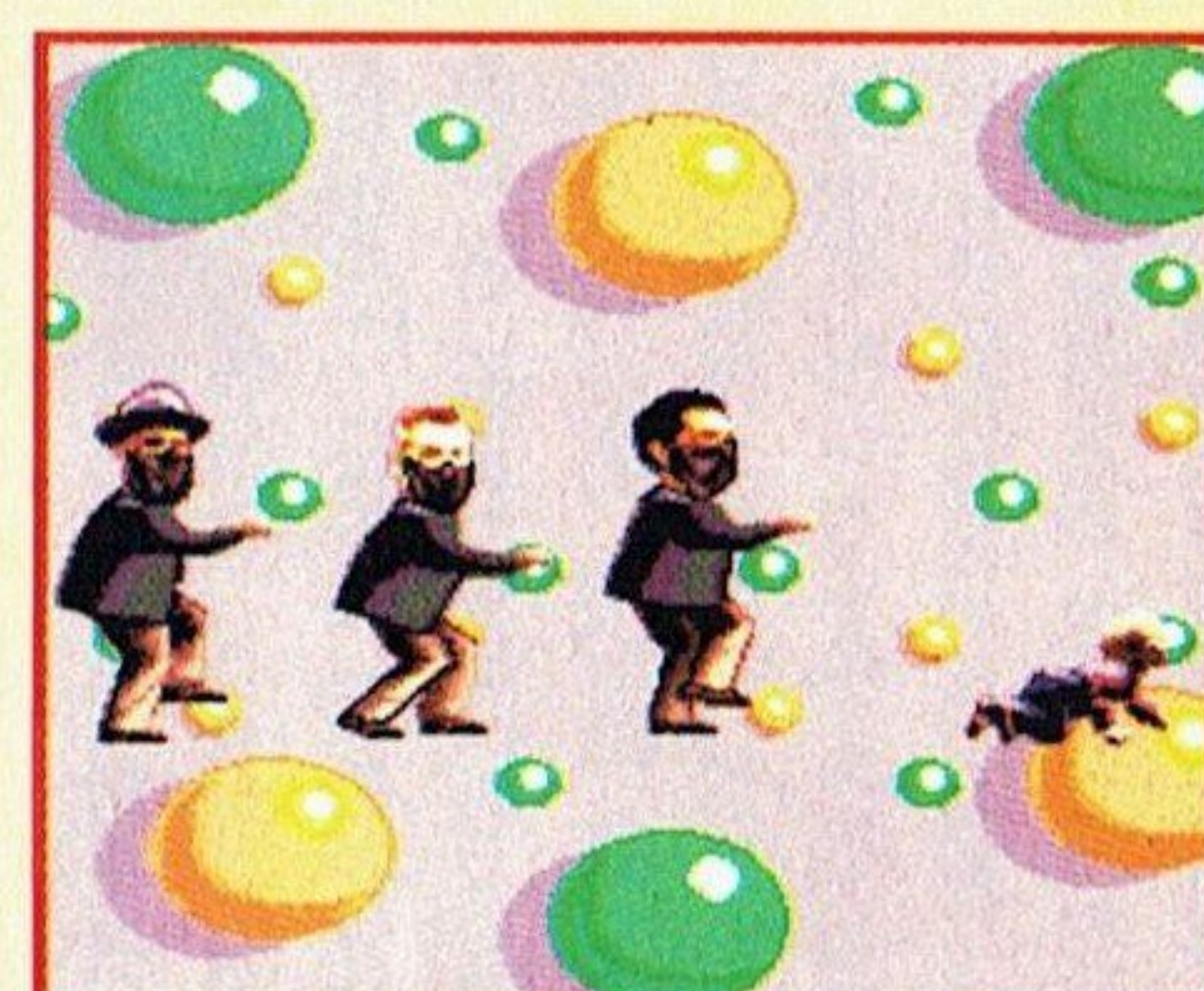
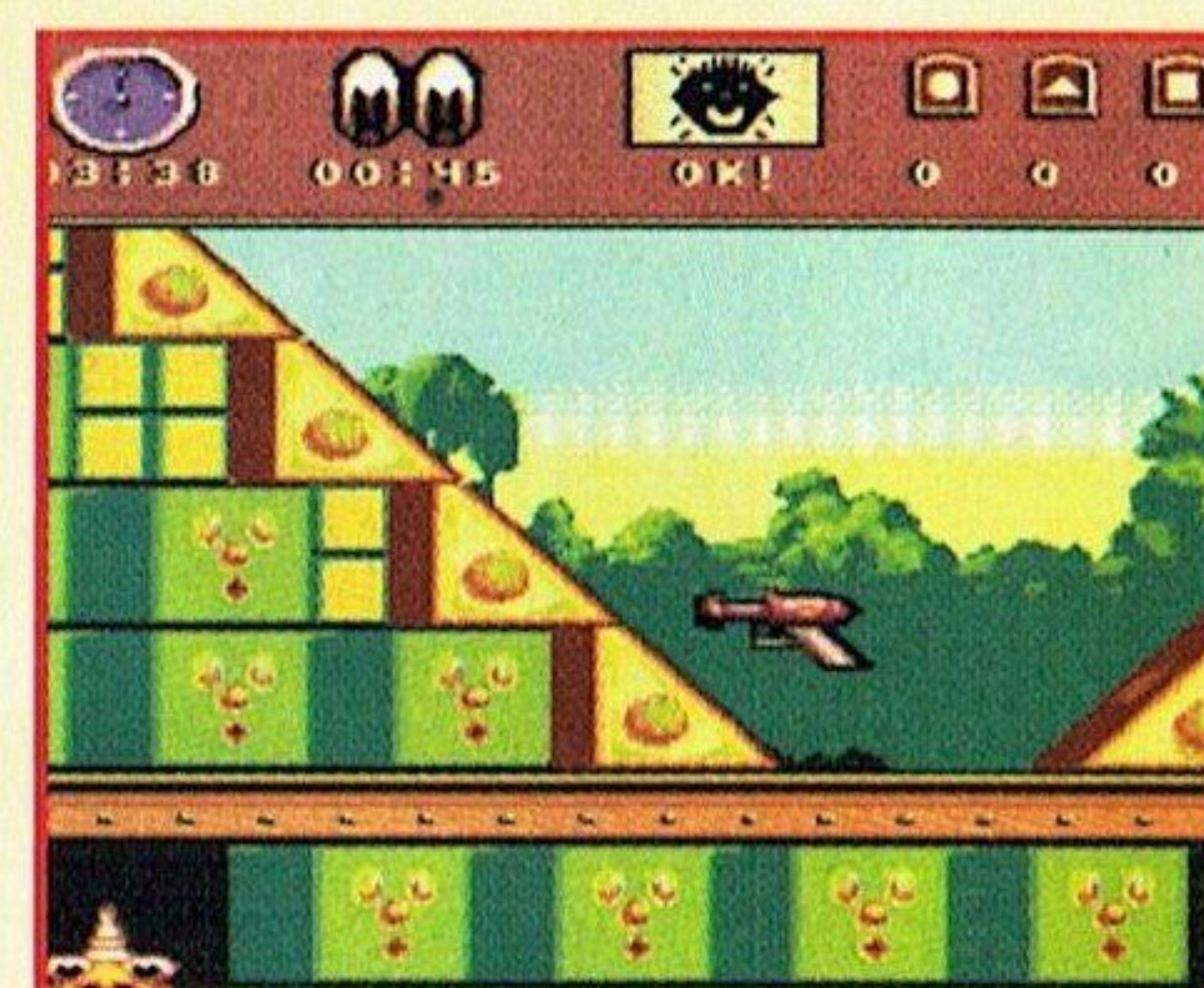
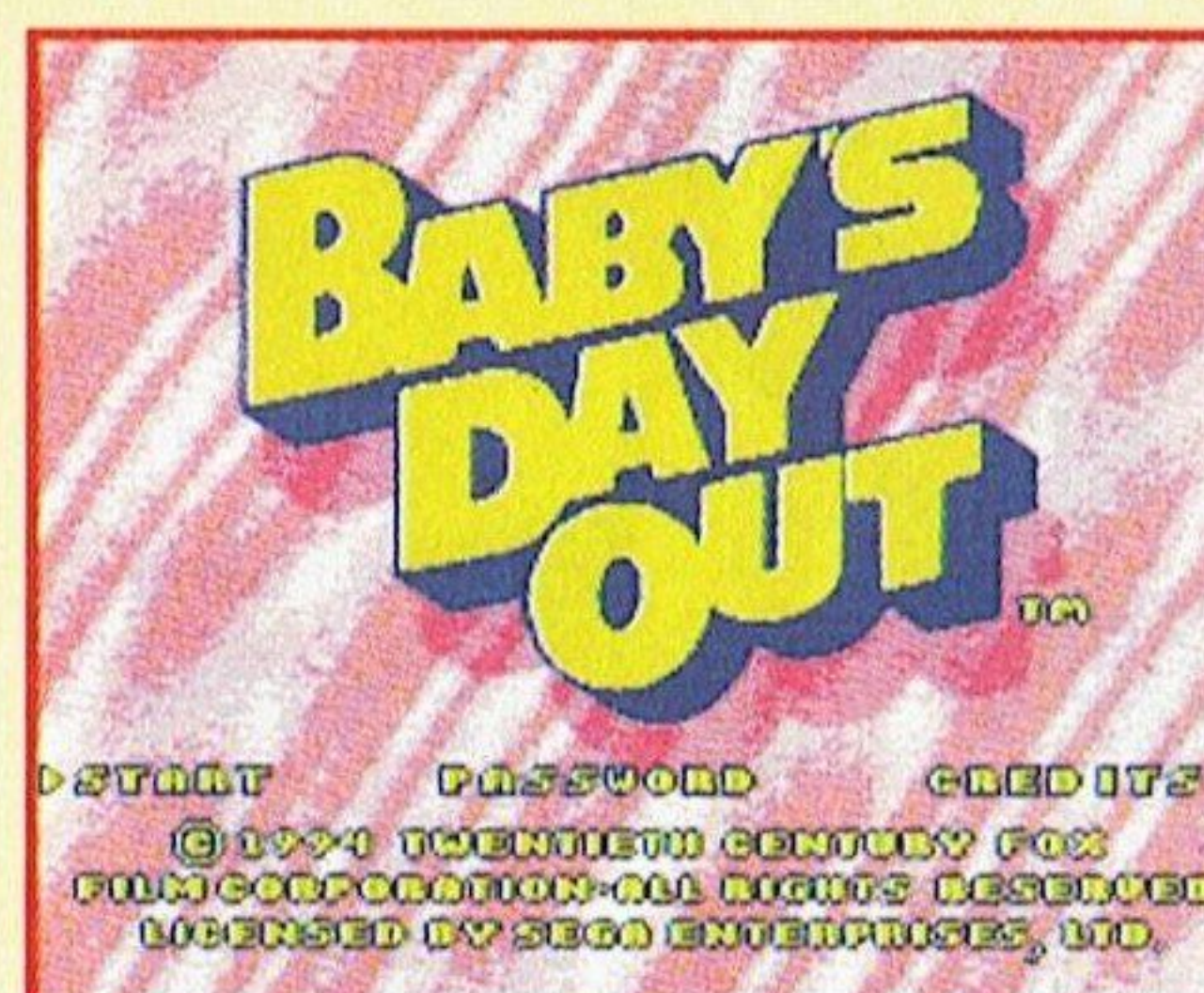
Top Gear 2 Genesis/Vic Tokai

Fasten your seat belts and get ready for more racing from Vic Tokai! Top Gear 2 has a behind-the-car presentation, so you can see more of what's coming! Pick from several tracks, and there is even a Password feature so you can continue a previously played game! You have several options, and you can have a two-player race.



Baby's Day Out Genesis/Hi-Tech Entertainment

Based on this summer's John Hughes movie, this is more like a strategy game where you must guide a baby through several huge levels. Protect the baby from harm and from some crooks trying to catch him by using a variety of shapes and weapons. With a password feature and other options, this should appeal more to strategy gamers.



The 1930s is a period regarded by many as the golden age of animation. Many studios in Hollywood were pumping out reels of new cartoons. A few animators at Warner Bros. Studios were assigned the task of creating something fresh. The result was Yakko, Wakko, and Dot. They were quickly determined to be too explosive—dangerous even, and within a short period of time they were locked away in a water tower on the studio lot. They remained

MEGA PLAY



imprisoned in the water tower until 1993, when they escaped. Now they amuse themselves by wreaking havoc on film stages all across the studio lot. One day they found something even more entertaining to do. They decided to collect various items used in movies filmed at the Warner Bros. Studio and open their own hip hop culture shop. Join them now as they raid several studios pursuing their life's dream of the day.

KONAMI; 8-MEG; AVAIL; NOVEMBER

SEGA STRATEGIES FOR WINNING FOR BIG!

Helpful Icons:

Look for these items throughout the game to help out your quest.



FACE- The Animaniacs icon will give you an extra life.



MEAT- You will regain some of your life back.

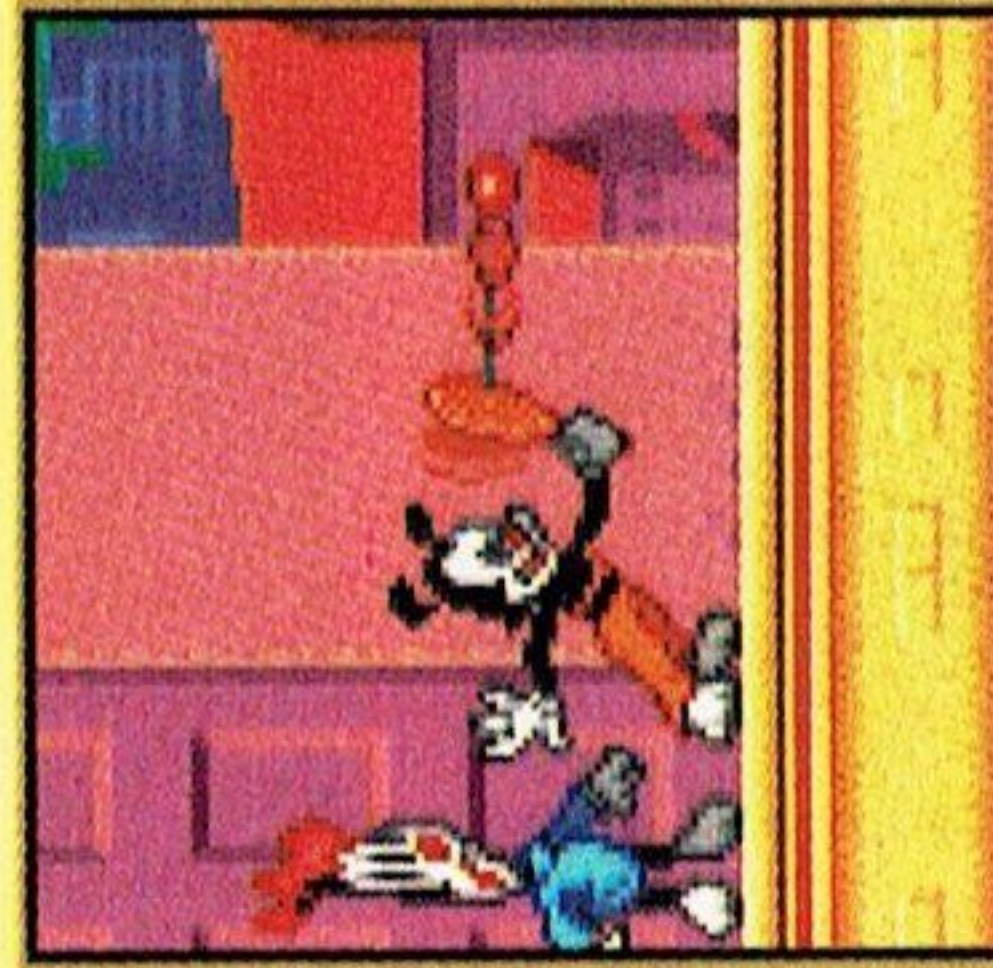


STAR- Grab the stars for some extra bonus points.

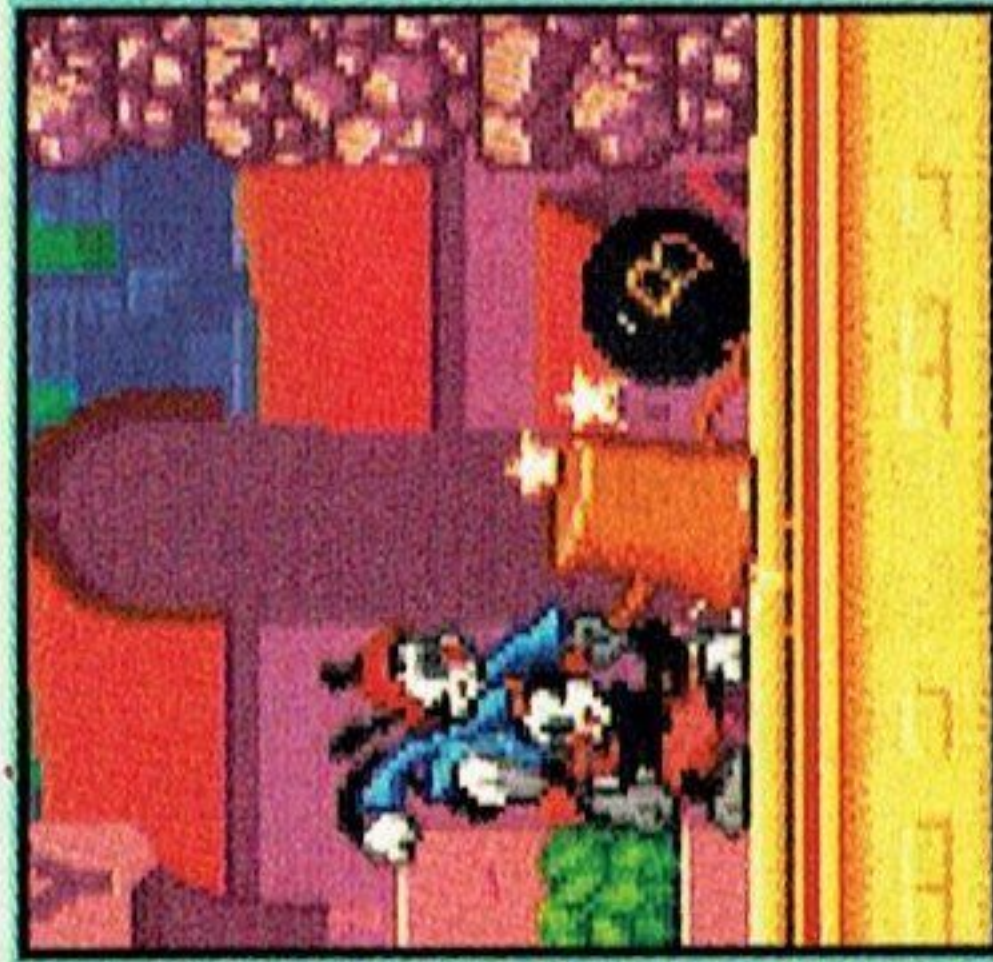
Basic Character Action:



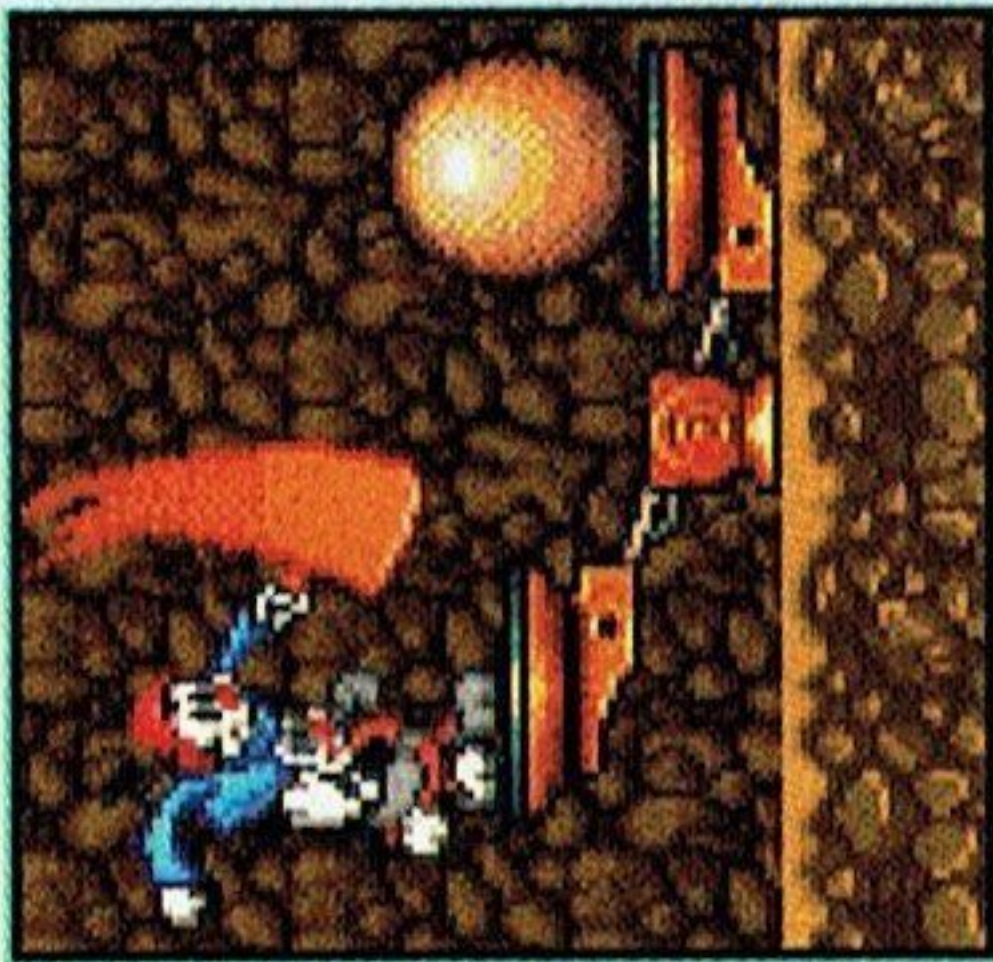
Below is a character profile of each Animaniac, showing you their skills and how they can be used.



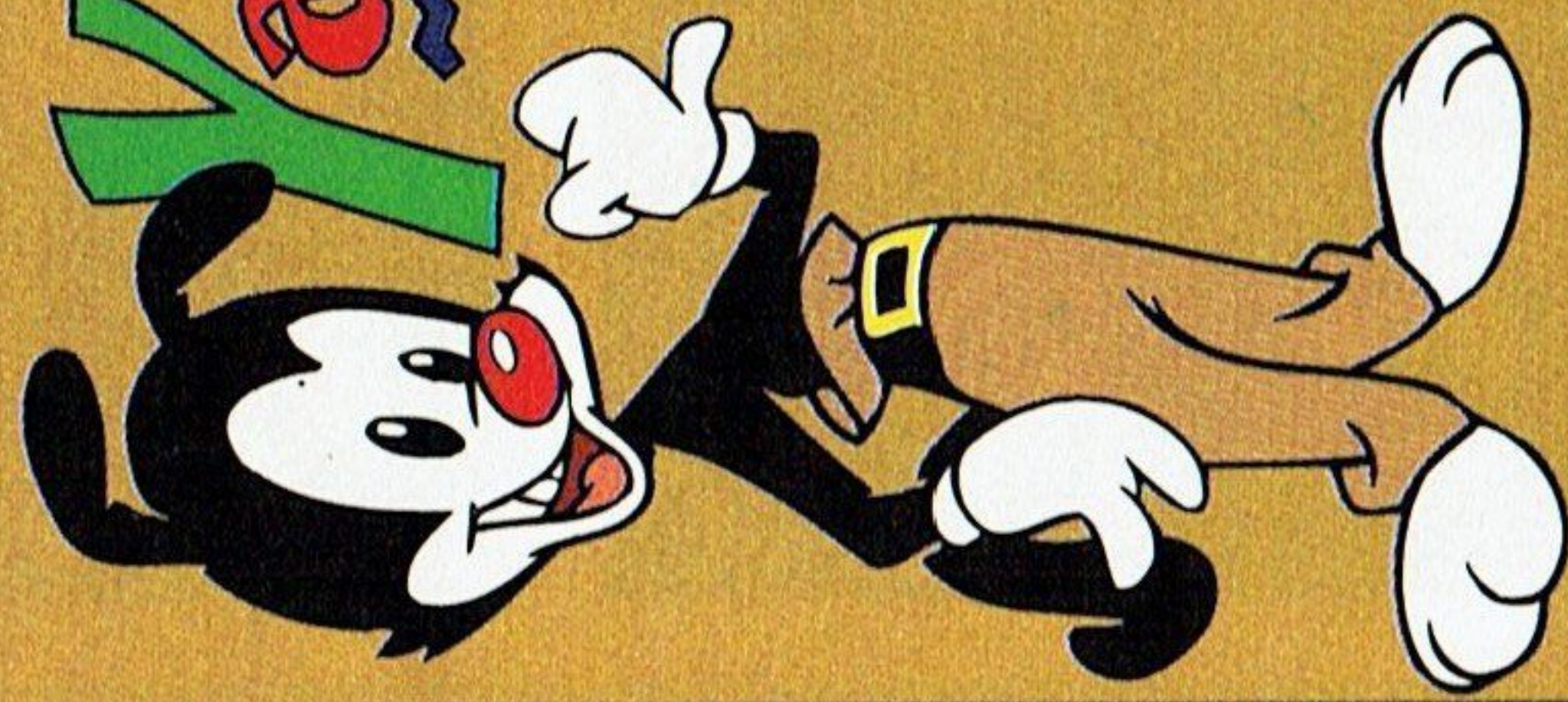
Yakko can push and pull boxes around. He has a paddle ball for a weapon.



Use Wakko's mallet to ignite bombs and hit the counter weights.



A kiss from Dot will make the cast members help you along the way.



He's a born leader, a fast talker, and an ideal big brother. Yakko is the only Animaniac who has more than one weapon that will ward off enemies. Besides his paddleball, he also has the strength to push and pull boxes around. This is a very useful skill you will need in order to get to a higher location. You may need to push a box and use it as a ladder or push or pull it out of the way.



The youngest brother, Wakko, has unlimited slapstick energy and an appetite for pranks and anything else he can fit into his mouth. His wacky antics make all but the stuffiest studio executive crack up. Wakko is easily recognized by his red cap, his silly voice, and his huge mallet. Wakko's mallet can be used to smash certain blocks that may be blocking your way to the next section of the level. The mallet can also be used to ignite the bombs which can blow up a wall or shoot you out of a cannon.



She's the cute one. Really. If you don't believe us, just ask her ... she'll be glad to tell you. This precocious little sweetheart has an easy spirit and a witty sense of humor. She'll light up almost anyone's face with a quick kiss and a big hug. Her dream date includes a certain Mr. Lethal Weapon if she can ever catch him. Dot's skill is her ability to blow kisses, and you won't believe the effect she has. If done right, it will cast a love trance on the objects of her affection and make them do as she wishes.

SCENE 1

In this level our wacky little Animaniacs travel high and low looking for the hat of Dirk Rugged in Bungle In The Jungle. Here are just a few of the different studios they break into while trying to locate the hat.

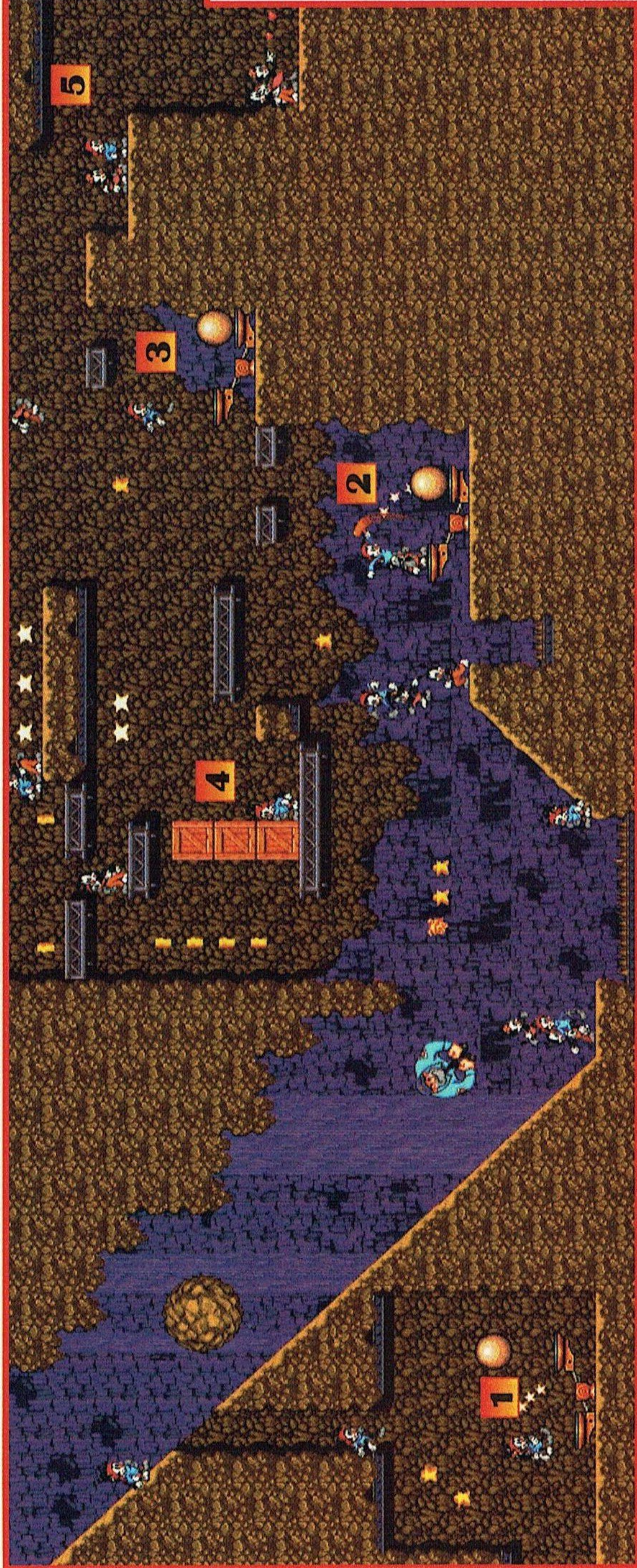


Ride across the water in a boat avoiding an alligator and trying to jump into the studio lights. The security guard, Ralph, is also in this section, just waiting for you to make a wrong move. If you fall off the boat it's all over.



In this section you must first ride on a cart letting the track lead you around. There are several bonus points here, but be careful in grabbing them. The next section is filled with different obstacles for each Animaniac to try to overcome.

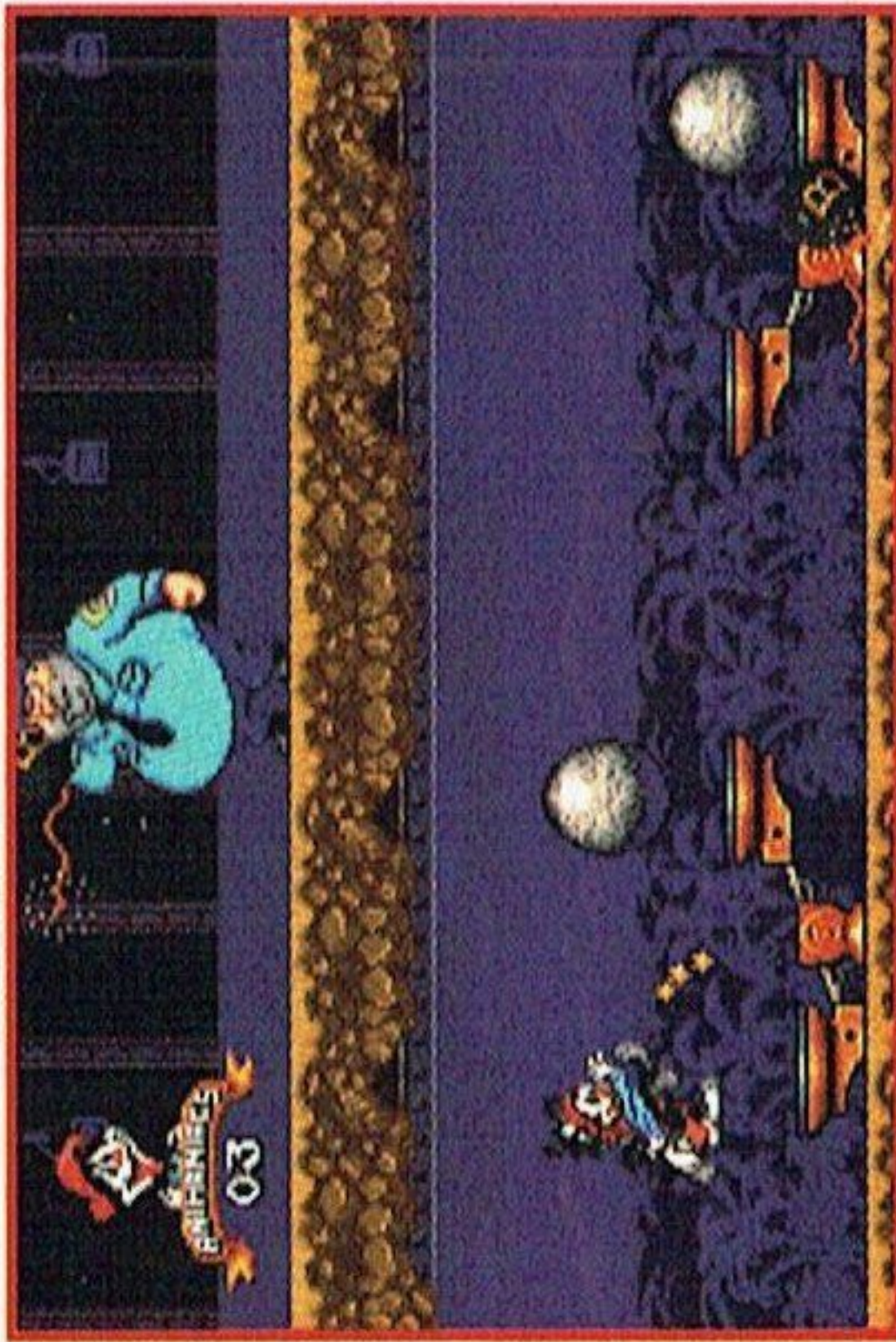
1. Use Yakko to push the box so you can get past the ledge.
2. Blow a kiss with Dot to get the bird off the moving platform.
3. Ignite the cannon with Wakko's mallet, then jump into the cannon.
4. Blow another kiss at the crew member so you can jump on top of him.
5. Use Wakko's mallet to guide the robot through the spikes.



1. Use Wakko's Mallet to bounce your way up.
- 2., 3. Use the Mallet once again to get to the next location.
4. Push the boxes with Yakko so you can collect the stars.
5. This is where you will find the exit.

The Security Guard:

At the end of each scene you have to defeat the security guard to acquire the movie prop.



To defeat the security guard, use Wakko's mallet to launch the boulders at him.

SCENE 2

In Scene Two the Animaniacs wander into the studio of Space Wars. Here, with your help, they will try to get Dume Rayder's helmet for their shop. From flying space ships to enemy laser fire, this studio has it all. Be sure to use the Fonzo so you can complete your mission and resist the dark side of Dume Rayder's power.

Ride on top of a space ship as meteors fly by.



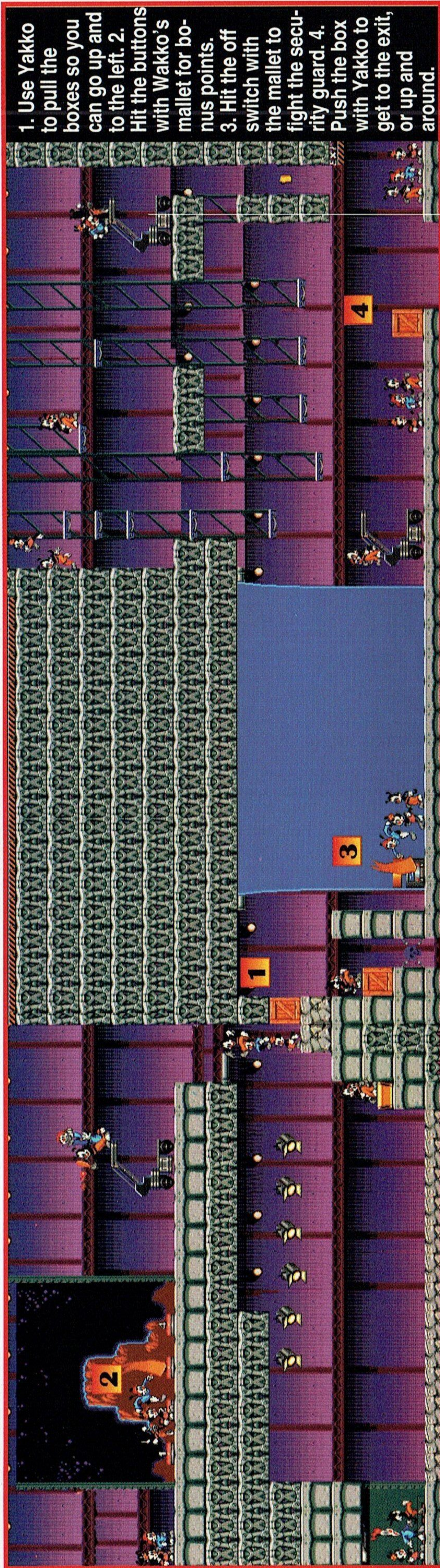
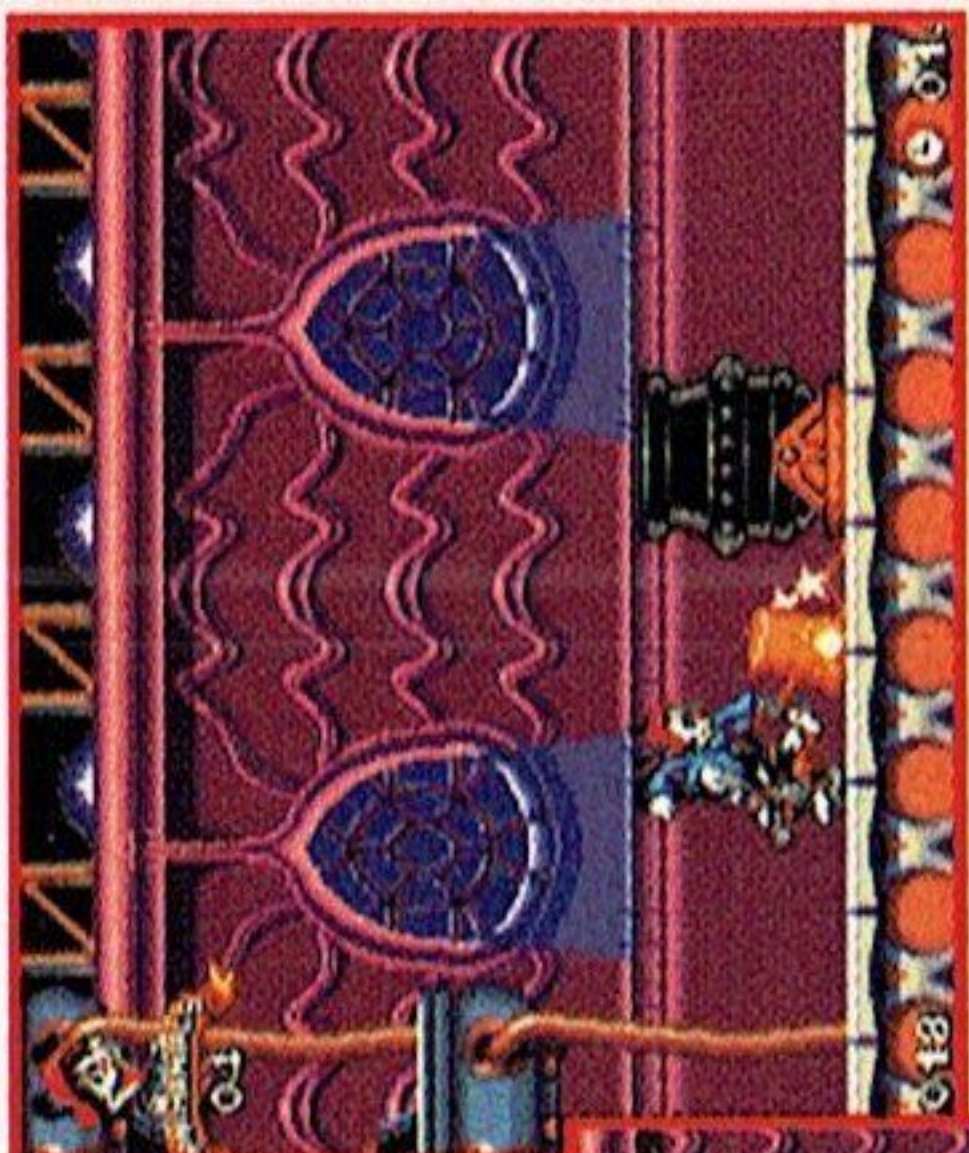
The first section you come to is Space Wars. Be on the lookout for closing space doors and laser blasts.



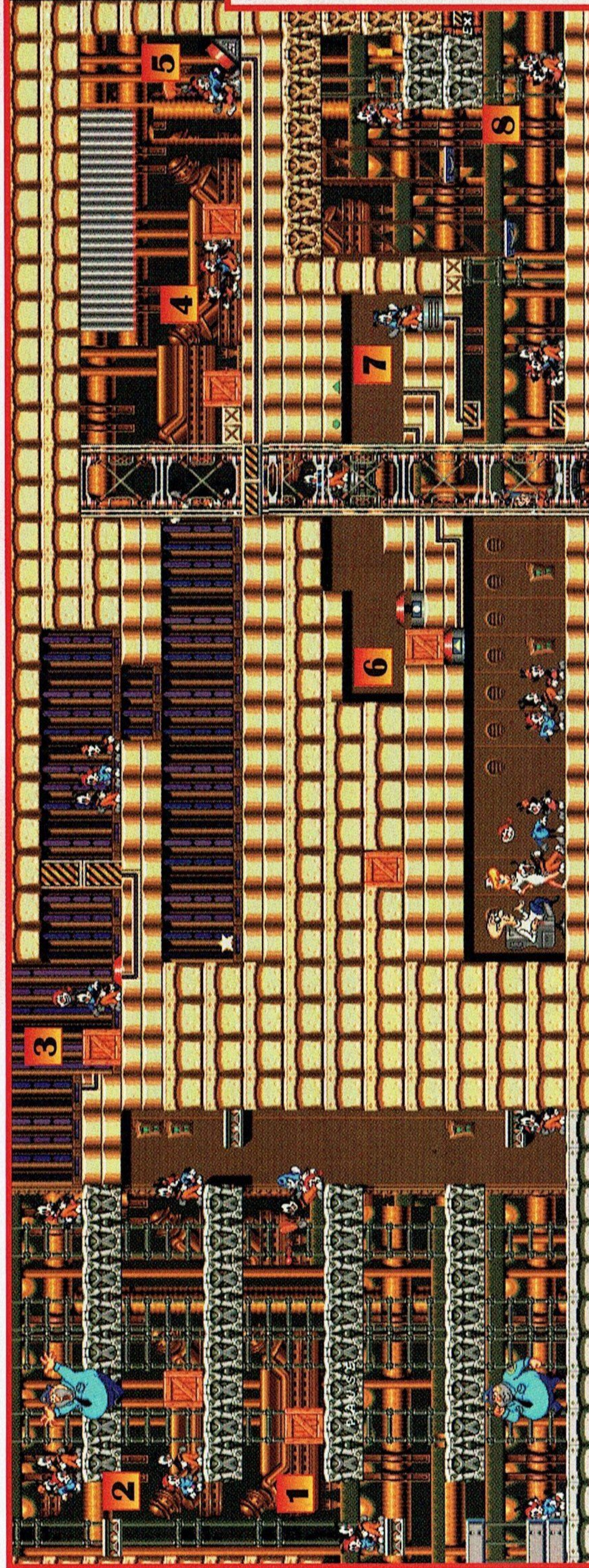
This is a smaller section of the level. Once out of the cannon you must ride on the robot to avoid the fire on the ground.



Light the cannon's fuse with the Mallet.



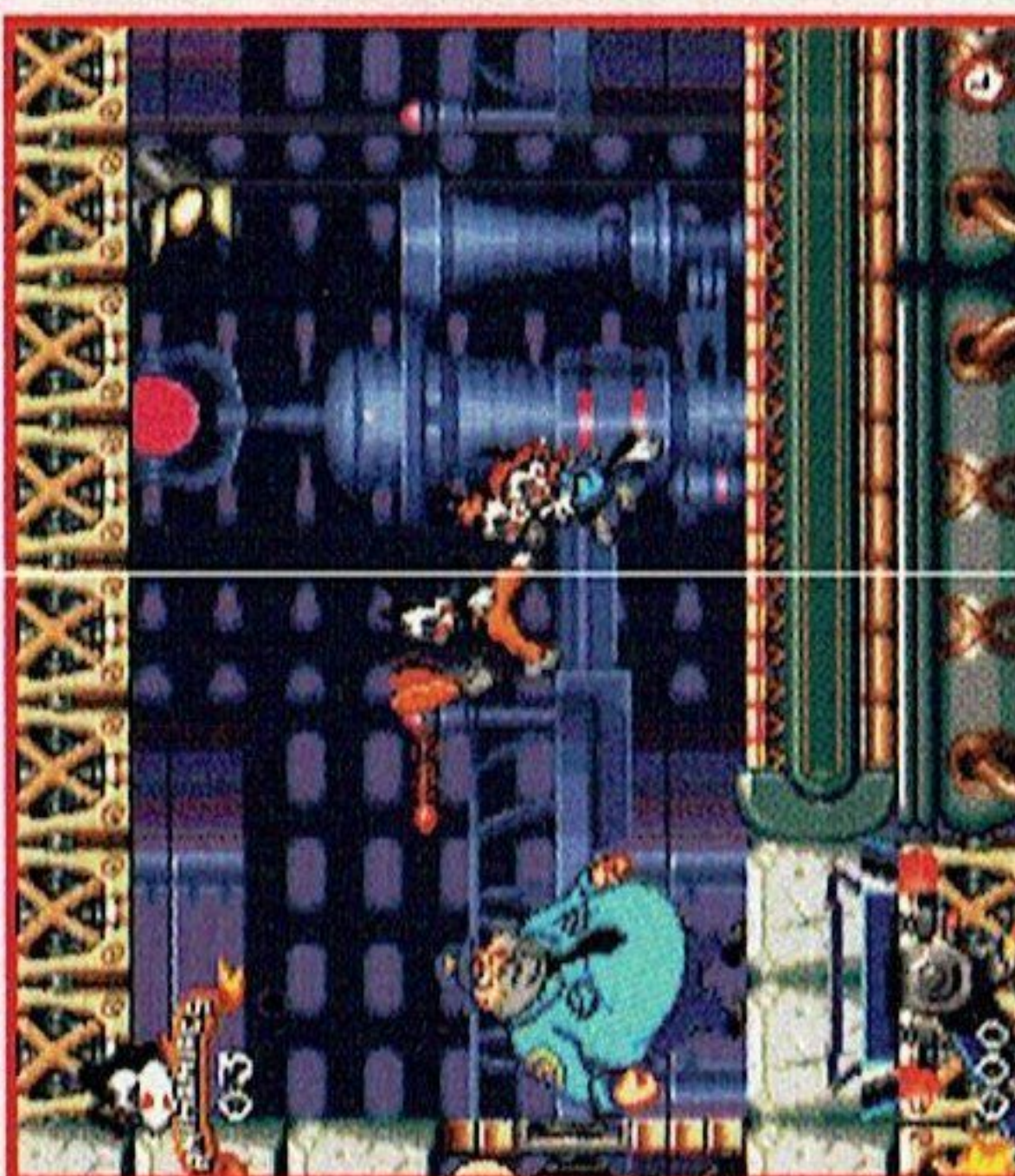
1. Use Yakko to pull the boxes so you can go up and to the left. 2. Hit the buttons with Wakko's mallet for bonus points. 3. Hit the off switch with the mallet to fight the security guard. 4. Push the box with Yakko to get to the exit, or up and around.



1-4. Use Yakko to push the boxes to get to the top of the level. 5. Use Wakko's mallet to hit the button to start the elevator. 6. Push the boxes once again to open the next section. 7. Stand on this button to open the door below. 8. Here is the exit.

The Security Guard:

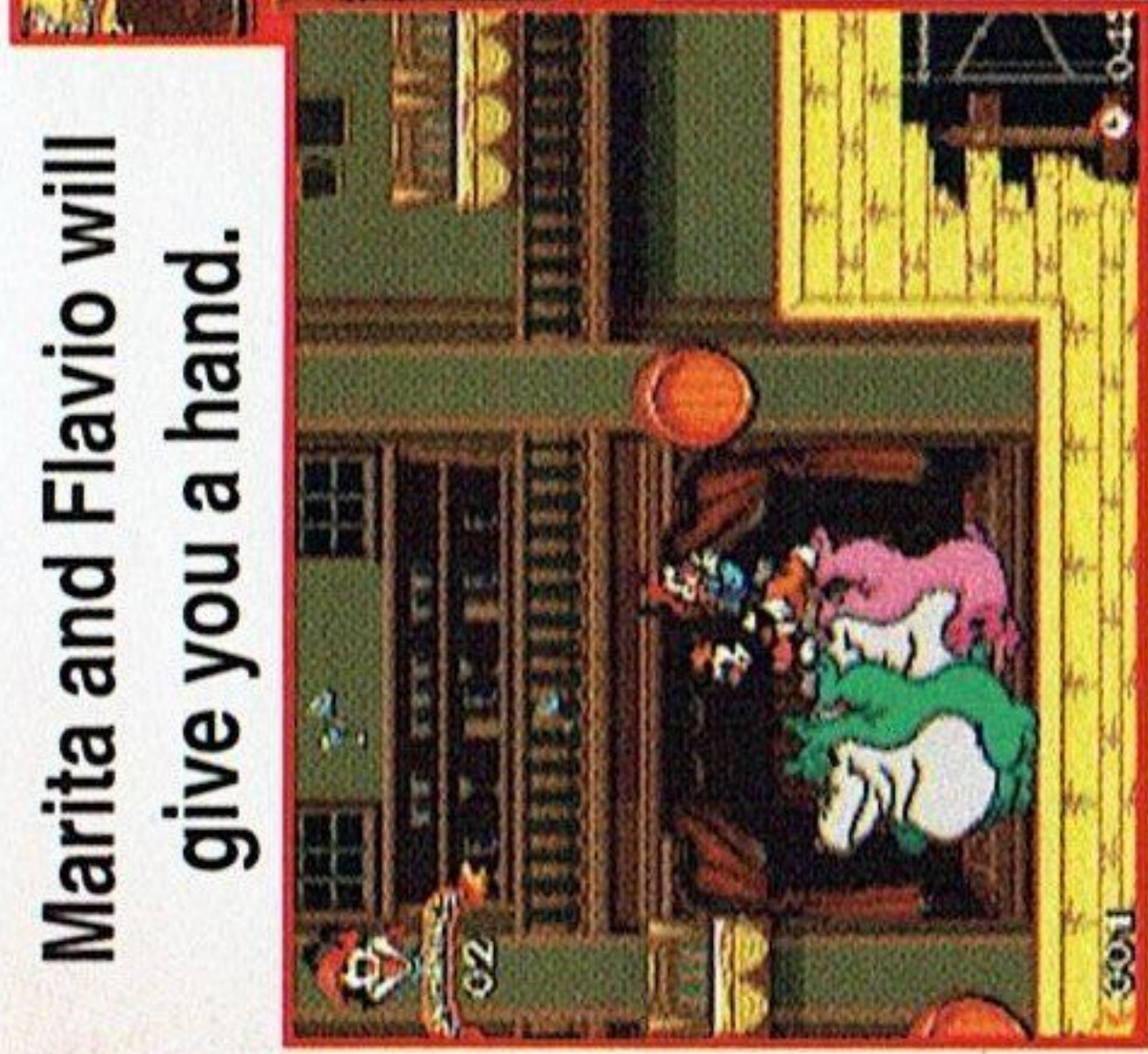
To beat the guard, get to the top of the level and hit him once.



SCENE 3

In Scene Three the Animaniacs travel back to the Old West in the Remember The A La Mode's studio. Here you must get Sheriff Jethro Anderson's badge for the shop. You will start to see Ralph appear more often throughout the levels of this scene, giving you a greater challenge in the game.

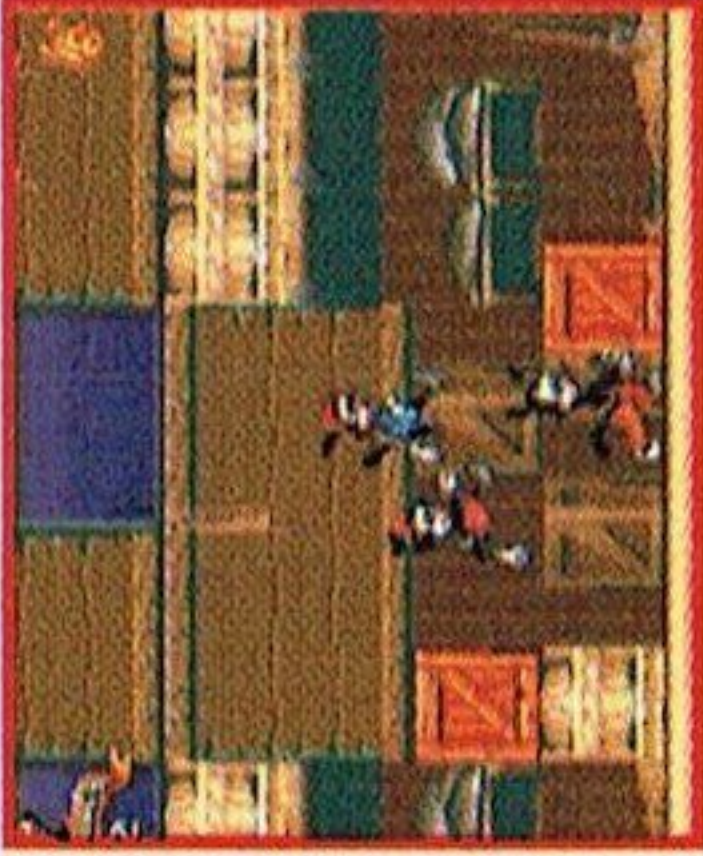
Marita and Flavio will give you a hand.



It's not a real Western movie if there isn't a saloon scene. Here you have to avoid barrels that are rolling at you.



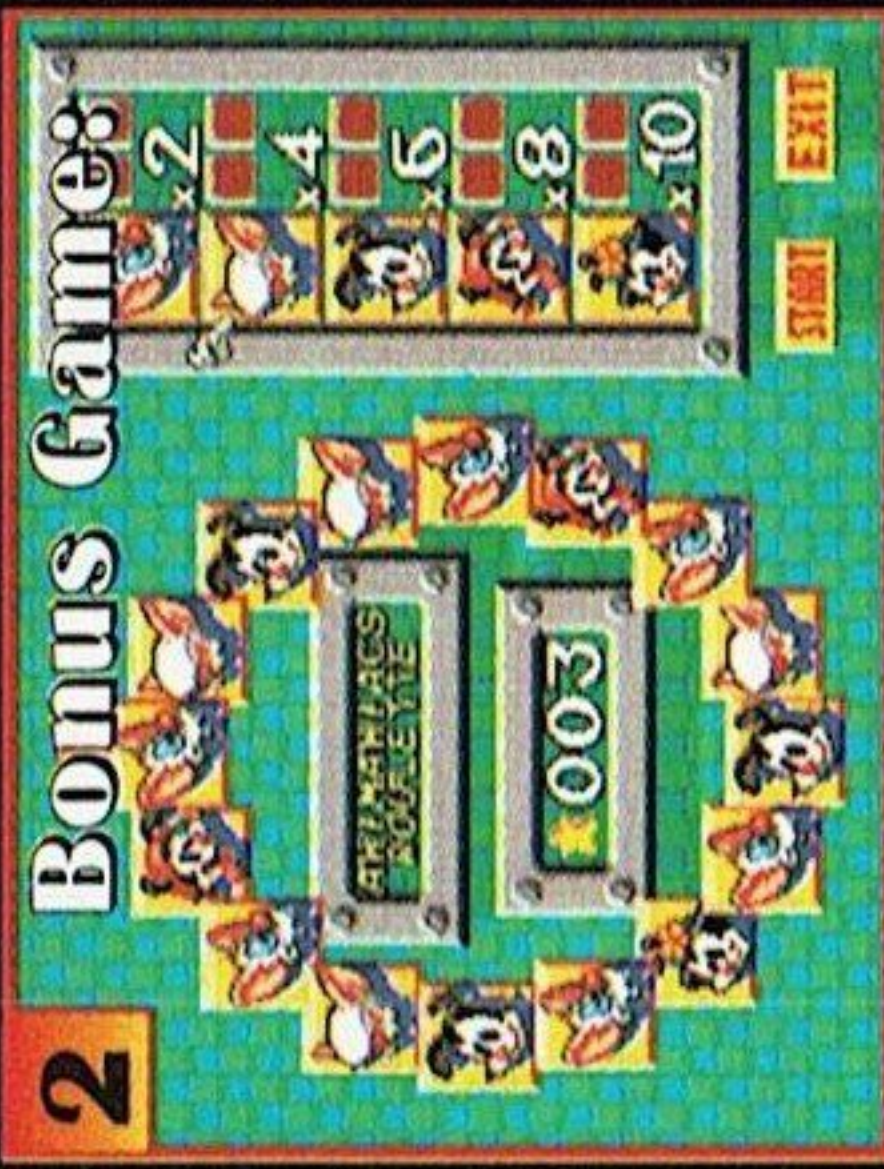
Inside the train you have to move boxes around in order to collect the bonus points located here.



Hop on board the train.



1. You want to quickly jump to the left before the platforms flip over. 2. Inside the wall to the left is a secret bonus game you can play. 3. After the game, this is where you'll appear. 4. Use Yakko's paddleball to make Buttons move the platform. 5. Blow a kiss at the bird with Dot to make the bird come closer. 6. Use Wakko's mallet to smash the platform so you can jump on the ledge to the right. 7. Use the Mallet once again to smash the lever which will open the exit door. 8. Here is where the exit is.



Play a little roulette to win some stars.

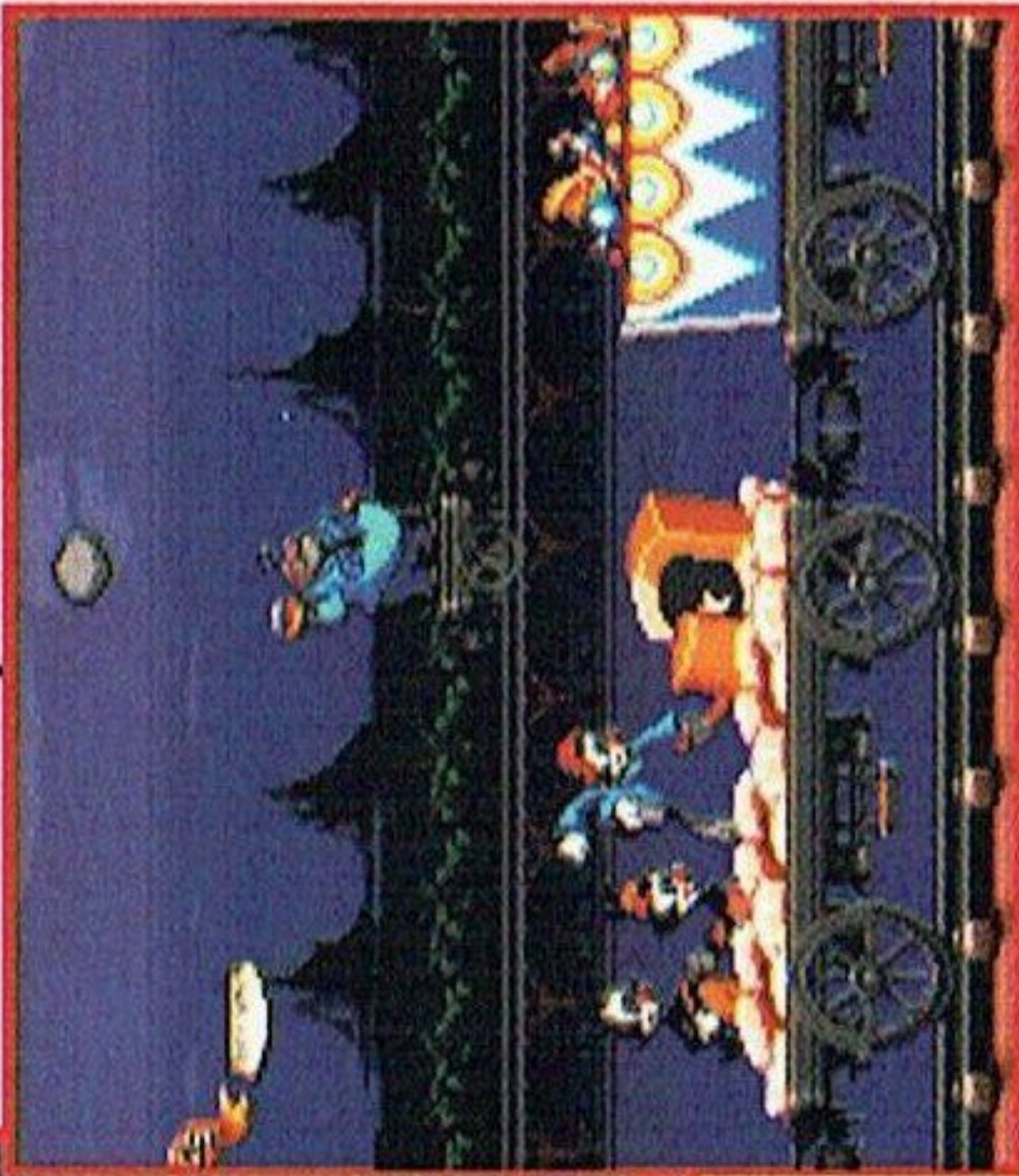
The Security Guard:

In this level you have to face the security guard twice. The first time is in the train section, where you have to launch pies at him. Then at the end of the level you face him when you're on the engine.

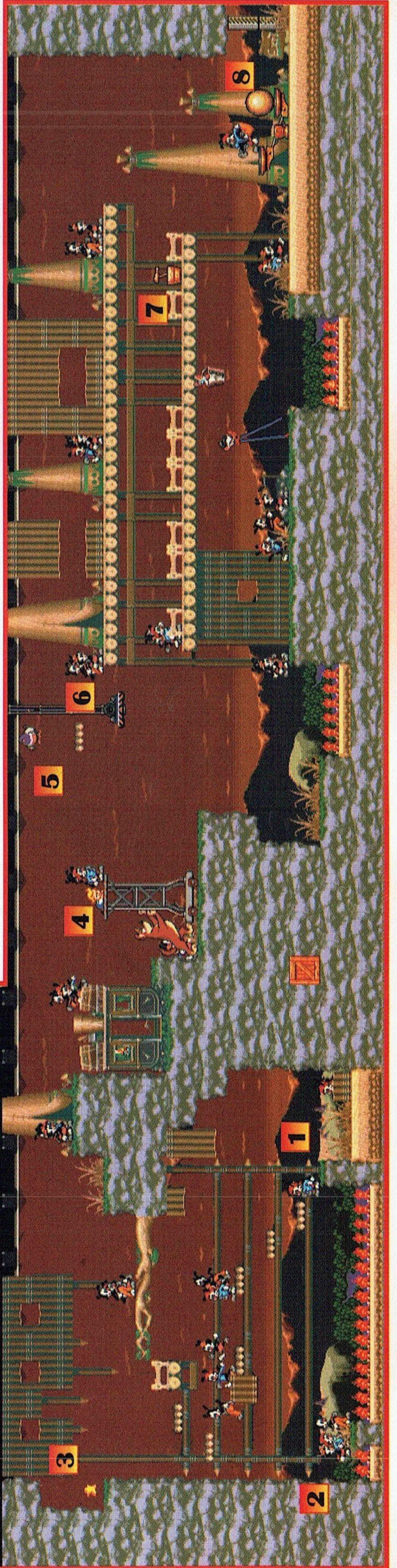
Keep bouncing coal into the engine of the train to avoid Ralph.



Use Wakko to fire pies at Ralph. Good aim is required here.



1. To get past the guard just wait for a horse to run him down. 2. Wait for a horse to run by so you can jump over the security guard. 3. It seems that the security guard is back. Just use Yakko's paddleball to stun him so you can get to the next section. 4. Scare Mindy with the paddleball to send her away. Buttons will follow her so you can get the free guy below.

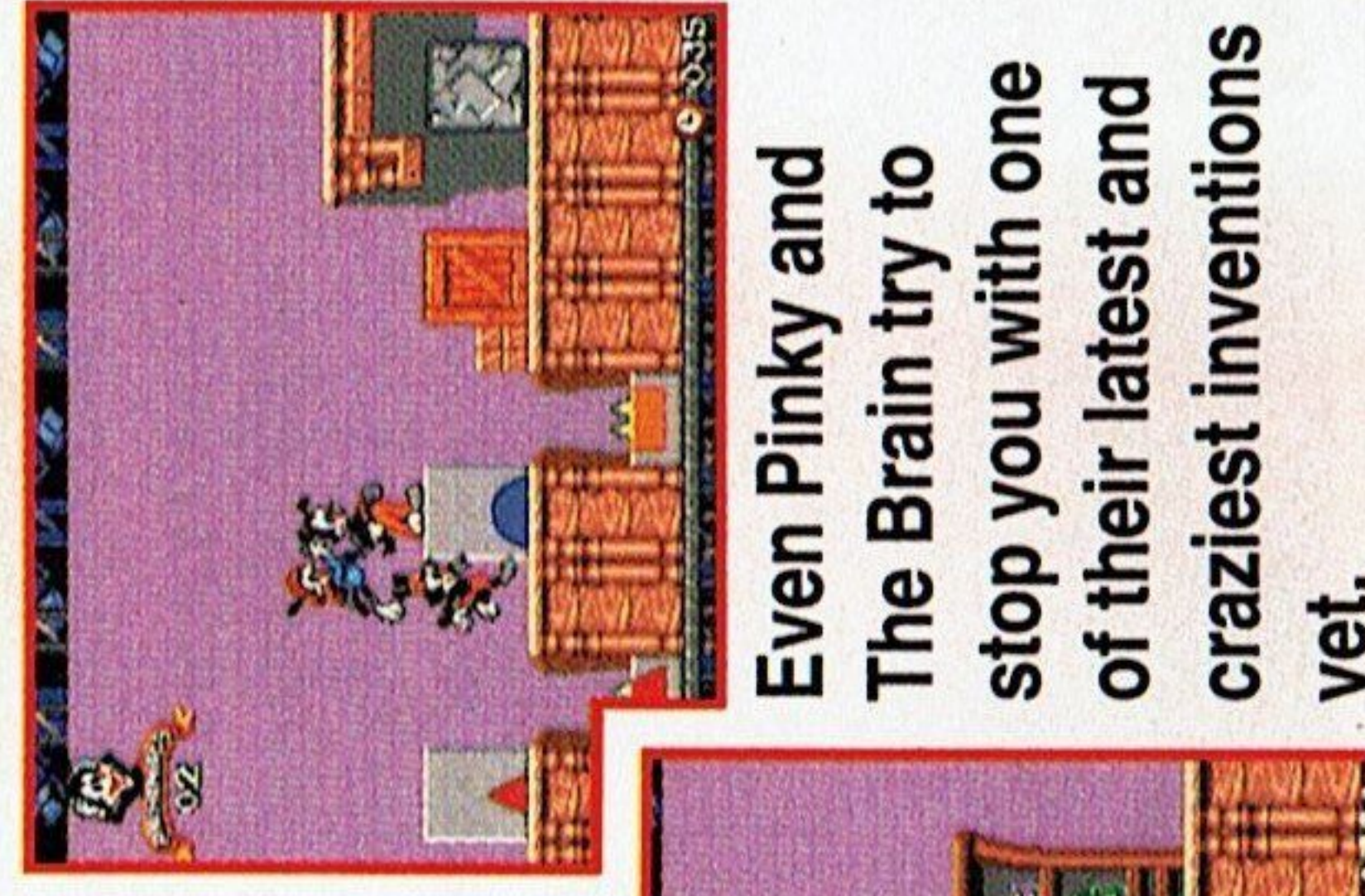


SCENE 4

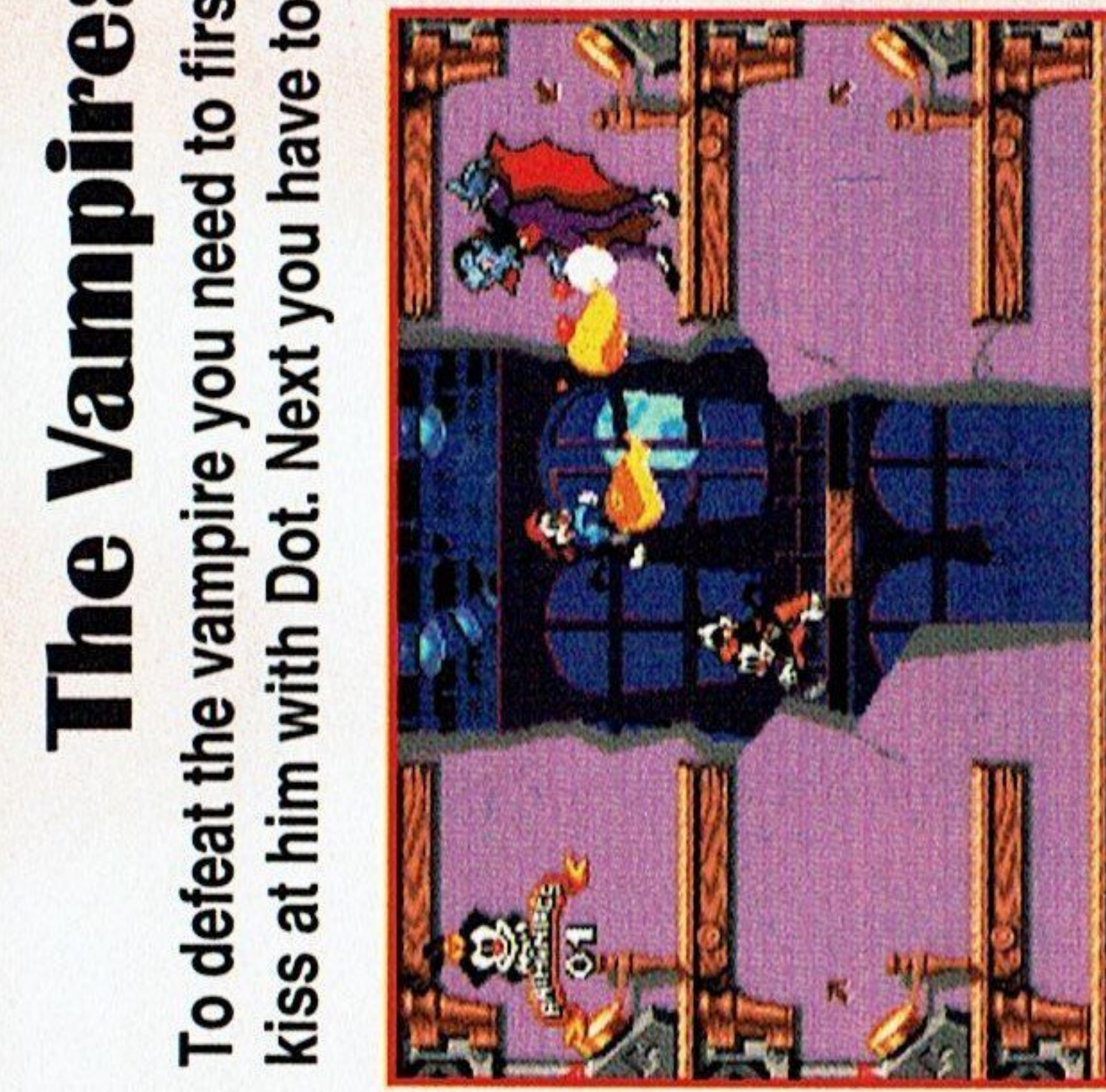
In Scene Four the Animaniacs break into the studio lot of Bloodmask: Part 32. The main goal here is get the mask of Janus. A cool twist in this scene is that the security guard Boss has been replaced with a vampire.



Inside the haunted house there are many creatures that go bump in the night. Try not to be too scared.



Even Pinky and The Brain try to stop you with one of their latest and craziest inventions yet.

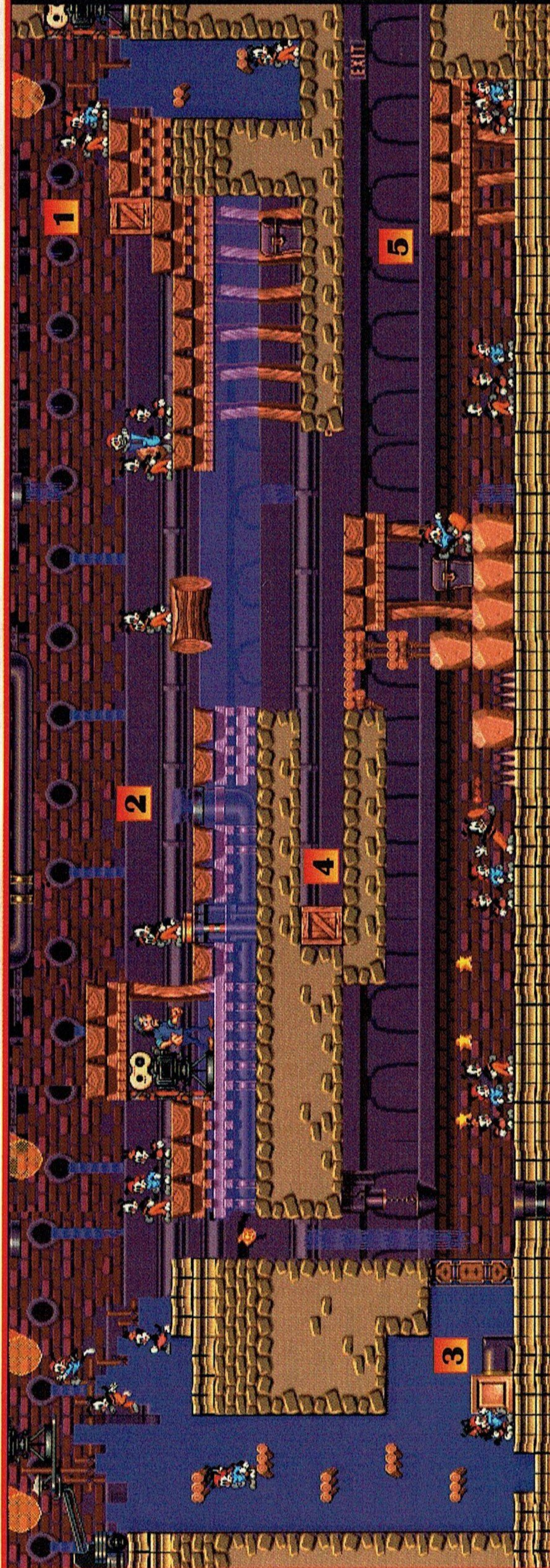


The Vampire:

To defeat the vampire you need to first blow a kiss at him with Dot. Next you have to hit the button he is standing on with Wakko's mallet to make him fall.



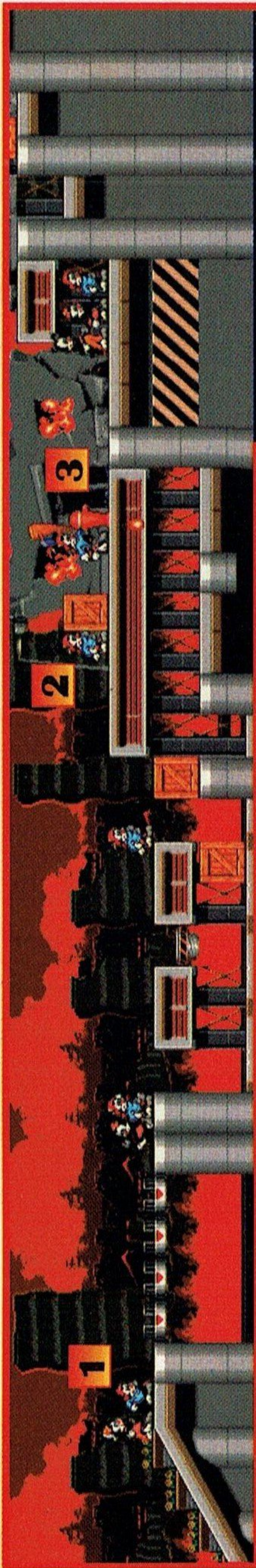
1. Use Yakko to push the tombstone out of the way so you can go down. 2. Push the other tombstone toward the clown's face so you can jump over him. 3. Pull the rock toward the button to raise the door. 4. Push the box on top of the button to open up the door that is blocking the entrance to the house.



1. Use Yakko to push the box across the water on the log. 2. Place the box on top of the pipe so you can get over the firm director. 3. Push this block to the left to drain the water in the rest of the level. 4. Next pull this box all the way to the right until it falls to the ground. 5. Continue to push the box to the beginning of the exit ledge so you can make your escape to the next section of the scene.

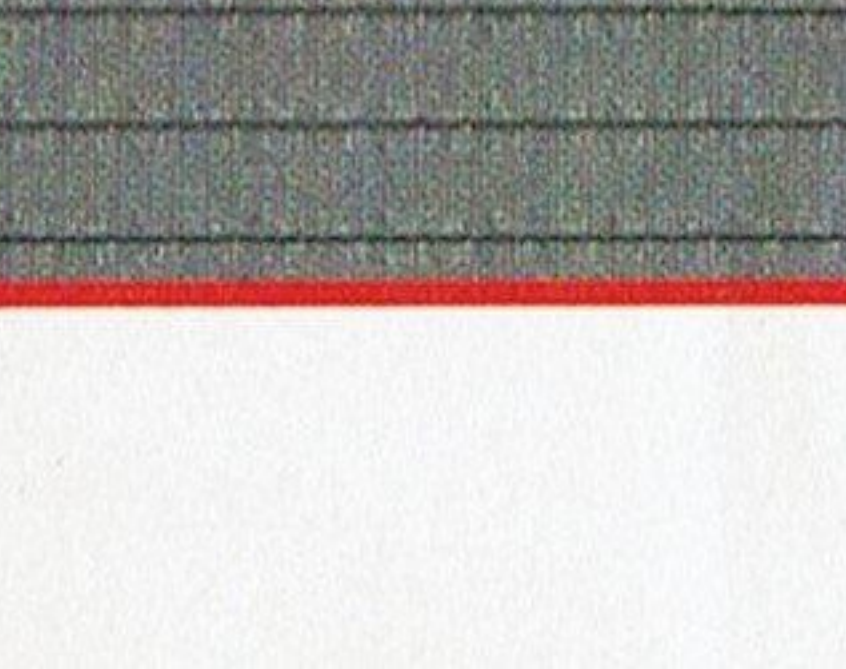
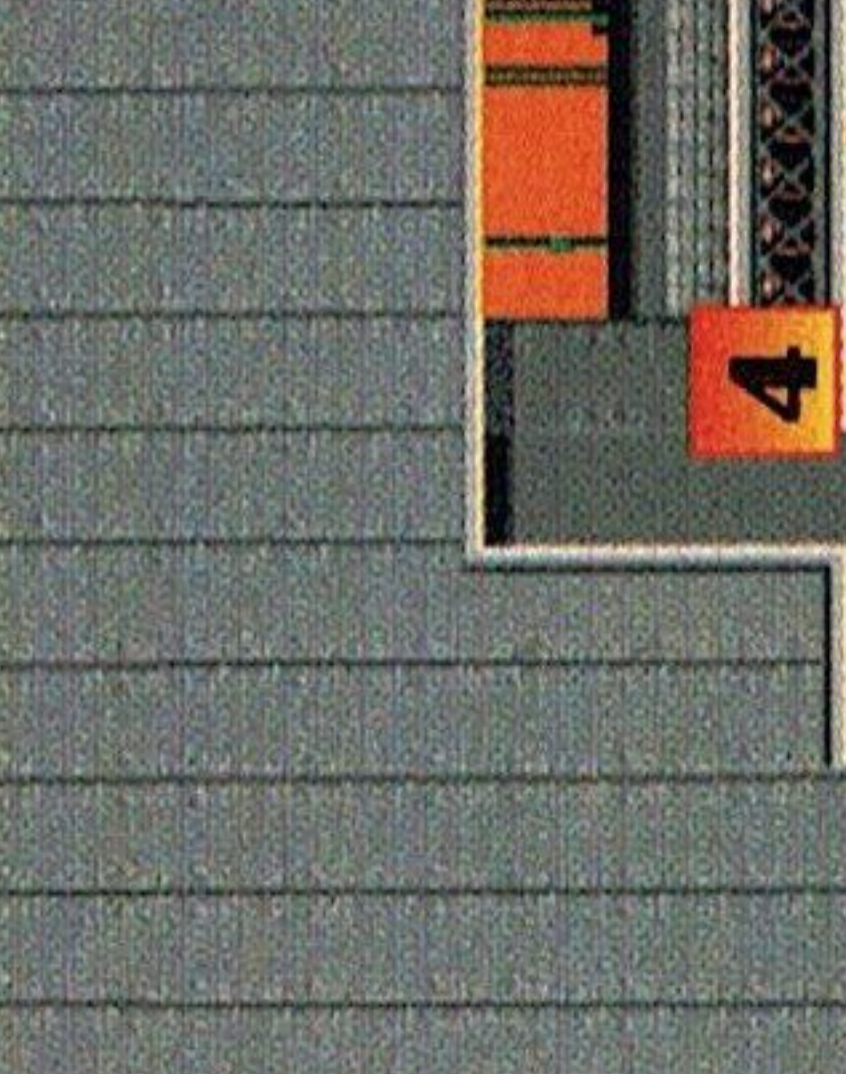
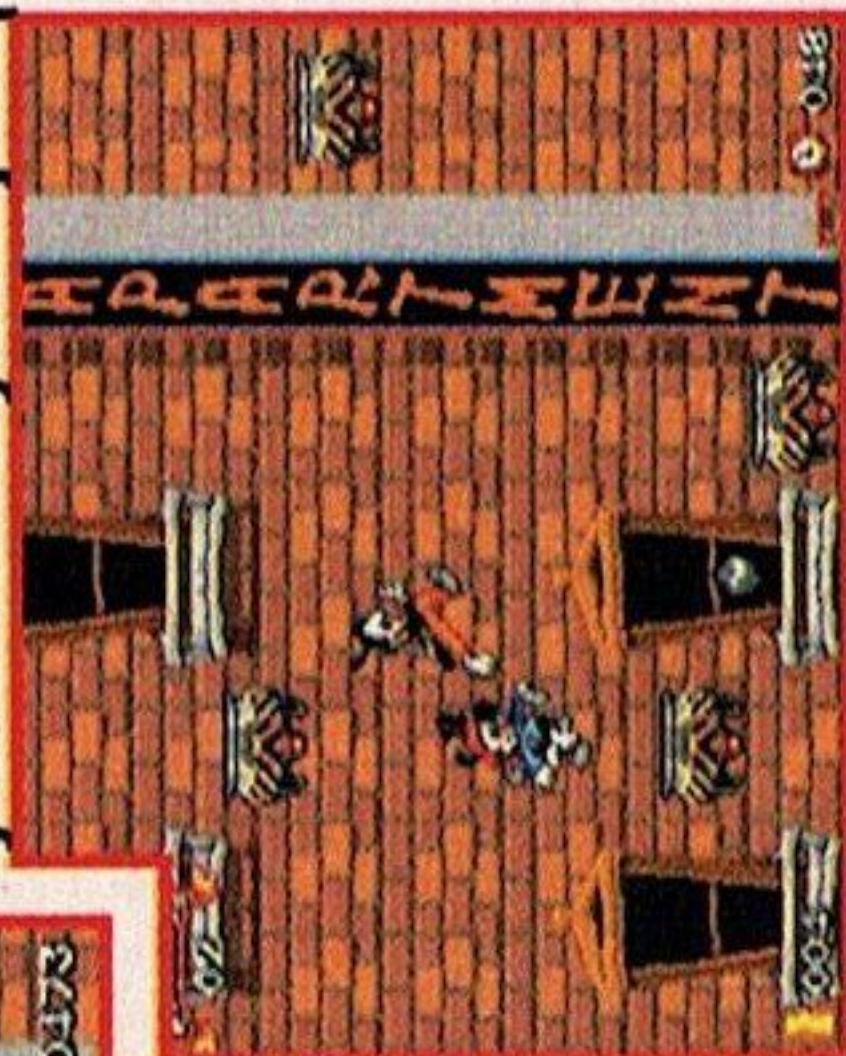
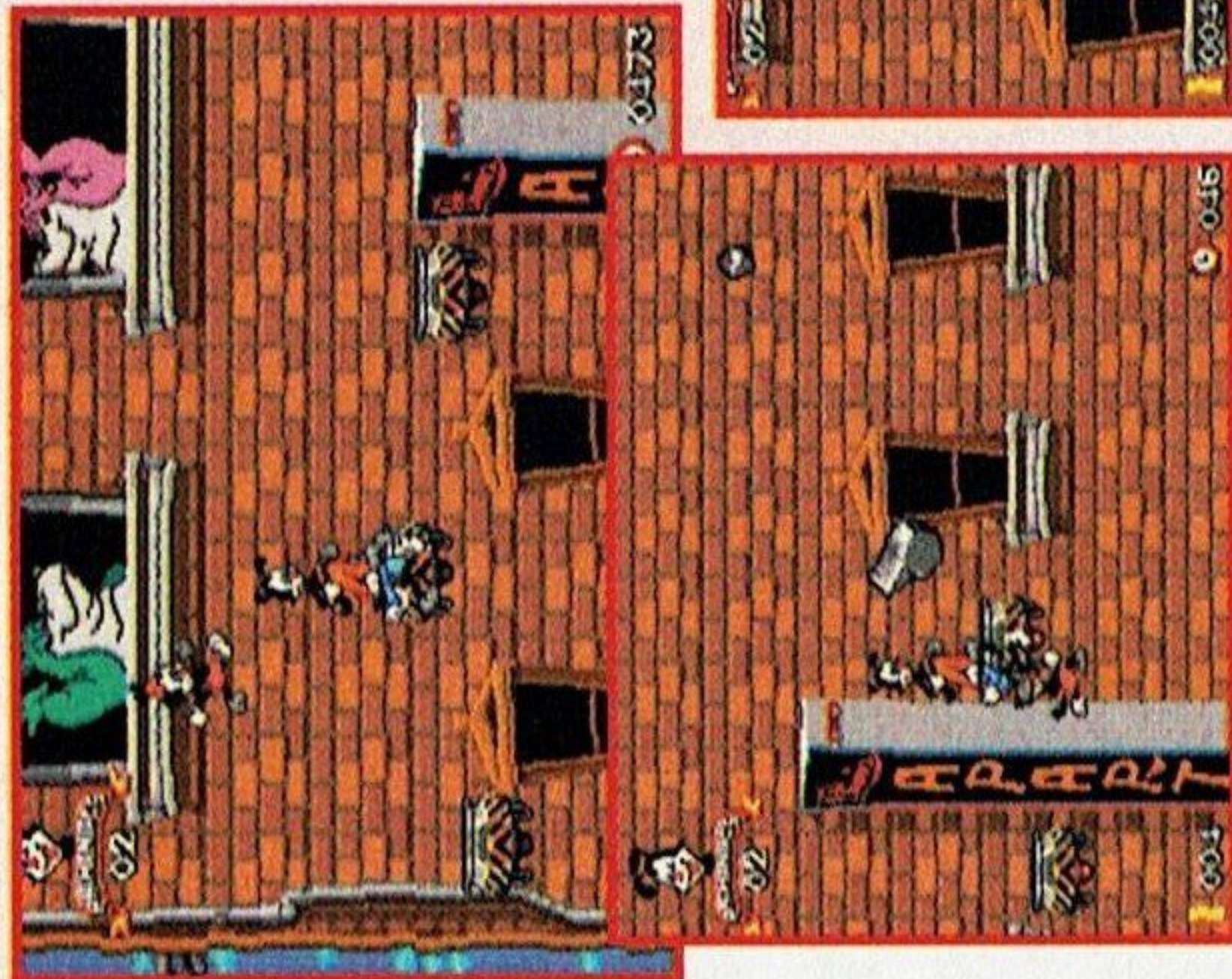
SCENE 3

In Scene Five all the Animaniacs need is the Felix statue to make their collection complete. But before they can enjoy their goodies, Pinky and The Brain steal their props. To get them back you have to go up against the robot.

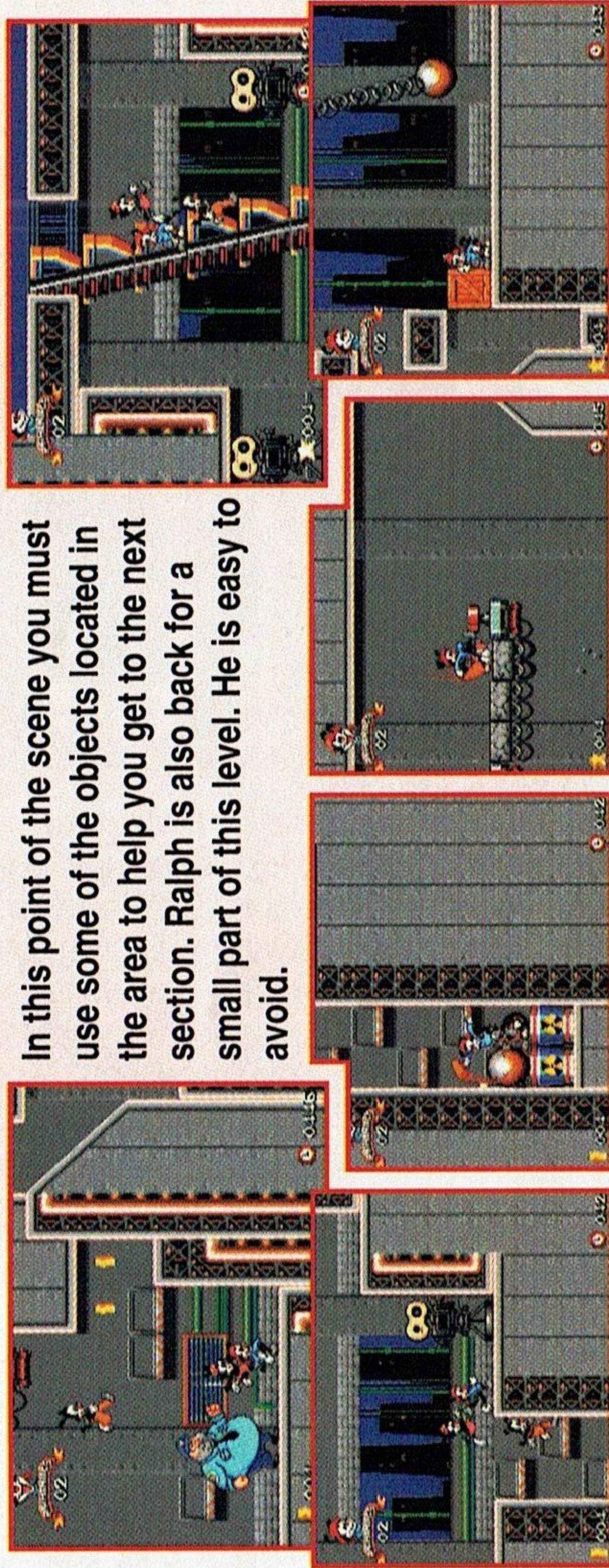


1. Jump quickly over these platforms before they fall. 2. Push the box to the right, so you can get to the next location. 3. Hit the hydrant with Wakko's mallet to put the fire out.

In this section of the scene you are on the outside of a building. There are several moving platforms you have to move along. Watch out for falling debris as you make your jumps.



The key to this section is not to stay in one place for a long period of time. Most ledges will fall out from underneath you.

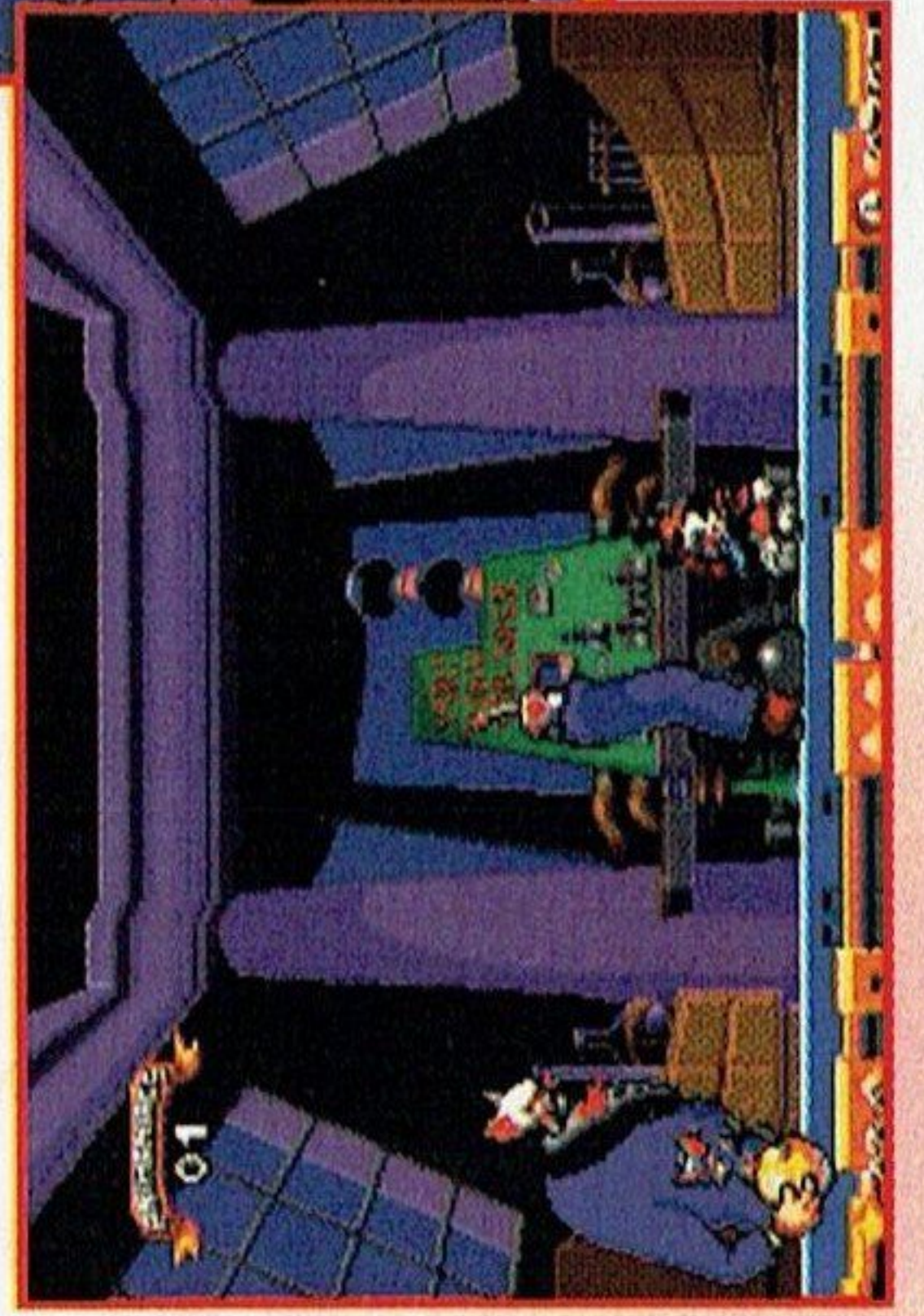


In this point of the scene you must use some of the objects located in the area to help you get to the next section. Ralph is also back for a small part of this level. He is easy to avoid.

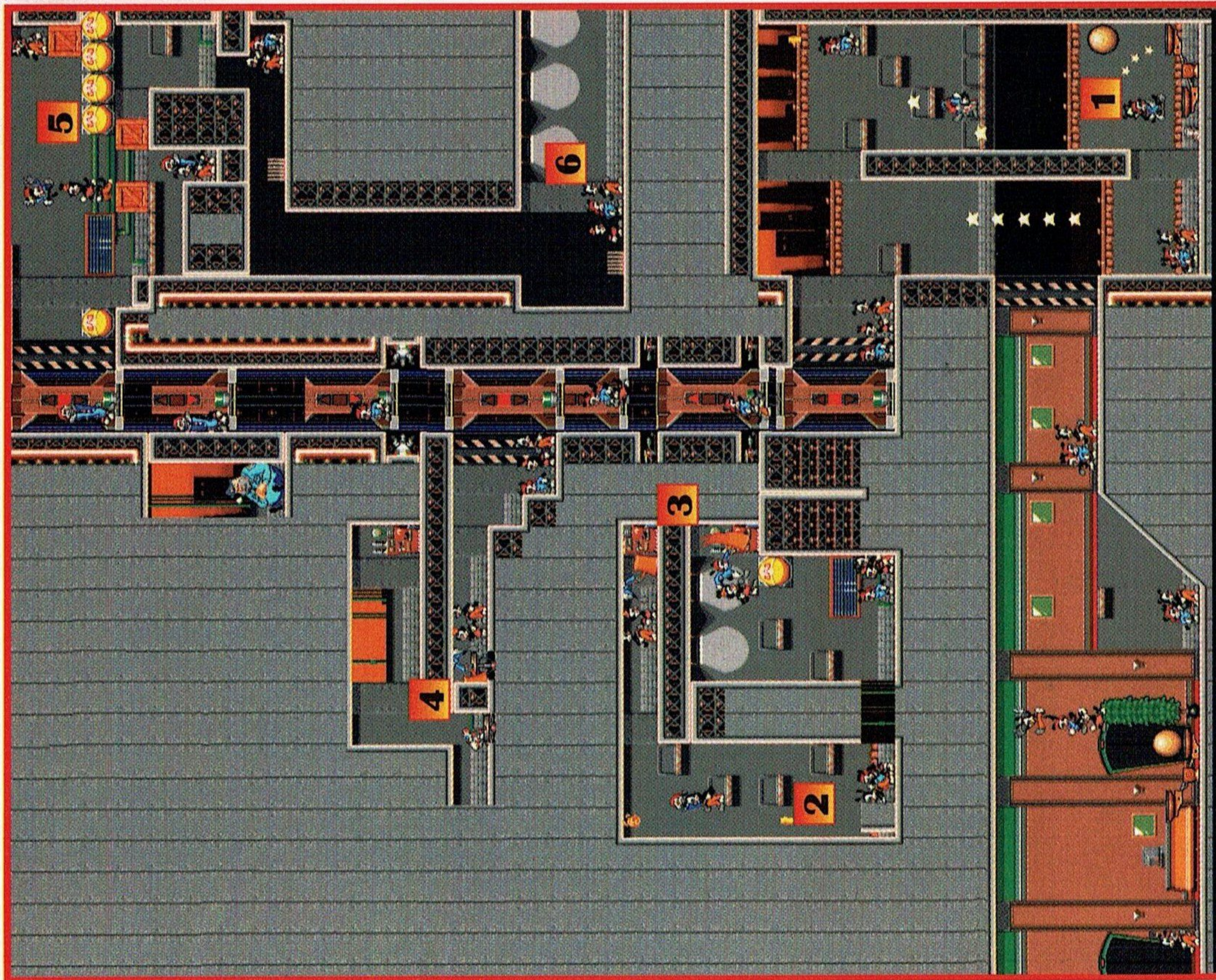
The Robot:

Pinky and The Brain are holding your props hostage, and the only way to get them back is by defeating their robot. In order to beat him you must use all of the Animaniacs skill. You must stop the Brain's evil plans.

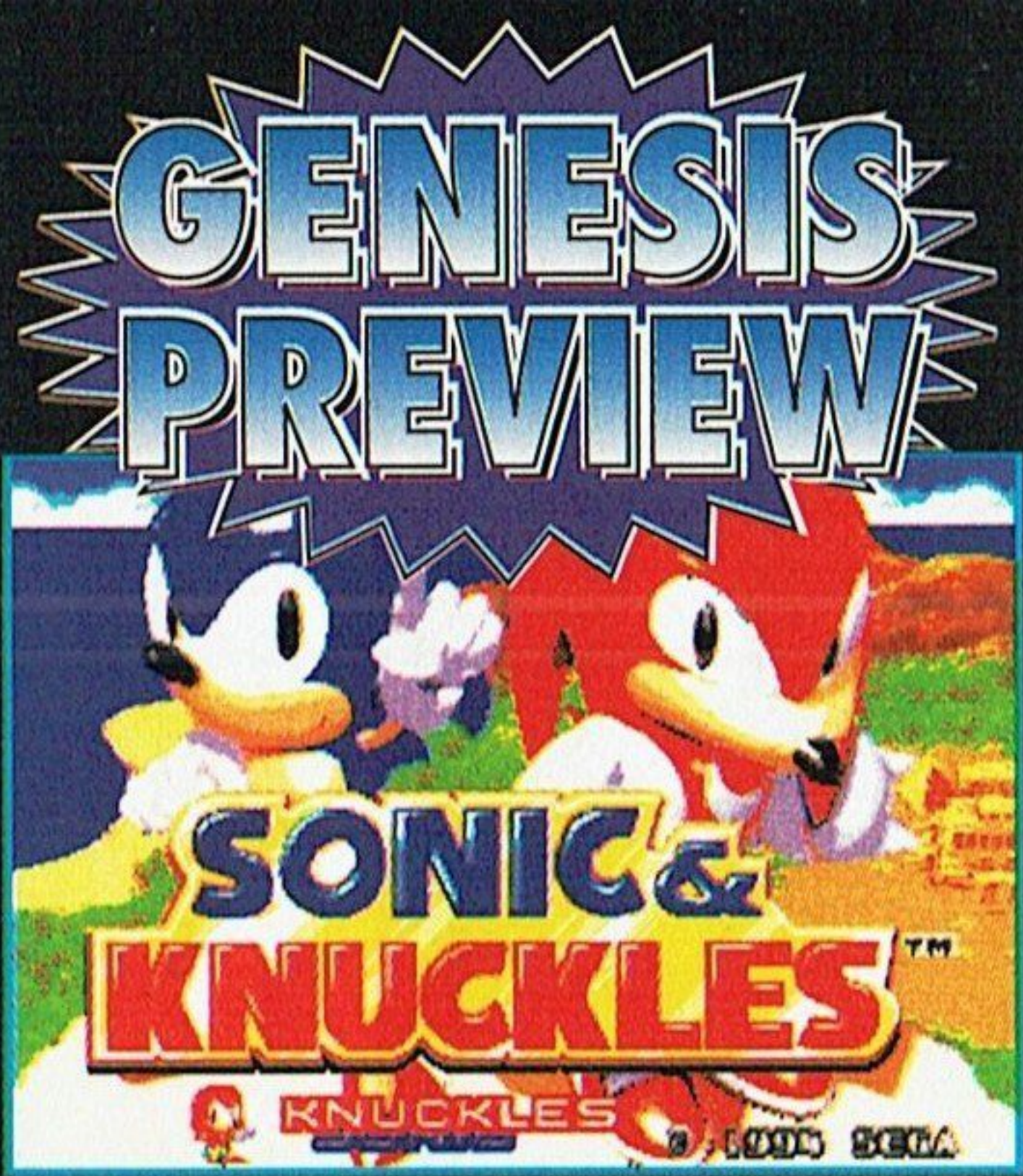
Once you blow the robot in half you then must go for his legs.



Hit a bomb near the robot's feet to damage him.



1. Use the mallet and then hold down the jump button to get to the next section. 2. Use Yakko to pull the wall here. 3. Break both generators with Wakko's mallet. 4. Hit the lever with the mallet when Pinky and The Brain are on it. 5. Move the boxes around so you can get below. 6. Exit to the right.



MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	18
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

So far, all the options for Sonic 2 and Sonic 3 apply (like a Save Game Option for the latter). As of yet, it is unclear what the options for Sonic & Knuckles are.

ORIGINS

Sonic and Robotnik, like Belmont and Dracula, one can't exist without the other. This game continues the fight between everyone's favorite hedgehog and the evil scientist. This is the fifth Genesis Sonic title in the series.

STORY

Sonic & Knuckles is an add-on cart that hooks up with Sonic 2 or Sonic 3 where you can play as a new character, Knuckles. Once again, Robotnik is the troublemaker, and Sonic, Tails, or Knuckles is out to stop him. S&K adds new levels to pre-existing games and new story lines.



Is the Mystery Solved?

ANGEL ISLAND	1 2	2P VS	1 2
HYDROCITY	1 2	2P VS 00 00	1 2
MARBLE GARDEN	1 2	2P VS	1 2
CARNIVAL NIGHT	1 2	BONUS	1 2
FLYING BATTERY	1 2	SPECIAL STAGE	1 2
ICECAP	1 2	SOUND TEST *82*	
LAUNCH BASE	1 2		
MUSHROOM VALLEY	1 2		
SANDOPOLIS	1 2		

Remember in Sonic 3 when the Debug Menu trick worked and you could select any stage? However, two stages—Mushroom Valley and Sandopolis—couldn't be accessed although they were on the screen. Guess what happens when Sonic & Knuckles is plugged in with Sonic 3?

Sonic The Hedgehog 2:



Look what happens when Sonic & Knuckles is plugged into Sonic 2 or Sonic 3—the Title Screens change. Sonic & Knuckles makes Sonic 2 roughly 20 percent different than before and Sonic 3 85 percent different!

Sonic The Hedgehog 3:



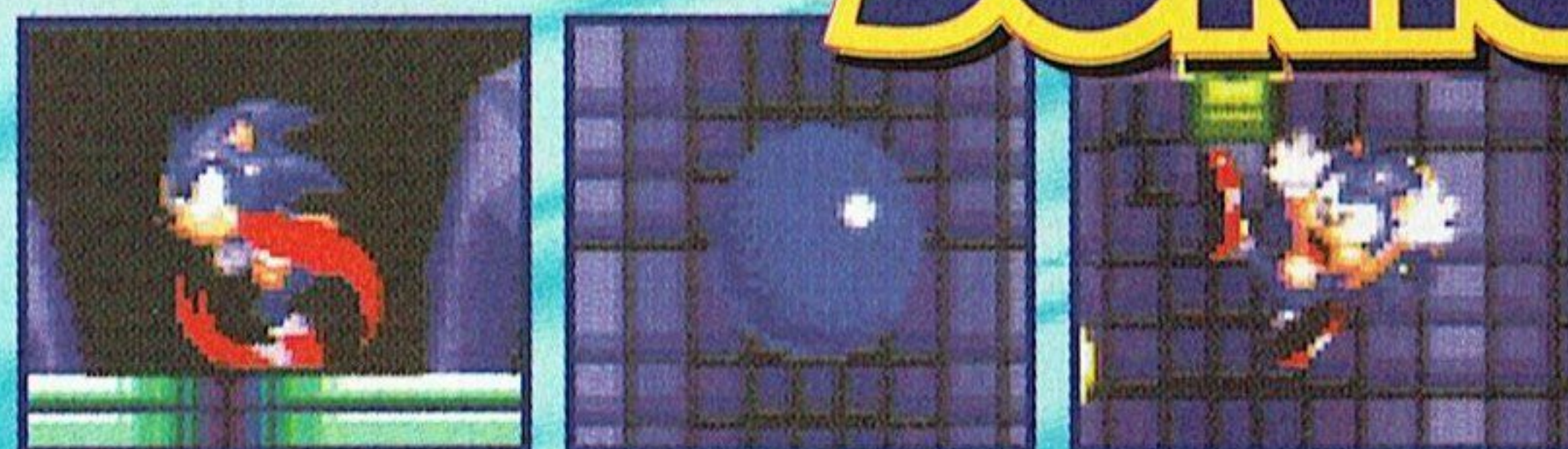
Before the 32X Game Peripheral Add-On

A Breakthrough?

The add-on technology of Sonic & Knuckles opens up endless possibilities of what can be done with other games! Hopefully we will see more!



SONIC



Run

Ball

Oops!



Well?

Duck

Pre-Hyper

We all know Sonic and what he is capable of doing, but he is given a few new surprises in this game!



SONIC & KNUCKLES



Great! But What About ...

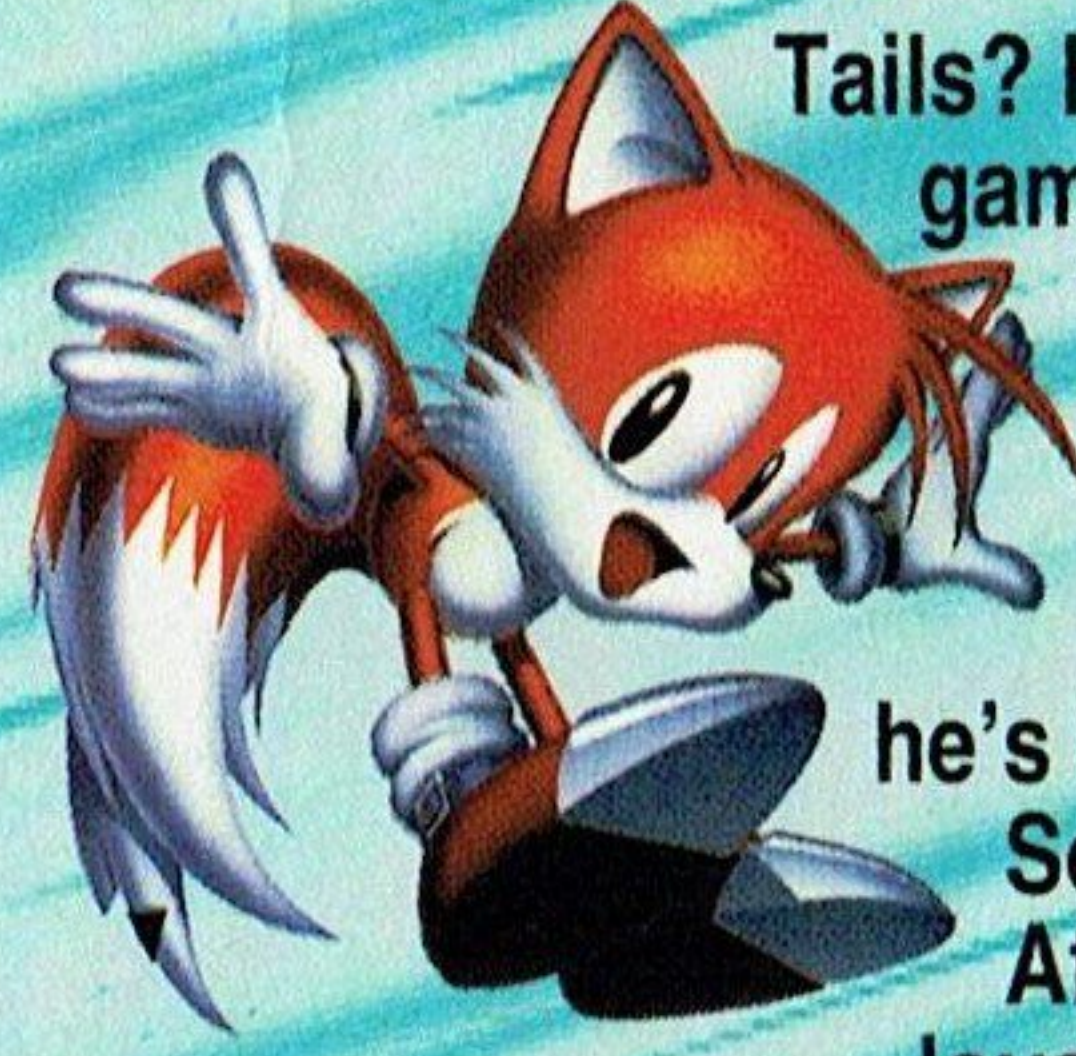


... Sonic The Hedgehog & Sonic CD?

Nope. It is impossible for Sonic & Knuckles to work with Sonic CD (the hardware won't allow it because the cartridge overrides the CD). The game also doesn't work with the first Sonic.



Oh. Well then, What Happens to Everyone's Favorite Fox?



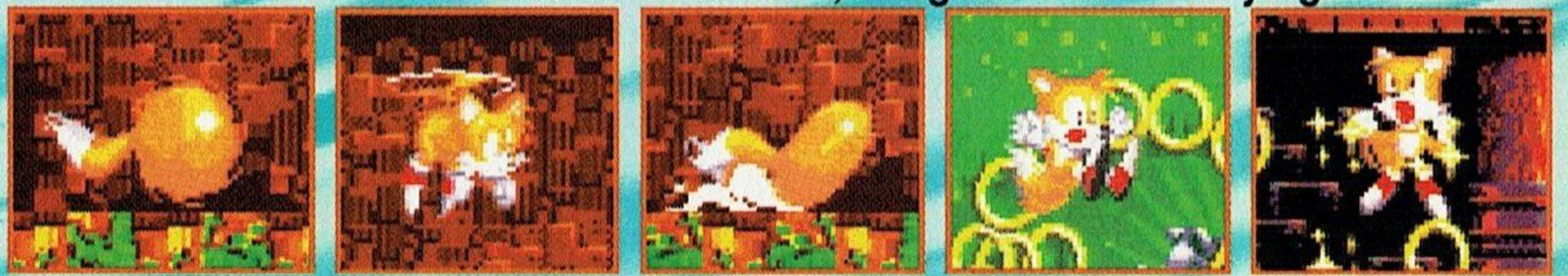
Tails? He's still in the games, except not in Sonic & Knuckles. He is still in Sonic 2 and Sonic 3, but he's been taken off of Sonic & Knuckles. After all, everyone loves Tails the fox!

His flying ability is essential!



Tails and His Attacks:

Tails has his trademark abilities, but gets tired from flying.



Ball

Fly

Charge

Oops!

Go Hyper

comes the Sonic Cartridge Game Add-On:



Different Story lines Depending on the Game You Play:

If you play Sonic 3 as Knuckles, you will get a different story line than if you play Sonic 3 as Sonic. For one thing all scenes with Knuckles (playing as Knuckles) are different.



KNUCKLES



Ball

Glide

Charge

Oops!

Go Hyper

Climb

Just What Exactly is this "Knuckles" Anyway?

Introduced in Sonic the Hedgehog 3, Knuckles lives on The Floating Island where the Chaos Emeralds are kept. Dr. Robotnik lied to Knuckles, so he thinks Sonic and Tails are his enemies and that they're trying to steal the Emeralds. Knuckles intends to use all his unique abilities to stop Sonic! The 15-year-old echidna can glide and has powers like Sonic. Playing as or against him, he is a redoubtable character!

From Webster's Dictionary:

e•chid•na *n.* Any of several burrowing, egg-laying mammals of the genera *Tachyglossus* and *Zaglossus* of Australia, Tasmania, and New Guinea, with a spiny coat, slender snout, and sticky tongue for catching insects.



MUSHROOM HILL ZONE

Knuckles as Guardian of Floating Island and the Chaos Emeralds!

At the start of the game, Knuckles is sleeping on the island. Suddenly, a bomb drops from the sky. The island is under attack and Knuckles must defend it. Bounce off the giant fungus, and use the geography to your advantage. Be sure to take time to get acquainted with Knuckles' skills!



Bonus Zones!

All of you know the deal—collect the Blue Spheres, but don't hit the Red Spheres or the round will end! The Gold Spheres will make you jump a distance of five spheres!



SANDOPOLIS ZONE

The Shifting Sands Provide Many Dangers for Our Friend Tails!

Originally an inaccessible zone, Sandopolis is loaded with hidden menaces like scorpions, spikes, and booby traps in the ancient ruins. Slip and slide down sandy inclines, but beware of sinking into quicksand! The Boss cannot be attacked directly—you must find another way to defeat this menace.



The Sun-Drenched Sands!

Moving walls that will instantly squash you, pop-up spikes, rotating platforms, and moving floors are some of the dangers for the desert traveler in this big Zone!





Loaded with Jumps!

Jumping, jumping, and more jumping! This zone is loaded with gaps and enemies waiting for you on the other side to knock the Rings out of you, so be extra careful here!



SKY SANCTUARY ZONE

Sonic Takes to the Clouds Above to Stop the Evil Dr. Robotnik!

Up to the sky! Sonic can see Robotnik's Death Egg in the distance, but before he can go inside, he must get to it. Welcome to the Sky Sanctuary Zone, Robotnik's last line of defense before the Death Egg (or is it?). Loaded with guardians and bottomless pits, this will put Sonic to the test.



Menacing Mid-Bosses!

Mid-Bosses galore! Some are familiar, some are new. Grab all the Rings you can, especially when you are hit—Sonic is a one-hit wonder without rings!



especially when you are hit—Sonic is a one-hit wonder without rings!



DEATH EGG ZONE

The Death Egg Has Been Repaired and Sonic Must Destroy It for Good!

Inside the terrible Death Egg! Robotnik has several nasty surprises here—like reversing the gravity flow so Sonic has to move while upside-down! Gravity is also used to push Sonic onto deadly spikes to deprive him of all his Rings and even a life! Can Sonic defeat Robotnik for good?

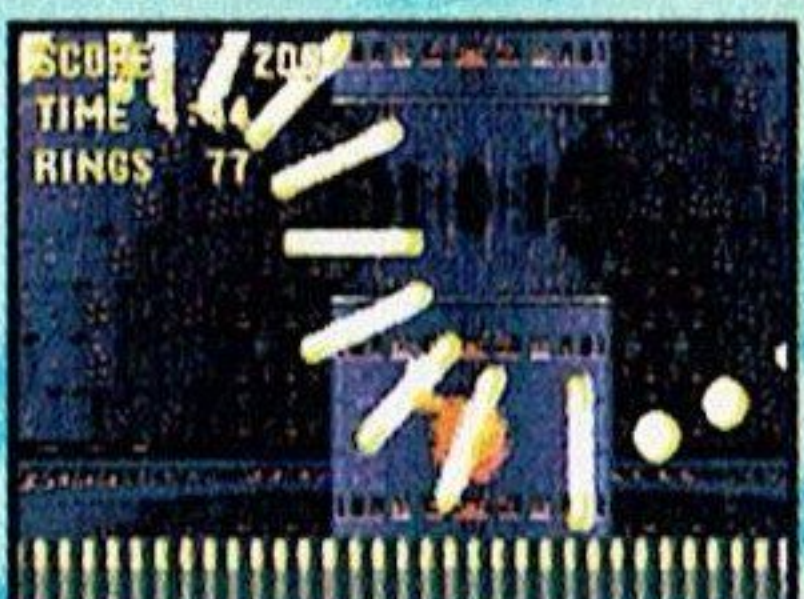


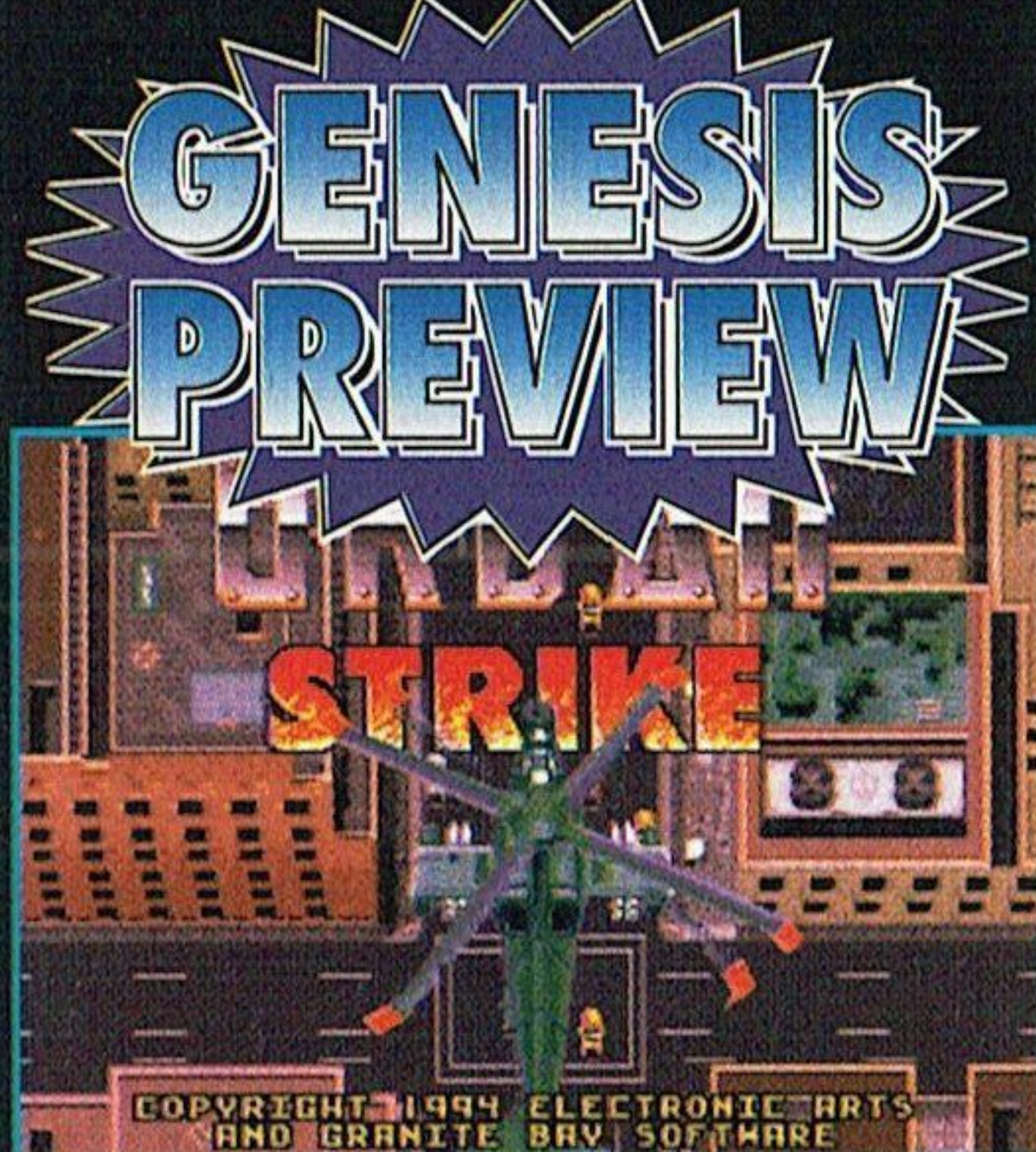
"Gravity?"

The Death Egg Zone has been fixed! Sonic must venture inside with switching gravity



and spikes lurking at every turn! Get used to moving upside-down for the Boss fight.





MACHINE	GENESIS
PUBLISHER	ELECTRONIC ARTS
AVAILABLE	NOW
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	13
% COMPLETE	80%

OPTIONS

There is a Password Option in addition to a button configuration. You only need the three-button controller for this one. There is no sound test as of yet.

ORIGINS

First there was Desert Strike: Return to the Gulf, then Jungle Strike: The Sequel to Desert Strike. Now comes Urban Strike: The Sequel to Jungle Strike! This is the third in EA's attack chopper series and features action and strategy.

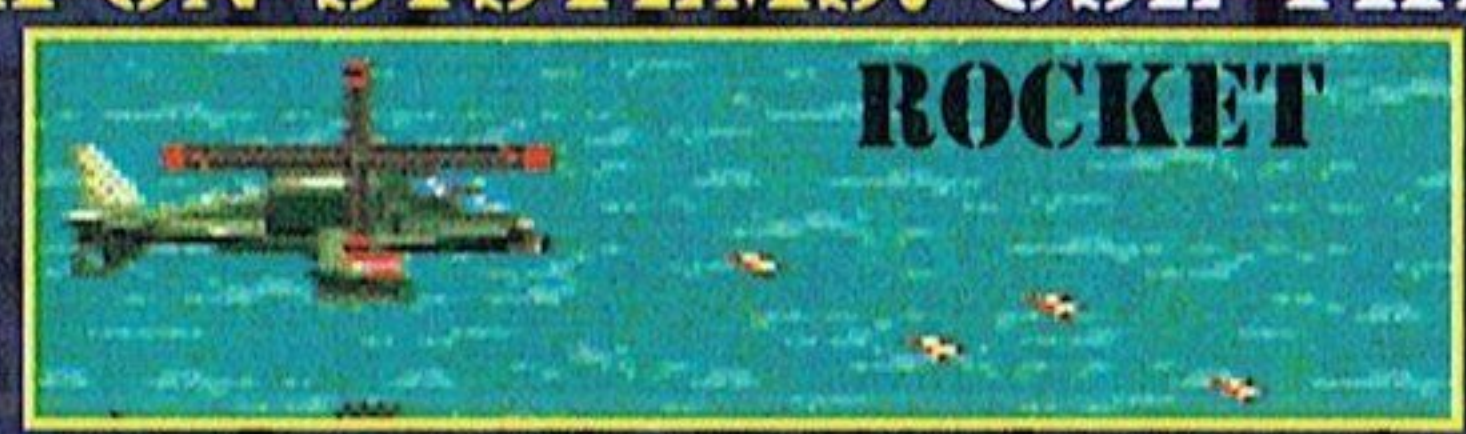
STORY

The pilots of glory are back, and this one brings the battle home—literally! Instead of being limited to the nation's capitol, this one is all over the country! From California to New York, the battles are many and this time the civilian casualties could be your own. Get ready to strike!

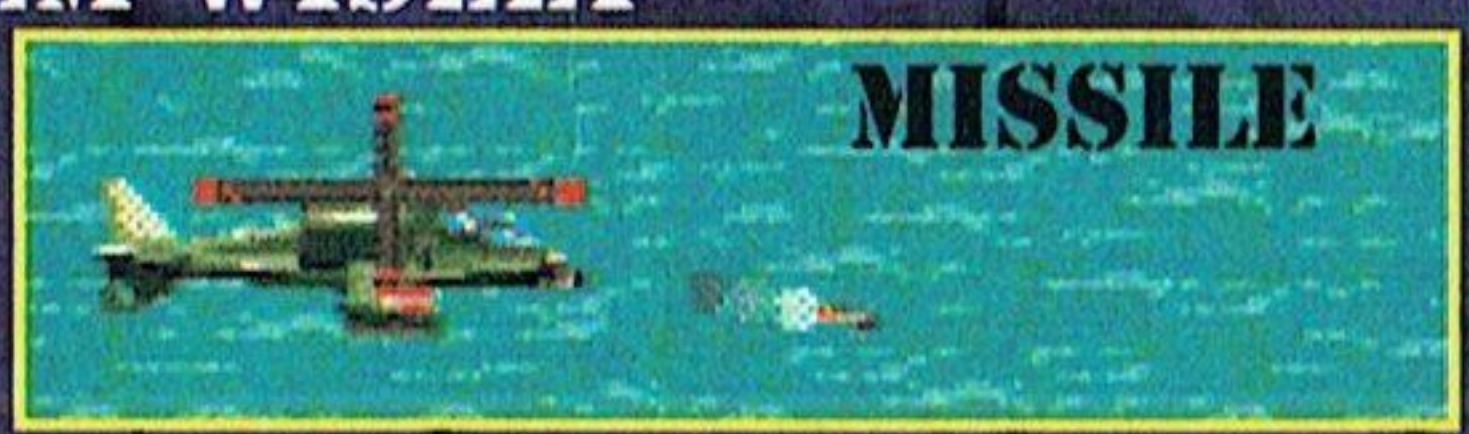
YOUR WEAPON SYSTEMS: USE THEM WISELY



GUN
Your simplest weapon has a maximum capacity of 1,000 rds.



ROCKET
Little missiles that pack a punch, max cap.: 60 rds.



MISSILE
Big problem solvers with a maximum capacity of nine rds.

SOME ITEMS YOU NEED TO FIND IN THE MISSIONS:



AMMO CRATE:
Get this and restock your ammo supply completely.



I-UP:
This package will give you an extra chopper.



FUEL DRUMS:
These will completely refill your chopper's fuel supply.



ARMOR:
These items completely repair your helicopter.



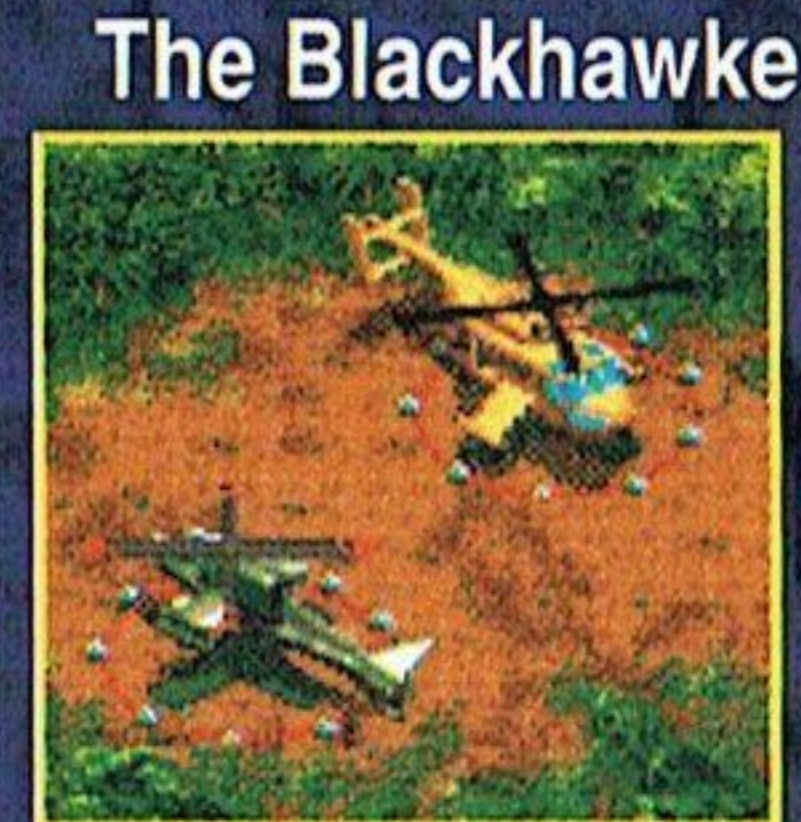
LANDING ZONE:
Land at these areas to drop off your passengers.



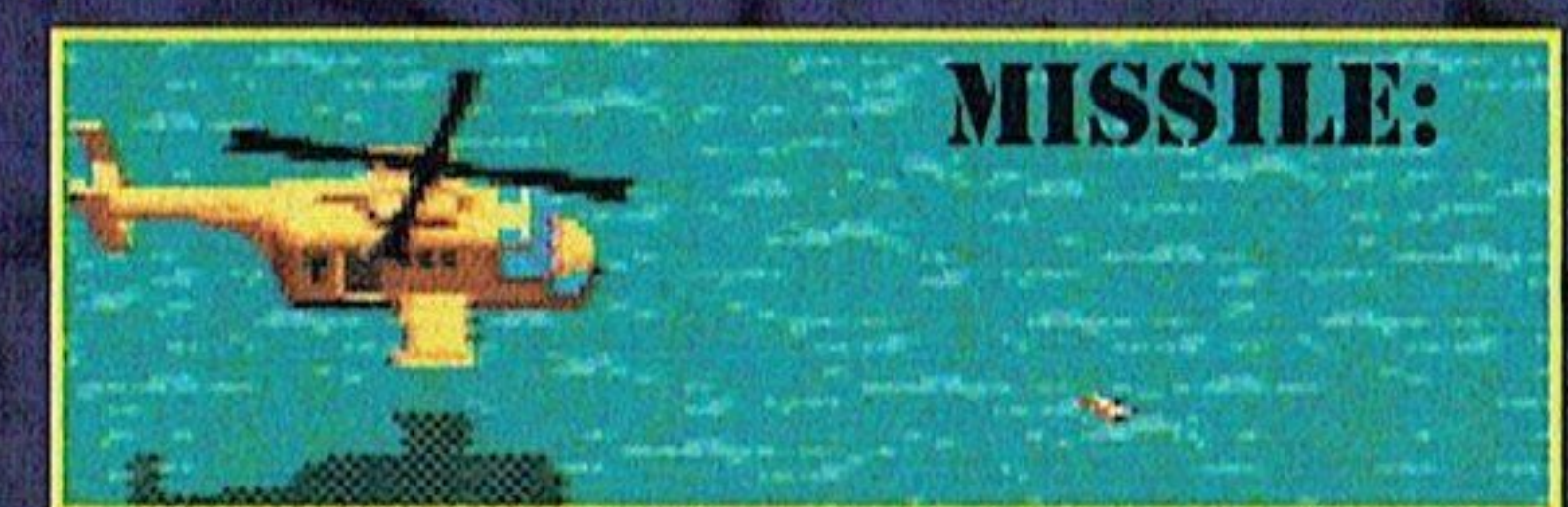
QUICK LADDER:
Grab this and your ladder will become much faster.

THE OTHER GUNSHIP AND ITS METHODS OF ATTACK:

THE BLACKHAWKE HELICOPTER:



The Blackhawk carries many more people than the usual gunship, and has twice the armor. However, it has half the weapons, is more difficult to control, and is much slower. It can fire missiles and has a main gun and two smaller ones mounted on the sides. This is a great chopper for rescuing large numbers of people at a time.



YOUR FELLOW PILOTS: THE GANG'S (NOT ALL) HERE

"STINGER"
ATSUKO MATSUNOTO

Good using the winch and firing simultaneously.

"OUTBACK"
JIM FLAHERTY

Another winch expert, this one likes to gamble.

"COSSACK"
PETER DEMETRI

Another quick shooter, Peter lacks concentration.

"NEWGUY"
ERICH NEWHAUSER

This is the first time in combat for this pilot.

"BRAVO"
WILLY AGUILLAR:

Fires the weapons systems extremely fast.

"LEGAL"
JILL FISHBEIN

A lover of weapons and aircrafts—a good shooter.

"FREEPERSON"
SIMON FREEMAN:

An excellent shooter who loves his craft.

"LONG-HAUL"
MARK DOUGLAS

One of the best pilots, Mark is great under pressure.



You can pick any pilot you want,

HEV, 'STINGER!' I'LL BET WHEN YOU USED TO SHUGGLE CARGO, YOU NEVER THOUGHT YOU'D GET TO 'BE' CARGO. GLAD TO HAVE YOU ABOARD!

but some may have to be rescued in the course of the game. Make sure to rescue all civilians and check everywhere in the levels—it is a good bet they are being held hostage. When you rescue a pilot, you can use him or her on the next mission.



CAMPAIGN 2: THE BAJA OIL RIGS

BATTLES & RESCUES

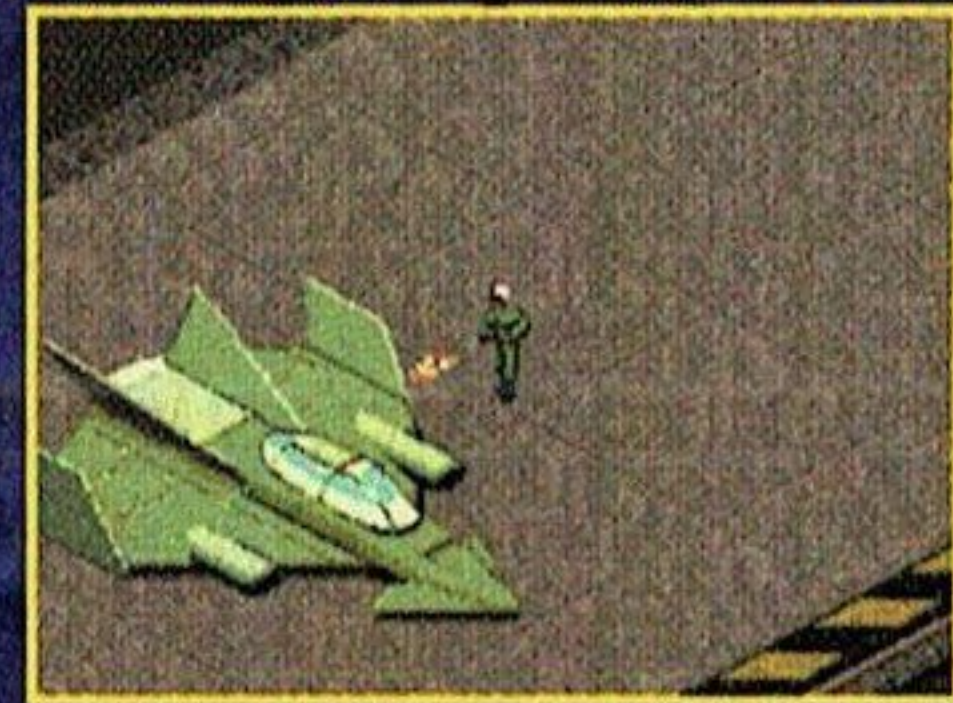
First, you must assault three oil rigs that are heavily armed and fight a destroyer. You must also rescue civilians on a passenger ship and save some Russian sailors on a disabled nuclear submarine.



CAMPAIGN 3: THE MAIN RIG

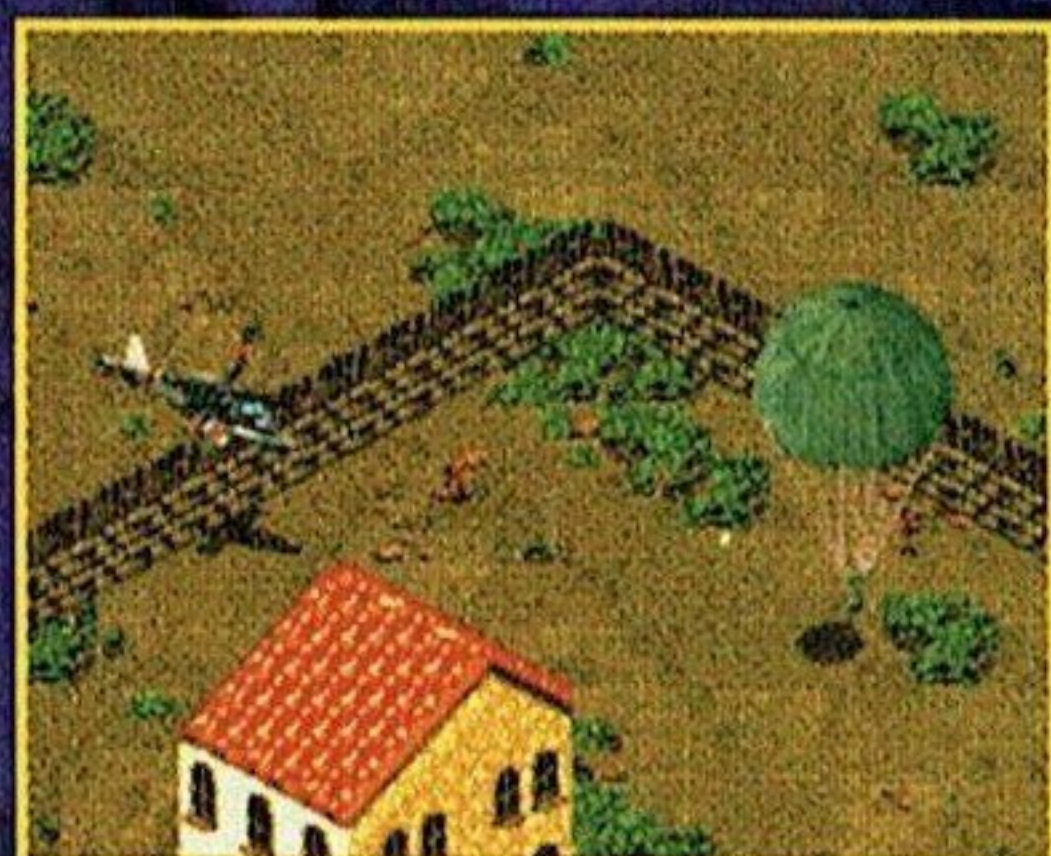
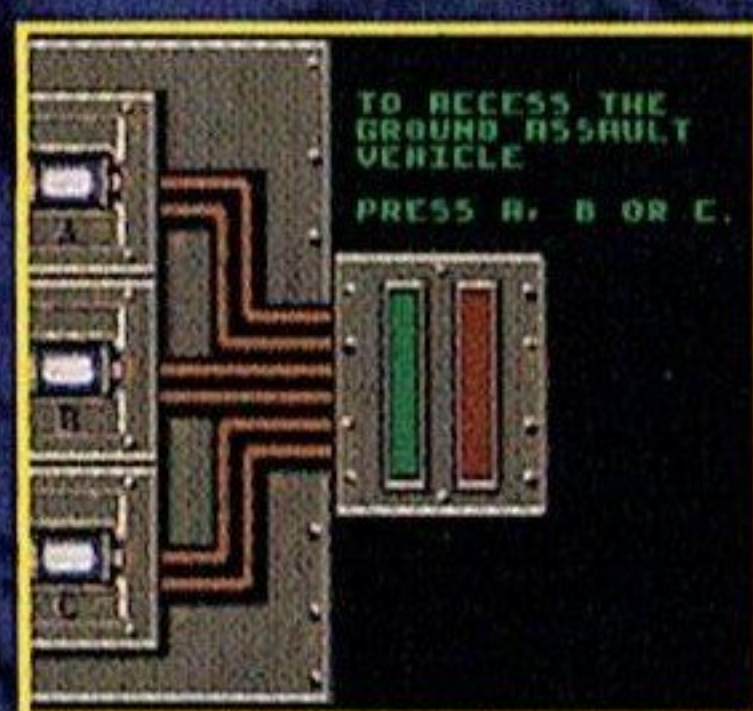
ON FOOT:

This will be the first time you will leave the chopper and take on the enemy with only your MR9 machine gun for a weapon. You have very little armor here and have a time limit, so don't delay. This is rescue and destroy.



CAMPAIGN 4: MEXICO

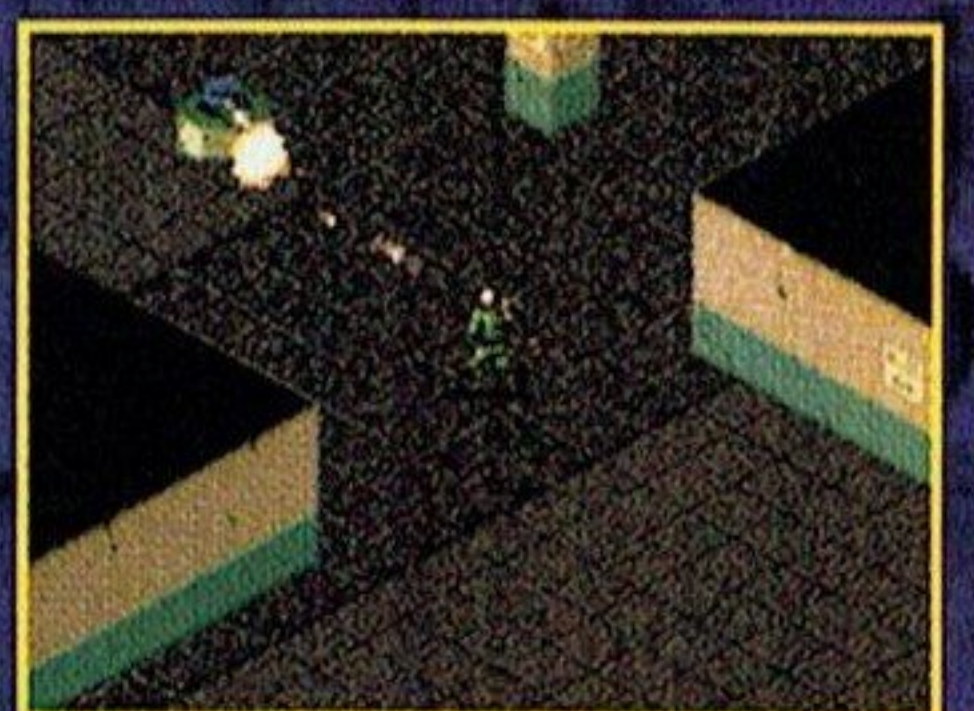
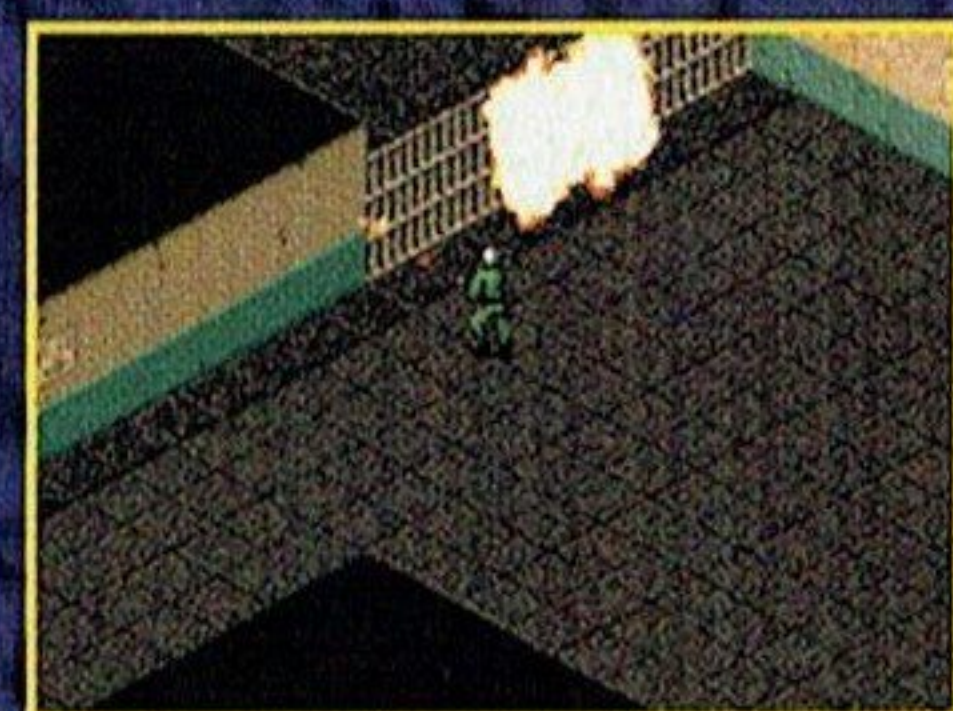
On to Mexico! This is similar to the San Poolos campaign in Jungle Strike. Here, leave your helicopter and take over a GAV (ground assault vehicle) at one point. The GAV is very slow, but is the only vehicle that can destroy the other GAVs. Destroy civilian houses to find items.



CAMPAIGN 5 & 6: SAN FRANCISCO

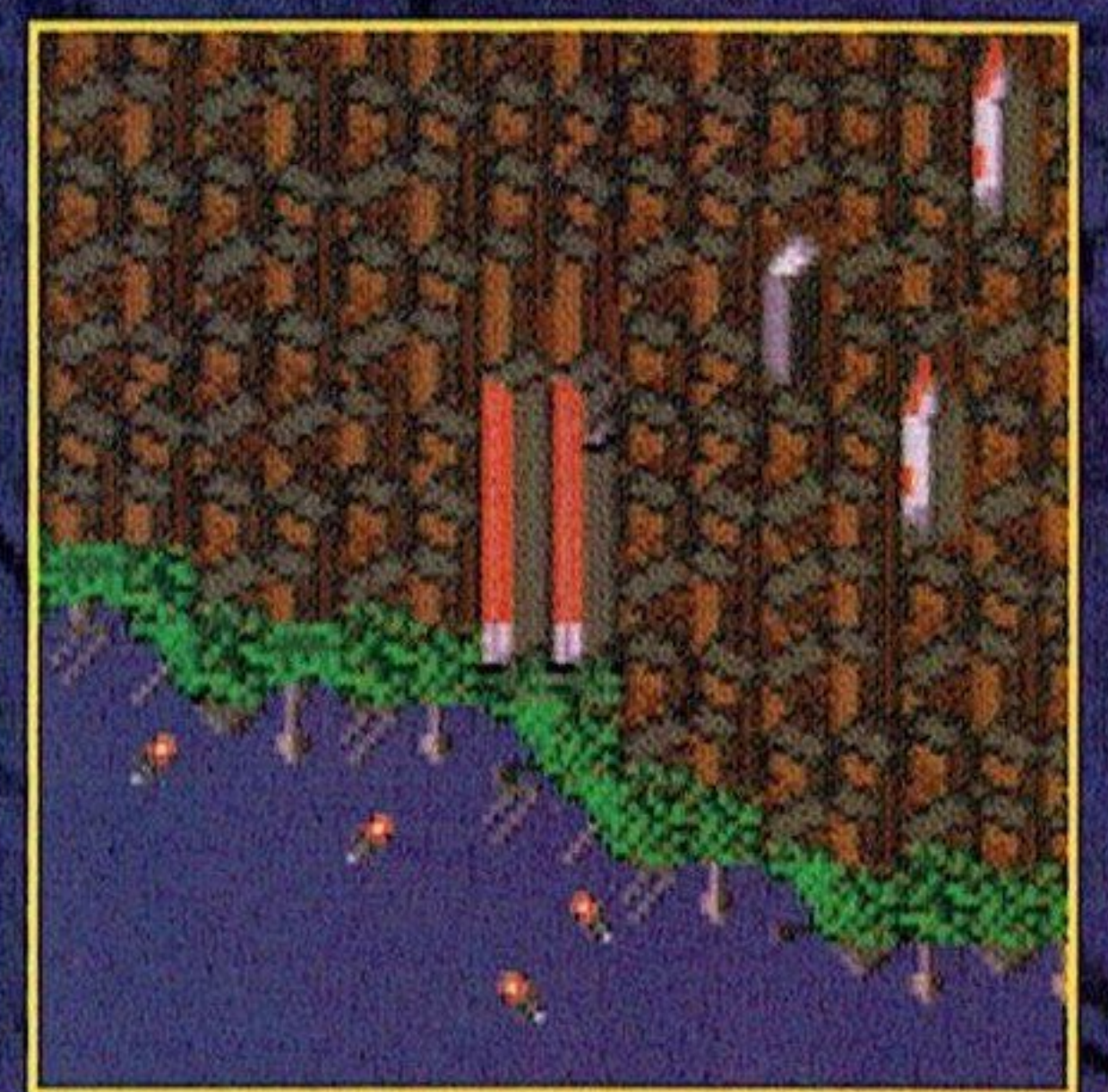


This campaign has other firefights on foot. This one's inside the old island prison of Alcatraz. In the first part, however, you should be extra cautious around historical monuments like the Golden Gate and Bay Bridges—if you accidentally destroy them it could end the mission! Also keep an eye open for stealth jet attackers.

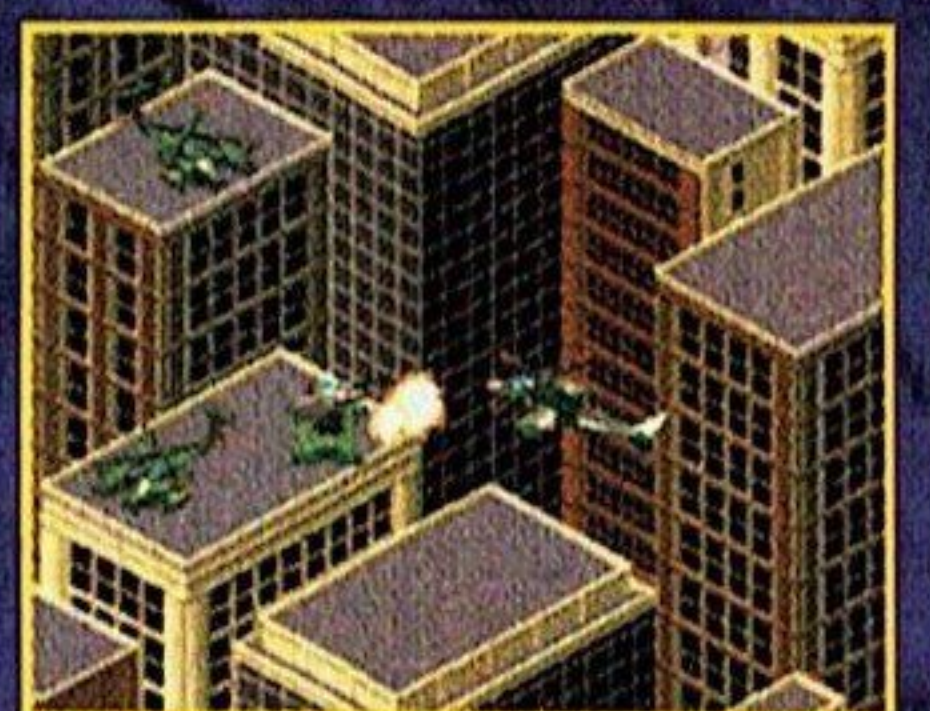
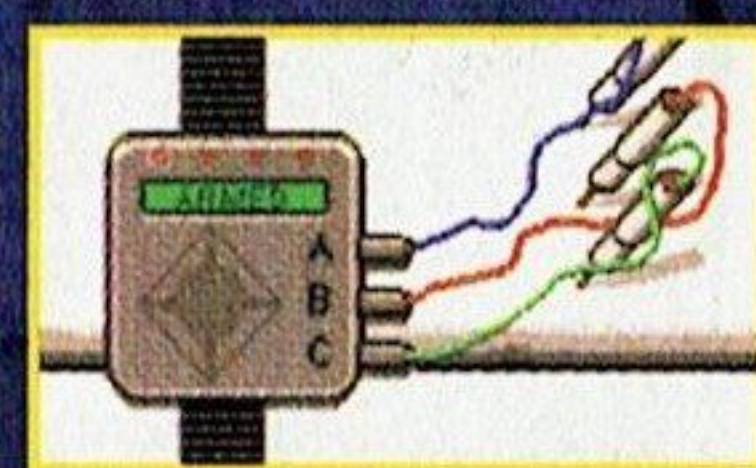
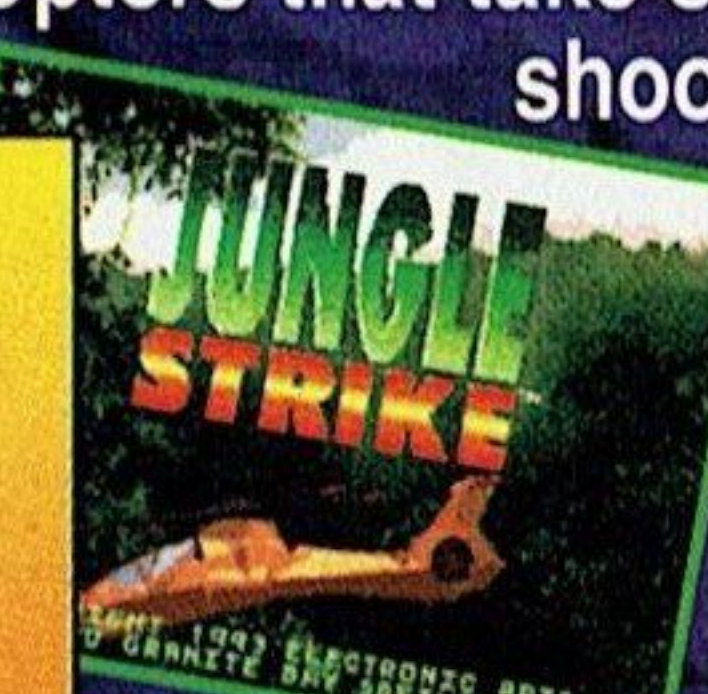


CAMPAIGN 7: NEW YORK

The Big Apple has a slight terrorist problem! This entire stage takes place on the rooftops of New York City. The objectives range from rescuing hostages to diffusing bombs to destroying buildings. One threat to be especially aware of is the Scorpion enemy helicopters that take several hits to destroy. Also don't hesitate to shoot ventilation and other building rooftop systems—they may reveal helpful items.



JUNGLE STRIKE

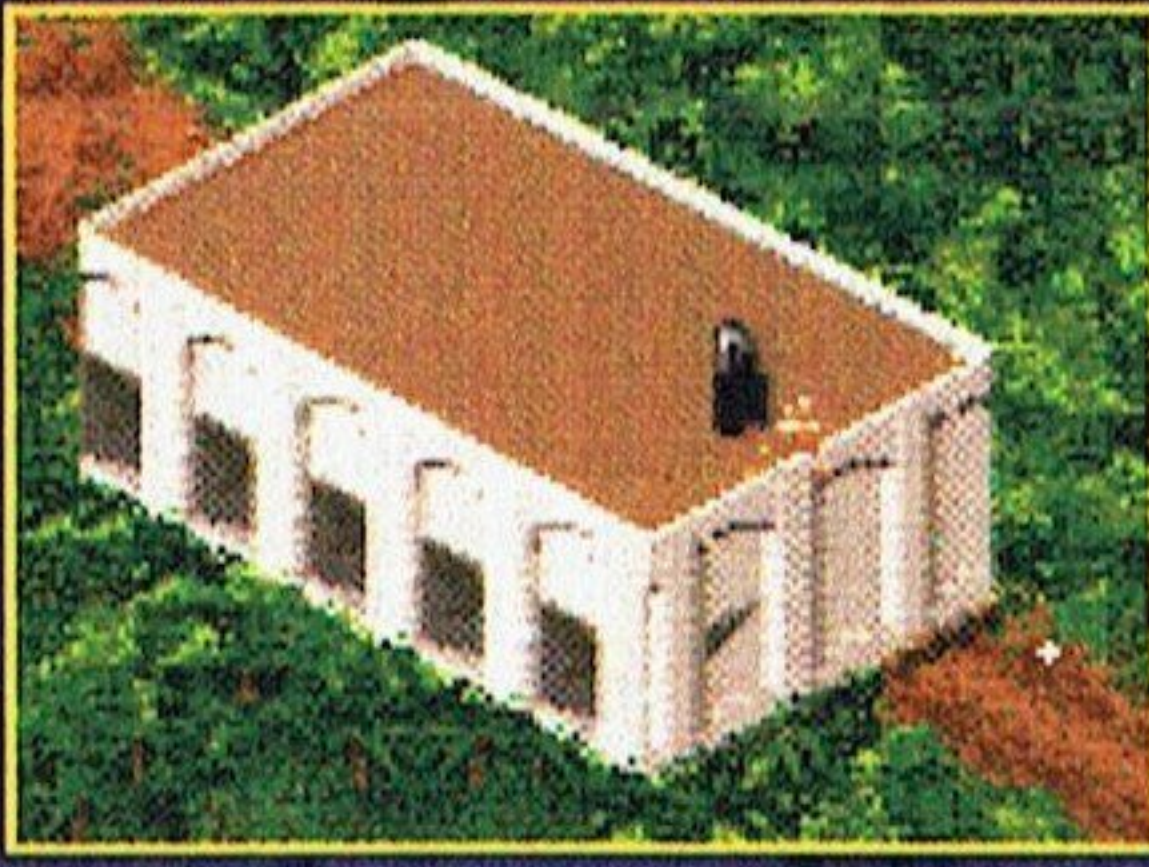


CAMPAIGN 1: HAWAII

Yellow marks: Primary targets;
White marks: Secondary, non-essential targets.

PART A: VISITOR'S CENTER

Two of the Visitor Center buildings have been taken over by Malone's men. They have radar and



serve as an alert zone. Destroy both buildings. They are just a little bit inland.

PART B: TELESCOPE MIRRORS

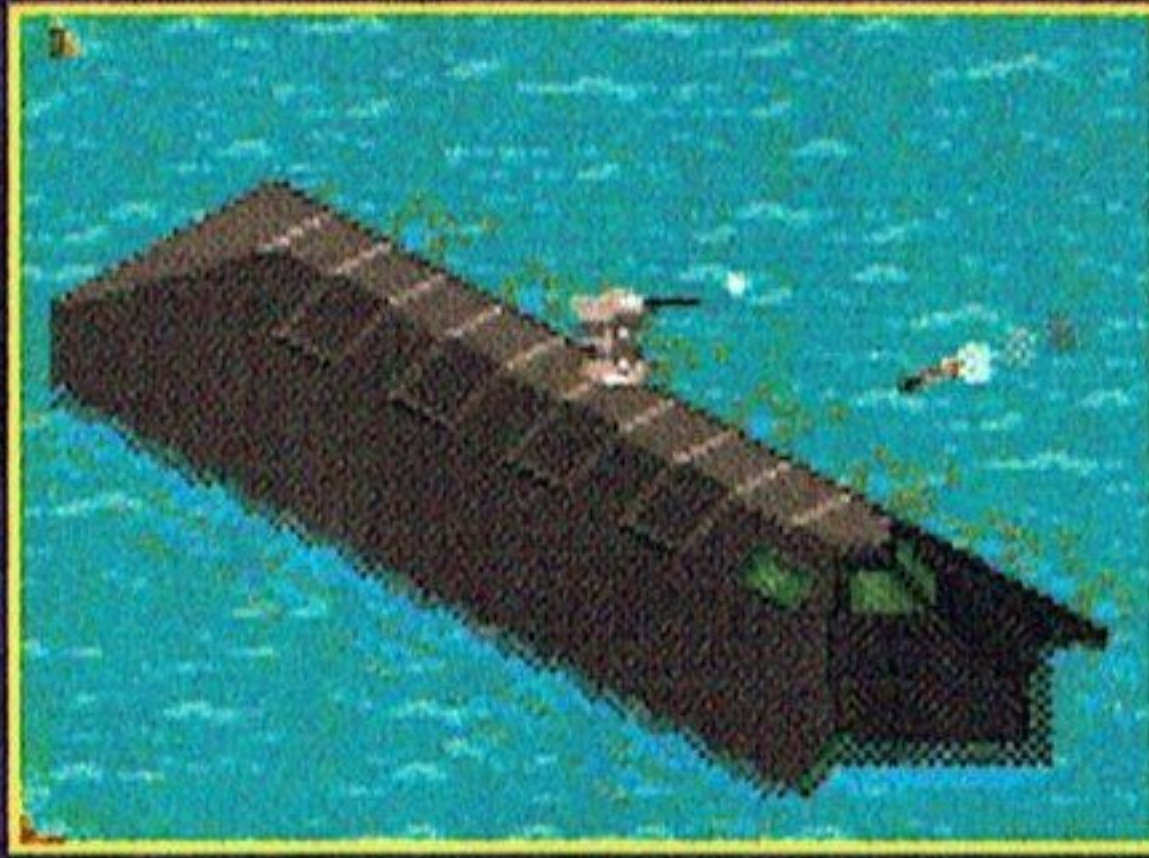


Get the Telescope mirrors by destroying the transport trucks. Then pick up the mirrors and fly

them to the barge and set them down on the landing pads to be unloaded.

PART C: STEALTH SHIPS

Destroy the four enemy Stealth Ships located to the north. They are heavily armored and



have a powerful rapid-firing gun mounted on the top. Use Missiles to destroy them.

PART D: PLASTIC SURGEON



At the north-west corner, there is a camp. Destroy the hut and rescue the plastic surgeon. This man can tell us

the true identity of Malone, so it is essential that he survives the assault.

PART E: ENEMY BRIDGE

Take the Blackhawk chopper and use it to destroy the XP3 Bulldogs on the bridge.



Then destroy the bridge itself by firing at various points until it is completely destroyed.

PART F: GREEN BERETS



Unload the eradication bomb above the purple smoke to make a clearing for the Green Berets. Pick

them up and take them to safety. Watch for snipers when the clearing is made.



XP3 BULLDOG
HUMV:
Heavily
armored and

armed slow-moving vehicle.
ARMOR: 100; POWER: 5

B

Get the Telescope Mirrors and drop two of them off on the deck of this cargo barge.

C

Destroy the four Stealth Ships (C) near the mainland. Beware of their powerful guns mounted on the top of these crafts. They are heavily armored.

C

C

Get the Blackhawk helicopter (E) at this landing zone and use it on the long bridge (E) south of this location.

E

B

A

E

Destroy the armored carriers on the bridge (E), then demolish the bridge itself using the Blackhawk Helicopter.

XZ7 GATOR GUNBOAT:
These patrol the waters.
ARMOR: 150; POWER: 5

ANTI-AIRCRAFT BUNKER:
Manned and fortified areas.
ARMOR: 75; POWER: 2

MAIN BASE: return here when the mission is completed. There are usually supplies near the Main Base.

Use the Eradication Bomb off this island and use it to make a clearing for the Green Berets located northwest of this position.

F

GENESIS PREVIEW

MORTAL KOMBAT II

MACHINE	GENESIS
PUBLISHER	ACCLAIM
AVAILABLE	NOW
THEME	FIGHTING
MEGABITS	24
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

The game is compatible with the six-button, three-button and activator. There is a skill setting as well. However, there is still no PAUSE feature in the middle of a fight.

ORIGINS

The inevitable sequel and home version of the arcade mega-smash, this one takes the MK game one step further with more fighters and improvements on existing ones. There are also hidden fighters like Smoke, Jade, and others.

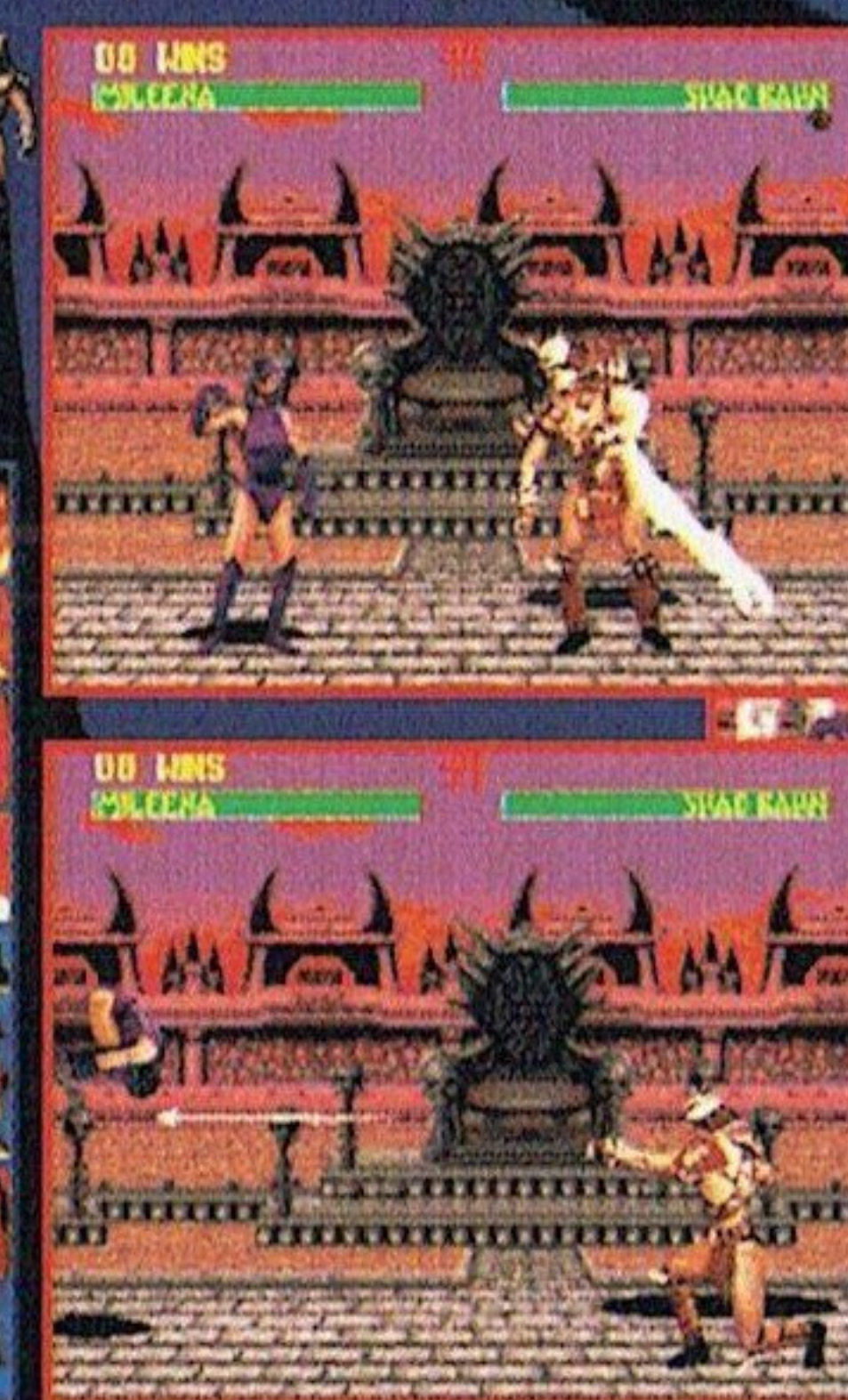
STORY

(As if you didn't already know.) The combatants of the first Mortal Kombat have gathered again (minus Sonya and Kano) to destroy a fighter named Shao Kahn and his sidekick Kintaro in the Outworld. Like the first one, MK II has the fatalities and grisly moves that made the series.

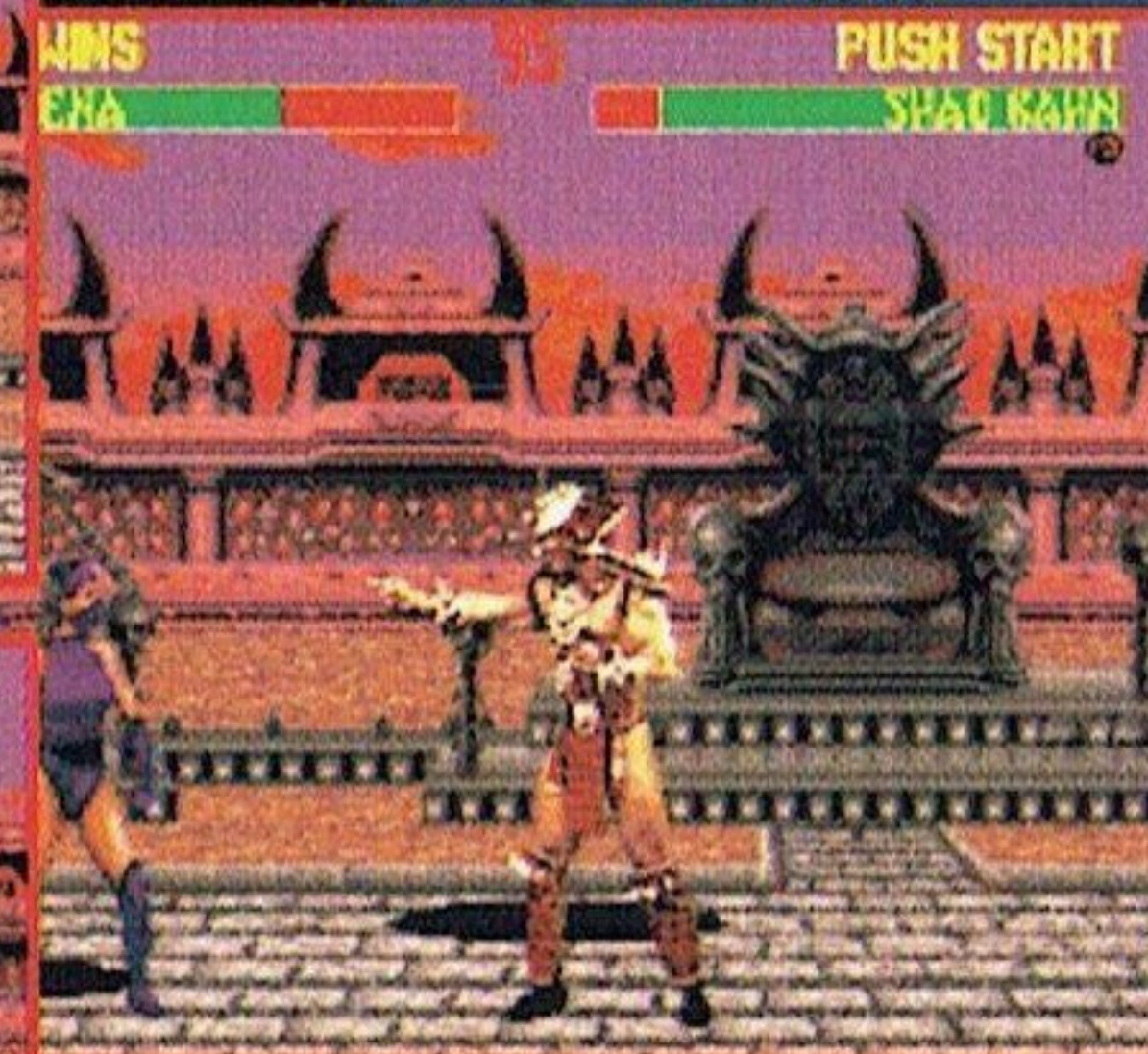
KINTARO:



Remember Goro from Mortal Kombat? Well, get ready for Kintaro! This guy has similar attacks, yet they are much deadlier. However, he has a problem with gloating too much—a great time to hit him!

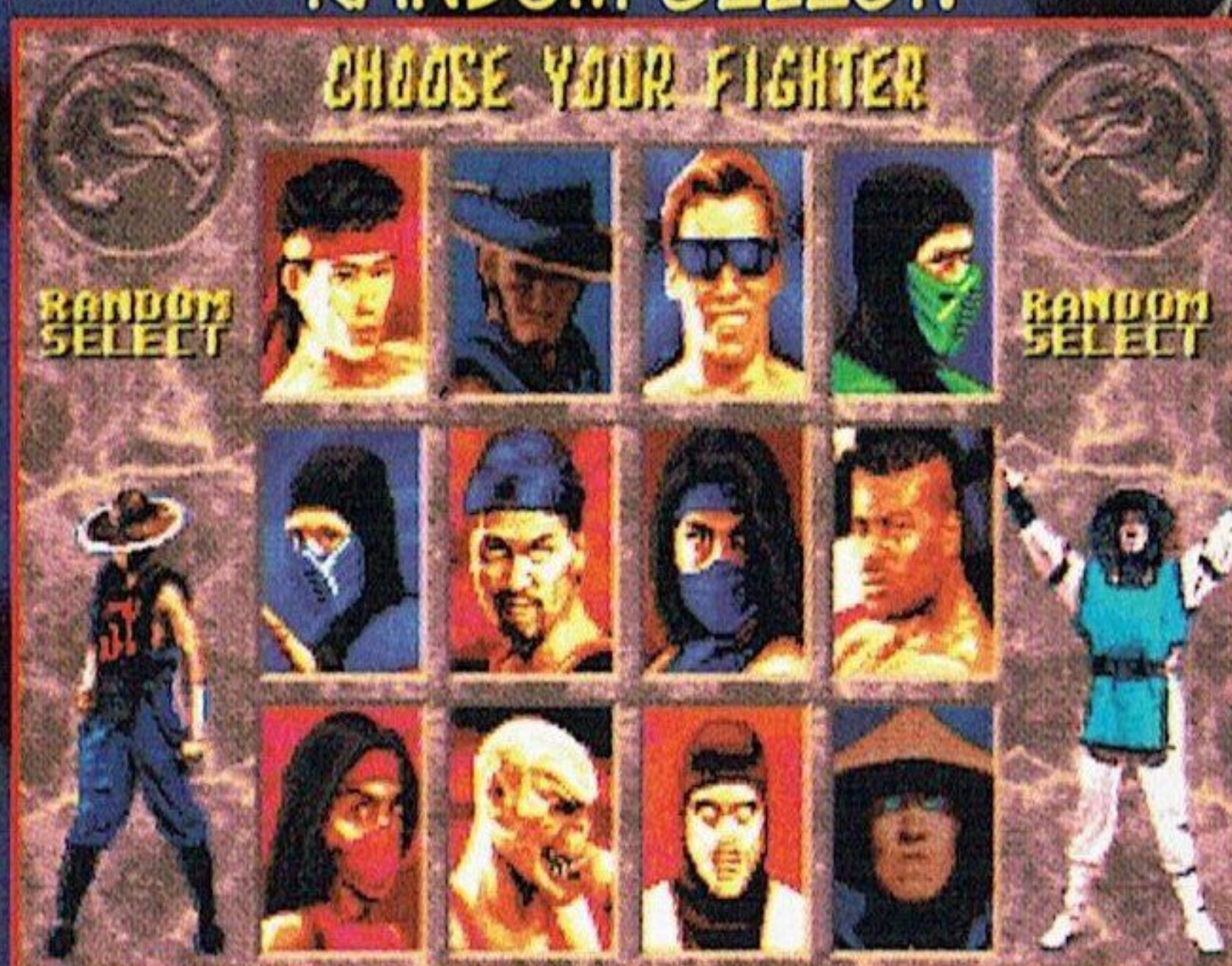


SHAO KAHN:



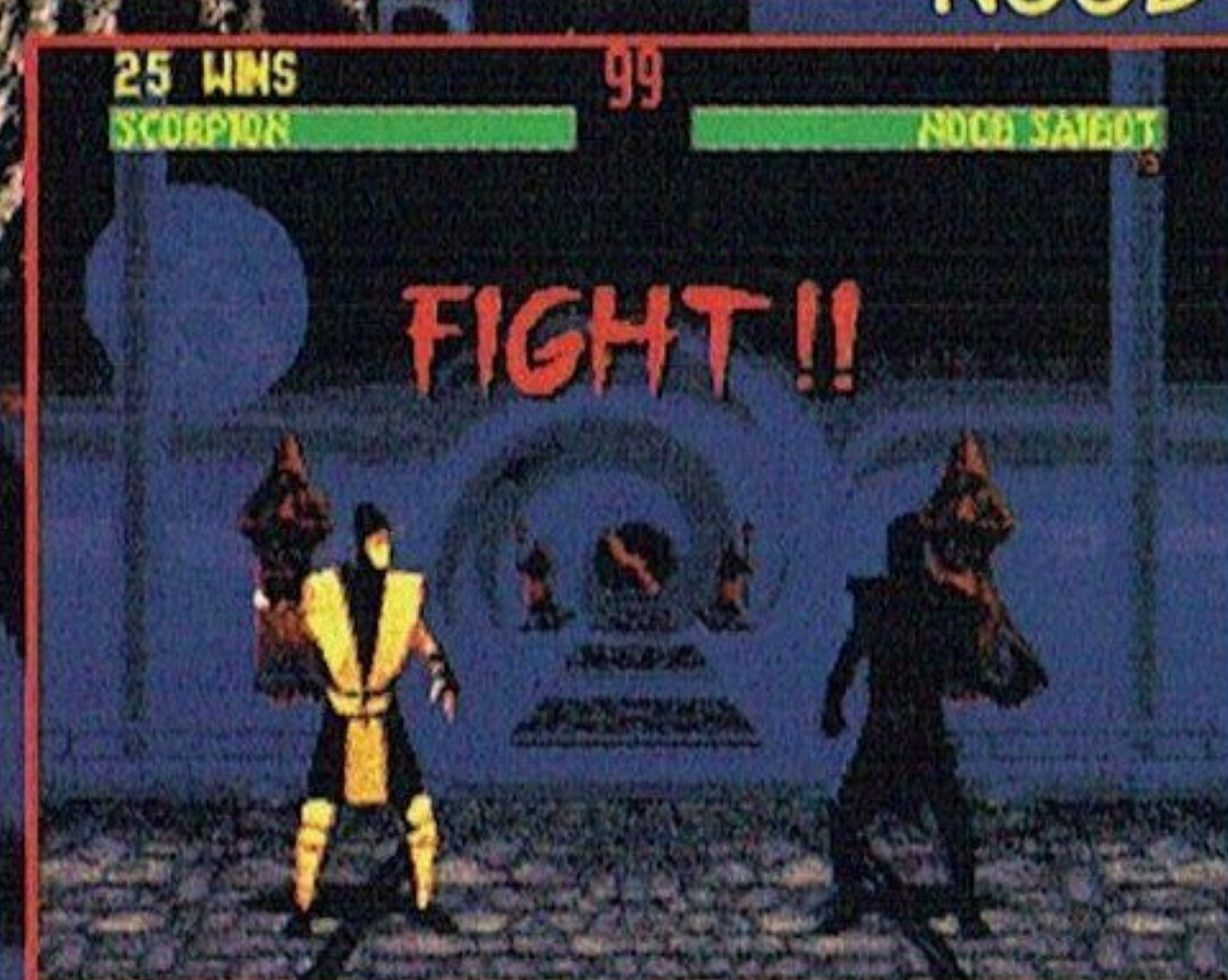
Shao Kahn also has a problem—he talks too much. Hit him, knock him down, wait for him to start talking, then hit him again. He also has a spear throw and lightning tackle with which to attack you.

RANDOM SELECT:



Push UP and START at this screen.

NOOB SAIBOT:



Get 25 wins in a row, and you can fight Noob Saibot. This warrior is essentially like Smoke, except he is silhouetted in black. He has the Scorpion Spear and other surprises.

HIDDEN FIGHTERS: SMOKE AND JADE

SMOKE: A VERY FAST SCORPION

On the Portal Stage, keep doing uppercuts. When the "Toasty" man appears, press DOWN on the pad and press START. Then you fight Smoke.



JADE: BETTER THAN KITANA

Beat your opponent on the stage before the "?" on the mountain using nothing but low kicks. You will then fight Jade who is a very skilled fighter.



FATALITIES THAT CAN ONLY BE DONE ON CERTAIN STAGES:

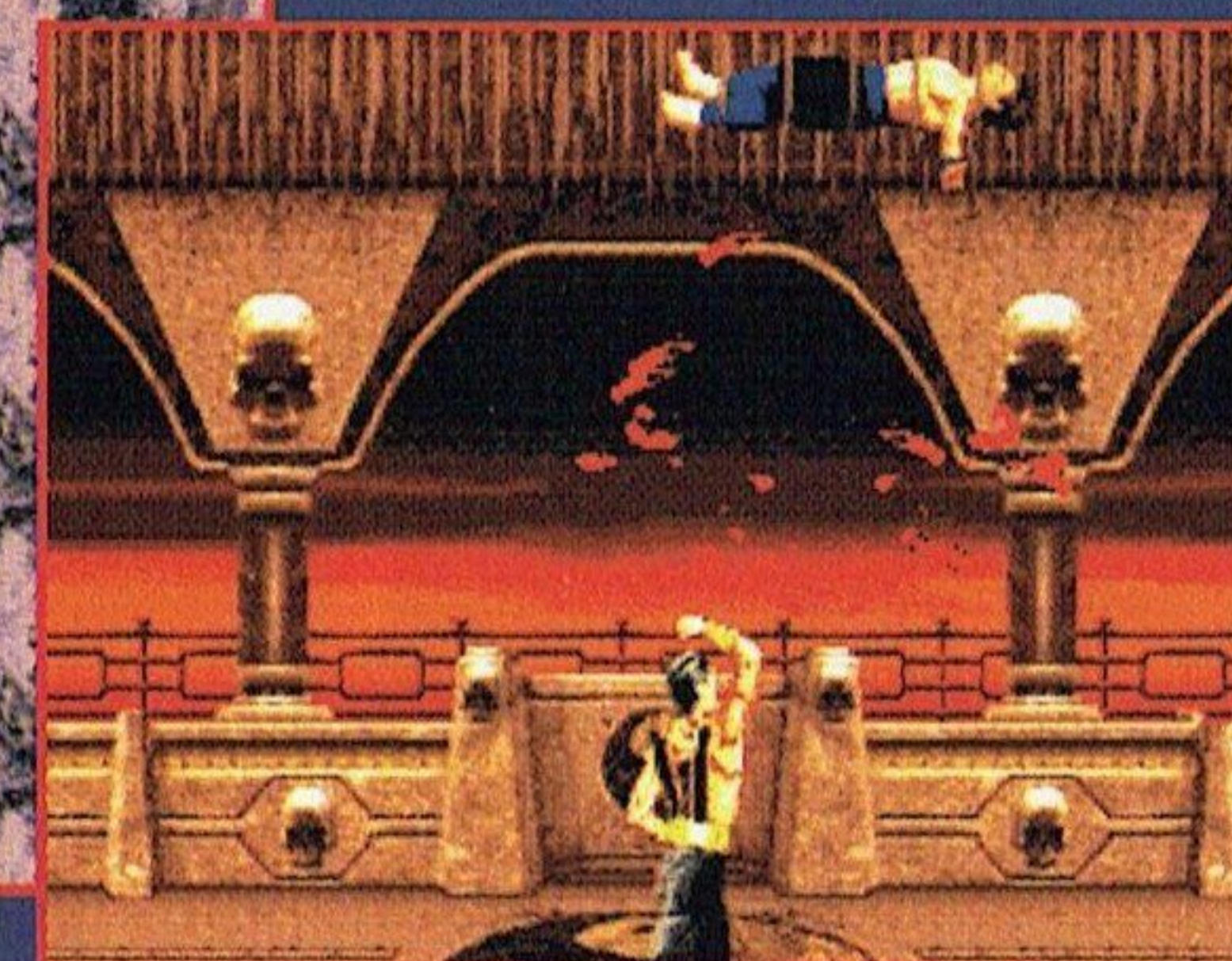
The Dead Pool Fatality is the same for all fighters, whereas the Pit II and Kombat Tomb each have their own "individualized" fatalities.

DEAD POOL FATALITY:



LP & LK (HOLD TOGETHER) ▼ +HP

THE PIT II & THE KOMBAT TOMB



MORTAL KOMBAT II

BARAKA



Leader of the raid on Liu Kang's Shaolin temple, Baraka

belongs to a nomadic race living in the wastelands of the Outworld. Recruited by Shao Kahn for his brutal fighting methods, Baraka uses long blades to shred his victims. One of the toughest new ones.

BLADE SPARK:



▼ ▲ ▲ +HP

BACKHAND SLASH:



◀ +HIGH PUNCH

SHREDDER:



◀ ◀ ◀ +LP

BACKHAND:



(CLOSE) ▶ +HP

HIGH FIREBALL:



▶ ▶ ▶ +HP

SHADOW KICK:



◀ ▶ +LK

LOW BLOW:



BLOCK & LP

UPPERCUT:



◀ ▼ ◀ +HP

JOHNNY CAGE:



Vanished from the set of his new film, Cage has followed

Liu Kang to this second tournament.

LOW FIREBALL:



◀ ▶ ▶ +LP

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▶ ▶ ▶ +HK FRIENDSHIP: ▲ ▲ ▲ +HK

KOMBAT TOMB & PIT II: ▶ ▶ ▼ +HIGH KICK

HEAD LOP:



(CLOSE) +B ◀ ◀ ◀ -B +HP

LET ME HELP YOU UP:



(CLOSE) ◀ ▶ ▼ +LP

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ◀ ◀ ◀ +HK FRIENDSHIP: ▼ ▼ ▼ +HK

KOMBAT TOMB & PIT II: ▼ ▼ ▼ +HIGH KICK

HEAD HOME RUN:



+B ▶ ▶ ▶ ▼ ▲ -B +LP

TORSO TEAR-OFF:



▼ ▼ ▼ +LOW PUNCH

JAX



Major Jackson Briggs is his full name, and he entered

the tournament looking for Sonya.

"GOTCHA" II:



▶ ▶ +LOW PUNCH

"GOTCHA":



▲ (W/ ENEMY) +BLOCK

GROUND SHAKE:



+LK (3 SECONDS) -LK

SIDE SLAM:



▶ +LP, HP RAPIDLY

WAVE PUNCH:



▼ ▼ ◀ +HK

FAN LIFT:



◀ ◀ ◀ +HP

FAN TOSS:



▶ ▶ +HP & LP

FAN SWIPE:



◀ +HIGH PUNCH

AIR ATTACK:



▶ ▶ ▼ +HP

KITANA:



Personal assassin for Shao Kahn, Kitana is suspected

by her "twin" sister, Mileena, of ulterior motives. A new fighter, Kitana is a

combo queen with her Fan Lift providing most of the set-ups for several successive hits. Don't let the fact that she's a woman fool you.

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ▲ ▼ +LK FRIENDSHIP: ▼ ▼ ▲ +LK

KOMBAT TOMB & PIT II: ▲ ▲ ▼ +LOW KICK

CLAP ON / CLAP OFF:



+LP ▶ ▶ ▶ -LP

TUG-O-ARMS:



B, B, B, LP

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ▼ ▼ +LK FRIENDSHIP: ▼ ▼ ▼ +LK

KOMBAT TOMB & PIT II: ▶ ▼ ▶ +LOW KICK

HG's "FAN DECAP":



B, B, B, HK

INFLATING KISS:



(CLOSE) +LK ▶ ▶ ▼ -LK

LIU KANG:



The winner of the first one is back with many new moves,

including the deadly Bicycle Kick.

LOW FIREBALL:



➤➤ +LOW PUNCH

BICYCLE KICK:



CHARGE LK 5 SEC.

HIGH FIREBALL:



➤➤ +HIGH PUNCH

FLYING KICK:



➤➤ +HIGH KICK

JUMPING FIREBALL:



▲▲➤ +HP

DIVING KICK:



▲▼ +HIGH KICK

TELEPORT:



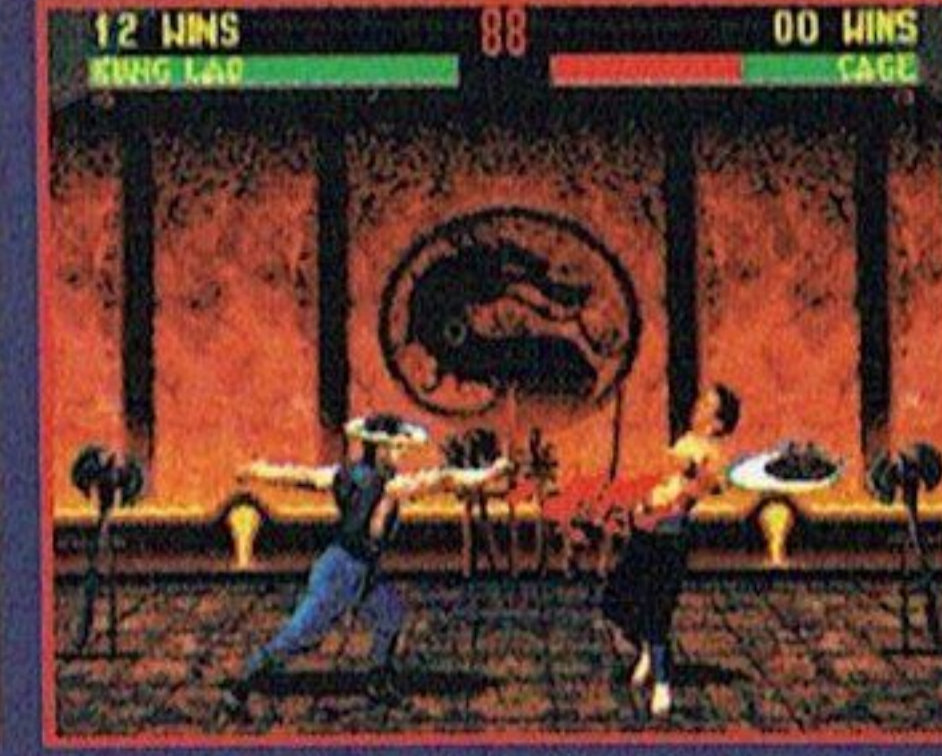
▼▲ (QUICKLY)

AURA SHIELD:



+B ▲ +LK (REPEAT)

HAT TOSS:



◀➤ +LOW PUNCH

KUNG LAO



This nomadic-looking warrior is actually a Shaolin

Monk like Liu Kang and was a member of the White Lotus Society. He is the last descendant of the Great Kung Lao—a warrior defeated by Goro 500 years earlier. His Hat Toss can be controlled when thrown.

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼▼➤ +LK **FRIENDSHIP:** ➤◀◀◀ +LK

KOMBAT TOMB & PIT II: ▼▼➤ +BLOCK

DRAGON CHOMP: SCISSOR KICK:



▼▼◀◀ +HIGH KICK



◀▼▲ (360 C-WISE)

FATALITIES, BABALITY, AND FRIENDSHIP:

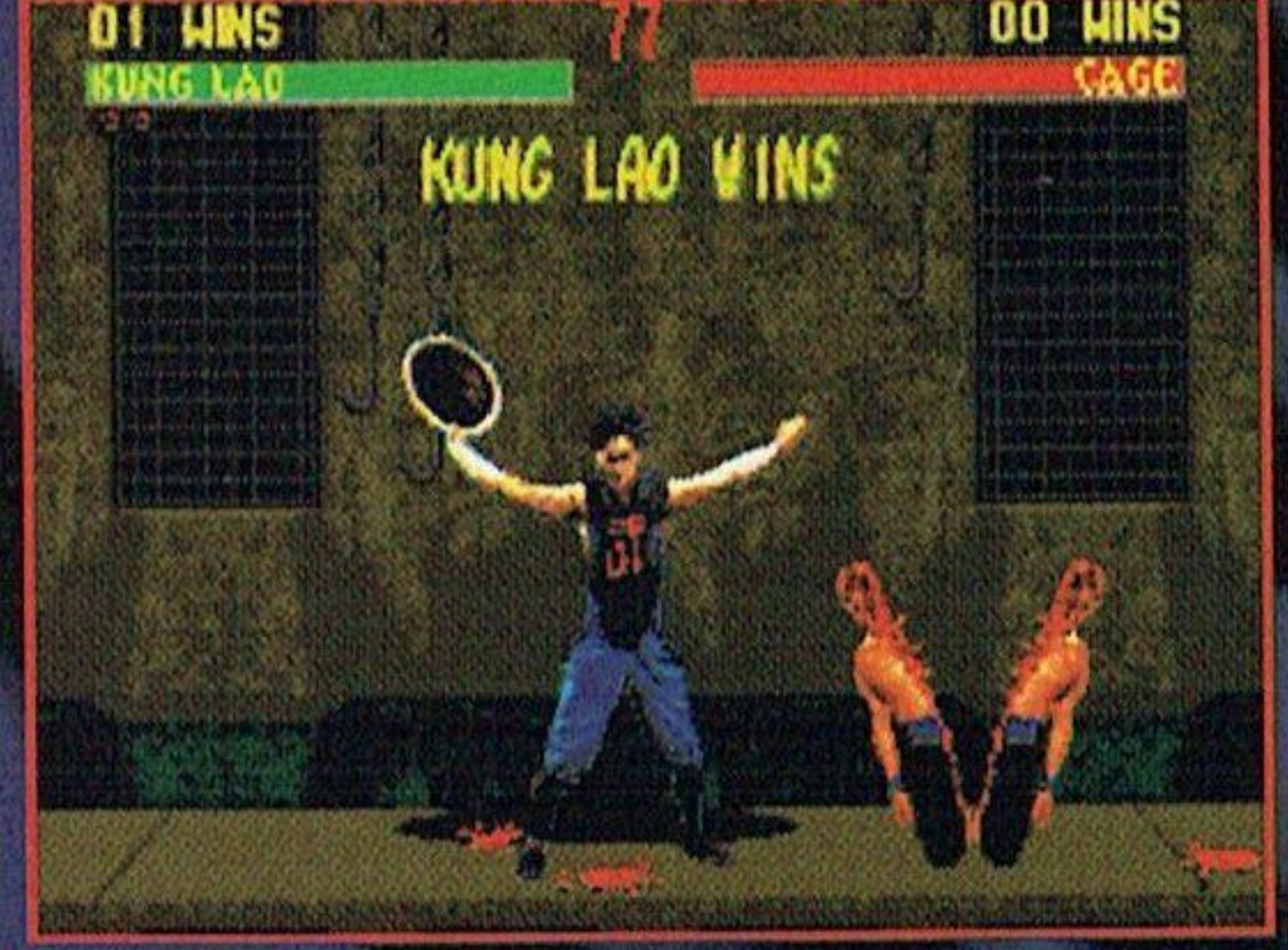
BABALITY: ◀◀➤ +HK **FRIENDSHIP:** ◀◀◀▼ +HK

KOMBAT TOMB & PIT II: ➤➤➤ +HIGH PUNCH

HAT DECAP: SIAMESE SLICE:



+HP ◀◀ -HP



➤➤➤ +LOW KICK

MILEENA:



This sickening clone of Kitana is quick, agile, and

not to be underestimated! Her Sai Throw can be done in the air or on the ground. Be careful if an opponent blocks the Air Drop or Ground Roll—it will leave her open for any kind of attack. One of the tougher fighters in the game.

AIR DROP:



➤➤ +LOW KICK

SAI THROW:



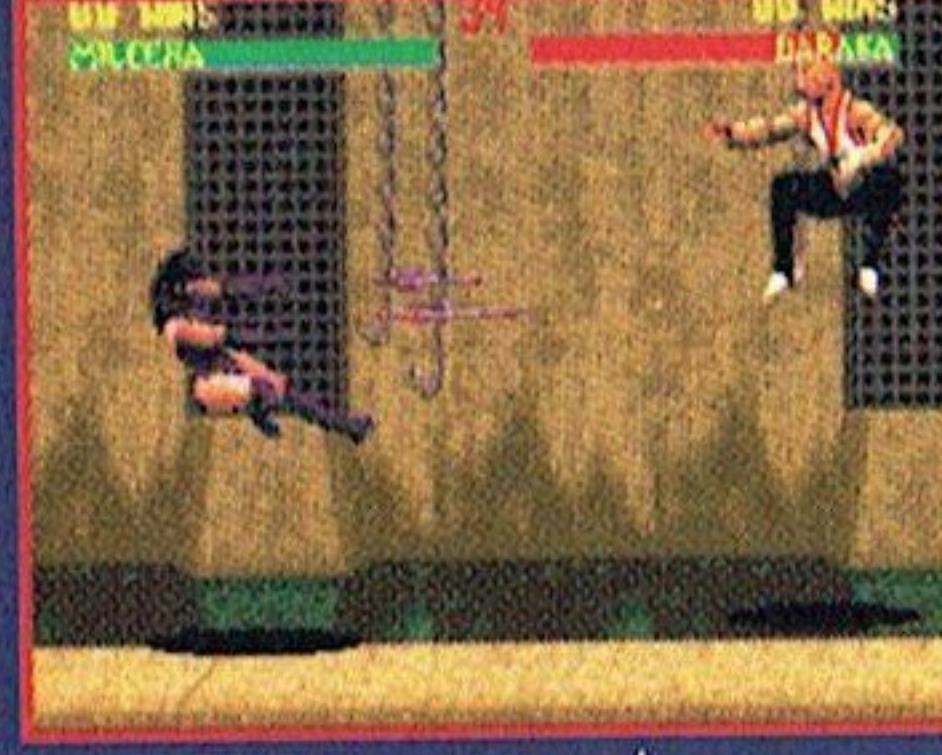
+HP (2 SEC) -HP

GROUND ROLL:



◀◀▼ +HK

AIR SAI THROW:



+HP (2 SEC) ▲ -HP

LIGHTNING THROW:



▼▲ +LP

TELEPORT:



▼▲ (QUICKLY)

HIGH SUPERMAN:



▲◀◀➤

SHOCKER:



+HP (10 SEC) -HP

RAYDEN:



The god of thunder returns to test his might a second time. He has some truly nasty moves.

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼▼▼ +HK **FRIENDSHIP:** ▼▼▼▲ +HK

KOMBAT TOMB & PIT II: ➤▼➤ +LOW KICK

SAI PUMMEL: MAN EATER:



➤◀◀ +LOW PUNCH



+HK (2 SECONDS) -HK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼▼▲ +HK **FRIENDSHIP:** ▼◀◀ +HK

KOMBAT TOMB & PIT II: ▲▲▲ +HIGH PUNCH

EXPLODING UPPER: SHOCK THERAPY:



+HP (2 SECONDS) -HP



+LK (2 SEC) -LK, TAP B&LK RAPIDLY

REPTILE:



Another new contestant, the pit-dwelling Reptile no longer has the combined powers of Scorpion and Sub-Zero (as he did in the first game). He can, however, turn invisible and can be seen only when you hit him. A cool character that could use a few more powerful attack moves.

longer has the combined powers of Scorpion and Sub-Zero (as he did in the first game). He can, however, turn invisible and can be seen only when you hit him. A cool character that could use a few more powerful attack moves.

INVISIBILITY:



+B ▲▲ ▼ -B +HP

BALL:



◀◀ +HP & LP

VENOM SPIT:



▶▶ +HP

POWER SLIDE:



▲ +LK & HK

SPEAR:



◀◀ +LP

TELEPORT:



▼▲◀ +HP

AIR THROW:



▲ (W/ Enemy) +B

HIGH TELEPORT:



▲▼▲◀ +HP

SCORPION:



Still burning for revenge, Scorpion returns with a high teleport and leg Takedown move.

TAKEDOWN:



▼▲◀ +LK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼◀◀ +LK FRIENDSHIP: ◀◀▼ +LK

KOMBAT TOMB & PIT II: ▼▼▶▶ +BLOCK

INVISO SLICE:



(INVISIBLE) ▶▶▼ +HK

TONGUE LASH:



◀◀◀ +LOW KICK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼◀◀ +HK FRIENDSHIP: ◀◀▼ +HK

KOMBAT TOMB & PIT II: ▼▼▶▶ +BLOCK

The "Toasty!!" fatality can be done anywhere on the screen, and the flame blast will completely miss his opponent, but the effect is the same as the Flame Thrower.

FLAME THROWER:



+B ▲▲ -B +HP

SLICE:



+HP ▼▶▶▶ -HP

"TOASTY:"



▼▼▲▲ +HP

SUB-ZERO:



Actually the brother of the Sub-Zero from the first game, this one still has the Ice Blast Freezer and Ground Slide.

In addition, he has a new Ground Ice attack to make opponents slip and slide helplessly into any attack he wants (like an uppercut). Sub-Zero is still a formidable foe.

ICE BLAST



▼▲▶ +LP

GROUND SLIDE:



▲ +LK & HK

THROW:



CLOSE ▶ +LP

GROUND ICE:



▼▲◀ +LK

FIREBALL:



◀◀ +HIGH PUNCH

2 FIREBALLS:



◀◀▶ +HP

3 FIREBALLS:



◀◀◀▶▶ +HP

SHANG TSUNG:



The Boss from the first one is now a controllable fighter with his nasty fireball still intact.

MORPH INTO OTHERS:

SCORPION: +B, ▲▲
 KITANA: B, B, B
 J. CAGE: ◀◀◀ +LP
 RAYDEN: ▼◀◀ +LK
 SUB-ZERO: ▶▼▶ +HP
 LIU KANG: ◀◀▶▶ +B
 BARAKA: ▼▼ +LK
 REPTILE: ▲▼ +HP
 JAX: ▼▶◀ +HK
 MILEENA: +HP (HOLD) -HP
 K. LAO: ◀▼◀ +HK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼◀◀ +HK FRIENDSHIP: ◀◀▼ +HK

KOMBAT TOMB & PIT II: ▶▶▼▼ +BLOCK

ICE GRENADE:



+LP ◀◀▼▶ -LP

DEEP FREEZE:



▶▶▶ +HK ▶▶▶ +HP

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼◀◀ +HK FRIENDSHIP: ◀◀▼ +HK

KOMBAT TOMB & PIT II: +BLOCK ▼▼▲▼ -BLOCK

Of the three fatalities, the Kintaro one is the most challenging. A sure way to always get it to work is to charge LP at the start of the match. Release it within sweeping distance.

KINTARO:



+LP (20 SEC.) -LP

SOUL STEALER:

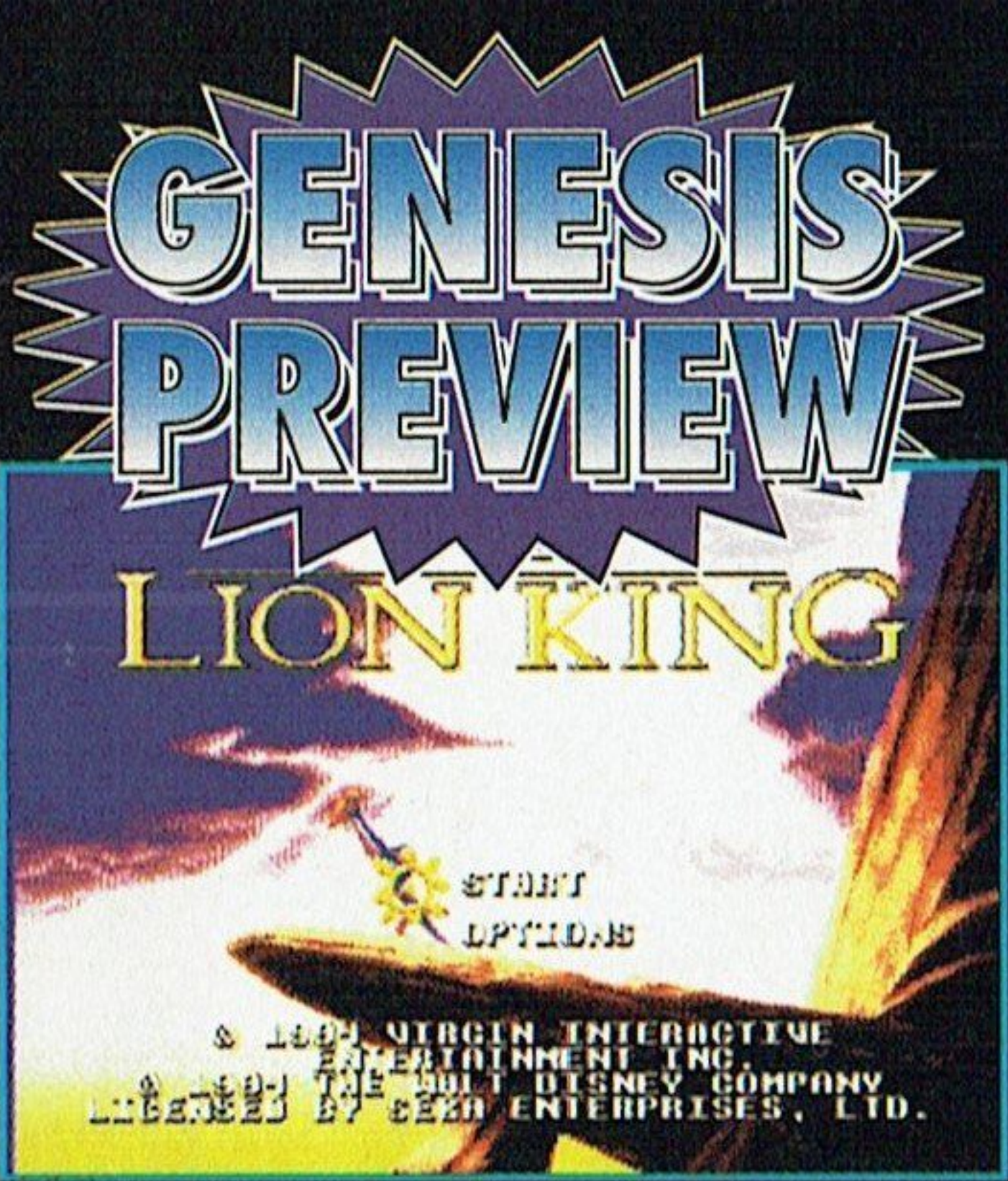


+B ▲▼▲ +LK

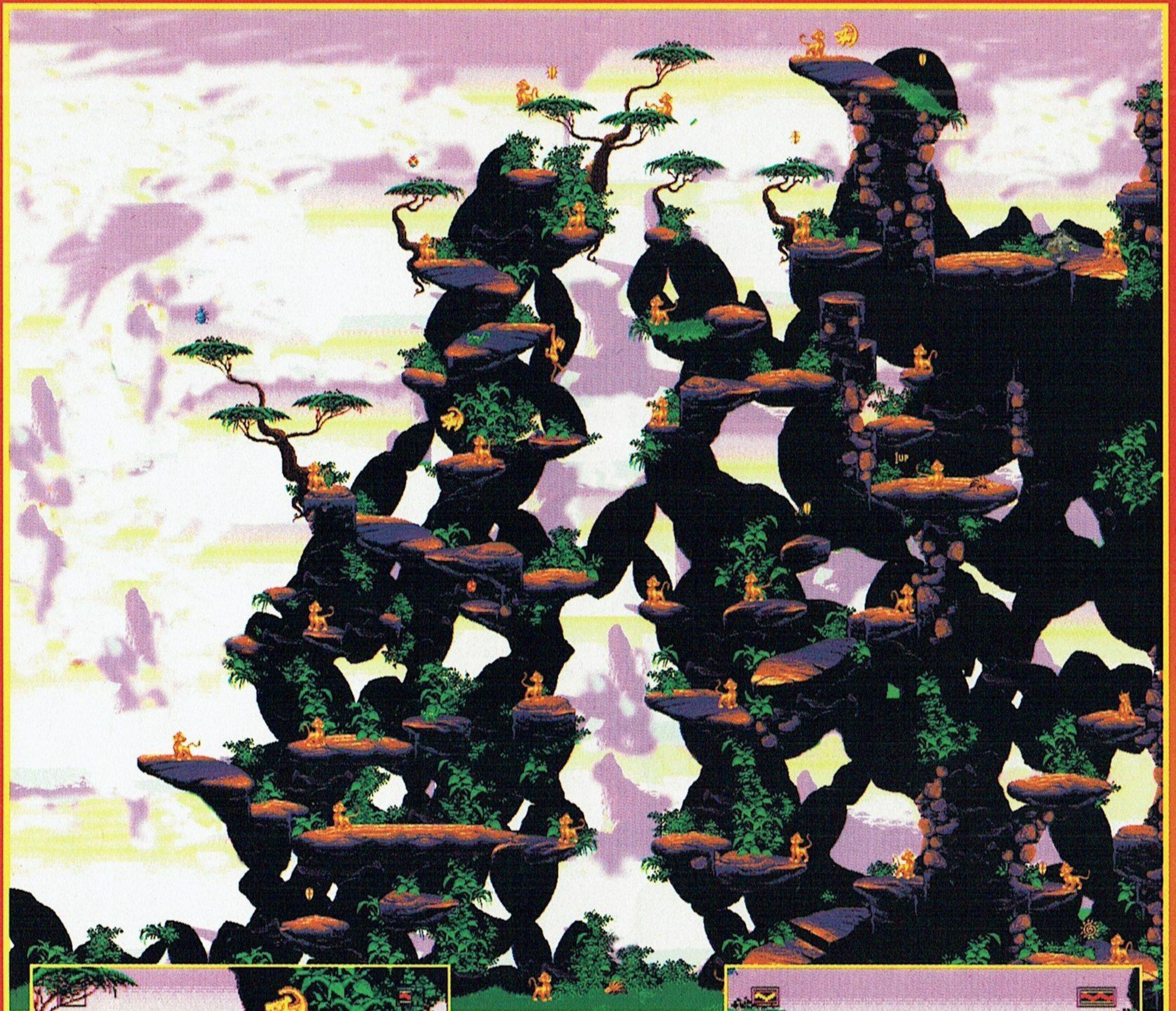
IMPLODE:



+HK (3 SEC.) -HK



LEVEL ONE: PRIDE ROCK



MACHINE	GENESIS
PUBLISHER	VIRGIN
AVAILABLE	NOVEMBER
THEME	ACTION
MEGABITS	24
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10+
% COMPLETE	95%

OPTIONS

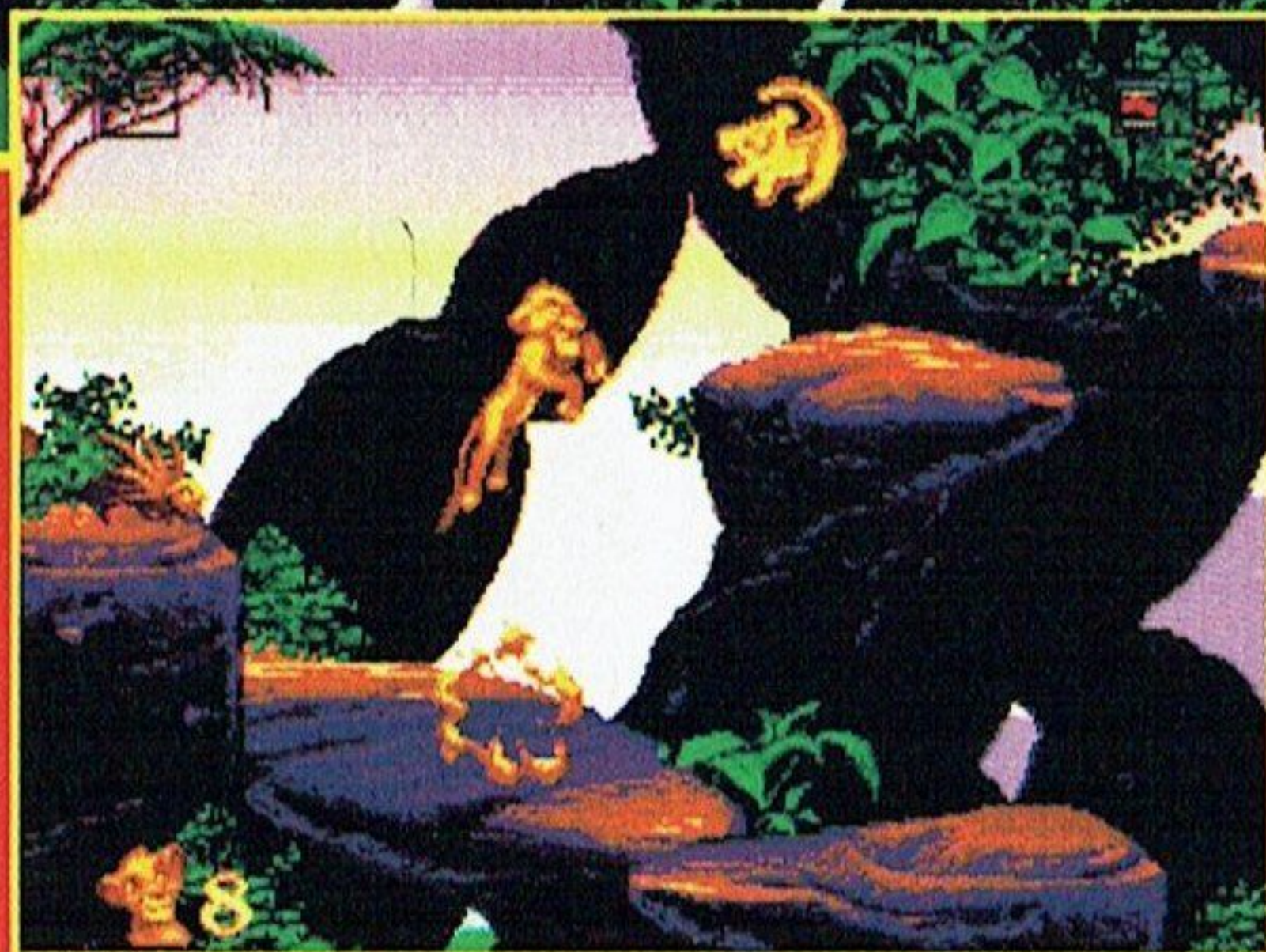
You'll find options galore in this game like difficulty, music/sound fx, switches to turn them on or off, sound tests, and the ability to configure the buttons to your liking.

ORIGINS

The game is very similar in many ways to The Jungle Book as far as the looks and the game play. The immense levels offer many places to explore for secret passages and hidden items. The fine play control allows for easy play.

STORY

The Lion King features 10 levels of action that follow the plot of the movie. The first six levels guide a young Simba through his playful explorations. The last four levels of the game feature Simba as a fully grown lion, who realizes his destiny and must find his way back to Pride Rock.



Guide Simba through Pride Rock where he makes his home with his family and future subjects.

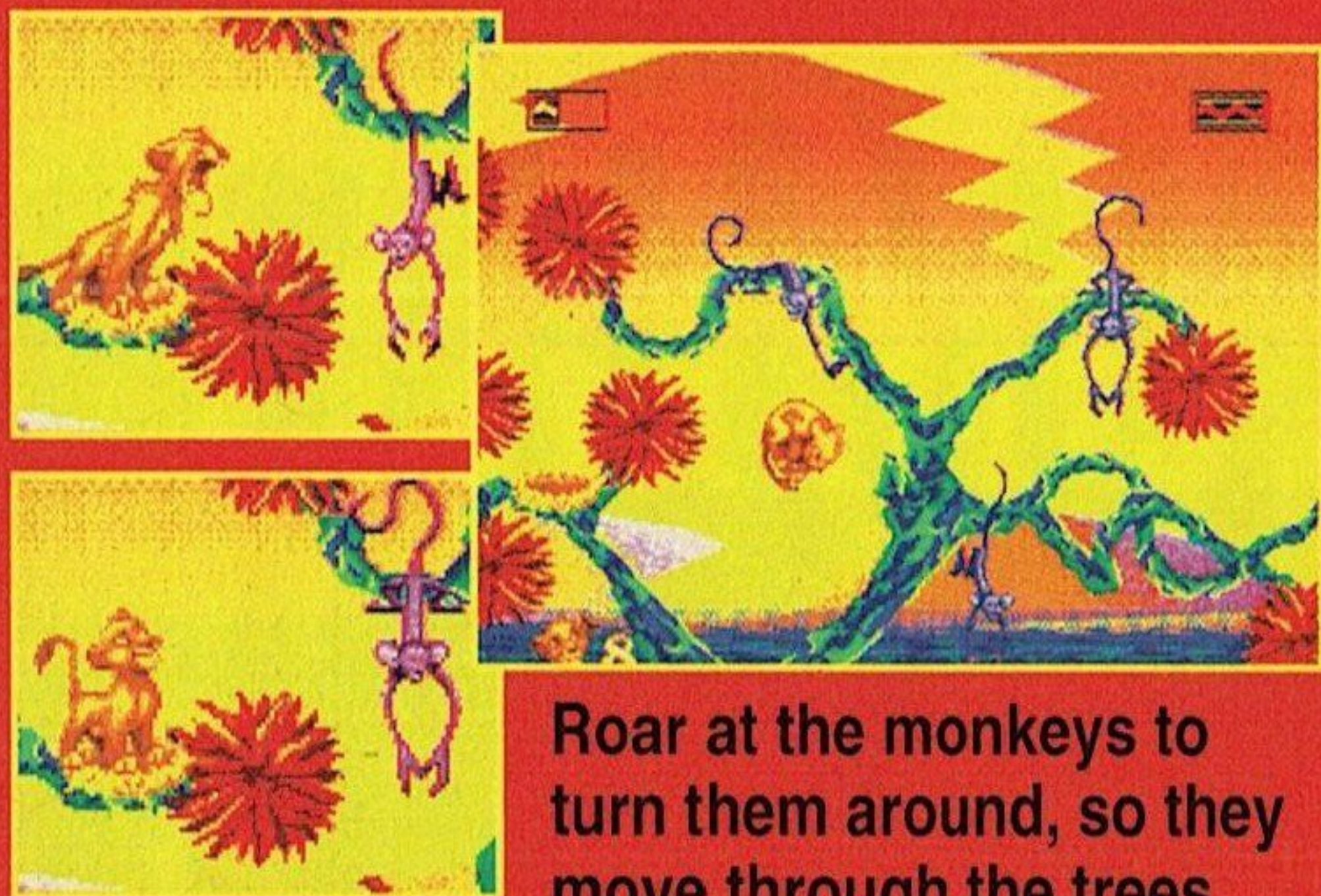


THE LION KING



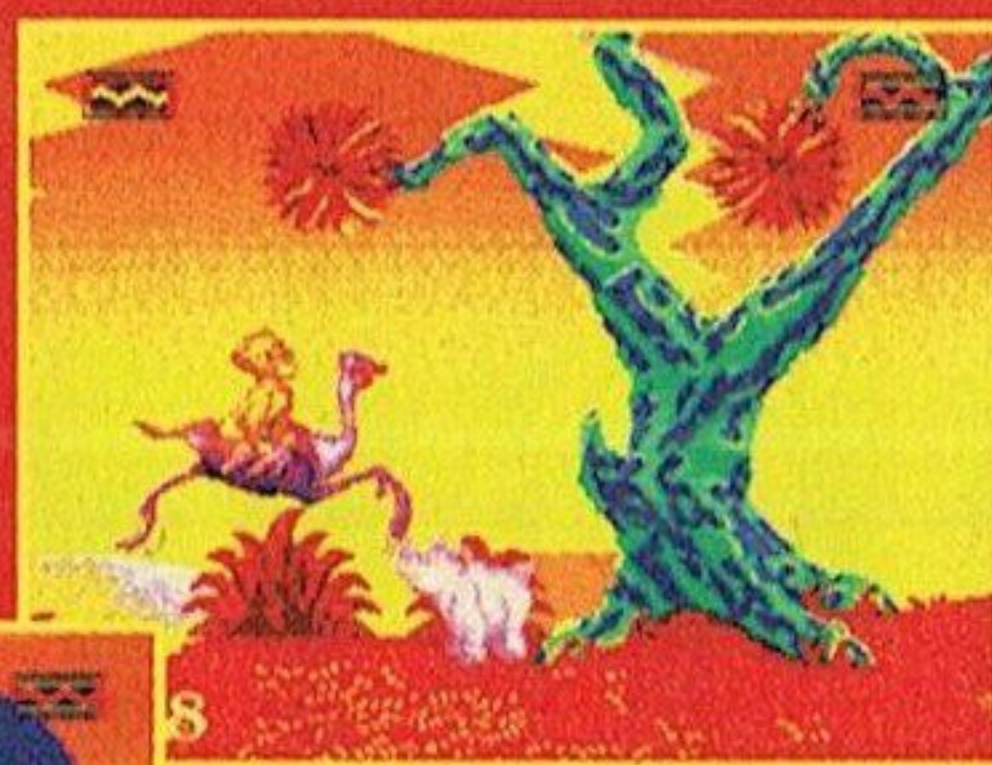
The Lion King is a Disney Software/Virgin Interactive Entertainment, Inc. co-production © The Walt Disney Company © 1994 Virgin Interactive Entertainment, Inc.

LEVEL TWO: CAN'T WAIT TO BE KING



Roar at the monkeys to turn them around, so they move through the trees.

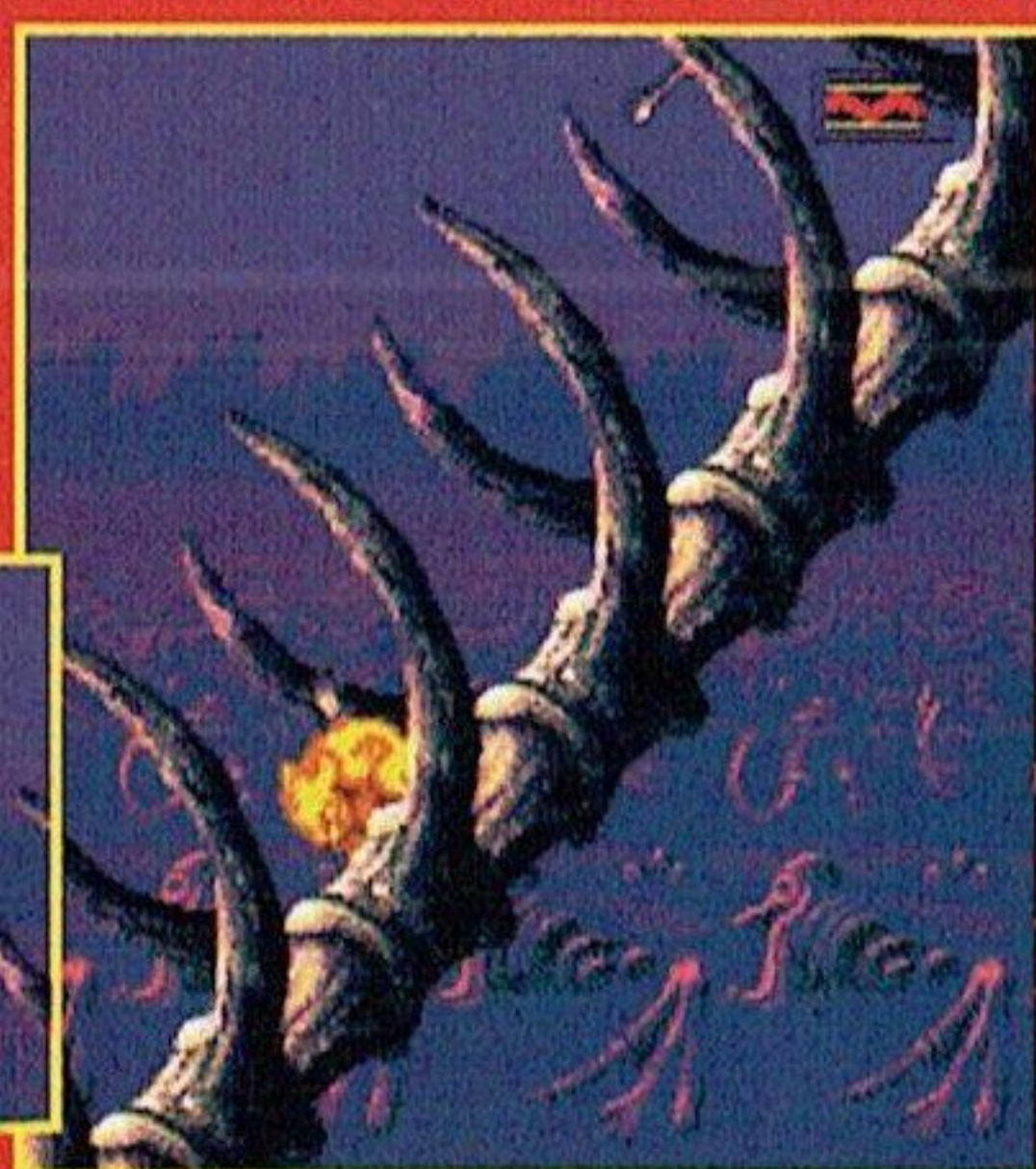
Ride the ostrich through the prairie and duck under the branches.



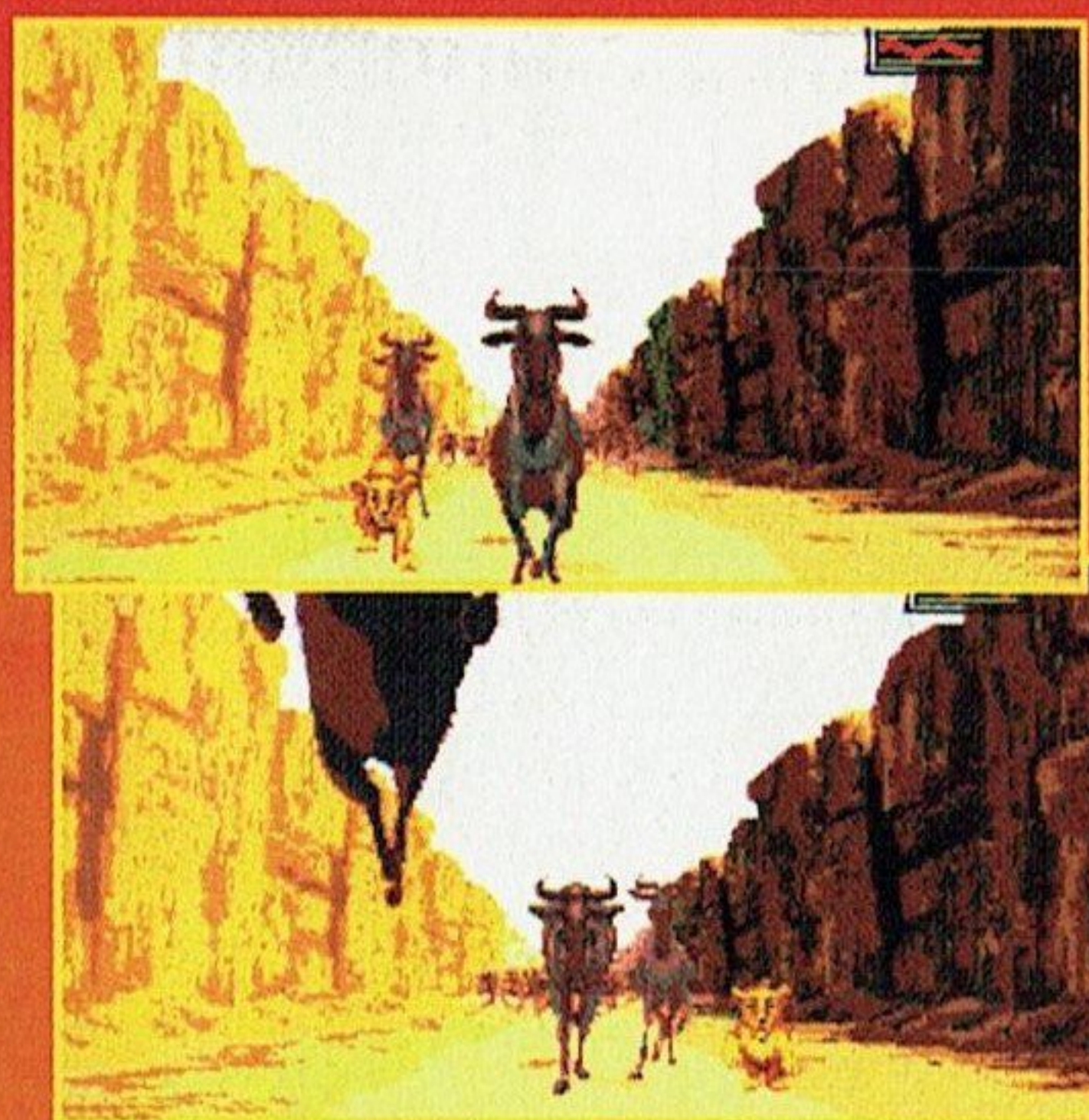
Hop along the backs of the hippos and the heads of the tall giraffes.

LEVEL THREE: ELEPHANT GRAVEYARD

Be careful at the bottom of the elephant skeleton.

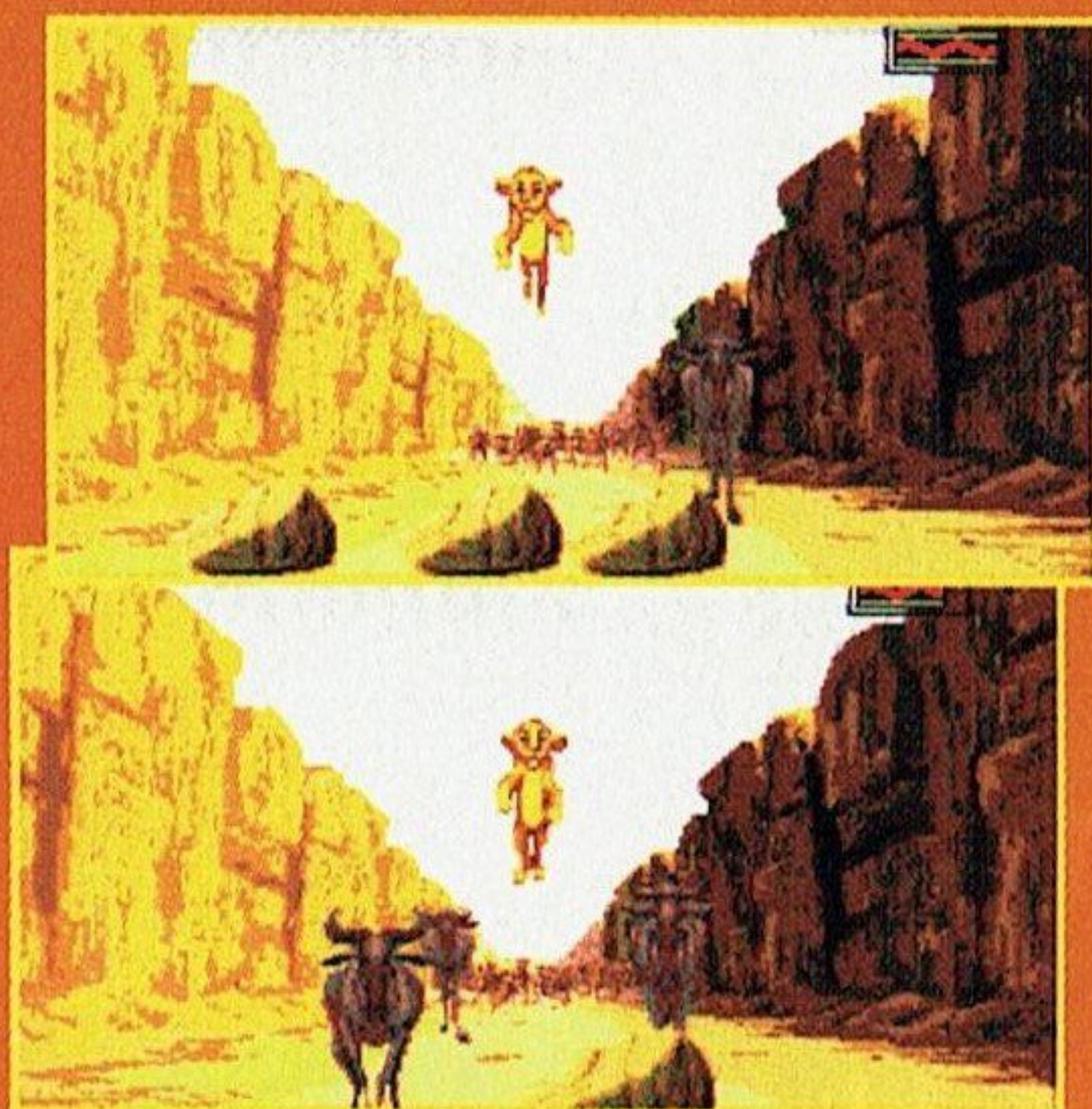


LEVEL FOUR: STAMPEDE

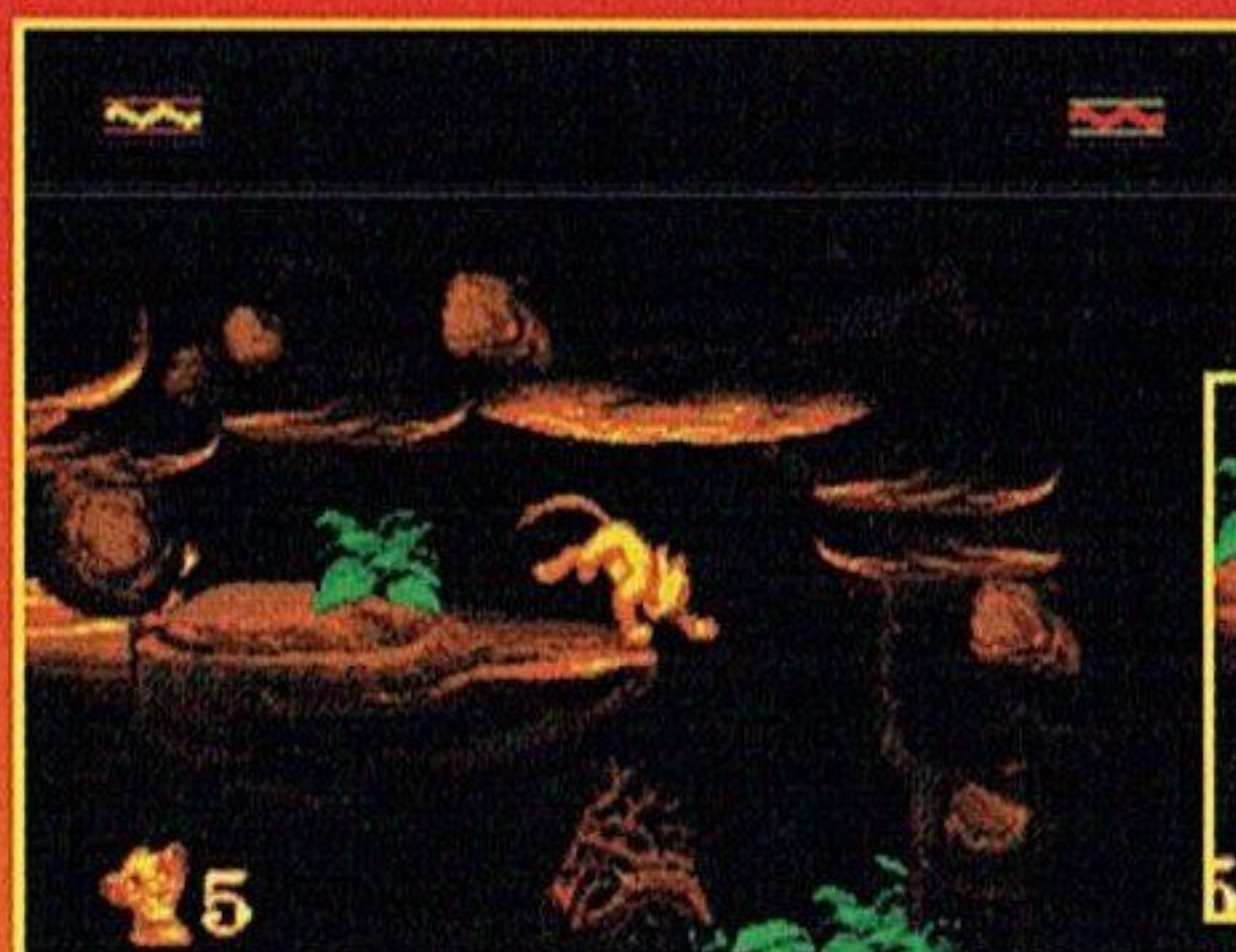


Simba's life is in danger in this stage. Run away from the stampeding wildebeests.

The wildebeests aren't the only problem here. Watch out for rocks as well.



LEVEL FIVE: SIMBA'S EXILE



Run away from the boulder.



This hill may be too steep for little Simba. Roll down the hill and run away from the boulder.



There are many areas for Simba to jump and hang on to.



LEVEL SIX: WILLOW'S CASCADE

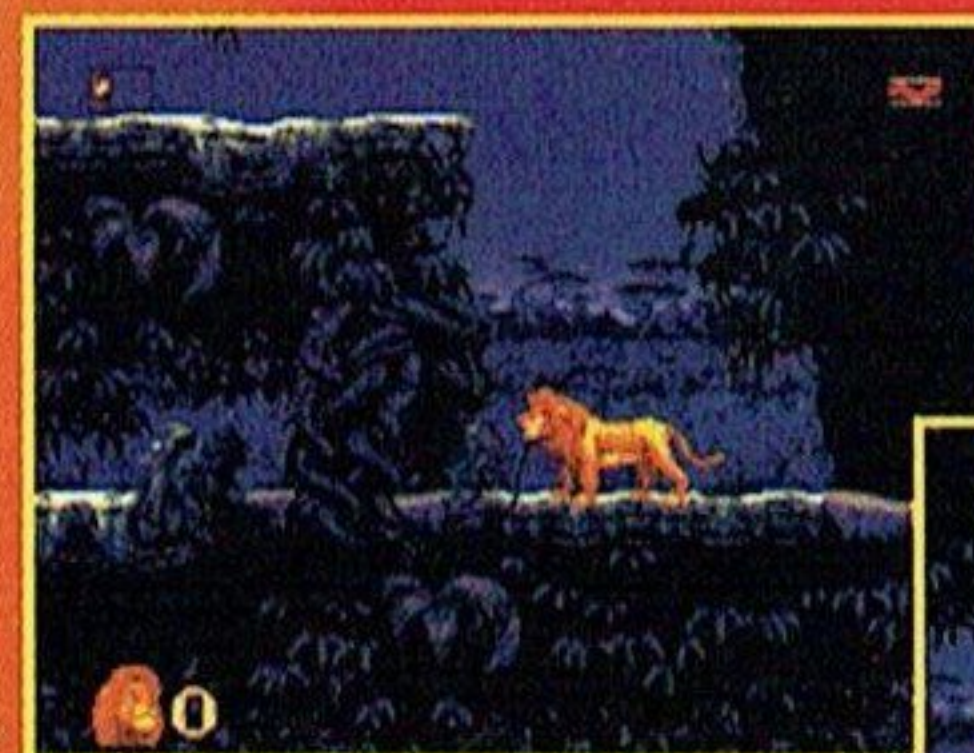


Take a ride down the water cascades. YOW!

Make your way up the waterfall and jump onto the logs.



LEVEL SEVEN: RAFIKI CHASE



Meet Rafiki on the way back to Pride Rock.

The adult Simba can now slash his attacking enemies.



GOOD ICONS:



PLAIN BEETLE:
This icon restores half of Simba's health.



PATTERNED BEETLE:
This icon restores all of Simba's health.



AFRICAN RED BEETLE:
This icon increases Simba's total health.



BLUE BEETLE:
This icon increases Simba's roar.

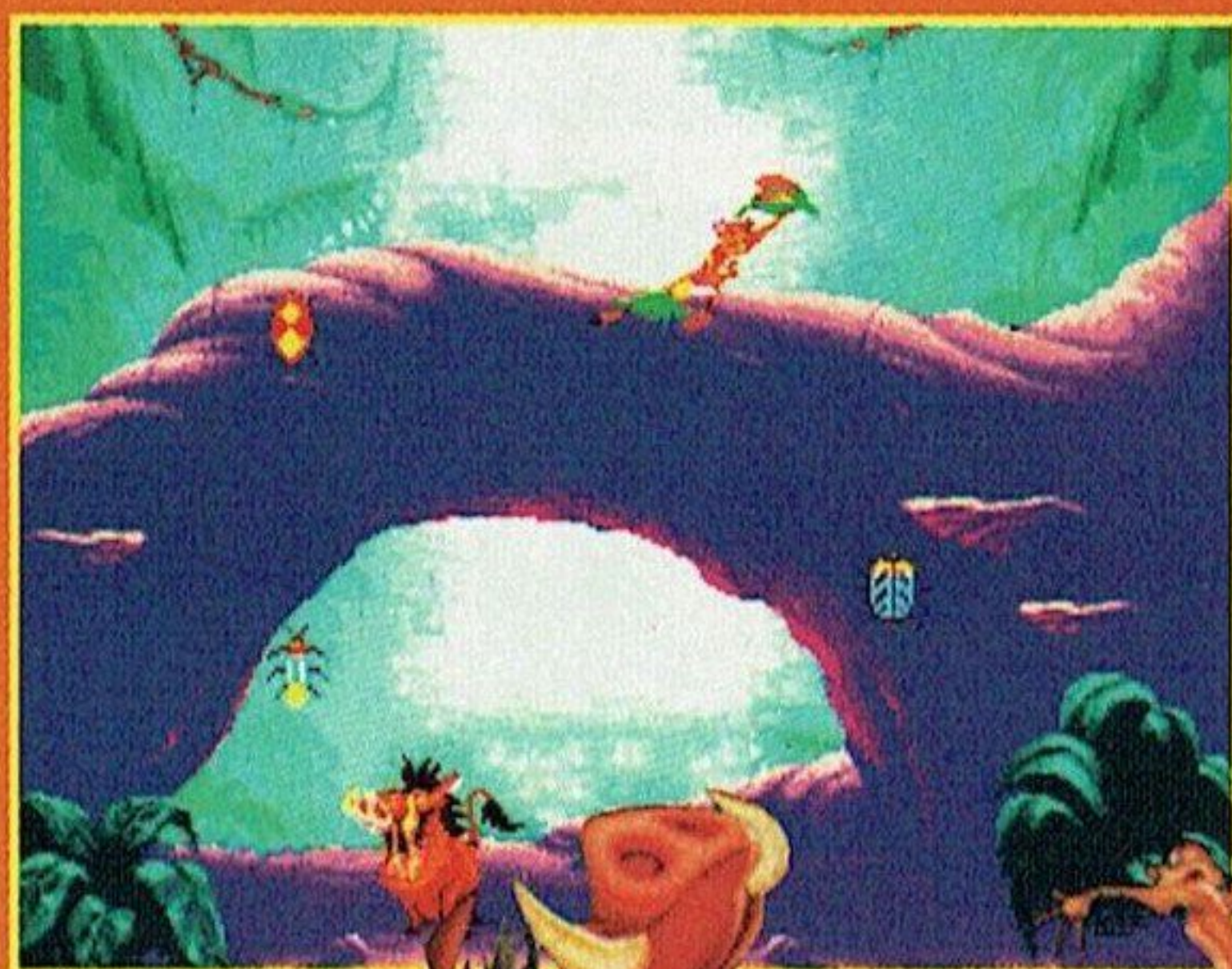


1-UP:
Increases the number of Simba's chances by one.



CIRCLE OF LIFE:
Allows one more continue in the game.

BONUS ROUNDS:



Guide Pumbaa to catch the falling bugs that Timon drops. Avoid flies and spiders.

Help Timon collect the various bugs to help Simba.



BAD ICONS:



SPIDER:
Ends Bonus Game; in levels, decreases Simba's health a lot.



BOMBARDIER BEETLE:
Ends Bonus Game; in levels, decreases Simba's health a little.

LEVEL MARKERS:

The levels in this game are so huge that it would be a pain to start from the beginning if you happened to mess up. Because of the size of each level, Simba can activate various markers



throughout each level. If you die, you start at that point.

GAME GEAR PREVIEW

MORTAL KOMBAT™

PUBLISHER	ACCLAIM
AVAILABLE	NOW
THEME	FIGHTING
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

There are three skill settings: Easy, Medium, and Hard. You can also have a random select by pressing UP and START at the Fighter Select Screen.

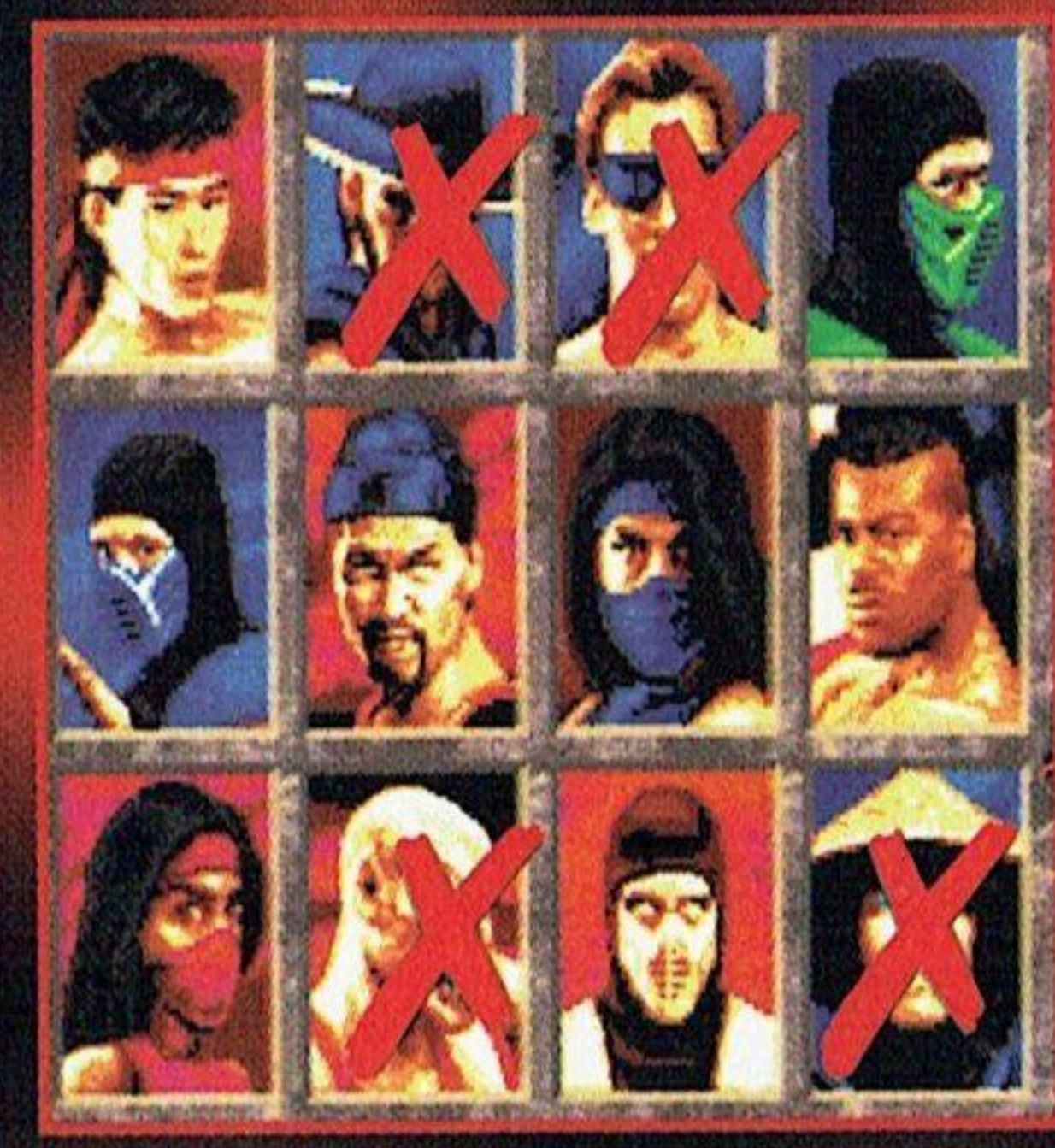
ORIGINS

The inevitable sequel to the ground-breaking, bloody fighting game. This version brings the brutality to the portable front. Using START to block and the other two buttons for kicks or punches, this retains most of the elements.

STORY

(Like this matters) They're back! This time, however, there are different moves and different fighters. In this version, the fighters are in a place called the Outerworld ruled by an evil fighter named Shao Kahn. Before getting to him, you must fight his guardian, Kintaro (he has four arms but never mind that). Watch the blood fly!

MORTAL KOMBAT II



MISSING IN ACTION:

Newcomers Kung Lao and Baraka along with veterans Johnny Cage and Rayden are not in this version of Mortal Kombat (Genesis version line-up pictured left). However, you can still do the random select by pressing UP and hitting START at the Fighter Select Screen.



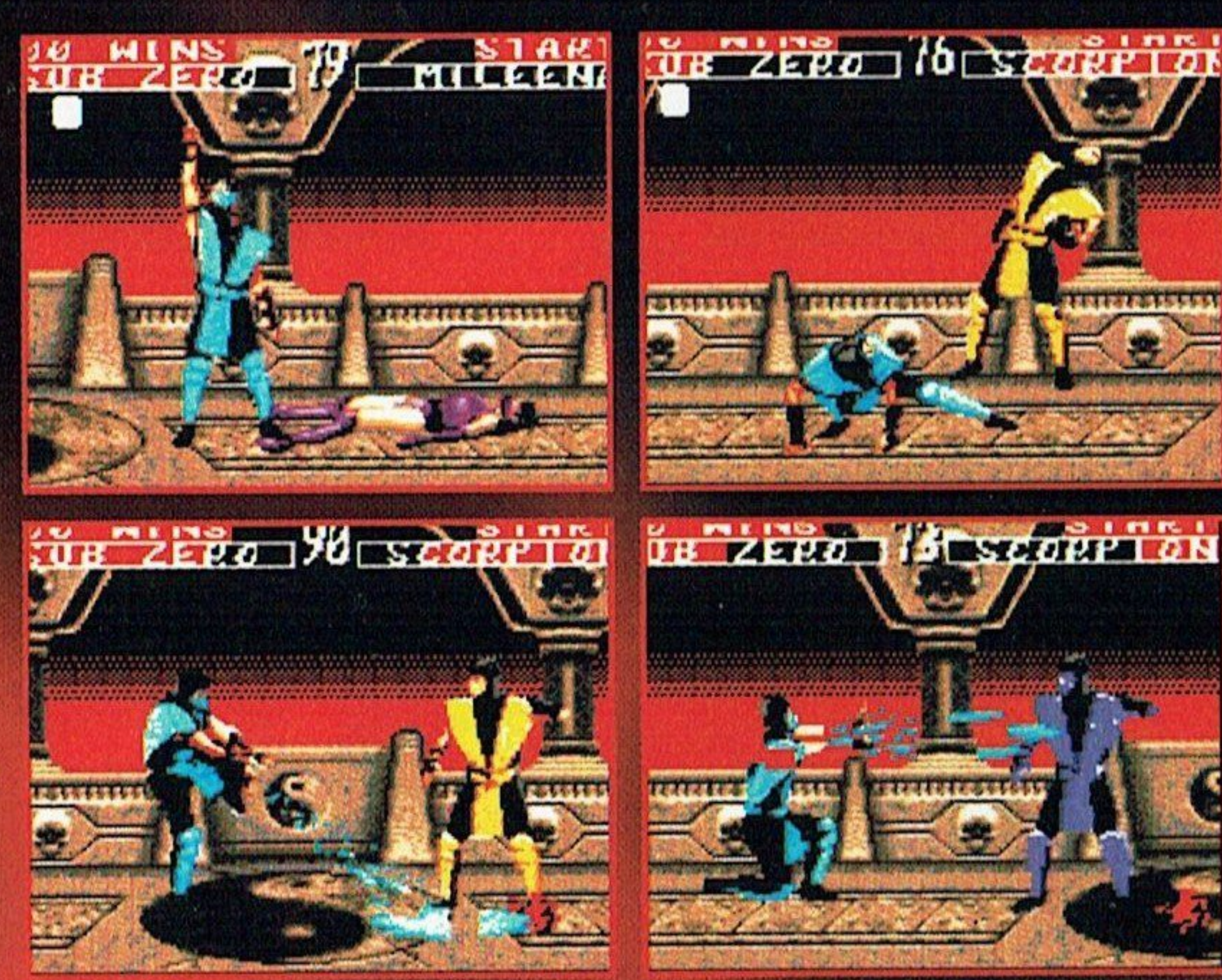
KINTARO & SHAO KAHN:

The four-armed Kintaro is the second to last Boss who is loaded with killer moves like a fireball and slams.



The last Boss, Shao Kahn, isn't that difficult to defeat. He primarily uses a Tackle and an annoying kick.

THE COLD J A



S U B Z E R O

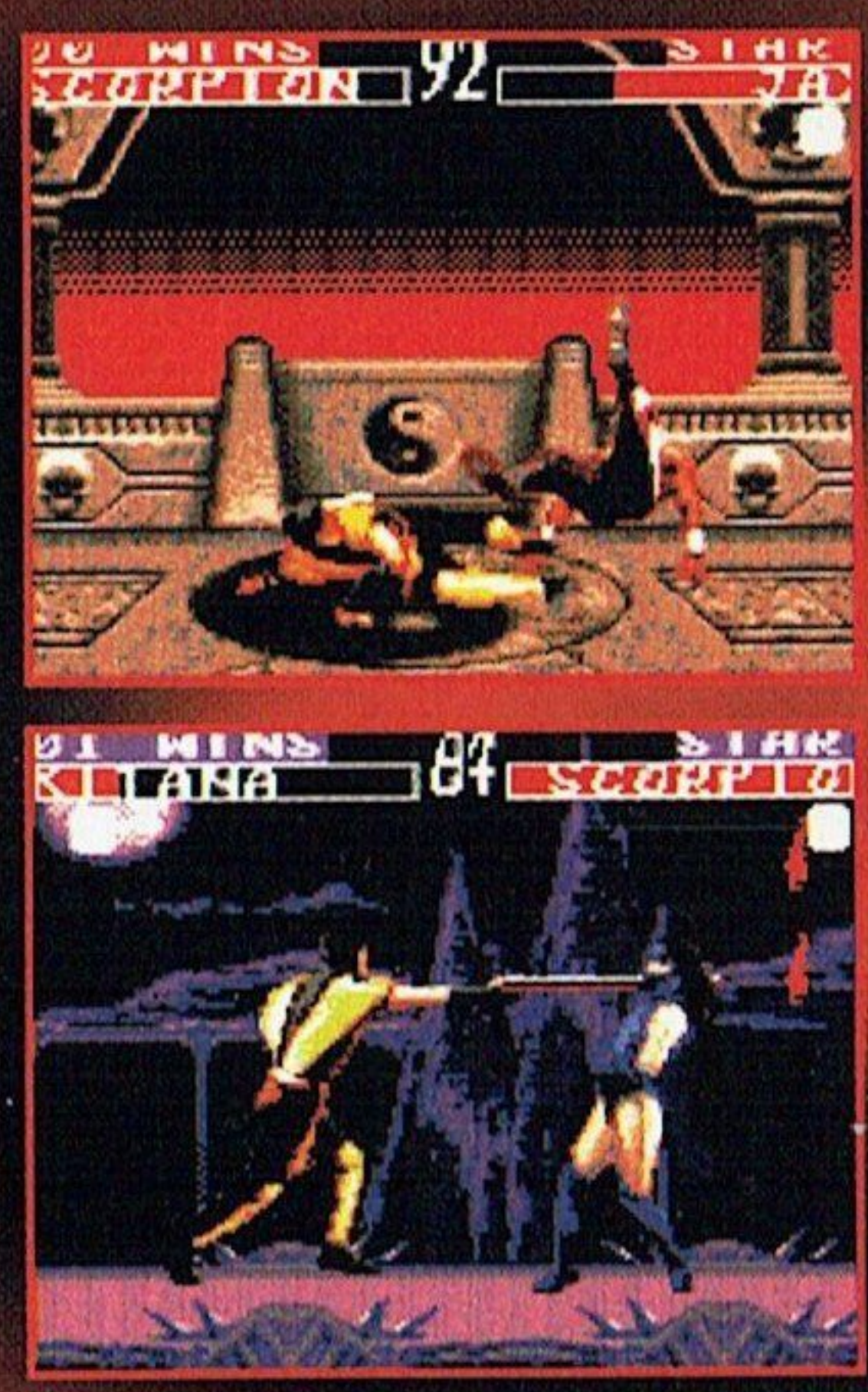
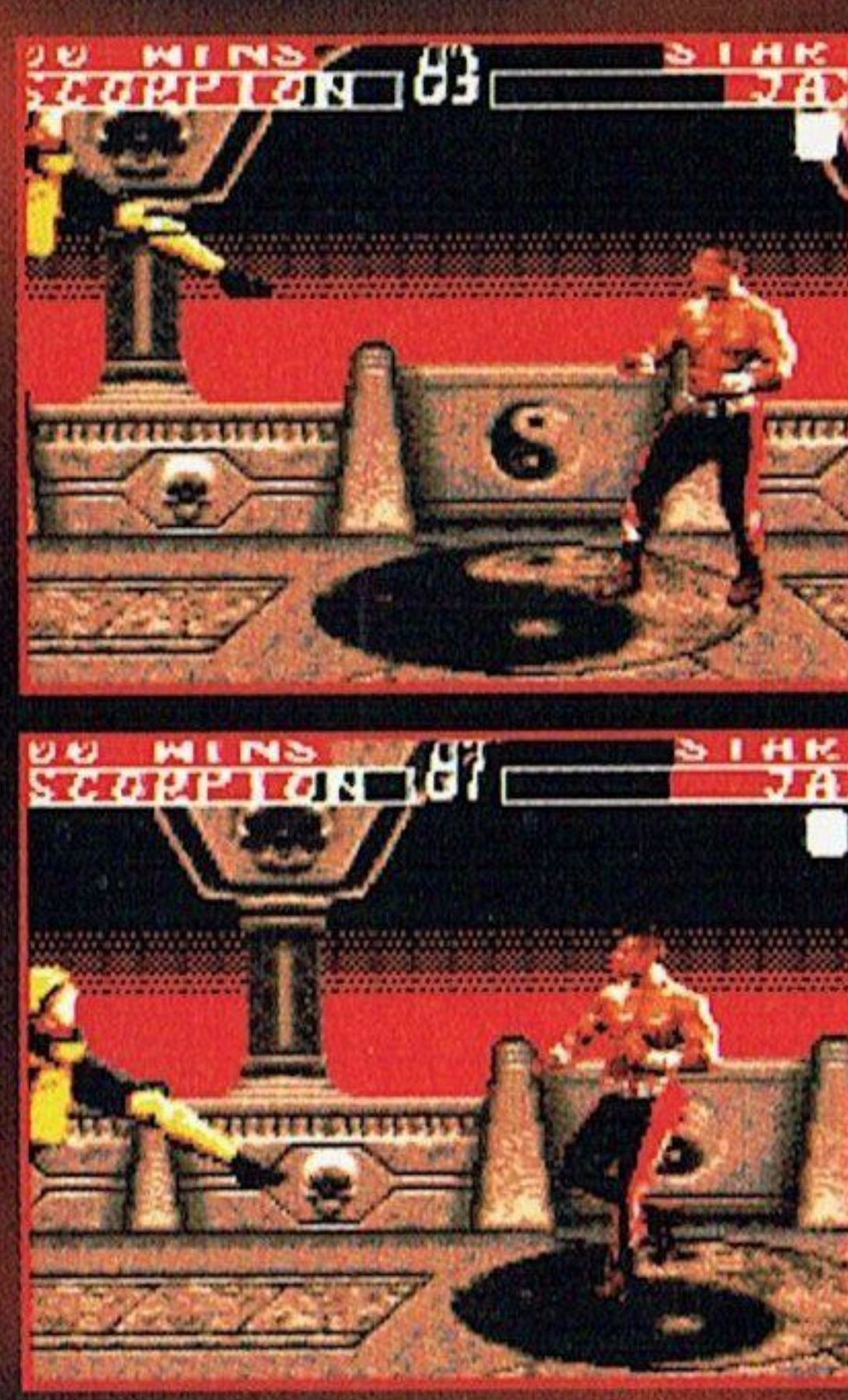
Actually the younger brother of the Sub-Zero from the first game, he has a new move—a ground ice blast that makes opponents slip and slide. Beware, though, the Double Ice Backfire still applies.



"Get over here!" Still hellbent on his revenge, Scorpion has a couple of new moves—most notably, a leg takedown move and the ability to teleport in the air!



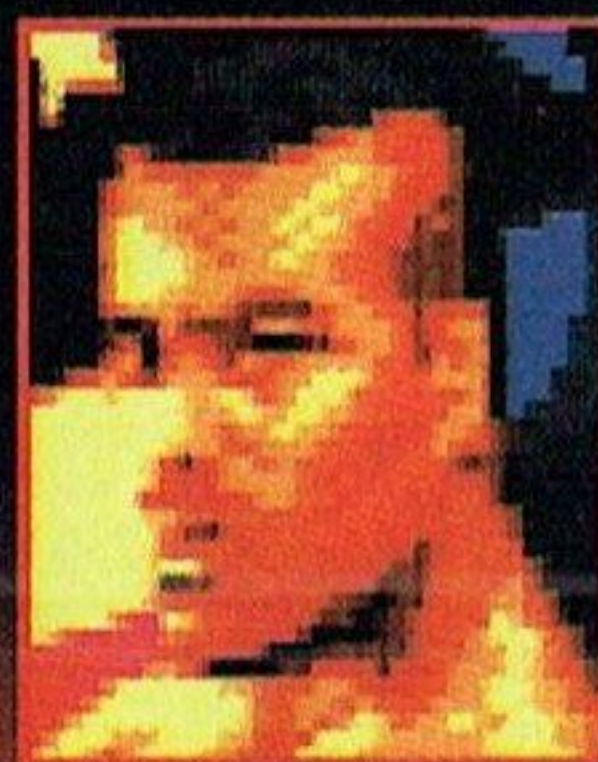
R E V E N G E F O R E



S C O R P I O N



A fellow Special Forces member of Sonya Blade's, Jax has entered to rescue his colleague and catch the brutal killer Kano. Jax has several grab-and-slam moves.



Kitana's hideous twin, this assassin uses two sais to attack and has a teleport and ball roll. She's been assigned to look after Kitana and to keep her in line.



MAJ JACKSON



JAX

KITANA'S



MILEENA



Personal assassin for Shao Kahn, Kitana may have ulterior motives. Kahn has dispatched Mileena, Kitana's twin, to keep a close eye on her and stop her plans.



Reptile is Shang Tsung's personal protector and will do anything to defend his master from harm. He can turn invisible, spit venom, and has other nasty attacks.



THE BARSTAIN



KITANA

SHANGTSCUNGSR



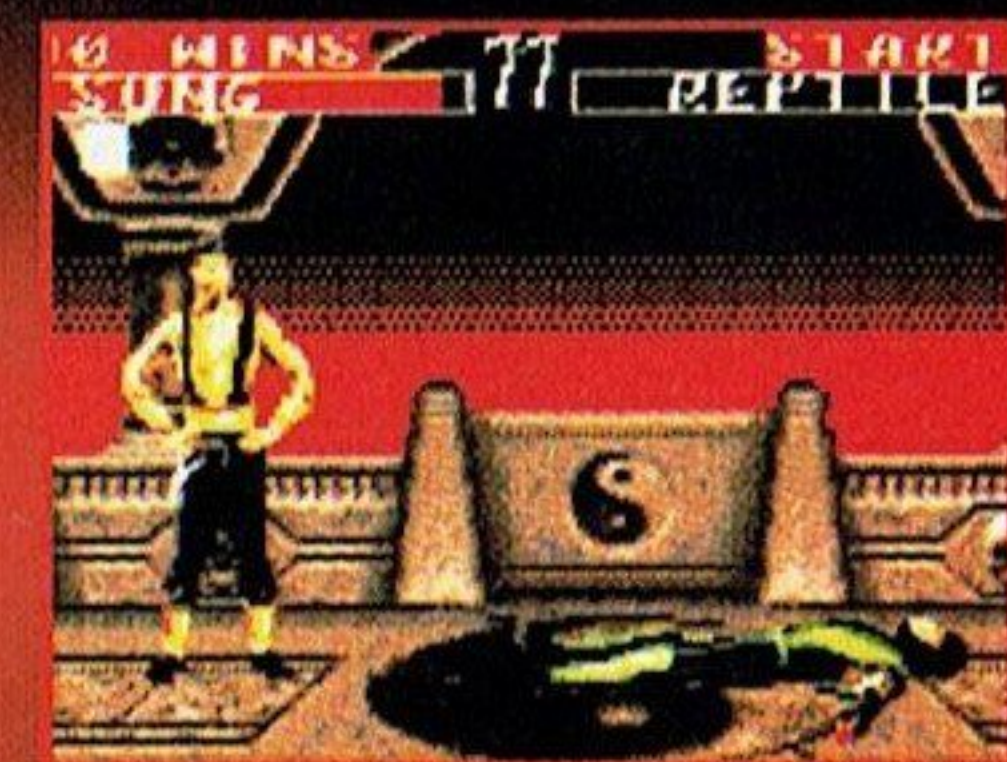
REPTILE



The true victor of the first game, Liu Kang returns with a variety of moves like a Bicycle Kick, Flying Kick, and a fireball that can be done on the ground or in the air.



Granted youth by Shao Kahn, Tsung has a devastating fireball that can fire rapidly up to three times in succession. He is also quick, agile, and when you fight him he morphs.



LIUKANG

SHANG



SEGA CD PREVIEW

SOFTWARE TOOLWORKS
STAR WARS CHESS

Start Game Options

PUBLISHER	SOFTWARE TOOLWORKS
AVAILABLE	NOW
THEME	STRATEGY
MEGABITS	CD-ROM
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

You can pick a 2-D chessboard or a 3-D board (with the Star Wars characters). There is also a Replay Mode and an option letting you change the board layout.

ORIGINS

Like the earlier PC and subsequent 3DO version of the game Battle Chess, Star Wars Chess is, in effect, the same. It has slow, drawn-out battle sequences every time a piece is taken off the chessboard by another player.

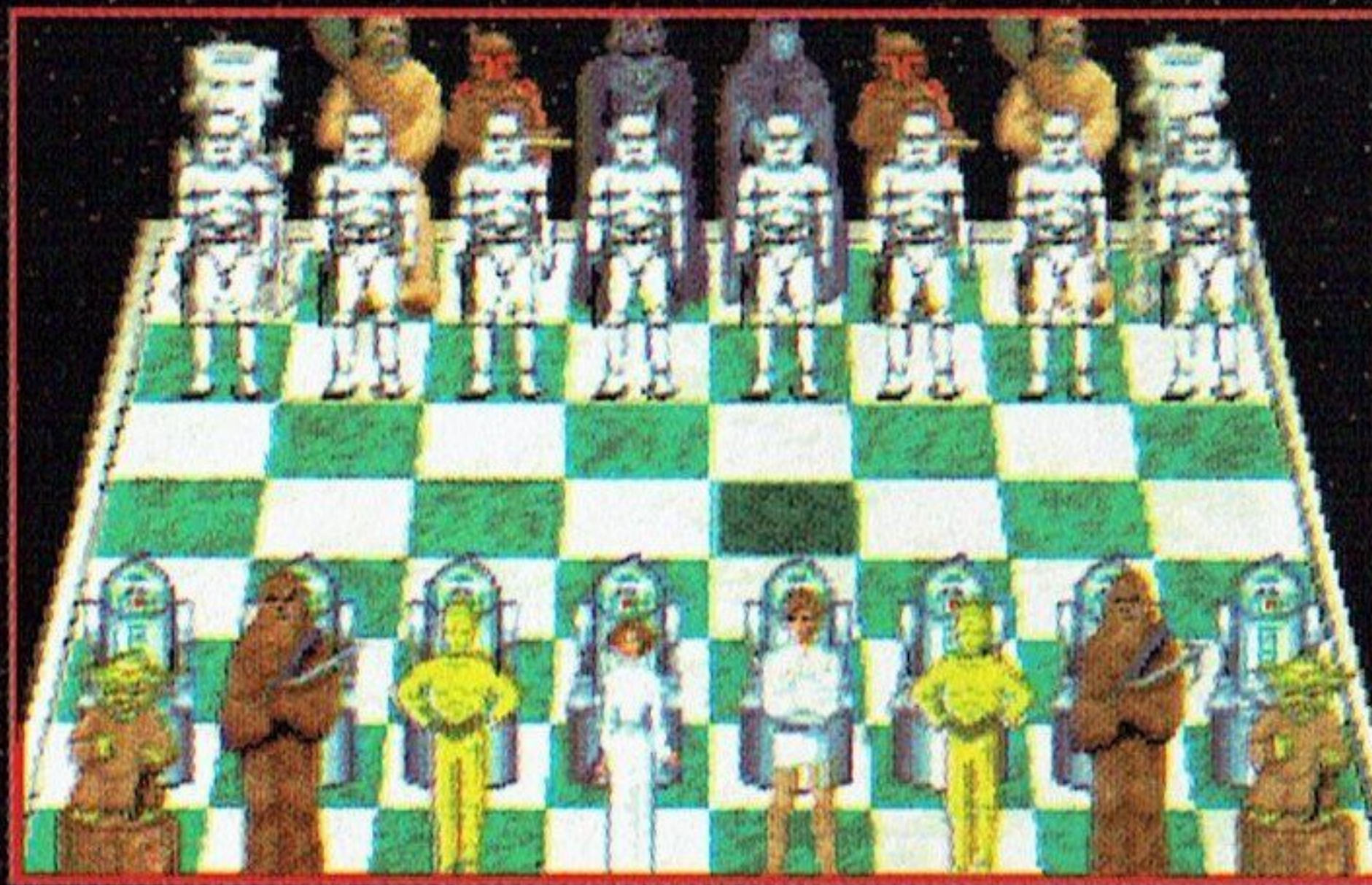
STORY

Star Wars characters go chess! Each recognizable SW character is now a character from the game of chess. Pick the Rebels or the Empire, and square-off against each other. Win, lose, or draw—the objective is to capture the kings of either team (the Emperor and Luke Skywalker) with Leia and Vader as queens.

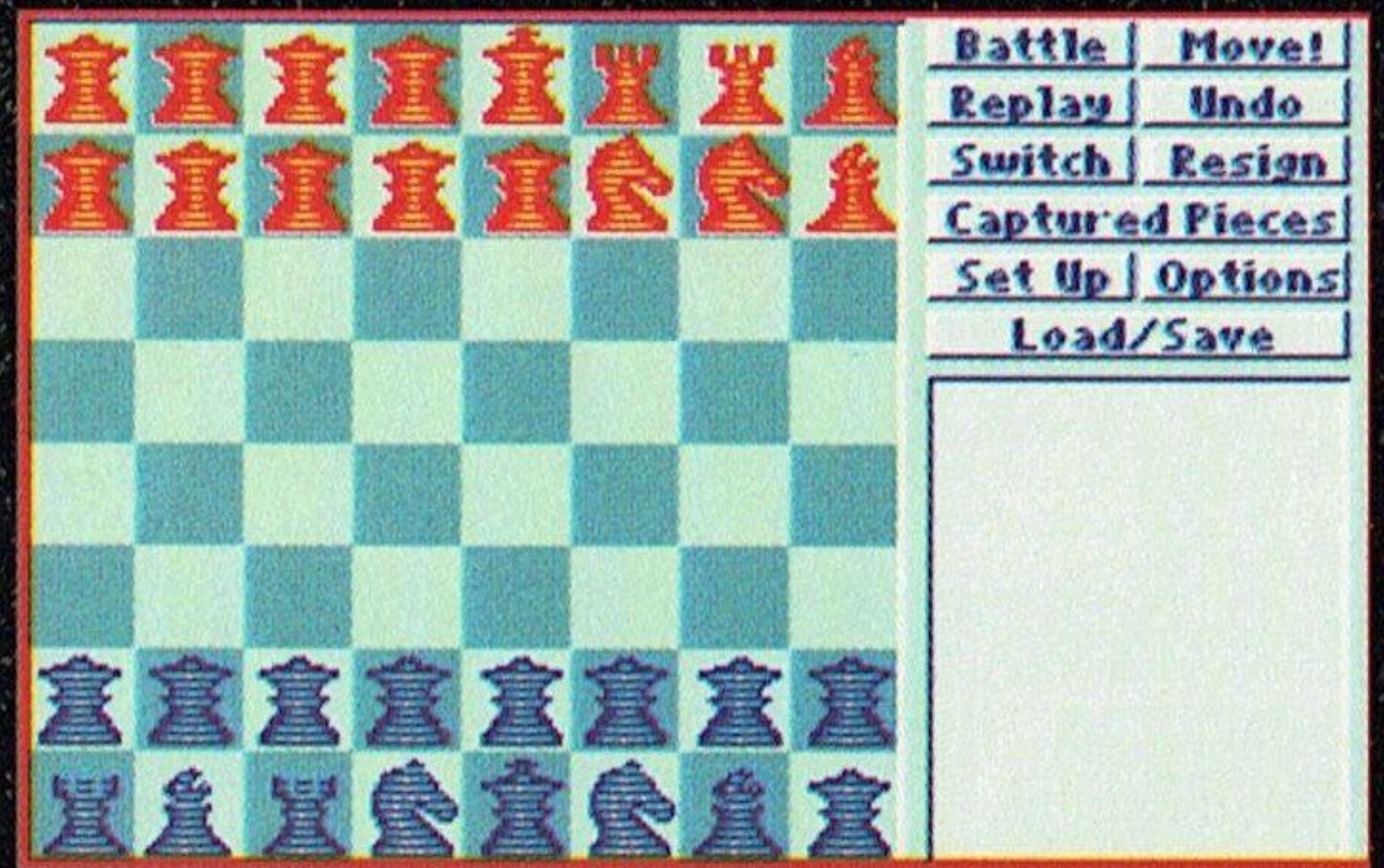
STAR WARS CHESS



The Options Screen allows you to customize your game in a variety of ways.

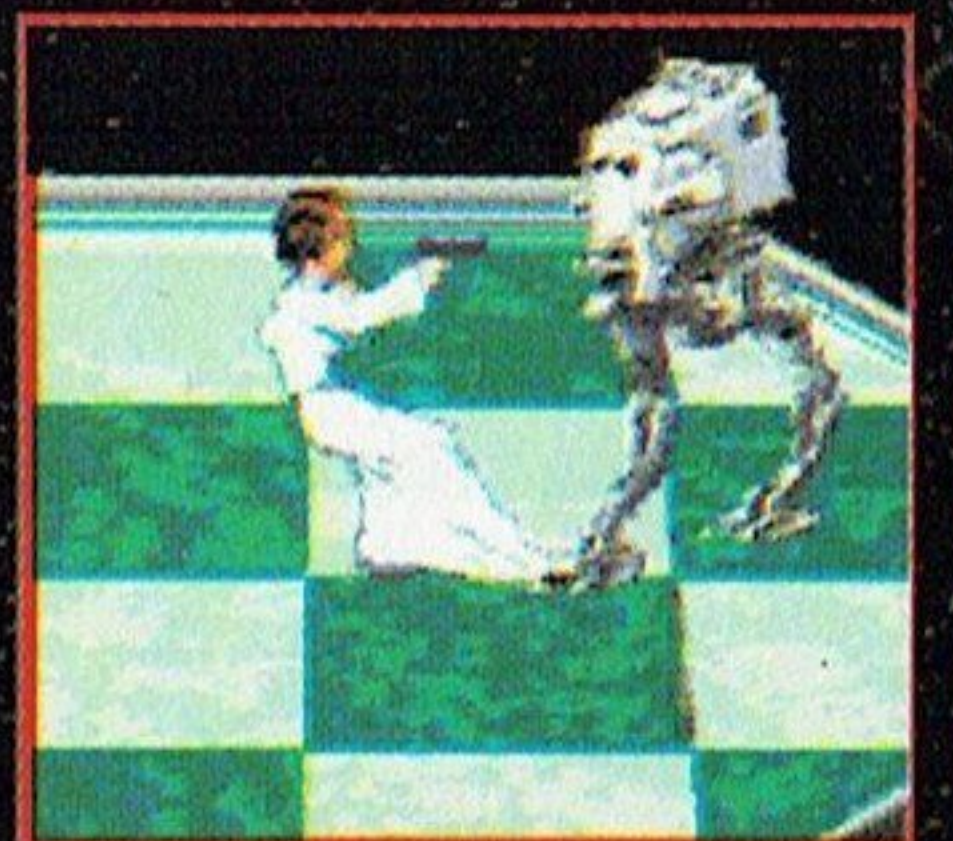


The Star Wars characters are ready and willing to do battle on the chessboard.

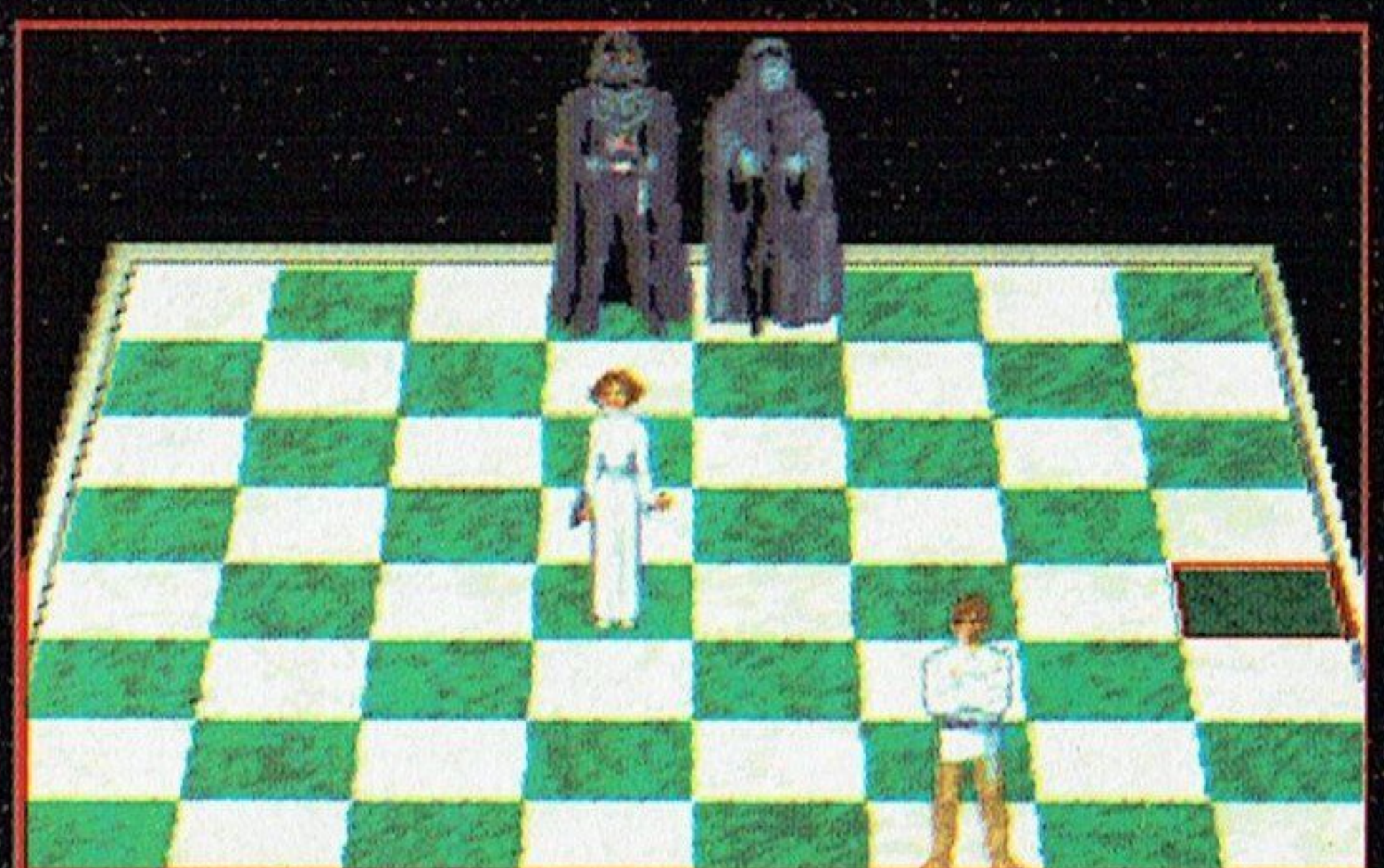


You can make your moves by using the traditional chess layout and pieces.

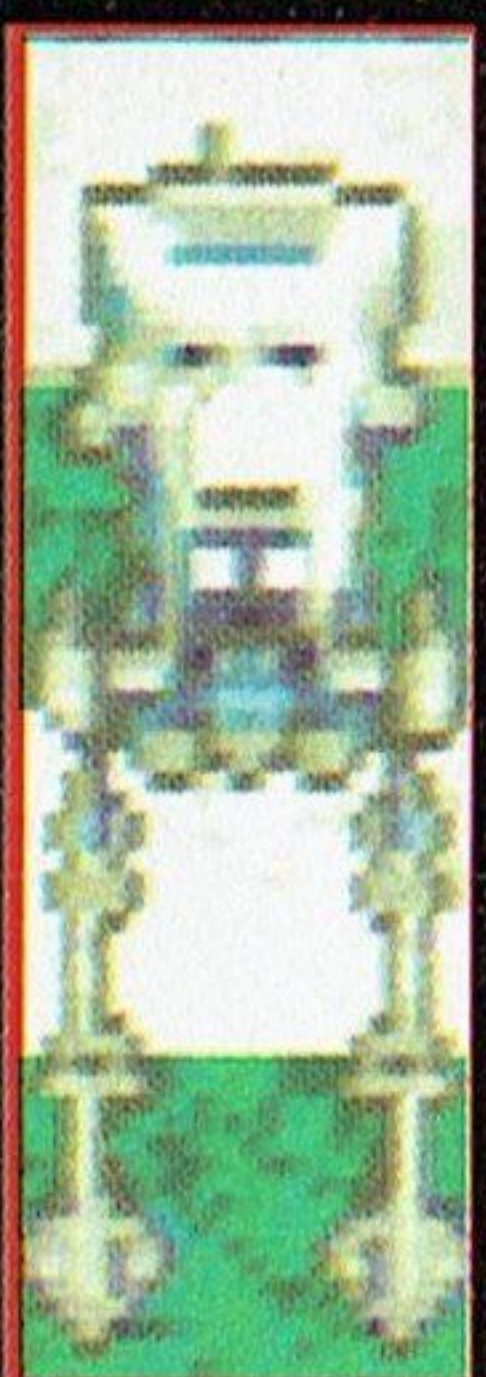
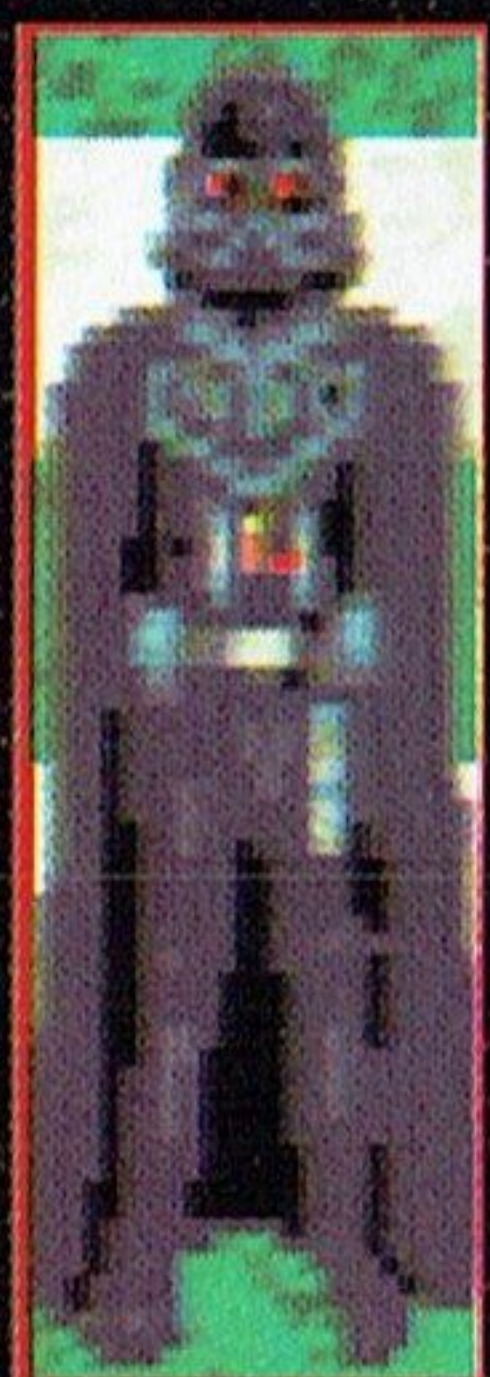
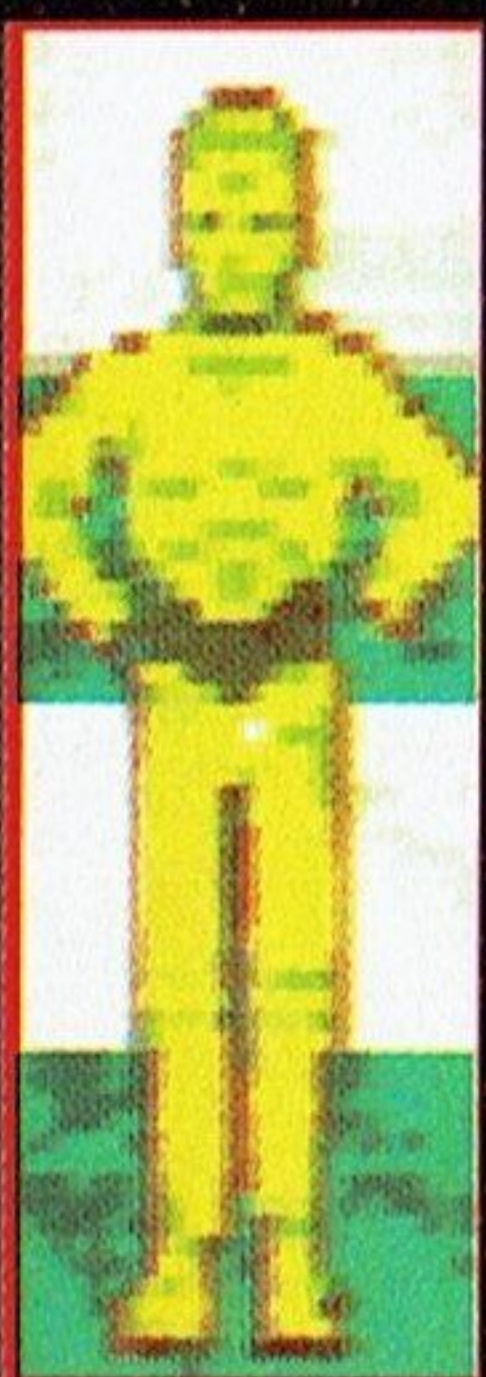
GO INTO BATTLE AGAINST THE MIGHTY GALACTIC EMPIRE ON THE CHESSBOARD!



After making your move, you may be treated to some bloody battle scenes.



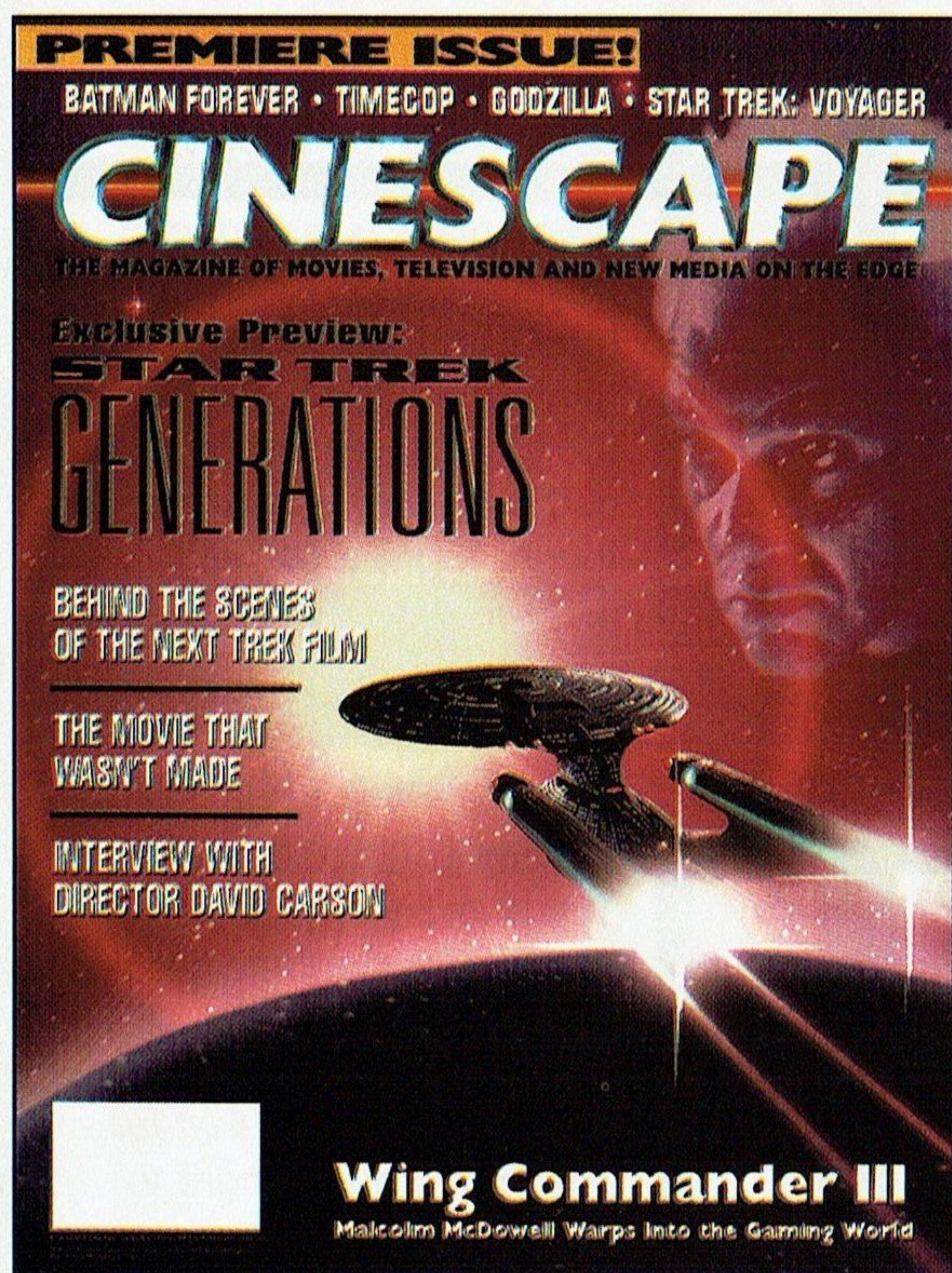
You must have a keen sense of strategy and a high skill level to beat the Empire!



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HCGK5

MEGA REVIEWS!!

The Sega Genesis/Sega CD/Game Gear Resource

The Review Crew's pick of the issue!

**PLAYMATE'S
EARTHWORM
JIM**



FEATURING

Boogerman, Bubble Bobble, Contra Hard Corps, Dynamite Headdy, Earthworm Jim, The Lion King, Mortal Kombat II, Mortal Kombat II (Game Gear), Pitfall Harry, Sparkster, Star Wars Chess

ANIMANIACS



First Tiny Toons, now the Animaniacs! Follow the wacky antics of Wakko, Yakko, and Dot, as they try to escape the clutches of Ralph, the security guard! Solve puzzles and fight Pinky and the Brain!

Konami

Genesis

Action

8 Meg

November

**D
A
V
E**

Konami pushes the Genesis to the limit again with awesome color and animation. The game play is a bit slower than one would expect with these crazy characters.

**G.
O.
G.**

I was never a big fan of the cartoon series but the characters are quite fun. The game's pace is a bit slow and the graphics aren't as good as the SNES version but it is still fun to play.

**M
I
K
E**

A very cutesy game, with cartoony graphics and a feel right out of the cartoon series! This one is more puzzle oriented, making it more than the usual side-scrolling jump-and-hit.

**B
A
R
T**

Animaniacs is a perfect blend between action and puzzle games. Although the game may seem rough for the younger audience, none of the puzzles are overly tough. A great game!

BOOGERMAN



Yes, a character that flicks the crust of what accumulates inside of his nose at enemies! Meet Boogerman, Interplay's latest creation! Use a variety of attacks (like belching and farting) to defeat enemies!

Interplay

Genesis

Action

16 Meg

November

**D
A
V
E**

Boogerman does set himself apart from all the rest as a character, but not enough to make the game great. It does have some decent game play and some challenge as well.

**G.
O.
G.**

The primary appeal of this game is its disgusting nature. I have to admit that it's very original but the game play isn't all that fun. This may appeal more to younger kids.

**M
I
K
E**

This has to be the most disgusting game I've ever played! The idea is different and is fresh when you first start playing the game, but unfortunately it just wore thin too quickly for me.

**B
A
R
T**

Boogerman fills the action game genre with a unique character. Although the game is decent, the overall mucus theme wears off quickly, leaving you with an average game.

BUBBLE BOBBLE



One of the all-time most addicting arcade games makes its way to the portable platform. This two-player game pits you and a friend against an assortment of nasties. Armed only with bubbles, you must pop your foes.

Taito

Game Gear

Action

2 Meg

November

DAVE

The long-awaited Bubble Bobble series makes it onto the Game Gear. This a very cute game with some of the best challenge you can find in a game. This one will keep you busy.

G.O.G.

I always loved the arcade game and it's hard to admit but I started to really get into this one. This small portable has all the power-ups and enemies from the arcade. It's two-player!

MIKE

A very addictive and cute game that doesn't rely on fancy graphics or gimmicks - just solid game play. This is incredibly challenging and will probably keep you playing for hours!

BART

Memories of NES game playing are brought back with this classic. Bubble Bobble is good, clean fun and it's just so darn addictive! A must-have purchase for the Game Gear.

CONTRA HARD CORPS



Chaos everywhere and a handful of well-armed warriors can save the day. Welcome to Contra Hard Corps! Lock and load and get ready to take on some of the biggest and baddest enemies ever to hit the Genesis.

Konami

Genesis

Action

16 Meg

October

DAVE

Hard Corps is filled with enough action, power-ups, and enemies to make any gamer happy. Some of the voices and music are muffled. Overall, a great two-player game.

G.O.G.

This doesn't really play like the original, although it has the same style and look. The game is rather difficult unless you play two players. It is a challenging game with good graphics.

MIKE

This game is like someone took a ton of ideas, rolled them into a ball, and threw them right at you. The result is an exciting, if disjointed action game that has mixed results.

BART

Contra for the Genesis. Who would have thought it would turn out this good?! The special effects are spectacular and the game simply rocks. Only drawback: the sound is weak.

DYNAMITE HEADDY



The latest game from the folks at Treasure (Gunstar Heroes) brings us Dynamite Headdy! This unique character can change his head into (you guessed it) other heads! Help Headdy defeat the Dark Demons!

Sega

Genesis

Action

16 Meg

Now

DAVE

Dynamite Headdy is a cute game and has some very original items you can use, which just add to the fun. The game plays very well and has some cool Bosses to fight.

G.O.G.

This game is chocked full of Headdy goodness! The character is very original and the game has a lot of bonus levels and techniques to keep you busy. It also has a cool story line.

MIKE

Dynamite Headdy is another innovative title from Treasure. This one has a very original new character, with a very unique attack! The levels are huge, with excellent Bosses.

BART

Unique is the best word to describe the game; a unique character, plot, and play control make this one stand out. DH is an easy game to blow through for seasoned gamers, however.

EARTHWORM JIM



A tough worm with a special suit to give him super powers, get ready for Earthworm Jim! Battle the hideous Psy-Crow through levels that range from hell to the deep blue sea! Win the Rock Tube races for continues.

Playmates

Genesis

Action

16 Meg

October

**D
A
V
E**

Get ready to rock with this game. Earthworm Jim is one of the best games I've played in a long time. This version even plays and sounds better than the Super NES version.

**G.
O.
G.**

WOW! The animations are just too cool. This is an extremely fun game to play with awesome graphics and good sound effects. This is definitely one game you have got to play.

**M
I
K
E**

Earthworm Jim is one of the most innovative characters around! This game is an absolute riot with levels as challenging as they are humorous! Jim gives new hope to the action genre!

**B
A
R
T**

This has got to be the best action game of the year. EWJ is just the coolest! The levels are a sight to see and the control is absolutely flawless. If you miss this one then you must be dead.

THE LION KING



I just can't wait to be king! The Disney animated feature-length film comes home! Play as Simba, a lion cub as he grows into the king of the Jungle! With stages right out of the movie, join the safari.

Virgin

Genesis

Action

24 Meg

November

**D
A
V
E**

Virgin displays some of the best animation seen since Aladdin. The game has some challenging spots that may be a bit too difficult for kids, but it's one game to check out.

**G.
O.
G.**

The movie was simply a Disney classic. The game follows the movie's plot and does an excellent job of reproducing the fun and sounds that made it another notch on Disney's belt.

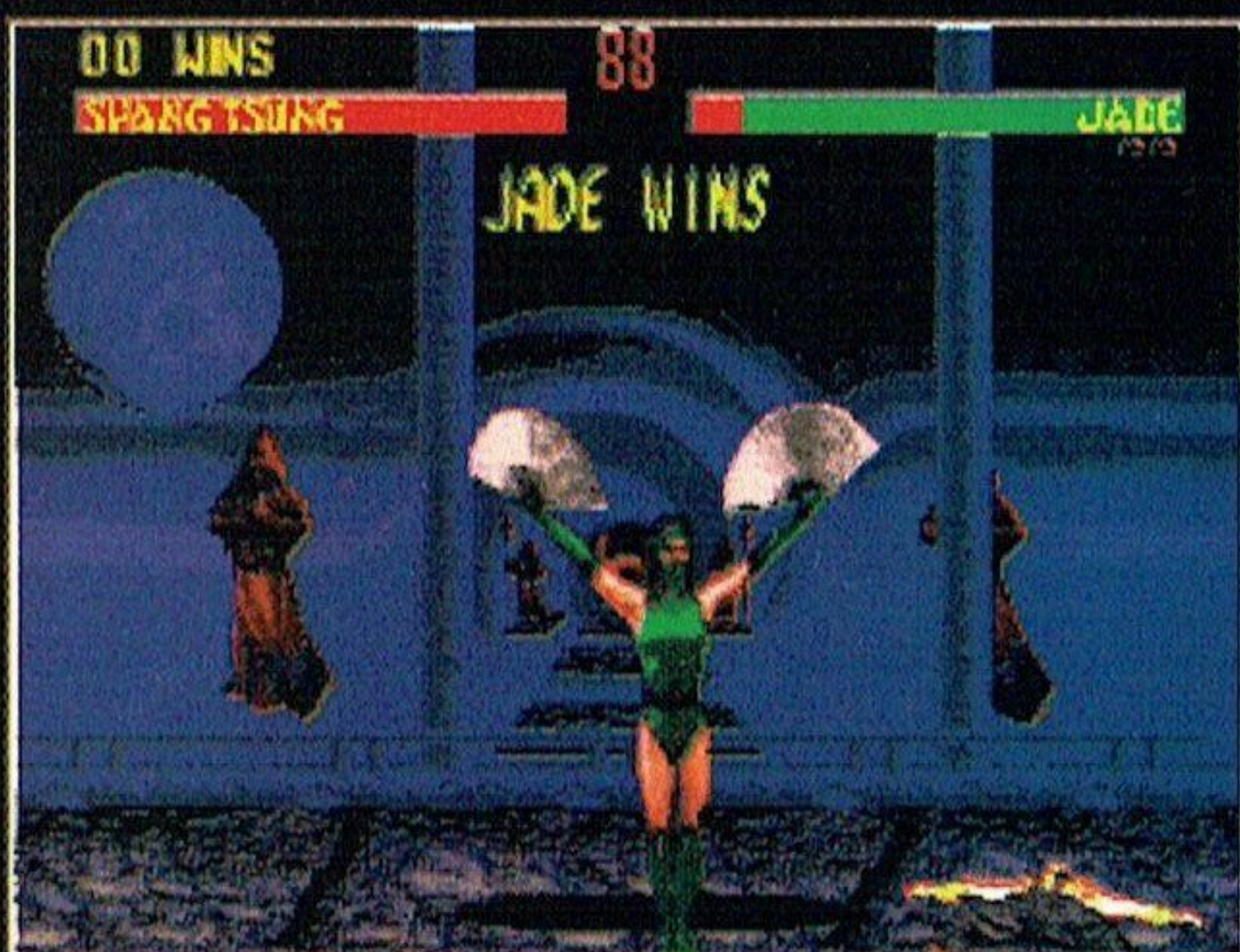
**M
I
K
E**

The graphics are fantastic, and the sounds are very well done, but the game is a little on the difficult side, and will take a lot of practice and skill to master. For patient gamers!

**B
A
R
T**

The Lion King is a well represented effort with incredible animation and colorful graphics, but the game falls short in challenge as it seems geared toward a much younger audience.

MORTAL KOMBAT II



They're back! This time with more Fatalities, more blood, more secrets and more Megs (not to mention for more \$!). Join the MK veterans (like Scorpion), or play as one of the newer fighters (like Mileena)!

Acclaim

Genesis

Fighting

24 Meg

Now

**D
A
V
E**

This version just walks all over the first installment. The graphics are top-notch and the play control is second to none. Even if you're not a fan of MK this one will draw you in.

**G.
O.
G.**

A good reproduction of the arcade smash hit. Not as perfect as the Super NES version, but this one gets as close as the hardware will allow. Good graphics and play will draw you in.

**M
I
K
E**

Another excellent arcade translation, even if you hate the game. This one retains all the arcade elements. The control is very good and should keep MK fanatics more than happy!

**B
A
R
T**

As a big fan of MKII, I was impressed with how well it came off on the Genesis. The control is superb and all the combos are here, but alas, the sounds and graphics fall short.

MORTAL KOMBAT II



Take the carnage with you as MK II hits the Game Gear! Some of the fighters are missing, but you can still enjoy most of the secrets and fatalities! Climb the Kombat Mountain and shed some blood!

Acclaim	Game Gear	Fighting	4 Meg	Now
DAVE	As one would expect, this version doesn't play as well as the Genesis one. The game does have a lot to offer with great graphics and enough challenge for anyone.	G.O.G.	This doesn't really have the playability that you may want from MK II. However, the graphics are very good and the sounds are cool for a portable. It's not a great game, but it's good for GG.	
MIKE	This version has excellent graphics, and the moves are pretty easy to get off. However, I had a hard time getting off the Fatalities. The sound effects could be improved, though.	BART	I just can't get over how good this version is! The graphics are absolutely breathtaking, and yes, the combos are here, too, but the sounds and animation are lacking in finesse.	

PITFALL HARRY



The Atari 2600 classic finally hits the Genesis system! Join everyone's favorite adventurer, Pitfall Harry, as he braves several levels, finding treasure and defeating enemies! Also keep an eye open for secrets!

Activision	Genesis	Action	16 Meg	November
DAVE	Pitfall Harry is all of the original and more, with a ton of attacks and hidden surprises. The game is fast-paced and is sure to grab you from beginning to end. The wait is finally over.	G.O.G.	This is nothing like the original. It far surpasses the original with great graphics and fun game play. A big plus is the ability to play the original as a bonus game! Fun action!	
MIKE	Finally, Harry returns! This is an excellent adventure/action game with an appealing lead character and lots of technique and attacks to learn! Hidden surprises add to the fun!	BART	Oh yes! Pitfall Harry offers all-new strategies and fun that most other action games simply don't deliver. The backgrounds are nicely drawn and the animation is first rate all the way.	

STAR WARS CHESS



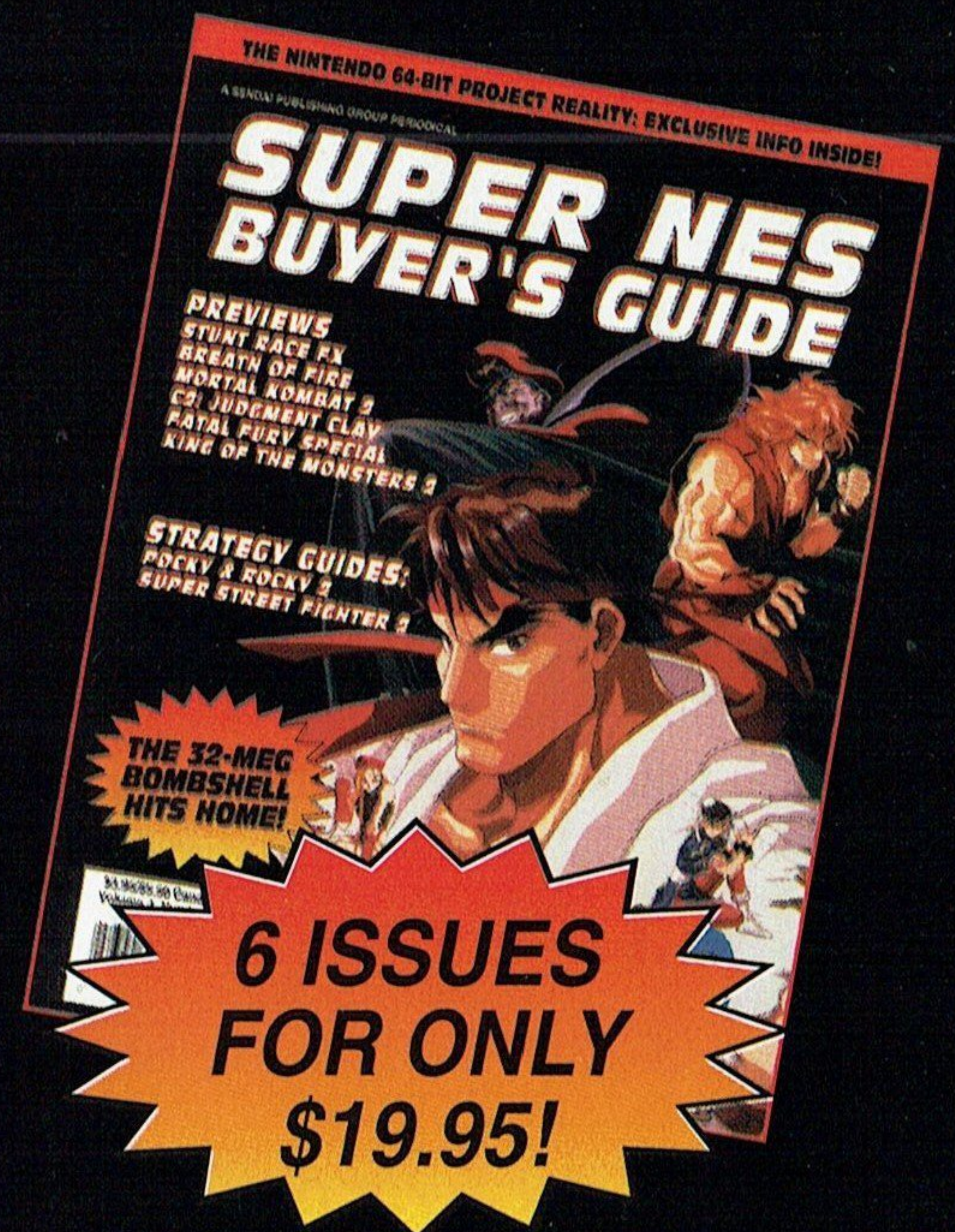
Fight the Empire on a different battlefield—a chessboard! Move your pieces and whenever a piece is taken, watch the sparks fly with a cinema of the battle! The objective: capture the evil Emperor or Luke Skywalker.

Software Toolworks	Sega CD	Strategy	CD-Rom	Now
DAVE	Even if you're not a big fan of chess, the cast of Star Wars is enough to peek an interest. The only problem with this one is once you see all the action screens, the game gets old fast.	G.O.G.	The game is fun if you're into chess. I like the computer version of Battlechess and this version is great. I like the fight scenes and the Star Wars characters but it can get repetitive.	
MIKE	I suppose chess fans will like this game, but I found the battles between pieces distracting from the game. I guess if you liked Battlechess and games like that, this one will appeal.	BART	Star Wars Chess is a fun game to play if you love chess, and it's even better if you love Star Wars, but the animations of the pieces are hilarious only a few times before they get old.	

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HEGHO



GAME OVER!

JUNGLE STRIKE, THE FINAL MISSION CAMPAIGN 9 D.C. SIEGE

MISSION A: AIR FORCE ONE



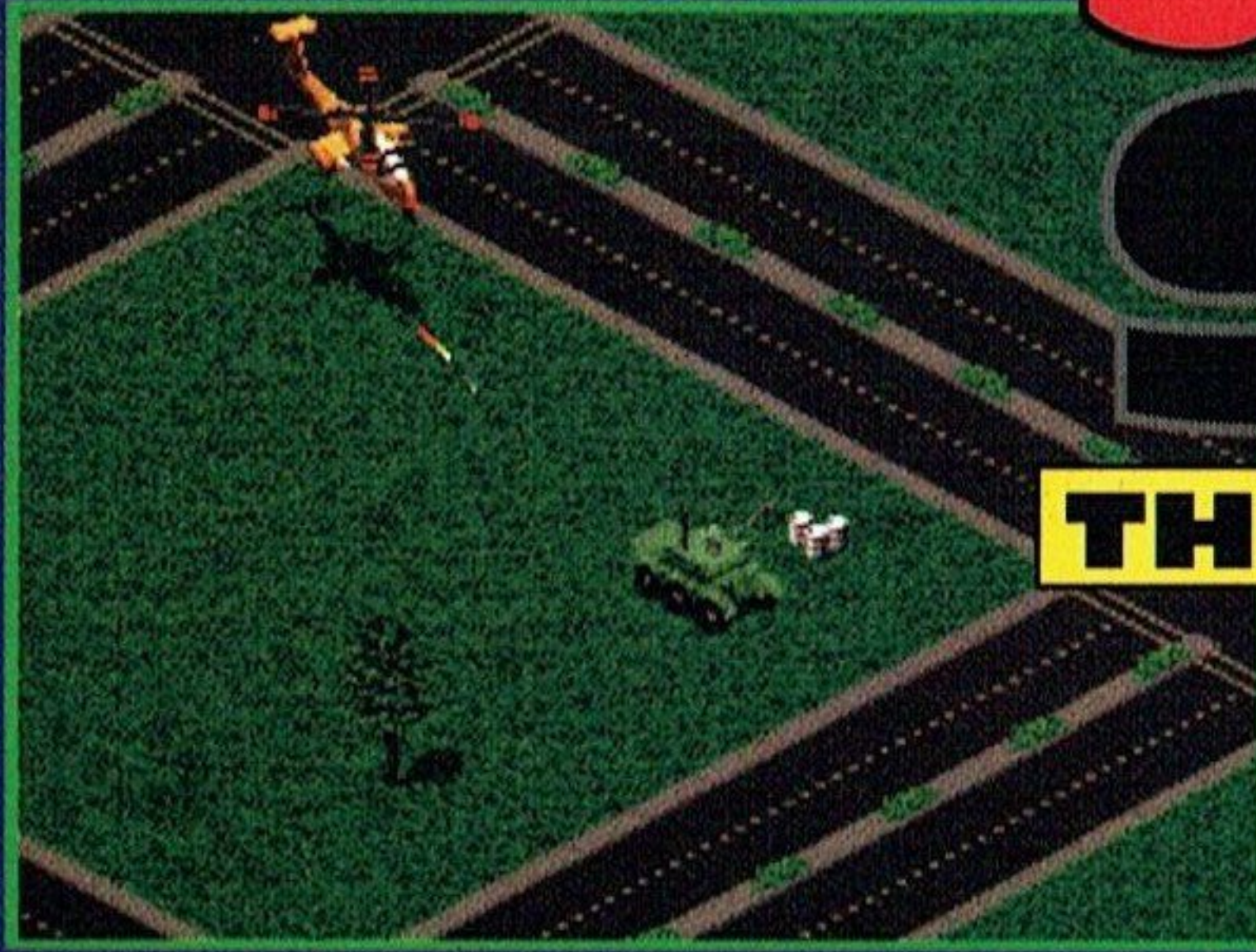
This is it! The final mission that takes place in Washington D.C.! Protect the president!

MISSION D: DRUG LORD

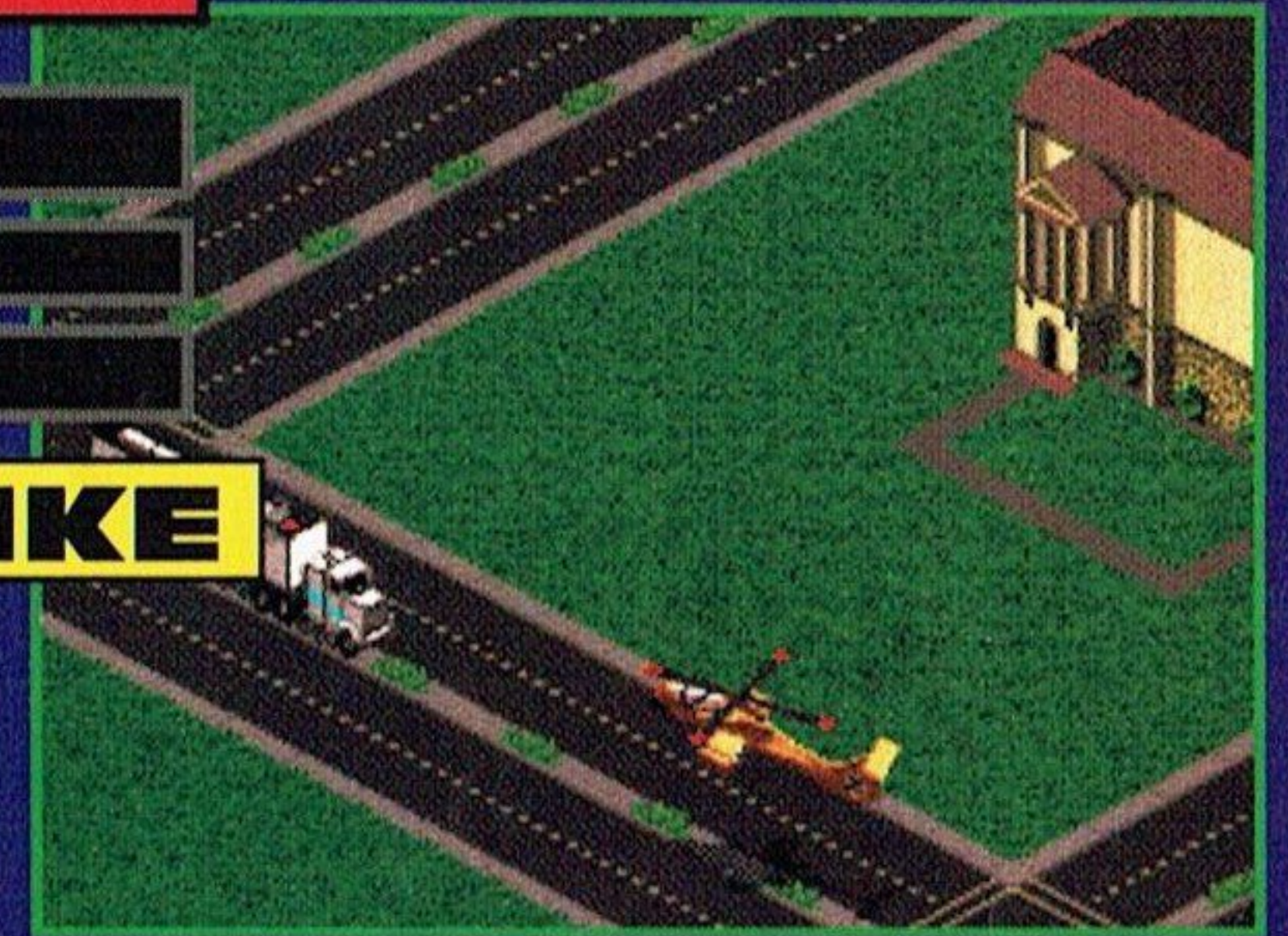


JUNGLE STRIKE

MISSION B: ENEMY WEAPONS



MISSION E: MADMAN



THE SEQUEL TO DESERT STRIKE

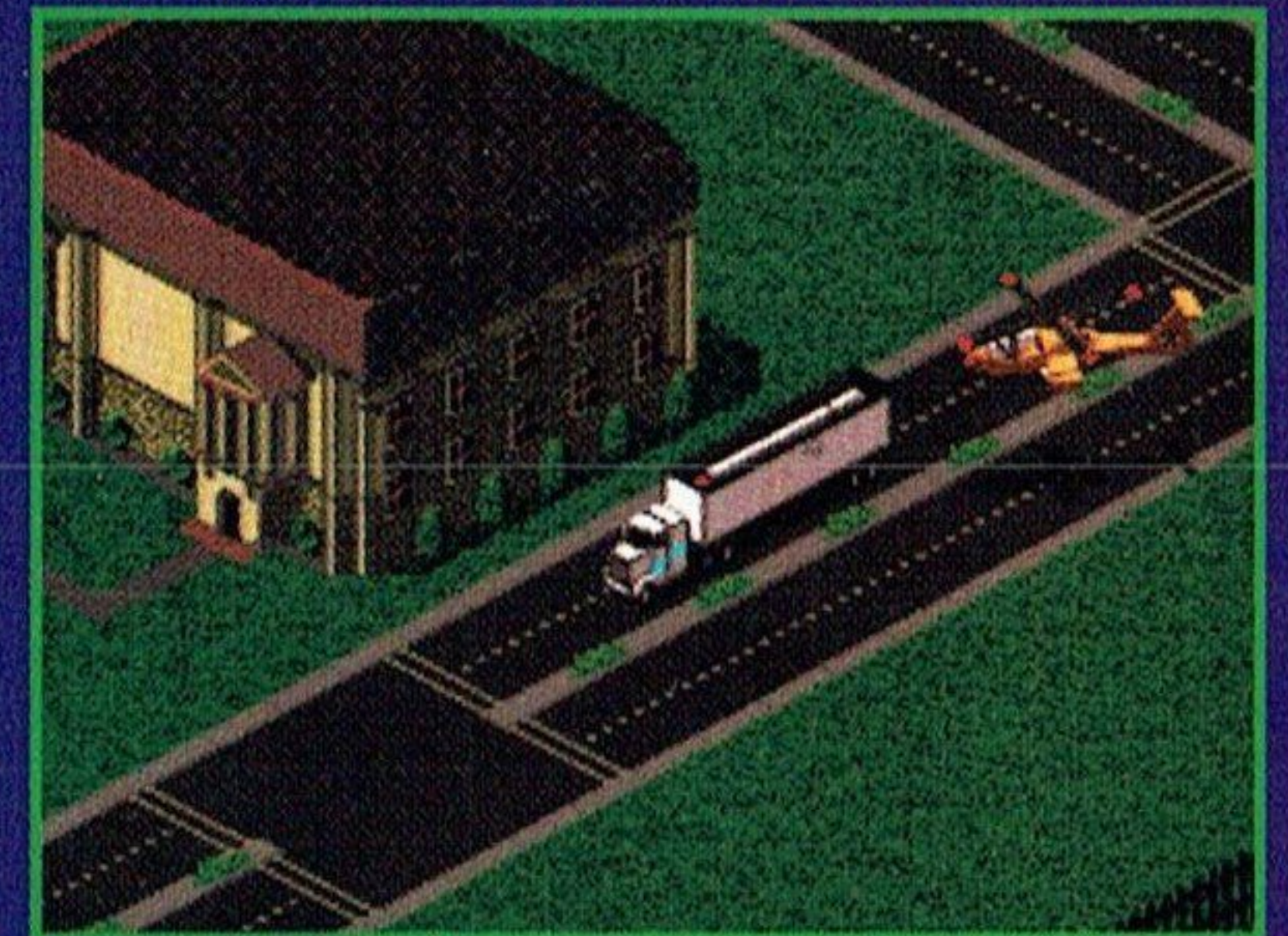
MISSION C: ENEMY APCs



I SURRENDER!
I JUST SAW CARLOS ORTEGA HIJACK A TOUR BUS... HE'S HEADED FOR THE EDGE OF TOWN.

Collect vital intelligence along the way! Don't shoot everything—they may be people trying to help.

MISSION F: NUKE MISSILES



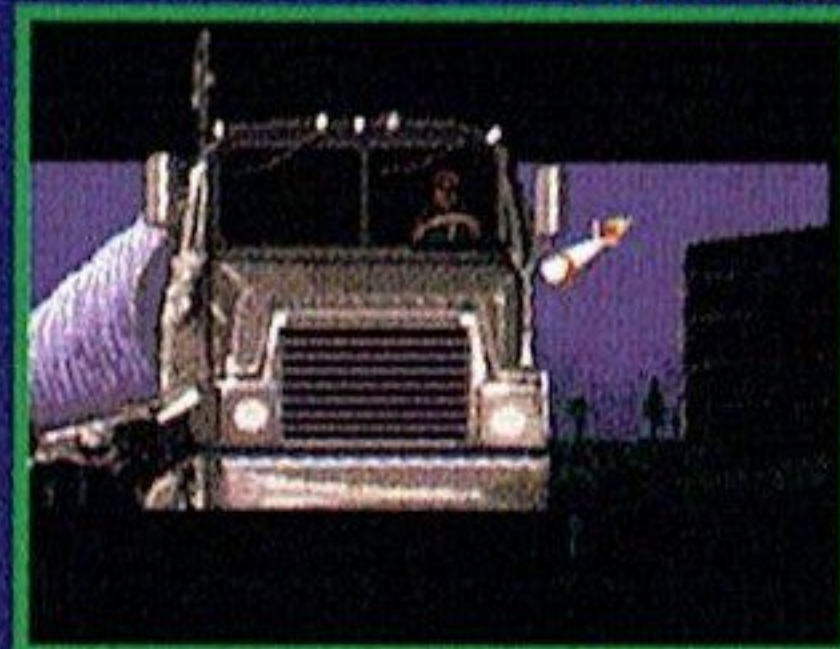
Capture this guy alive and he'll tell you the location of the Madman's son. Go after the fuel truck immediately!



I WILL TELL YOU WHAT YOU WANT TO KNOW! THE MADMAN KILBABA JUST COMMANDEERED A FUEL TRUCK AND IS TRYING TO ESCAPE THE CITY!

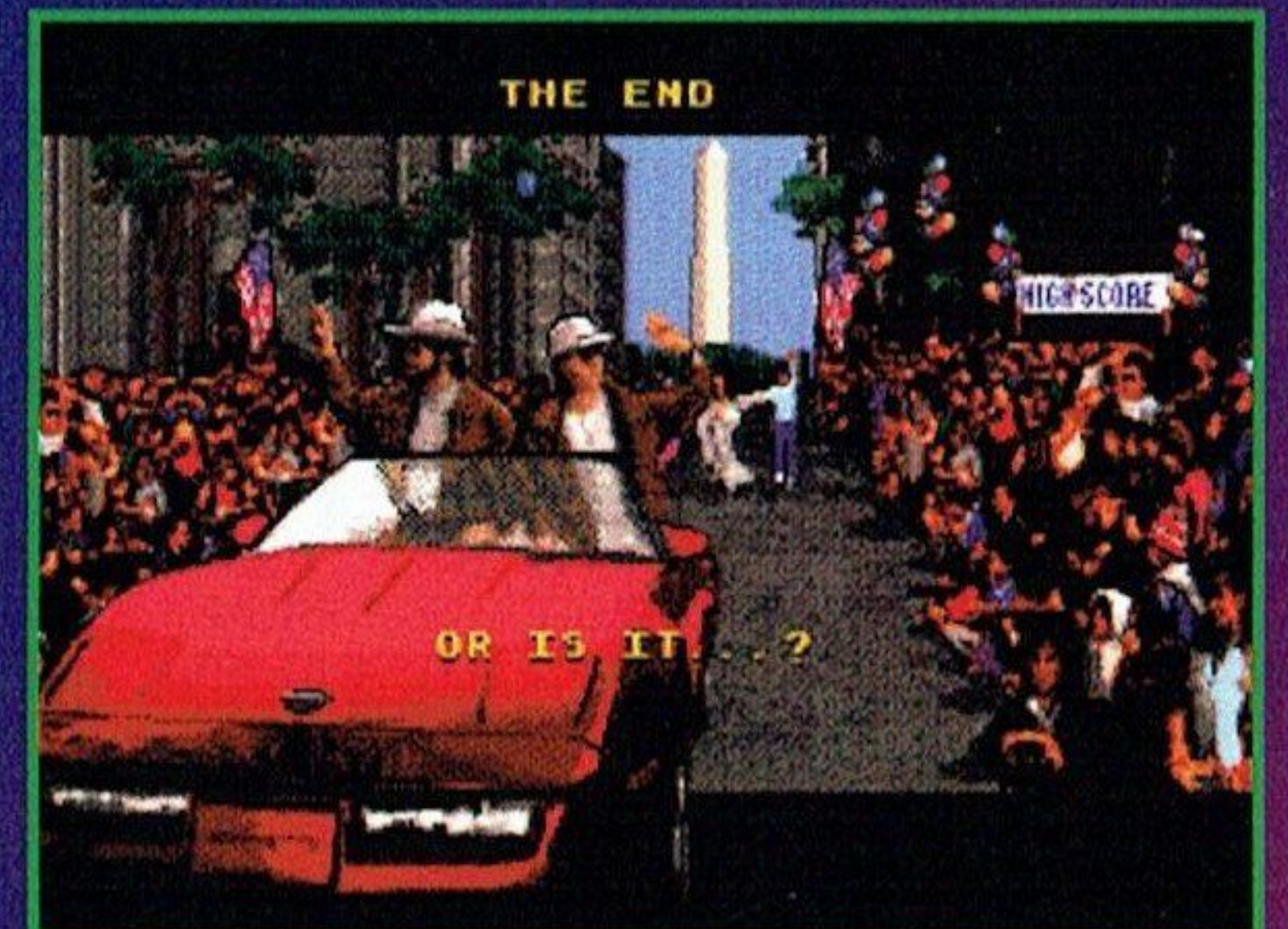
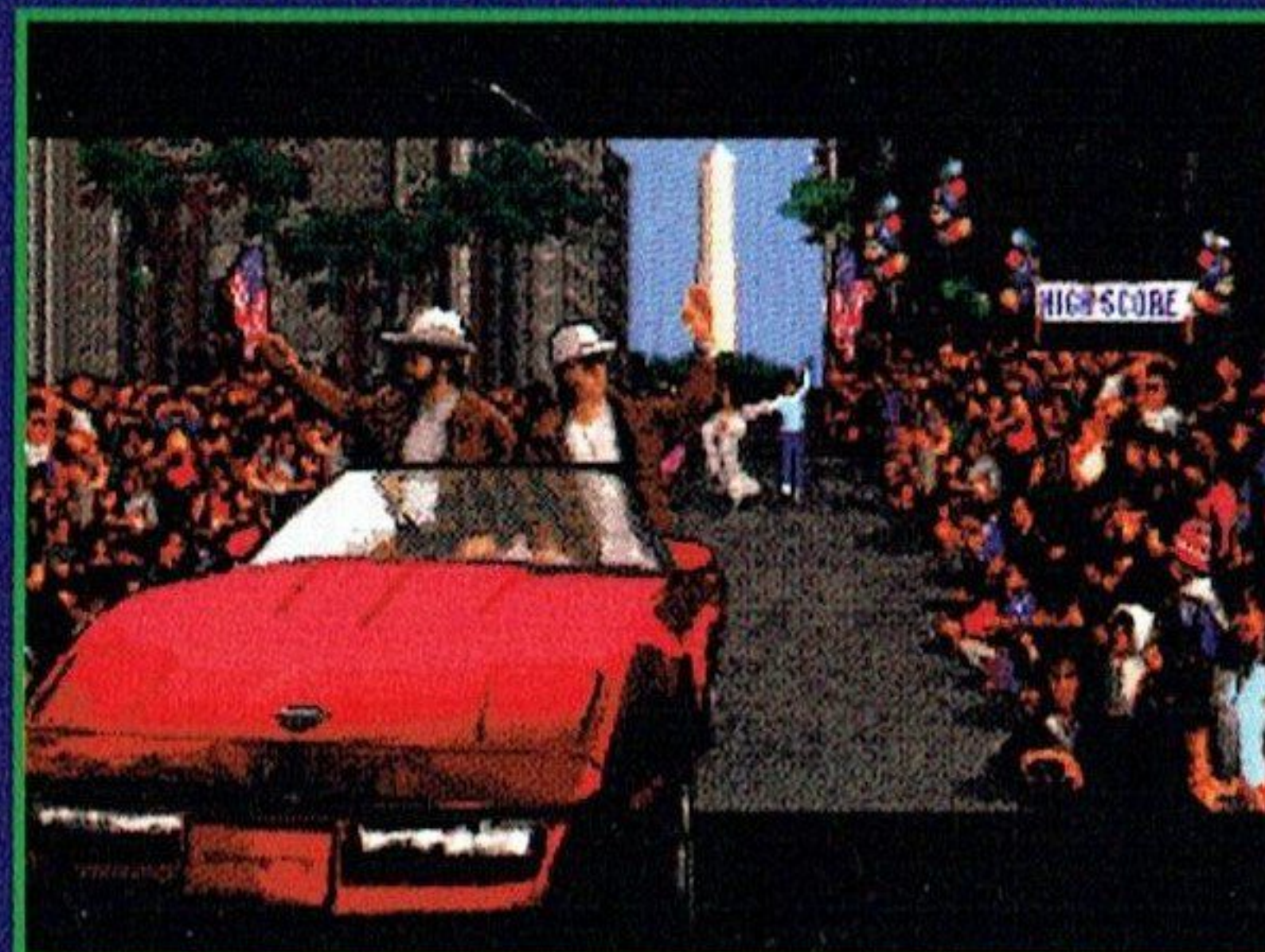
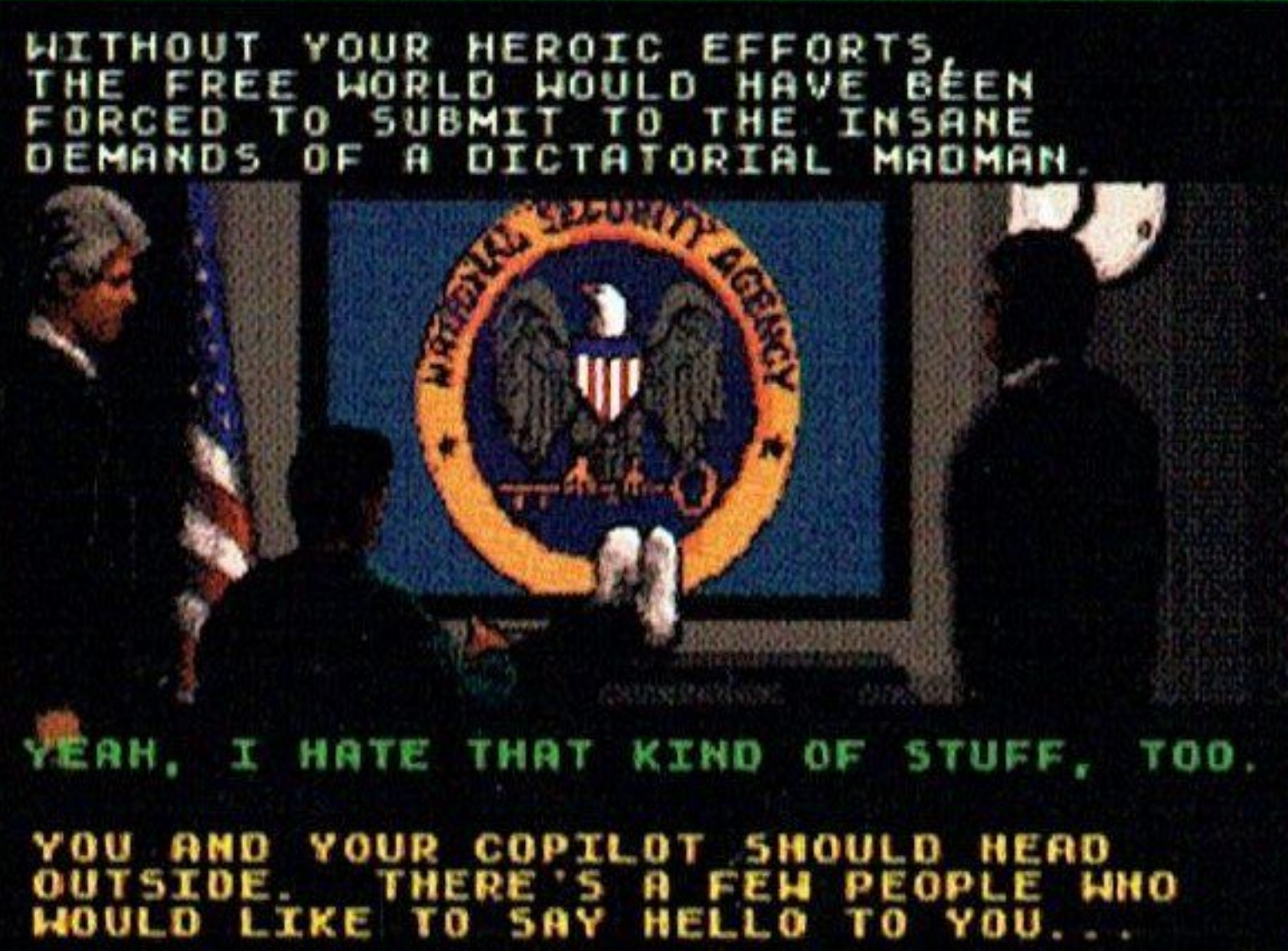
MISSION F: THE DEATH OF THE MADMAN

During Mission F, you will destroy the Madman's son. Watch him explode in slow motion in an extensive graphic cinema.



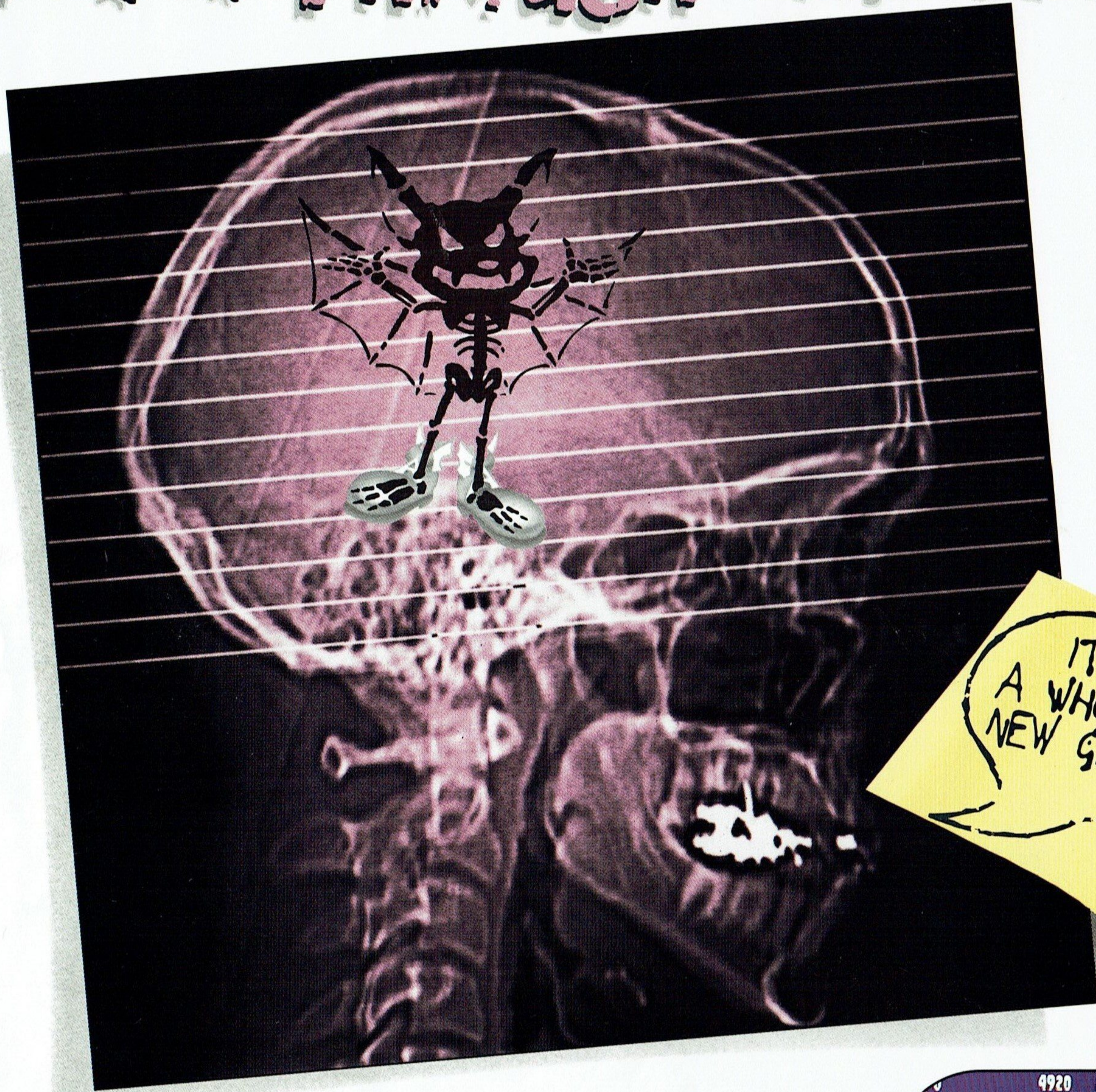
THE ENDING OF JUNGLE STRIKE

Finish the last part of the final campaign and you will get debriefed by President Bill Clinton. Then join the celebration and parade!



Aero The Acro-Bat™ 2

Get It Through Your Skull!



**AERO
ACRO-BAT™ 2**



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