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MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

**ROLLING
THUNDER 3
STORMS THE GENESIS!**



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Volume 4, Number 2



MEGA PREVIEWS
MORTAL KOMBAT · JUNGLE STRIKE
SPLATTERHOUSE 3 · SHINING FORCE
SILPHEED VR CD · COOL SPOT · X-MEN
BLASTER MASTER 2 · DRACULA · TIME GAL

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FLASHBACK

THE QUEST FOR IDENTITY™

12 MEG



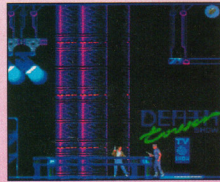
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Planet Morphs: Surprise! You show up at the aliens' HQ. They don't look happy!

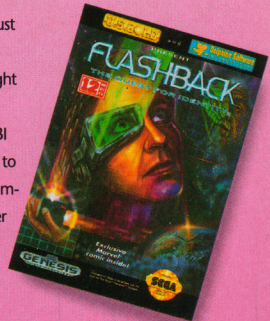


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Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



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and



MEGA PLAY

The All-Sega™
Magazine

April, 1993
VOLUME 4, NUMBER 2

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PERIODICAL

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One of the nice things about the semiannual Consumer Electronics Shows is the fact that we get to see some of the new projects that the game companies are working on. For me, the Sega booth is at the top of my list to visit as they always are working on something new. This show was no disappointment.

My first stop at their booth was their CD-ROM exhibit. Unlike Nintendo, who now thinks CD-ROM is too far away to talk about, Sega had their system up and running with some very interesting variations of multimedia entertainment.

One new entertainment category they were showing was entitled Virtual VCR. This concept uses new data compression techniques which allows them to put about 60 minutes of motion video on one of their CDs. The disc being demonstrated was a music video of Prince. Not bad in itself, but what really made it impressive was the built-in feature to allow the user to treat the video like a VCR tape. That is, there were controls on the bottom of the screen which would allow the CD video to be paused, fast forwarded or rewound! Sega has other music videos like U2 and Peter Gabriel in the works. This VCR approach will also be extended to the edutainment category in another CD called March of Time. This disc, quickly followed by two more, will visually document history from 1935 to 1951.

Hidden among other CDs was a game called Silpheed VR. This gem, easily overlooked by many, probably represented the most technologically advanced game at the show. The 3-D imagery in Silpheed was spectacular. Check out our StarFox/Silpheed comparison in this issue's Hi-Tech Sega column.


In another area, Sega was demonstrating their Activator. This is a ring of infra-red sensors that are aimed upward. The player stands inside the ring and the Activator can detect arm and foot movements. Sega claims that if the player throws a punch, the sensors will have the on-screen character do the same movement. It looked cheesy, but with the right software it might look better.

Saving the best for last, Sega officials were quietly showing their newest project - Virtual VR. Essentially the arcade Virtual Reality helmet for the Genesis, VR, with its \$200 target price, could be the hot Sega peripheral this Christmas.

Of course there were rumors. Officials at Sega hinted at Street Fighter 2 coming to their systems this year (it is!) along with a new 6 button controller for that game. And when discussion rolled around to Nintendo's skipping over the 16-Bit CD-ROM machine and going straight to 32-Bit, Sega officials were there with some very carefully picked words that said "... just as the Genesis was derived from the System 16 [their 16-Bit arcade machine], Sega now has the System 32." When asked when we would see the system, officials would only say 1994.

I can't wait!

Editor
Ed Semrad



PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! Bram Stoker's Dracula. IT'S A WHOLE NEW GAME.



Coming soon for SNES, NES, Game Boy, Genesis and Game Gear.



SONY

IMAGESOFT

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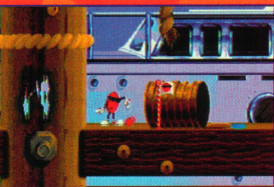


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COMING ATTRACTIONS
Silpheed, debuting from Sega, is a revolutionary new breed of shooter, taking polygon graphics and texture mapping to the limits!



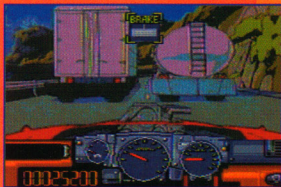
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SEGA CD FILE

Buckle up for two intense graphic trips on your Sega CD with Road Avenger and Time Gal. Both will keep you in awe for hours!

FATAL FURY



ARE YOU TOUGH ENOUGH FOR THE ULTIMATE FIGHTING CHALLENGE?

FATAL FURY is here, and only Takara brings home all the power of the smash-comop arcade megahit to the SEGA GENESIS System. Blazing fast animation and realistic moves make this game the one to beat! Choose from among three fighting heroes — each with his own unique style of fighting — and take on nine enemies, each possessing their own fighting skills and hidden powers that defy the force of Nature itself. Witness their terrible might as they hurl energy blasts, unleash tornadoes, even turning their entire bodies into human torches! And just when victory is in sight — along comes Tung Fu Rue, who can transform himself into a Giant of lethal, flying force.

The battle is joined on a journey through the mean streets of South town. Fight hard as day turns to night on the Beach or Amusement Park, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered. Eight locations in all, each with unique background animation, music and sound effects.

Huge characters leap right off the screen. Special skills, magical powers and multiple attack moves combine with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Are you tough enough to handle the challenge of FATAL FURY and become the KING OF FIGHTERS?



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Every hole's designed from the original course blueprints. Right down to each hazard, bunker, green, fairway, and rough.

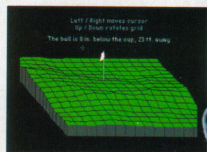


PGA TOUR II now has a fade and draw meter for hitting letter-perfect tee shots.

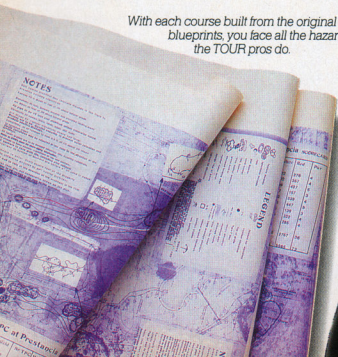
With each course built from the original blueprints, you face all the hazards the TOUR pros do.



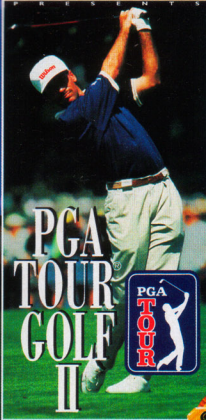
Take your best shot at the new skins challenge. If you're on top of your game, you'll hit the big payoff.



The 3-D putting grid rotates so you can see every wrinkle. Use it to read every green like a pro.



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MEGA MAIL

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bookstore but they want \$16 for the book. That is way too much money for my pocket-book. Is there something easier (and cheaper) that I can use to find out everything possible about the game?

Jack Parand
Atlanta, GA

WANTED...MORE GG RPGS

I bought the Game Gear the minute it came to the stores. I couldn't see getting the Black & White wonder even though they had tons of games out for it, and I have to admit that it was a tough decision to get the GG over the Lynx, but now, looking back at the software for both color systems (the Lynx is dead), I am glad that I chose the GG. I particularly don't care about the fast action games and my personal preference is the thinking quest/RPG type games. Unfortunately there haven't been many for the GG and I would like to know if Sega is planning to continue to support this genre. Have you heard of any new RPGs?

Alan Fetzer
Philadelphia, PA

GENESIS SF2...IT'S OFFICIAL!

For the past six months every magazine has been hinting that Street Fighter 2 will be coming to the Sega system. I have held off selling my Genesis for a Super Nintendo because of this. I can't wait any longer. I am the only person in my school who doesn't have SF2. What is the real story? Is Sega going to get a version of the game, or aren't they? Why all the secrecy?

Skip Yatzel
Fargo, ND



The official Sega Street Fighter 2 will be officially announced on March 10, 1993.

(Ed. Well Skip, it looks like the unsecret is about to become public knowledge. Almost. Here's the story. Sega and Capcom have jointly invited all the press to Sega's offices in San Francisco for a 'special' announcement on March 10, 1993. Of course, that is all that they will say but what else could it be for? Next issue we will give you the full story!)

SONIC 2 DEBUG!

My favorite game is Sonic 2. While I have gotten quite well at it, and have seen the Golden Sonic ending, I can't help but believe that there are areas in the game where I haven't been to yet. I am thinking about buying one of those 'how-to-beat Sonic 2' books which I saw at our local



Plug in the Sonic 2 debug code and explore the levels to your heart's content!

(Ed. Dude, dude, dude. Sixteen bucks for a how-to book! You must be crazy for even thinking about buying it. We can't get too excited about rip-offs like that, especially when there are so many different Game Genie and Pro Action Replay codes out there that will change virtually every parameter of the game, including the game clock. By selecting infinite lives there isn't any need for a book that maps out the game, as you can move around as you please without having to worry about getting killed and starting over.

That's great for those who have purchased the PAR or GG, but for those who have to do it on their own, there are always the tricks hidden in the game. And the Sonic 2 programmers have built in some cool tricks!

First there is the level select, then the instant 'Golden Sonic' trick and last but not least, the famous 'Debug Mode.' Check out our Tricks section for the way to access these awesome codes.

So you tell us. Do you want to blow \$16 on a how-to book or plug in the debug trick (for free). We suggest the latter and then you can spend the \$16 on renting 8 new games.)



Game Gear's Shining Force is out in Japan and being considered for a U.S. release.

(Ed. You're not alone Alan. We've been getting tons of letters in from not only other GG owners, but also from Genesis players asking the same question. Sega has really dropped the ball when it comes to this category. What is strange is that there are plenty of good RPGs already out in Japan, and all Sega of America would have to do is to translate the Japanese text. We talked to them about this at the Winter CES and they said that they will have Shining Force out this spring, and the 16 meg Land Stalker will be coming out for the Genesis later this year. For the Game Gear, Shining Force came out late last year in Japan and it is currently being considered for an American release. For an instant fix, you might want to look for GG Defenders of Oasis. It should be out by the time you read this.)

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| 2. SNES / AXELAY | 18. GENESIS / JOHN MADDEN '92 | 34. TURBODUO / BONK'S REVENGE |
| 3. SNES / TMNT 4 | 19. GENESIS / NHLPA HOCKEY '93 | 35. TURBODUO / LORDS OF THUNDER |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / TAZMANIA | 36. NEO GEO / WORLD HEROES |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / MORTAL KOMBAT | 37. NEO GEO / VIEWPOINT |
| 6. SNES / SPACE MEGAFORCE | 22. GENESIS / ALIEN 3 | 38. NES / SUPER TECMO BOWL |
| 7. SNES / OUT OF THIS WORLD | 23. GENESIS / FLASHBACK | 39. NES / TURTLES 3 |
| 8. SNES / BATMAN RETURNS | 24. GENESIS / BULLS VS. BLAZERS | 40. NES / SUPER MARIO 3 |
| 9. SNES / ZELDA 3 | 25. GENESIS / ROAD RASH 2 | 41. NES / YOSHI |
| 10. SNES / SUPER MARIO KART | 26. GENESIS / TERMINATOR | 42. NES / MEGA MAN 5 |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / STREETS OF RAGE 2 | 43. GAMEBOY / SUPER MARIO LAND 2 |
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| 13. SNES / DEATH VALLEY RALLY | 29. SEGA CD / NIGHT TRAP | 45. GAMEBOY / MEGA MAN 2 |
| 14. SNES / TINY TOONS ADVENTURES | 30. SEGA CD / SEWER SHARK | 46. GAMEBOY / DR. MARIO |
| 15. SNES / BUBSY | 31. SEGA CD / WONDER DOG | 47. LYNX / NFL FOOTBALL |
| 16. SNES / CYBERNATOR | 32. SEGA CD / MONTANA FOOTBALL CD | 48. LYNX / SHADOW OF THE BEAST |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through April 30, 1993.

NOT READY FOR MTV!

I have heard that Sega is going to bring out more Make Your Own Music Video CD games for their Sega CD machine. I already have the Marky Mark and Kris Kross discs and they are great! Do you know if Sega is going to bring out any more MYOMV games? I hope so, as they are games that are fun to play.

Bill Tagle
Los Angeles, CA

What is up with Sega? I bought their Sega CD system to be able to play awesome games with graphics that would blow me away. What do I get? Sherlock Holmes (yawn) and Sewer Shark. Had I known that these were the type of games that Sega had in mind, I would have saved my money. And what is with these Music Video discs? I bought one called Marky Mark, played it once, and took it right back. It wasn't even a game. When will Sega come out with something that I will want to play?

Keith Tarushy
Hartford, CT



INXS will be one of the next Make Your Own Music Video CDs from Sega.

(Ed. Judging from the letters that we have received, players either hate or love the Make Your Own Music Video CDs. There doesn't seem to be anything in between. Locally, here in Chicago, it appears that the 'hate' group of players seem to be winning as the price of both Marky Mark and Kris Kross MYOMV CDs has dropped from \$59 to \$39. While this may not be a national trend, we here at Mega Play agree with Keith that the game is fun for a couple of plays but it quickly gets boring.)

TOO MANY GAME SYSTEMS!

I am writing to you to let you know that I think that there are just too many different game systems on the market. Things were just fine when there was the Genesis, NES, TurboGrafx and a few portable systems. Now, each of the major players has, or will soon have, their own CD-ROM attachment and both Sega and NEC are threatening us with brand new 32-Bit systems. Besides these, Atari wants back in with their Jaguar; 3-D-O has their overpriced, keyboardless computer; Pioneer thinks they found a new angle to sell LaserDisc players with their Laser Active; Sony will probably bring out their Play Station, and Konix is back in business. Of course there is no CD-ROM standard so each manufacturer has their own game system format. Why is this? Can't they see that all they are doing is confusing the game players? Which one do you see as being the leader?

Norm Scott
New York, NY



FM Towns will soon be bringing out their new 32-Bit CD-ROM game system!

(Ed. Don't forget the new 32-Bit CD-ROM system from FM Towns called Marty, Norm! We agree with you that there are just too many players in the game system war. Of course some, like the Konix and Marty, don't even have a remote chance of being a major player, but others like the 3-D-O will get a foothold in the market because their system is so good. Others like the Jaguar and Laser Active could either make it or lose it depending on software support. We still think that the major players will be Sega and Nintendo.)

WHAT'S NEXT SEGA?

One of the things that I really like about Sega is the fact that they are always first with new products for their video game system. They had the first 16-Bit system on the market, first with a CD-ROM drive, first with their Activator and first with a color portable game system. In the future, I can expect them to be first with a 32-Bit game system. But after that, my crystal ball becomes cloudy. What did you see at the Winter CES that I can brag about to my friends who have the Super NES?

Troy Roberts
Toronto, Ontario



Sega will soon be 'first' with their \$200 Genesis home version of Virtual Reality!

(Ed. Besides the firsts that you mentioned Troy, Sega will, later this year, bring out a home version of the Virtual Reality 'helmet-type' game that you have seen in the arcades. Called Virtual VR (working title), Sega has been able to take the bulky, heavy helmet and shrink it down to the size of a large pair of goggles. Most of the electronics have been moved from the helmet to an interface box that will sit alongside the Genesis. This reduces the weight on the head and will allow for more comfortable, longer game play. Sega states that the Virtual VR will retail for about \$200 and they expect that it should be in the stores by Christmas this year along with three or four games. One of those games will be a Genesis translation of their hot 32-Bit 3-D polygon graphics arcade hit, Virtua Racing. The other three games will be a flight simulator, an RPG and a new 3-D shooter!)

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

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GAME OF

GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear on the Genesis."

Sega Visions Magazine

"Dazzling! A score of ten is reserved for the best; this is it!!"

Game Informer Magazine

"WOW!" *Mega Play Magazine*

"Way to go Virgin! Global Gladiators is the best platform action game I've played since Sonic... This game is a masterpiece!"

Die Hard Magazine



1992 Global Gladiators Awards

The Sega Third Party
Seal of Quality Award - 1992
* Product of the Year - Genesis

The Sega Third Party
Seal of Quality Award - 1992
Best Action Product - Genesis

Video Games and Computer Entertainment
Best Sound in a Video Game of 1992

Mega Play's pick of the month.

Nominated for best game of the year,
best music and sound, and best
graphics and animation

*Game Pro and Video Games &
Computer Entertainment*



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THE YEAR

SEGA
GENESIS
16-BIT CARTRIDGE

GLOBAL GLADIATORS



HI-TECH SEGA

SIX BUTTON CONTROLLER TO DEBUT IN SUMMER!

In preparation for the upcoming Sega CD release of Street Fighter 2 this summer, Sega has been working on a new controller that will allow the home version to play just like the coin-op. Since the current batch of Sega controllers have only three buttons, and, since Street Fighter 2 plays best with 6 buttons, Sega, last year, started designing a new controller just for that game.

While adding three more buttons to the current controller is not a major project, Sega wanted to make sure that this controller would be compatible with not only all of the existing Genesis carts, but also that its design and layout would work with all of Sega's future projects.

There were several factors that were important to the design and shape of their new controller.

Cost was one of the most important factors in the new design. As you can see from the picture, the new controller retains the same shape as Sega's older controller, except that in the spot where the three buttons were originally located, there now are six buttons.

Time was the other major consideration. While many other designs were considered, and although they may become reality at some point in the future, there just was not enough time to redo the entire controller and to have it completed in time for the Summer roll-out of



Sega's new 6 button controller is being readied for the simultaneous SF2 intro.

Street Fighter 2.

With the design finished, Sega then had to work out the electronics. Wiring up three more buttons was easy, but the hard part was to make sure that the controller would work with the older existing games that require only three buttons.

To do this Sega had to have one more button added to the controller. It's called the Mode switch and it is located on the top of the controller, slightly to the back and on the right hand side. This button would be used to convert the 6 button controller into a three button model. Operation would be simple, the Mode button, when held down while the Genesis was being turned on, would switch the 6 button controller to the three button mode. On new games there will always be a controller select menu where players would be able to indicate which type they are using.

This extra button could also be programmed to either function as a 'Select' button during game set-up, or it could be used as a seventh button during game play. One proposed function would be to use it in conjunction with the directional pad. Pressing the Mode button while an on-screen character was running would cause the character to run faster.

Although many of the newer games will be designed to make full use of all 6 buttons, Sega has every intention to make all of their new 6 button games work on the older three button controller. Several alternatives that they are looking into include pressing several of the three buttons at the same time, or by using other combos like the start button with a button, or the Mode button with a button. The actual method will vary from game to game depending on the type of action involved and the number of buttons that are needed in the game.

Sega has not yet stated if and how they will program Street Fighter 2 to work with just three buttons. At present, they have just suggested that the start button may be used to toggle between punching and kicking.

Next issue we'll give you a hands-on test of Sega's new 6 button controller and games.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Sega CD and Genesis! 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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- * READ HONEST, HARD HITTING GAME REVIEWS FROM SEVERAL PLAYERS.
- * GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.
- * FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
- * PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!

SNEAK PREVIEW! SEGA'S NEW 6-BUTTON CONTROLLER & TOP SECRET ACTIVATOR!

MEGA PLAY

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3-D...THE NEXT VIDEO GAME BATTLEFIELD!

Sega and Nintendo are about to lock horns in a new battle. It's not the 16-Bit war, as that one is still going on, but this time it is taking place out of this world... in the third dimension. Both companies are getting ready to launch a new genre of games, those which will attempt to duplicate game play in a realistic 3-D environment. Lets look at what each company is doing and how their first games compare with each other.

SEGA

In one corner is Sega. Their first 3-D polygon game is called *Silpheed* and it is a Sega CD disc. Right away, Sega has the advantage of virtually unlimited memory. And when it comes to polygon graphics, as you can see, memory is everything. Processing speed is also important and the Genesis has a quick CPU. In addition, the Sega CD also has a very fast and efficient co-processor built in which can help with the millions of calculations needed with this type of graphics. As such, there is no



Over 500,000 polygons were used to create the landscape level in *Silpheed*!

slow down and the action in this game moved along very quickly. The major difference is that *Silpheed*, when compared to *StarFox*, is extremely detailed and realistic looking. This is because of the huge number of polygons that are used in the game. *Silpheed* has over 500,000 polygons in the planet scene alone! In addition, advanced fractal geometry was used to calculate and draw the lights and shadows of the geographical features. Throw in a 'high' frame speed of 20 frames per second, continuous stereo PCM (Pulse Code Modulation) audio, and special sound effects

synthesized in surround sound, and you have a game that makes *StarFox* look like a NES cart.

Of course it is unfair to compare a CD game with a cartridge, but the FX chip is all that Nintendo has to go up against the competition as their CD machine won't be ready until next year.

If Sega didn't already have a huge 3-D advantage, they will certainly have an even larger one when their Virtual Reality peripheral for the Genesis comes out later this year. Although their VR games are very early in design, from what we were able to see, the concept converts to the home screen quite well.

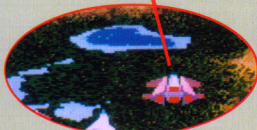
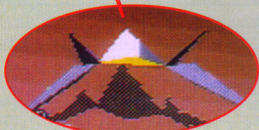
NINTENDO

In the other corner is Nintendo. Their game is called *StarFox* and it simulates combat missions over land, sea and through the darkness of outer space. Centered around a new co-processor built into the cartridge, *StarFox* features polygon graphics that have texture mapping and light source shading that they claim creates a realistic simulation experience.

From the hands-on experience our editors got at the Winter Consumer Electronics Show, *StarFox* proved to be an excellent shooter. The action moved along quite rapidly, the polygons did have some shading, and the game played very well.

On the negative side, the polygons were very large and coarse. This was mainly due to the limited amount of memory available in the 8 megabit cartridge. By having very large polygons, the game looks artificial and not very life-like.

Who wins the first round of the 3-D war? There isn't much comparison. Sega wins hands down.

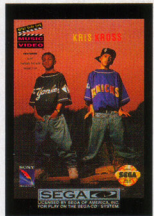


Is Nintendo's 8 megabit FX chip game *StarFox* really any competition to Sega's 4.4 gigabit Sega CD disc *Silpheed*? Which 3-D polygon-filled graphic game looks more real and life-like? Which one would you rather play?



'Make Your Own'

If you think **you have what it takes** to edit, **mix** and create your own explosive, high-impact, **incredibly cool**, absolutely new **music videos** for mega rap act Kris Kross and global super group C+C Music Factory . . .



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straight

the artists themselves. Kris Kross and C+C Music Factory—two

interactive music videos from Sony Imagesoft for Sega CD.



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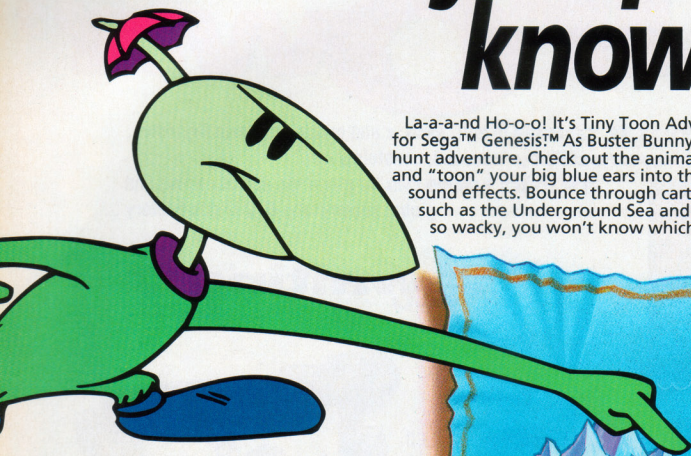
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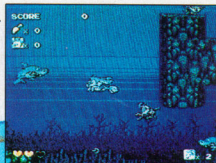
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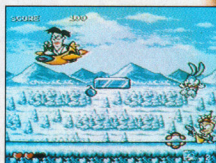
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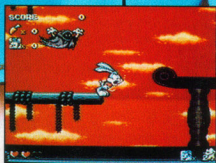
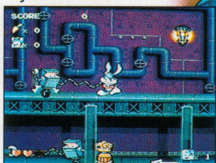
La-a-and Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis™. As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground Sea and a Waterfall so wacky, you won't know which way is up.



You've got to rescue your pals and find the treasure before spoiled Montana Max spoils your plans. But you'll practically have to move mountains if you're going to make it through the mountainous Radar Range.



You're drooling for that 14 carrot gold, but so is every other toonster in town! Dr. Gene Splicer has even brainwashed (we use the term loosely) Elmyra and Dizzy Devil to do his dirty work. Here in the Excavation Factory you'll really have to crank out the carrot juice to survive.



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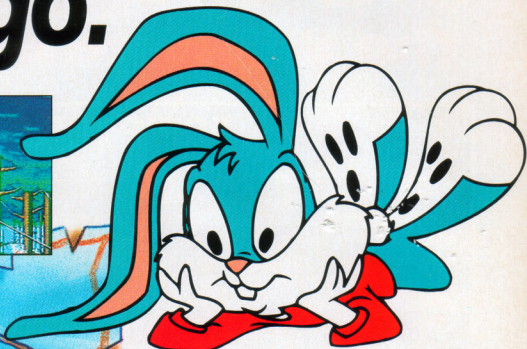
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The Shipwreck will have you sunk because it's swarming with zany challenges. In a pinch, you can always spring a triple jump or slide down a rope with your ears.

cartoon, you better way to Gogo.

Welcome to the Fungusamungus Forest, where creepy trolls and owls are just dying to meet you. But hang on to your carrots, Gogo Dodo will show you where to go throughout this adventure.



The Plains! The Plains! This fantasy island is fraught with freaky flatlands. Before they flatten you, watch out for unidentified falling objects, electric zappers, moving walls, levers and misplaced rakes.



Happy Spelunking! No, it's not a Swedish holiday, save your greeting cards. You're going to be exploring the Deepdark Caverns. Some caves flow with molten lava. Talk about a hot foot!



MEGA TRICKS!!!

The Ultimate in Sega Secrets!

SONIC THE HEDGEHOG 2

By Sega

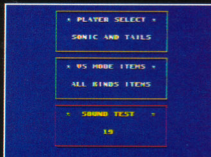
Stage Select, Super Sonic and Debug

Here is the ultimate code for Sonic the Hedgehog 2. At the title screen, scroll down to the options. Press START on controller 1. After the options screen comes up, highlight the Sound Test box. Now, with the pad, change the numbers of the sound test and

play them with the B button in this order: 19, 65, 9, 17. When you play song 17, you will hear a distinct ringing sound at the beginning of the song. Press START to exit back to the title screen. When it appears, hold the A button, press START and you will see a level select screen. You can do another

trick within this screen. Highlight the new sound test within this screen and play these sounds in this order with button B: 4, 1, 2, 6. Choose any stage in the level select screen and while in that level, collect 50 rings and jump in the air to become Super Sonic! Press START and then A to exit the level.

One more trick is the debug. Highlight the sound test in the level select screen and play them with button B in this order: 1, 9, 9, 2, 1, 1, 2, 4. Now choose a stage and hold button A and press START to enter it. In the level, press B to change into an object, A to change, and C to duplicate.



Enter the Sound Test and play the sounds in the right order.



A level select will come up. Do more tricks from here.



Become Super Sonic with one of the codes in this trick.



It's the new Sonic 2 debug! Turn him into more objects!

ROAD AVENGER

By Renovation

Stage Select and Pause

On the title screen, press START to get the Game Start and Options Mode choices. With controller 1, press UP. The pointer will move to the Options Mode

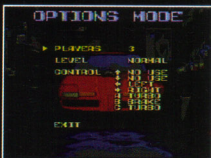
(Make sure you do NOT move the pointer DOWN to the Options Mode, or the trick will not work). The Options Mode screen will appear. Make sure your pointer is on the "Players"

option. **Stage Select** - At the "Players" option, press the A button 6 times. Exit the Options Mode and start the game. The stage select screen will appear.

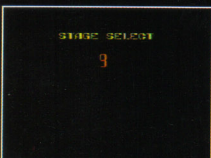
Pause - When the pointer is next to the "Players" option, press the A button 4 times, the B button once, and the A button again. Press START to pause in the game.



Press UP on the pad and then access the Options Mode.



Put the arrow on the "Players" option to initiate the codes.



The stage select is one of the best tricks you can do.



Strangely enough, you have to do a trick to pause this game.

BATMAN: REVENGE OF THE JOKER

By Sunsoft

Level Select

Press START at the title screen and then move the bat to the "Passcode" option. Press START.



At this screen of choices, move the bat to "Passcode."

Enter the code: **5257**. Press the A button and a bunch of symbols that look like mushrooms will appear at the bottom of



Enter this code and you will see these strange symbols.

the screen. Move the pad LEFT and you will now be able to enter codes for every level. For example: Enter the code **6300** and



Enter the code with double zeros on the end for the level.

you will get to level 6-3. The first two numbers are the level and section.

Jack Moy
Wheeling, IL



The level code # corresponds to the level you start at.

ROLO TO THE RESCUE

By Electronic Arts

1-Up Loop

This trick will get you as many lives as you want for this cute game. On the very first level of the game,



Jump on the keyholder's head to free the rabbit in the tree.

take Rolo and go to the man who holds the keys to the cages. Jump on his head and rescue the rabbit in the cage. Press START



Transfer the control to the rabbit. Hop over to the left.

and then transfer control to the rabbit. Hop left, to the beginning of the level and jump straight up to collect the 1-Up. Press START



When you're at the beginning, jump up for the 1-Up.

and go to the map. Repeat this process in the same level for more 1-Ups!

Merlin Newby
Nova Scotia, Canada



Press START and go to the map. Exit and repeat for more.

GODS

By Mindscape

Level Passwords

These are codes for each level of this magnificent game. When the title screen appears, move the



On the title screen, move down to the password option.

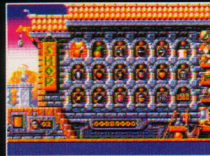
pointer to the "Enter Password" option. On the code screen, form the password of your choice for access to these levels:



Make your level password on this screen for new stages.

Level 2 - NASHWAN
Level 3 - COYOTE
Level 4 - FOXX

Once you start a new level, there will be enough



Begin a new level, and you will have money to buy items.

money for you to buy new weapons and potions.

Sergio Kovic
Ontario, Canada



Each new level has unique foes and trickier situations.

BIOHAZARD BATTLE

By Sega

Level Select

Wait until the SEGA logo appears, and press and hold the C button. While still holding the C button,



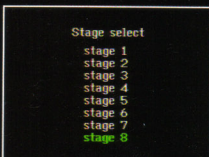
At the Sega logo, press and hold the C button.

press these buttons in this order: UP, DIAGONALLY UP-RIGHT, RIGHT, DIAGONALLY DOWN-RIGHT, DOWN, DIAGONALLY



While holding C, do the trick on the title screen.

DOWN-LEFT, LEFT, DIAGONALLY UP-LEFT, and UP. An easier way to do it is just start from the top of the pad, and



Then press START to get the stage select to appear.

make a clockwise circle all the way around and back to the top. Press START and the stage select screen will appear.



You can access the last level with the stage select!

HOOK

By Sony

3-Up Loop for 99 Men

When you get to level 5 in the rocky caves, there is a 3-up loop that will give you up to 99 lives that will



Walk to the right and fall down the first chasm to the pit.

help you complete the game. When you begin, fall down the first chasm to the right. At the bottom of this pit, walk to the right



Walk to the right, through the muck. Avoid snakes and bats.

and while avoiding snakes and bats, sink and go underneath the rock. Move to the right and keep jumping to get the leaf and



When you get to this point, sink and go under the rock.

3-up. Now, die and repeat this whole process to increase your lives all the way up to 99!



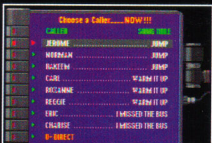
Jump to stay above the muck. Collect lives, die and repeat.

KRIS KROSS

By Sony

Behind the Scenes

This trick will not help you make a better video, but it is fun to watch because it gives informa-



At this caller selection screen, press the designated buttons.

tion on the making of the "Make My Video" CD. At the caller screen, press A, B, C, and then RIGHT on the pad. You will see the



After you get the trick to work, you can see film footage.

taping of an audio session. In the middle of the film of these voice actors, press START to see the concept of the video making and



Press the START button and you will see more footage.

how it all started with just a couple of ideas.

Mike Rowe
Gray, TN



Enjoy watching the creators give their concept ideas!



Top Ten

reasons **NOT** to buy Tyrants™

10 Because I don't like lots of **action and violence**.

9 Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

8 Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7 Because I don't like games that offer **months and months of game play**.

6 Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5 Because I do not have a **loin cloth fetish**. Really.

4 Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.

3 Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2 Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.

1 Because I am not worthy of an **adventurous resource management game** that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.



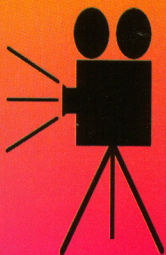
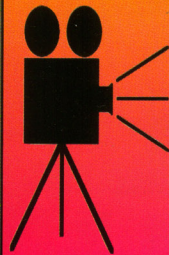
FIGHT THROUGH TIME TYRANTS™



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COMING ATTRACTIONS



SILPHEED VR Sega CD / Sega

Welcome to the next level in arcade-quality shooters! This is Silpheed VR and it boasts spectacular features that create some of the most realistic landscapes ever seen!

The frame speed of the video is 20 frames per second which rivals the speed of a television program, typically 30 FPS. This is all in conjunction with the power of polygon graphics with texture mapping, special sound effects, and surround sound, too!

The basic plot behind Silpheed is to interact with enemy spacecraft and destroy the core of the enemy space fortress. Assorted power-ups make their appearance and include four-way shots, laser blasters and missile launchers. Your ship is protected by a low-level field that can repel smaller enemies' shots. Each level is beautifully drawn with life-like shading and textured appearances. Silpheed VR surpasses all other games to date!

LAND STAGES

The Sega CD really shows off on these stages! The landscape looks incredibly real, right down to the shading on the mountains. Weave through the cliffs in search of enemy craft while collecting power-ups for dangerous missions.



SPACE STAGES

Fight through the treacherous domains of space as you single handedly take on an entire fleet of space cruisers. Watch out for Giga-Beams that can blast right through your ship's shield! Maneuver through their defenses and strike hard!



FUTURE STAGES

Strike the enemy right where it hurts - their own downtown cities! Blast through cavernous corridors while dodging laser cannons and airborne mines. Head to the surface and face the onslaught of missile turrets and cannons.



SILPHEED VR

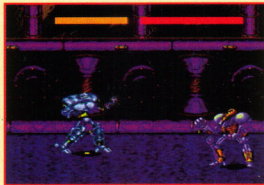


CYBORG JUSTICE

Genesis / Sega

While cruising through space, your ship crashed into a cybernetic colony. With all body functions ceasing, the computer encased your mind within a cybernetic body. The main computer thinks you have malfunctioned and has sent robots after you.

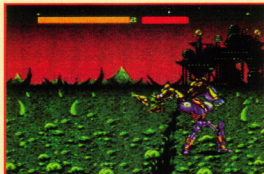
In this action game, you can build over 216 different cyborgs with various body parts like missile arms, buzz saws and tank legs. Fight for your freedom through tough stages of futuristic combat!



In the Duel mode, you enter an arena and duke it out with a rival opponent.



The Arcade mode has side-scrolling action with cyborgs attacking you.



If your cyborg is strong enough, you can lift and throw your opponent!



Be careful! Losing cyber-limbs becomes a problem in later rounds.

ROCKET KNIGHT ADVENTURES

Genesis / Konami

What do you get when you cross a opossum with a battlesuit? You get Konami's hottest action game to grace the Genesis!

With his battle suit, Rocket Knight can fly to incredible heights! He wields a broadsword as his primary weapon but others can be found in strategic locations. Face the wrath of enemy orc-like mercenary pigs that ride on old cars. Locate power-ups and health icons to keep your super abilities ready for action!



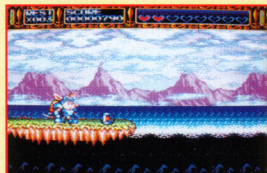
Soar up and away when you ignite the rocket boosters in the backpack.



Yikes! It's a car full of pigs. They carry guns with some killer firepower!



This is no time to hang around! Get out there and finish that level!



Find little treats like these to increase your health meter by a couple points.

X-MEN Genesis / Sega

The ultimate in comic book heroes comes to life on the Genesis! Pick from four tough characters like Gambit, Wolverine, Cyclops and Nightcrawler. Use their special attacks to crush the forces of the evil Magneto!

Two people can simultaneously play and fight characters like Mojo, Juggernaut, Deathbird, Apocalypse and many others. Switch characters throughout the game to meet the changing conditions. Bring those comic books to life!



Archangel has the firepower to stop Juggernaut before he can strike.



Storm's special attack can inflict damage to every enemy on the screen.



Mojo proves to be a worthy adversary for Nightcrawler and Wolverine.



The final confrontation puts you in the magnetic grip of Magneto!

THE FLINTSTONES Genesis / Taito

Fred Flintstone and the gang are bringing the adventures of Bedrock to life. Play as Fred in a series of missions that your friends and family present to you.

Level 1 has you retrieving Wilma's lost necklace and a salt shaker, but Bedrock isn't always a friendly town. Strange enemies are out to hurt Fred so he carries a wooden club to bat them on the head. Find power-ups on houses and use your stone age skills to overcome many obstacles.



Fred can climb on housetops to find hidden power-ups and items.



Watch out for hungry sharks! This one knocks out the ground beneath you.



By locating secret eggs, they can hatch pterodactyls to fly Fred around.



Hold down the attack button for a super powerful swing of the club.

CITIZEN-X Sega CD / Sega

Save the world from a toxic nightmare! Citizen-X is the latest Sega CD game to employ full motion video exactly like a movie!

The game is viewed on a video monitor with three buttons underneath. By pressing the corresponding buttons on the control pad, you will talk with three different people.

Your basic mission is to save the world before toxic waste floods throughout the world. Only you can save the world!



Sometimes your connections will fall prey to the terrors of the world.



Clowns carrying guns? Just what has this toxic-infested world come to?



Interact with other characters by pressing the various buttons.



Your fellow connection gives the scoop on what's happening outside.

THE SECRET OF MONKEY ISLAND Sega CD / JVC

Deep in the Caribbean on the Melee Island, a young man known as Guybrush Threepwood wishes to be a pirate. The adventure has just begun!

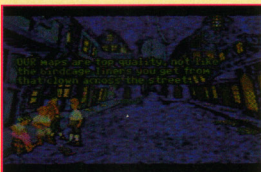
Journey to many areas of Melee Island and learn the ways of becoming a pirate. Seek out clues by speaking with common people on the street and earn their respect by completing tasks. The music comes complete with a jungle flair and the menu-driven action is simple to use!



Maneuver the cursor and point to objects to cause various actions.



To become a pirate, you must complete tasks for the Head Pirates!



These pirates are very sensitive about their pet rat. Don't bother it!



Speak with this shifty character to receive a map of the hidden treasure!

JOURNEY FROM DARKNESS: STRIDER RETURNS

Genesis / U.S. Gold

The Grand Master and his legions of doom are poised above the Earth, ready to attack! The second adventure of our hero adds more levels and excitement than the first!

Armed with a saber, Strider can grapple his way over perilous traps and enemy attackers. Use slide attacks, worm underneath caverns, and locate secret passageways. Only Strider's quick reflexes can save the Earth.



Face mechanical foes determined to stop our saber-wielding hero!



Strider can grapple his way up tall trees to snatch helpful power-ups.

AERO THE ACROBAT

Genesis / Sunsoft

The master acrobat Aero is on a mission to save the circus from Edgar Ektor, an evil industrialist who wishes to destroy the circus.

With the help of his friend Zero, Aero the Acrobat must overcome dangers of exploding bombs, spiked floors and booby trapped exhibits, all while keeping the audience unaware of these dangers!

He's tough, cool, and slightly bad; he's Aero the Acrobat!



Aero can leap from trampolines to get a boost of height and speed.



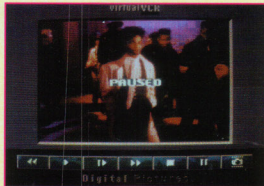
Spread your wings and fly across traps like these spiked blocks.

VIRTUAL VCR: PRINCE

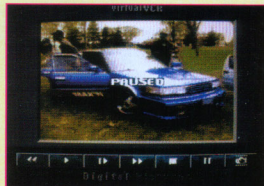
Sega CD / Sega

Get the front row seat for the latest in musical entertainment! Virtual VCR gives you the ability to watch musical sensations from around the world in a series of music videos.

The first of the series includes videos from Prince's 'Diamonds and Pearls' album. Hear the songs and watch the video with all the functions of a VCR. Between the songs you get to interview members of the band and hear their stories.



Thrill to the excitement of Prince as you watch his dancing techniques!



All the features of a VCR are at your disposal, like play, rewind and pause.

WHO SHOT JOHNNY ROCK?

Sega CD / American Laser Games

It's the roaring 20s and someone has killed popular singer Johnny Rock! His girlfriend has hired you, a topnotch detective, to find out just who has killed this famous star!

The trail leads you to a variety of sites including a pool hall, a warehouse, a funeral and a party. Gangsters with rapid-fire machine guns provide the thrills in this action-packed detective mystery. Interact with others for clues.



It's a shoot-out in the pool hall! Watch your back and keep shooting away!



Johnny's girlfriend arrives, hoping that you can solve the case.

GALLAGHER'S GALLERY

Sega CD / American Laser Games

Gallagher invites you to take a trip through his shooting gallery of objects like disgusting foods, alarm clocks, model airplanes, light bulbs, and gumball machines.

Players will also be treated to scenes from Gallagher's comedy acts like the famous watermelon smashing. Enter his shop to buy weird and wild objects to shoot at. He will also make appearances and give his opinion on your shooting.



Get out of the way! When the hammer falls, watermelon starts flying!



A direct hit! Score big points by shooting Gallagher's toys.

MAD DOG McCREE

Sega CD / American Laser Games

The outlaw known as Mad Dog McCree and his henchmen have taken over a Wild West frontier town. With the Sheriff locked in his own prison, only you can save this western town.

Known as the 'Stranger,' you pack a six-shooter capable of dropping the crooks. Rescue the people and they'll give you clues to Mad Dog's whereabouts. It's a shoot-out in the Wild West!



You'd better draw Stranger! 'Cause I'm comin' to git ya!



The townspeople are dropping like flies; it's up to you to save the town.

POWER MODELER

Sega CD / Revell-Monogram

This revolutionary driving game takes model building into the future! In the starter kit, you will assemble a Porsche 911 in 3-D view. Rotate the car to get the best view and bolt on accessories for better looks and higher performance.

Then head onto the track for a real test drive! Speed around the race course and avoid other drivers. Try to beat the clock for a record-breaking run.



Tear up the track in the Porsche 911 to test out your latest creation.



Enter the assembly room to build your car from a 3-D instruction sheet!

PACIFIC THEATER OF OPERATIONS

Genesis / Koei

P.T.O. plunges you into some of the greatest battles of World War III! Takes sides with Japan or the United States. Deploy land, air, and sea forces to control regions.

Using maps that reflect the time period precisely, P.T.O. accurately recreates the effects of WWII! You give every command from attacking the islands to deploying battleships and aircraft. What would happen if Japan won the war? It's up to you!



Send the Allied forces much needed air support to overcome the odds.



Plot strategies and conquests with the aid of historically correct maps.

MORTAL KOMBAT

Game Gear / Arena

Portable action just doesn't get any better! Mortal Kombat for the Game Gear employs all the super moves of the arcade, but now you can smash your enemies on the go!

Choose from seven tough warriors complete with devastating special attacks. Power your way through the ranks to face the fury of Goro and Shang Tsung. Although this version is not very complete, the detail of the characters is great!



Goro is the four-armed beast with a powerful punch and nasty temper.



The detail of the characters is clear even without a background.

SPIDER-MAN VS. KINGPIN

Sega CD / Sega

Spider-Man takes on the forces of the Kingpin in this awesome CD version! The Kingpin has planted a bomb somewhere in New York and framed Spidey for the crime.

Spider-Man must now scour the city in search of this bomb before it explodes. Use webs to snare Kingpin's goons or punch them out to conserve webbing. Your adventure will be accompanied by CD music which sets the eerie mood!



Take to the sewers and face all sorts of mutated beasts in search of Spidey.



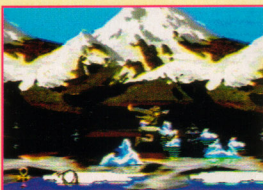
Mechanized droids are a threat to Spider-Man in the later stages.

INDIANA JONES

Sega CD / Sega

Indy's back and tougher than ever as he embarks on a mission to intercept plans for a German super-weapon, capable of incredible destruction.

Journey to many areas that include Machu Picchu, London and many other exotic places. The boss sequences feature scaling and rotation effects for a special flair. Sega's Dynamic Play Adjustment feature alters the game to your playing style.



The detail within these mountains shows the incredible possibilities!



Head into the desert to locate the German's plot of destruction.

JOE MONTANA NFL FOOTBALL

Sega CD / Sega

Incredible 3-D football action comes to the CD world! Play with all 28 NFL teams in exhibition, season, playoff and even a Super Bowl tournament!

Witness the live video of the cheerleaders and Joe Montana as he talks to you before each game. Unique camera angles give you the feeling of actually attending this high-impact sport. CD music accompanies the game, too!



Play from a distance to get a good look at the playing field, or...



...zoom in on the action to feel the crushing blows of the players!



MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	APRIL
THEME	ACTION
MEGABITS	8

PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	11
% COMPLETE	95%

OPTIONS

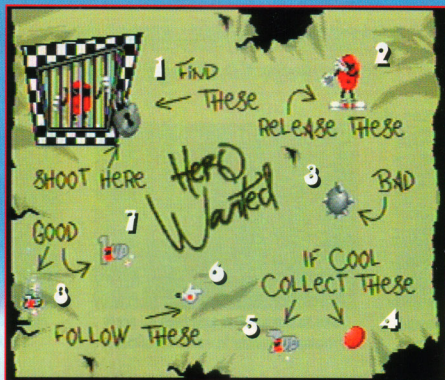
Set button configurations and the game's difficulty. Choose to have the music and sound effects on or off throughout the game. Listen to the five soundtracks.

ORIGINS

This game is similar to a Mario-type game with the familiar jump and shoot techniques. You can also collect items and search for hidden ones. There are some original techniques like traveling inside bubbles and swinging from balloons.

STORY

Spot's friends have been locked up in cages everywhere from the beach to the boating dock and you must help him find and free them from their cells. It won't be easy. You must move your way through large, maze-like areas filled with crabs, rats and other creatures. There's also a time limit.



COOL RULES!

1. Find Spot's buddies locked in a cage...
2. ...and free them in each level.
3. Mines are scattered throughout the game to give Spot a hard time.
4. Collect a certain amount of spots to clear a level and maybe go to the bonus area.
5. Adds 7 spots to total.
6. Shows where to go.
7. Adds extra life.
8. 7-Up glass replenishes some of Spot's health.

OTHER THINGS YOU SHOULD KNOW ABOUT



In each level, there are flags that Spot can raise which will mark that area if he happens to die.



Spot has the ability to look directly above or below him to check out the immediate terrain area for places to go or for enemies to watch out for.



COOL SPOT

Hey, dudes! It's me, Spot, the oh so cute and adorable 7UP mascot. I'm here to introduce my new game. It's soooo coooooool! Some of my buds are caged up and I need your help to find them. I told these guys to stick themselves back on the side of the 7UP bottles. Man, they never listen!



SEE SPOT GO

Spot has several actions in the game. You'll notice that he has many animation frames that make him move smoothly.



CLIMB



DIVE



FLOAT



HANG



JUMP



PUSH



ROLL



SHOOT

LIFE METER

Spot will peel from the scoreboard when he gets hit. Try to keep him on.



No Hits:
Full Health.



One Hit:
No big deal.



Two Hits:
Who hit me?



Three Hits:
Ouch, man!



Four Hits:
Stop that!



Five Hits:
I'm in trouble!



Six Hits:
Help me!

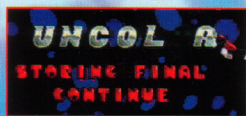


Seven Hits:
Bogus!

BE COOL AND HAVE A BONUS!



We all know Spot's a cool dude, but there's always room for improvement. Gather the red spots spread throughout the levels and make him cooler than he already is. If you make him 75% cooler, he'll get into a bonus level which is a giant 7UP bottle. Spot must bounce around on bubbles and try to find the letters to UNCOLA while collecting red spots.



TAKE A BREAK FROM THE ACTION.

If Spot happens to stop awhile, he'll do any one of four things to kill time. He'll wipe his shades, snap his fingers, yawn or play with his yo-yo.



FINISH THE LEVEL BEFORE TIME RUNS OUT!

Don't run out of time or I'll get pretty violent!



LEVEL 1 SHELL SHOCK

Spot's first challenge is to comb the beach until he finds one of his friends who is locked up. He must also look out for crawling hermit crabs and other creepy creatures in the sand. Remember to collect as many red spots as possible. Some are in the air latched onto floating balloons or bubbles.



Beachin' map, dude!

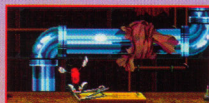
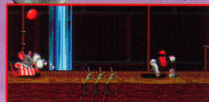
LEVEL 2

There's plenty of rope climbing in this area by the dock. Watch for crabs, inch worms, and spitting fish!



LEVEL 3

Mice and bats fill this level of pipes. Be sure to avoid the mouse traps!



LEVEL 4

Jump your way out of a rubber raft onto model planes and rockets hanging from the ceiling.



If you think these levels are way cool, you should check out the ones after the first four. There are levels where I could slide around almost endlessly, roam around in a train set... I'll even get back to the beach bouncing around a volleyball net! So cool!

MEGA PREVIEWS

ROLLING THUNDER 3

GENESIS START
 CONTROL: D-PAD, START, L, R
 PASSWORD: 12345678
 NAMCO

MACHINE	GENESIS
PUBLISHER	NAMCO
AVAILABLE	MAY
THEME	ACTION
MEGABITS	12
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	95%

OPTIONS

This one is loaded with options. You can change difficulty, music, number of players, sound effects, and the ability to turn toggle the demo. There is even a password feature.

ORIGINS

As a sequel, you can guess its origin. Originally from the arcades, this side scroller, with its unique jump, has been seen before on the Genesis. Similar in plot and action to James Bond spy movies, the sequel is welcomed.

STORY

You are a topnotch spy, code named Jay. The time has come for you to go into action. Dread, the second in command of the terrorist group Gelda, must be stopped immediately. Follow Dread around the globe in hot pursuit as you learn his evil plans. Can you finally confront him?

10 WEAPONS AT YOUR DISPOSAL

CRACKER



BAZOOKA



CANNON



GRENADE



LASER



SHOTGUN



KNIFE



FIRE



M. GUN



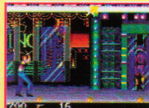
FLASH



TOP SECRET

SPY TRICKS AND TACTICS 101

SHOOTING TECHNIQUES



Shoot diagonal shots at high foes.



Do a short jump to fire at high foes.



Avoid gunfire by changing levels.



Duck down or hide behind obstacles.

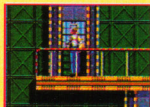
IMPORTANT ROOMS



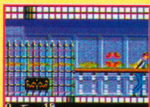
"S" to reload special weapons.



Enter these doors for 50 more bullets.



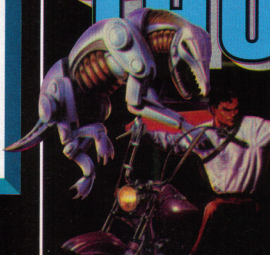
Enter doors to avoid gunfire.



Don't wait too long, you'll be tracked.

EVASIVE MANEUVERS

ROLLING THUNDER 3



ROUND 1

Start at the factory site and collect ammo. There will be plenty of enemy guards to greet you on the first level but they will only shoot high. Duck behind boxes if the action gets too hot.



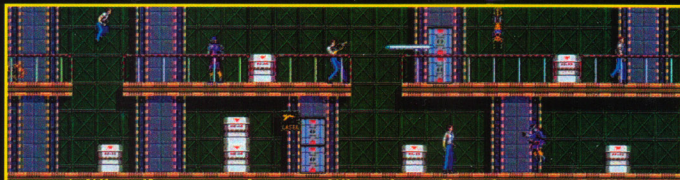
Watch out for the canisters; they blow up when shot.



Hide behind boxes for cover from bullets.



The green mechs take two shots or a powerful laser.



ROUND 2

Hop over barrels and destroy the terrorists quickly before they can amass. Learn to use the platforms above for escaping from tight spots. The enemies are still weak so work on your evasion.

ROUND 3

The action really gets intense as you ride your motorcycle in hot pursuit. Enemies will be right on your tail and will try to crush you in a crowd. Stay to the right and avoid getting trapped.



Watch the enemy meter for approaching bikers.



Jump the road debris and enemy fire in your way.



Don't let them box you in: a crash is fatal!



Nail them at an angle when they are above you.



Take out the enemies fast or you'll get caught in cross fire.



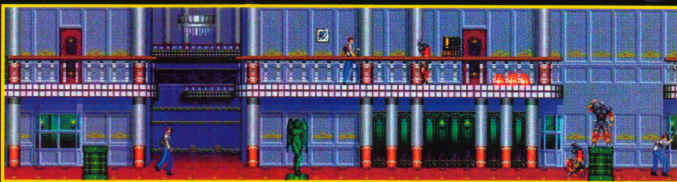
These guys jump a lot; time their leaps and nail them.

ROUND 4

Among the city lights is a crew of acrobatic maniacs. These foes take several hits but can be taken out as they jump. Try shooting diagonally for best results. Just for fun, shoot out the lights.

ROUND 5

Stay on Dread's trail as you wander through this mansion. The guards here are tough and take up to five hits. The action is about as tough as it gets, so watch out or you'll be surrounded.



BATTLE TOUGH MENACING MECHANICAL BOSSES



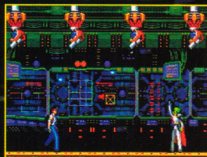
BOSS 2

Stay to the left and shoot. Run back as it leaps.



BOSS 7

Jump to the ledges to get behind it, and then fire.



BOSS 8

Avoid the gun fire from above while firing on Dread.



SPLATTERHOUSE 3

MACHINE	GENESIS
PUBLISHER	NAMCO
AVAILABLE	JULY
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	80%

OPTIONS

You can play the game on four difficulty levels with sound effects and music demos. Also available is an option allowing you to customize the controls to your liking.

ORIGINS

The Splatterhouse series continues with this latest entry, based on the teen slasher movies! In these games, however, you are fighting on the good side - usually battling your way to save your girlfriend Jennifer from the evil spirits.

STORY

It is years after Jennifer's rescue from the Splatterhouse in the second installment. Rick has now married Jenny, and they have a son David. However, Jenny and David have been drawn into the Splatterhouse again, and Rick once again dons the mask to save them. It's back to the splat!

SOME WICKED WEAPONS... AND POWER-UPS!

Find these powerful items hidden in the levels to help you survive!

BOARD



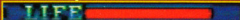
BAT



PIPE



HEART:
Increases your life meter!



BOOK:
Gives an extra life!



BRICK



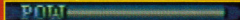
KNIFE



CLEAVER



BLUE ORB:
Increases your POW meter!



MASK: "Rick, you need me!"



HOLD



HEAD BUTT



ROUNDHOUSE



KICK



PUNCH



THROW

REGULAR RICK:

In Splatterhouse 3, the hero, Rick, has more and better moves than ever before! Gone is the slide attack from Splatterhouse 2, however, but it is more than made up for with several devastating attacks! The key to several of these attacking moves is the Hold, which is executed by getting right up to an enemy! When this is done, Rick will automatically hold it briefly!

DRAMATIC TRANSFORMATION SEQUENCES!



CHARGED RICK:

Another unique feature of Splatterhouse 3 is the Charged option. By collecting the Blue Orbs, you can raise the POW meter! By pressing the Power button, you can change into a bigger, badder, stronger Rick! However, this condition has a time limit, or is completely taken away if Rick dies or if he clears a room. The special move is very effective, but uses much energy!



CHOKO



GUT HIT



SPECIAL



THROW



STOMP



PUNCH



On each floor, there is a room where all your weapons go when you drop them and a spirit takes them away!

BOSS 1: The Terrible Two-Stager
This Boss has two stages: it is a jumping puncher until you hit it several times, and then its head falls off! Then watch out for the huge arm that shoots out from the bloody stump that used to be his head!



GROUND FLOOR: Welcome to the house! Use this level to get acquainted with your weapons and attack moves! Enemies are fairly easy here, with a boss that is the toughest monster on the floor!

MEET THE BEASTIES OF STAGE 1: Weasel, Headless & Mouth!



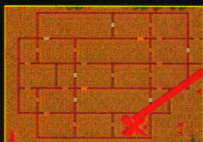
Weasel-faced creature has a reach with claws and slides on the ground.



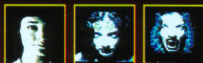
Headless Horror is just a pest. He hits with weak jabs and is easy to destroy!



Big Mouth is very deadly! Don't let him charge or bite you with his huge jaws!



SECOND FLOOR: If you completed the first stage before time expired, then you saved Jennifer! But it's not over yet; there is a Boreworm that has entered her body and is eating her from the inside out! You must complete the level within the time allotted!



Non-Splat Rooms:



If carrying a weapon, be careful in rooms like this; the little jabs will make you drop it!

BOSS 2: The Boreworm
It laughs and giggles - but it's not a joke! It spits little chomping Boreworms at you! Use jump kicks to knock it down, then go in for a throw! Hit it enough times and its head will fall off, yet it will still run at you!



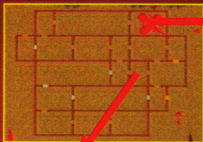
BEASTIES OF STAGE 2: BubbleHead & Ugly!



BubbleHead: Likes to take jabs at you; is slow, but takes many hits to destroy!



Looks and fights like Boss 1, but this one is easier to kill! This one also has 2 stages!



THIRD FLOOR: The action shifts from darling Jennifer to Rick's son David! The monsters are stronger and harder to kill than before, so be sure to have plenty of power stored up for the tougher characters! After completing this stage, go downstairs!



ORGAN LADY: In the game there are several chilling episodes involving ghosts - like this one!



Doggie: Moves slow, but watch for its deadly stinging tail. Takes many hits!



BugEyes: Lashes you with its deadly tongue and slides on the ground!

BOSS 3: The Cute Teddy-Bear
This Boss is another two-stager: first it is a big teddy bear, but after a few hits, huge arms emerge from its head! Look out for this one, he moves fast! Hit it with a jump kick, then jump - that is when it charges you!

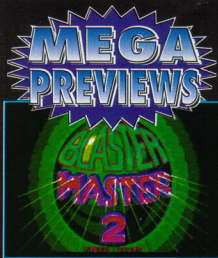
BEASTIES OF STAGE 3: Doggie & BugEyes



BASEMENT BEAST: Muto
Muto: Small but powerful; he can take away your life meter with one hit!



BOSS 4: Mouth²
Very tough Boss! The only real way to attack it is with roundhouse kicks! First it appears as a floating ball, then hatches into a worm! One hit can take away all life!



MACHINE	GENESIS
PUBLISHER	SUNSOFT
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	HARD
LEVELS	8
% COMPLETE	95%

OPTIONS

In the options mode you have the ability to select the number of credits, from 2 to 6. You also can select the sounds and music for the game as well as set the controls.

ORIGINS

A spin-off of the popular 8-Bit NES title, this game contains many similarities. While the story has been changed somewhat, it retains the qualities that made the first cart so popular. The basic game play is relatively like the first game.

STORY

A vile mutant horde has come up from the underworld, and it is trying to destroy humanity. It is your job to eradicate these freaks of nature. Armed with your specialized tank, you must blast your way to the enemy leader himself! Will you be able to stop the mutants' rampage?

OUR HERO



When you exit your car, a whole new world of adventure awaits. It is here that you can pick up special parts for your car and items for yourself. The bosses are here, too!

SUPER PARTS



By finding special parts like the drill bit and the hover pods, you'll get closer to solving the mystery of the depths of the caverns.

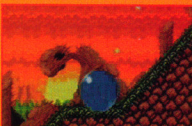
INTENSE WEAPONRY



LIGHTNING
Blasts out in all directions, instantly killing everything!



SHIELD
Turns you into an indestructible globe of death!



HOMING
Seeks out enemies where they lie. Very powerful.



THREE WAY
Shoots out a spread of lethal flaming death!



ADJUSTABLE FIRING PLATFORM!



Your armored vehicle has an adjustable cannon. You can angle it at 45 or 90 degrees to help you attack enemies in the air.

BLASTER MASTER 2

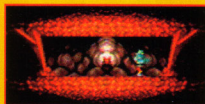


MAP KEY

- W** WEAPON
- H** HEART
- E** EXIT

This is where you should hone your combat skills. The first part of the level has you in the overworld where you must find the secret entrance.

The second is an immense cavern. The third is an overhead maze full of danger.



BOSS 1
This guy runs back and forth, shooting bugs.

BOSS 2
This bee flies around and spits glop!

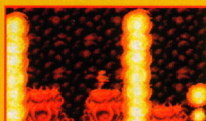


OVERHEAD ACTION AHEAD!

In the near future you will come across gigantic overhead scenes, great underground oceans and ancient temples. It takes skills and fast reflexes. Can you survive this maze of death?



LEVEL TWO



LEVEL THREE



LEVEL FOUR



LEVEL FIVE



LEVEL SIX



LEVEL SEVEN

MORE DANGER AWAITS YOU!

If you thought the first stage was intense, wait until you check out the later levels. You have to contend with burning hot caverns filled with lava and hideous monsters. Other deadly foes that you will meet include mechs, mutant insects and monster fish. The last boss is waiting for your challenge.



MACHINE	GENESIS
PUBLISHER	ELECTRONIC ARTS
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	50%

OPTIONS

The controls are similar to Desert Strike; pressing up makes you move, down makes you slow down, and left and right directs you. The buttons can be changed to fire.

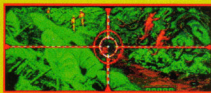
ORIGINS

This sequel to the earlier "Strike" game puts the chopper pilot into some new challenging situations, including the Capitol, the jungle, and islands in the Pacific. The strategy is the same: destroy the enemies and save your own men.

STORY

Taking the series to new highs with 16 megs, Jungle Strike offers some-what of a variety of weapons to attack with, including a hovercraft! The levels are long and require strategy as well as shooting skills to master! Although only 40% complete, this is one promising game!

CINEMAS:



The familiar "strike" cinemas have returned! This time you take on a drug-running bunch, terrorists, and other threats in the Capitol and elsewhere around the world!

ALL THE GANG'S HERE!

These are the exclusive people you can select to be one of your co-pilots!



Roz:
"The Rock"



Mike Smith:
"Mr. 3-D"



Jeff Fennel:
"Wild Bill"



Foster Grant
"Faceman"

JUNGLE STRIKE

HELPFUL ITEMS:

Here are some of the crucial items available in each level! Collect them sparingly, for they are limited!



AMMO:
1178 bullets
38 hydras
8 hellfires

FUEL:
Completely fills depleted fuel tanks!



ARMOR:
Restores damaged armor to full strength.

LANDING:
Drop off prisoners or fellow soldiers here.



LEARN TO READ YOUR SCREEN...



Press START anytime during the game and an options screen appears! It can show your status, map of stage, and a detailed explanation of what each element of your mission is! It also shows your supply of weapons!

...AND KNOW YOUR WEAPONS!

Here are your armaments for each mission:



GUNS:
Small machine gun bullets. Do little damage, but are plentiful.



HYDRA:
Small, but powerful missiles! Don't have much range, though!



HELLFIRE:
Large missile with long range! Causes much damage, too!

STAGE 1: WASHINGTON D.C.



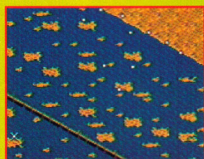
The Capitol never had a terrorist problem - until now! This stage has several different missions, including one to escort the President to the White House! Make sure not to destroy any historical buildings!

DEFINITE 'DESTROY-US-NOTS!'



1) The Washington Monument, 2) The Jefferson Memorial and 3) The Library of Congress must be protected at all costs! If they are damaged, you will be recalled to the base by your commanders and must start the mission over!

STAGE 2: SUB ATTACK



Bigger and better than the previous level: here you are in a group of islands where drug lords are smuggling, among other things, plutonium! In addition to stopping their shipments, rescue Navy SEALs!

DIFFERENT ATTACKS:



With the Hovercraft, you ram single soldiers or for bigger enemies, drop water mines near them!

Some of the artillery against you include portable cannons and speedboats with missiles!



ENERGY TAX?



Friend or foe? Although you should be very selective in which buildings to destroy, some contain hidden items - like armor or ammunition! The gas stations are indicated by the orange squares on the map, and they all have extra fuel!

SUSPICIOUS HOUSES: ARE YOU SURE?

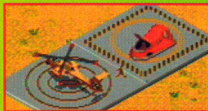


If you destroy a house you think contains a person to be captured or rescued, you can pick him up with the ladder that comes out of the bottom of the chopper! Just get over the person first!



Use the chopper's hook to pick up ammo and other items! Also, remember the home base is in front of the White House!

OUT OF THE CHOPPER: THE HOVERCRAFT



Here you must use the Hovercraft to get under the bridge and to assault the islands beyond! Just land on the pad next to it and you will get inside!

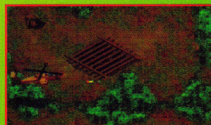
KEY ACTIONS TO TAKE IN THE LEVEL!



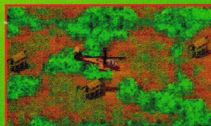
- 1) Pick up the Plutonium left behind when enemy boats are destroyed.
- 2) Intercept the boats delivering Plutonium to the trucks!
- 3) Navy SEALs are scattered throughout the water on different islands - locate and rescue them.
- 4) There is only one way under the bridge - in this Hovercraft!

A BRIEF LOOK AT SOME OTHER COMBAT STAGES:

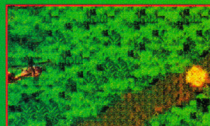
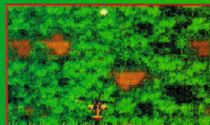
STAGE 3:



Although only 40% complete with 4 of 9 levels finished, Jungle Strike looks very promising with better control than the previous Desert Strike and 8 more megs of graphics and sound, for a total of 16 megs! The levels are also bigger, tougher, and require more strategy to complete! Some levels take place during daylight hours, others under the veil of darkness! If you liked Desert Strike: Return to the Gulf, then you'll be blown away by Jungle Strike!



STAGE 4:



MEGA PREVIEWS

FATAL FURY

King Of Fighters

MACHINE	GENESIS
PUBLISHER	TAKARA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

The options include the ability to select difficulty level and continues. The control option allows you to customize the button configurations and setting "points for wins."

ORIGINS

Taken from the arcade smash for the Neo-Geo, Fatal Fury for the Genesis retains all of the special moves and excitement of the original. The omission of the bonus rounds and a few of the characters are the only major differences.

STORY

After being crowned the best street fighter in Southtown, Jeff Bogard was cold-bloodedly murdered by Geese Howard. With no one to oppose him, Geese Howard took over Southtown. Now, ten years later, Jeff's sons and their buddy seek revenge for his ruthless murder.

CHOOSE FROM THREE WARRIORS!



TERRY BOGARD



ANDY BOGARD



JOE HIGASHI



FLASH KICK



LIGHTNING FIST



FORCE WAVE



ELBOW SMASH



ROCKET KICK



CYCLONE PUNCH



NAPALM PUNCH



SCREW-DRIVER



WINDMILL PUNCH



ACROBAT KICK



FLAME KICK



DRAGON PUNCH



FATAL FURY

MEET YOUR WORTHY ADVERSARIES!



Richard Meyer
Likes to use his feet. He is very vulnerable on the ground.



Raiden
Devastating at close range, he is trouble if he gets too close!



Michael Max
Very strong and very powerful, he hangs out at Sound Beach.



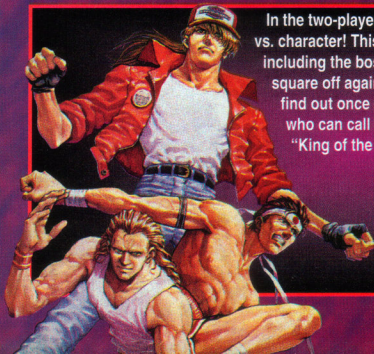
Tung Fu Rue
This guy mutates into a huge beast when you hit him.



Duck King
Leader of the renegade gangs. Watch out for his spin attack.



Geese Howard
Your final opponent, he is the murderer of Jeff Bogard.



In the two-player mode, you have the option to play character vs. character! This simple trick allows you to play as any fighter including the bosses. Choose any of these combatants and square off against their alter egos. You can use this method to find out once and for all who can call himself the "King of the Fighters."

PLAYER VS. PLAYER



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Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and TurboDuo. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally)!!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

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

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		T			M Y S T E R Y W O R D
H	E	A	V	Y	
	R				
S					
			L		

WORD LIST and LETTER CODE chart

HEAVY.....I LEAVE.....C METER.....P MAJOR.....T
 ABOVE.....R VOCAL.....O MODAL.....A CORAL.....B
 TRILL.....D ENTRY.....V SPOIL.....E MUSIC.....H

CLUE: _____ games!

Yes!

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MEGA PREVIEWS



MACHINE	GENESIS
PUBLISHER	SONY IMAGESOFT
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	40%

OPTIONS

As of now there really are no options to choose from because this cart is very early in the development stages. Keep reading Mega Play for updated information.

ORIGINS

This game is based on the recently released movie of the same name. Many of the levels as well as the enemies and bosses are taken straight from the film. Cinemas also bring images from the movie to life in the game.

STORY

Assume the role of Jonathan Harker in Bram Stoker's gothic tale. Battle through seven levels of danger, confronting each of the seven forms of Dracula at the end of each level. Like the movie, Harker must overcome his fear and be courageous in front of the Prince of Darkness.



BRAM STOKER'S Dracula™

LEVEL ONE-TWO

The first level is comprised of two sections. The first one is inside a village cottage. The second one is a hazardous journey to Castle Dracula.



BOSS ONE

This guy flails a giant whip at Harker to kill him.

LEVEL TWO

The second level features Harker trying to escape the confines of Dracula's castle. Be careful, for there are many strange creatures roaming around.



BOSS TWO

A fierce dragon that roasts anyone who tries to escape.

AND BEYOND...

As Harker gets closer to Dracula the perils get greater. You will travel to many places and fight the creatures of the night. But... will you reach and kill Dracula?

LEVEL THREE



LEVEL FOUR



USE THESE ITEMS TO FIGHT AGAINST THE UNDEAD.



STAKE
Destroys the undead minions.



DYNAMITE
Blows up things when thrown.



KEY
Opens up doors in the game.



BOOK
Possesses strange powers.



I-TP
It gives you an extra life.



LIFE POT
Refills your life meter.

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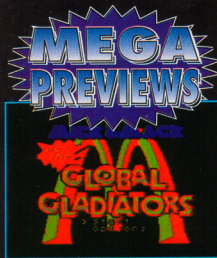
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MACHINE	GAME GEAR
PUBLISHER	VIRGIN
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	2
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	12
% COMPLETE	90%

OPTIONS

You can choose either Mick or Mack as your main character. It is also possible to shut off the music or sound effects. If you like, you can leave both on or turn both off.

ORIGINS

This cartridge is based on the previous Genesis version which essentially was the same game. That game in turn was based on McKids, a game for the NES. In both games, Mick and Mack made their appearances.

STORY

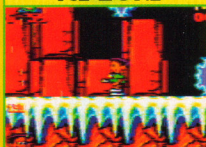
Evil slime beings are trying to turn the entire Earth into a gigantic slimeball! It is up to the super team of Mick and Mack to stop them. Using their Super Soakers they blast the slime slugs to pieces. To help them in their quest, Ronald McDonald shows up to lend a helping hand.

SLIME ZONE



Invisible platforms like this often lead to treasures!

ICE ZONE



Beware: the ice zone holds many dangers!

SLIME FACTORY



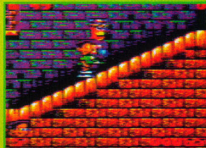
The factory is riddled with traps. Persevere onward!



Ronald McDonald will show you the way out of the slime.



Watch for super slippery hills that often lead to cliffs.



You'll find many tricky situations in the factory.

SLUG SLIME WITH SPECIAL ICONS



GOLDEN ARCHES

Collect these symbols to finish a level.



CONTINUE POINT

Lets you continue from that spot.



1-UP

A free extra life. Collect them quickly.



CLOCK

Pick this up to gain extra time.

BONUS GAME



In the bonus game, objects drop from the ceiling. Bottles, cans and newspapers must be separated into the appropriate containers. Let too many things fall on the ground, and the round ends.

LEVEL ONE



MICK & MACK

MICK



As
The

GLOBAL GLADIATORS



MACK

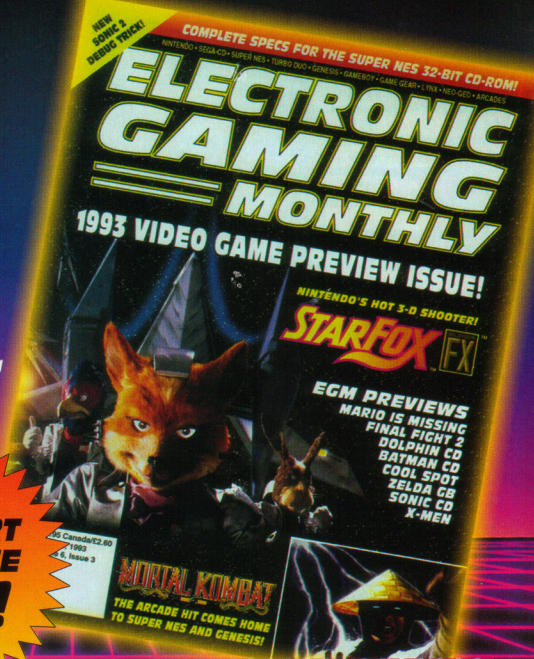
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PUBLISHER	SEGA
AVAILABLE	MAY
THEME	RPG
MEGABITS	12
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	90%

OPTIONS

From start-up you can start or continue one of three games as well as erase a saved game. During play you can control message speed and attack messages.

ORIGINS

The second installment of Shining in the Darkness. Similar in nature but different in execution. This game borrows from strategic war-type simulations in its attack modes while maintaining an RPG format of magic, weapons and adventure.

MEGA REVIEW

Shining Force is one of the better RPGs that I've seen on the Genesis lately. The graphics are really well done and the battle scenes are very cool. The music is a disappointment and the tracks are extremely repetitive, especially during the overdrawn battle scenes. A long quest will keep you going for hours.

- Martin Alessi

SHINING FORCE

A HUGE CAST OF CHARACTERS

HANS: Archer



Uses a bow for range attacks

TOA: Wizard



Master of deadly magic spells.

Here are a few of the characters that can join the Shining Force.



KEN: Fighter



The toughest ally in your party.

BARIU: Dragon



Magical fire-breathing beast.

ADAM: Robot



Mechanical man made tough!

WEAPON AND ITEM PRICES/STATS.

AXE



Attack +7
Buy=20 Sell=30

HERB



Health +8
Buy=10 Sell=7

M. SWORD



Attack +8
Buy=250 Sell=187

HEAL SEED



Health +15
Buy=200 Sell=150

SPEAR



Attack +6
Buy=150 Sell=112

RESISTANCE



Defense +1
Buy=N/A Sell=375



Some items cannot be bought in the shops.

STEEL ARROW



Attack +13
Buy=N/A Sell=900

POWER STAFF



Attack +12
Buy=500 Sell=375

LANCE



Attack +9
Buy=300 Sell=275

BREAD OF LIFE

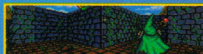


HP +1
Buy=?? Sell=??

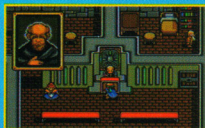
BATTLE SCENES AND MULTITUDE OF MONSTERS/MAGIC



You can't defeat my power!



IMPORTANT PLACES TO KEEP IN MIND



Churches

The priest can save your game or do resurrections.



Weapon Shops

With any true RPG, weapons are your stock and trade.



Castles

Check chests and stay well stocked or you won't live long.

CHAPTER 1: RuneFaust Invasion

Set out to check on the castle, but Kane will destroy your city. The battered people tell you his plans in Alterom. The Emperor strikes a deal to save his people but learns of Kane's true nature. Can you forgive them and trust their new advice?



At Castle Tiat an earthquake and your first fight await!



While away, Kane and his minions destroy Guardiana!



Out for vengeance, you track Kane to Alterom to do battle.



The Emperor tricked you for his people, will you forgive?

CHAPTER 2: Spirit of Holy Spring

With the destruction of Guardiana completed, you journey to Manarina in search of the King's daughter Arni. Once there, you learn from a powerful mage about the Shining Ball. You retrieve it and it provides valuable info on the Key to the Gate of the Ancients. To continue your quest you must cross the sea. If you find a missing child you will be granted a ship. The wicked Witch of Alterom will force you to find another way...into a deadly trap! Will you survive?



Go to Manarina next and find Princess Arni.



Fight your way to the magic city of Manarina!



Otrant sets you on a quest to find the Shining Ball for help.



A fierce underground battle reveals a shining prize!



In the Fountain of Memory the orb grants a clue on the key.



Fight the evil dolls of the Witch of Alterom.



After the ship burning, you're led to a Church and find ???

STORY

Long ago the Dark Dragon was imprisoned in the bowels of the Earth. Rune prospered for 1000 years till the RuneFaust army surfaced. This evil Eastern kingdom threatened all of Rune with the release of the Dragon.

GRAPHICS

MARTIN 82%
HOWARD 78%
Cute RPG style graphics fill the main playing area. There are also colorful battle scenes with many areas.

AUDIO

MARTIN 63%
HOWARD 60%
The music is snappy but tends to be a bit repetitive. Sound effects are present but only for a while.

CONTROL

MARTIN 67%
HOWARD 60%
Not much to say about the control. Movements are simple and limited but the response is there.

GAME PLAY

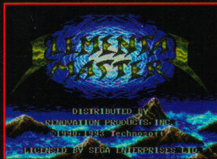
MARTIN 71%
HOWARD 69%
In RPGs there is always a lot of interaction. This one plays rather well but the battle scenes are long.

MEGA REVIEW

Being a big fan of RPG and adventure games, I was disappointed. The variety of characters is good but the limited amount of weapons and useful magic brought it down. Another harsh blow was the tedious, military-type battle that consumed most of the game with little left over for adventuring.

- Howard Grossman

MEGA FILE



PUBLISHER	RENOVATION
AVAILABLE	NOW
THEME	ACTION
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	95%

OPTIONS

By holding A and pressing start you can enter the option mode. Once there you can configure the controller, change the difficulty and go through a music and sound test.

ORIGINS

An original overhead view gives this game a new dimension. Released a while back in Japan, Elemental Master finally makes it to the U.S. Vaguely similar to the Thunder Force series, this game has a unique feel all of its own.

MEGA REVIEW

I can't believe it's taken this long for this cart to make it to these shores. Even though it's over 2 years old, this is still a great game by today's standards. Good graphics and hard hitting weapons are complemented by solid game play. The music is really good on this cart as well. An old fave around here.

- Martin Alessi

POWER UP ITEMS FOR SURVIVAL

TREASURE CHEST

Open the many chests in each level to obtain the power-ups on the right.



SHIELD ORB

Increase max hit points



CUP

Increase max hit points



MIRROR

Increase max hit points



BERRIES

Increase max hit points



DO YOU BELIEVE IN MAGIC?

Each new level you'll obtain an extra spell. For a normal attack just press the button, hold and release for a super blast.

As a unique touch to this forward-scrolling shooter, your character can shoot both forward (A button) and backward (B button).

NORMAL

REGULAR 3 WAY WAVE FLAME SIDEWAYS



SUPER BLAST

REGULAR 3 WAY WAVE FLAME SIDEWAYS



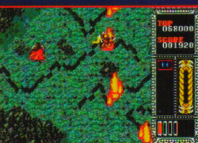
ELEMENTAL MASTER



After level 1 an Elemental will help you on your journey.



FIRE WORLD

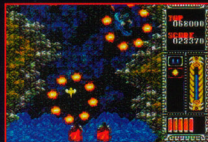


This volcanic level is full of lethal roaming flames.



Hit it straight on while avoiding its flame attacks.

WIND WORLD



The most dangerous foe is the flame-throwing wizard.



This level is full of winds that will try to push you into foes.



Watch out for the falling rocks in narrow spaces.

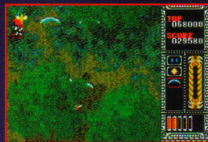


Simply avoid the heads that alternately fire, and blast it!

EARTH WORLD



There is an ambush just waiting for you at this bridge!



You can walk under the trees but they conceal danger.

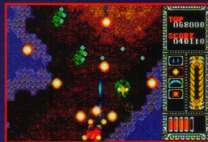


Spikes abound! Watch your step as you tread forward.



This land boss moves and fires in a pattern; learn it well.

WATER WORLD



The lizardmen travel in groups and fire several shots.



Narrow passages can be tricky to negotiate.



The waters hold as many dangers as the land.



This snake will dart across the screen - dodge and fire!

STORY

The evil Gyra has usurped the throne and its up to you, Laden, to restore the true King. Aided by Neena, the fairy princess, you must battle through hordes of beasts as you trek through a futuristic fantasy world.

GRAPHICS

MARTIN 82%
HOWARD 80%

Graphics are clear and crisp with good color and detail. Scrolling backgrounds add a layered effect.

AUDIO

MARTIN 84%
HOWARD 79%

Each level has its own unique soundtrack and the sound effects also add to the audio impact.

CONTROL

MARTIN 81%
HOWARD 80%

Control is good, with a decent feel and accurate response. Movements and shooting works well.

GAME PLAY

MARTIN 80%
HOWARD 75%

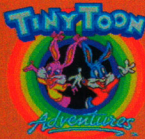
There is nothing especially tricky in game play but the power-up strikes and dual firing are nice touches.

MEGA REVIEW

This is a decent vertical shooter. The graphics are average but the backgrounds are very detailed and clear.

~~Weapons could have used the ability to power up but variety helps make up for it. An original type of view with a cool method of forward and reverse shooting. The action remains moderate.~~

- Howard Grossman



PUBLISHER	KONAMI
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

There is a password option as well as the choice to start a new game. From the options menu you can configure the controller and check out the sound effects.

ORIGINS

Based on the immensely popular cartoon Tiny Toons, it makes full use of the famous characters and personalities. The game play and bonus features are reminiscent of a certain famous Italian plumber. Yet, the look and feel is just "loony."

MEGA REVIEW

Tiny Toons is a very fun and enjoyable cart for all players. The cute theme and cartoon-like graphics are a rarity on the Genesis. The game play is where this cart really shines. Level after level of solid action with plenty of secret rooms and techniques. The graphics are colorful and the music could be a little better.

- Martin Alessi

TINY TOON Buster's Adventure Hidden Treasure



LOONY ICONS

1-UP



Grab these for a valuable life.

BELL



Restore health to four hearts.

CARROT



Grab 50 to get aid from a friend.

HEART



Increase health by one heart.



Find the Tiny Toons icon to enter loaded bonus rooms!

BUNNY MOVES & ANIMATIONS

DUCK



LOOK UP



CRAWL



RUN



PUSH



SLIDE



SLEEP



WHISTLE



RAKE UP



SPECIAL ROOMS

Throughout the levels there are plenty of hidden passages. Be sure to look for them behind walls, underwater, or down holes. Also look out for the bonus room icon where you can power up with lives and health.



Check all walls and holes for hidden areas of the game!

Find the cute character icons or eat 50 carrots to gain a special attack from your friends.



Little Beeper will run by, destroying all in his path.



With a mighty ha-choo, Sneezer will blow them away!



Concord Condor will drop an anvil and shake them up.

MYSTERY ISLAND

There are many different paths and areas with multiple exits. Explore each area thoroughly with Go Go as your guide.

Follow me Buster!



A. THE GRASSY PLAINS



Run through caverns to escape the enemies above.



Watch out for falling bridges and tricky springs.



BOSS 1

B. ENCHANTED FOREST



Climb hand over hand or slide across the ropes safely.



Ride through a "tubular" maze of trees.

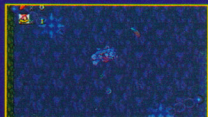


BOSS 2

C. THE CAVERNS



Watch for deadly moving walls and rolling balls.

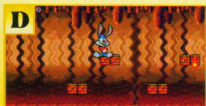


Enter a pond with aquatic enemies and spiked barriers.



BOSS 3

MORE MYSTERIES AND CHALLENGES AWAIT



Moving platforms are all that stand between you and lava!



Learn to use the springs and trap doors on the boat.



You'll face Snowmen and Arnold on the ice stages.

STORY

While cleaning out the attic, Montana Max and Buster Bunny find a treasure map. Greedy Max enlists the help of Dr. Gene Splicer and together they capture the rest of the Tiny Toons and use them against Buster.

GRAPHICS

MARTIN 83%
Cute cartoon graphics compliment the colorful backgrounds.
HOWARD 85%
Good attention to color and detail.

AUDIO

MARTIN 79%
A unique and pleasant soundtrack fills each set of levels. There are also catchy sound effects.
HOWARD 80%

CONTROL

MARTIN 84%
Everything works well even in the sticky situations.
HOWARD 85%
Good response time makes it fun and challenging.

GAME PLAY

MARTIN 86%
There are plenty of rough situations and tricky timing that work well with the double jumps and sliding moves.
HOWARD 88%

MEGA REVIEW

Let me say that this is completely different from its Super NES counterpart but equally enjoyable. Tons of bonus levels and hidden areas will keep you playing even after you finish it. The game offers plenty of perplexing stunts and critical timing. Colors and graphics are on par with cool cartoony sounds.

- Howard Grossman



ROAD AVENGER

PUBLISHER	RENOVATION
AVAILABLE	NOW
THEME	DRIVING
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	EASY
LEVELS	N/A
% COMPLETE	100%

OPTIONS

The options menu will allow you to choose your controller's configuration as well as different difficulty levels. You can also select the number of players at start-up.

ORIGINS

Similar to Space Ace and Dragon's Lair, this CD joins the growing ranks of single movement virtual movie-type games. The car scenes are similar to any animated car chase where stunts and pulse-pounding action are made to look easy.

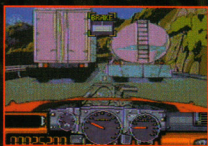
MEGA REVIEW

The animation in this game is far superior to earlier efforts like Cobra Command. Some of the scenes are really intense! There really isn't that much music, but all of the sound effects are well done. The clue time is a little more generous than Time Gal, but the game is too easy. Needs more control over the game.

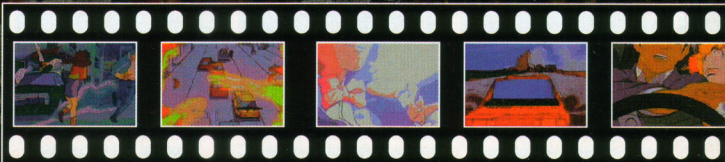
- Martin Alessi

THE WAY TO PLAY

Grab the controller and get ready for reflex-pulsing action. In normal mode the screen will prompt you for the correct response (left, right, turbo, brake) but in hard mode, the arrows and warnings are gone! Play through this cinema-filled cart that is more of a movie than a game. There are nine levels of CD cinema sights and sounds to roll with.



THE MANY FACES OF DEATH AND DESTRUCTION



LEVEL 1: BEACH FRONT



You start on the highway but quickly go off-roading as you tear through the streets and beaches.



STORY

A simple drive turns out to be the worst day of your life. As you drive down the road with your beautiful wife, a band of thugs forces you off the road. All that's left of your wife after the crash is a memory... for revenge!

LEVEL 2: CLIFF HANGER



Traveling from the beach up to the hills, you have many close calls as you cross ledges and ravens.



GRAPHICS

MARTIN 86% A bit on the grainy side, but there's still a lot to look at.
HOWARD 88% The screens flow smoothly and look like a movie!

AUDIO

MARTIN 70% With the exception of the opening song there isn't much more music.
HOWARD 65% Car sounds help to fill the gap.

LEVEL 3: HIGHWAY HAZARD



The mountain tops lead to an expressway where thugs will do anything to stop you in your tracks.



CONTROL

MARTIN 68% Although there are only single moves, control demand is high and is met rather well even in tight spots.
HOWARD 77%

LEVEL 4: AT THE HARBOR



While on the expressway, burn by the docks and through a factory onto the next challenge in the park.



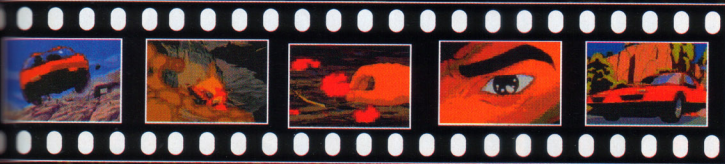
GAME PLAY

MARTIN 66% Not much to do but simple movements. The reaction is great even though you don't do very much.
HOWARD 65%

MEGA REVIEW

The game looks cool but there really isn't much challenge. The hard mode is way too hard and the easy mode is too simple. Although the car scenes like the jumps and crashes are intense, the action is more in watching than in doing. A good CD for fans of this type, but to most it's more of a viewing game.

- Howard Grossman



MEGA FILE



PUBLISHER	RENOVATION
AVAILABLE	NOW
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1 OR 2
DIFFICULTY	EASY
LEVELS	16
% COMPLETE	100%

OPTIONS

Choose from number of players, difficulty level and sound test from the option menu. There is also a visual option that allows you to enter a p/w and watch the level.

ORIGINS

The concept of control is based on the original laser disc game Dragon's Lair. It borrows the concept of precise single movement with lots of animation. The colors and characters are reminiscent of Japanese cartoons and animations.

MEGA REVIEW

Graphically, Time Gal is very impressive. The Japanese style animation is superb. The sound support is good, but there really isn't much music during the game. There isn't much of a game here, just pay attention to the circles on the border or memorize the directions in each short level.

- Martin Alessi

TIME TRAVEL TECHNIQUES

Here is another animation-flicked game that requires precise movements. Players have to move right, left, up, down or fire when prompted by the game. In easy or normal mode there is both a visual screen prompting as well as a flashing circle. In the hard mode, just the screen will give a clue by flashing on an object or your weapon.

There is also a normal and a reverse mode for each level. They become more challenging as the directions are reversed.

The final aspect of the game is the ability to stop time and then choose from several options. The levels in this game appear at random and you must master every scene before reaching the ending.

TIME STOP PENDANT



EASY/NORMAL



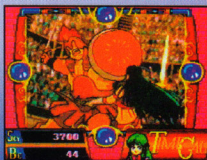
HARD



EASY/NORMAL



HARD



NORMAL



REVERSE



TIME GAL



Ha Ha Ha....
You'll never catch me!

TIME ZONE: 70,000,000 B.C.

Run for your life, as the giant reptile chases you through hills and lava.



THE RESULT OF FATAL MISTAKES



TIME ZONE: 65,000,000 B.C.

In Prehistoric times you must battle past dinosaurs above and below water.



THE RESULT OF FATAL MISTAKES



TIME ZONE: 30,000 B.C.

Cavemen want you in a bad way! Avoid the rocks and other stone age traps.



THE RESULT OF FATAL MISTAKES



TIME ZONE: 1600 B.C.

A woolly mammoth is in a bad mood! Watch out and try to "ride" out its tantrum.



THE RESULT OF FATAL MISTAKES



TIME ZONE: 44 B.C.

Your final leap is into the time of Roman gladiators where you're the prey.



THE RESULT OF FATAL MISTAKES



STORY

You are Time Gal, a cute acrobatic girly in hot pursuit of a notorious time bandit. Throughout your quest you'll travel from the Prehistoric past to the future. Armed only with a time freeze pendant, chase and defeat him.

GRAPHICS

MARTIN 86% Graphics look like they're out of a Japanese cartoon.
HOWARD 89% With no break up or chopiness, the graphics are hot!

AUDIO

MARTIN 71% The intro music is CD quality but too bad it isn't present during the game.
HOWARD 55% Sound effects follow each action.

CONTROL

MARTIN 66% Response seems to be very critical with little time to react, but it will accept multiple presses.

GAME PLAY

MARTIN 62% Movements are simple single directions or a button press. However,
HOWARD 60% movement seems tricky at first.

MEGA REVIEW

This is another one of those like it or hate it games. Fans of the arcade games of a similar nature may find it fun but I can't get into it. The graphics are cool but the sound is weak for a CD. The timing is also very critical and makes it simply a memorization, not a reflex game. Decent idea but poor execution.

- Howard Grossman



MEGA REVIEWS!!

The Sega Genesis/Sega CD/Master System/Game Gear Resource

The Review Crew's pick of the issue!

Sony
Imagesoft's
Chuck
Rock



FEATURING

LOTUS TURBO CHALLENGE, THE HUMANS, RISKY WOODS, TMNT: THE HYPERSTONE HEIST, CHUCK ROCK.

THE HUMANS



Can you help Prehistoric man work his way through the trials and tribulations of the Stone Age? Discover the spear, wheel and even fire as you maneuver through the challenging levels, aiding tribal members and solving anything but primitive puzzles.

	Gametek	Genesis	Puzzle	8 Meg	Now
DAVE		Alright! another puzzle game to add to my collection! The Humans is an addicting game with plenty of levels to keep players busy! The control is a little confusing but a great game!			
G.O.G.					The Humans is a cool puzzle-type game that sports good graphics. The variety of tasks and items keep this game fresh. My only problem with it is that it's too slow. Slow but good.
MIKE		Another cute puzzle game on the order of Lemmings. The levels are challenging but the movements are a bit slow. More of a thinking game than a reflex shooter; it's colorful and frustrating.			
BART					A cute little puzzle game that offers loads of challenge and thought-provoking fun. The game play seems to be a little too slow and some of the levels are just plain tedious.

RISKY WOODS



In this fantasy world steel speaks louder than words. Evil has a tight grasp on your homeland and only your cunning skills can help to free the trapped saints. Traverse eight levels of monsters while solving musical puzzles on a quest for freedom.

	Electronic Arts	Genesis	Action	8 Meg	Now
DAVE		While the graphics were nice, the play control was way below average! It's safer to avoid all the power-ups because they frequently kill you! An annoyance that could be removed.			
G.O.G.					Risky Woods has all the things needed for a great action game, but it doesn't come together like it should. The power-ups are confusing, and the game play is difficult at times. It's OK.
MIKE		Well it looks cool... but the game play is too sporadic. The icons seem to have a random effect and the character movements are slow. Better control could have really improved it.			
BART					A very poor computer translation that makes a frustrating and downright annoying game to play. The control is what hurts this cart the most. Beware of being killed by cheesy power-ups.

TMNT: THE HYPERSTONE HEIST



Everyone's favorite shelled heroes are back and kicking. The green good guys are out to stop Shredder from shrinking the city with the Hyperstones. Play as any of the four turtles or have a friend join in for more high-flying ninja action. Cowabunga!

Konami	Genesis	Action	8 Meg	Now
--------	---------	--------	-------	-----

DAVE

The Turtles have always been in good games and this one is no exception! There is plenty of action for two players but the difficulty was a little easy. A fun game nonetheless.

G.O.G.

This is good for all-out fighting, but the game ends much too quickly. The raspy voice should have been left out. The graphics shine on the Genesis, and overall it's a good game.

MIKE

The game is a bit too easy or maybe just too short. However, the action is great especially with two players. Other characters from the famous show are also present to thrill all TMNT fans.

BART

This is one of the better action games for the Genesis. Colorful graphics and a decent set of tunes keep things interesting. The game is kind of short and way too easy for 2 players.

CHUCK ROCK



While Chuck was relaxing at home watching TV, the evil Gary Gritter grabbed his wife Ophelia. Now he has to get up! Even worse, he has to fetch his wife! Lead the crazed caveman in pursuit of his wife as he battles dinos and gets a little help from friends.

Sony Imagesoft	Sega CD	Action	CD-Rom	Now
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DAVE

Chuck Rock was an awesome cart game and this CD version is even better! The music really adds to the already fun action. It's a bit easy to complete, but shouldn't be overlooked.

G.O.G.

While the concept is a bit strange, it's a good solid quest with lively music. The only downer I can see is the British accent in the opening cinema. A good game for the Sega CD.

MIKE

Chuck is an unlikely hero and makes for a unique game. There are plenty of prehistoric techniques to master and cute, colorful dinosaurs to battle. Good graphics and decent sound.

BART

This game has really been improved since the Genesis version. The music and sound effects are phenomenal. The graphics are very colorful and the game play is solid all the way through.

LOTUS TURBO CHALLENGE



Hop behind the seat of a Lotus and burn through 8 different tracks, each with unique weather and handling. Choose between auto and manual transmission as you struggle to make the critical checkpoints. For more fun, race against a friend in split-screen.

Electronic Arts	Genesis	Driving	8 Meg	Now
-----------------	---------	---------	-------	-----

DAVE

While I like driving games, this one didn't get my motor running. The game plays fast, but there are not enough other drivers to interact with. Overall, not very exciting to play.

G.O.G.

I like the different driving conditions and all, but the time limits to get past each scene are too hard for the average player. What is the Yahoo button there for? A decent attempt for a racer.

MIKE

Not being a big fan of driving games, this one did nothing to sway my opinion. The multiple weather tracks were neat but it could use a few more obstacles. Also, the game is a bit hard.

BART

Nothing more than an average driver with a few neat features. The game play is good, but the 2-player mode doesn't add too much. The courses offer challenge, but never much excitement.

GAME OVER!

STREETS OF RAGE 2

MR. X AND HIS DEADLY HENCHMEN



Mr. X is heavily guarded. First you must pummel his bodyguard who has the ferocious Rhino Bash! Then it is time to fight the main man himself! Swarms of unruly thugs will attack, and to make matters worse, Mr. X will start blasting everything with his machine gun. Can you defeat him?



Shiva the bodyguard will use his raging Rhino Bash to bowl you over. Try to attack at him from above. Once he's stunned throw him.



Mr. X will attack as soon as Shiva is down. Be careful or you will find yourself full of holes. Try to get as close as possible.



Once you're close to him, it only takes a few special moves to kill him. The only problem is getting to him. It's much easier with two players.



Mr. X crumbles to the floor, all his power gone.



Adam is found bound and chained to a wall.



Axel and Skate help Adam to his feet.



Max and Blaze express their concern.



The warriors wait for their evacuation helicopter



The chopper arrives and takes them home.

THE BATTLE RAGES ON!

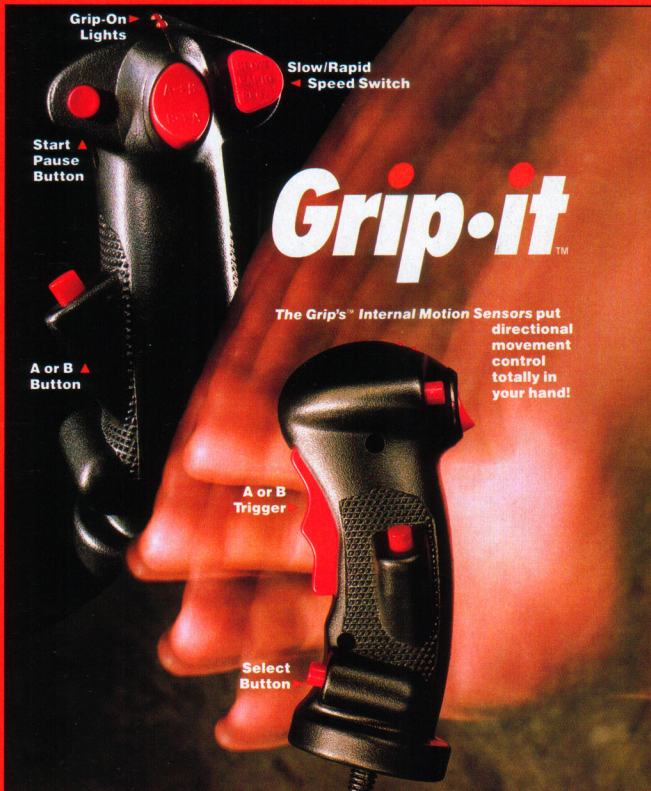
Axel and Blaze have hit the scene and try to take on the dark forces of Mr. X and his crime syndicate. Adam, the third brave fighter from the first game is held hostage. To help, Adam's brother Eddie takes to the scene, along with Max, a bodybuilder. They fight through various areas, until Mr. X's gangs are destroyed. The final battle takes place in Mr. X's personal hideaway. The fight won't be easy, as you have to outwit, and out-fight a whole slew of enemies. From Mr. X's mysterious henchman, to the big guy himself, you'll have your hands full. He's armed and you're not. No one said it would be a fair fight, but it'll be a fight to the finish!



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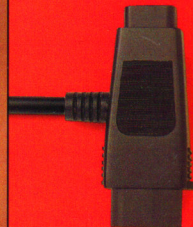
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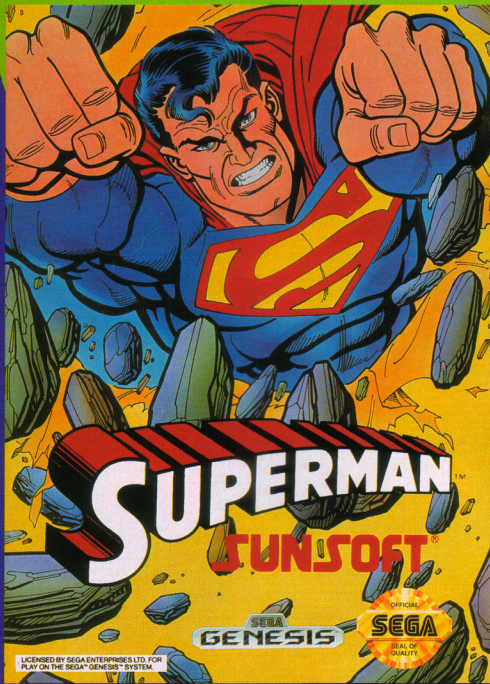


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- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

KRYPTONITE™ NOT INCLUDED



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SUNSOFT®



BLASTER MASTER 2

TM

**JASON AND S.O.P.H.I.A. ARE BACK!
IN STORES EVERYWHERE**

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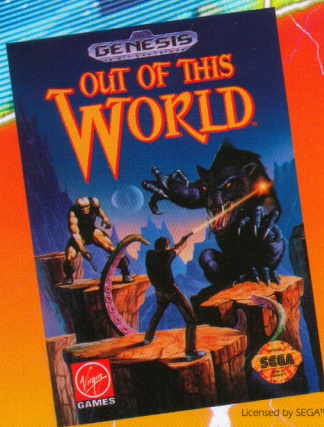
You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and bloodsucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



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