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INSIDE!**

SPECIAL 16-BIT PREVIEW ISSUE!

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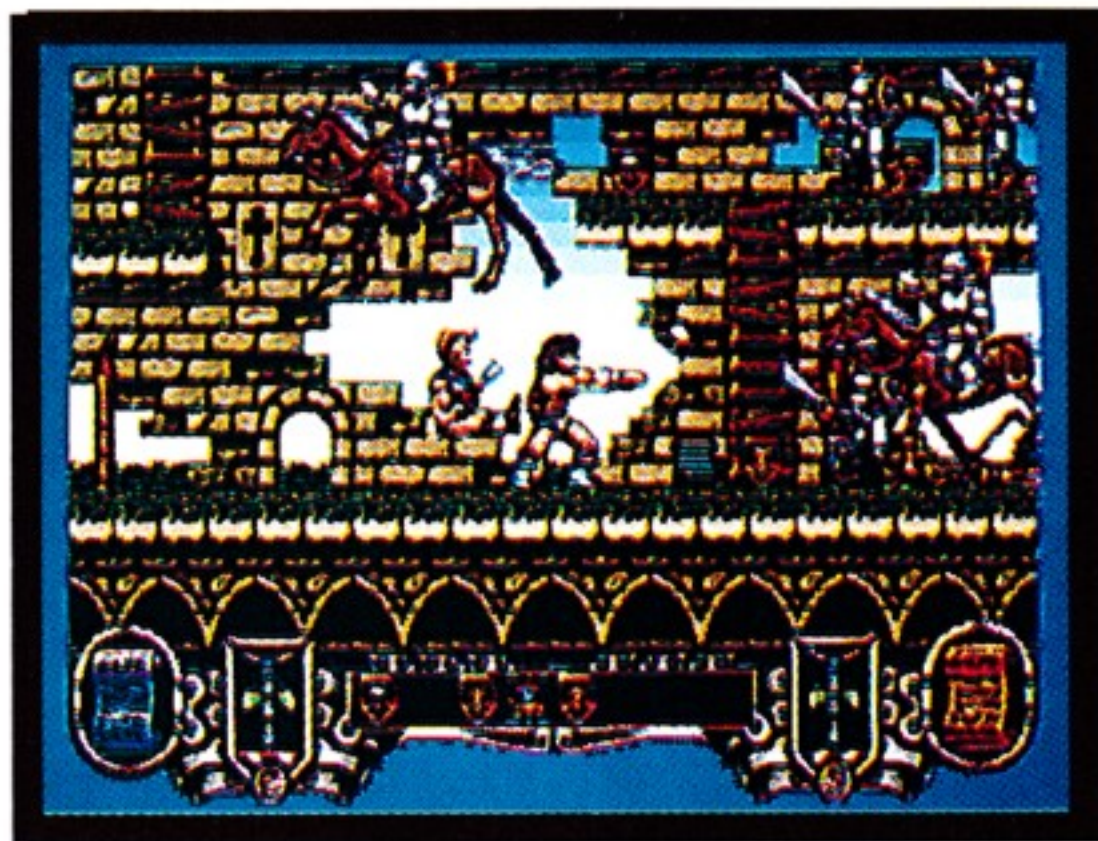


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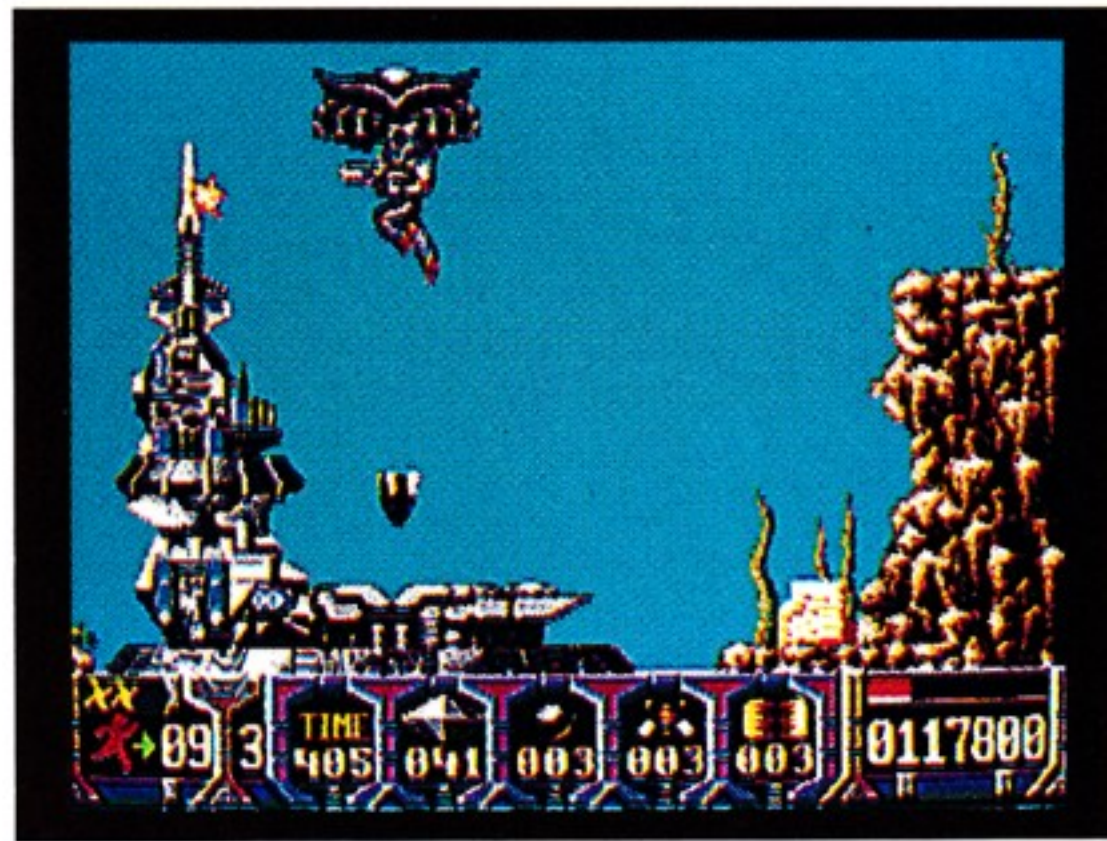


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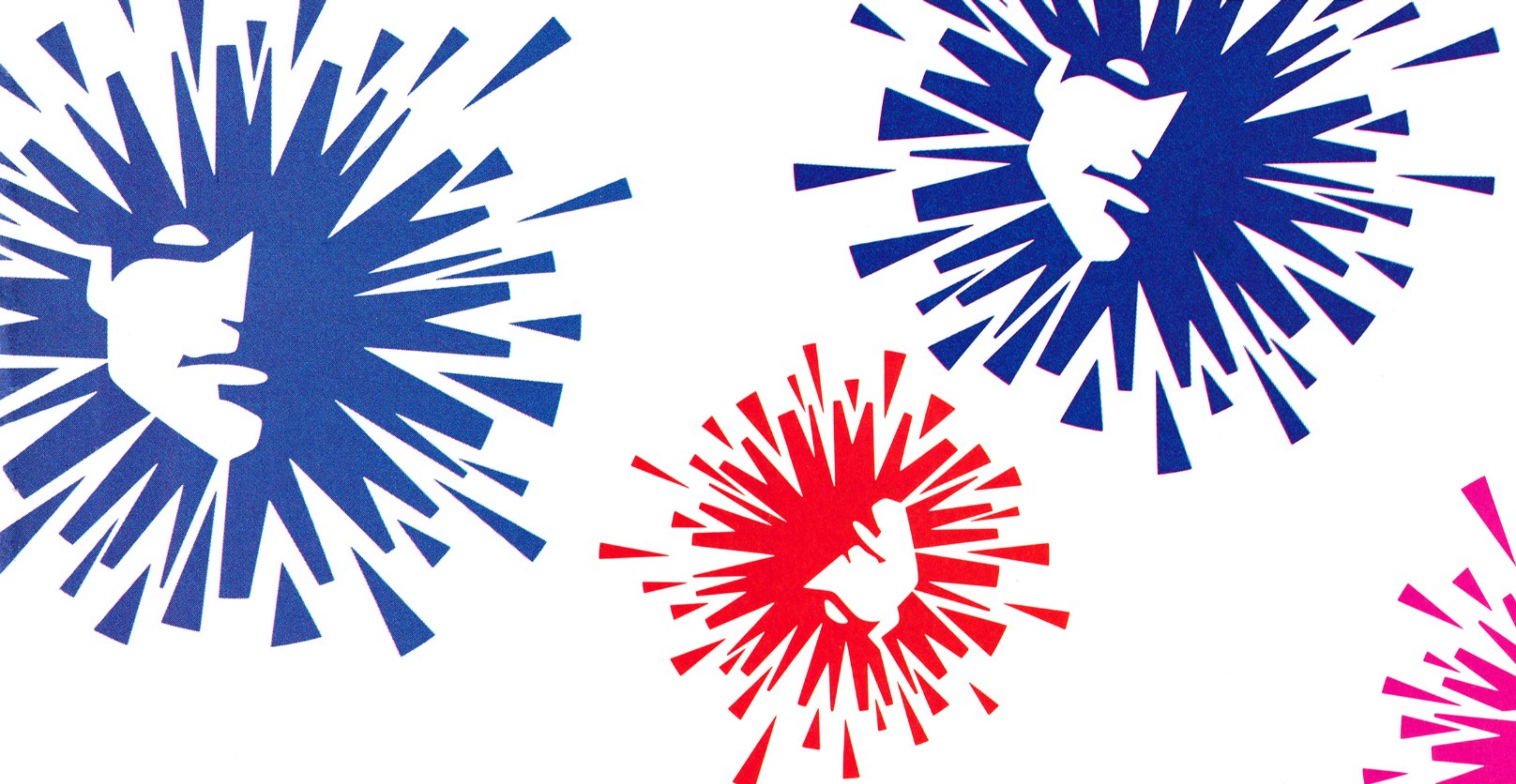
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BALLISTIC.



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We had to go all the way to Tokyo to be able to be the first to play the CD-ROM but it was worth it! Find out how it specs out, and be the first to look at the new CD-ROM games currently being developed!

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Our game experts have been working overtime in order to bring you the best tricks first! Read it here now, or elsewhere in 3 months!

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COMING ATTRACTIONS

It's the best of CES and Tokyo Toy Show! You can't afford to miss the first pix of the hottest titles from both sides of the ocean because nobody else does it! Scope out the newest softs for the Genesis, Mega Drive and Game Gear in our 11 page special!

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GENESIS DOES..

It's an action packed issue! Don't miss the super 4 page Fact-File on Streets of Rage, followed by the great Capcom shooter - Mercs. Ballistic has the best version of Turrican yet, and EA is back with more sports - NHL Hockey!

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Looking for a good shooter? Zero Wing from Toaplan is the newest from across the ocean.

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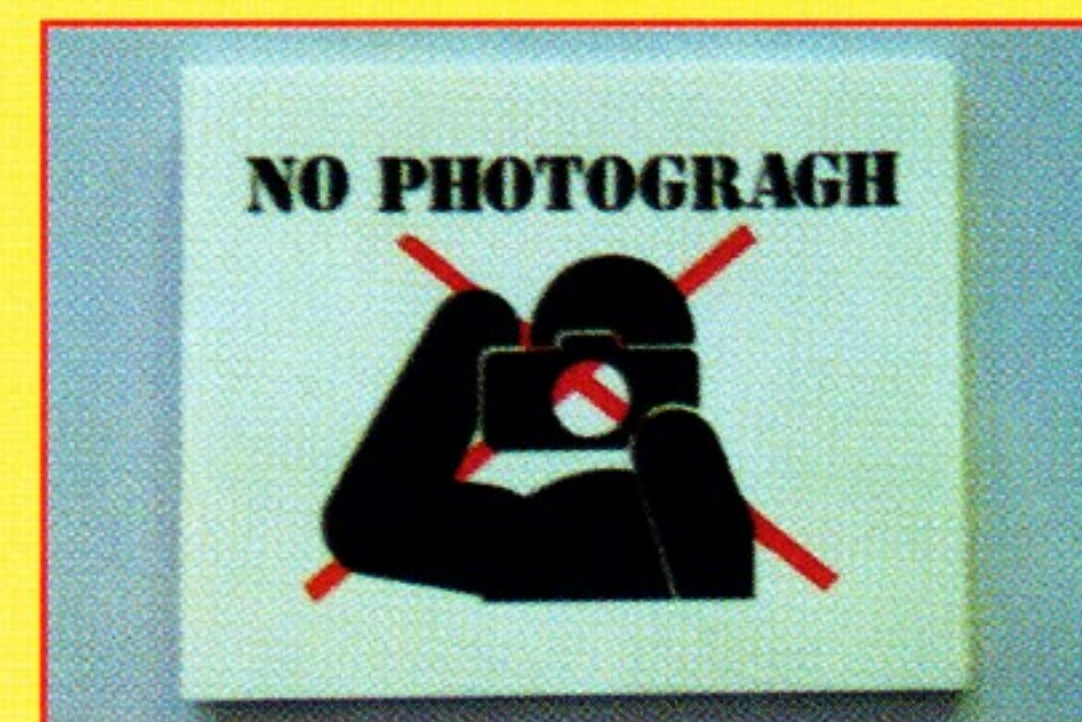
REVIEW CREW

Is Fantasia as good a game as Castle of Illusion? Can Streets of Rage blow away Final Fight? The answers will surprise you! The best game players in the country, give you the only honest, hard-hitting, unsugar coated reviews of the current Sega titles.

64

GAME OVER

Bart outdances Michael J. as he goes all out to show us the ending of Moonwalker!



This is but one of the problems we ran into at Tokyo Toy Show!

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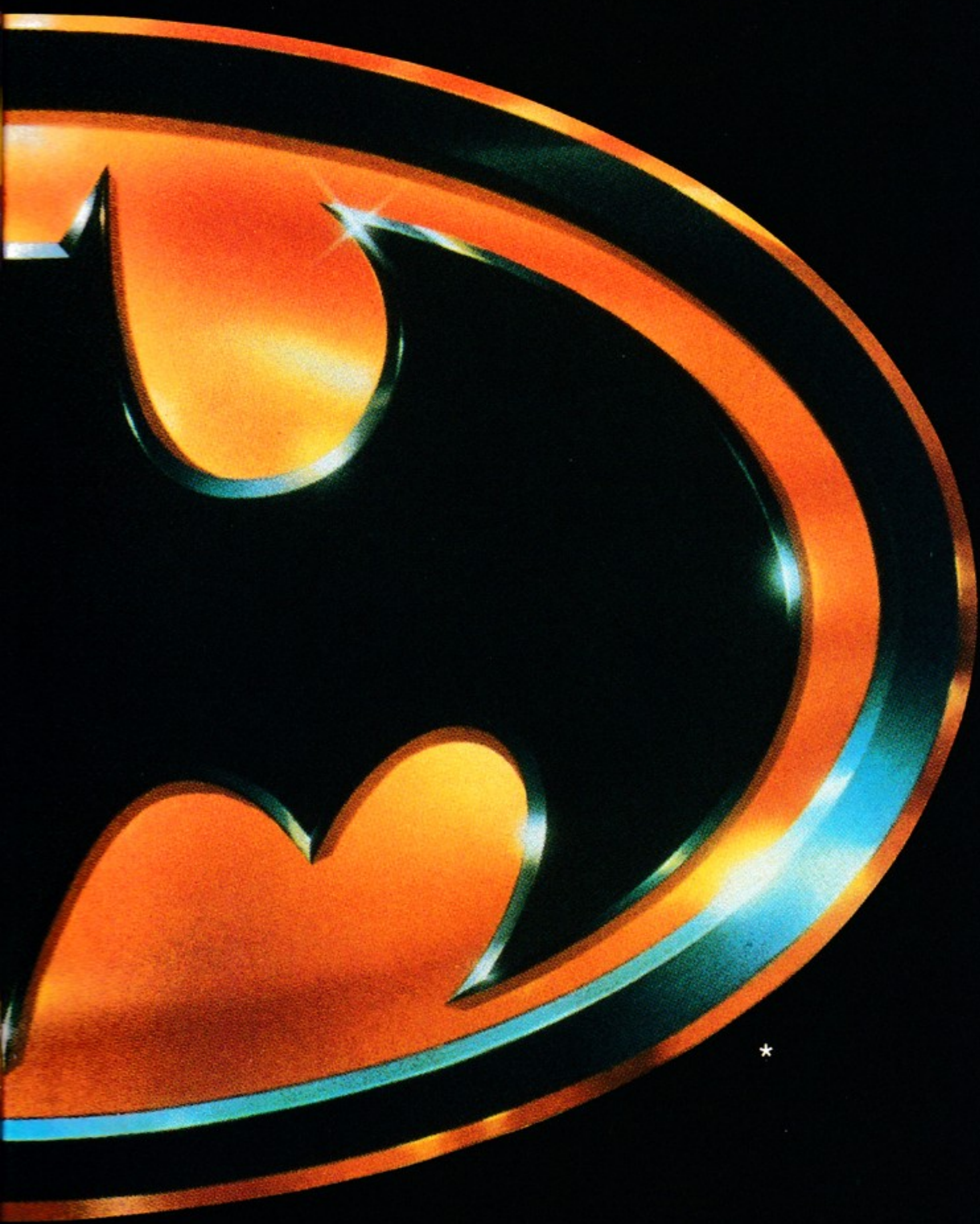
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MEGA PLAY

**The All-Sega™
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CD-ROM, NOW A REALITY!

It finally happened! After a year of patiently waiting for some kind of sign, Sega officially unveiled the long awaited Mega Drive CD-ROM at Toy Fair in Tokyo on June 6, 1991. And after seeing it in action (officially named the Mega-CD-ROM) we were very impressed. It's performance was better than anything we had even hoped for! Having seen it unofficially just sitting on a shelf the day before at the Summer CES, we weren't too excited. It didn't have any buttons, switches or other nice bells and whistles. Just a box with a couple of lights. It didn't look as good as the TurboGrafx CD-ROM.

But when Sega of Japan let us try it out, our opinions changed fast! The demo of the full screen, full motion video was unbelievable! There wasn't a trace of the typical black screen when the unit went back to access more data.

The second demo was an example of how the new processor could do rotation, scaling and zoom all in the hardware. Previously these functions could only be done by a lot of hard work in software programming. We saw the typical Sega logo come screaming across the screen and stop so fast that it compressed itself as if it hit a tree. It then rotated in all three dimensions and smoothly scaled off into the distance.

Segments of some of the upcoming Japanese games followed. A highly detailed Phantasy Star-type RPG, a quest/adventure game with spectacular intermissions and a military simulation were shown. Again, never was there a hint of blackout for the telltale access time. When Sega says they are using a new high speed laser pickup they really meant it!

And to back up all the spectacular demos, the specifications are truly state-of-the-art. Sega waited until NEC committed themselves as to the memory size of their new CD-ROM and then they went one better! Six megabits of RAM is more than adequate for the present and even the foreseeable future! And the CD-ROM processor clocking out at a blazing 12.5 MHz is unbelievable. Eight channels of PCM sound should easily make voices sound like REAL speech.

A lot of thought and planning went into this super CD-ROM and the lucky Japanese players will get to buy their units in only a month or two! We'll have to wait until Spring to get our U.S. version.

But all this technology doesn't come cheap. Sources indicate that the list price might be around \$370 in Japan. That's a lot of money! But, considering that we're getting a second 16 bit processor in addition to a super fast CD player, the price seems a bit more palatable.

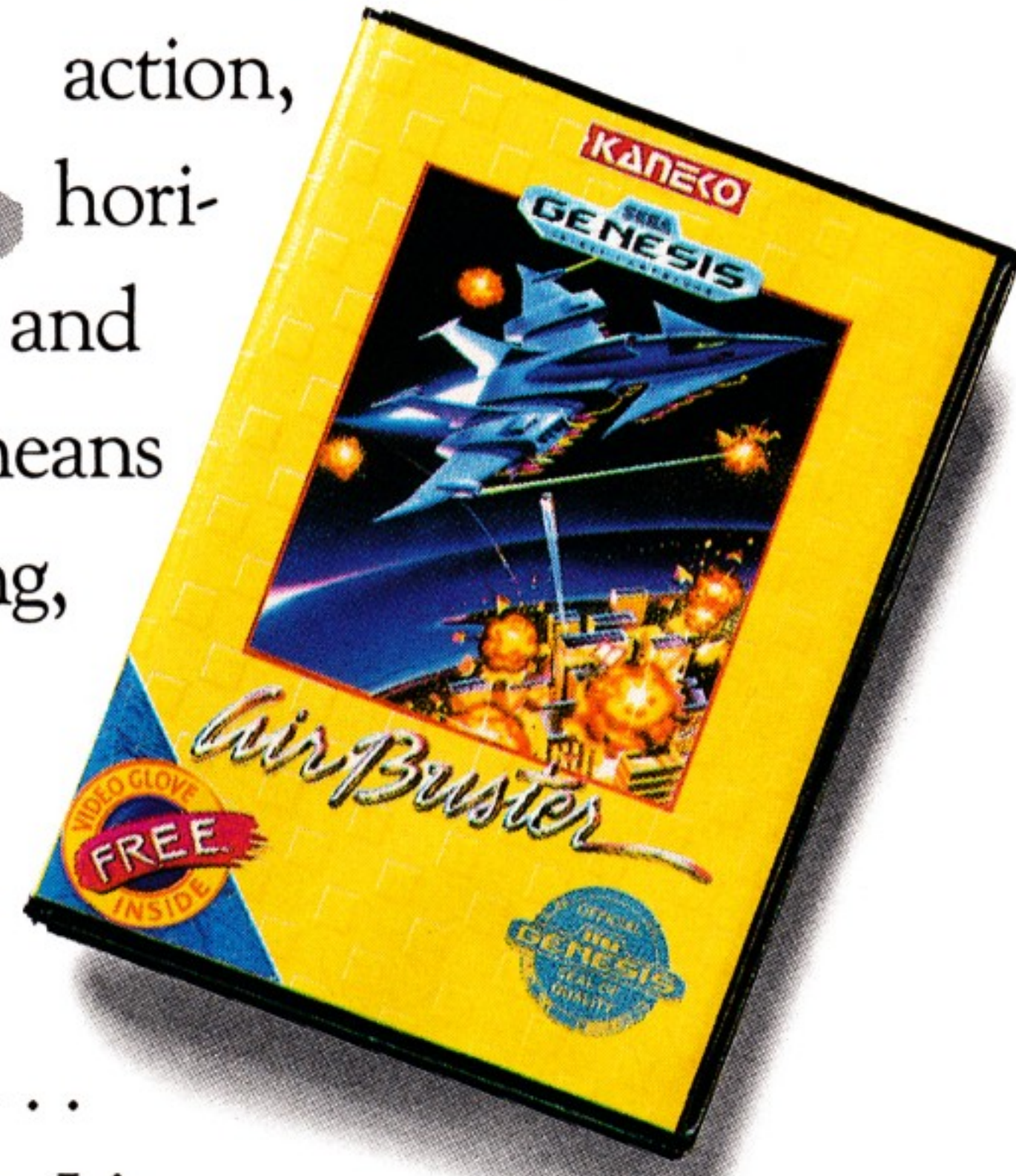
What do you think? Would you pay \$350 + for the CD-ROM when it comes out over here? We'll publish your responses in an upcoming issue!

ED SEMRAD
Editor



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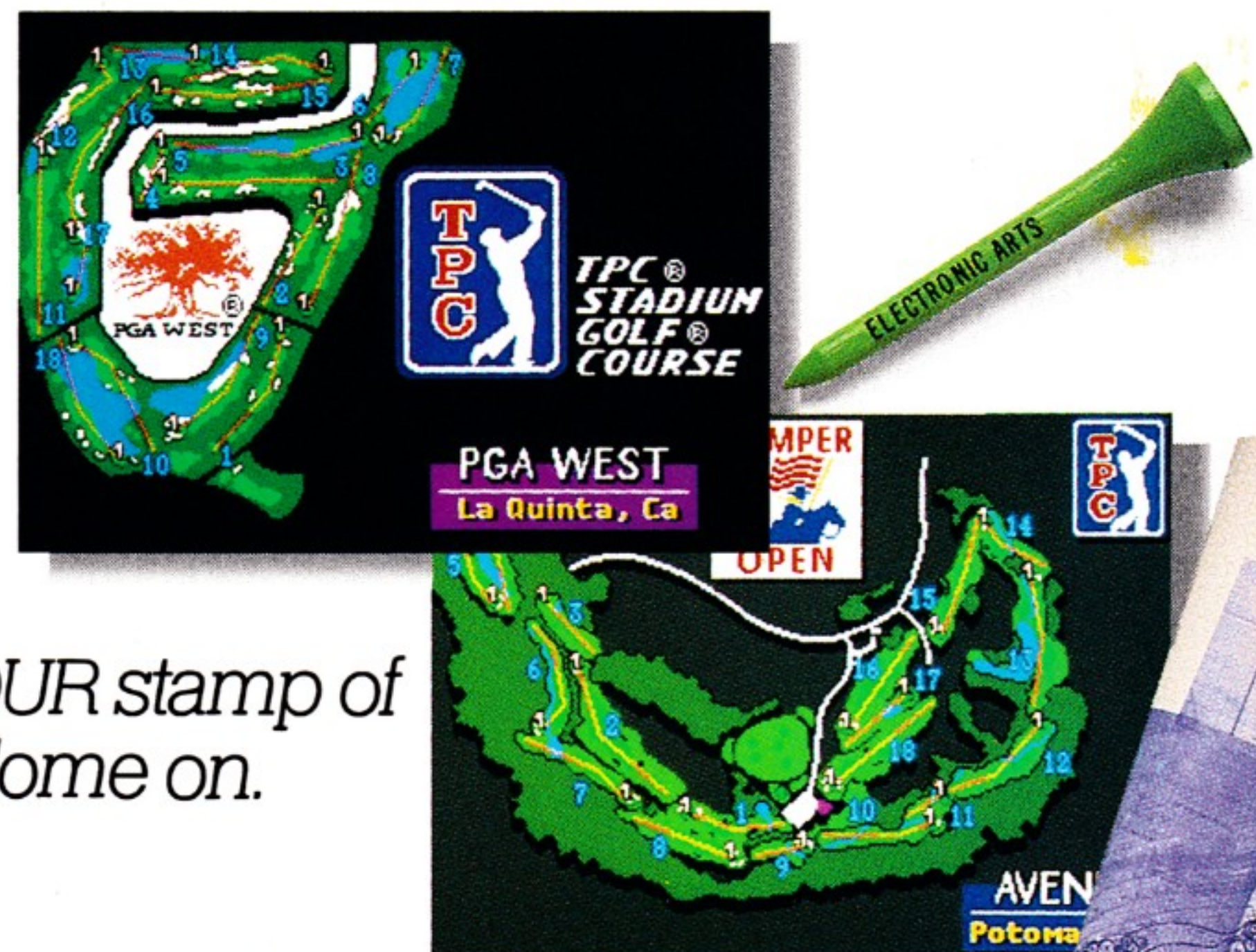
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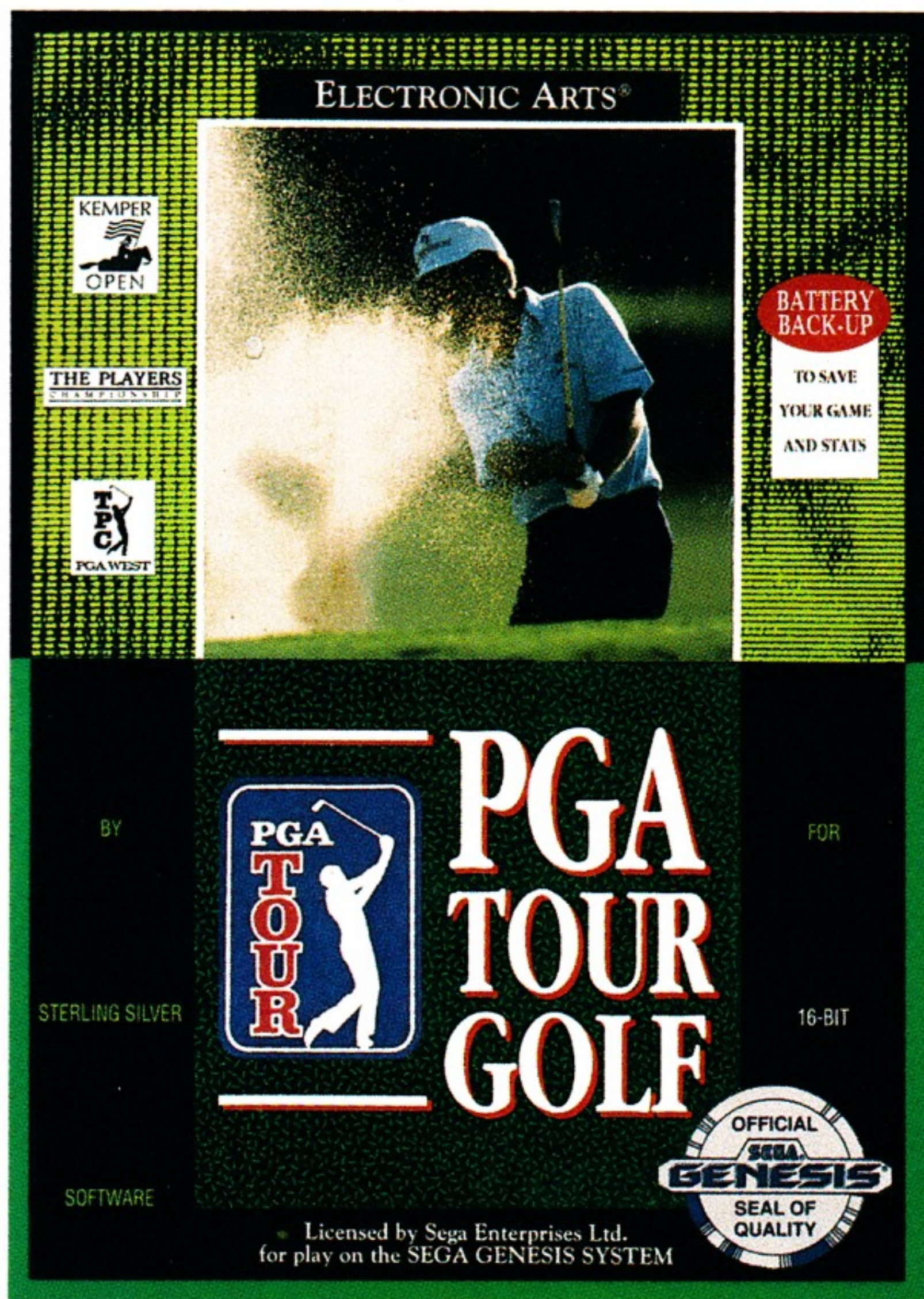
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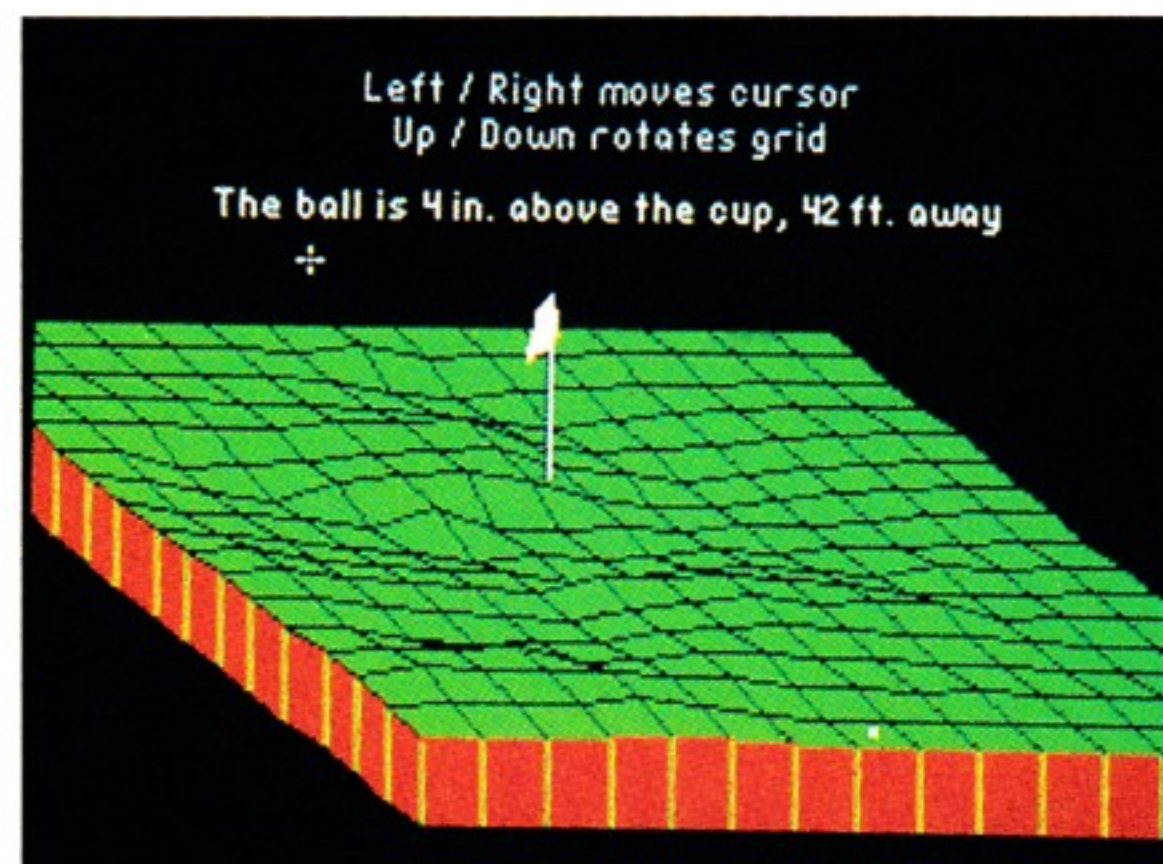


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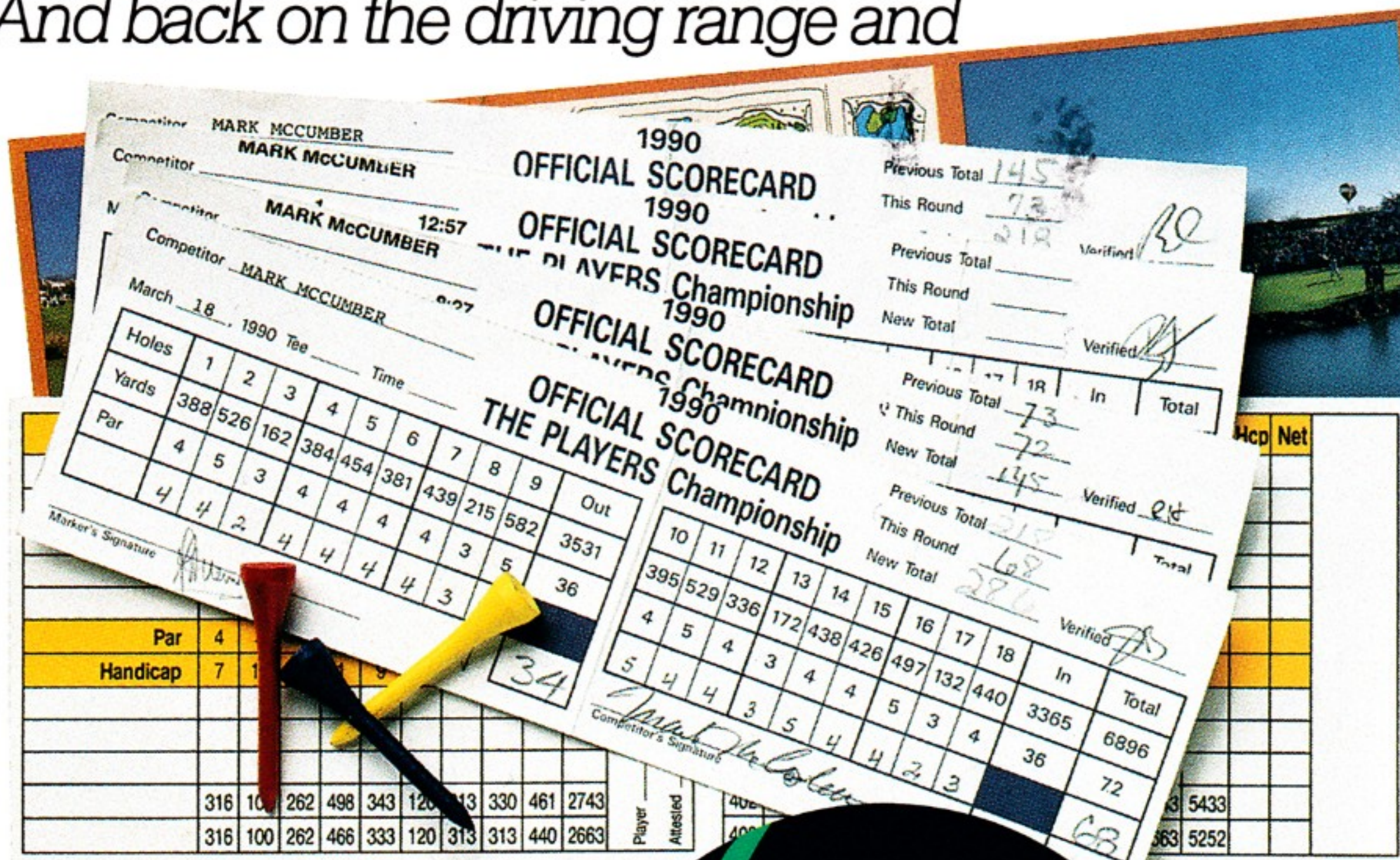
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MEGA MAIL

29¢

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MEGA-CD-ROM..WHEN?

I have a lot of questions to ask you. Since you always have the latest info on the newest products what can you tell me about the Genesis CD-ROM? Nobody, I mean nobody, knows anything about it. Since your magazine is devoted entirely to Sega, tell me what's happening with this new peripheral. Will the Genesis CD-ROM be compatible with the Japanese unit? What games will be coming out? And, will it play normal CD's?

**Gene Simons
Topeka, KS**

I think the Genesis with the CD-ROM is really going to blow away the Super Nintendo! There are some things that are still unclear. If the Turbo CD plays music CD's and the Genesis CD plays music CD's will the Genesis CD-ROM then be able to play TurboGrafx CD-ROMs?

**Sam Binghamton
New York, NY**

If the Mega Drive CD-ROM is coming out in Japan in fall, why do we have to wait another six months before it comes out over here? I think we should get it first or at least the CD-ROM should come out the same time in both countries.

**Raymond Burke
Los Angeles, CA**

Mega Play is the greatest! I love your reviews and the previews of new games is unbelievable! I don't know how you do it, but keep up the great work! I have a question about the CD-ROM. I just can't wait for the U.S. to finally get around to bringing out the unit over here. If I buy the Japanese unit will it play the U.S.

CD's when the system finally comes out over here?

**Keith Tornton
El Paso, TX**

I am hearing a lot about a few new CD formats. CDTV and CD-I are the newest. Since the Genesis CD-ROM is also very new,

will it be able to play either of these discs?

**Earl Davis
Atlanta, GA**



The awesome Mega-CD-ROM will be out in Japan this Fall!

(Ed. This is just a small sample of the thousand plus letters that we have received from readers asking questions about the CD-ROM. Make sure you read our Hi-Tech section for more information about this truly spectacular unit.

As to the questions: We believe that both the Japanese and American units will be interchangeable. While Sega could make the U.S. unit different, that is highly unlikely. First, the TurboGrafx and PC Engine CD-ROM's will play discs from either country. And second, Sega will most likely want to keep the units the same to reduce production costs. If this is the case, expect the discs to be interchangeable also.

While both the Turbo and Genesis CD-ROM's will play music discs, the operating systems in each machine are different. Discs for the Turbo (or any other CD machine for that matter) will not work on the Genesis. This, unfortunately, includes the CDTV and CD-I discs.

As you can see from the pictures of the first CD games on page 18, the CD's have a lot of Japanese text. Also these games are not the best for the U.S. market. Because of this, Sega of

America has decided to hold off releasing the unit without a good supply of high quality games.)

MORE GAME GEAR CARTS!

I think the Game Gear is the best portable system on the market. I have every U.S. game and I plan to buy the tuner as soon as it comes out. Trouble is, there just aren't enough games! I could buy the Japanese carts but I'd rather buy American. Do you see any relief in sight for us loyal GG players?

**Todd Frantzen
Phoenix, AZ**

(Ed. Relief is in sight Todd! The Game Gear has been selling quite well and the more systems that are sold the faster the third party Genesis licensees will start producing Game Gear carts. A few are seriously looking at bringing over their softs from Japan. Kaneko is working on the Berlin Wall, Bignet is thinking about releasing Junction and Namco has a couple of carts they are considering. Sega continues to crank out two per month and for October look for Joe Montana Football and a fantastic version of Out Run.)



Joe Montana Football is coming in October for the Game Gear!

SONIC HELP..!!!

I have some questions about the great game Sonic the Hedgehog. Have your experts found a stage select yet? Any help would be appreciated. Also could you tell me if there are any secret rooms in any of the six zones?

**Greg Banks
Bethel Park, PA**

(Ed. Your wish is our command! See our tricks section for the level select and an exclusive extra special trick! Yes, there are hidden rooms in Sonic. Check the Sept. issue of Electronic Gaming Monthly.)



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DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31

Might and Magic		DOGS	LOGS
Year	Age	Exp	Exp
EXP	EXP	N	N
SAT. 10/10/88	12-1	12-1	31
TERRA 11/1	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
DRAG. 10/10	12-1	12-1	31
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DRAG. 10/10	12-1	12-1	31



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MEGA DRIVE CONVERTERS

I have some serious Sega questions. First of all, I love your mag. Your coverage of sega is way beyond anyone else's. And that is why I am turning to you for advice. In one of the advertisements in your magazine I read about Mega Drive converters. These allow people with Genesis systems to play Mega Drive cartridges. I then went to a video game specialty store and they said that these converters were unnecessary as a technique called 'shaving' would do the same trick. I know you guys are pros at technical advice. What do you recommend?

Richard Duran
Littleton, CO

(Ed. Good question Rich. Each method has pluses and minuses. The converters are basically just a simple circuit board with a male connector on one end and a female connector on the other end. This extender board raises the Mega Drive cart so that it doesn't have to extend down into the cartridge port of the Genesis. These extender boards are expensive but they are convenient. No modifications to the Genesis are necessary.)

The 'shaving' of the cartridge port you mention is cheap but it will void your warranty. If you aren't careful you could also damage the mother board inside the unit. The easiest and safest method is to buy the extender board.)

UNSAFE TRICKS...

I have been getting all of your magazines for almost two years now. I literally memorize everything that you say because my friends look to me as an expert. Much of my expertise, I must admit, comes from reading your magazines.

One thing I have noticed that you never talk about are the tricks that involve popping a Genesis cart and replacing it with another game. Is there a reason why? Will it damage the Genesis? Please answer this question as it's important!

Michael Young
Providence, RI

(Ed. Right after we found out about this 'trick' almost two years ago, we contacted Sega and asked them that exact same question. Their response was that they do not recommend removing cartridges while the system is on. The technical experts at Sega of Japan echoed that statement. That is why we don't print those types of tricks. You've paid a lot of money for your system and if it dies it is your loss and not that of the mag who publishes the trick. We believe that there are enough good tricks to publish and we don't have to fill space with tricks that involve questionable methods.)

BITS OR BYTES??

When I hear your magazine and other magazines talk about game memory and system memory, I hear you use the word "megabit". Don't you know that is wrong! Don't you know that the term is actually megaBYTE?

Mark Hancock
Edinburg, TX

(Ed. Yes and no Mark. Either term is correct if it is converted properly. Computers, which contain and manipulate very large amounts of memory, normally use bytes while game systems and cartridges use the expression bits. Why? Because it sounds better saying a cart has 2 megabits of memory instead of 0.25 megabyte. One byte, as you know, is equal to 8 bits.)

MORE SMS GAMES!

I am a proud owner of a Sega Master System. I own over 40 cartridges and the 3-D glasses. While the Genesis looks nice I am quite content with what I own. But, what my problem is, I am finding it harder and harder to locate new games. I read your magazine and occasionally you show pictures of a new SMS cart but even then it is sometimes months before it appears in the stores, if ever! Is the Master System dead. Do you have any suggestions as to where I can get new games. Is there a wider variety

in Japan? Or how about Canada or England?

Jarmel Theisen
Hempstead, NY

(Ed. Granted pickings are a little slim now but the people at Sega are working on adding new titles. Some are being developed in Japan but the best source for new Master System carts is England. There are well over a dozen new SMS games in the stores over there right now. If you can get an English game magazine you could order Dynamite Duke, Impossible Mission 2, Cyber Shinobi, Indiana Jones, Chase HQ, Scramble Spirits and more. The future looks even better as Pacmania, Bonanza Brothers and Alien Storm are coming out soon. Watch for a future issue of Mega Play for an in depth article on the games of England.)



Alien Storm for the English Master System is coming soon!

WHERE ARE...?

In a past issue you showed a picture of a game that looked like Cal 50. Was that it and is it coming out soon?

Bruce Evensen
Fargo, ND

I like vertical scrolling shooters. One game that I saw once was Raiden. Later I saw it listed as a Super Famicom game. Was there a change in what system it would come out on?

Pete Stuber
Miami, FL

(Ed. Mentrix is doing Cal. 50 and Bignet will have a Genesis version of Raiden out by the time you read this!)

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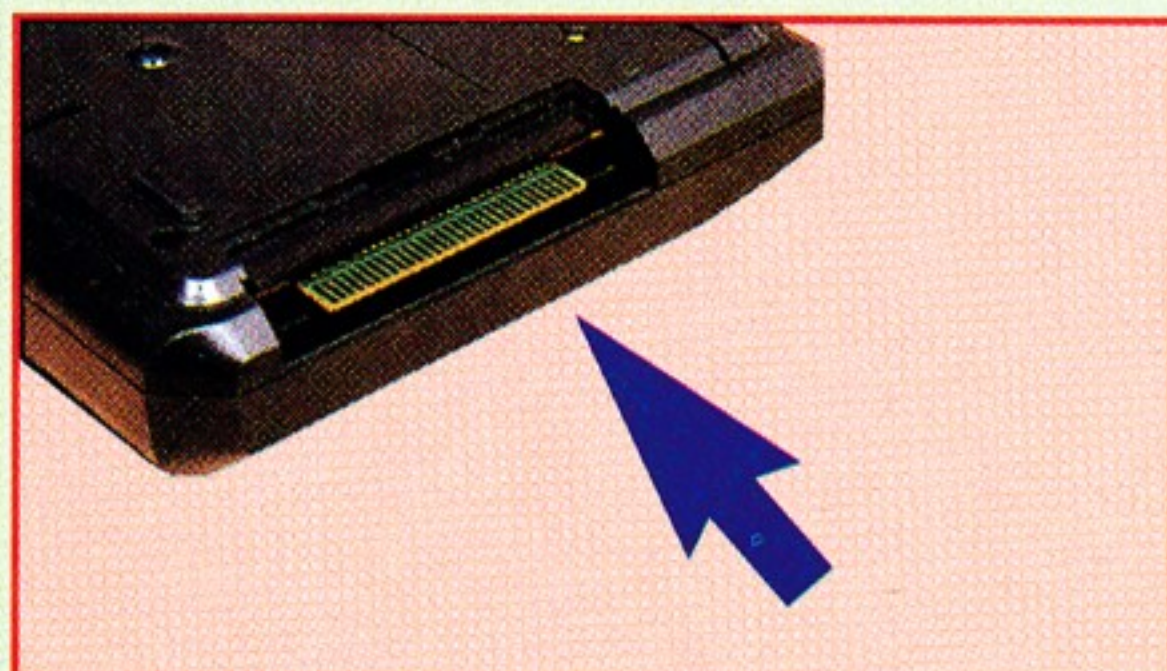
HI-TECH SEGA

SEGA UNVEILS MEGA-CD-ROM IN JAPAN!

Sega of Japan unveiled their long awaited Mega Drive CD-ROM drive on June 1, 1991 at the Tokyo Toy Show. Called the Mega-CD-ROM, this new peripheral, will not only increase the usefulness of the existing 16 bit hardware by being able to play music CD's and new high memory games, but it goes beyond all existing CD-ROM technology (TurboGrafx) in that it actually works in parallel with the base game machine!

SUPER FAST CPU!

The Mega-CD-ROM is able to do this because it contains it's own 68000 processor. Not only that, but this new chip is running at a clock speed that is over 50% faster than the one found in the Mega Drive/Genesis. The Genesis CPU runs at about 7.5 MHz while the Mega-CD-ROM chip is



The Mega-CD connects to the expansion port on the side of the Mega Drive.



Sega's new Mega-CD-ROM is coming to Japan this Fall!

running at an incredible 12.5 MHz! In addition this chip will be able to do the game rotation, scaling and zoom functions automatically in the hardware. Previously the Genesis could only do these nifty tricks in the software - a very difficult task for the programmers to build in.

HUGE AMOUNTS OF RAM

One of the reasons why there was so much secrecy about the Mega-CD-ROM was because of what the competition (PC Engine) was doing. Because NEC of Japan was also working on a memory upgrade and a CD-ROM2 project, Sega had to keep it's specs top secret. If NEC found out that Sega was going to put in 6 megabit of RAM then they would have included more. It would have escalated into a 'num-

bers game'. But with everything kept secret, NEC came out with 2 meg and Sega then announced their 6 meg.

SPECTACULAR AUDIO!

Since Sega went all out in the memory department, they didn't want to neglect the audio portion. There is a total of 512k set aside for PCM audio. There can be a total of 8 channels of sound, more than enough to reproduce great music or even voices.

NOT CHEAP!

All of this high technology does not come cheap! Sources in Japan are estimating that the Mega-CD-ROM will list for about \$370. But, since it will do more than just play CD's - it will actually improve the game system, the extra cost will be worth it in the long run. As for the U.S. the unit will remain the same but it will not be brought out until 1992. The price has not been determined either.



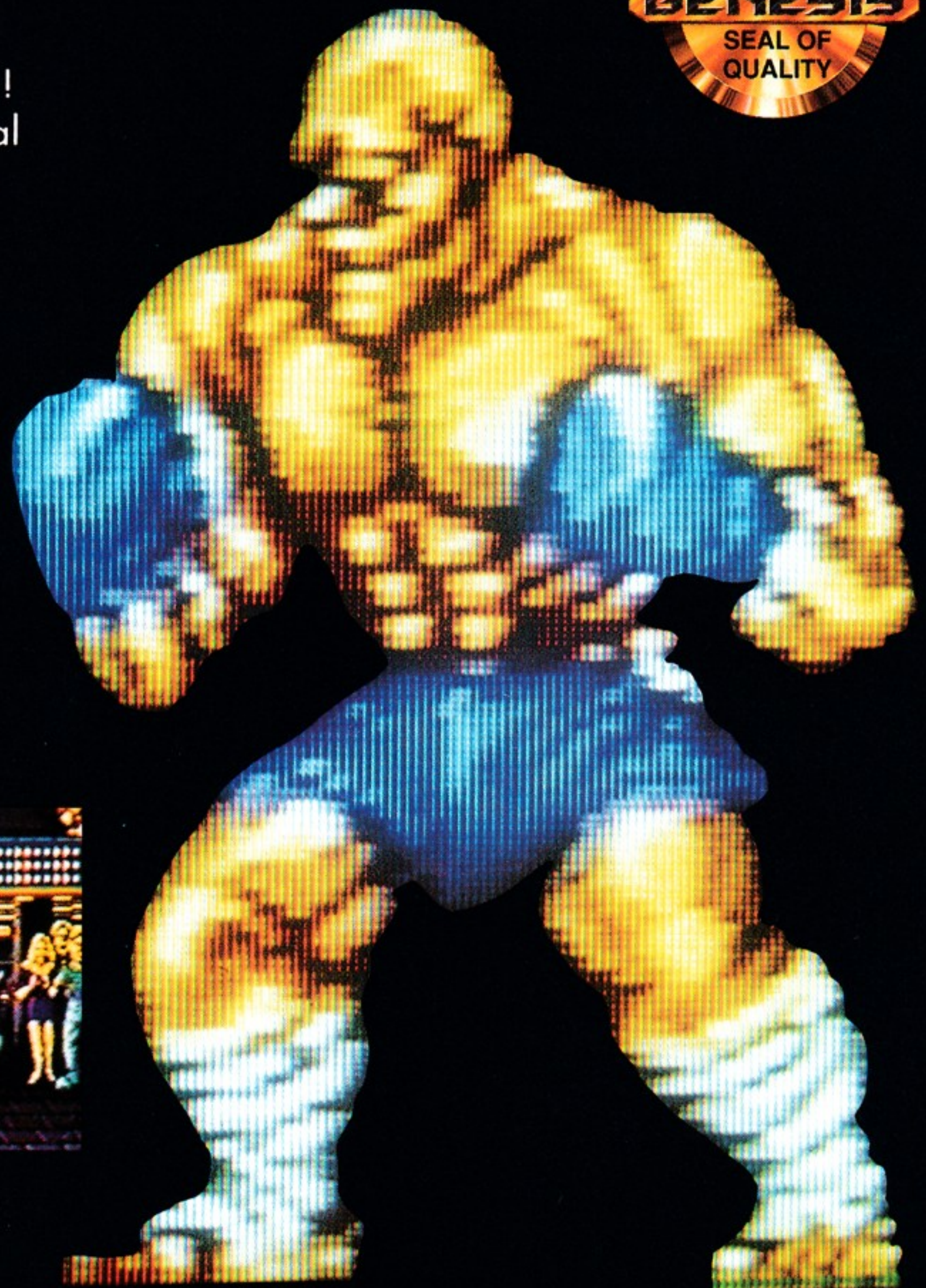
The Mega-CD-ROM will play the music CD's as well as games!

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NOSTALGIA 1907 TO BE NEW CD-ROM SOFT!

The only playable Mega-CD-ROM game at the Toy Show was a graphic quest/mystery game by Takeru of Japan. Adapted from a computer game, this CD-ROM title puts you on a luxury liner in the year 1907. You must explore the entire ship from stem to stern, examining everything and talking to the all of the people on board. The screen is divided into two parts, with the top half being the visual portion as you would see it through your eyes, while the bottom half contains the text which includes any dialogue with the people and information about the items or clues that you discover.

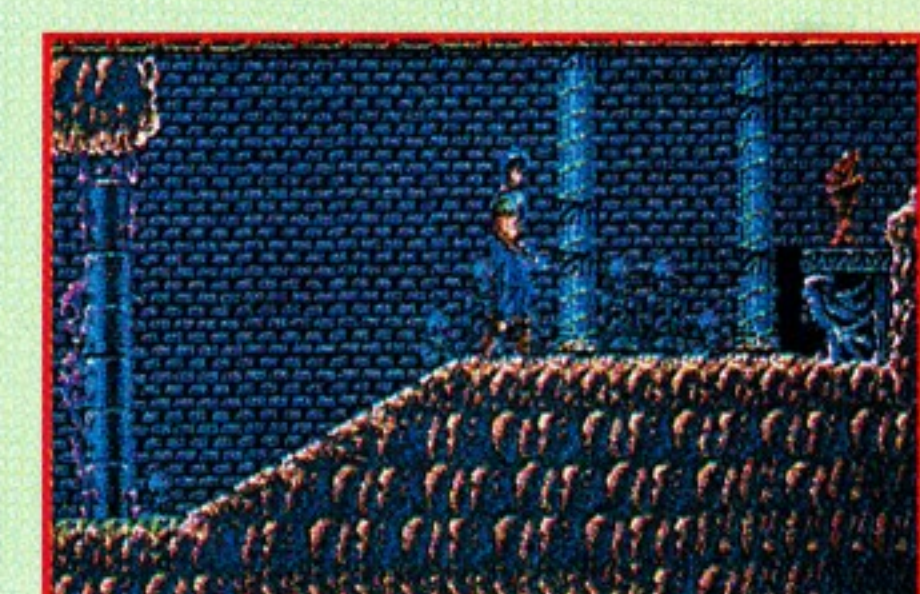
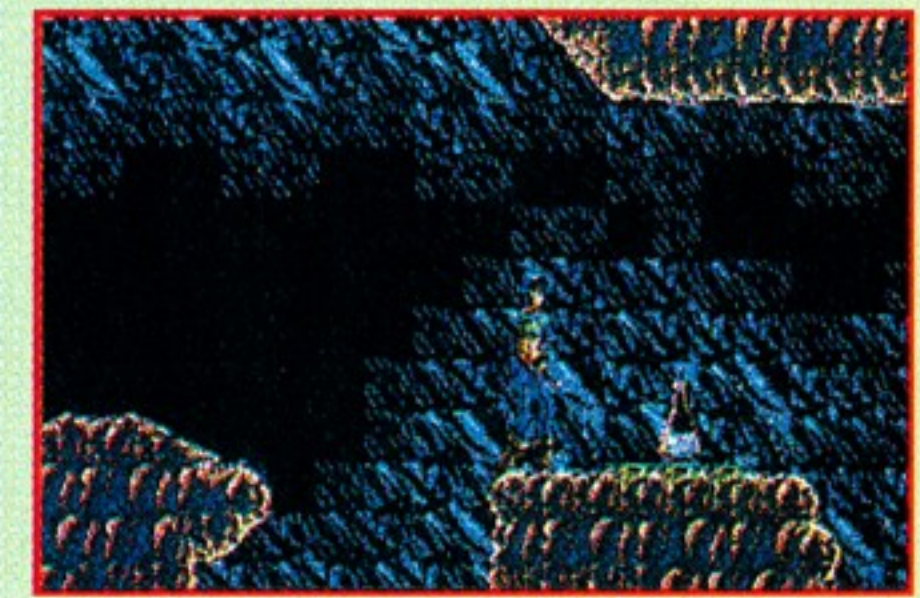


One of the first third party game will be a quest/mystery game!

NEW CD-ROM SOFTWARE IN DEVELOPMENT!



Other games are in development. Virtually every third party licensee has at least one CD game but only a few were on display. One was a 'hexagon-type' battle simulation, a second was an RPG similar in concept to the Phantasy Star series and the third was a quest/adventure soft. Each was only running in a demo mode and unplayable at the show. They are scheduled for a December release in Japan. Because the software is still a ways away from production, Sega of America decided to hold off introducing the Mega-CD here in the states until next year when the software is farther along in development.



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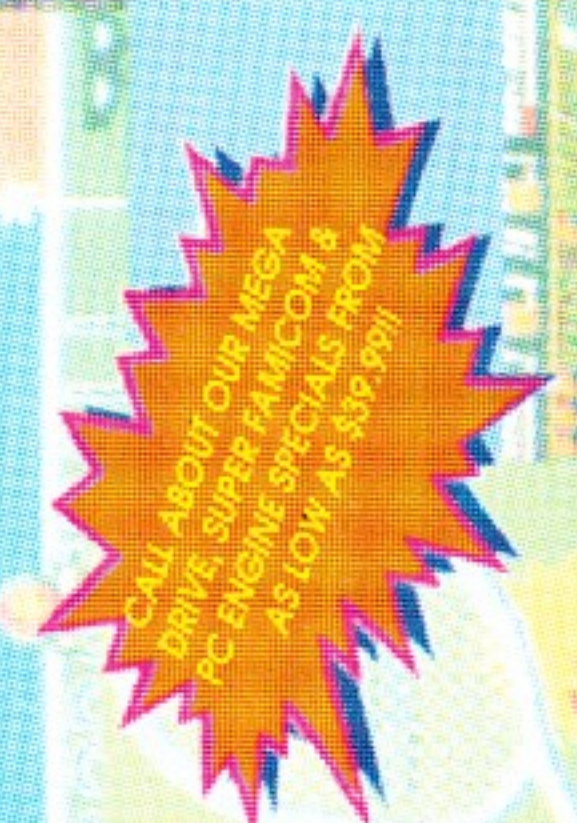
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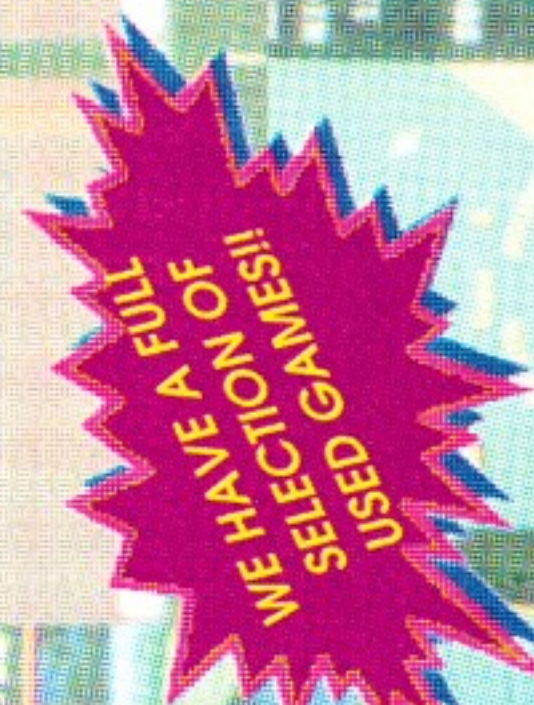
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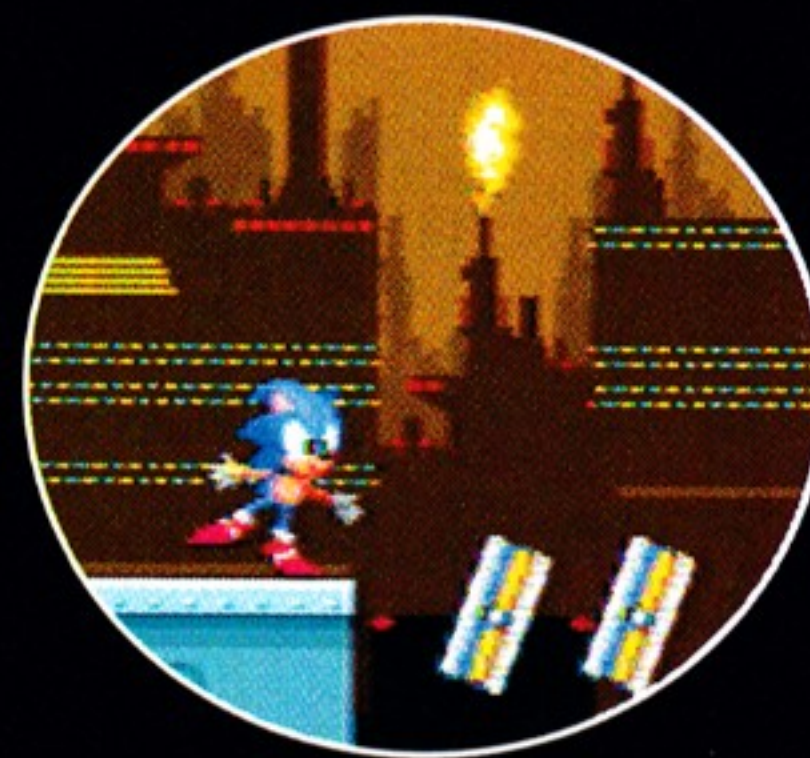


MEGA TRICKS!!

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SONIC THE HEDGEHOG (Sega/Genesis)

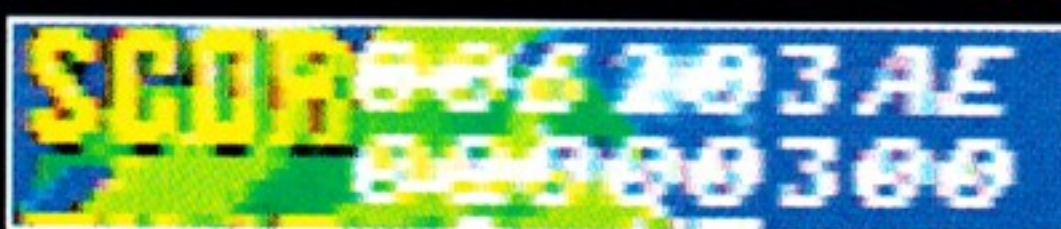
Stage Select - There is a way to select any level that you want to play on in this incredible game. To get to the Stage Select all you have to do is wait until the title screen appears and press UP, DOWN, LEFT, RIGHT. You will hear a little ring sound, now hold down BUTTON A and press START. You will go to the Stage Select screen where you can choose you stage or listen to any of the great musical tracks from the game.



* **NOTE:** This trick ONLY works on the first production run of cartridges. After we notified Sega of this trick, they had it removed from the game.

SONIC THE HEDGEHOG (Sega/Genesis)

Debug Mode - Here is a fantastic new trick for this phenomenal new cart. There is a special debug mode that lets you do just about anything you want. To get to it go to the title screen and press UP and C, DOWN and C, LEFT and C, RIGHT and C. You'll here a ring sound, then hold BUTTON A and press START until Sonic appears. To see if the trick has worked look at your score, it should be a bunch of letters and numbers. Press B to get to the Debug. While in the Debug press A to change what Sonic is and press C to place one on the play field. Sonic is also invincible when in the Debug Mode.



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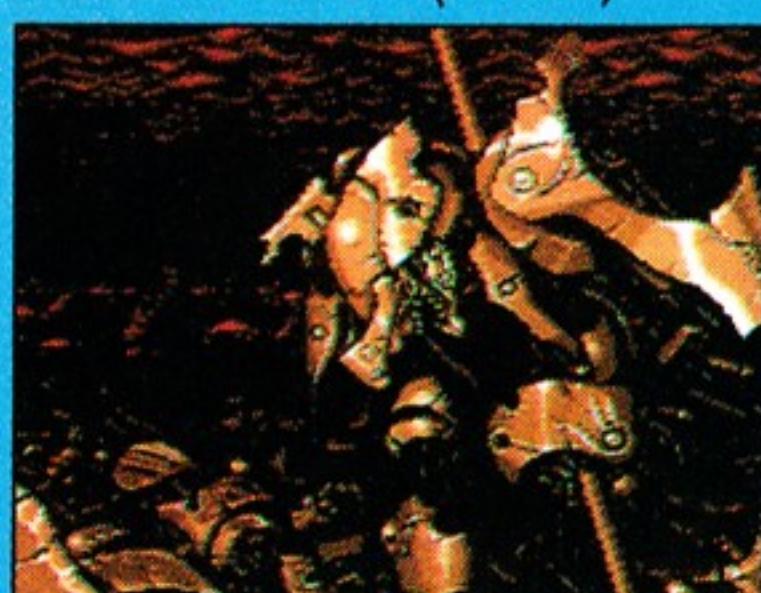
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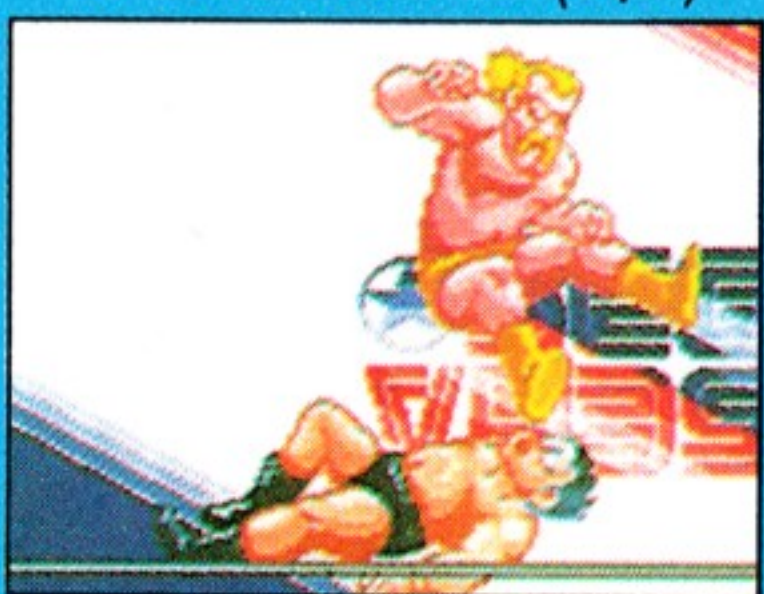
JOE and MAC (SFC)



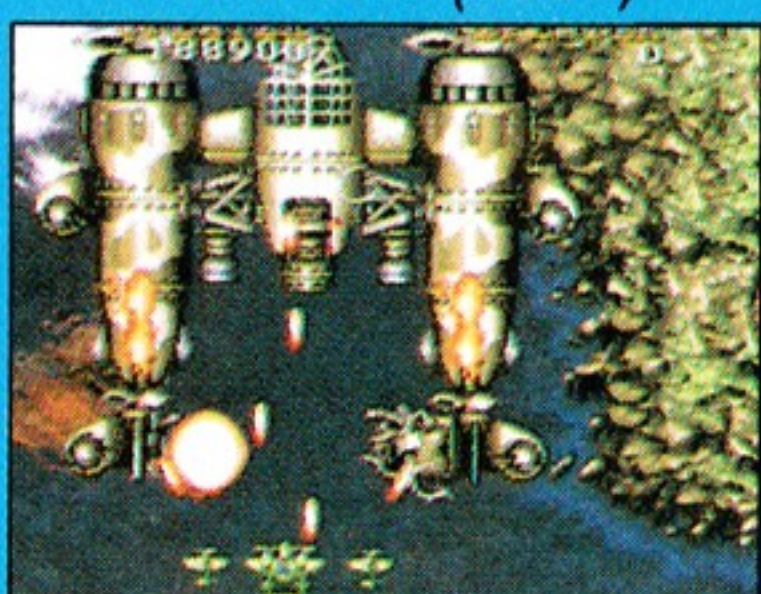
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SONIC THE HEDGEHOG (Sega/Genesis)

Max Out Your Lives - Here is just one of many ways that you can max out the number of Sonics that you have. Play the game up to level 1-2 and then follow these steps.



Get all the rings up to this point and then you must use a light tap to jump over these spikes.



Be sure to get these rings and the shield and then proceed by running to the right.



Roll up and break through the hidden passage and get the Power Sneakers.



Walk onto this platform and keep moving to the right and watch out for the springs.



Jump on this spring to be launch up onto the loop.



It is very important to get the 1-UP and get any rings that you may have missed.



Jump into this tree to get Invincibility and keep going to the right collecting rings.



When you get to the half-way mark jump over it and keep collecting rings.



When you get 100 rings then die and repeat.

BALLISTIC													
CH	NATL	1	2	3	4	5	6	7	8	9	R	E	
St. Louis	B										0	0	1
Tepper	M	302									LF	2301	
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Malloy	RF	310									2B	286	
Rehrer	1B	299									1B	306	
Hillman	LF	294									CF	282	
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Aspen	P	260									C	258	
Rivers	P	239									P	267	
Aspen	EM	---									EM	2.73	
Exchange C position with [X] position													
Player	Pos	B	Av	RR	SH	N	I	S	EM				
Rivers	P	R	239	0	0	12	11	0	3.71				
Tepper	CF	R	302	4	35								

HARDBALL (Ballistic/Genesis)

Special Pitch - If you switch pitchers during the game, substitute the pitcher with a player that is not a pitcher. The new player will have a special pitch called "FAT." It is a rather worthless pitch, but it is something to see.



TURRICAN (Ballistic/Genesis)

First Hidden 1-UP - To start the game out on a good note, run all the way to the left and wait a few seconds. A 1-UP will fall from the sky. Keep this in mind perhaps there are other areas in the game where patience may pay off.



TURRICAN (Ballistic/Genesis)

First Hidden Power-Ups - Right when you begin the game jump up onto the second hill to the left. Now use your lightning whip to uncover the power up box. Keep shooting it until all the power-ups appear and then collect them before they float away.



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STRIDER (Sega/Genesis)

Last Level Short Cut - This trick lets you bypass the No-Gravity zone in the last level and go straight to the orb. To do this follow the next few steps.



Play through the level until you get to this point.



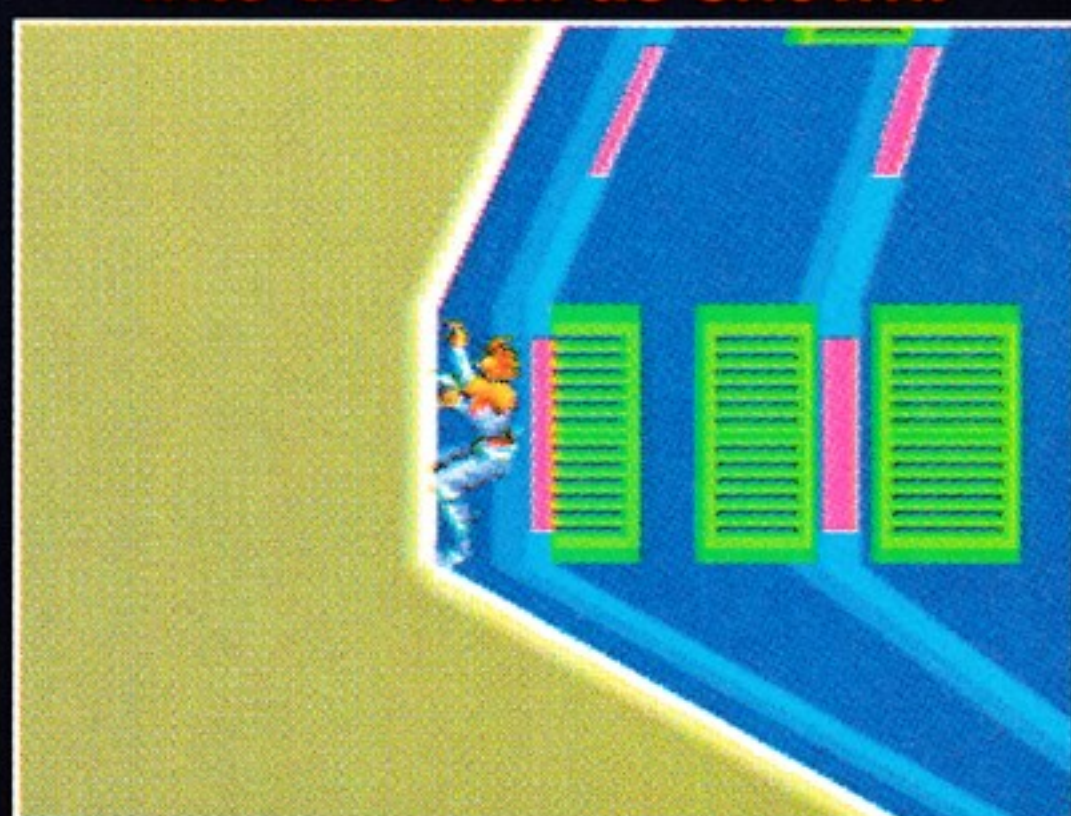
At the foot of the hill jump into the wall as shown.



Keep trying until you get stuck in the wall.



Hold down and rapidly press the jump button to move.



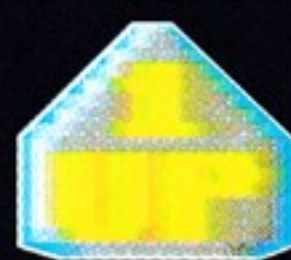
You will eventually pass through into the orb room.



Now waste the orb and move on to the last scenes.

TURRICAN (Ballistic/Genesis)

More Secret Power-Ups - When you get to this spot on the ledge, jump to the left and keep holding left on the control pad. Let go of the pad for about one second and you should land on a rock. Carefully move to the left and you find a platform with a bunch of 1-UPs on it. Go even further to the left and you will get yet another 1-UP as well as a few power-ups.



TURRICAN (Ballistic/Genesis)

Even More Secret Power-Ups - After you beat the first boss, go to the right until you get to the power generators with the spikes. Use your lightning whip to uncover power-up blocks that lead to a bunch of 1-UPs. After you get the 1-UPs then go back down and blow the power-up blocks away for added firepower!



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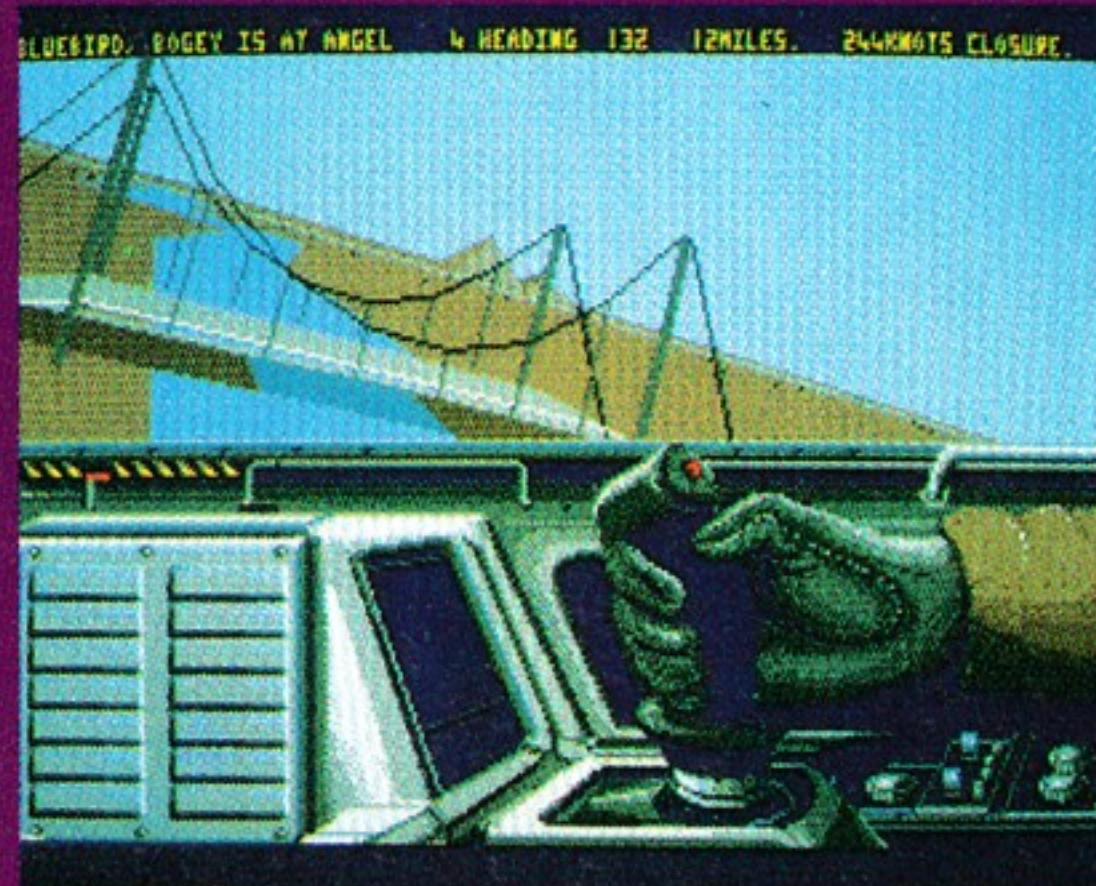
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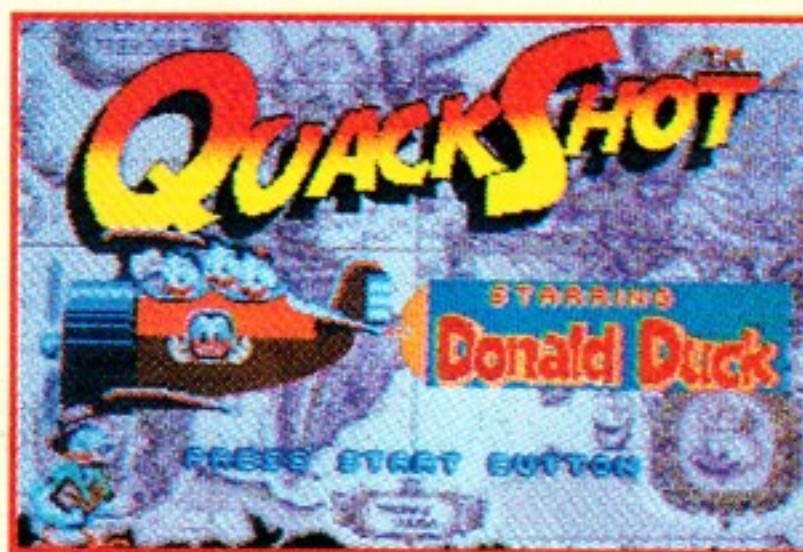
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All of the great animation that we loved in Castle of Illusion is also in Quack Shot!



GOLDEN AXE 2 Sega

The long awaited sequel to the legendary Golden Axe is just a few months away! As you can see from the exclusive preview pictures, the game play is very similar to that of the original game however the graphics have been enhanced. The magic spells (fully powered up) are awesome and are very deadly! Play as any of the 3 characters, each with their own unique traits. It's a whole new adventure with harder monsters to beat and end bosses that will challenge the best of players.



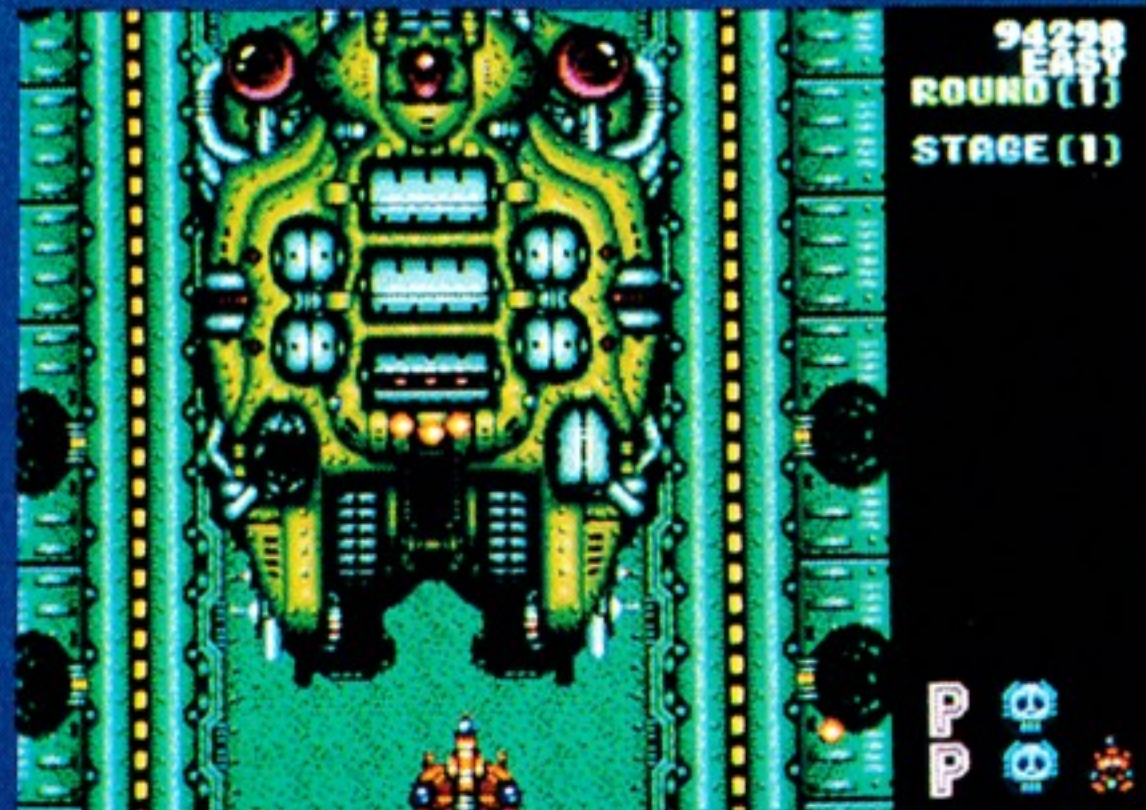
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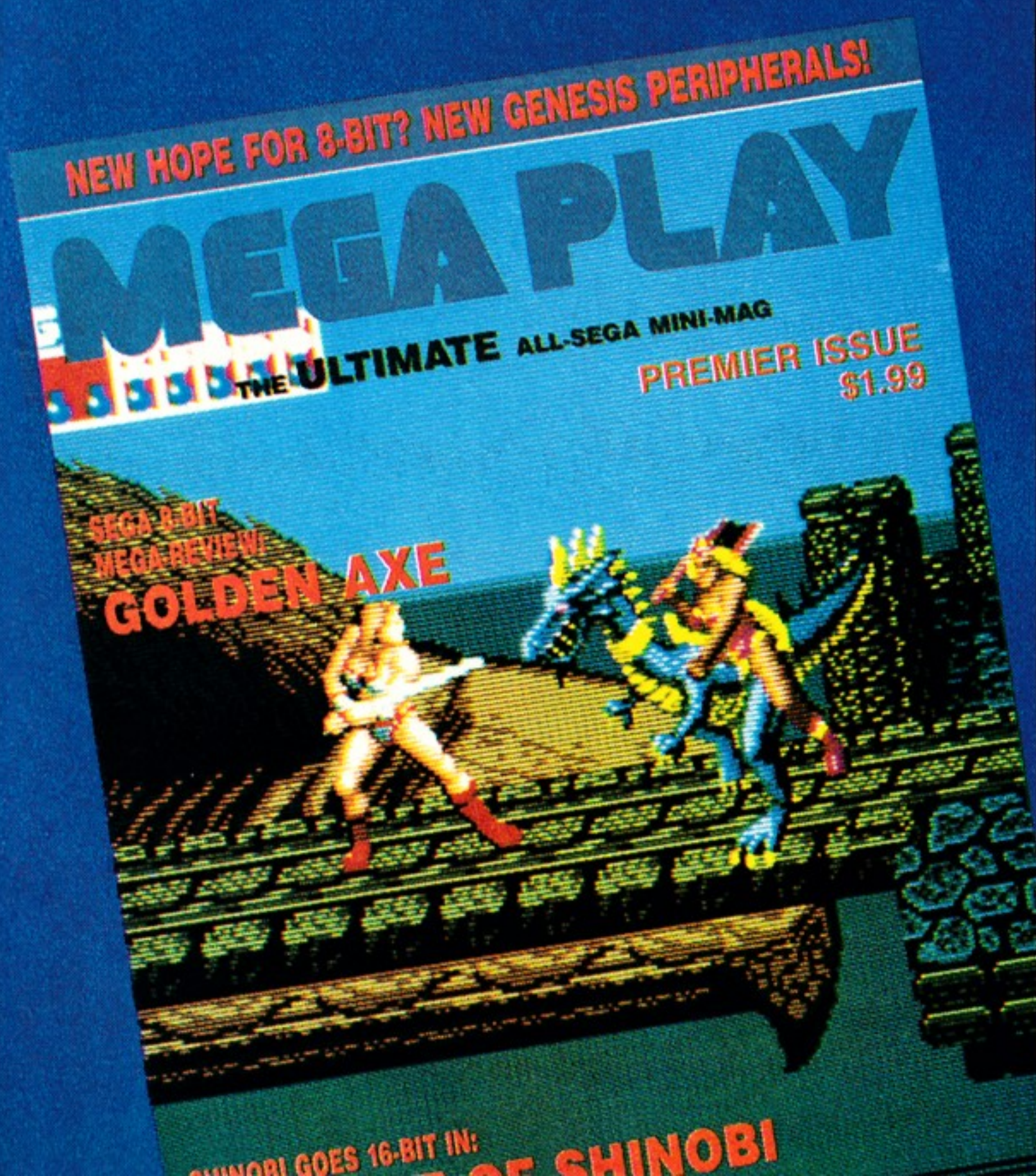
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TOEJAM & EARL

Sega

Toejam and Earl is one of the games which Sega is going to push very heavily this fall. In this you are two hip, cool interplanetary travelers who happened to crash land on Earth. The pieces to the broken ship have been scattered all over the planet and it is your job to recover everything so that you can get back to your star cruising. With a split screen the game becomes a two player cooperative adventure for twice the fun! Watch what you eat and drink (the root beer will give you a bad case of the burps), and stay away from the wild (?) animals.



The pieces of their broken spaceship are somewhere on the planet!



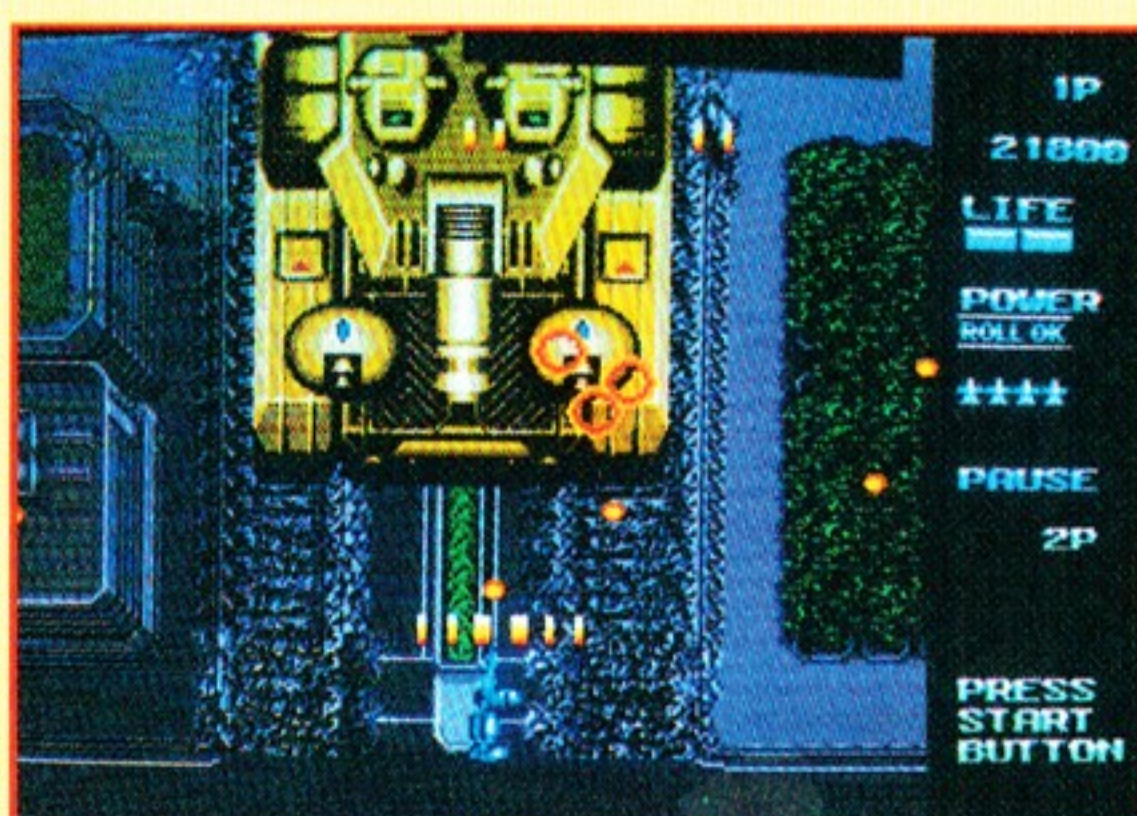
VAPOR TRAIL

Renovation

Right on the heels of Renovation's phenomenal shooter Gaias comes the equally as impressive Vapor Trail. While originally rumored to be a Data East title, Renovation moved quickly and snatched up this super shooter. It's a vertical scroller set in an overhead view and it's nonstop action from beginning to end. With tons of weapons to choose from, each of which can be powered up several times, Vapor Trail promises to be one hot shooter!



Check out the specs on your fighter and blast off!



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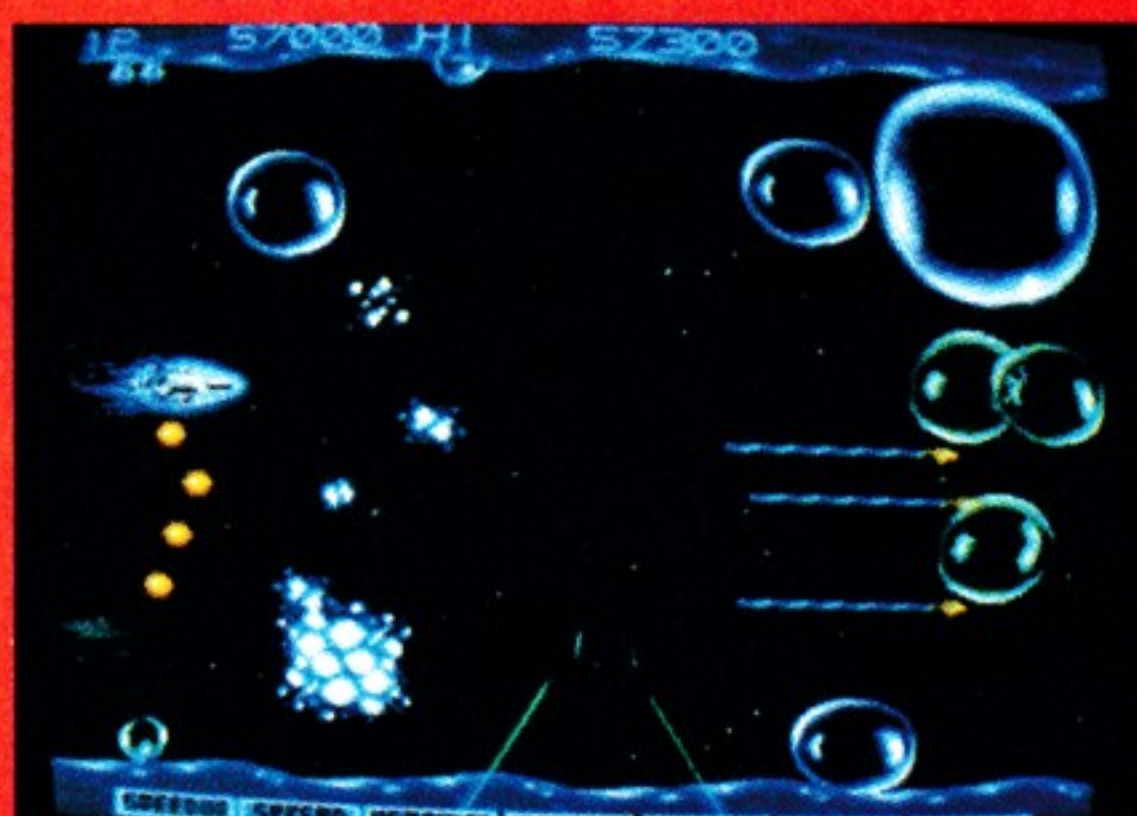
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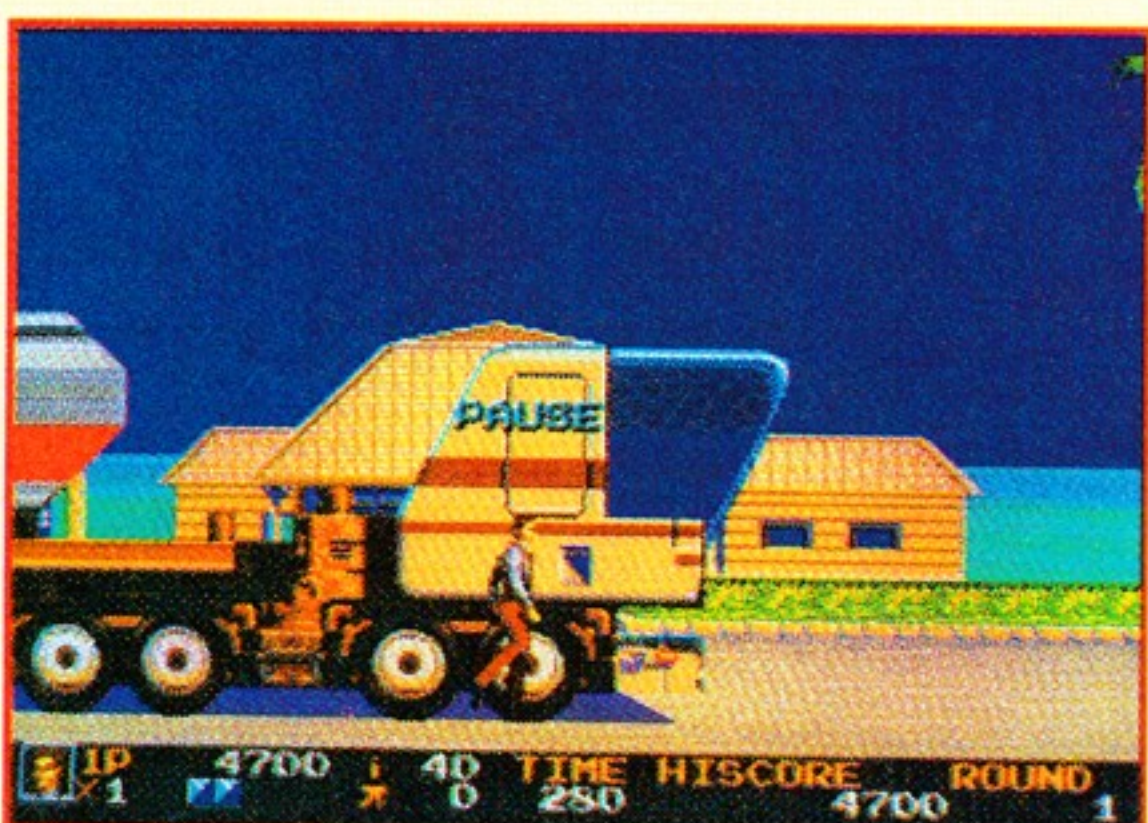
EL VIENTO Renovation

A Japanese game with a Spanish name? Well, run like 'the wind' in Renovation's newest Valis clone. This one is set in the 1920's and your quest takes you from the streets of the city to the roof tops and back again. Watch out for the cars and more importantly, the machine gun carrying enemy inside the cars. It's more of the same side-scrolling action only in a more realistic setting. Decent graphics and good game play.



ROLLING THUNDER 2 Namco

Just released in the arcades and the Genesis version is ready! It's more of the original except that the graphics and game play have been greatly improved. Besides this, it's a great two player cooperative game also! With new enemies and more challenging action, Rolling Thunder 2 was easily one of the best games at the show! Look for it in January of 1992.



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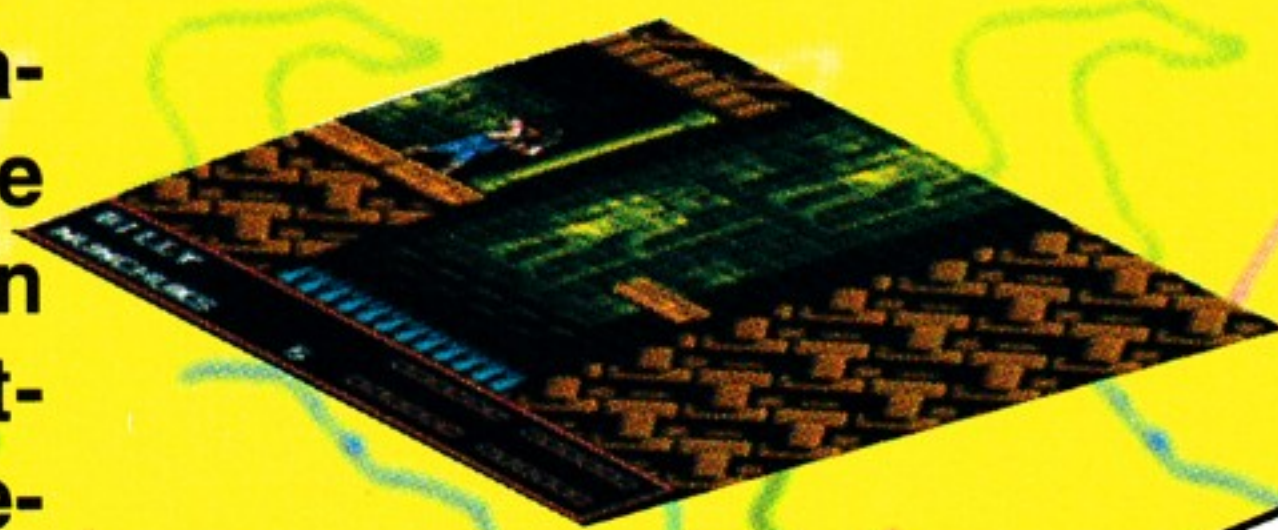
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If it's 8-bit you're into, you can't do better than the Sega Master System. A longtime leader in 8-bit graphics and gameplay, the redesigned Sega Master System II makes the best 8-bit system around even better. The current library of more than 100 hits is still growing. And with new titles like Shadow Dancer The Secret of Shinobi™, Strider™, Spider-Man®, and Golden Axe Warrior™ due out this year, there's no end in sight.

*Available Fall 1991

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SEGA SOFTWARE

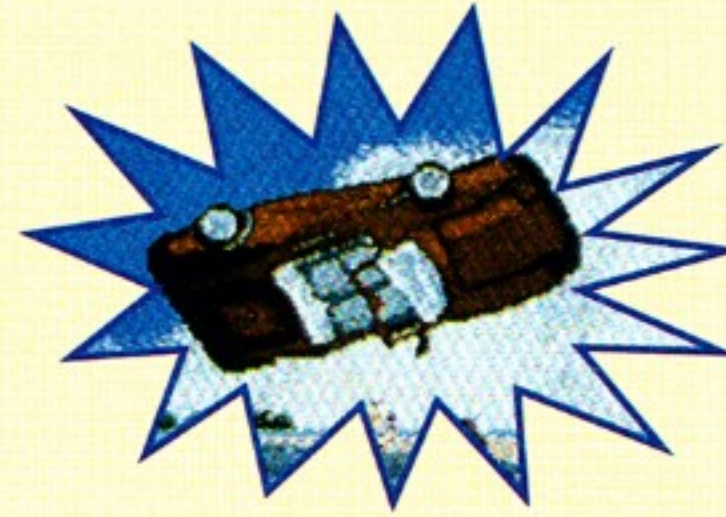
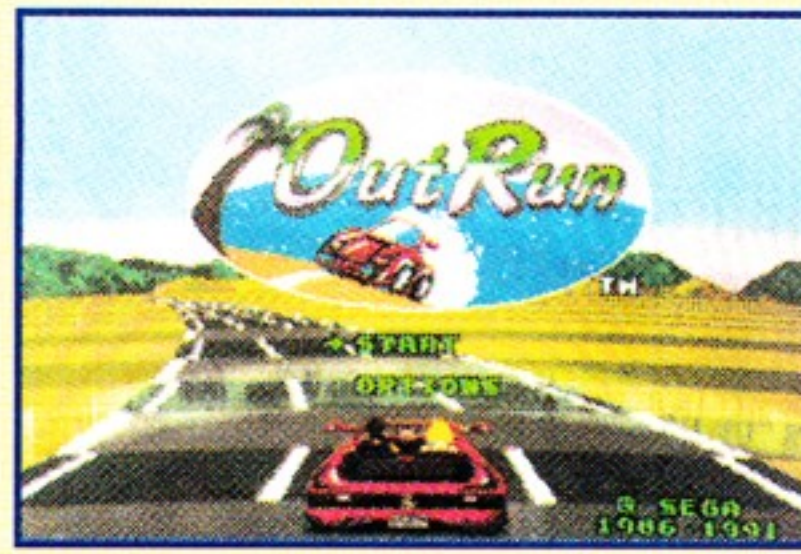


Sega's library of action packed titles just keeps growing and growing. Sega Genesis, by the end of the year, will have 100 games. Far more than anyone in the 16-bit category. And add in the Power Base Converter and Genesis will have over 100 more titles, 200 games in all. Sega Master Systems II users can look forward to titles like Joe Montana Football™ and Moonwalker™. And Game Gear will be launching Joe Montana Football™ and Outrun™ just to name a few. So come into your nearest video dealer and let him show you how Genesis can do it all for you.

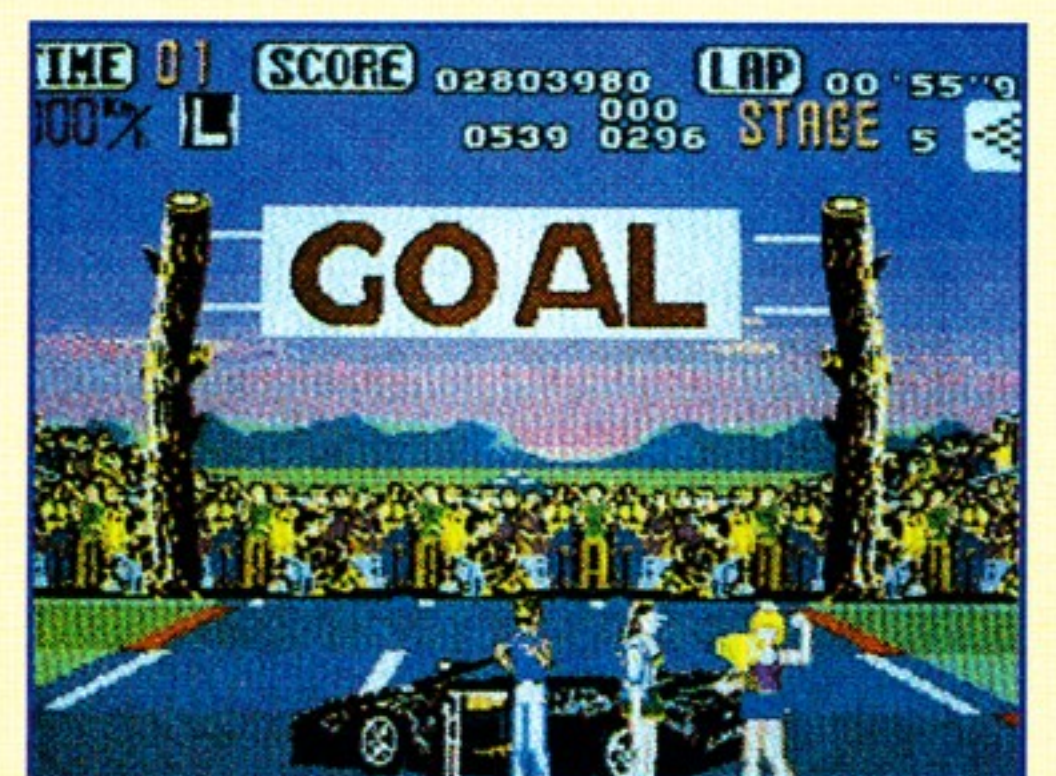
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OUT RUN Sega of Japan

Easily one of the best, real arcade racers is coming to the Mega Drive. Sega has packed all of the excitement and racing action into 8 megabits of memory (twice the memory of the old SMS version) and come away with a winner! All of the levels are in this cart and if it had a steering wheel you'd think you were in the arcade. There are five different endings, depending on which route you take, but you'll want to take all of the routes just to take in the spectacular scenery! The music is top notch, just a bit shy of CD quality, but easily better than that found on most games. It's a classic revived by the masters in Japan. Why Sega of America didn't grab on this super soft is a mystery as their winter line up is quite thin.

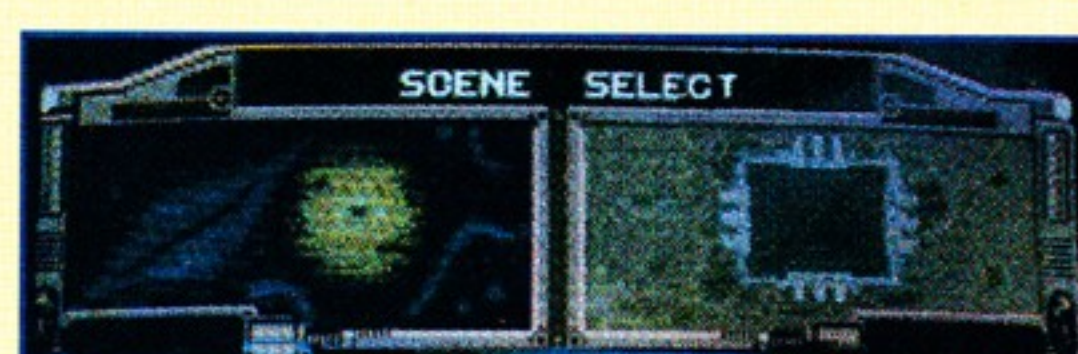


All of the great action in one of the best arcade racers is now coming to the Mega Drive!



GALAXY FORCE 2 CSK of Japan

Another new Mega Drive licensee is coming out with it's guns blazing in one of the hottest shooting games in recent history. Featuring six levels varying from the dark blackness of outer space to skimming the surface of a planet not too different from our own. Solid action, decent scaling and surprisingly good music really set this super soft apart from the crowd. Worth looking for when it comes out in September.



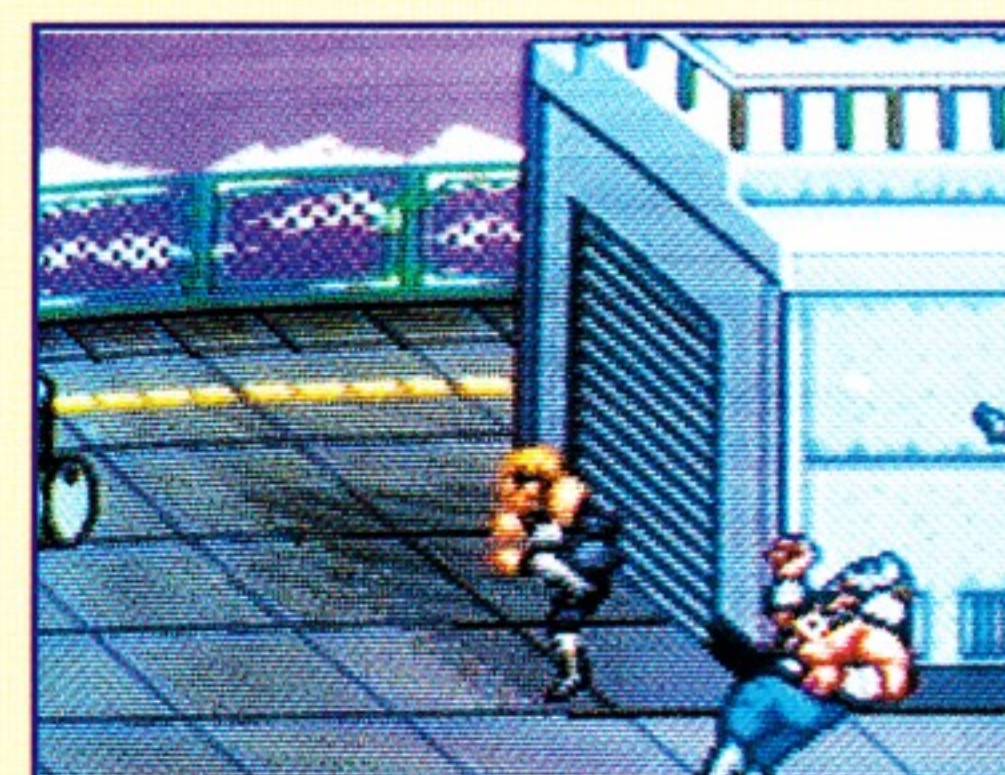
Select from 6 challenging levels of intense shooting action!

DOUBLE DRAGON 2 Palsoft of Japan

Take the most popular martial arts game, give it 8 meg of memory, and put it on a 16 bit system. The end result is a copy of Double Dragon 2 so close to the arcade version that you'll almost look for the quarter slot. Of course it is a two player cooperative game and the moves are identical to those on the coin-op. The graphics are better than anything we've seen on the U.S. NES versions, and the game play is smooth, and controllable. It's from a new Mega Drive licensee but you couldn't tell that from playing the game. The difficulty is set at hard, however that makes the game a challenge rather than a cakewalk. Definitely a title worth looking for as it probably won't make it out over here.



Double Dragon on a 16-bit machine looks very much like the arcade version.



UNDEADLINE Palsoft of Japan

Palsoft's second game also looks like it will do well. It's a vertical scroller with six very different levels. Monsters, demons, vampire bats, ghouls and the like are your enemy but your arsenal includes some of the most powerful weapons ever seen in a video game. The difficulty of this soft is also set at hard and players tired of the wimpy games that come out over here should give this one a try!



Begin your quest in any of the six demon infested levels.



Choose your weapons carefully! Each level requires different firepower.





F-1 HERO MD Human

Slap the stick shift into first gear and get ready for the green flag! It's formula racing at its best and the courses are straight out of the world circuit. Equip your car with the best components that your limited resources can buy and try to place in the top three places to gain points and more money. It's all set in an unusual overhead perspective but that doesn't

reduce the intense racing action as the computer controlled cars are programmed to give you a run for your money!



RENT A HERO Sega of Japan

Of all types of games, the last one you would expect this one to be is an RPG, but it is! Talk to the people in the town to learn about your mission, round up the people in your party, buy the necessary equipment and weapons (more modern than normal) and head out into the countryside to begin your quest.



SUPER LEAGUE '91 Sega of Japan

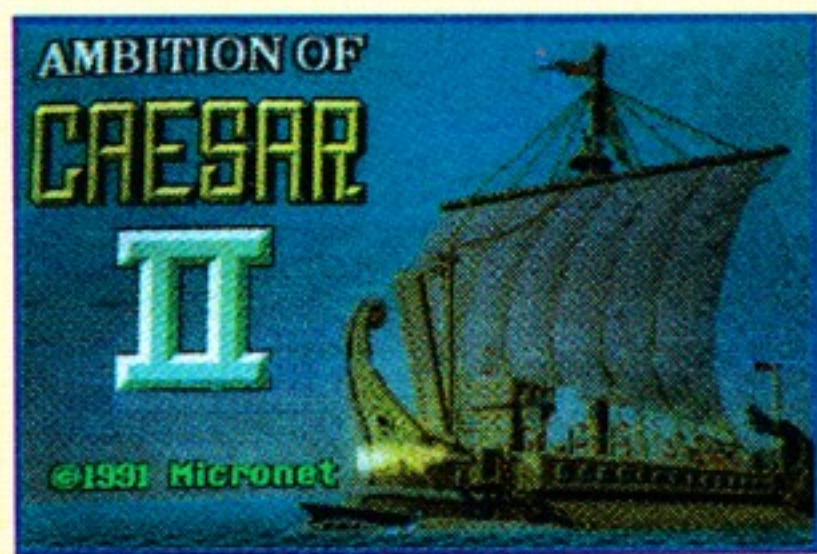
The second generation of baseball games will soon be out in Japan. Better graphics, more realistic action and a 'smarter' computer opponent are the major improvements. Could this be the new version of Lasorda baseball for the U.S.?



AMBITION OF CAESAR 2

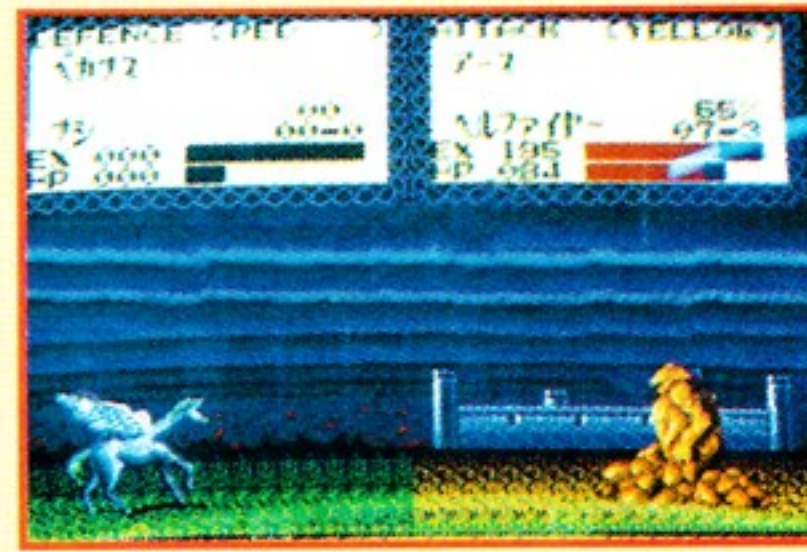
Micronet of Japan

The sequel to one of the most realistic military simulations will soon be out in Japan. The battles are much the same, at least in concept, but the perspective - the way you view the action - has changed. In this version everything is in a quasi-3-D perspective. Your view is from a diagonal looking downward. Build up your armies, move them into position and attack the enemies. Plan it out correctly and you'll incur minor casualties.



MASTER OF MONSTERS Renovation

Renovation is bringing over another 'hexagonal grid', military simulation-type war game. In this soft the basic player movements take place on an board set in an overhead view. After moving your players to where you want them, the game switches to the battle mode. The screen then zooms in to a side view of the individual confrontation and you take control of your player. If you have enough experience and strength points you will emerge victorious.



SUPER FANTASY ZONE

Sunsoft of Japan

The old 8 bit favorite is being rereleased, this time with 16 bit graphics and sound. Help Opa-Opa defeat the new monsters and free the planet once again.



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DEVIL'S CRASH MD Technosoft of Japan

Best known for its outstanding shooters, Technosoft has moved on to bigger and better (?) projects as they now have taken on the conversion and enhancement of one of the best pinball games ever to appear on a video screen. First done for the PC Engine and TurboGrafx, the new Mega Drive version adds even more realism to the animations and game play. With enhanced graphics and less screen flicker, this soft really shows off the capabilities of the Mega Drive. The sound hasn't been ignored either as a digitized track has been added. It's a very good version of pinball and fills a niche which was previously empty.

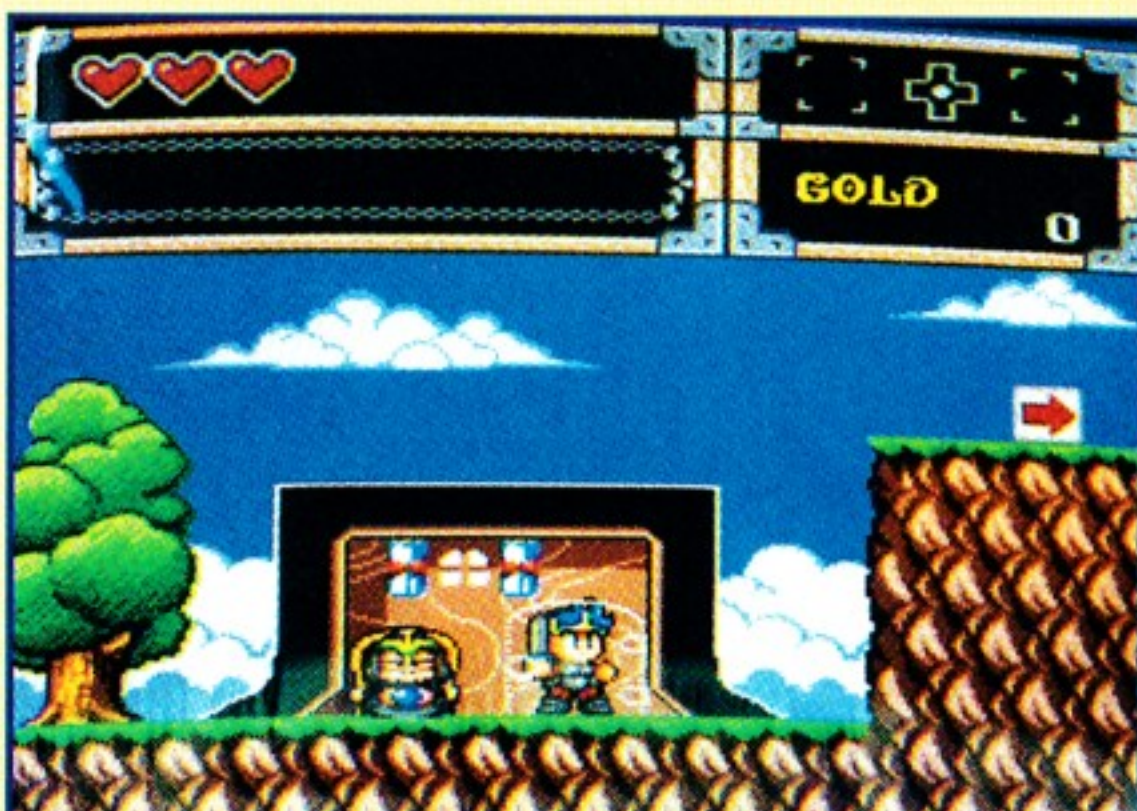


WONDER BOY 3 Sega of Japan

Wonder Boy is back in 16 bit form! Previously released for the SMS a couple of years ago, Sega has gone back and reprogrammed the game for the Mega Drive. Better graphics, animation, and scrolling are some of the improvements but



the game basically remains the same as it was on the SMS.



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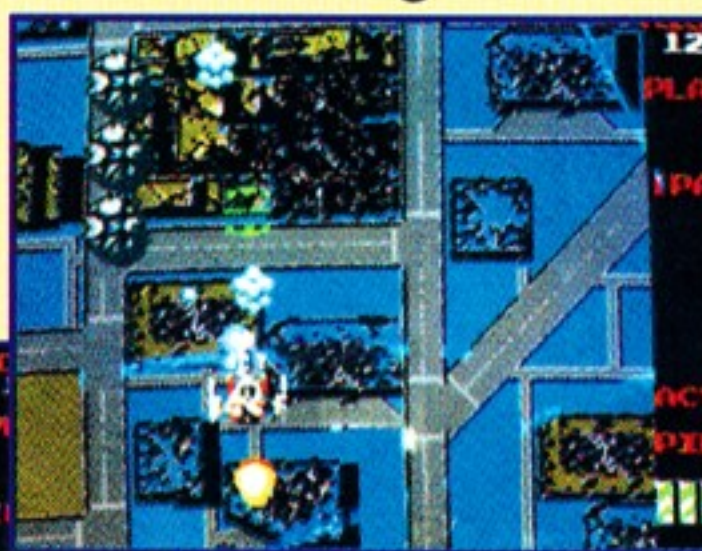
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MASTER OF WEAPONS Taito of Japan

Taito's newest Mega Drive game is a vertical scrolling shooter set in the distant future. A race of war-loving aliens have taken over a friendly planet and you, as the only peacekeeping force in that sector of the galaxy, must singlehandedly take on the alien armada. With minimal weapons to start with, you must locate the alien's hidden weapon cachets and use them yourself. Decent action, smooth scrolling and tons of weapons, make this one of the better action games that Taito has done in quite a while.



Huge bosses will be hard to kill!



ST. SWORD Taito

Another new game coming from Taito of Japan, is Saint Sword. Similar in concept and design to Rastan Saga 2, St. Sword is a side view, side scroller involving a championship swordsman and his quest to eliminate the monsters inhabiting the planet. Also like Rastan the graphics appear pixelized and not as smooth as in other Taito games. New in this game though, is the ability to change into different characters, each with specific traits and abilities. The quest is challenging, long and full of hidden surprises. St. Sword is also scheduled for a U.S. release this year.



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GROWL Taito

On the lines of a Double Dragon-type martial arts game, Taito is bringing out a new soft called growl. You must free the animals who have been captured. All are endangered species and very rare. The gang who is holding them will do anything to stop you but you do have your martial arts skill, and any weapons you find laying around, to get you through the tough times when the gang has you surrounded!



PIT FIGHTER Tengen

The phenomenal arcade game is being adapted to the Genesis, digitized action and all! Work still has to be done to smooth out the game play but the game is beginning to look very much like the arcade game. Good sound to go along with the outstanding graphics!



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FROGGER

Sega of Japan

The classic arcade game of many years ago is being resurrected by Sega for their Game Gear. The plot is very simple - get your frog across the road safely! But, it isn't just a road, it is a freeway and the traffic ranges from scattered, occasional cars to rush hour gridlock! While not a graphically spectacular game the game play is challenging and fun for all but the die-hard players.



POPILS

Tengen of Japan

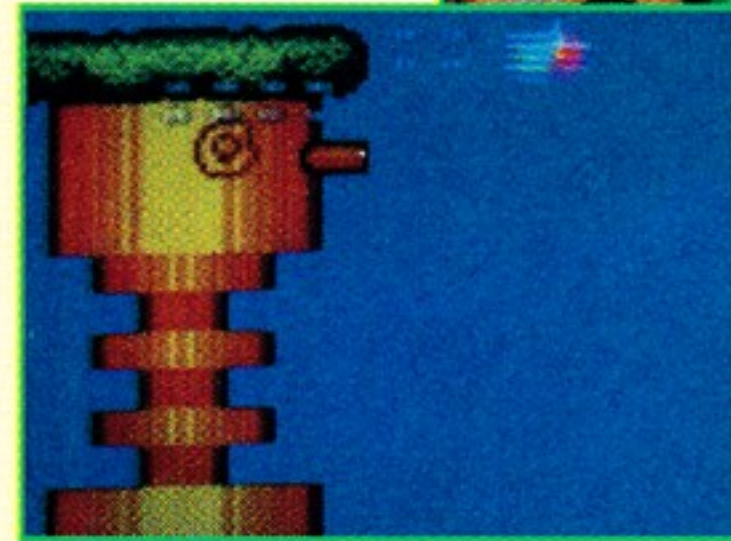
Tengen of Japan? Yep. And they're making Game Gear games too! This one is a 'block pushing' puzzle soft which kind of grows on you after a while. The idea is to push the blocks around to get others to drop. But your girl is standing on the top block and she must be gently lowered to the ground level.



FANTASY ZONE GG

Sanritsu of Japan

The popular Master System cart is being shrunk down to fit the popular Game Gear. All of the futuristic backgrounds made it through the translation and the game play is excellent. Smooth scrolling and tough bosses highlight this super soft. Great for players of all ages!



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OUT RUN

Sega

While Sega took a pass on the spectacular Mega Drive version, at least they decided to bring over the 8 bit Game Gear adaptation. Even though it isn't a carbon copy of the SMS version (4 meg GG carts don't exist...yet) this 2 meg wonder captures the flavor of the Master System original. In fact it is very good. The car handles well and about all that is missing is some of the scenery that whizzes by on the side of the road. The arcade tunes are built in and they sound good through a set of headphones. Definitely a cart worth looking for and much, much better than the older Monaco GP racing game.



THE BERLIN WALL

Kaneko

Besides bringing out a version of this soft for the Genesis this fall, Kaneko is going to be one of the very first U.S. third party Game Gear licensees. While the great digitized backgrounds had to be dropped in the GG version the game play remains the same as in the 16 bit version - eliminate the enemy by luring them into the holes that you dug in the floors. Great for the younger players!



SPACE HARRIER

Sega

One of the best of the pseudo-3-D shooters is on Sega's Game Gear release schedule. It's the original Space Harrier converted directly from the Master System version, and it looks hot on the small screen! Control, the main concern of these fast moving softs, is very good and the oncoming enemy are easily visible in this cart.



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HALLEY WARS

Taito of Japan

Named after the popular comet, Taito has a new vertical scrolling shooter for the Game Gear. Featuring a variety of alien-blasting weapon power-ups this soft moves along quite quickly and really keeps the player on his toes. Decent outer space backgrounds and an occasional cameo appearance by the famous comet add to the game but, the game itself, as a shooter, is top notch.



THE LUCKY DIME CAPER

Sega of Japan

Only a few screens were ready on Donald's Game Gear debut soft. What was there had exceptional animation for an 8 bitter and it looked like Donald would be on a quest similar to that in the 16 bit version. More as the game starts to take shape!



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MEGA-FILE

Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 8 Meg
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 2 sim.
Available: September 91



A WAR IS RAGING!

A new crime boss has taken over the city! Even the city's police force is corrupt. Save the city from this criminal scum before it's too late!! Choose from three different heroes, each with their own specialized moves and abilities! Pick Adam for power, Blaze for speed, and Axel for all-around skill. Their combined talents add up to 40 attack techniques to destroy your opposition! Learn the numerous techniques of each hero, and use the one suited for you!

Next, blast through 8 levels of non-stop fighting action as you race against time to reach the crime boss and end his reign of terror. It may be rough, so bring a friend along for 2-player simultaneous play! Just don't hit each other if you plan to win. With practice you may be able to perfect the awesome 2-player-cooperative flip kick attack to really romp some major evil crime butt! Superb 16-bit graphics combined with the musical mastery of Yuzo Koshiro and Team Shinobi make Streets of Rage a raging hit!

ADAM - SUPER STRONG, BUT VERY SLOW!

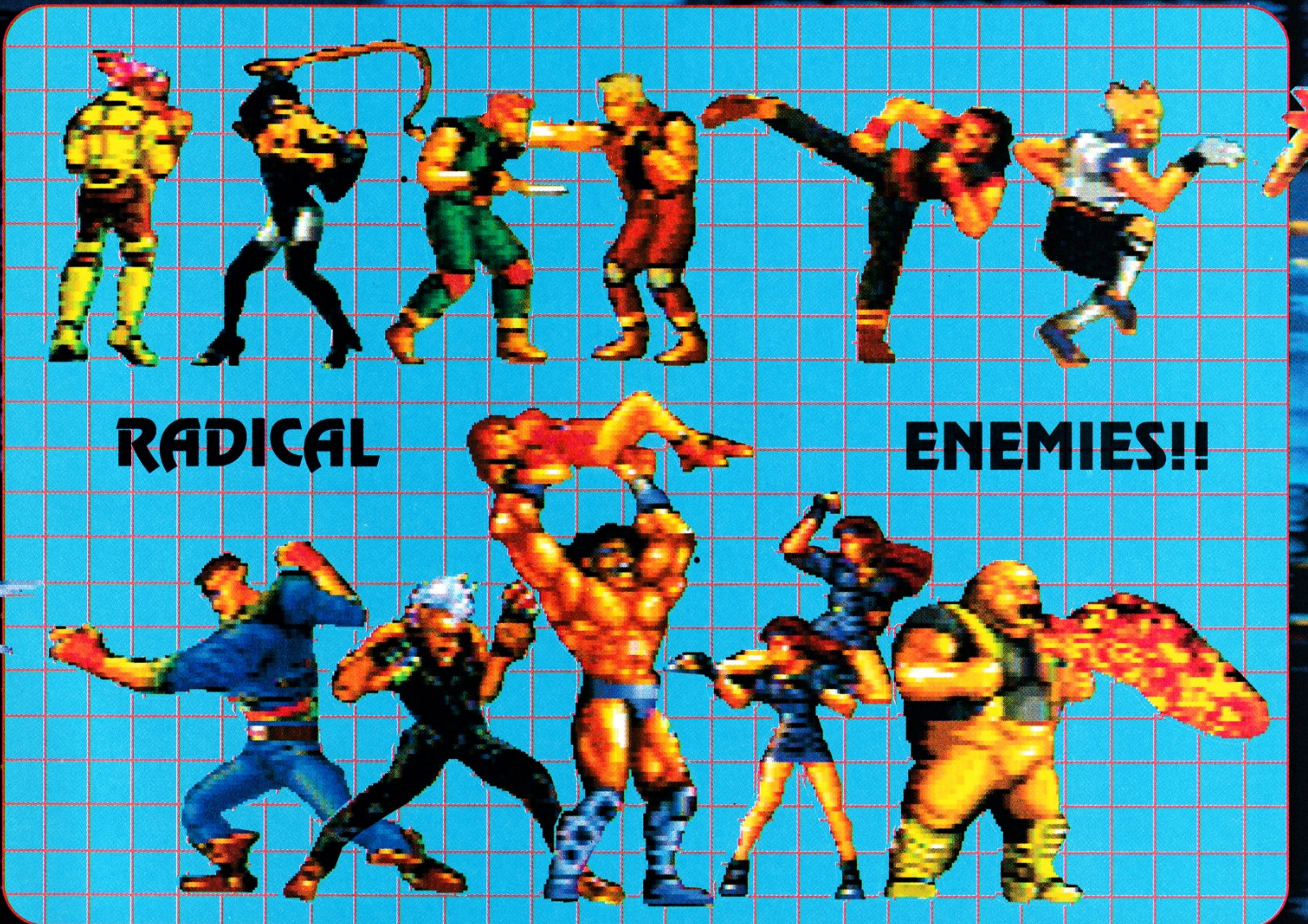


AXEL - POOR JUMP, BUT STRONG AND FAST!



BLAZE - NOT TO STRONG, BUT FAST!!







THE SLUMS

In the dark of night, your journey begins! Lurking in the shadows are thugs bent on stomping you. On the way pick up icons to help your cause. Quick moves are a must here to overcome the Boomerang Master!



THE ALLEYWAYS

Go in to the alleys on your way to victory! You need to beware of the opponents here. Only the tough will survive! Whip girls appear here, guaranteed to knock you for a loop! Punch them back and head for the end boss, Razorhead!



WATERFRONT

Gear up for your trip along the waterfront. Look out, a massive rainstorm is on the way! The boss is a huge muscle man, strong enough to lift you far over his head! Never mind this, though, because his underlings are a force to be reckoned with!



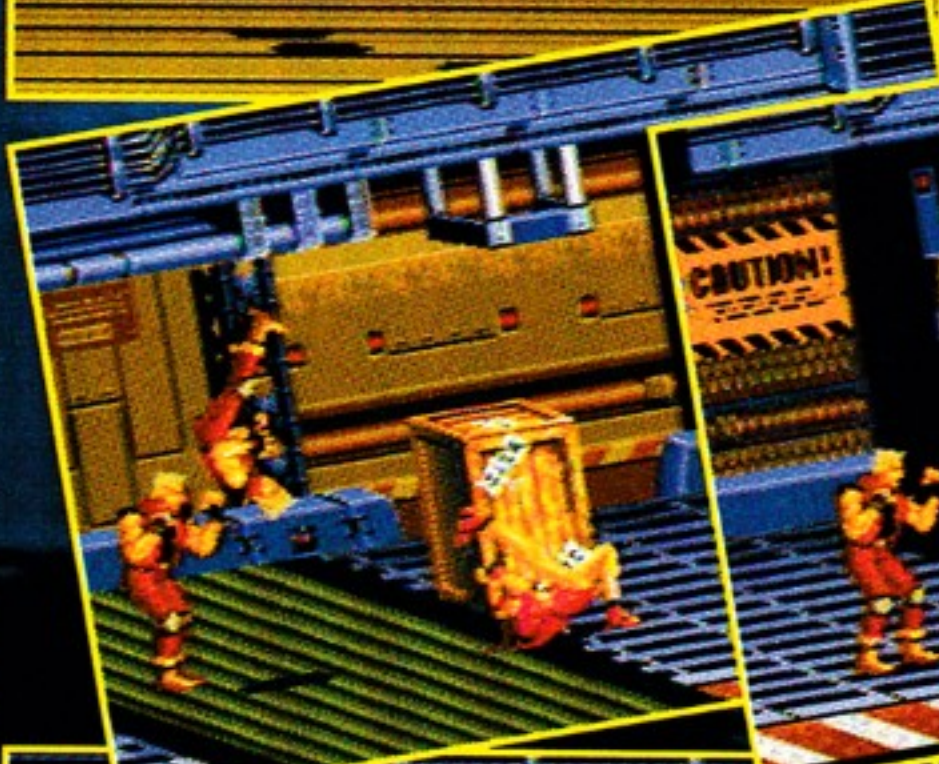
THE DOCKS

Fight the thugs on the docks! Some of enemies bide their time hiding under the docks, so be sure you take your time moving forward. The end boss is big and hot-headed, as he shoots flames! Don't throw him either, because he'll squash you. His energy will drop like files if you knee kick him repeatedly.



THE BARGE

Right on! The roughest challenge is up ahead! This should test your cool fighting abilities to the max. You can probably guarantee that the end bosses will kick some doubt into your head. They're twin clones of the very quick lady, Blaze!



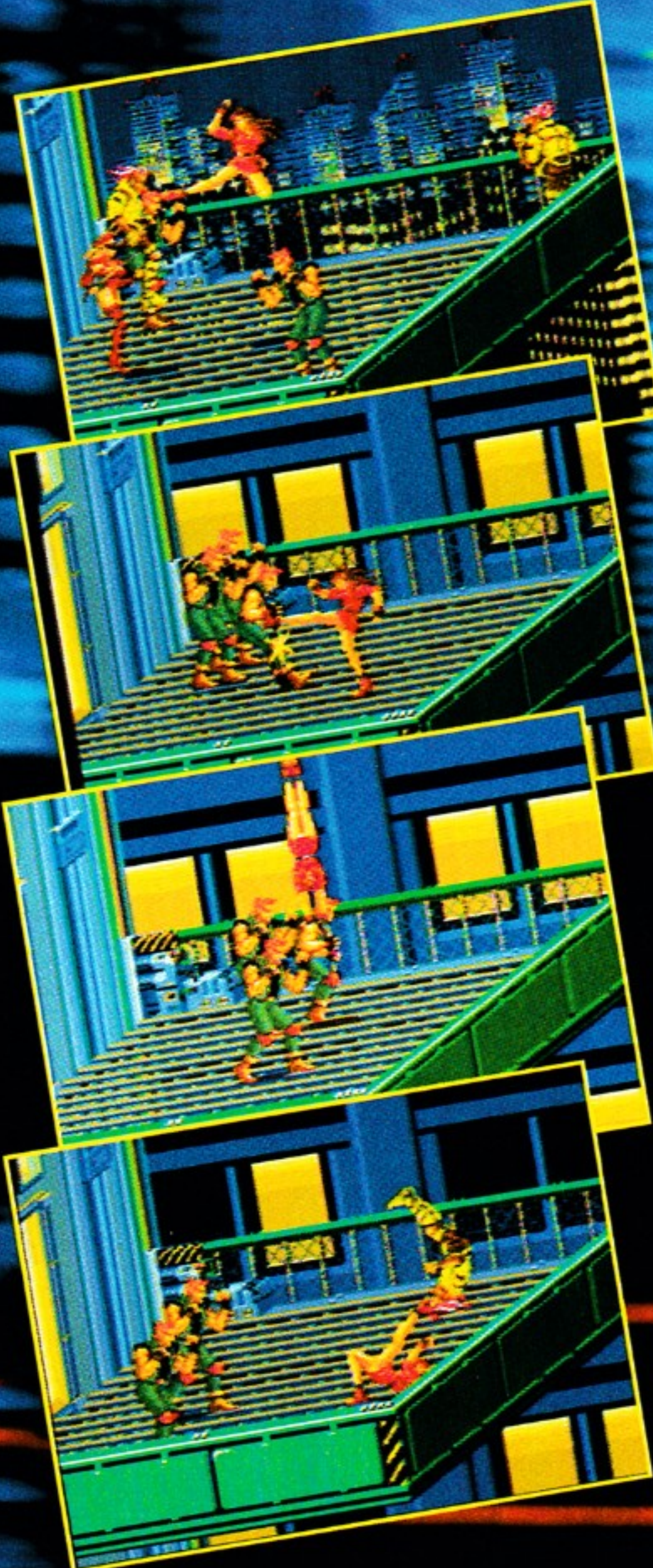
THE FACTORY

Next, the intensity will lessen a little as you take a new oncoming rush of enemies. Here, the newest danger shows how deadly machines can be! Squashers line the tight corridors. The end boss is a clone of the big clever king of the Alleyways. Unfortunately, this time another clone will help him slice you up.



THE ELEVATOR

Time to take a break! The Elevator poses no real threat other than falling off the side. Having little room to operate is no real disadvantage, but watch out in crowds! The real final challenge lies in The Penthouse! Here, all of your favorite enemies and end bosses come back to rain merciless havoc down upon you! The final boss, the crime lord, is shooting mad about your disturbance. Here, he will give you one final decision: Do you fight him, or join him in his parade of evil? The outcome rests on your shoulders!!



WEAPONS AND POWER UPS



Extra Player



Partial Health



Gold Bars



Beer Bottle



Tear Gas



Baseball Bat



Extra Bomb



Full Health



Gold Coins



Broken Bottle



Sharp Knife



Iron Pipe

MEGA-FILE

Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 8 Meg
Number of Levels: 6
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now

RESCUE THE PRESIDENT!

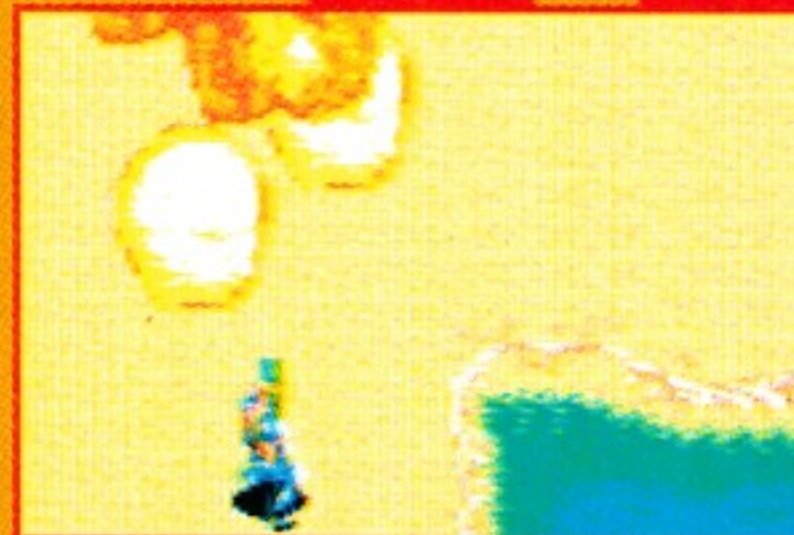
A terrorist group from the country Zutura has kidnapped the president while he was touring Central Africa for world peace. You are a skilled professional soldier trained in anti-terrorist tactics and a member of the elite team of mercenaries known as the MERCS. You have been selected to infiltrate the enemy's base and singlehandedly rescue the president.

There are a variety of powerful weapons at your disposal. Also, if you break open crates you can get weapon upgrades like flame throwers and bazookas. You must play through six exciting levels before reaching the final battle at the terrorists' plane. The president's life is in great danger so strike hard and fast and make it there before it's too late.

GET THESE HELPFUL ITEMS! POWER UP



MISSILE LAUNCHER



GET THESE TO RESTORE YOUR HEALTH!



CHECK OUT THIS AWESOME ARSENAL!!!

M-16



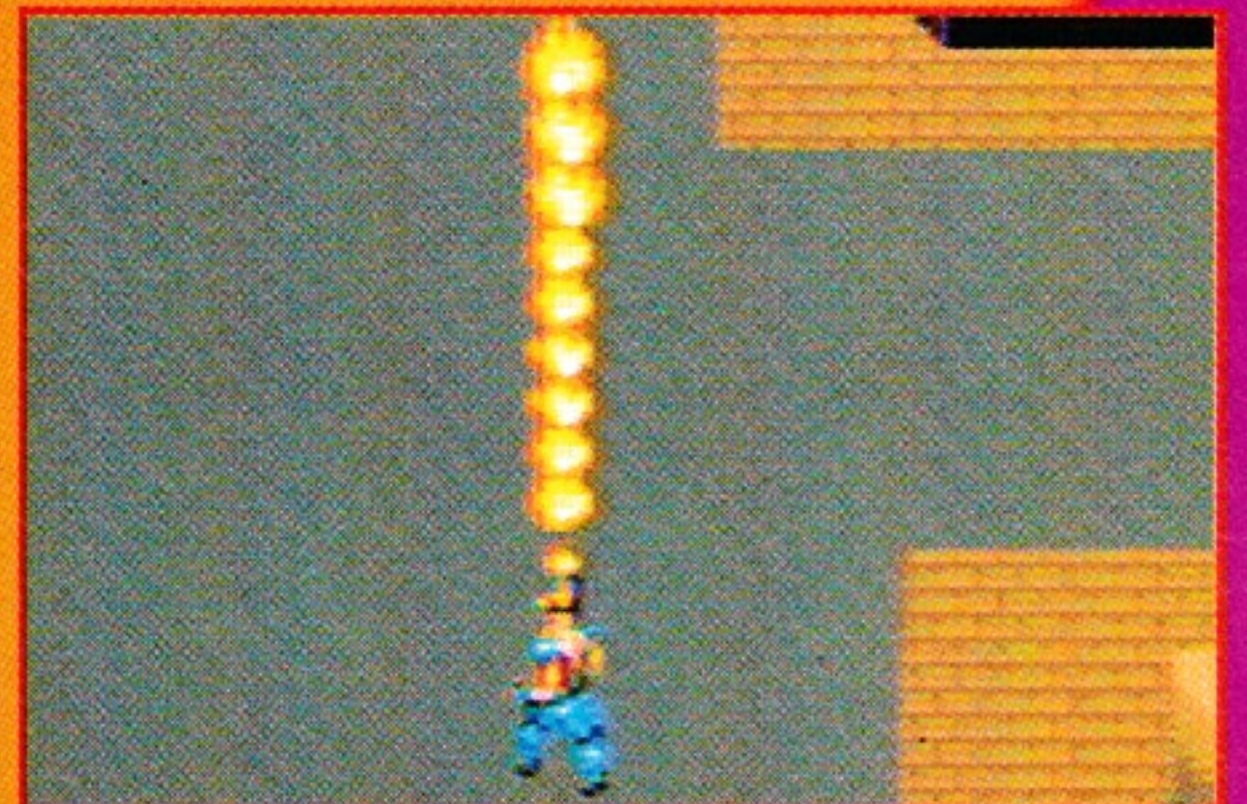
You start out with this rapid fire weapon and power it up for better results.



FLAME THROWER



A very powerful and effective weapon that offers continuous destruction.



BAZOOKA



This weapon is very slow but the shots are extremely powerful and deadly.



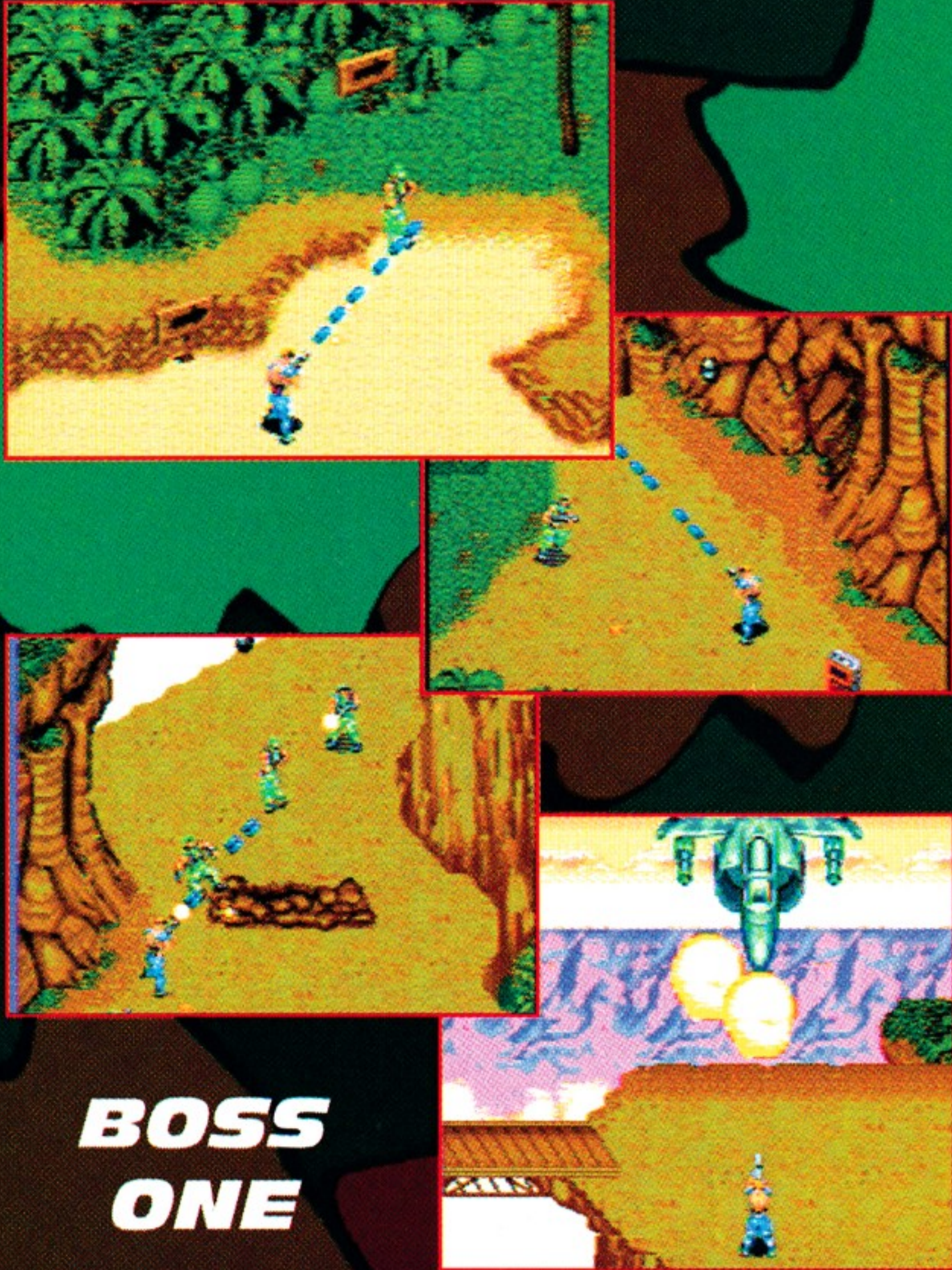
SPREAD GUN



When fully powered-up it fires 5 rows of very destructive shots in one direction.



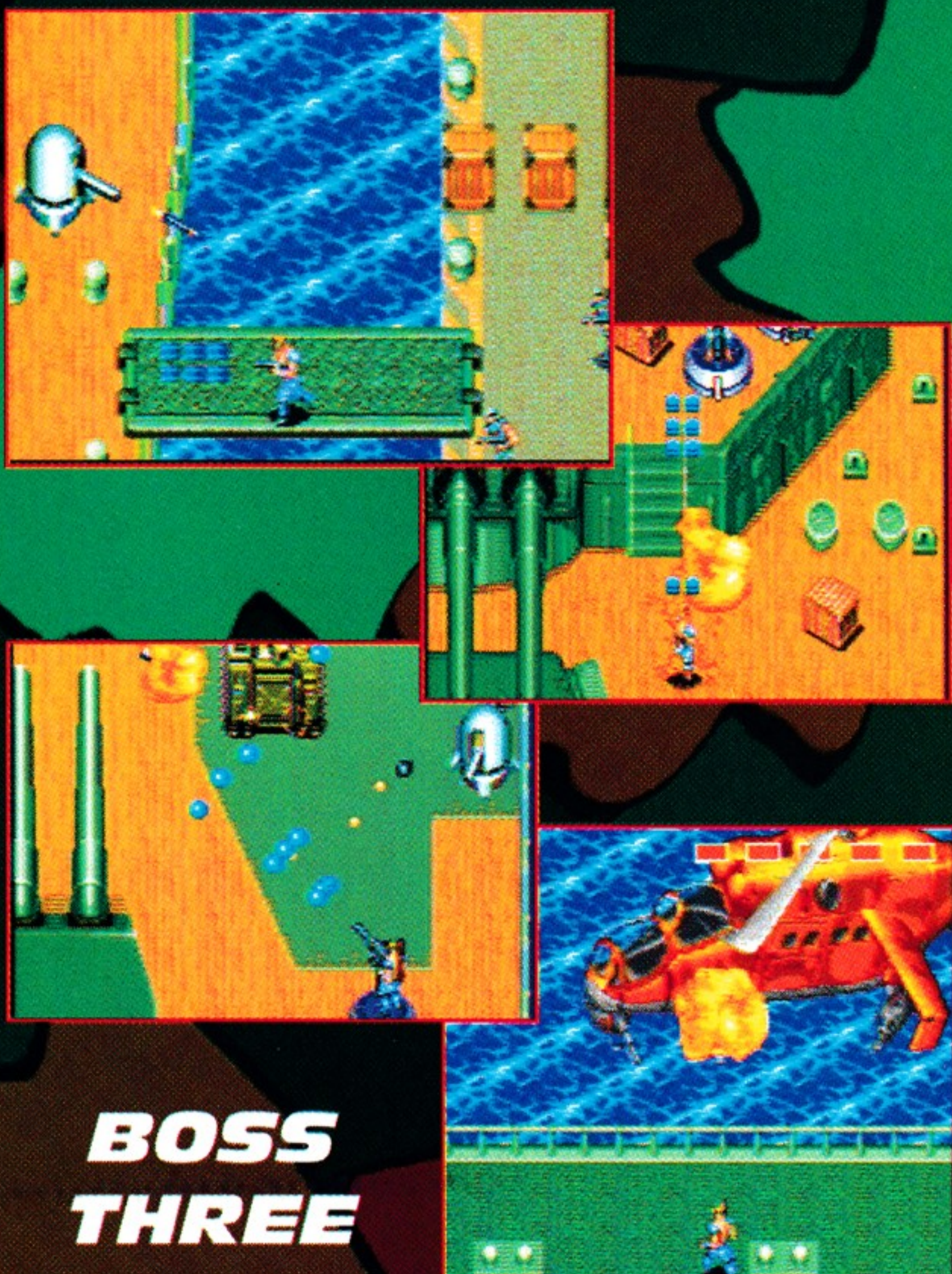
STAGE ONE



STAGE TWO



STAGE THREE



STAGE FOUR



MEGA-FILE

Manufacturer: Ballistic
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 5
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: Now

DESTROY THE MORGUL AND SAVE THE COLONISTS!

The setting is the lost colony of Alterra, a completely man-made "life-world" that has been abandoned. Alterra is a five colony system controlled by a powerful ecosystem generation network known as the Multiple Organism Unit Link or MORGUL for short. Due to a natural disaster, the system somehow rebelled and began destroying the colonists. A mutant warrior was bio-engineered to go to Alterra and eliminate the hostile organisms that have taken over the 5 colonies.

Turrican is a wild new game based on the award winning computer title of the same name. The game play is completely non-linear and there are 1300 different screens to play through. The main character has a variety of techniques and special weapons that he can use. There are hidden power-ups throughout the game. To find these you must shoot into the right spots and they will appear from thin air. Huge and mean end bosses challenge you at the end of each level.



UNCOVER THESE MUCH NEEDED POWER-UPS!



CRYSTAL
Collect 300
for an extra
continue.



1-UP
Gives you
an extra
Turrican.



FORCE FIELD
Makes the Turrican invulnerable
for a brief period of time. A very
important item to find.



RESTORE
Gives you
all of your
power back.



INCREASE
Increases the
length of your
lightning whip.

CHECK OUT THESE WILD WEAPONS!



PULSE GUN
Fires laser bullets at
enemy targets.



BUZZSAW
Change into
an indestruc-
tible blade.



LIGHTNING WHIP
Hold the button for a
360° flame thrower.



MULTI-SHOT



POWERLINE



LASER BLAST



GRENADE LAUNCHER

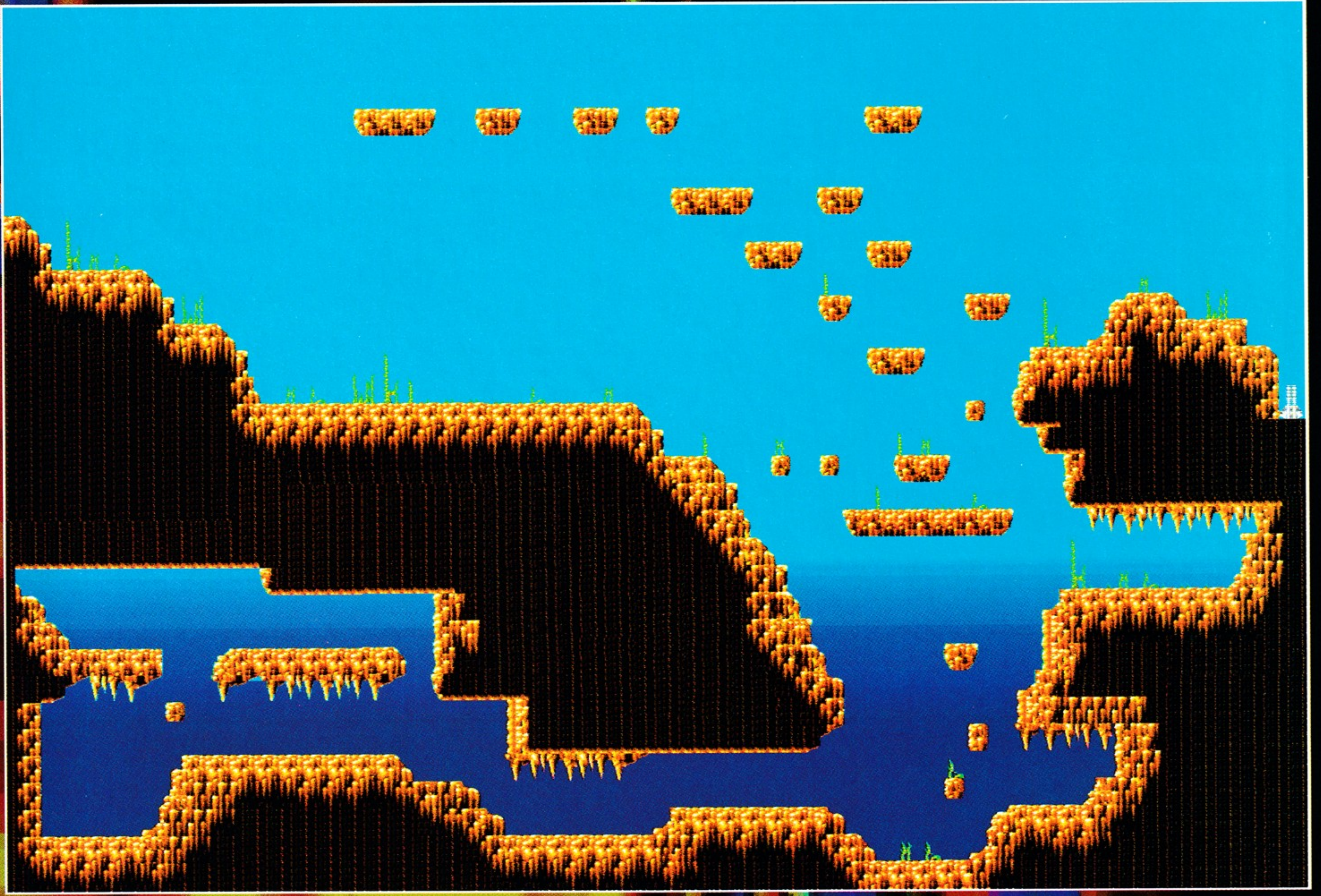


MINES

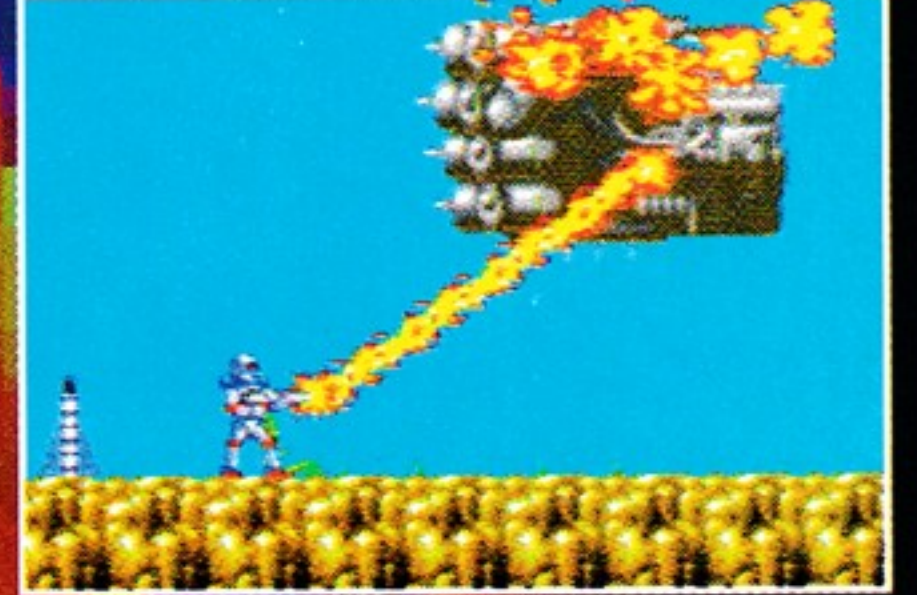
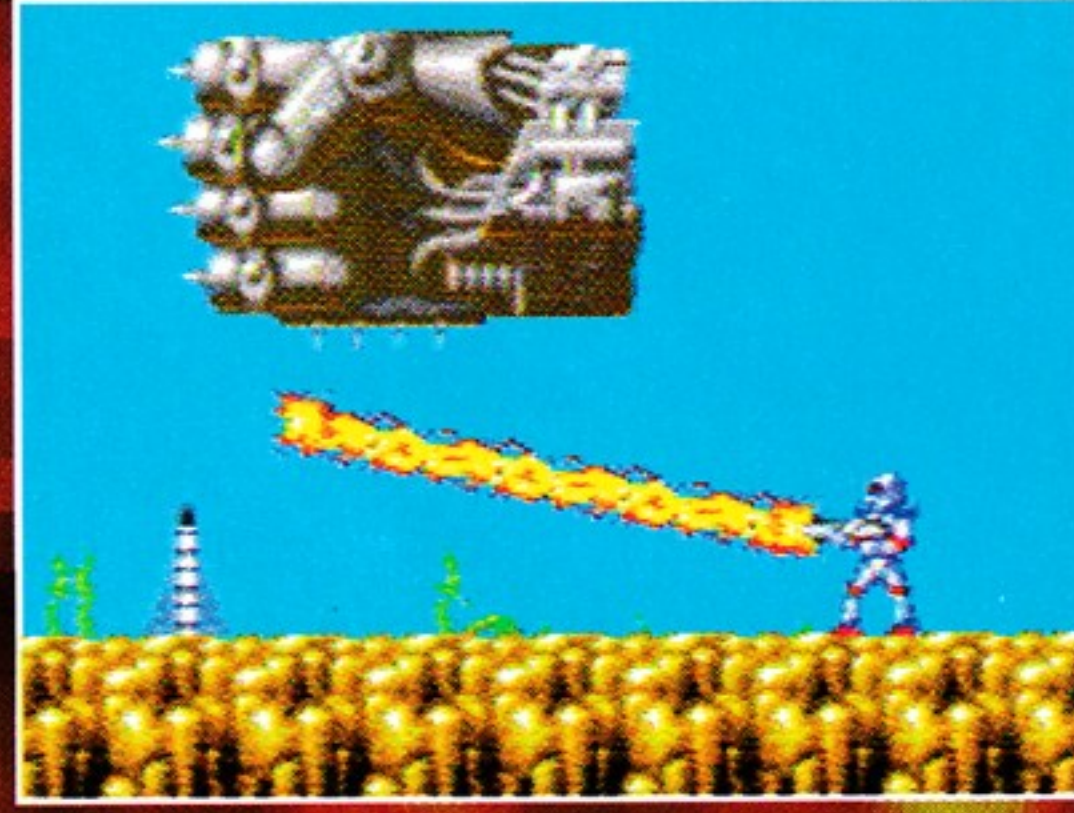


MINES

HERE'S A SECTION OF LEVEL ONE'S MASSIVE LAYOUT



You can find tons of hidden power-ups throughout each level. You'll have to power up your weapons in order to survive the battle against the end bosses.



BOSS ONE

LEVEL TWO



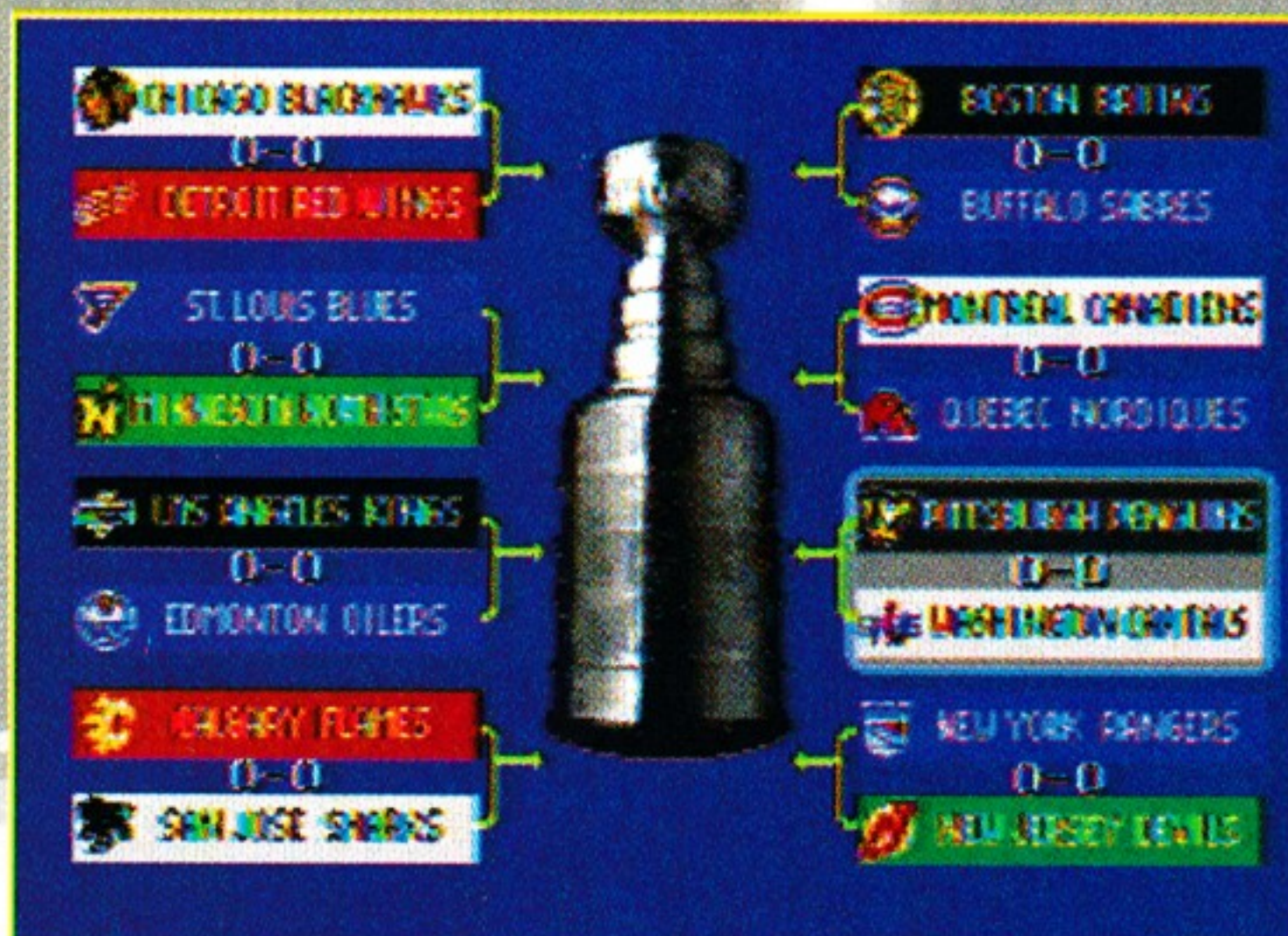
BOSS TWO

MEGA-FILE

Manufacturer: Electronic Arts
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Moderate
Number of Players: 1 or 2
Available: August

CHECK PLEASE

Get ready to be checked in this high speed hockey simulation from the wizards at Electronic Arts. This cart is brought to you by the team that developed John Madden Football and is destined to be the best hockey game for the Genesis. The game play is loaded with features that make this one of the most realistic hockey games ever. There are 24 different teams from the National Hockey League that you can choose from. There are also play options that let you play in tournaments, against another player, or even team up with a second player on the same team to challenge the computer. Of course there are fights. What would a hockey game be without a couple of good fights? The face off is displayed with a closeup and the game play is easy to grasp. The sound effects are digitized cheers from the fans and grunts and roars from the players. There is even an air horn that sounds each time you make a goal. One of the coolest features on this cart is the instant replay, it lets you watch some of the best action in the game all over again. Hit the ice!



When you compete in the playoff mode you will get a password. You can even play a mini-series of 7 games to test your skills.



FIGHT! FIGHT! FIGHT!



If you get in a fight then you will have to pay a penalty.

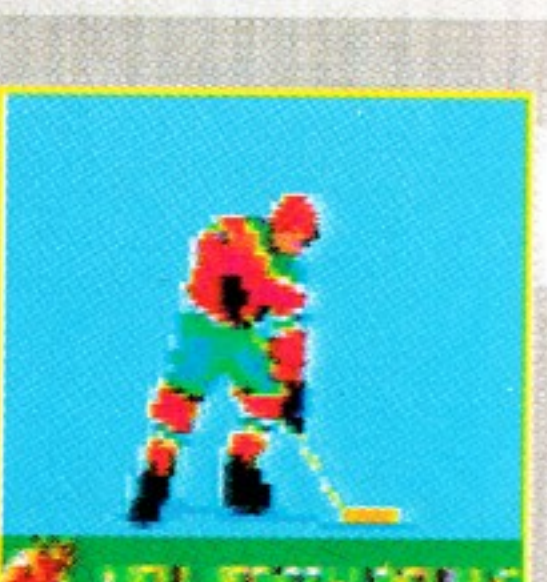
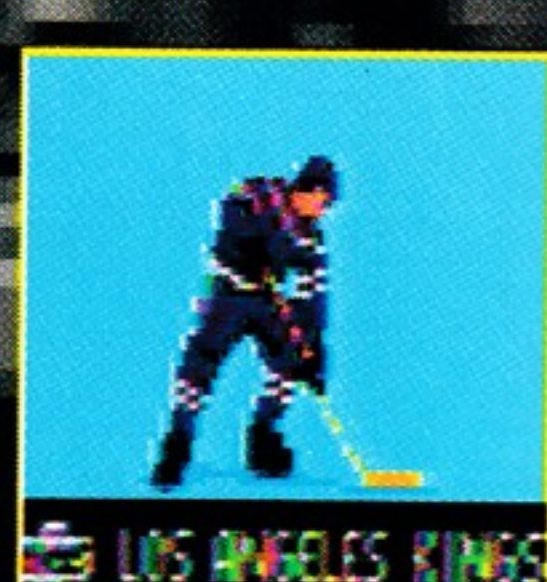
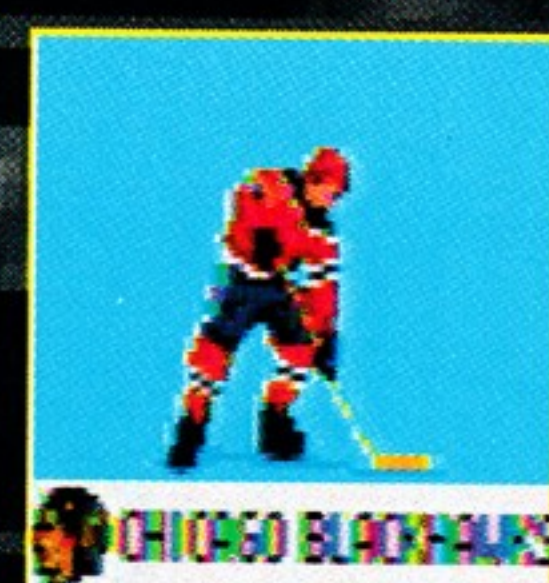
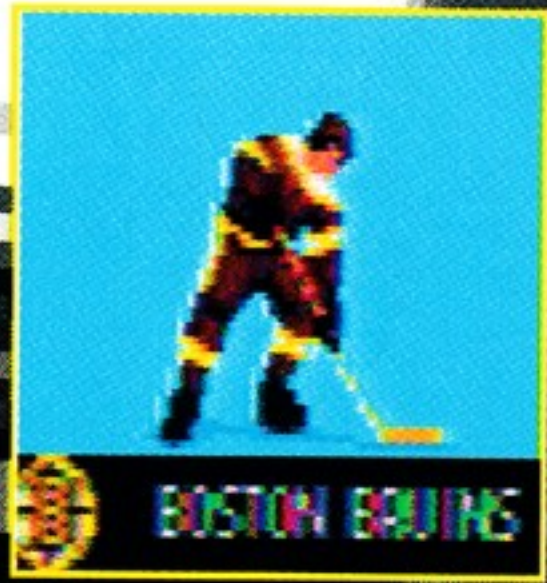


Faceoffs, body checking, penalties, victory cheers, everything you could want in hockey game is here.



Grab your stick and play some of the most grueling, bone jarring hockey ever to hit the home video game screen.





MEGA-FILE

Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: October

YOU CAN REALLY GET A HEAD WITH THIS GAME!

The evil Max D. Cap has decided to leave the underworld and try to conquer the overworld. He plans to send his whole army, and there is nothing any human can do about it. So, it is your job as Chuck D. Head to rescue the overworld and save the planet.

The only help that you will receive will be from your creator, the doc. He provides you with a supply of power-ups. However, you have to find the power-ups in order to use them. So, hurry up and don't let the overworld down.



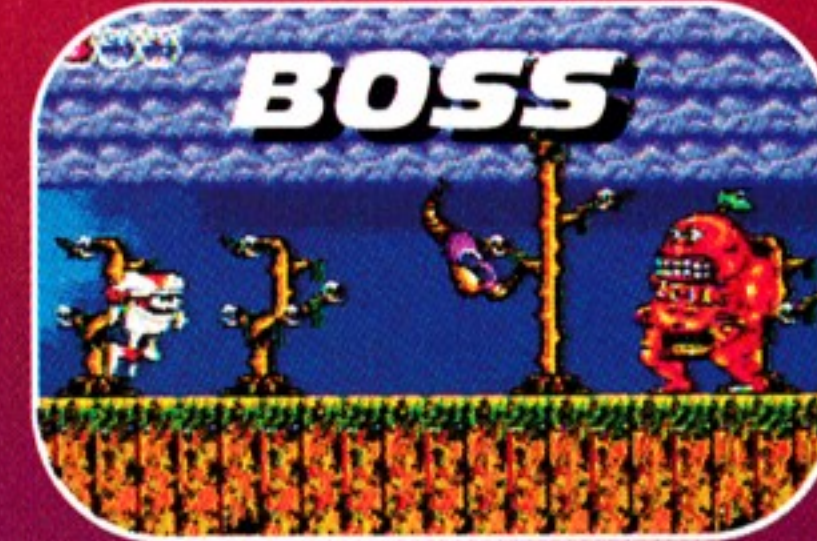
The doctor and his helper will supply you with power-up potions and other helpful items.



Make sure to get all of these important pieces in order to destroy the islands.



LEVEL 1 - AMBDOMAINLAND



LEVEL 2 - EL BEAU ISLAND



LEVEL 3 - TIBULAND



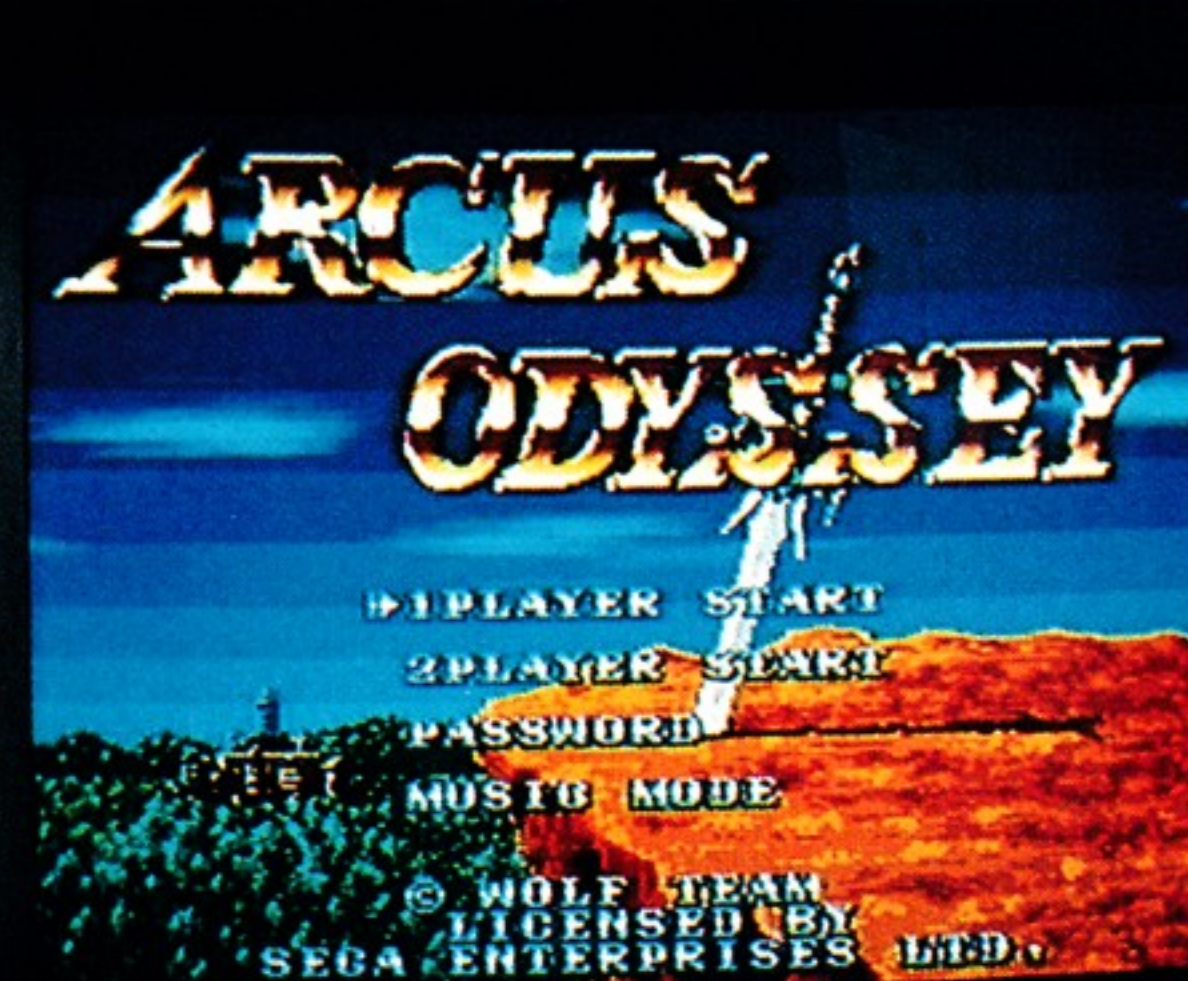
LEVEL 4 - ARMIGTON



LEVEL 5 - PUPMINGTON



David Izat
Professional Gamer

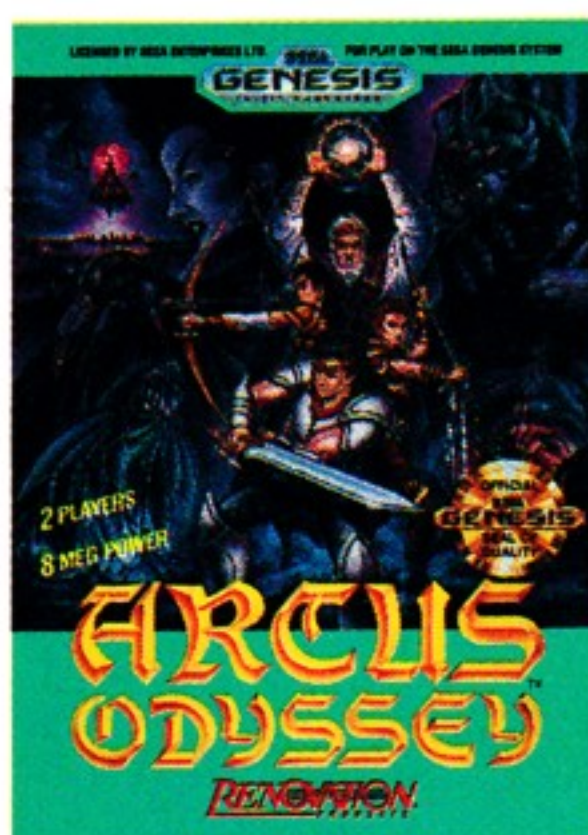


SAN JOSE
STATE

IT'S TIME TO LEARN A THING OR TWO ABOUT FUN.

Professional gamer David Izat knows a lot about fun and games, especially with Arcus Odyssey.

Equipped with 8 meg graphic power, Arcus Odyssey is pure strategy. With up to four warriors (two warriors per game) work your way through daring levels and mind boggling mazes,



and as you master each level, your weapons become stronger. Challenge your mind by finding hidden clues; reward yourself with hidden treasures. Now that you've learned the basics, ask the ultimate question; are you ready to learn a thing or two about fun?

RENOVATION
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MEGA-FILE

Manufacturer: Toaplan

Cartridge Size: 4 Meg

Number of Levels: 8

Theme: Shooter

Difficulty: Easy

Number of Players: 1

Available: Now (Japan)



ONE, TWO, THREE; KABOOM!!!

Prepare yourself for one of the best carts that has come out of Japan in a long time! This horizontal shooter offers you eight levels of intense game play, and hours of challenging fun.

Your mission: unknown forces have tried to take over your ship. However, their plan failed when you activated your ships self destruct mode. Fortunately, you just escaped in the nick of time, in the only remaining shuttle craft. Now, you must battle through eight levels of enemy forces before you meet up with your final challenge - the mother ship.

You have no one to help you with your mission as you must face this danger alone! All you have going for you is your skill as a game player and the advantage of a surprise attack. Grab the occasional power-ups that you find along the way and good luck! You'll need it!



SPEED - UP



SHIELD



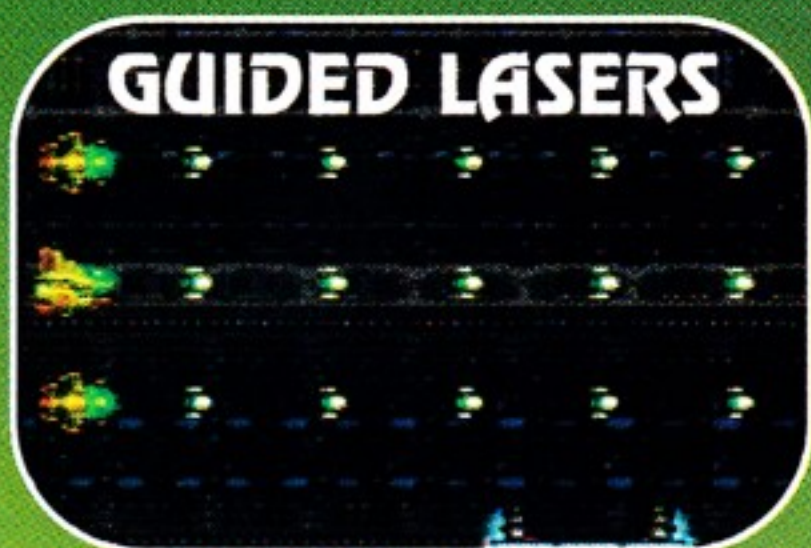
GRAB THE KILLER WEAPONS AND POWER THEM UP!



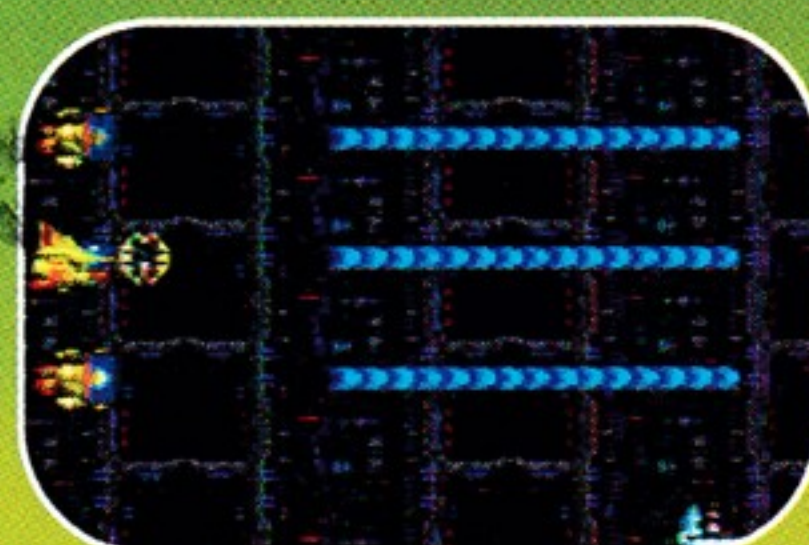
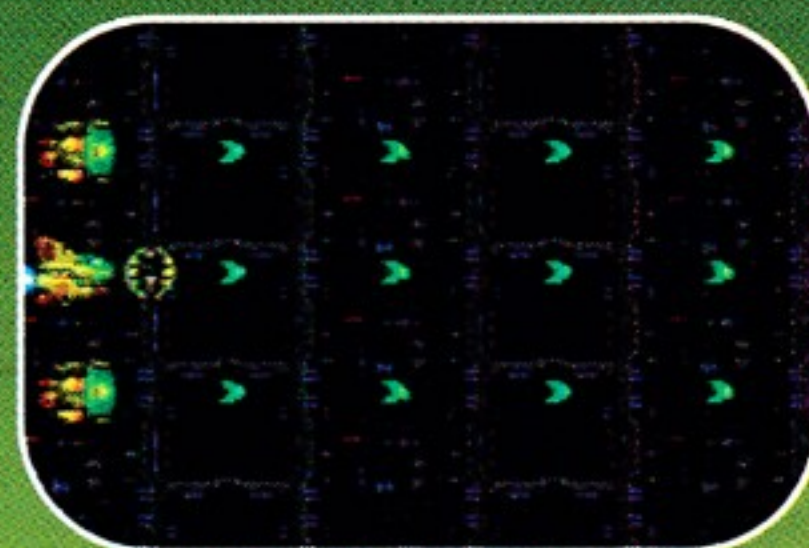
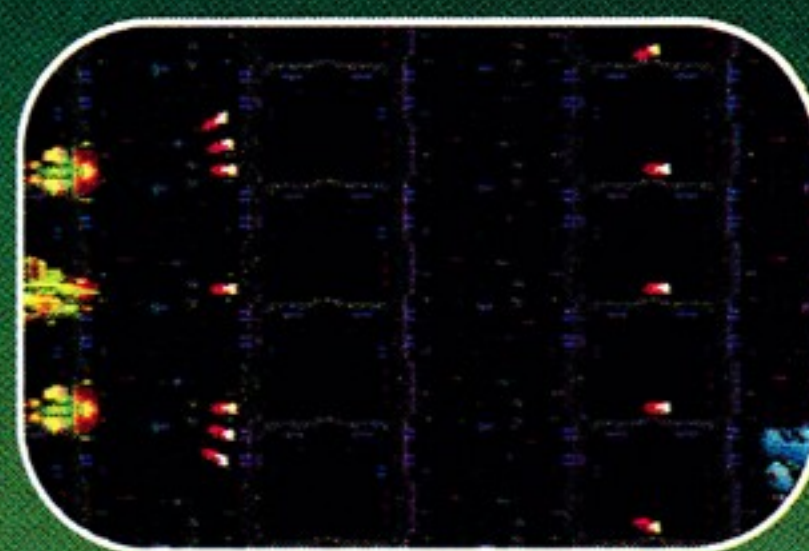
NORMAL SHOT



GUIDED LASERS



PHOTON LASERS



GRAB THE ENEMIES!



Use your wave beam to pick up enemies. Use them as a shield, or grab them and shoot them out for another line of attack



LEVEL ONE - NATOLS

MINI BOSS



Having just escaped from your ship, you now enter the level Natols. Take it slow and memorize the attack moves of the enemy.



LEVEL TWO - LEGROUS

MINI BOSS



You are now in the level Legrous. Be careful of the powerful enemies and make sure to power up as often as you can!



LEVEL THREE - PLEADES

MINI BOSS



In the level Pleadés, you have to watch out for the walls. Proceed carefully as you have to move your ship through some tight places.



LEVEL FOUR - AQUESE

MINI BOSS



This level, Aqese, is a planet made up entirely of water and vegetation. Take it slow and watch out for surprise attacks by the enemy.



LEVEL FIVE - SUBMARINE TUNNEL

MINI BOSS



In the submarine tunnel the enemies are tough and you have to be quick to avoid their shots. Make sure to keep your eyes on the screen.



You have to battle your way through two more levels: the Barricade Zone and Bellon, before you meet your final challenge!



MEGA REVIEWS!!

The Sega Genesis/Master System Resource

Ratings Key:

- 10 - Perfect
- 9 - Outstanding
- 8 - Excellent
- 7 - Very Good
- 6 - Above Average

FEATURING

SONIC THE HEDGEHOG, STREETS OF RAGE, BATMAN, ALIEN STORM, HARDBALL, PACMANIA, SUPER VOLLEYBALL TURRICAN, FANTASIA, NHL HOCKEY, MS. PACMAN

Ratings Key:

- 5 - Average
- 4 - Fair
- 3 - Poor
- 2 - Bad
- 1 - No Way!

SONIC THE HEDGEHOG



Sega's new hero has finally come. Take the role as the speedy hedgehog to free your animal friends from the evil clutches of Dr. Robotnik before he turns them into mindless slaves.

Sega

Genesis

Action

4 Meg

Now

DAVE

Sonic will put the Genesis ahead of the pack! The graphics and sounds are spectacular and the technique is truly top class. The game suffers low difficulty, but otherwise is a winner.

G.O.G.

This game is awesome, I loved it. Great sounds and even better graphics and game play. I couldn't stop playing it. It even offers two great endings. So, don't let Sonic pass you by!

MIKE

Sonic the Hedgehog is the best Sega adventure yet! Music, graphics, and control are spectacular, and trying to achieve the best ending is a tough challenge indeed! Adios Mario!

BART

Sonic is an amazing game. The graphics are done really well and the music is totally funky. The game moves at an incredible pace, but unfortunately is over way too soon.

STREETS OF RAGE



Woah! Crimes really getting out of hand, only Adam, Axel, and Blaze can save the city. Use your street fighting moves, broken bottles, pipes and other objects to battle your way through. Time to get tough!

Sega

Genesis

Action

4 Meg

Aug

DAVE

This is street fighting action at its best! For everyone who's been waiting for a Double Dragon on the Genesis, Rage should do just nicely! The graphics, sounds and play are great!

G.O.G.

Get ready Genesis fans for the best fighting game ever. This is an intense game with incredible sound and graphics. Over 40 different moves and tons of different enemies to waste. Superb!

MIKE

At first, I thought Final Fight would be unstoppable, but Streets of Rage is mind-blowing! It sports the best soundtrack of all Sega games available, as well as crisp graphics and control.

BART

Definitely the best fighting game available on any home system. Killer graphics and a jammin' soundtrack are only the icing on the cake. Phenomenal two player game play! Hot! Hot! Hot!

BATMAN



Batman's back, and this time, he's on the Genesis! You're out on a mission, and that is to stop the Joker's sinister plans to control Gotham city. Punch, kick, and jump through 8 levels infested with insane criminals.

Sunsoft

Genesis

Action

4 meg

Now

DAVE

Batman is a great looking game, with excellent side-scrolling action and technique. The game comes up short on challenge, however, limiting what is otherwise a fantastic game.

JOE

Finally, Batman has come to the Genesis. However, I don't think that it will live up to the hype it has received. It's a good game with great graphics, but the game is a bit easy, and a little slow.

MIKE

Batman is a really powerful title for Sunsoft, but it could have rated a nine if the challenge was greater. Also, it could have used some speedier action. Otherwise, it's a winner!

BART

This is one of the better action games for the Genesis. The graphics capture the feel of the movie perfectly. The game play is superb but has a low level of difficulty.

ALIEN STORM



The world is once again in the grips of an alien invasion. You are the only one to save the earth from this terror from space. Choose from a cast of characters and pick the best warrior to do the job and live to tell about it.

Sega

Genesis

Action

4 Meg

July

DAVE

You've got two-player co-op action and some of the nastiest alien animations ever. The game is repetitive and comes up short on difficulty, but the translation from the coin-op is near-perfect.

JOE

This game has great graphics and sound. It also offers a two player simultaneous mode but the game's game play is only fair and it is too short. Not bad, but not spectacular.

MIKE

If this isn't just Golden Axe in the future, I don't know what is! Despite the cool graphics and theme, you may wait for Golden Axe 2, which is sure the best bet for Axe fans!

BART

This cart plays like a revamped Golden Axe. The aliens are animated very well and the graphics are cool. The game play gets repetitive and is way too easy.

HARDBALL



Batter up! Thanks to the minds at Ballistic, Genesis sports-minded fans have a new choice. Hit the field with some fantastic playing teams, voices, crowds and most of all, a good game of baseball.

Ballistic

Genesis

Sports

8 Meg

Now

DAVE

As a baseball game goes, Hardball doesn't really break any new ground. The perspective of play got to be annoying and the whole thing was somewhat clunky for me.

JOE

Batter up! Get ready sports fans because here comes a phenomenal baseball game for the Genesis. It offers every thing you could ask for in a baseball game and more. Superb graphics.

MIKE

I like it! Not only are the graphics great but it is easy to play! New features not on any other game! Hardball is one the best baseball games available. The voices are doubly cool!

BART

There are only a few sports games that I like and this isn't one of them. The graphics and sounds are good but the game play isn't the best. It just doesn't measure up.

PACMANIA



Fans of the original pac-man rejoice! Pacmania is here! The plot for this game is simple. Gobble up dots and run around a maze and try not to get caught by the ghosts, but the thrill of this cart is that it is in 3-D!

Tengen

Genesis

Action

4 Meg

July

**D
A
V
E**

Pac-Mania doesn't quite capture the graphics or intermissions from the arcade original and the control, like in most Pac-Man games, is seriously lacking. Okay, but not great!

**G
O
G.**

Look out, Pac Man is back and this time in 3-D. There isn't much to say because pacmania is Pac Man with the addition of a jump. They did add some more ghosts. Total flash back.

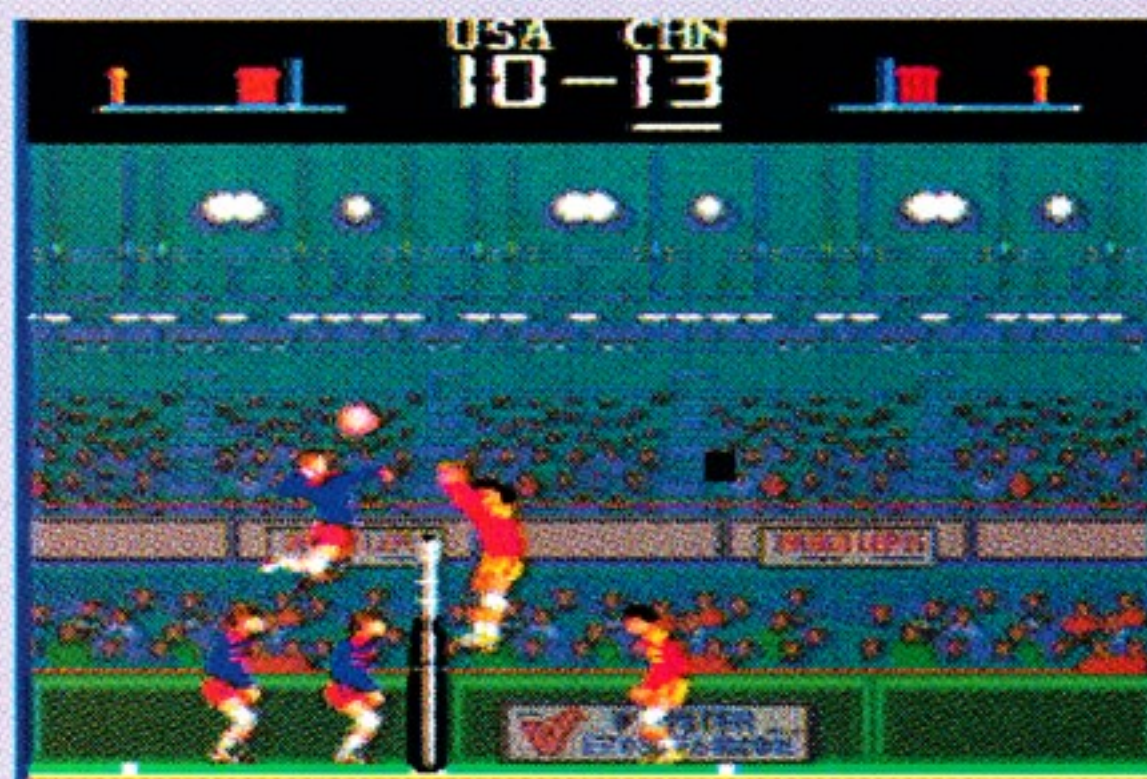
**M
I
K
E**

I think we'll all agree on this one. Pacmania is a cool version of Pacman, but the 3D perspective can be irritating when you have one dot left...Where is it?!? Anyway, it's okay.

**B
A
R
T**

This is a good translation of the coin-op. The graphics are cool and the sounds are OK. The game play is a little sloppy and really detracts from the game. Not as fun as Ms. Pacman.

SUPER VOLLEYBALL



Now you can star in the world championship volleyball tournaments. Use your spikes, sets, bumps, and serves to trash the other opponents once and for all. 2 player option is even more fun.

Sega

Genesis

Sports

4 Meg

July

**D
A
V
E**

This game is not exactly what you'd call an action-packed sports entry. The game itself requires too much set up before the payoff, and once there you find it's not that great.

**G
O
G.**

Although, this is the first volleyball game for Genesis, I expected a lot more. It has good game play blended with bad graphics and it's really easy to master. Not enough animation.

**M
I
K
E**

The ball control in Super Volleyball is very true to the awesome sport of volleyball, but you only have four teammates and no techniques to speak of. Boring, and repetitive.

**B
A
R
T**

Super Volleyball is fun to play, but after awhile it becomes incredibly repetitive. The graphics could have been better as well as the sounds. Just average as far as sports games go.

TURRICAN



Based of the popular PC game of the same name, Turrican features a fully armed warrior out to free the world from the grips of evil once again. Plenty of power-ups and lots of weapons to choose from.

Balistic

Genesis

Action

4 Meg

July

**D
A
V
E**

Turrican is an action game gone insane, with hidden enhancements - tons of them, and any number of ways to take on the enemy! Good combination of strategy and action!

**G
O
G.**

Awesome! This is probably the hardest Genesis game ever made. The game play is perfect, and the levels are massive with tons of hidden places to explore. Lots of cool power-ups.

**M
I
K
E**

Excellent!! Lots of power-ups, lots of challenge, lots of techniques to learn! These are the things that go into a killer cart. I would like to see a lower difficulty level for novice players though.

**B
A
R
T**

I love this game! This is the ultimate action game for Genesis. There's a huge variety of weapons and techniques you must master to beat this challenging and great playing cart.

FANTASIA



The sequel to the ever popular Castle of Illusion is here! The musical notes are stolen from the sorcerer's book, and now Mickey has to get them back. Use your magical abilities and jump attacks.

Sega

Genesis

Action

4 Meg

July

**D
A
V
E**

Fantasia impresses me with some of the coolest graphics and animations ever seen. But beyond the good looks is awkward play control and very little technique. Not impressed.

**G
O
G.**

What happened to Mickey. He is just isn't the same as from Castle of Illusions. They took away his smooth game play and made it really choppy. The graphics and sound are still good.

**M
I
K
E**

The graphics and animations are the only things that save Fantasia from the fiery depths of a 4. Player control is substandard and the music needs more variety.

**B
A
R
T**

The best thing about this game are the fantastic graphics and animations. The worst thing about this game is the poor game play. Sorry, pretty graphics doesn't make a good game.

NHL HOCKEY



The wizards at E.A. have once again developed another spectacular sports title for the Genesis. NHL Hockey contains all the grid iron action of the rink. Be careful! Get too rough and you'll end up in a fight!

Electronic Arts

Genesis

Sports

4 Meg

August

**D
A
V
E**

NHL Hockey succeeds in the same way Madden Football and Lakers vs. Celtics did: with solid game action that is supported with strategy and all the bells and whistles to set it apart.

**G
O
G.**

This is the first hockey game for the Genesis, and it is excellent. It's hockey at its finest with incredible graphics. You can play against a friend or be on the same team. Very fun!

**M
I
K
E**

Definitely the Madden of Hockey, EA's NHL Hockey is the best around for hockey excitement. EA sports title are getting better and better! Keep an eye out for the EASN titles!

**B
A
R
T**

This is hockey at its best. Great game play that is loaded with options combined with cool graphics and the NHL. Awesome sound effects! There's even an instant replay mode!

MS. PACMAN



Tengen has once again brought out another recreation of the popular arcade game. This version is an exact duplicate of the arcade version. Play alone or with a friend eating pellets and ghosts.

Tengen

Genesis

Action

2 Meg

July

**D
A
V
E**

This Pac-Man game does have control problems, but makes up for it with a variety of options like super speed and new mazes! A must for Pac-fans who can accept the tedious controls.

**G
O
G.**

Not being a big fan of Ms Pac Man in the arcades, I knew I wasn't going to like it. The game is exactly like the arcade with some new levels. This just isn't my type of game.

**M
I
K
E**

Ms. Pacman reborn with out-of-this-world options that allow head to head action, wacky mazes, and super speed! Too bad the "Pacman theme" is so over used; it'd be incredible.

**B
A
R
T**

Excellent! A perfect translation of the arcade classic. The graphics are even better than the arcade. The game play is a little sluggish, but new features add more variety and keep it fun.

GAME OVER!



MICHAEL JACKSON'S MOONWALKER



WHO'S BAD?

You've finally made it to the hideout of the major villain Mr. Big himself. Michael must fight his way through a warehouse filled with laser cannons and machine gun-toting thugs. He'll change into a super robot and fight off the remainder of Mr. Big's army. Now Michael awaits his greatest challenge. He gets into his super battle plane and goes head to head with the big cheese in a furious aerial combat sequence suited for Galaxy Force. If you beat Mr. Big, you'll get to see Michael and his chimpanzee companion strut their stuff to some very intense tunes.



R U A GENESIS GENIUS?

PART 2

What's your story?

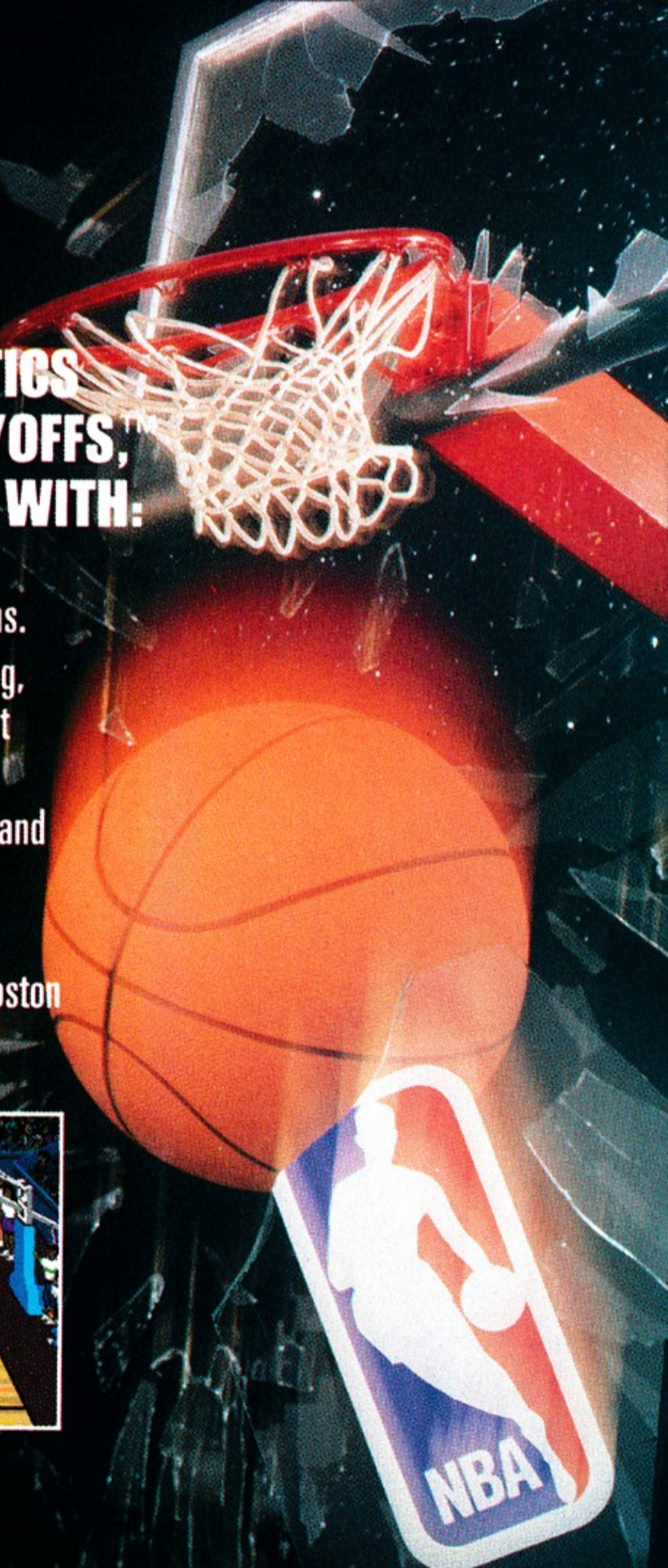
Take the Genesis Aptitude Test (G.A.T.) and find out. Write the answers to questions 8 through 14* on your completed entry form, and send it in. Score high and you could win 3 Genesis titles from Electronic Arts just for being smart.

*If you didn't take the first G.A.T. (questions 1-7)—no problem. It's never too late to become a Genius!

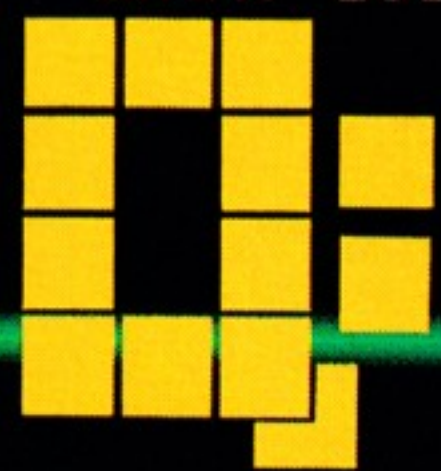
G.A.T. QUESTION #8

Q: LAKERS VS. CELTICS AND THE NBA PLAYOFFS, IS THE ONLY GAME WITH:

- A. Full-court fastbreak action featuring 10 hot NBA teams.
- B. Real NBA players slamming, jamming, and firing 3-point bombs.
- C. Half-time highlights, refs, and authentic player statistics.
- D. All of the above.
- E. L.A. glamour geeks and Boston leprechauns going 5 on 5.

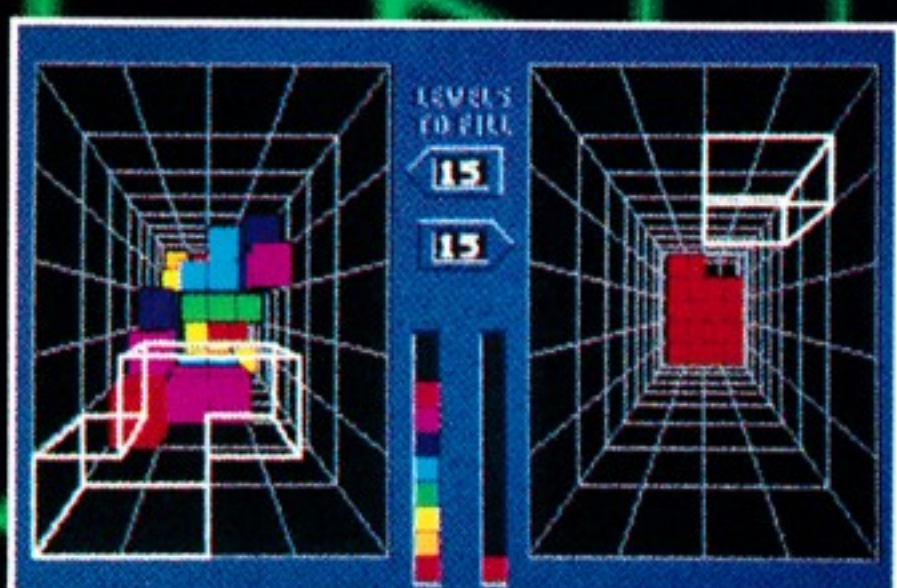


G.A.T. QUESTION #9



BLOCKOUT™ IS A BLAST-ACTION PUZZLE GAME WITH A UNIQUE 3-D PERSPECTIVE AND:

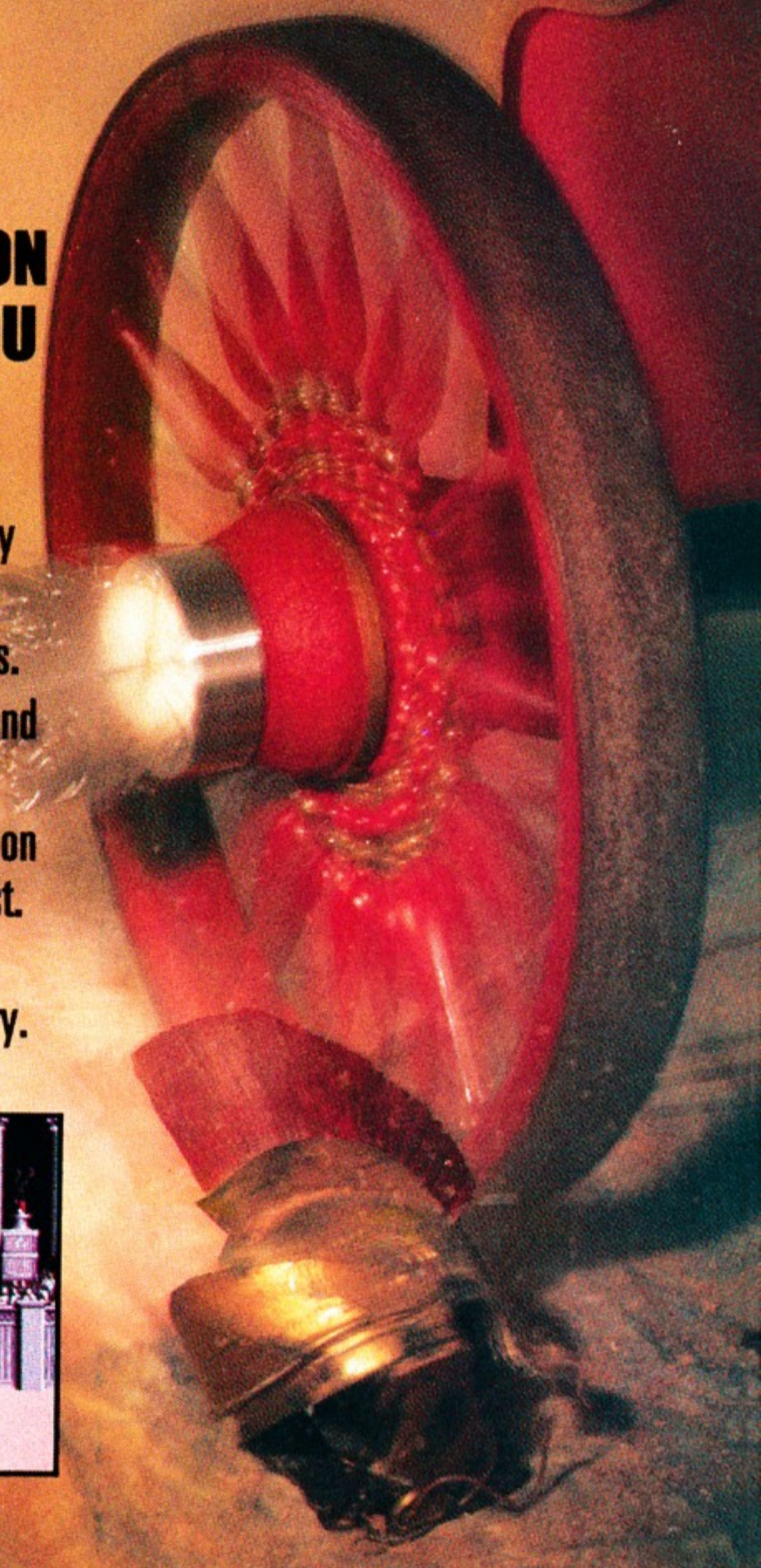
- A. Nearly 750 combinations of blocks and pit layers.
- B. 11 challenging skill levels.
- C. A centerfold from the Pork Farmers Journal.
- D. A "rep" for being addicting.
- E. All of the above except for the picture of the pig.



G.A.T. QUESTION #10

Q: IN CENTURION THE ONLY THING YOU CAN'T DO IS:

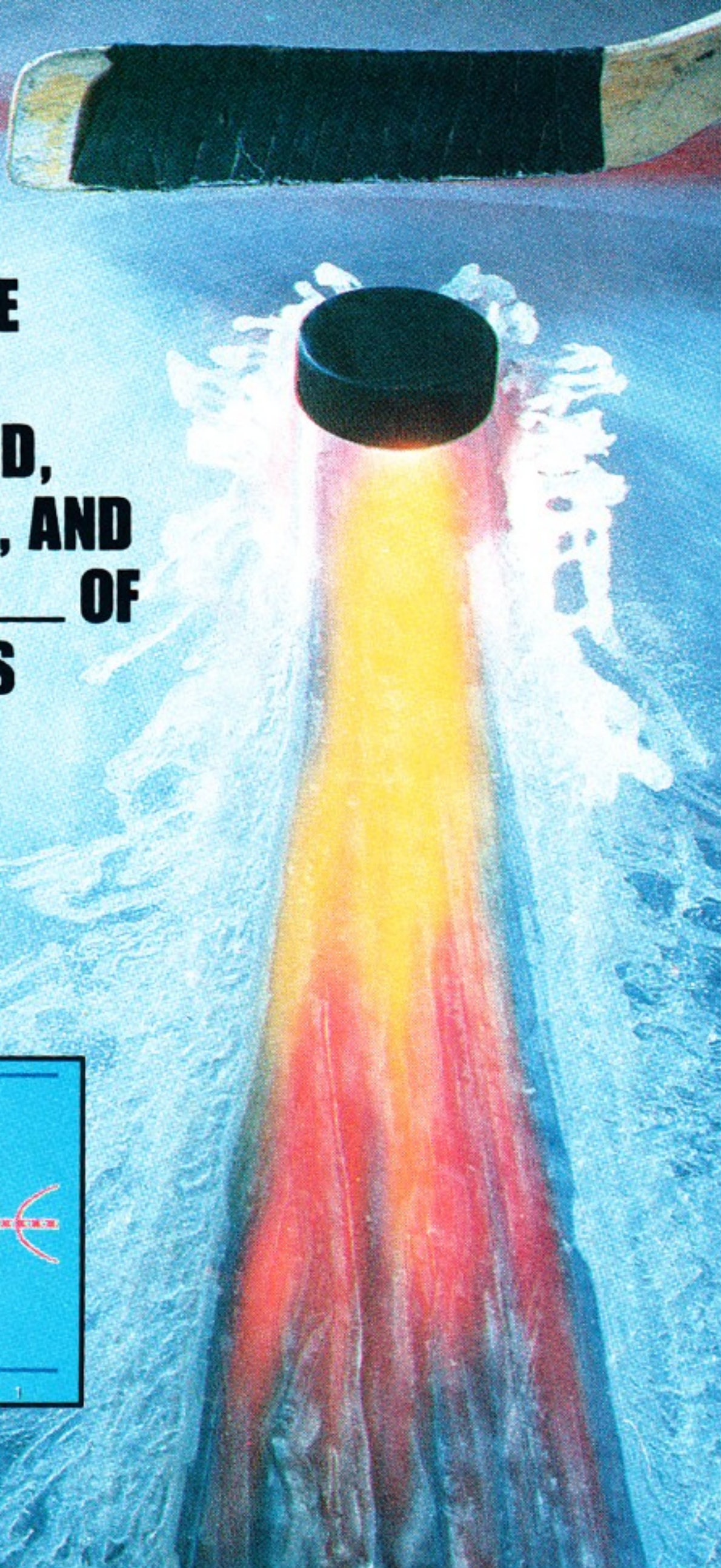
- A. Shatter your opponents' chariots, and whip their sorry behinds.
- B. Excoriate gastropod lifeforms.
- C. Crush Rome's enemies on land and sea.
- D. Date Cleopatra, ranked #1 on the all-time "bad" chicks list.
- E. Scare the ----- out of the Carthaginian elephant cavalry.



G.A.T. QUESTION #11

Q: **NHL® HOCKEY** GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING _____ OF THE BEST PLAYERS IN THE WORLD.

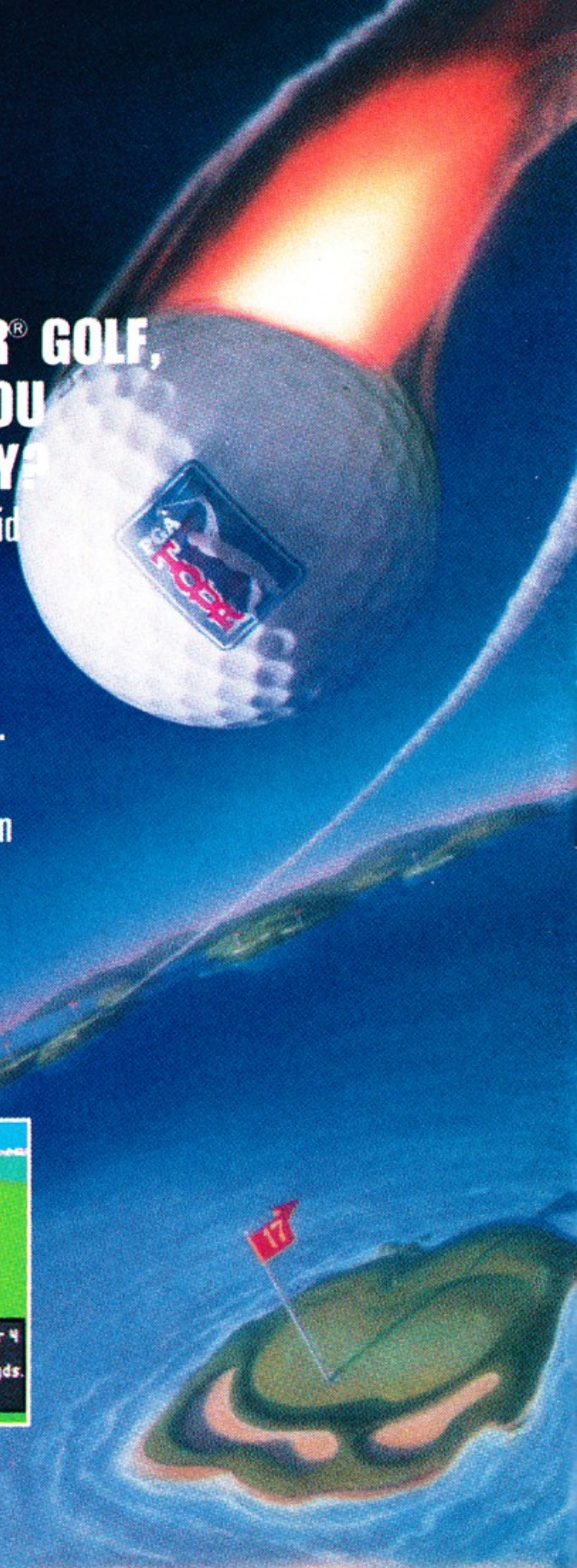
- A. Hip checks.
- B. Bounced checks.
- C. Brooding Czechs.
- D. Rice Chex™.



G.A.T. QUESTION #12

Q: **IN PGA TOUR® GOLF,** HOW CAN YOU FINISH IN THE MONEY?

- A. Use the unique 3D contour grid to "read" the greens.
- B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
- C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
- D. All of the above.
- E. Fluff up those dorky tassel things on your golf shoes.



G.A.T. QUESTION #13

Q: **IN MIGHT & MAGIC®** YOU SAVE THE MYSTICAL LAND OF CRON FROM A CENTURY OF EVIL WHILE PLAYING:

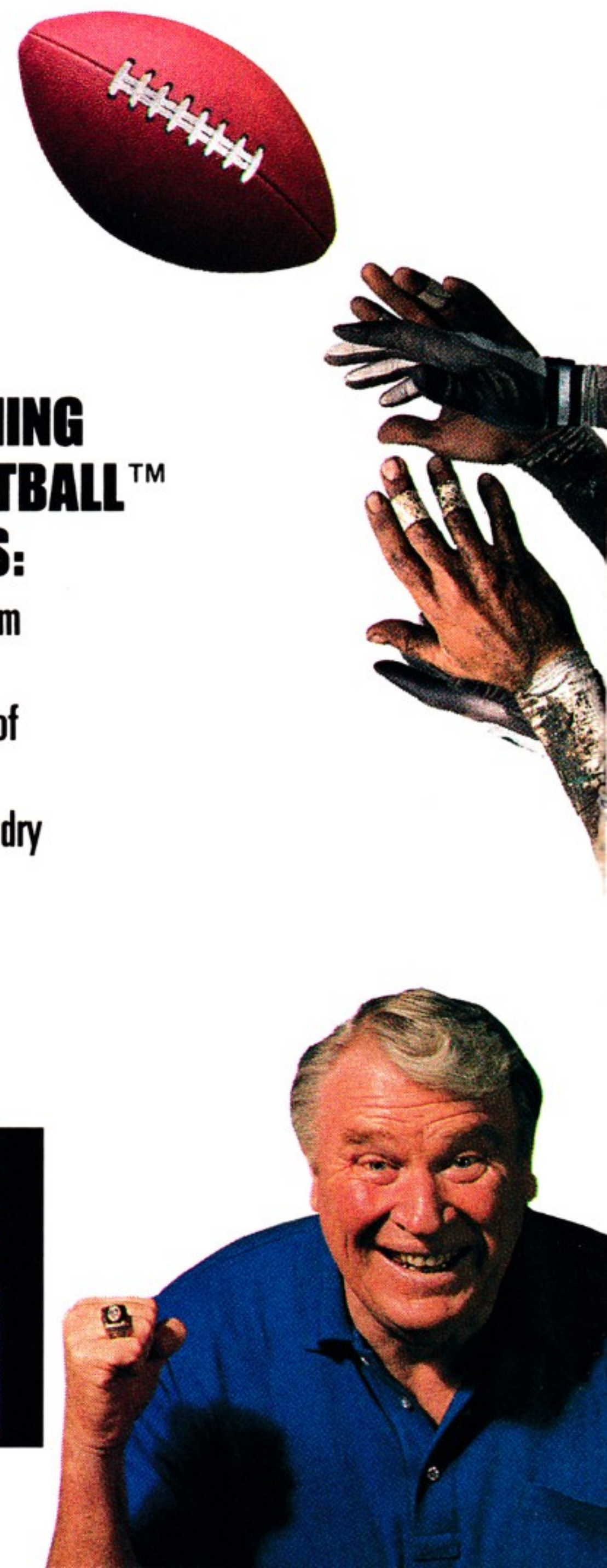
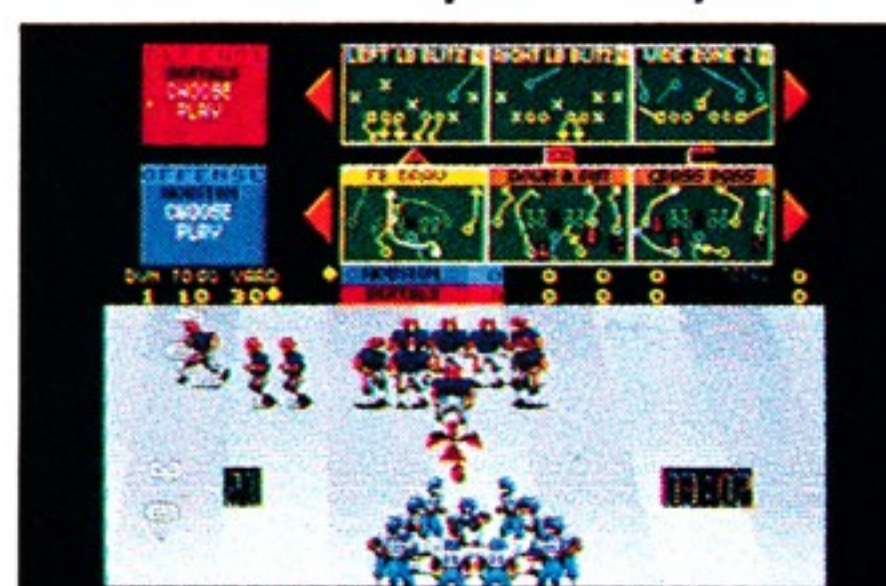
- A. Six different fantasy roles in a band of heroic adventurers.
- B. Yahtzee™ with nasty boys.
- C. Dodgeball in traffic.
- D. *Stairway to Heaven* 326 times on the accordion.
- E. Knobby the wonder slug.



G.A.T. QUESTION #14

Q: **THE ONLY THING JOHN MADDEN FOOTBALL™ WON'T GIVE YOU IS:**

- A. Over 100 pro-style plays from John's own playbook.
- B. The speed and power skills of *real* pro players.
- C. Chronic turf toe and nervous dry heaves just before kickoff.
- D. Dives, spins, tough tackles, audibles, and penalties.
- E. A chance to win the "big show" on Super Sunday.



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Free Electronic Arts Road Kit to the first 25 G.A.T. finishers who correctly answer all the questions. Earliest postmarks win.

(Road Kits hold 8 Genesis carts.)



ANSWERS TO G.A.T. QUIZ PART 1:

#1 **E** #2 **A, C, F** #3 **C** #4 **E** #5 **A** #6 **D** #7 **B**

WATCH FOR G.A.T. QUIZ PART 3

for the answers to G.A.T. Quiz Part 2.

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Just fill out this G.A.T. quiz and mail it. All G.A.T. quizzes with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

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- ROAD RASH™** —A daring, no-holds-barred superbike road racing challenge. Knee-dragging danger. Anything goes—even the rules!
- KING'S BOUNTY™** —The conquest adventure game. Plays like an RPG. Challenges like a strategy game. Lead and battle 25 classic fantasy creatures.

Your Answers

#8 _____ #9 _____ #10 _____ #11 _____ #12 _____ #13 _____ #14 _____

Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Phone _____ Age _____

Send completed G.A.T. Quiz to:

G.A.T. Quiz, Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404-2497

(Entry must be postmarked by 9/30/91, drawing will be held 10/18/91. Winner will be contacted by mail.)

_____ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

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are formidable!**

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