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Volume 6, Issue 1

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GENESIS 32X

*What did you think we were
talking about, you little degenerate!*

F a s t

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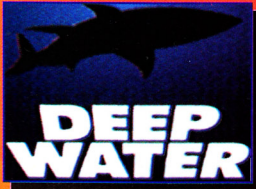
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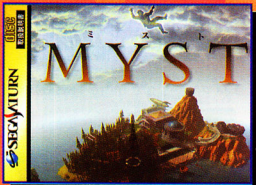
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Although the Saturn has made a big impact in Japan, will it fly in the U.S.? In this issue, we feature four pages of info on the system and its games!



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MEGA PLAY PREVIEWS

It's time to get juiced-up, sports fans, for NBA Jam Tournament Edition. Also, Space Harrier, Earthworm Jim, Phantasy Star IV, Desert Demolition and much more!



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WHERE'S NINTENDO?

I recently came across an ad for Nintendo's super-mega game, Donkey Kong Country. It was one of those ads-disguised-as-an-article deals, and I happened to notice the words Atari and 3DO and of course, Sega. It turns out it was a slam against "Next Generation" systems that are currently on the market. This aggressive marketing is a sign Nintendo is finally catching up with the times, and DKC is a mind-blowing game. But Nintendo is really shooting themselves in the foot with this kind of marketing. If the Super NES can do all the incredible things Nintendo says, then why are they developing the Ultra 64 system? According to Nintendo, when the Ultra 64 is released, the gamers should be thinking, "Why should I waste \$250 on an Ultra 64? I've got DK Country—the REAL next level of gaming!" Sorry, Nintendo—one game is not the next generation of video games. History has shown if you wait until a new, more powerful system comes out before you release your best games, then you've waited too long.

Juan Williams
Glen Head, NY

(Ed. Granted, Donkey Kong Country is an incredible game, but so far it is the only game for the Super NES to utilize the technology

as supplied by Rare Ltd. Sooner or later, Nintendo is going to have to come up with a more powerful system. Just compare Doom for the



The bickering goes on: the latest Nintendo ad aimed at the competition.

32X against Wolfenstein 3-D. You can't. Doom blows away [pun intended] the Super NES game! Furthermore, when you consider the "In Search of the Next Level" ad

appeared before the 32X was released and was predicting the new Sega peripheral to be dead on arrival. You're absolutely right: Why is Nintendo working on a new system, the Ultra 64, when the Super NES can supposedly do all these wonderful things with existing technology? Go figure.)

WHERE ARE THE GAMES?

• Okay, the 32X is out, but where are the games? I remember company after company being listed as making games for the system, but so far all I've seen are just games made by Sega. What about Konami (and Dracula X), Capcom (with Super Street Fighter Turbo), Acclaim (Mortal Kombat II), etc.? Granted the first games released are very cool (like Doom, Virtua Racing Deluxe, Star Wars Arcade and others), but what about the CD games like Fahrenheit, Midnight Raiders and the carts Super After Burner and Space Harrier? Also, what about the Saturn system? I know it's been released in Japan [and how is the system?], but is it ever going to be released over

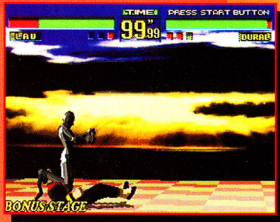
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here? Or will we have to make due with the 32X? Seeing that the 32X is now selling, is it doing well enough that the Saturn system won't come out here at all?

Mitch Stiventant
Chicago, IL



Virtua Fighter for the Saturn—just like the arcade version!

(Ed. This is a problem we deal with all the time—where are the games? A lot of companies can say they are going to do an awesome game for a new system, but saying and doing are two different things [case-in-point: Acclaim is rumored to have MK II finished and ready to go, but we've seen nothing on it yet]. As for the Saturn system, it is still slated for a 1995 release, but it is doubtful a domestic release will be canceled altogether. Sega may definitely have a problem if people end up being torn between whether to buy a 32X now or wait until the Saturn comes out [a problem that would be eliminated if the two systems were compatible]. As for the Saturn itself, the first release, Virtua Fighter, is very impressive—you'd think you were playing the arcade version! We can't wait to see how the Saturn version of the arcade racing game Daytona will be!)

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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Finally, a magazine made exclusively for owners of the Genesis, Sega CD and Game Gear! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each bimonthly 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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HMPC1

FEELING DOOMED...

I have been waiting for Primal Rage to come out for the Sega Genesis and all other systems—mainly for the Genesis. Will it be coming out for the home systems? Also, what about Doom for the normal systems like the Genesis?

Todd Gaines
Tucson, AZ



There is a "special creation" of Doom rumored to be for the Ultra 64...

I don't understand something, you've said Primal Rage will be coming to home systems sometime in '95. Why isn't this a Jaguar-only cart. I would think Time Warner would want to attract more people to the Jaguar by holding off on other platforms. Does Atari have any say in keeping the rights?

Ryan Tichenor
Glen Head, NY



...while Primal Rage will be hitting several home systems!

(Ed. Primal Rage is coming to the home systems! In September '95, the Genesis, Super NES, Game Boy, Game Gear and PC CD-ROM systems will all have versions of the dinosaur-fighter arcade smash! In November, the game will also hit the Saturn, 32X [CD] and Jaguar

systems. In terms of other systems like the PlayStation, nothing has been decided yet. In terms of releasing for the Jaguar only, with a title as popular as Primal, there is a lot of money to be made by releasing it for several platforms, and buying a system for one game isn't something companies can always rely on to sell their game systems. As for the Doom question, there will be a version for the upcoming Ultra 64 system that will be a "special" creation [new levels, etc.].

However, there is no word on a version of Doom for the 16-Bit Genesis. If you are dying to play Doom and only have a Genesis system, you might want to try two games with a similar theme—Accolade's Zero Tolerance and/or Domark's Battle Frenzy.)

OH YEAH?!

The fellow who was moaning and complaining about Sega doing things "right" [see issue 6, volume 5] seems to be reading the wrong magazine. What the hell is he doing writing to you if he doesn't care for Sega games? This "anti-manufacturer" mentality so many so-called video game "fans" subscribe to is not only baffling ... it's downright frightening! In other genres such as comic collecting or movie watching, you never hear the fans complaining in this fashion. So why do so many fans in videogamedom have this "Sega-versus-Nintendo" mentality? It's non-productive! Why not just admit there are pluses and minuses on both sides? I own a Super NES, Genesis, Sega CD and 32X, because there are truly great games produced by many different companies for both systems. Yes, the Super NES reproduces more colors simultaneously, but that doesn't make it better—look at the incredible quality of Gunstar Heroes: Can anyone honestly say this looks like 64 colors? I have found it darned difficult to play some titles on the Super NES with that awful slowdown that still plagues even the latest products (Super Return of the Jedi and Empire Strikes Back are marred

horribly by slowdown). I think the Super NES equipment is better at handling fighting games and RPGs, while the Genesis/Sega CD/32X is better with platformers like Sonic, Contra: Hard Corps and action-adventure titles like Landstalker. Actually, the Sega unit handles RPGs just fine; unfortunately so few are released for the Sega systems it's difficult to make comparisons.

Randy Palmer
Greensboro, NC



The (very) few, the proud: the Genesis RPG, Phantasy Star IV.

The other day my mom gave me the choice of a Sega or Super NES. Seeing how I love RPGs, I checked which one had more RPGs. I was very disappointed at Sega. They had about three RPGs. Their main thing was action. So I had to turn to Super NES, and I was amazed they had a whole company that made RPGs. So I really want to tell Sega they need to make more RPGs!

Zack Siebert
Carbondale, IL

(Ed. As we've said before, Sega has gone to the next level, while Nintendo is still in the 16-Bit world! However, with regards to 16-Bit systems, the Genesis has definitely had a few releases like Gunstar Heroes and Shinobi III that are as good as anything the Super NES has ever produced. In terms of RPGs, Sega doesn't view them as big moneymakers. However, there is some good news—Phantasy Star IV is finally being released, so hopefully they should keep RPG players happy—at least for now. We'll have to see when the 32X starts having more releases if there will be more RPGs.)

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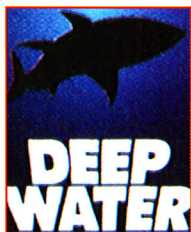
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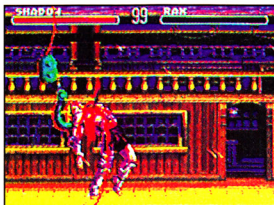
HI-TECH SEGA

THE RATINGS GAME: SEGA INTRODUCES "DEEP WATER" WITH ETERNAL CHAMPIONS

A new twist has been added to the ratings game that should keep game companies out of hot water—a subcategory of ratings called Deep Water. The rating will be used with the upcoming release of the Sega CD game *Eternal Champions: Challenge*



From *The Dark Side*. The label will be on games for the 32X, Sega CD and Saturn



Eternal Champions for the Sega CD will carry the Deep Water label...

games. The logo will only be used for games intended for adult audiences.

According to Sega, the new rating is still in the early stages of use and was developed to meet



...while *Doom* for the 32X has an M rating for Mature audiences.

the changing demographics of the industry's audience (on the Genesis, 42 percent of the players are 18 and older and that number increases to 60 percent for owners of the Sega CD).

THE SEGA TV CHANNEL ACQUIRES VIRTUAL REALITY PERIPHERAL

RPI Advanced Technology Group announced that their HMS-EYE unit will also resource 3-D stereo programming slated to be produced by telecommunications giants, including the Sega Channel.

The glasses will be delivered at a price significantly lower than any competing unit that has the same features. Sources are suggesting that the glasses will cost between



The virtual reality glasses can be used with the Sega Channel.

\$250 and \$300.

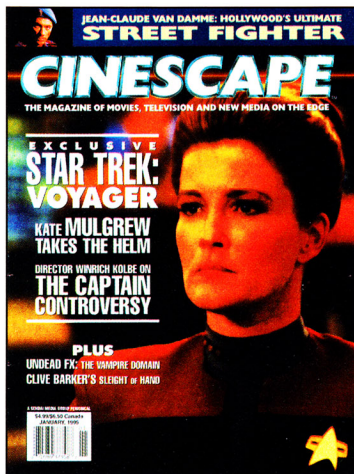
The RPI device will not only take advantage of the 10 million TCI customers, but they will also be going after Viacom, NBC, FOX and other network users. The VR glasses will also interface with the Sega Channel. Gamers will get a true, 3-D experience when wearing the four-ounce glasses to play their favorite video games on the channel.

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MEGA TRICKS!!!

The Ultimate in Sega Secrets!

ZERO TOLERANCE

(Accolade/Genesis)

Name of Trick

Here are the passwords for most of the stages in this Doom-like shooting game from Accolade. Go into the Options Screen and enter them at the Password Screen.

Docking Bay Level:

Level 1: LFr8vt)ng
Level 2: DDq8*+LNg
Bridge Level:
Level 1: Xzp88+Ln?

Engineering Level:

Level 1: WdZd6*MnG
Level 2: LF8duvKmT
Level 3: aP9*~PvW
Level 4: Grb8C8P+2

Greenhouse Level:

Level 1: GLb*CrO!V
Level 2: ar8~-vKFE
Level 3: Klb*~KFE

Bridge Level:

Level 2: Wr6*~KFE

Reactor Level:

Level 1: cHY8C8Pik

Space Station:

Level 1: cHab/8No2

High Rise:

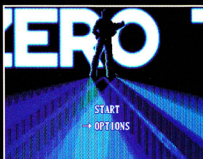
Top: Rz3UsFxE!

Floor 164: BD8UsBBGN
Floor 163: cr6UCpBOi
Floor 162: WL8X/pBOB
Floor 161: TFpQCrBG7
Floor 160: aLoQCrxOQ
Floor 159: Vrq7~P?n/
Floor 158: WL07CrGIQ
Floor 157: Trp7srEoj
Floor 156: TPD7C8?pj
Floor 155: cFp7srEi!
Floor 154: WLqQCReo!
Floor 153: arpy/oDpQ
Floor 152: YLq7poxi7
Floor 151: WUo7/hxhZ

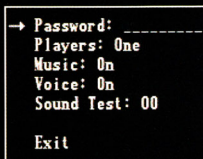
Sub Basement:

Level 1: Trr!oxti
Level 2: bLo/!o?lj
Level 3: dro!no?lj
Level 4: PLr/no?nB
Level 5: SzJ/5CDIZ
Level 6: Tba/nCKv/
Level 7: Ora9!aL/
Level 8: cLa956Kv7
Level 9: K8Z9A3LF+
Level 10: xbb926K!l
Level 11: e*8/A3KFj

Larry Patterson
Athol, MA



Go into the Options menu at the Title Screen.



Enter the password at the top of this menu.



Move the cursor and enter any of the passwords.



Go to any level and blast the bad guys to bits!

CONTRA: HARD CORPS

(Konami/Genesis)

Hidden Level:

Go through the game until you reach the Junkyard Stage. After going underground, go to

the wall before the door you destroy after the mounted guns. Then climb straight up the wall and you'll find a goofy-

looking character who will let you fight a hidden Boss in the arena! Destroy the Bosses (there are several in the

arena) and you'll get one of the many endings to the game.

Armando Courret
Brooklyn, NY



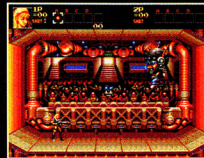
Destroy the mid-Boss and then go underground.



Go underground and climb up this wall.



At the top, there will be a man with a choice.



Accept the challenge and fight in the Arena!

DOOM (Sega/32X)

Two Tricks:

Both these tricks for the 32X title Doom are done while the game is paused (press START on

controller one). You must have a six-button controller to perform these tricks.

Very Happy Ammo:

Press the following buttons simultaneously to get all the keys for a level, 200 percent Armor and all the weapons with

500 rounds for each:
UP, A, C, MODE

God Mode:

Press simultaneously:
UP, X, Z, MODE



Tired of getting killed with no weapons? Try these!



Enter the codes while the game is paused.



What'cha got? Punch out the baddies in God Mode!



Get the BFG 9000 in the early stages of the game!

URBAN STRIKE (Electronic Arts/Genesis)

Campaign Passwords:

Enter these Codes.

Baja Oil Rigs:

CNHLGBR4NBF

Inside Oil Rig:

ZLGBWD3PFZD

Mexico:

9BWDR6MJYNM

San Francisco:

NDR63P7VZLT

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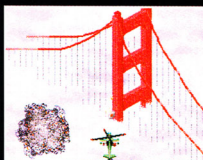
WR63PMTSYL



Go to the Password Screen from the Main Menu.



Enter any of the Passwords at this screen.



Battle through the foggy city of San Francisco...



...or take on terrorists in the high rises of New York!

EARTHWORM JIM (Playmates/Genesis)

Several Tricks:

These cheat codes must be done when the game is paused (press the START Button on the

controller during play). Press the following buttons on the pad in the listed order.

Nine Plasma Rounds

C, A, B, C, A, B, A, C (Note: The Nine Plasma Rounds works only once during the game).

Get One Continue:

A, B+LEFT, A, B, A, B, C, A

1000 Rounds of Ammo:

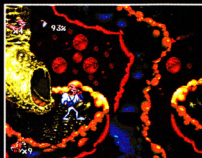
A, B, B, C, A, C, C

Get One Free Jim

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



Run out of ammo? No prob! Use the Ammo Code!



Get nine Plasma Rounds instantly in a game!



Make the Jims add up with the Extra Jim Code!



Get Continues without even earning them in the race!

SHAQ FU (Electronic Arts/Genesis)

Special Moves:

Here are the special moves for the awesome fighters in Shaq Fu.

Abbreviations are as follows: B=Back;

F=Forward; D=Down.

Shaq: Shaq-uriken: F-B-F A button. Inferno Kick: D-F, C button.

Kaori: Energy Bomb: B-D-F, B button. Cyclone: D-B, B button.

Beast: Spitfire: D-F, B

Button. Sonic Roar: F-D-B-F, C button. Thermal Blast: D-B, B button.

Sett Ra: Mummy Warp: F-D-B, B button. Wedge Charge: F-D-F, A button. Cosmic Missile: D-B, C button.

Nezu: Time Vault: F-B-D, A button. Eno Blast: D-B-F, C button. Eno Flip: D-B, C button.

Mephis: Lightning Arc: F-D-B, C button. Lightning

Jaws: D-F, B button. Burning Touch: D-B, B Button.

Voodoo: Eagle Claw: B-D-F, B button. Earthquake: F-D-F, A Button. Wolf Charge: Use Wolf move toward opponent and hold down the A button.

Aurok: Spiked Cannonball: Jump, B button. Boomerang: B-F, B button. Ball and Pen: F-

D-B, C button.

Colonel: Heavy Metal: D-F-B, B button. Bionic Burst: D-F, B button.

Leotsu: Blast Kai: D-B-F, B button. Bo Kai: D-F, B button.

Diesel: Crate Crusher: B-D-B, B button. Dockside Dagger: B-F, B button.

Rajah: Thunder Clap: F-D-F, B button. Sword Shockwave: B-D-B, B button.



No more guessing! Now all the specials are revealed!



Leotsu's Blast Kai is simply done: D-F, B button.



Beast's Thermal Blast: D-B, B button.



Aurok's Ball & Pain: F-D-B, C button.

PIRATES OF DARK WATER (Sunsoft/Genesis)

Passwords:

Enter these at the Password Screen:
Port of Citadel Ncookie:
IITBIA.
Port to Cit: RITAZIM.

City to Mountains:
JESSICA.
Mtns. to Janda Stoyoda:
SCOOBYD.
Andorus to Malestorm:
ALARTUS.

Bridge to Mael:
DARRINS.
Mael to Caverns:
MALCOM.
Start Game with Full
Sword: DSILLER.



EARTHWORM JIM (Playmates/Genesis)

Snowman Practice:

To practice fighting the Snowman, start the game and then pause it. Then enter the following:

R, R, R, B button, C button, L, R, A button. You will go to "What the Heck" and fight the Snowman mid-Boss.



Start a game, pause it and enter the code.



You can now practice fighting the Snowman!

RINGS OF POWER (Electronic Arts/Genesis)

Two Intros:

Hold down A, B, C, START and press DOWN-RIGHT simultaneously on controller

two and turn the game on. You will get a very different opening with the Naughty Dog Software company logo!



This is the company logo without the code.



This is the company logo with the code. Questions?

SHINING FORCE II

(Sega/Genesis)

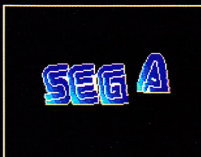
Configuration Mode:

To access the Secret Configuration Mode, do the following! Turn the game on and wait for the

SEGA logo to appear. Then, very quickly, enter the following on controller one before the SEGA logo fades out:

UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP, B button. Then hold down the

START button. Keep holding the START Button until the witch on the screen says "Configuration."



Enter the code very quickly at the Sega logo.



Keep START held down and press A to advance.



If you did the trick correctly, "Configuration" will appear.



Now you have several more options to choose from!

WWF RAW

(Acclaim/Genesis)

Power Punch

To get a powerful punch that will demolish enemies quickly, do the following on controller

one: Turn the game on and quickly hold down A, B, C and START simultaneously, and rotate the pad clockwise. Wait for

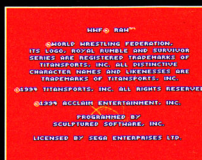
the SEGA logo to pass and at the Credit Screen, it should turn from black to red, shake and make a noise, showing the trick

worked. Now pick your wrestler and watch your punches do magic!

Asim Farooki
Port Washington, NY



Do the code and keep your eye on this screen.



The screen will turn red, shake and make a noise!



Pick a wrestler and start a match against anyone.



Notice the damage your punches do!

ZERO THE KAMIKAZE SQUIREL*

(Sunsoft/Genesis)

Cheat Codes:

Do the following cheat codes while the game is paused (press START during play) on controller

one in the listed order.

Level Select:

A button, C button, RIGHT, A button, B button.

Unlimited Hit Points:

B button, UP, B button, B button, A button.

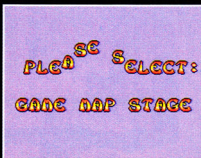
Unlimited Stars:

DOWN, A button, B but-

ton.

Unlimited Zeroes:

B button, A button, B button, UP.



Go to any stage with the level select trick!



Max out the Z's and keep 'em there with invincibility!



Max out the number of Zeroes and never die!



Keep the throwing stars coming—unlimited!

* This trick was done on a preliminary version and may not be in the finished version.

WOLVERINE: ADAMANTIUM RAGE

(Acclaim/Genesis)

Passwords:

Enter the following passwords at the Password Option. These passwords work on all

difficulty levels.

Stage 2:

MARIKO

Stage 3:

SILVER FOX

Stage 4:

DEPARTMENT H

Stage 5:

MADRIPPOOR

Stage 6:

ASANO

Stage 7:

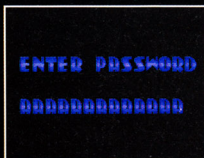
THE HUDSONS

Larry Patterson

Athol, MA



Go into the Password Option in the Main Menu.



Enter any of the passwords listed above.



Brave the freezing weather and squash the baddies!



The Passwords work for all difficulty levels!

EXO SQUAD

(Playmates/Genesis)

Level Passwords:

Level 02: AABLYDLS

Level 03: CRNCYBTS

Level 04: EWJETDRT

Level 05: IIFSIIKM

Level 06: MTGWOTHC

Level 07: HTCHHIKG

Level 08: MAHAMOTI

Level 09: VESUVIAN

Level 10: SENGIRYP

Level 11: OWTYTROF

Level 12: BELGRATH

Level 13: SPARHAWK

Level 14: DPCHEMDE

Level 15: ROTADERP

Level 16: DGMGAWAF

Level 17: XQYYACEX

Level 18: COPPRHED

Level 19: MYTHMSES

Level 20: SOFADLDM



Go to the Mode screen to access the Password.



Then select the Password Option at this screen.



Enter any of the above passwords and then exit.



Blast off to level 20 and take on the enemy!

PITFALL: THE MAYAN ADVENTURE

(Activision/Genesis, Sega CD)

Several Tricks:

All these codes are done at the title screen. This works for both the Genesis and

Sega CD versions.

Play the 2600 Game:

A nostalgic 2600 blast

from the past.

DOWN, A (26 times)

DOWN.

99 of Every Weapon:

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

Start With 9 Lives:

RIGHT, A, DOWN, B,

RIGHT, A, B, UP, DOWN.

See the Credits:

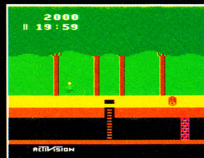
C, RIGHT, DOWN, C,

RIGHT, DOWN, C,

RIGHT, DOWN.



Enter the codes at this screen for the tricks.



Take a trip back to the 2600 days—it's Pitfall!



Use the 99 item code to max out your weapons!



Want to see the programmers? Use the credit code!

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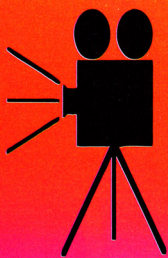
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HMPC1



COMING ATTRACTIONS



Eternal Champions: Challenge From The Dark Side Sega CD/Sega



Yes, it's true—you fight a chicken, Kay F. Chicken is his name!



New fighters and backgrounds highlight this fighting game!



Even the Boss character, the Eternal Champion himself, is playable!



Just when you thought you'd seen it all, here comes the Sega CD version of *Eternal Champions: Challenge From The Dark Side*. The 13 greatest fighters in history come together to decide who is the Eternal Champion! This one retains the nine fighters from the Genesis version (with some modifications like Shadow's new dress) and adds four new ones (like a pirate woman, an Egyptian fighter, a voodoo priestess and a wanderer)! There are also nine hidden fighters. Some of these include a chicken, snake, dog, monkey and even the Eternal Champion Boss himself. Complete with fatality-type finishing moves (some of which are truly nasty), awesome fighting stage backgrounds (like a fight on a moving train) and eye-popping cinemas, fans of the Genesis version will definitely want to check this title out.



You can even have a battle of the mighty mites: dog versus chicken!



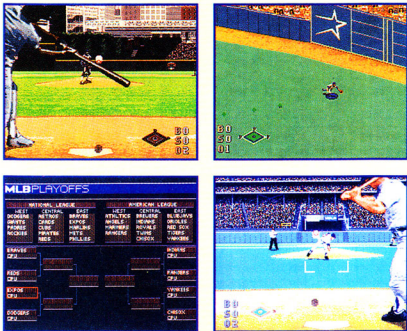
Some of the exciting fighters have been given a new look—like Shadow.



New fighters Dawson and Raven square off against each other!

World Series Baseball '95 Genesis/Sega

What strike? This March, Sega Sports will present the 24-Meg World Series Baseball '95! All 28 major league baseball teams are here, with 700 major league players, including Griffey, Bagwell, Thomas, Bonds, Clemens and Maddux! You can also pick from 28 fully reproduced stadiums with four modes: World Series, Full Season, Playoffs and Exhibition!



The Misadventures of Flink Sega CD/Vic Tokai

Flink is a huge action/adventure game loaded with spells and plenty of surprises! The story concerns a giant comet that has crashed on Flink's island, and his subsequent investigation. The more you collect, the farther you'll go in this 55 plus-level game! With excellent graphics and atmospheric sound effects, Sega CD fans will want to check this one out!



Tempo 32X/Sega



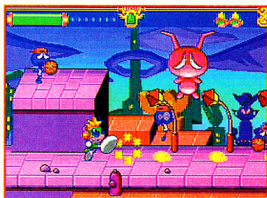
Pick one of the three portals at the beginning of the game.



Colorful backgrounds are one of the many highlights of this cart.



One of the more lighthearted titles for the 32X has to be Tempo. A lovable little character, Tempo, wanders around huge levels listening to his tunes while squashing the bad guys! Tempo is loaded with busy, colorful backgrounds, but never suffers from visual overkill. These pictures were from an early version of the game, so not all the levels are complete and some of the stages are buggy. When finished, this should be a hot title.



There are several enemies for Tempo to bash around.



Utilizing one of Tempo's attacks is the key to survival.

Rockman Mega World

Mega Drive, Sega Channel/Capcom



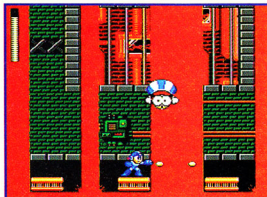
Brave the inferno levels in search of the dreaded stage Boss!



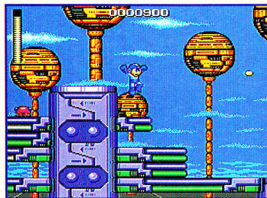
It's all here—the stages faithfully reproduced from the NES versions!



Originally called Megaman: Wily Wars, this cart features three games—Mega Man 1, 2 and 3—with an added bonus: After finishing the third game, you can fight three new Bosses and levels! Like Super Mario All-Stars for the Super NES, this game takes old 8-Bit titles and gives them a 16-Bit facelift! However, you can only play this game in the States on the Sega Channel, or on the exported Mega Drive cartridge!



The lava stages from Megaman 3 and the familiar enemies!



Remember, kill the Boss at the end of a stage and you get his powers!

NHL All-Star Hockey

Game Gear/Sega

Pick from all 26 NHL teams with the real NHLPA stars with NHL All-Star Hockey for the Game Gear system! This 4-Meg game is for one or two players, and features Stanley Cup, Season or Exhibition playoff games as well as a behind-the-player view. The release of this game will coincide with the Genesis version's launch in March! Don't miss out on the action!



Radical Rex

Sega CD/Activision

The evil Skritch has brainwashed all the other dinosaurs as part of a plot to destroy them. Only a skateboarding dinosaur (Rex) can save them! Not only that, Rex's sweetie, Rexanne, has been kidnapped, making this a personal battle! Just when you thought the game has ended, there is a twist thrown in. Rex has several unique abilities, including vine swinging and other such attacks.



FIFA Soccer '95

Genesis/Electronic Arts

Electronic Arts (who else?) brings the world of soccer to the Genesis! Pick your favorite team and take to the field. There are several playing options, including Playoffs and even a Tournament Mode! Dramatic graphic effects engulf the screen whenever a goal is scored. (Courtesy of the giant scoreboard at the end of the field.) If you thought last year's model was good, check this one out!



Mortal Kombat II

32X/Acclaim

Just when you thought Mortal mania had ended ... here comes MKII for the 32X! This version (with the new Sega peripheral) will have more colors, better sound and promises to be as close as humanly possible to the arcade version! Pick from the usual lineup of fighters (Liu Kang, Scorpion, etc.), and get ready to fight to the bloody end! Will Pong be in this version? Stay tuned...



Road Rash 3: World Warriors

Genesis/Electronic Arts



Everyone's favorite high-speed bash Road Rash returns!



Cops! Watch out for the cops—you'll get a ticket and lose the race!



It's not a sport—it's a way of life! What better way to race than being able to use weapons to bash enemies while doing it? Welcome to the world of Road Rash! The theme is the same: Win races and collect money to buy bike upgrades and fancy weapons. This sequel adds new tracks and even newer weapons to smack opponents with. The cops and other bystanders are also back, with the cops ending the race!



Pick from five tracks, each in a different region of the world.

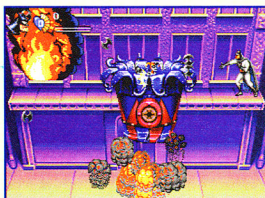


Other opponents aren't the only thing to watch out for!

The Adventures of Batman & Robin Genesis/Sega



Battle through the streets of Gotham City and fight familiar foes!



Check out this Boss: Harley Q. in her gungy machine of destruction!



The latest Batman game for the Genesis looks to be the best! The graphics for this cart are phenomenal. From the burning buildings to the gigantic Bosses, The Adventures of Batman & Robin gives the 16-Bit system a much-needed shot in the arm! You can play as Batman or Robin, or play the two-player simultaneous game. There are several Bat-weapons to find and plenty of character technique to learn.



Batman is loaded with moves like jump kicks and punches!



Highly air strike! Little toy choppers attack from all directions.

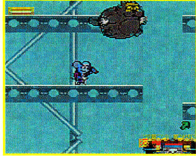
Cadillacs and Dinosaurs Sega CD/Rocket Science

The year is 2020, and billions die as the Earth experiences a cataclysm of epic proportions. The only survivors take to safe havens below the Earth's surface, where, in time, mechanics emerge to lead a new society. However, the surface is now decidedly different—dinosaurs are the masters! Take to the wheel of a vintage automobile and try to survive the prehistoric world.



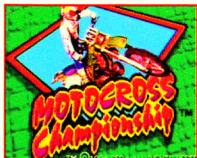
Itchy & Scratchy Game Gear/Acclaim

That indestructible cartoon duo from *The Simpsons*, Itchy & Scratchy hit the Game Gear! In this game, you play Itchy, the plucky and resourceful mouse who must destroy his archenemy Scratchy, the cat with any weapon at his disposal! This title is loaded with the trademark animations that made the duo one of the most-loved cartoon parodies around today.



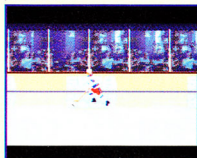
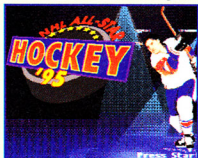
Motocross 32X/Sega

One of Sega's first 32X racing game titles, Motocross Championship features 24-Meg of power and 12 tracks—there is even a Two-player Split-screen Versus Mode! In the One-player Season Mode, you must place in the top three spots in order to advance, and a password feature will save your game for a later date! If you don't want to race, there is a Practice Mode.



NHL All-Star Hockey '95 Genesis/Sega

All the teams, all the players, all the games a season can handle—Sega Sports presents NHL All-Star Hockey '95! Pick from 26 NHL teams (totalling 650 players) and get ready for an 84-game season, including the playoffs and Stanley Cup games! This game includes running commentary by Marv Albert, realistic elements like fights and all the hockey moves—like checking and penalties.



Fatal Fury Special Sega CD/JVC



Fatal Fury fighter Tung Fu Rue returns and battles Joe Higashi.



The classic Neo•Geo fighter makes its way to the Sega CD. Fatal Fury Special takes the saga to new heights with seven new controllable fighters. For the true masters, there is a hidden challenge—Ryo Sakazaki from the Art of Fighting series! Each fighter has his or her last-ditch "finish-ing" move that can only be performed when the life meter is flashing red. All this and the "line change" 3-D effect.



The ultimate evil fighter, Geese Howard, is now a playable fighter!



There are 15 fighters to choose from with a hidden fighter, too!



Always a welcome sight, Mai Shiranui and her nasty flaming effect!

In Progress... Daytona USA



Even the quarter-devouring Daytona USA will be on the Saturn system! If it is anything like Virtua Fighter, this will be one hot title!

It's Here!

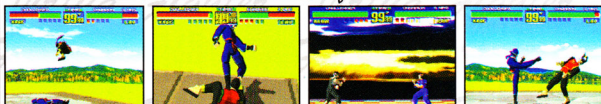
At the same time that the 32X Genesis add-on hit these shores, Sega's new 32-Bit Saturn system hit stores in Japan—the CD-ROM/cartridge system sold out instantly. A U.S. release of the Saturn is tentatively scheduled for 1995. One of the aspects of the system is its almost nonexistent loading times: Virtua Fighter was remarkably short. One of the first titles for the system was almost identical to the arcade version, with differences. (One was the appearance of breakup, but that flaw was at a minimum.) The controller is just like the standard six-button Genesis controller, except it has two additional buttons on the top. As there are 185 licenses for the system, there will obviously be more games set for release. Upcoming titles include Doom 2, Ecco the Dolphin, Shinobi, SimCity 2000, Pretty Fighter X, Virtua Fighter 2, Tomcat Alley and Panzer Dragoon to name a few.

SEGA



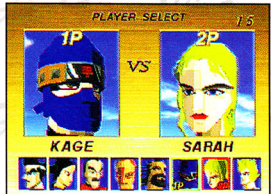
SEGA SATURN SEGA SATURN SEGA SATURN SEGA SATURN SEGA SATURN SEGA SATURN

All The Action And Sounds Of The Arcade Version:



Virtua Fighter By Sega

Eight fighters gather in a new kind of fighting game—Virtua Fighter! The arcade version has been faithfully translated in this home version, with all the fighters, stages and a final fighter named Dural! This game is more strategy oriented, with timing playing the key role.



Every match features an instant replay! With a dramatic perspective that seems to move with each passing moment, this is one eye-popping game!



ATURN

All It's Cracked Up To Be?

As the competition between the higher-powered players heats up, so do the stakes. What is a weary consumer to do when he or she has to choose between the Saturn, Sony PlayStation, Neo-Geo CD or possibly the Ultra 64? Will they perhaps settle for upgrading their current Genesis with the 32X? Stay tuned!



CLOCKWORK KNIGHT

Pepperouchau's Adventure

BY SEGA

This beautifully illustrated, side-scrolling title pits an ordinary clock knight against the evil forces that kidnapped the princess.

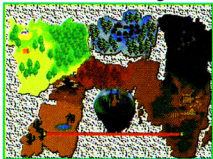


Armed with a single key, the knight uses this weapon for attacks throughout the levels. There are also several icons to collect along the way like extra time, invincibility and extra life. There are also huge, unique Bosses at the end of each level!



TAMA: ADVENTUROUS BALL IN A GIDDY LABYRINTH

By Time Warner Interactive



In Tama, the object is to get the little ball to the goal in different stages—primarily by tilting the entire game board to get it there! The boards are filled with a variety of traps. As if



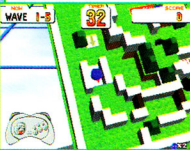
that weren't enough, there is a time limit. The main map shows your journey.



There are several waves, with each zone having its own characteristics. Obstacles range from simple walls to ball bashers that slow you down. The goal is the flag pole.



Rotate the entire board to get the ball to the goal—beware of the obstacles!



Remember, the clock is ticking so keep the ball rolling! Uh, yeah ... right.

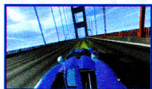


SEGA TURN SEGA TURN SEGA TURN SEGA TURN SEGA TURN SEGA TURN

GALE RACER

By Sega

Remember Rad Mobile from the arcades? That's what Gale Racer essentially is! Race on several tracks in a variety of conditions.



Start Your Engines!

Talk about full-motion video, Gale Racer is loaded with it! There are also several options you wouldn't expect to find in a racing game, like having to use windshield wipers and headlights as the various tracks call for it. You can even save your games!



All this and a Two-player Mode, too! Race against a friend in the Head-to-Head Versus Mode! You can pick from cars with three mascot decorations: Sonic, Knuckles or Tails!

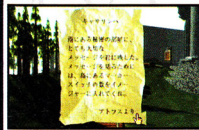
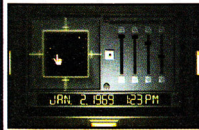
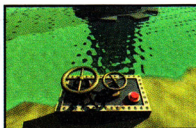




The Beauty...
With the whole island in front of you, there is plenty to explore! Simply use the Hand icon to click on what you want to examine or which direction to go. Sometimes an action is shown when you move the hand on a particular object.

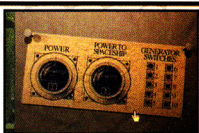


Myst relies more on images than direct action. There are very few full-motion video sequences.

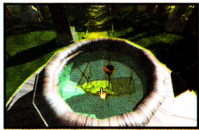
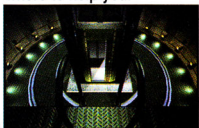


MYST

By Sunsoft
The PC smash comes to the Saturn system courtesy of Sunsoft. This title relies on pictures, with a single hand cursor to guide you through the terrain on the island of Myst. The objective: Piece together the story by finding the pages of the book yourself. Definitely not a game you'll solve in one sitting.



Be sure to explore each screen very carefully—there are hidden items everywhere to help you.

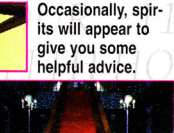


11TH HOUR

By Sega

Remember a game called Dream Mansion for the Sega CD? Well 11th Hour is essentially its sequel! Travel from room to room in a haunted house.

In this game, there is no hand cursor to move you around—you simply move the joypad in the direction you want to go.



Occasionally, spirits will appear to give you some helpful advice.



Excellent graphics and scaling are one of the many highlights of the game.



GENESIS PREVIEW

NBA JAM TALENTED ACCLAIM MIDWAY EDITION

MACHINE	GENESIS
PUBLISHER	ACCLAIM
AVAILABLE	1ST QTR. '95
THEME	SPORTS
MEGABITS	N/A
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	80%

OPTIONS

The new options in this edition are great for spicing up the game play. Cool hot spots and power-up icons really add to the fun. The Juice Mode is great as well!

ORIGINS

We all know where this game was derived from. We all thought that it would take something really good to top the original NBA Jam. Of course, Acclaim is the only company who could create a better game. And now we've got it!

STORY

Coming soon from Acclaim is one of the most highly anticipated titles. NBA Jam Tournament Edition takes the original to new heights with more high-flyin', backboard-shatterin', rim-rockin' jams! Make a shootout with your buds and see who is the best player!



- Updated team rosters with at least three players from each team—25 percent of the NBA now included.
- Player attributes for power, blocks, steals, clutch and passing.
- Substitutions. This allows players to solve matchup problems.
- Allows players to choose the same team. This should help determine the better player.
- Improved game play with faster movement, realistic situations and more depth.
- More dunks, more secret power-ups, more special moves, more speech, more skill.
- Superstar matchups and other surprises if you can defeat all 27 teams.
- Tournament Mode turns off all power-ups and disengages any hidden features.
- Practice Mode allows you and a teammate to develop your jamming skills without pesky defenders.



DID SOMEONE SAY JAM?



Defeat all 27 teams in the Tournament Mode without any special codes.



COOL ENHANCEMENTS!

Hot spots on the court can give you the score of the number indicated in the circle.



Icons can be found to enhance game play. One of them gives you instant fire!

SAME TEAM VS. SAME TEAM



Unlike the first game, you can play the same team as your opponent.

With this feature, you will see who's the top jammer on the court.



PLAYER ATTRIBUTES

WEST	GOLDEN STATE	DALLAS	ATLANTA	BOSTON	EAST
	L.A. CLIPPERS	MEMPHIS	CHARLOTTE	Miami	
	L.A. LAKERS	MINNESOTA	CHICAGO	NEW JERSEY	
	PHOENIX	PORTLAND	CLEVELAND	NEW YORK	
	MEMPHIS	SACRAMENTO	DETROIT	ORLANDO	
	MINNESOTA	ROOKIES	INDIANA	PHILADELPHIA	
	SACRAMENTO		MILWAUKEE	WASHINGTON	

ROCKETS		ROCKETS	
CLAYTON	THORPE	EVANS	MILBY
SPEED: 8 POWER: 9	SPEED: 8 POWER: 7	SPEED: 9 POWER: 8	SPEED: 9 POWER: 9
SPIN: 2 STEAL: 3	SPIN: 3 STEAL: 4	SPIN: 1 STEAL: 4	SPIN: 1 STEAL: 4
DUNK: 9 BLOCK: 3	DUNK: 7 BLOCK: 5	DUNK: 9 BLOCK: 3	DUNK: 5 BLOCK: 3
PASS: 4 CLUTCH: 4	PASS: 5 CLUTCH: 4	PASS: 2 CLUTCH: 3	PASS: 4 CLUTCH: 1

The Team Select Screen is new. The players shown for each team are graded on eight attributes: speed, power, three-pointers, steal, dunk, block, pass and clutch. Each has an attribute rating from one to nine.



COACHING TIPS

PLAYER ATTRIBUTES

FOR MAXIMUM SUCCESS PAY ATTENTION TO YOUR PLAYERS STRENGTHS AND WEAKNESSES. PLAY BIG GUYS NEAR THE HOOP AND SMALL GUYS OUTSIDE. BIG GUYS ARE POOR AT SPEED.

COACHING TIPS

SECRET FEATURES

PLAYERS CAN BE POWERED UP WITH SUPER HURD ABILITIES. TRY SPECIAL CONTROLLER AND BUTTON MOVES DURING THE TONIGHTS MATCHUP SCREEN.

COACHING TIPS

STATUS PAGES

ON THE STATS PAGE THE STEALS CATEGORY INCLUDES SLAP ANKLES AND CLEAN AWAYS OF THE BALL COMBOS. THE THROATED CATEGORY SHOWS HOW MANY TIMES YOU'VE BEEN CHOKED OUT.

COACH'S CORNER

Between quarters, the coach will give you pointers on your basketball skill.



1. Increase the chances of your shot going in by releasing the Shoot button at the peak of the jump.
2. Avoid pesky defenders and increase the speed of your player by holding Turbo.
3. When holding the

- ball, quickly tap the Turbo button. The player protects the ball.
4. To avoid having your dunk blocked, pass off to an open teammate, especially for a three-point attempt.
5. Clear out an opponent by pressing the

- Turbo and Steal buttons at the same time.
6. An open player is more likely to make a basket, so pass to an open teammate.
7. The amount of Turbo left is shown at the top.
8. Decrease the chance of an oppo-

- nent's shot going in by getting in close to him.
9. Press the Turbo and Shoot buttons while running toward the basket for a Super Dunk.
10. Jump high when shooting, blocking or rebounding by pressing the Turbo and Shoot.

JAMMING WITH THE BEST

GREATEST PLAYERS

(MOST CAREERS WINS)

NAME	WINS	PERCENTAGE
#1 EGM	30-1	0.967
#2 CER	13-7	0.730
#3 SMH	13-10	0.692
#4 TKC	16-7	0.635
#5 CLD	15-8	0.625
#6 JAF	13-5	0.590
#7 APF	12-9	0.600
#8 EXH	10-9	0.526

GRAND CHAMPIONS

(LARGEST ALL-STAR GAME TRIUMPH)

#1 EGM		
#2		
#3		

EXPERIENCED PLAYERS

(MOST CAREERS PLAYED)

NAME	CAREERS PLAYED	PERCENTAGE
#1 EGM	31	0.967
#2 SMH	28	0.692
#3 CER	26	0.730
#4 CLD	24	0.625
#5 TKC	25	0.539
#6 JAF	22	0.590
#7 APF	20	0.600
#8 EXH	19	0.526

LONGEST WINNING STREAK

(CONSECUTIVE WINS)

NAME	STREAK	LOSS
#1 EGM	WINS: 30	30-1
#2 CER	WINS: 17	13-7
#3 SMH	WINS: 13	13-10
#4 CLD	WINS: 10	15-8
#5 TKC	WINS: 9	16-7
#6 JAF	WINS: 8	13-5
#7 APF	WINS: 7	12-9
#8 EXH	WINS: 7	10-9

FINAL SCORE

NEW YORK KNICKS	18	20	26	22	86
CHICAGO BULLS	0	0	0	0	0



JAM SESSION!!



NEW DUNKS!!



...AS WELL AS TRIED-AND-TRUE FAVORITES!!!



DEFENSE



REBOUND!



STEAL!



AND HURTL!

SHOTS NO ONE CARES ABOUT



We all know the main attraction to NBA Jam TE is the jams. Unfortunately, players have to make those non-flashy layups and jump shots at times, too.



28 1ST HALF STATS: 24

 EGN 10 PTS 4 REB 2 AST 1 STL 1 BLK 1 FGM 2 FTM 10/20 2/4	 CPU 12 PTS 5 REB 3 AST 2 STL 1 BLK 2 FGM 4 FTM 12/22 3/6
 CPU 8 PTS 3 REB 1 AST 0 STL 0 BLK 1 FGM 2 FTM 8/15 2/4	 CPU 6 PTS 2 REB 1 AST 0 STL 0 BLK 1 FGM 2 FTM 6/12 2/4

FINAL SCORE

EGN	CPU
28	24
12	12
16	12
4	0

STATS

28 EGN CPU	24 CHALLENGER CPU	24 CHALLENGER CPU
------------------	-------------------------	-------------------------

THE POST GAME

Get an update on how the game is progressing between quarters. After the game, you can view your overall record and see how many more teams you need to beat for the NBA Jam trophy!



CONGRATULATIONS!

YOU HAVE DEFEATED ALL 27 NBA TEAMS!

YOU ARE THE NEW NBA JAM TOURNAMENT EDITION GRAND CHAMPION!

Congratulations! You have reached the pinnacle of video basketball!

32X PREVIEW



MACHINE	32X
PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	24
PLAYERS	1
DIFFICULTY	VARIABLE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

The options aren't terribly complicated. Choose from one of three different difficulty levels. Other than a background music test, that's about it as far as options go.

ORIGINS

This was based on the original Space Harrier arcade game, which enjoyed moderate success. It was then ported over to the original Sega Master System. Now it's here for the 32X, and it's a decent title—considering it's first generation.

STORY

After the release of the first Sega Master System, this title was translated from its original arcade version, and it was brought back to life. Now, for the 32X, this title is given new life, perhaps with some new stages? Who knows? Only you can find out, when you try this first-person shooter.

SPACE

HARRIER

HARRIER ACTION

There are plenty of challenges ahead. Plug in your SH cart into the 32X take a deep breath and brace yourself for one heck of a ride!



HUGE BOSSES



Throughout this game dodge the large obstacles that cross your path while you're on your way to the big bad Boss at the end of the stage.

The Bosses are generally worth a few million hits, and take up a large portion of the screen. From this and the psychedelic stage graphics you should find yourself fully enjoying the challenge this game has to offer. Can you reach the end of the game?



AWESOME STAGES

The stages of this game are, for the most part, very impressive visually, despite the slight sensation of nausea the average gamer may experience as a result of the flashy, warping 3-D effects. The overall graphic quality is good, but it's not a very good example of the 32X's abilities.



STAGE 1

MOOT

This is the first level of the game and naturally, the easiest. The enemies are patterned, and the obstacles are easily avoided. Nothing too rough here.



The Boss of this stage is one of the coolest in the game. Even though this is the first level, the dragon Boss is totally awesome, even if he's easy to kill.



The addition of pillars makes the second stage somewhat more difficult than the first stage. The Boss of this stage is cheesy compared to the others.

GEEZA

This is one of the more graphically impressive stages. Once again you must dodge the boulders hovering in midair. The nasties are a tad meaner, too.

STAGE 2



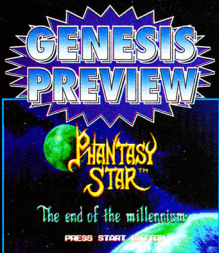
STAGE 3

AMAR

This is definitely one of the more sickening levels in terms of graphics. The scaling should be getting to your eyes by now, and so should some of the cheap hits.



I feel like I am raiding a Smurf village! The Boss of this stage is tough. Can you kill Papa Smurf and get to the big nasty at the end?



MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	1ST QTR. '95
THEME	RPG
MEGABITS	24
PLAYERS	1
DIFFICULTY	EASY
LEVELS	N/A
% COMPLETE	95%

OPTIONS

There really aren't a ton of options unless, of course, you include the subscreens in the game, but that is really a totally different category. You can make macros!

ORIGINS

Phantasy Star started out as a very unnoticed RPG for the old dragon, the Sega Master System. I never actually played it, but everybody said that it was a hard and good game. That spawned a series on the Genesis. This is the third sequel.

STORY

Alys and Chaz are hunters. They have been getting more and more busy lately with all the monsters that have been popping up. When you get a message from the principal at Motavia Academy pleading for your help, you go to once to begin the adventure of a lifetime!

PHANTASY STAR IV

The end of the millennium



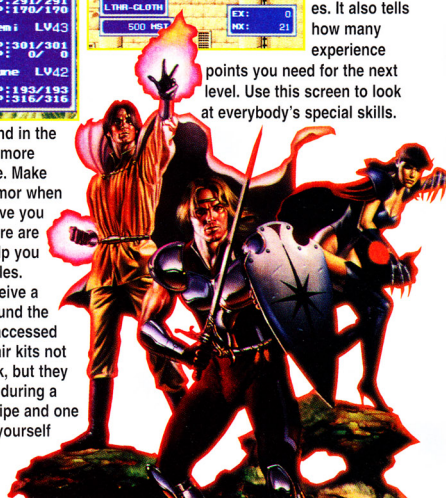
There is a fairly lengthy intro to introduce the characters and the story line.



This the Status Screen where you can check all of your character's attributes. It also tells how many experience

points you need for the next level. Use this screen to look at everybody's special skills.

There are a ton of items to be found in the game—you will find yourself with more items than you could possibly use. Make sure you sell old weapons and armor when they build up because they can give you a lot of much-needed meseta. There are a lot of other items to find that help you considerably—like all of the vehicles. Throughout the game you will receive a variety of vehicles to traverse around the planet. When found, they can be accessed through the Item Screen. The repair kits not only give the androids health back, but they also bring a dead one back to life during a battle. Keep at least one escape pipe and one telepipe, because you might find yourself needing them.



WHAT'S THE PRINCIPAL HIDING?



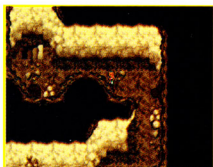
Your first quest will take you into the basement of Motavia Academy. The principal of the school informs you that there are monsters streaming out from the basement and that the source needs to be found and eradicated. Alys and Chaz head out but are stopped by a fellow named Hahn. He wishes to accompany you to the basement to find everything out for himself. Alys agrees to let him tag along—for a price. Going through the basement, you eventually find the Boss and must defeat him using your strongest skills and techniques.



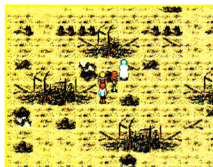
ZEMA AND BIRTH VALLEY



Northeast of Piata you will find Zema, the town that holds the entrance to Birth Valley. You will find that everyone in the town has been turned to stone by unknown powers. Venture into Birth Valley and you shall eventually find Professor Holt. He has also been turned into a statue. Hahn knows of a potion, Alshline, that can cure the villagers. From here leave the town and travel south. You will eventually come upon Molcum and possibly the answer to this mystery.



MOLCUM



Upon entering Molcum, you find that it has been laid to waste by an unknown force. In the midst of the rubble you find Rune, an old friend of Alys. He tells you that you must go to Tonoee to find the Alshline. He then joins the party, and you all go north.

KRUP & TONOEE



As you head toward Tonoee, you find the town of Krup, Hahn's hometown. Continuing north, you find a cave blocked by a ton of boulders. Rune makes short work of it and through the cave to Tonoee you go.





DESERT DEMOLITION™

Starring **Road Runner**
and
Wile E. Coyote

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	FEBRUARY
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	80%

OPTIONS

The Option Screen is as fun as it is functional. It's not your average Option Screen. You must move your character to the option that you want to change.

ORIGINS

Wile E. Coyote and Road Runner were favorites of mine when I was growing up. This brings back fond memories of watching them chase each other all over the desert on Saturday mornings. They got their start in the late 1940s.

STORY

This is one of the best Looney Tunes games I've played in a long time. You can play as either Wile E. Coyote or the Road Runner. The sound for this game is good and it controls well. The object is to get to the ACME warehouse and beat the fork lift to win the game.



ACME BOX



POTION

Just jump inside this item.



EXTRA LIFE



ALARM CLOCK



ACME ICON

Get the Clock to add time.



TURBO

Boost your speed with this.

ITEMS

THE MAIN AREA MAP

The map allows you to see where your next stage is. It also lets you watch the Coyote and Road Runner.



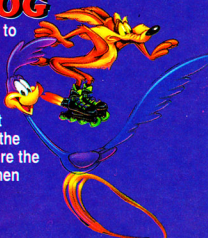
ACME GADGETS (AND OTHER COOL STUFF)



THE WACKY ITEM CATALOG



If you need a wacky item to catch the Road Runner, chances are ACME will have it. Whether it is a pair of springs for your feet or a green glider suit that lets you float above the desert, ACME products are the best! At least they are when they work right!



RED ROCK RENDEZVOUS



This is the first stage for Wile E. Coyote and the second for Road Runner. The stages differ from each other in that Road Runner's stage is laid out in a Sonic-type manner, and Coyote's is just a normal, multilevel, side-scrolling level.

BUTTES & LADDERS



In this level, you'll notice that the Coyote's and Road Runner's stages are the same. The object is to jump across the tops of the adobe homes. Be prepared to avoid falling anvils and watch out for the occasional dead end.

CHOO CHOO TERRAIN



Ride the fast train to the West. There's only one problem: No one's driving this thing. Jump over the geysers of oil spewing from tanker cars, and use the catapults to fly over exploding barrels. Then tackle the mine area. Watch out for runaway mine cars!

KARL'S BAD CAVERNS



Visit one of the Southwest's most famous natural caverns. Don't be too awed by the beauty surrounding you because the caves can be very dangerous. Watch out for falling stalactites and big drops to the very bottom of the cavern.

GRANITE GULCH



This level is like Red Rock Rendezvous except at night. In this level, you get to use the famous green glider suit. It will allow you to soar above the desert floor. Beat the Road Runner or Coyote (depending on who you play as), and move on to the last stage.

GENESIS PREVIEW

X-MEN 2

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	FEBRUARY
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	HARD
LEVELS	6
% COMPLETE	80%

OPTIONS

Because this game is in its early stages, there are no options at this time. There isn't a sign of an Option Screen, either. There may be one when the game is released.

ORIGINS

There have been many X-Men games—from the NES to the Super NES and of course, the Genesis. This Genesis sequel's sound effects are almost identical to the first. However, the graphics are more enhanced.

STORY

The X-Men and Magneto (for his own purposes) must stop the forces of evil, including the chaotic destruction of Apocalypse and the spawning fury of the fearsome Brood. X-Men 2 Clone Wars deals with someone cloning various mutants. Why? You must find out.

X-MEN 2

CLONE WARS



BEAST

Beast shakes the ground with his pounding fists and climbs well.

CYCLOPS

Cyclops uses optical blasts to shoot the enemies who are far away.



GAMBIT

Gambit charges up objects and throw them at super speeds!



NIGHT-CRAWLER

Nightcrawler has the ability to teleport short distances.



WOLVERINE

Wolverine has unbreakable claws and the mutant ability to heal.

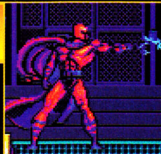
PSYLOCKE

This female ninja has a sword and a psionic blade for messing up minds.



MAGNETO

The most powerful mutant can hover and rip apart metallic objects.



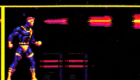
select..

You can choose from seven mutants with different powers and abilities.

THE PLAYER CHARACTERS



BLASTING...



TELEPORTING...

THE ENERGY METER...
By charging up your powers, you increase the damage done.



TWO-PLAYER ACTION...

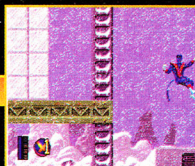
Two players can work together to fight the forces of evil. It's great!



CHARGING UP THE POWERS

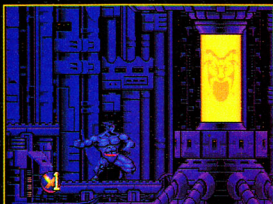
SIBERIA...

Nightcrawler must brave freezing winds and robotic mechs in an attempt to get through this level. You should use this place to familiarize yourself with the controls.



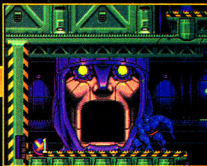
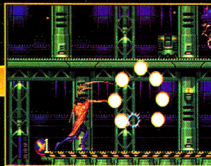
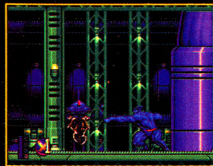
SENTINELS...

Enter deep within the Sentinel Factory to put an end to their production. Amid the twisting pipes and conduits lies the Sentinel's head. Enter its mouth and destroy it from within. Magneto is the ideal Mutant here, with Beast not too far behind.



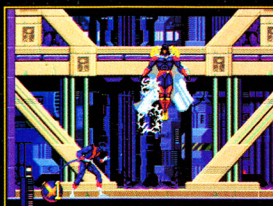
THE SENTINEL MIND...

Hit the revolving computer bits and escape before the entire place explodes. You've got to be quick!



AVALON...

Under the lead of Exodus, Magneto's Acolytes have waged war on mankind. Enter their space station and try to stop Exodus. Maul any mutants you see. Avalon is a giant place and sentries are everywhere. Use Nightcrawler for best results.

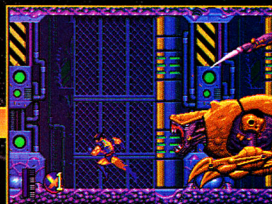
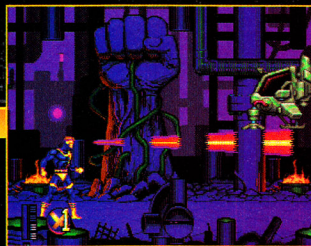


EXODUS...

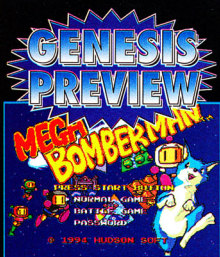
In Magneto's absence, Exodus has taken over Avalon. Use quick, darting attacks and dodge his energy blasts. Watch out for his traps!



Use Wolverine's talents to destroy the bad guys who are in your way.



Be careful with this bad guy. Is Wolverine tough enough for him?
Mega Play 39



MEGA BOMBERMAN

Multplayer Battle Game

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	FEBRUARY
THEME	ACTION
MEGABITS	8
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	15+
% COMPLETE	95%

OPTIONS

Mega Bomberman has options for a Normal Game, a Battle Game where you can do four-player battle and a Password Option to enter codes you've acquired.

ORIGINS

Bomberman has been a favorite of many since his first appearance on the TurboGrafx-16 in 1990. Since then, he's made other appearances in Super NES games with improved powers. Now on the Genesis, he's better than ever!

STORY

Bomber Planet was a peaceful place protected by five spirits. But the day came when Bagulaa and his evil army invaded and destroyed the Spirit Pictures. Without the spirit power to protect it, Bomber Planet was split into five pieces. Bomberman must reassemble the planet.



Here Is The Addition!

This mode will allow up to four players to battle it out against each other in a one to five match game! Choose between Normal and Tag Mode (team play). Choose whether your Bombermen will be man or computer controlled, and you can choose what your Bombermen will look like in the Battle Screen! Next, you must choose from 10 different stages in which to play. The first Bomberman to blow up the others wins!

Special Items to Collect

Careful...

Some of these items can be detrimental—like the Flame icon—be careful of its deadly blast radius!



Bomb
Increases number of bombs.



Flame
Extends length of the blast.



Block
Walk through obstacles.



Boot
Kick bomb across the level.



Bomb Part
Walk through bombs.



Restore
Take one hit without losing life.

The Kangaroo Louies

Bomberman will come across eggs that hatch into friendly animals called Louies that you can ride. Each has its own special abilities that can save you from death.



Green
Able to dash across the screen quickly.



Purple
Can jump over obstacles to avoid them.



Yellow
Able to kick obstacles you can blow up.



Pink
Saves you one hit (and can dance well, too).

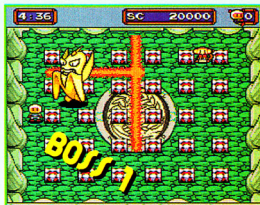


Blue
Kicks bombs over walls and blocks.

Normal Game Levels and Bosses

Jammin Jungle

This forest contains enemies such as rabbits, snails and other (not so) harmless creatures. Destroy flowers and other soft barriers to reveal power-ups to help you through the rest of the level. The Boss of this level is not necessarily the big banana; it's the little monkey!

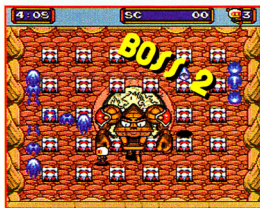


The object in the Normal Game levels is to blow up the pods that will release a piece of the Spirit Picture. Once you get this, you can travel to the next level.



Vexin Volcano

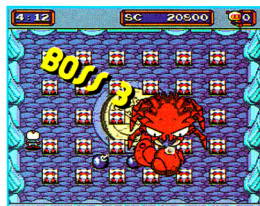
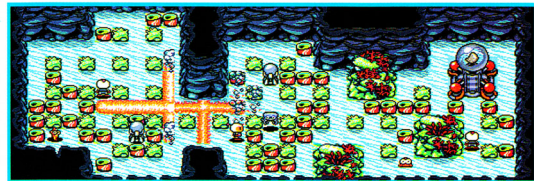
This set of levels gets larger as you go on. Watch the lava that spits out of the live volcanoes! It can stun you and also set off your bombs! Flaming wheels and firebirds will be trying to impede your progress. The Boss shoots his arms and blue flames!



Red-hot lava is on your tail in this set of levels! Hop onto a mine cart for a wild ride, taking out enemies and blocks along the way. Destroy the pods in the level!

Slammin Sea

Tons of enemies will try to stop you in this level including sea stars, slow-moving fish, huge crabs and submarines. Most of these enemies will take more than one bomb blast to destroy, so be careful! The third Boss will use bubbles and his claw to put out bombs!



This next set of levels gets even larger with an underwater theme. Submarines will have the pods on their backs, so they will be harder to destroy. Get to the Boss!

SEGA CD PREVIEW

EARTHWORM JIM Special Edition Press Start to Play

New Gun

You heard it right, a new gun! This is the most powerful gun yet and it's different from all the others—this one is a heat seeker! This gun will find the bad guys then blow them away!



PUBLISHER INTERPLAY

AVAILABLE NOW

THEME ACTION

MEGABITS CD-ROM

PLAYERS 1

DIFFICULTY MODERATE

LEVELS 12

% COMPLETE 80%



Snowman

OPTIONS

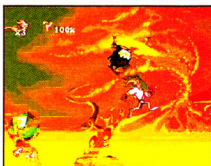
This game features a variety of options such as music and sound effect volume controls, difficulty setting, button configuration and level passwords.

ORIGINS

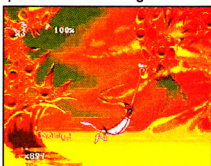
This game comes directly from the Genesis and Super NES versions with a few added goodies to make it even better than the original. The idea of using a worm for a superhero is so all kids can relate to him. Kids love worms!

STORY

You play the part of an earthworm named Jim, whose fate is sealed until a freak accident lands him inside of a kick-butt cybersuit complete with a killer machine gun! Now that the odds have turned, it looks like everything will be okay, except that the rightful owners of the suit want it back right NOW! Good luck, Jim!



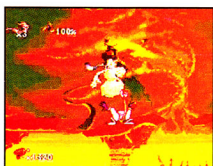
You have to go through a new part of the level to get to him.



This guy is definitely not Frosty! If you have played the Genesis or Super NES version, you will remember that the snowman

was something of a mid-Boss.

In this version, he is much more than that. Now this guy cannot only shoot fire balls, but also jump, plus you have to fight him on different platforms. There is also a new part of the level you have to go through to reach him.



EARTHWORM JIM Special Edition

More Junk



As a worm, you have no attacks at all.



In this version of EWJ, the first level goes on where other versions have left off. Where the Boss should be, there is another toilet warp that will take you to another part of New Junk City. In this part of the junkyard, you have been separated from your suit and are totally nude. As a worm, you have no attacks and no defense against enemy attacks. This level requires lots of well-timed jumps, quick thinking and overall, reflexes.



The spikes hurt you just the same as before.



If you fall, you have to go back in the level.



Now you get to fight the Boss from the first level.



Knock the boxes onto the spring so they will hit him.

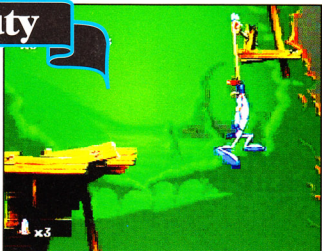
Big

Bruty



These new enemies are huge woodpecker/mosquito crossbreeds!

Among the new additions in this game is Big Bruty. He is a big, nasty dude who is kind of like a T-Rex with bear traps for teeth. Since there is no known way to kill him, the best you can do is just get around him.



Bruty has jaws that couldn't possibly fit in his head! Once he gets ahold of you, it's over!



GAME GEAR PREVIEW

LEGEND OF ILLUSION

PRESS START BUTTON
STARRING
MICKEY MOUSE

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ADVENTURE
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	80%

OPTIONS

There are no options to speak of. You hit START to play and that about wraps it up. There may, however, be some options when the finished version is released.

ORIGINS

Legend of Illusion is another installment in the very popular Mickey Mouse series on the Game Gear. Previous hits included World of Illusion and Castle of Illusion. It's more Disney fun, only this time it's on-the-go!

STORY

Around the kingdom, a strange phenomenon is occurring—all the plants are dying! Because King Pete is lazy, cowardly, selfish and stupid, he sends Mickey, the laundry boy, out on a quest to find the Water of Life. Travel through nine different levels in search of the mystical Water of Life needed to save the kingdom.

LEGEND OF OF ILLUSION



Level one: *Castle Goofstein*

Easy and short, this level should pose no problem. This is your basic beginner level. The baddies aren't much of a threat. Snag as many icons as you can for big bonus points!

ICONS GALORE!



Snag these to increase your Life Meter.



The cake increases your life as well.



Why yes, it's another life meter refill!



Grab the diamonds for some bonus points.



The goblet also adds to your score.



Pick up these helpful icons and get an extra life.



Level two: *The Forest*

Castle Goofstein was no problem. Now face the terrors of the forest! It's the only way to reach Duckingham Palace, where you must locate King Donald. Maybe he can help with your dilemma.



Snakes attack you from above.



Ride an air bubble to get past quicksand!



The possums help you reach safety.



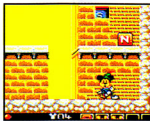
Oh no! Watch out for the spikes. OUCH!

Level three: *Duckingham Palace*

Try to find King Goofy in the palace. A couple of puzzles await you, impeding your movement until solved. You run into your first Boss here, too.



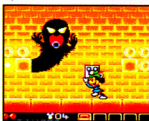
He's happy to see you. Look! He's jumping for joy.



What's the meaning behind the blocks? It's a puzzle to me.



The crow will sometimes drop pottery on your head.



A couple of whacks with the block will kill the first Boss.



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CABLE
VR**

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MEGA REVIEWS!!

The 32X/Saturn/Sega Genesis/Sega CD/Game Gear Resource

The Review Crew's
pick of the issue!

**Phantasy
Star IV**
By
Sega



FEATURING:

Cosmic Carnage; The Death & Return of Superman; Fred Couples; Legend of Illusion; Mega Bomberman; Mighty Max; Phantasy Star IV; The End of the Millennium; Popful Mail; Ristar; Space Harrier; VR Deluxe.

COSMIC CARNAGE



There is only one life pod left to escape from an intergalactic prison. Unfortunately, eight prisoners will have to slug it out to see who can survive! This is the first fighter for the 32X.

	Sega	32X	Fighting	24 Meg	Now
DAVE			50%		75%
MIKE			55%		50%
G.O.G.					
BART					

I'm sorry, but this just doesn't impress me. The graphics, although very colorful, are nice, but the game doesn't have enough. You can perform some combos, but it's nothing interesting.

There are some good ideas here, but Cosmic Carnage never really gets its act together. The moves aren't innovative, nor are the fighters. What's with the pixelized close-ups of the fighters?

This may be the first fighting game for the 32X, but it has a lot of catching up to do. The armor feature is cool, as is the amount of blood, but it just doesn't have the tight control for real competition.

Cosmic Carnage is a first generation game, and it really shows it. The graphics are over-colorful, and the characters are too pixelated. The game itself is sluggish and controls poorly. Too bad.

THE DEATH & RETURN OF SUPERMAN



The Man of Steel is dead—or is he? Pick up where the comic book left off with The Death and Return of Superman. Use Superman's powers to bring the bad guys to justice and restore peace!

	Sunsoft	Genesis	Action	16 Meg	Now
DAVE			55%		50%
MIKE			55%		50%
G.O.G.					
BART					

I'm not one for walk-and-punch games. Superman has its moments, but there's nothing exciting here. There is little technique to keep you interested and the game comes off as boring after a while.

Final Fight Superman? Well ... with a character this popular, he certainly deserved better. This is nothing more than your run-of-the-mill, side-scrolling punch-up with repetitive game play and moves.

This is an average side-scrolling Final Fight-type of game. There really isn't a lot of originality other than Superman. Some backgrounds and enemies are repetitive.

While the graphics are crisp and clear and it plays well, D&R of Superman lacks the ability to keep me playing. It's boring, and the same foes appear over and over. Not enough diversity here.

Sega	32X	Sports	N/A Meg	1st Qtr. '95
------	-----	--------	---------	--------------

FRED COUPLES GOLF

DAVE Golf. It's definitely for some, but not for me. Still, it has all the features a golf fanatic would want: complete club selection, good course designs and enough of a challenge to keep it fresh.

G.O.G. One of the better golf games. Although I'm not a fan of the sport, this game does take some advantage of the 32-Bit system hardware to graphically tantalize you. Not for everyone, but good for golfers.



MIKE For one of the first 32X sports games, Fred Couples Golf makes the genre look promising. I've never really been a fan of sports games, but sports fanatics will definitely want to check this one out.

BART I dunno, Fred Couples was pretty boring. Granted, the graphics are very good and the sound is nice, but I could never get into this sport on the video game scene. It never worked for me.

Fred Couples pits you against 36 famous holes! Pick your club and get ready for some awesome sports action courtesy of the 32X. See if you are good enough to take on the man himself.

Sega	Game Gear	Action	4 Meg	Now
------	-----------	--------	-------	-----

LEGEND OF ILLUSION

DAVE Excellent! Sega seems to be doing its homework for these portable games. Mickey is an incredible adventure. It has perfect control, stunning graphics and a cool story line to keep you going. Very nice.

G.O.G. For a portable this is one awesome game! The graphics are very vivid and extremely colorful. This has all the game play and technique that made the 16-Bit version great. This is a must-have for GG owners.



MIKE Another great Game Gear title, Mickey rocks, and this is a portable! The control is very good and the graphics couldn't be better. Huge levels and menacing Bosses only add to the fun of this one!

BART Legend of Illusion is the best GG Mickey yet! It plays great and looks great. It's just plain great! It rivals the Genesis versions and makes the most out of the portable format. Overall, it's a top-notch cart.

Lowly laundry boy Mickey Mouse has been chosen to find the Water of Life to save the kingdom from disaster! Travel from land to land in search of the precious liquid while avoiding enemies.

Sega	Genesis	Action	8 Meg	February
------	---------	--------	-------	----------

MEGA BOMBERMAN

DAVE Bomberman has always been one of my favorites. Unfortunately, this version isn't very different from the older Super Bomberman, save for a few items like animals to ride on. Otherwise, it's decent.

G.O.G. True, this is another sequel in the Bomberman chain, but it doesn't change the fact that it is still a great game. With unsurpassed game play and a few new tricks, this latest version will blow you away.



MIKE Mega Bomberman will please almost everyone, and this is a worthy entry into the series. Kangaroos and other items will please veteran fans. The only problem is the slowdown when action is lulling.

BART The Bomberman series has always been fun for me. This one is no exception. It sports some of the best graphics to hit the series, with only a little bit of slowdown. I can definitely say I recommend it.

Those wonderful little men and their bombs! Run around and blow the enemies away—literally. Sounds simple, but watch out. You can even take on your friends in the Versus Mode.

MIGHTY MAX



Progress through a number of puzzle-solving levels with a bit of action thrown in. You must guide Max and his friends through a series of areas to find the items they need to win the game!

Ocean

Genesis

Action

8 Meg

February

DAVE

Mighty Max will probably appeal to younger players due to its rather cute theme, but the game is plagued by erratic control, especially since characters can jump so high. It's cute but gets old quickly.

G.O.G.

An adaptation of the TV show, this is a decent cart with fun game play. The graphics and sounds don't strengthen the imagination, but overall it is an average side-scroller with a lot of puzzling levels.

MIKE

Ugh! Where is the control? Mighty Max has some perplexing puzzles, but the control and the overall theme stinks. (The game seems geared more toward kids.) Too bad the control is so bad.

BART

Max is a cool game that sort of grows on you. While the graphics seem kind of dark at times, Max will constantly challenge you. The audio is standard Genesis fare. Mighty Max is an average game.

PHANTASY STAR IV



It's the final chapter of the popular Phantasy Star RPG game series! The biggest yet, this one features the threat of the Bio-Monsters—this time they are attacking the Motavia Academy!

Sega

Genesis

RPG

24 Meg

1st Qtr. '95

DAVE

RPG heaven—that's the best way to describe this game. Everything from the story, interface, music and graphics—it's all top-notch! It gets dragged out in the middle, but it's still fantastic.

G.O.G.

It's about time the Genesis got its share of good RPGs. All fans of the series will love it, as it is as good as any of the others. It's not quite Final Fantasy III, but for the Genesis it's a must-get.

MIKE

Sega proves it can hold its own in the RPG department with this excellent sequel. Gigantic lands, plenty of enemies—everything you'd want in an RPG is here. It's a definite must for genre fans.

BART

There aren't enough RPGs on the Genesis! This one is good, better than Part 3 but not as great as 2. The story is a tad weak, but the graphics and sounds are really good. You have to have this one!

POPFUL MAIL



From the people who brought us Vay and Lunar: The Silver Star, comes the this much-anticipated RPG! With great cinemas, guide your band of travelers to victory over the evil forces!

Working Designs

Sega CD

RPG

CD-ROM

Now

DAVE

This is a darn good action/RPG. The music and plot won me over in addition to the cartoon style. The story will keep you involved for days. The action sequences really spice up the game, too.

G.O.G.

Popful Mail is a good RPG and one of the better choices for the Sega CD. The characters are cute and witty and come with a decent story. It backs them up. RPG fans will surely want to give it a try.

MIKE

Great music, excellent control; it's about time Popful Mail hit the States. This is more action oriented, so don't get put off thinking it is a heavy-duty RPG. The cinemas are also an excellent addition.

BART

Popful Mail is really cool, especially when the characters converse with one another. What they say can be really funny. The quest is long, plus it has a little something for everyone. It's definitely fun.

Sega	Game Gear	Action	4 Meg	February
------	-----------	--------	-------	----------

**D
A
V
E**

It looks like we've got a new mascot here. Ristar has loads more technique than any Sonic game. Ristar is everything an action fan wants: great control, colorful levels and it's just plain fun to play.

**G.
O.
G.**

Hey, I liked this game! Sure it has the same type of Sonic look and feel, but it has an adorable, new character with a new set of techniques. The game is colorful and looks as fun as it is to play.

**M
I
K
E**

A new character that isn't just a Sonic clone, Ristar has plenty of technique and abilities to please any action fan. Like most in the genre, there are huge levels, plus Ristar delivers. What a game!

**B
A
R
T**

While in the same vein as Sonic, Ristar has a few features that set him apart from the famed hedgehog: He controls pretty well despite being on the small screen, and the graphics are decent.

RISTAR



An evil, alien force, headed by the wicked tyrant Greedy, has corrupted the planet leaders and enslaved its people! Only one person can save the day—Ristar! Use his unique abilities to fight.

Sega	32X	Shooter	24 Meg	Now
------	-----	---------	--------	-----

**D
A
V
E**

Own the Genesis version? Hey, guess what? You own the 32X version, too. Other than the scaling of background sprites, it's identical, even the sound effects. Nice try, but try again.

**G.
O.
G.**

The scaling has been improved, but overall, you don't really see any use of the 32X's abilities. The game is decent, but the remake doesn't add anything to make it better than the original.

**M
I
K
E**

Space Harrier is a lot of fun. For a dated game, it is remarkably fresh on the 32X. Shooter fans will obviously be pleased, but the perspective does take getting used to. It's a decent arcade translation.

**B
A
R
T**

Space Harrier was a good game about five years ago, but by today's standards, it doesn't cut it. The graphics are practically the same as the Genesis title. Overall, it's not up to 32-Bit quality.

SPACE HARRIER



It's time to grab that gun and have some fun with the shooter Space Harrier! This game, with a behind-the-fighter view, requires lightning fast reflexes and a very itchy trigger finger!

Sega	32X	Racing	N/A Meg	Now
------	-----	--------	---------	-----

**D
A
V
E**

I'm a sucker for racing games and Virtua Racing impresses me. The three cars have varied handling characteristics and the two new courses (five in all) are excellent. This is the best 32X game I've seen.

**G.
O.
G.**

The graphics and scrolling are definitely improved on the 32X. This is really a very good adaptation of an excellent arcade game. The look and feel will immediately grab you. It is for you, 32X owners!

**M
I
K
E**

A game no racing fan should be without, this one has the added attraction of several different types of cars to choose from. The scaling and rendering are very smooth, with the Two-player Mode a blast.

**B
A
R
T**

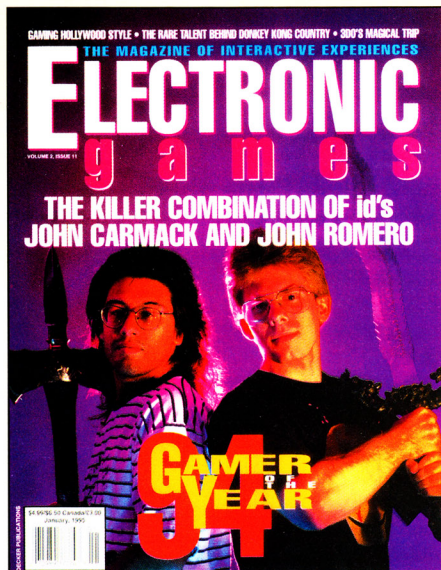
This is the only title in the entire 32X library that looks like it couldn't be done on a regular Genesis cart. It looks like the arcade and plays the same as the original VR. If you have a 32X ... this is it.

VR DELUXE



Like Virtua Racing? Then get ready for Virtua Racing Deluxe! Select from several car types (Formula One, prototype or stock) and get ready to burn some rubber. It's racing on the 32X!

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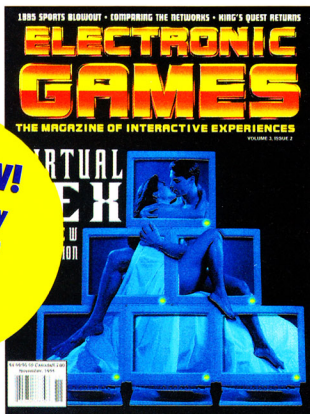
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GAME OVER!

The Headquarters/Space Station:



One ending (right) has the final battle against the dreaded Alien Cell! The Colonel will escape only to return another day! Another ending (left) has you destroying the enemy space station and escaping just in the nick of time!

The Alien Cell / Fight To The End:



The Time Portal Ending: Go Back In Time!

The last Boss of this stage comes in several forms—one has a giant cart he pushes in front of himself! This has one of the stranger endings which has you going back in time to the age of dinosaurs!



CONTRA HARD CORPS

The End Is Finally Here!

Rather than the *endings* are finally here! Yes, it's the latest installment of Konami's popular run-and-gun saga, *Contra: Hard Corps*! Unlike the other games, however, this one features several endings depending on what path you take in the game! There is even one point where one decision could result in an instant game over! See if you can guide one of four brave warriors—Ray, Brown, Fang and Sheena—to victory over the forces of darkness! So get ready for more Bosses, more enemies, more weapons and more everything than ever before in a *Contra* game!



Make Your Decisions Wisely—One False Move Could End The Game!



"Refuse" the enemy's offer and it's off to the sky for a final battle on the top of a high-speed rocket! Fight to the end!



"Agree" to the enemy's sinister offer and the game will end right there, as you both will conquer the world!



PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV



LEGION

Flare	Ken	Henry	Rikku	Barret
HP: 200	HP: 200	HP: 200	HP: 200	HP: 200
MP: 100	MP: 100	MP: 100	MP: 100	MP: 100

THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!



CHECK IT OUT! Comb the cities for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!

Flare	Ken	Henry	Rikku	Barret
HP: 200	HP: 200	HP: 200	HP: 200	HP: 200
MP: 100	MP: 100	MP: 100	MP: 100	MP: 100

STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!



SEGA™

