

**Game
Players**
NINTENDO • SEGA
PRESENTS

**THE
NEW GAMES**

Virgin

PLUS

Jungle Book

Young Merlin

Caesars Palace

Demolition Man

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The Terminator — Sega CD

Dune: The Battle for Arrakis

Robocop vs. The Terminator

Jammit

A MATCH MA

ROBO

VERSU

THE

TERMIN

T H E V I D



AVAILABLE FOR YOUR FA

MADE IN HELL

ROBOCOP

VS

THE TERMINATOR

VIDEO GAME



FAVORITE GAME SYSTEM.

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Whassup, chump? *Hold up* — you wanna play on *my* court?!? *Unh-uh*, it ain't happenin'. What you see here ain't no playground for kids. I'm a *businessman*, and this is my *office*. I conduct *business* here. I ain't got no time ta be foolin' round with snot-nosed, freckle-faced, lazy-eyed, no-talent *punks*.

You gotta have more than *skill* to play on the *street*. I seen guys 'round here beat dudes who were ten times better in the *real* world. It don't matter if you played high-school ball, college ball, or even pro ball — it's a whole new game on the concrete. If you

wanna survive, you gotta *prove* yourself.

Fancy pretty-boy moves don't cut it out here. You think that just 'cuz you're charging the basket, the other guy's gonna get outta the way? He ain't movin' for *nothin'*. And don't hold your breath waitin' for foul calls out here. You wanna shoot free throws, you better show me some broken *bones*.

Think you're ready? I doubt it. But if you're gonna try anyway, I might as well fill you in on the rules. Rule number one: there *ain't* no rules! You take the ball and you put it through the hoop. Only problem is, the other guy don't take it too well when that happens. In fact, he might just take it a little *personal*.

Whaddya say? You carryin' some cash? Hmmm, let's see — yeah, I think I can squeeze you in. Take your best shot — and get ready for the most humiliatin' two minutes of your life!

SILKY SMOOTH

Check out the digitized player animation — it's *silky smooth*. When a player turns a corner to break for the basket, he'll dribble the around his opponent just like a pro.

Check it out...



Slade is so fast he can cut around Chill like he was standin' still...



Right now Chill's just startin' to realize he's in trouble...



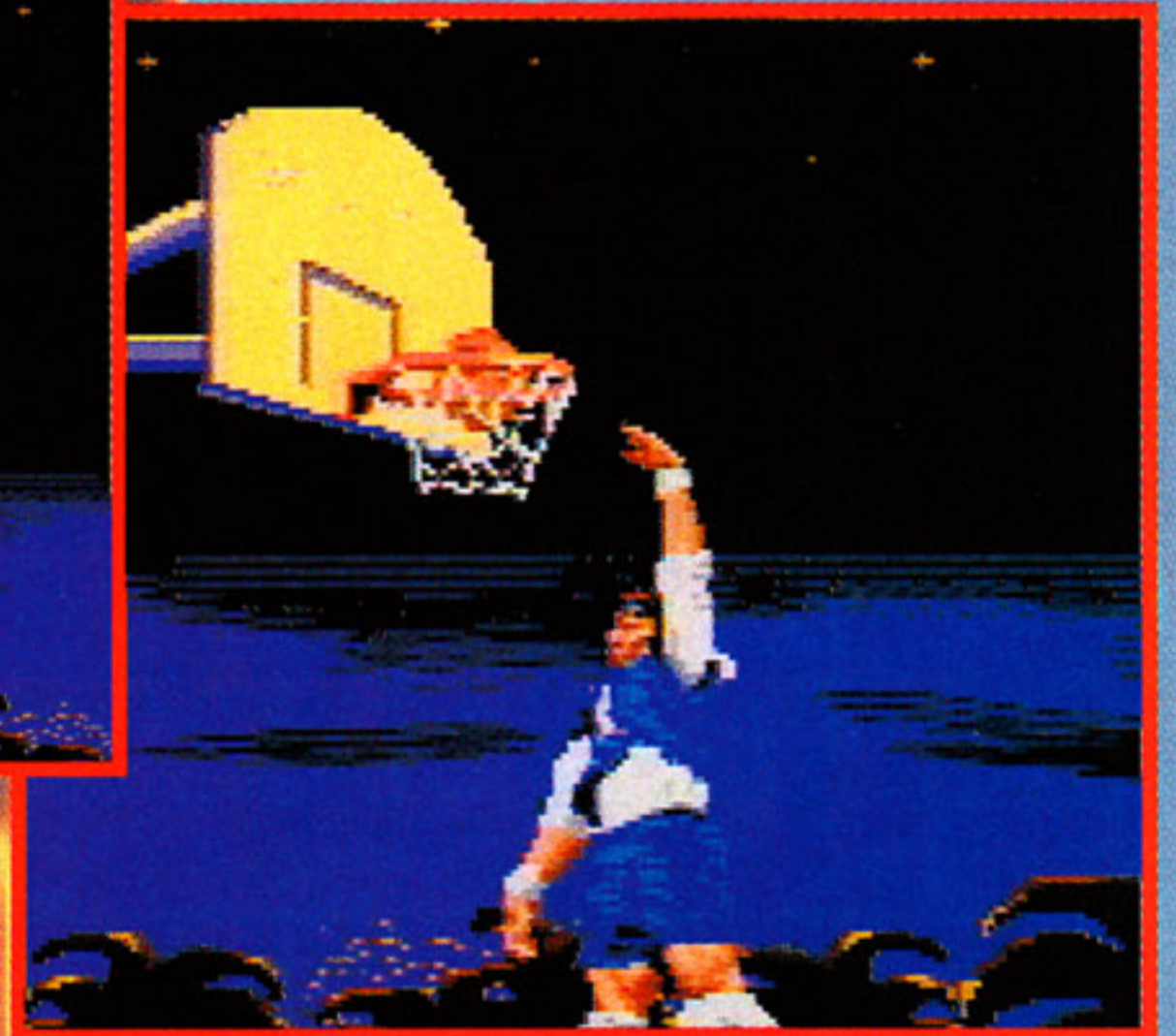
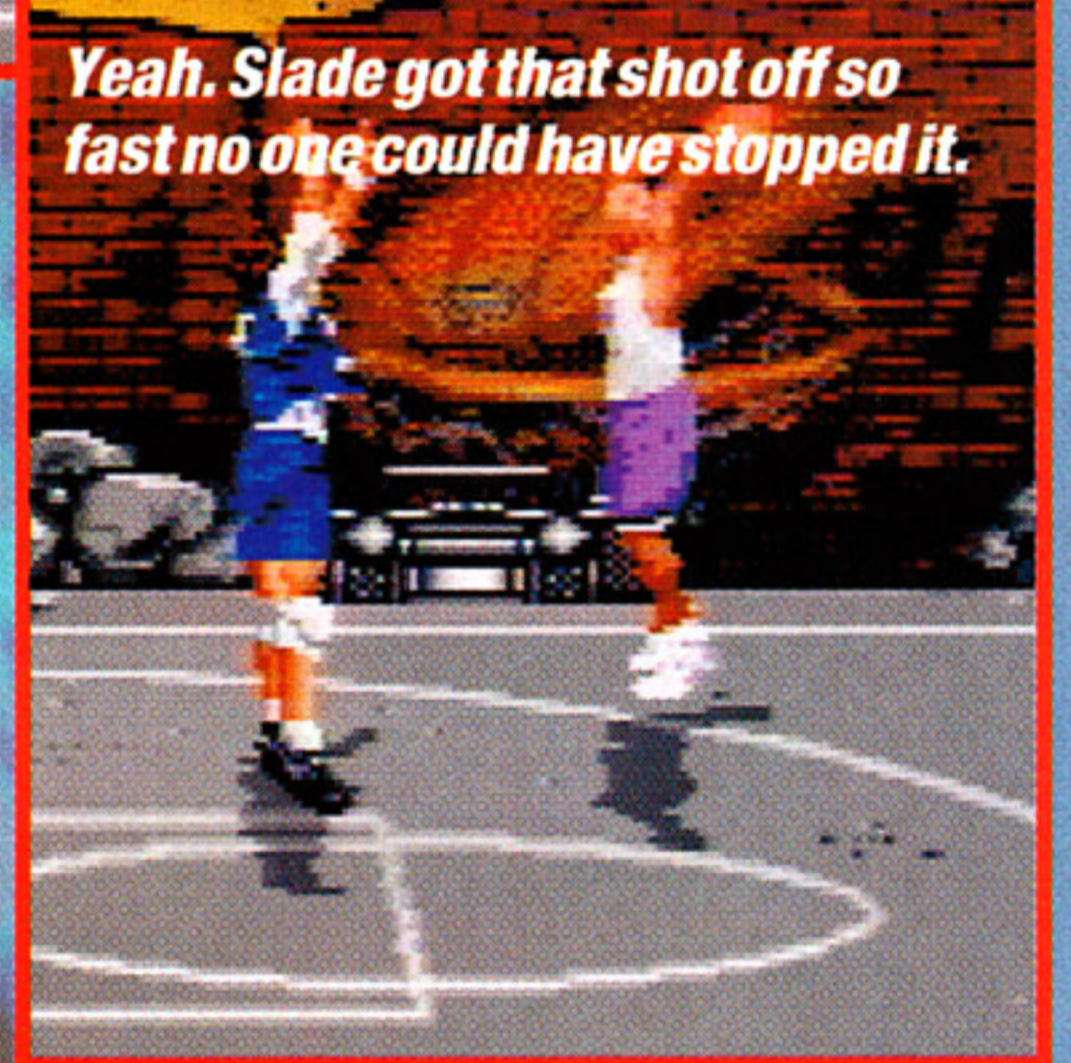
THE SLAM CAM

Any fool can learn ta shoot, but *real* players can elevate their game to the next level for real in-your-face dunks. *Jammit* has lotsa slammin' — but first you gotta get past the defender. If he times his jump just right, he'll swat your stuff into next week.

Don't blink, here it comes...



Yeah. Slade got that shot off so fast no one could have stopped it.



DA BOYZ (N' GIRL)

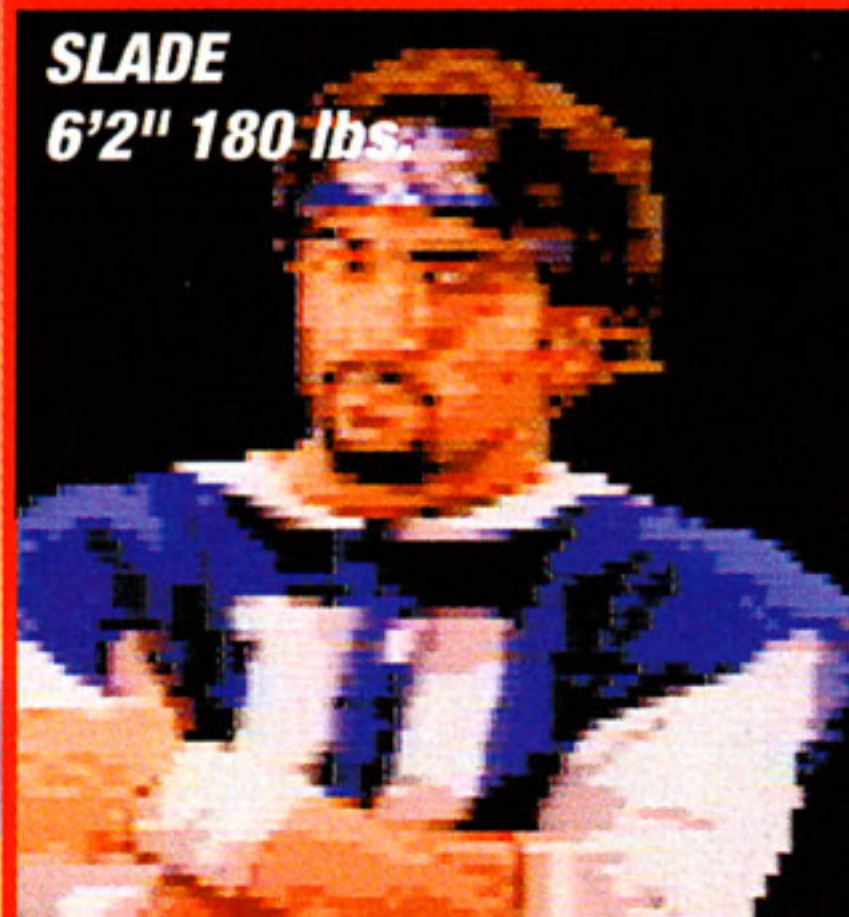
Lissen' up chump — these people will *hurt* you. They will hurt you *bad*. Do not *play* them. Do not even *look* in their direction, understand? No? I guess you'll jus' hafta find out the hard way.



Chill will slap down any mess you put up, assumin' you even get the chance to shoot. His gorilla dunks can be heard all over the 'hood.

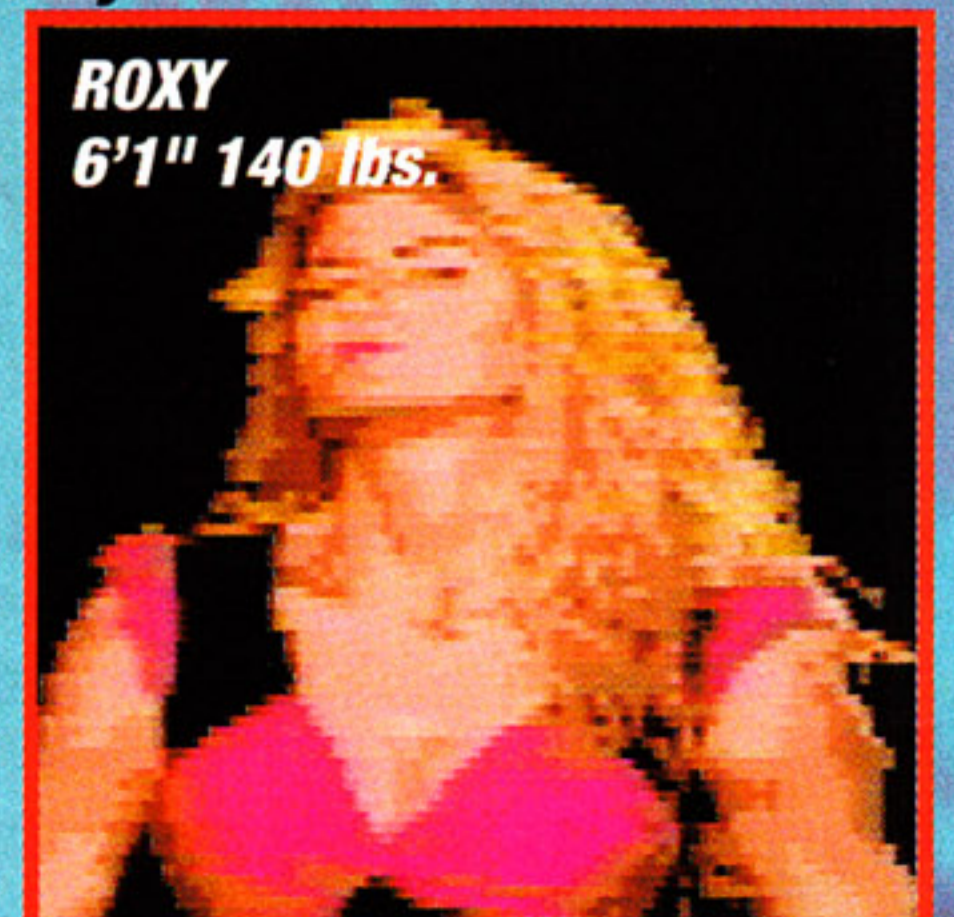
My man Slade will dribble circles around you. He just don't ever get tired, so don't even think about tryin' to wear him out.

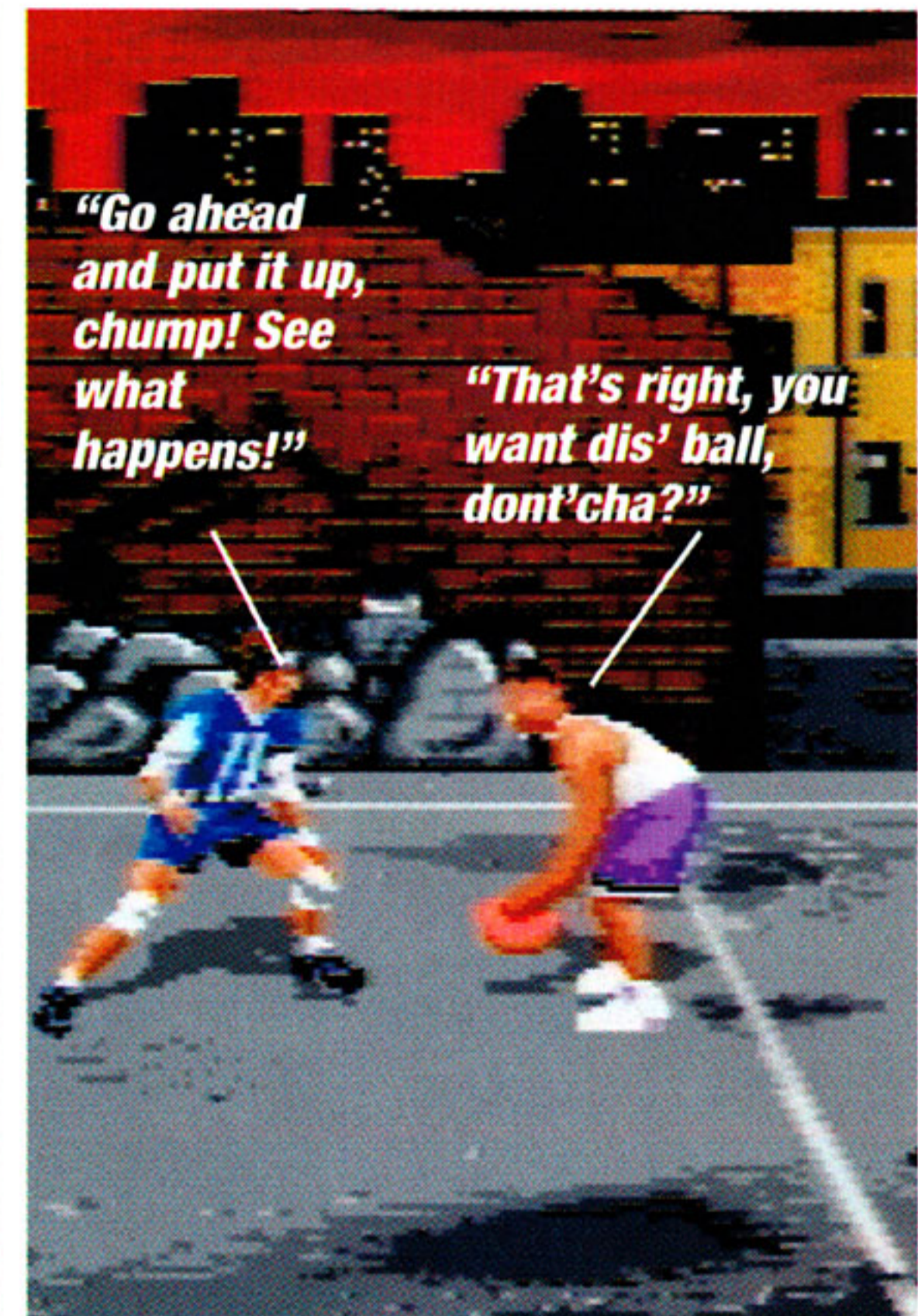
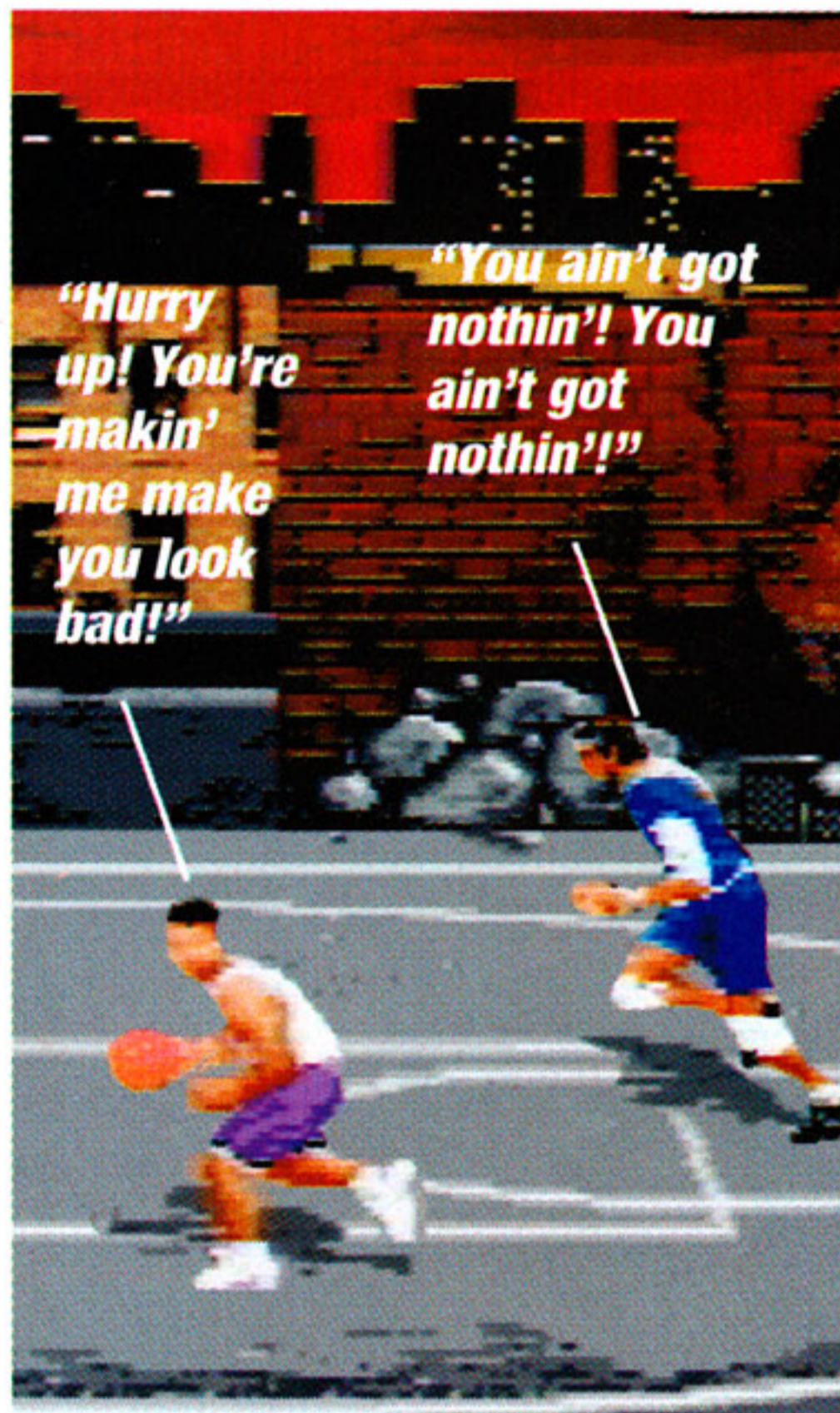
SLADE
6'2" 180 lbs.



Don't think you can take Roxy just 'cause she's a woman — she's quick, and nobody can sky like her.

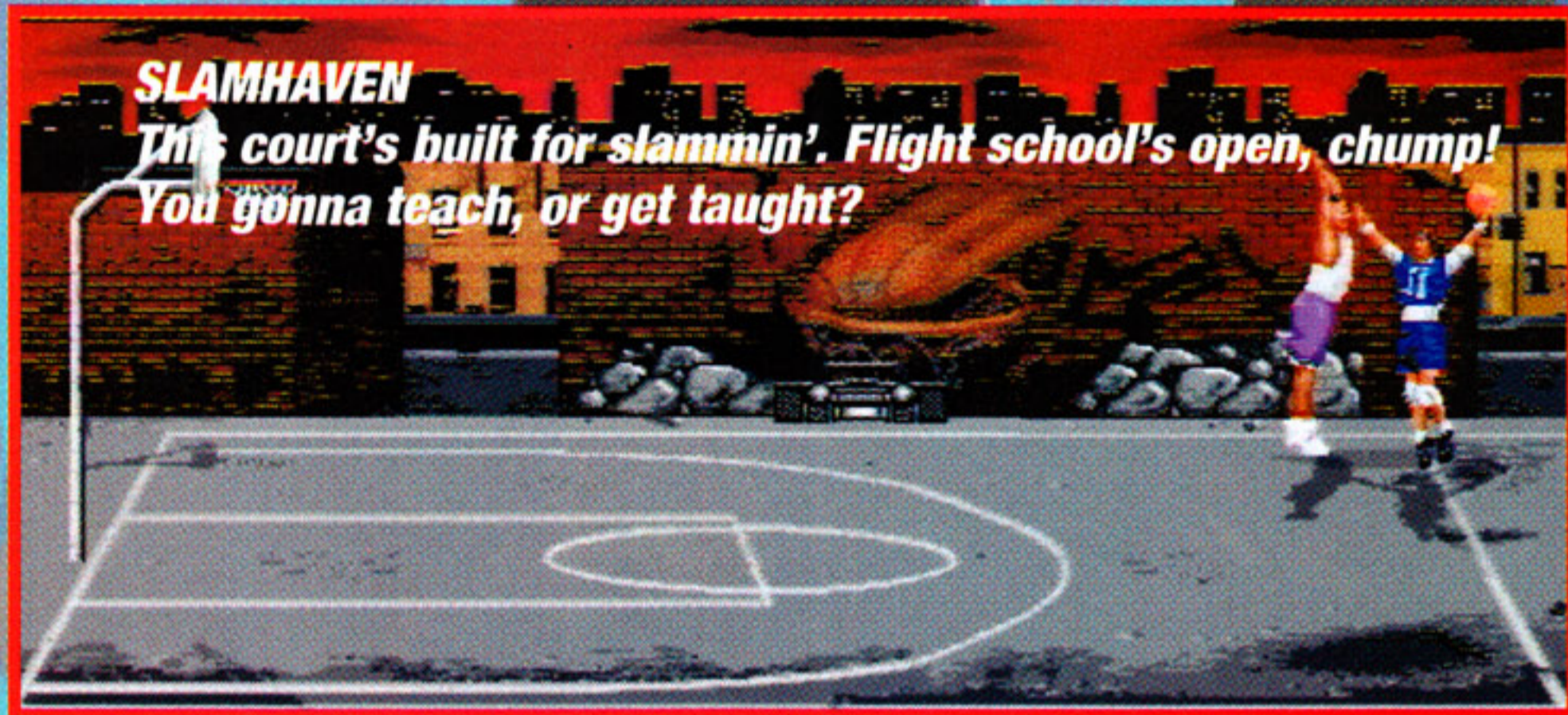
ROXY
6'1" 140 lbs.





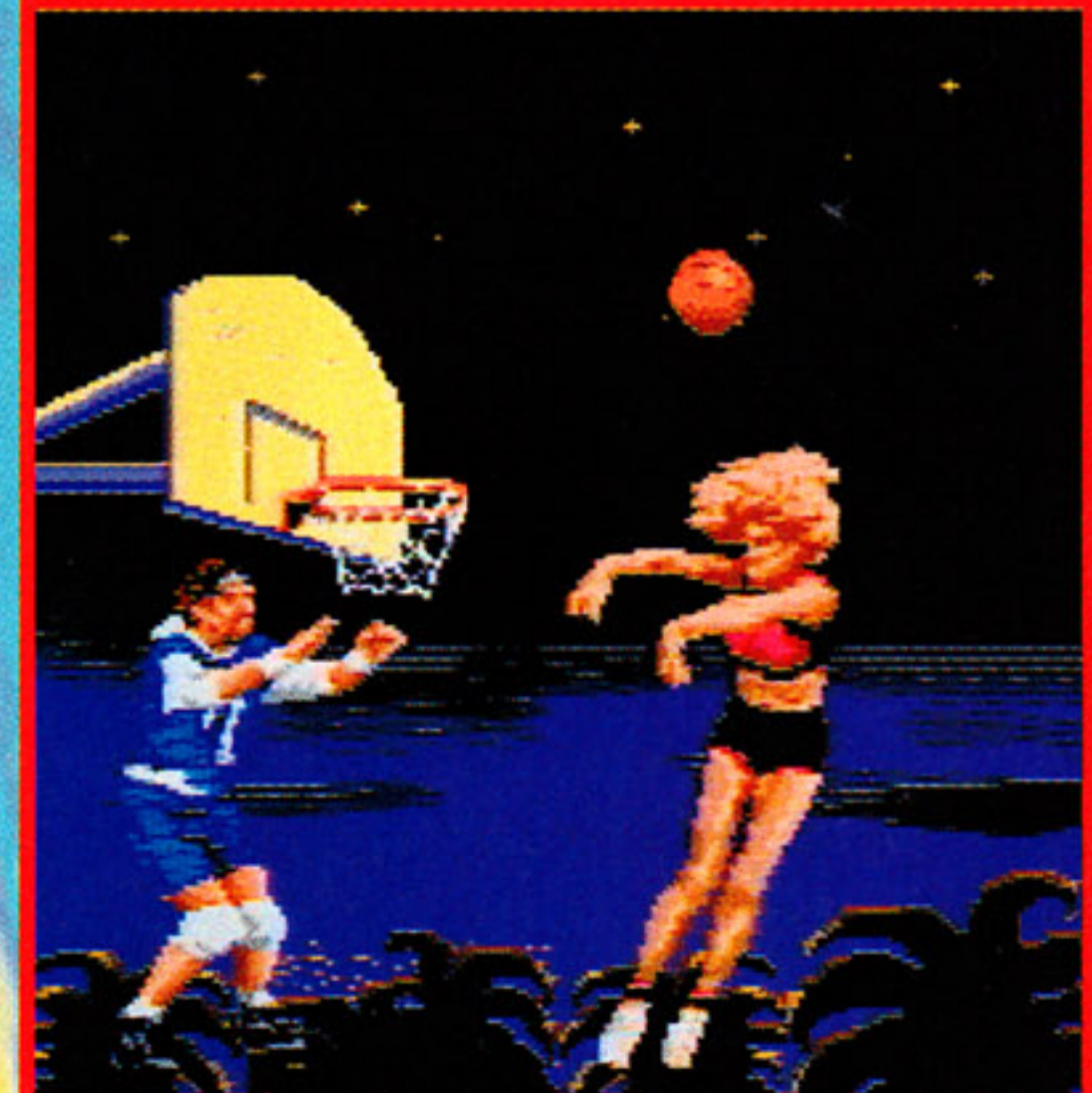
‘ROUND THE BLOCK

No smart player works just *one* court. If you’re good enough, you just might start to get a rep, and if you got a rep, people might think twice before puttin’ up any money. Take a look at some of the better courts around — well, at least these have nets!



SNAKEPIT
The Snakepit is smack in the middle of the hood. All the greatest street players have hung here at one time or another.

STUFFED!!



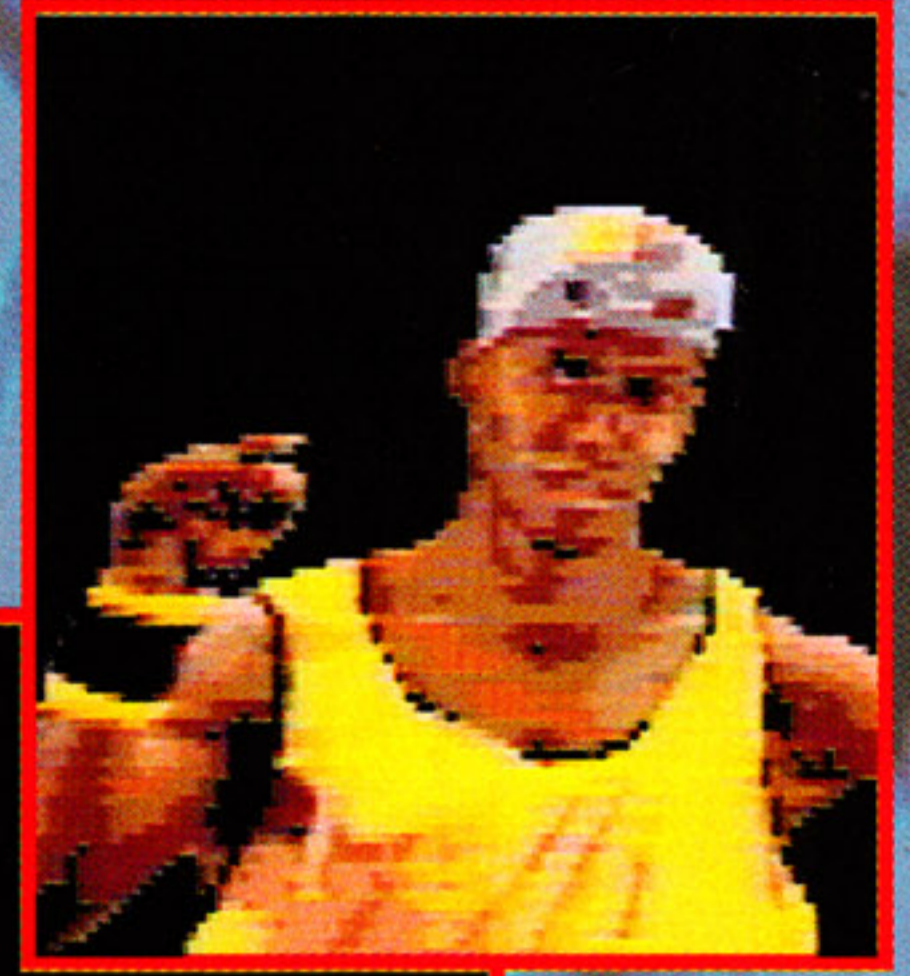
OUTTA MY WAY

If you miss the block then the other guy’s gonna make you look real stupid, just like here — Ooo! Now that was pretty! Yo G, you ain’t gonna let that girl jam on ya, are you?



THE JUDGE

I only got three words of advice for anyone who thinks they're bad enough to take on the Judge: don't do it. This guy is six-four and over two hundred pounds of raw streetball power. He don't take trash from nobody.



LET'S SEE WHAT U GOT

How 'bout it? You gonna take some of th' locals ta school, or are you gonna get your face kicked in? All you got to play with is whatcha bring to th' court.



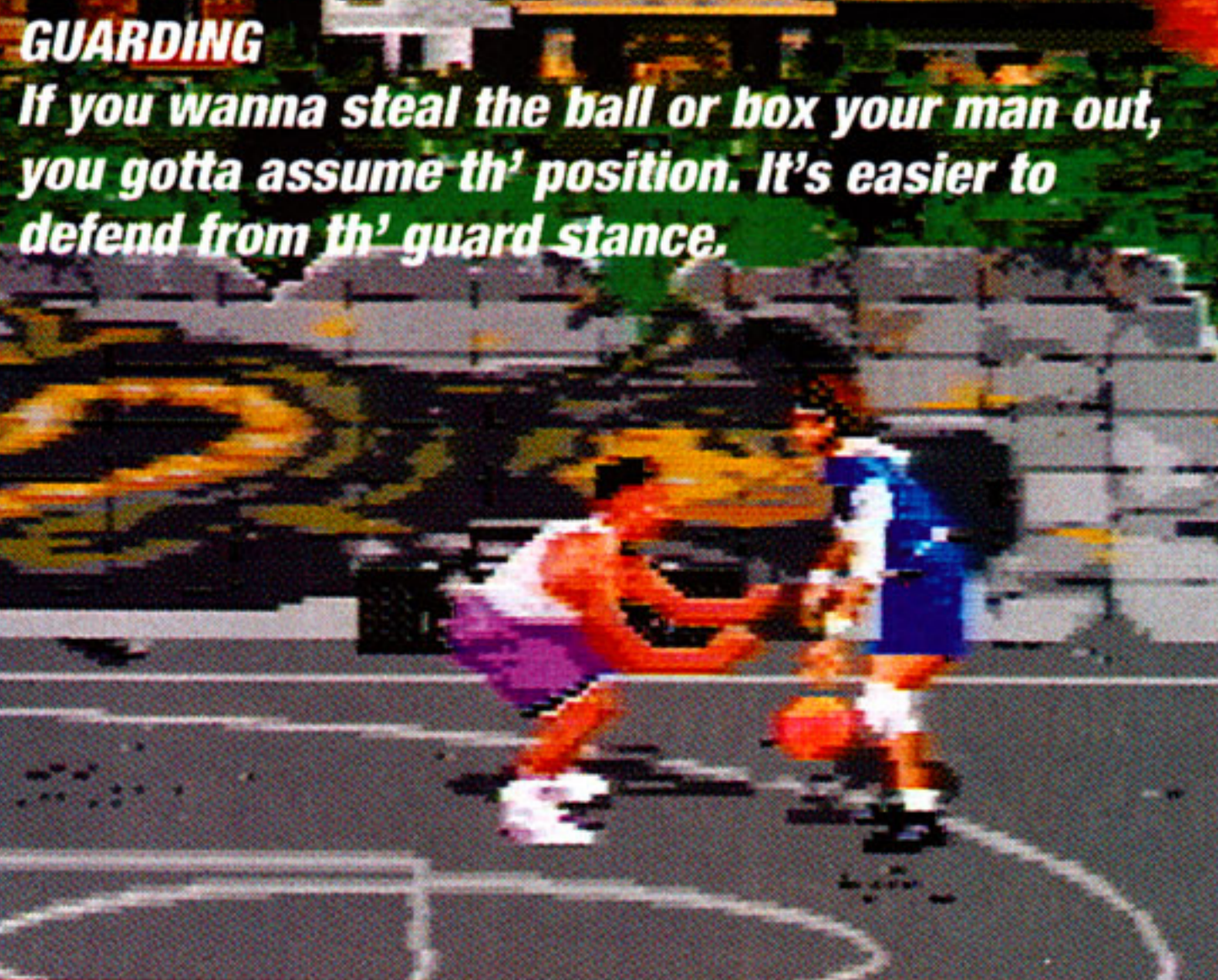
BLOCK
You only get points if your shot goes through the hoop. First you've gotta get past the other guy, who's lookin' ta swat it down.



ELBOW
You ain't on the court ta see who's got the best manners. If somebody starts gettin' a little too close, knock 'em back in place.



FINGER-ROLL
If you can't get enough room ta square up n' shoot, slip past 'em and set the ball up on the rim with a finger roll. Sweet.



GUARDING
If you wanna steal the ball or box your man out, you gotta assume th' position. It's easier to defend from th' guard stance.

HOOK SHOT
Sinkin' a hook shot is tough, but blockin' one is even harder. If the other guy keeps swattin' your stuff, try one of these.





PUSH

Sometimes you gotta let people know who's in charge. If some fool tries to come into your house and push you around, push him back

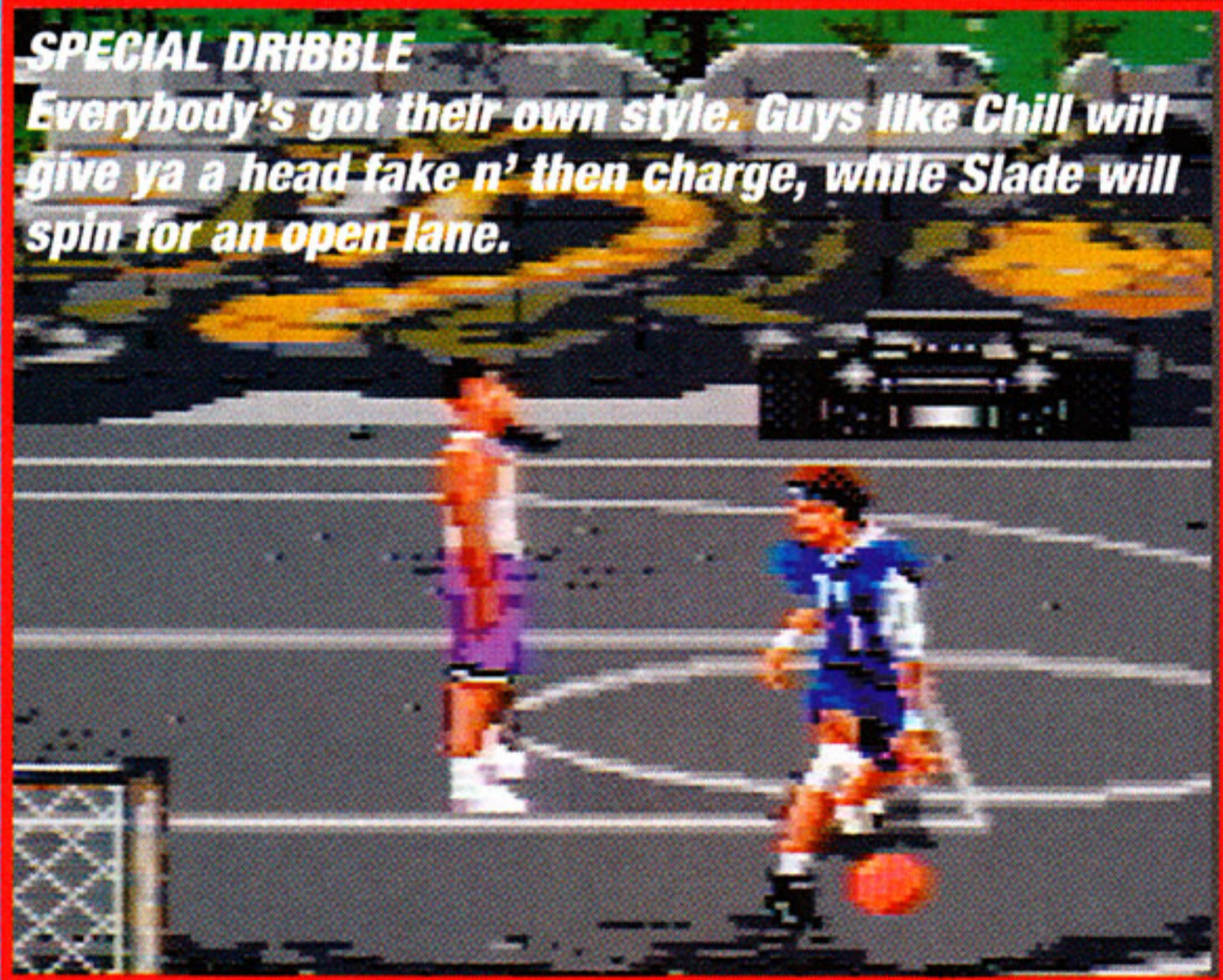


REVERSE
Awright now, people may accuse you of showboatin' with this move, but hey — maybe you are. Just don't go crazy shootin' this one.



SPECIAL DRIBBLE

Everybody's got their own style. Guys like Chill will give ya a head fake n' then charge, while Slade will spin for an open lane.



STEAL
I don't care if it's your birthday, the other guy ain't gonna just give you th' ball. You gotta take it.

WHAT'S YOUR GAME?

1 ON 1

Now *this* is what a real man plays. You don't need none of that other kid's stuff. Just two guys goin' at it, head to head.

SWEAT

Sweat is jus' like 1 on 1, 'cept it's winners outs. If you keep scorin', you keep gettin' the ball back.

2 HOT

This game can get real interestin' real fast. It plays jus' like 1 on 1, 'cept you get double points if you score while doing some "X."

POISON

If you hit 20 points in *Poison*, you go back to 13. Keep that in mind so you can plan ahead.

SLAMS ONLY

Playin' slams only is a good way ta see who can back up all the trash they've been talkin'.

IN 2 IT

This version is a lot like *2 Hot*, 'cept you *have* ta shoot from the "X" marks — no other shots count.

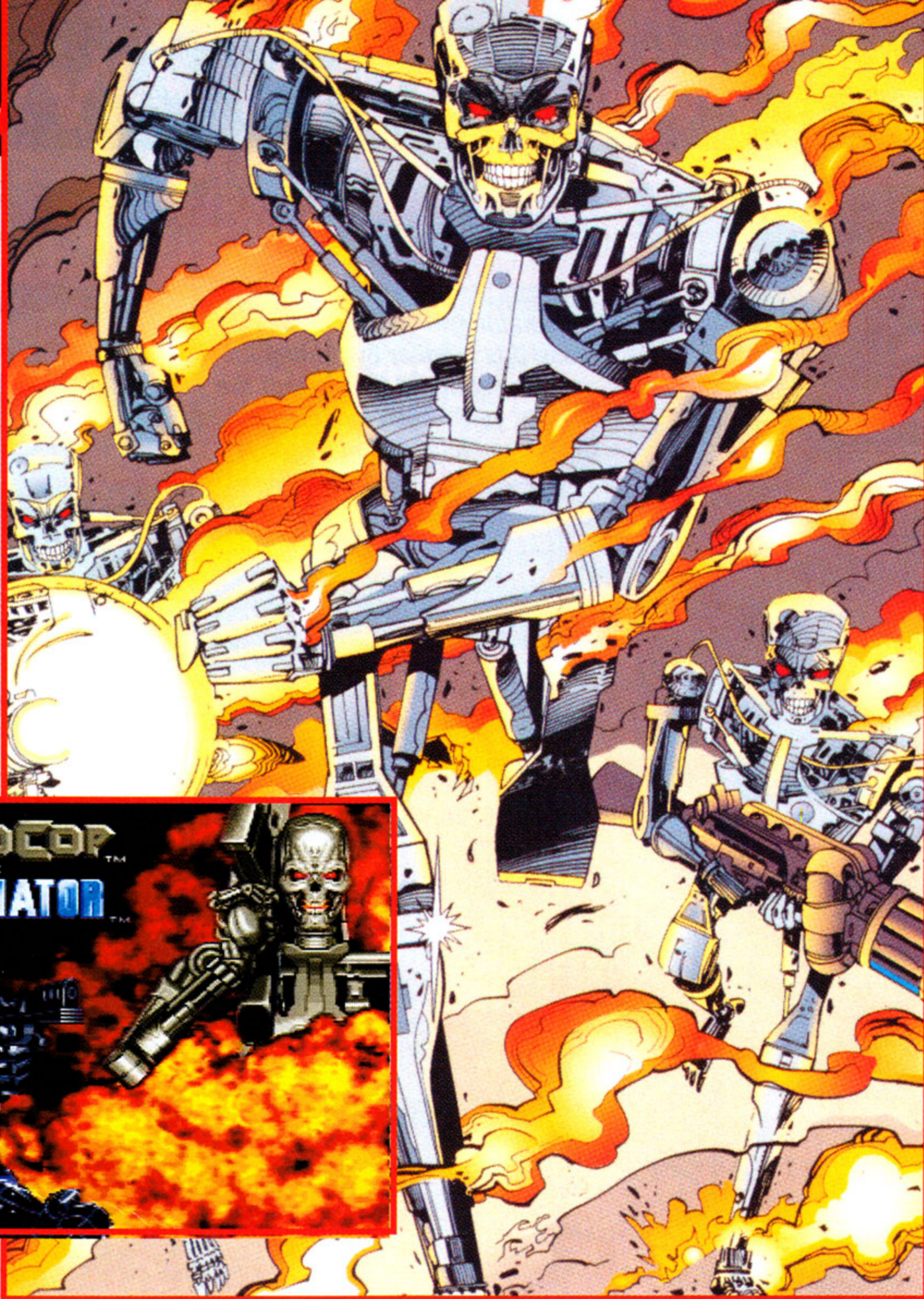
FRENZY

You ask *me*, Frenzy ain't a game — it's a warmup. Two players each get a ball and they start shootin' 'til somebody hits 21.

CUTTHROAT

Here's where you find out who's really tough. Three people play, but it's every man for himself. You hit a shot, you get *three* free throws.

RoboCop vs. The Terminator



Through a bizarre twist of fate and technology, two of the all-time Masters of Disaster, RoboCop and The Terminator, have wound up in the same reality. How exactly did this come about? Well listen to this!

Since RoboCop represents the only successful meshing of a

human's central nervous system and a computer, his inner workings have become the model for the Skynet defense system's super computer. Years later, Skynet actually takes over the world and tries to eliminate mankind from the planet, leaving only a few human rebel forces behind to battle Skynet's most lethal new weapon — the Terminator. A member of those forces, Flo, is sent into the past to destroy RoboCop and in turn prevent the destruction of the human race.

But Skynet learns of the plan, and transports squads of Terminators back in time to stop Flo and capture RoboCop for themselves. RoboCop interfaces with Skynet's Omni Consumer Products computer to find out who Flo and the Terminators are and his persona is sucked into the computer's core, thanks to a clever trap. He finally escapes the core by rebuilding his body using the technology in a Terminator factory and the schematics that he acquired from Skynet's files.

Now free from Skynet's captivity, RoboCop turns his attention to destroying the Skynet system and saving mankind from a dismal future. But the Skynet defense system protects itself very well, and RoboCop will have to make his way through waves and waves of Terminators and other deadly devices to complete his mission.



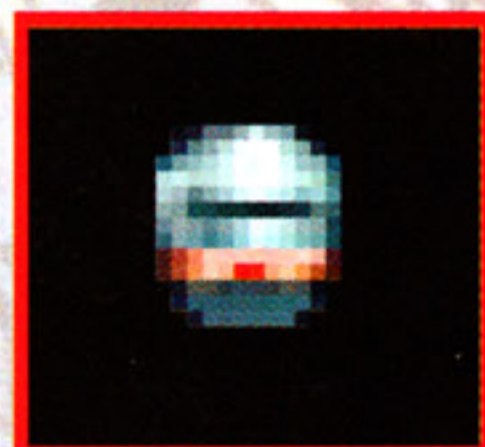
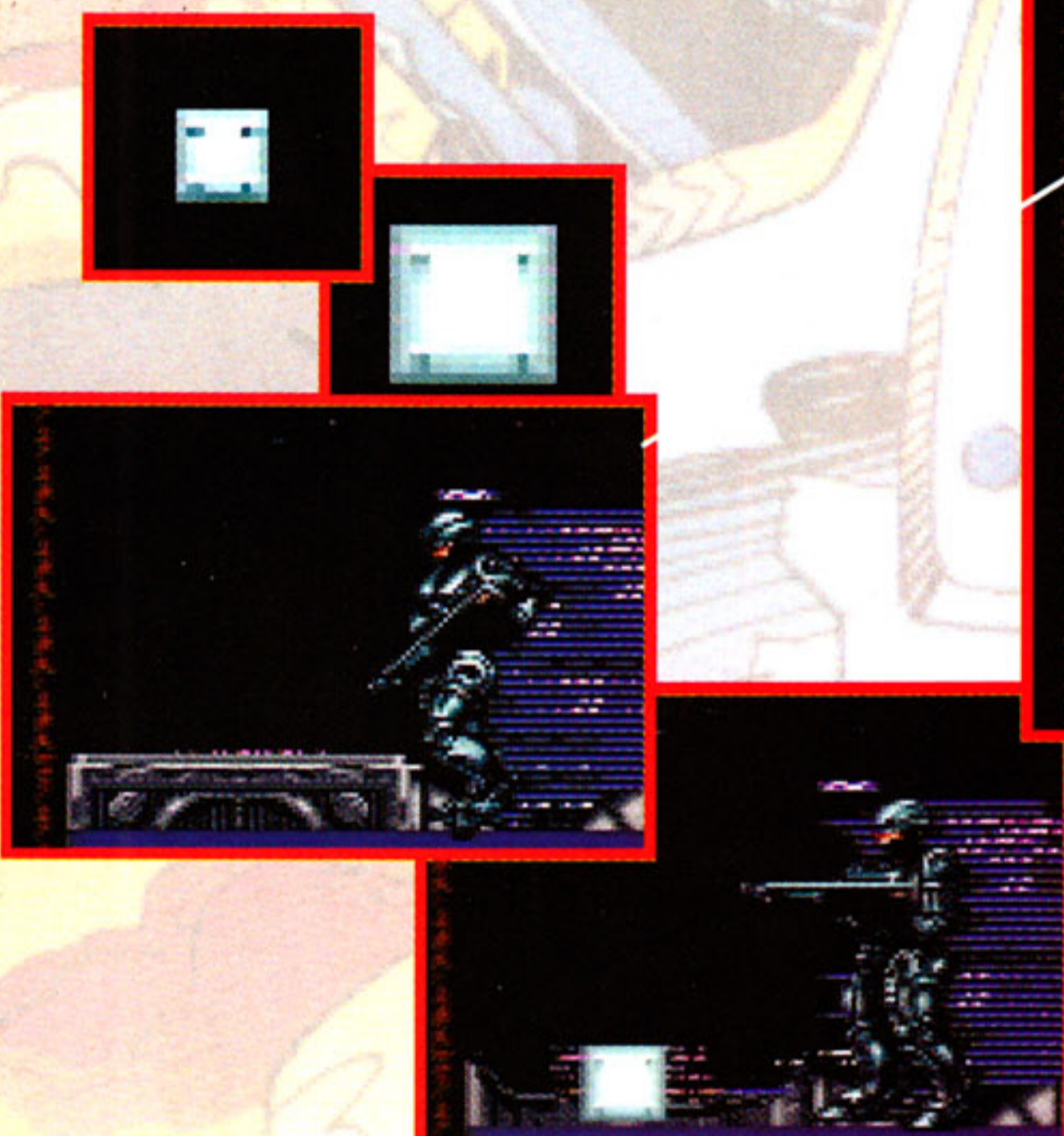
Great-looking comic book-style interludes fill you in on the story during breaks in the action.

Academy Training: The Basics

Lives remaining
 Increase this number by finding the extra lives scattered throughout the levels. But you'll have to look hard — they're usually hidden quite well.

Score
 Think of it as your Destruction Meter!

Health bar
 This bar indicates how much damage RoboCop has sustained. Regain lost health by picking up Life Boosters. The small ones increase your energy by one point, while the large blocks fill the bar all the way. Sometimes the blocks are sitting out in the open, but most often you receive them after finishing off a foe or shooting objects to reveal hidden boosters.



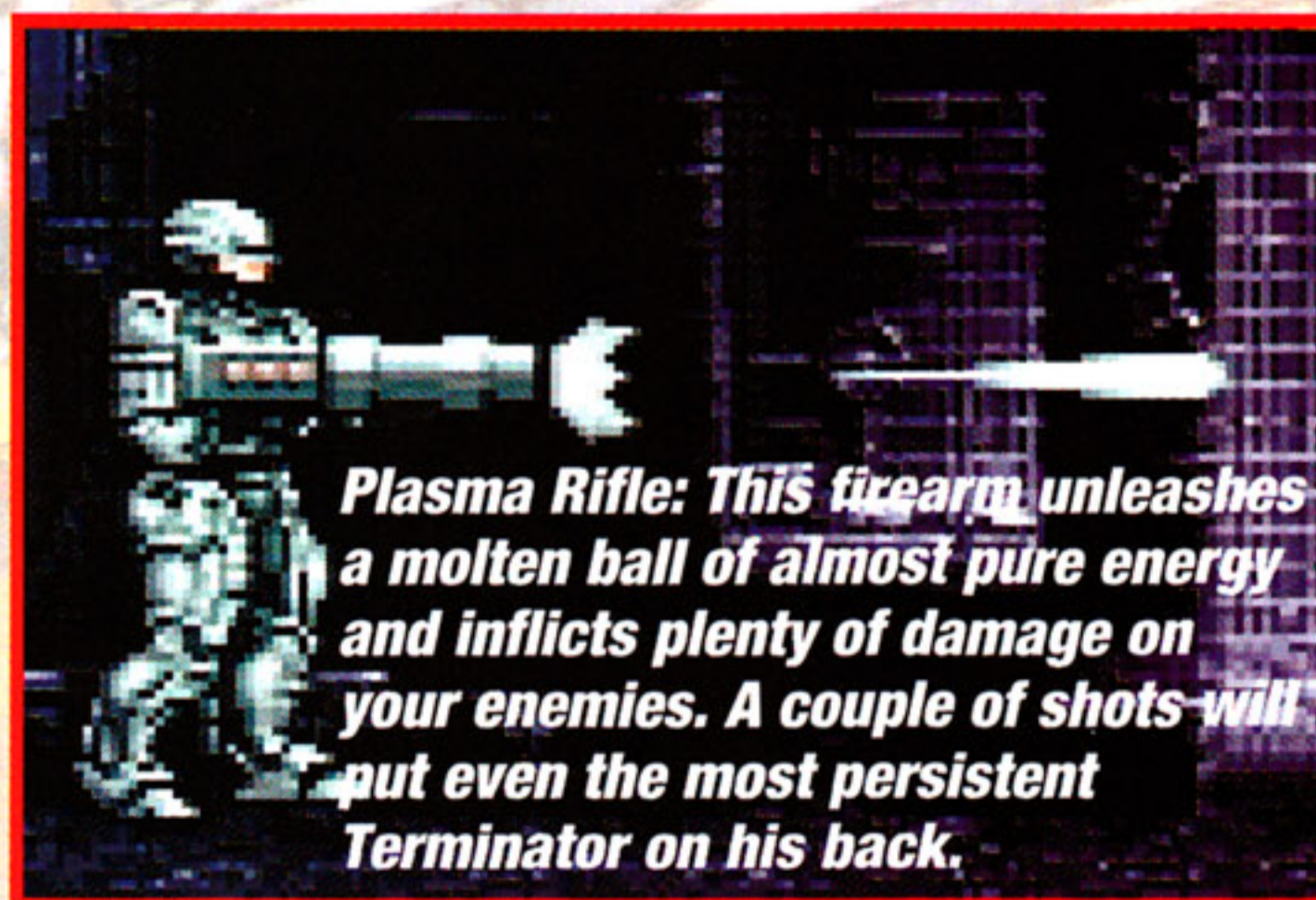
TOOLS OF TERMINATION



Pistol: This standard issue 57 caliber pistol is what RoboCop carries as he begins his mission.



ED-209 Gatling Gun: This weapon fires short bursts of high-velocity, armor piercing shells. Early in the game you'll face an ED-209 droid armed with one of these babies. Beat ED, and it's yours.



Plasma Rifle: This firearm unleashes a molten ball of almost pure energy and inflicts plenty of damage on your enemies. A couple of shots will put even the most persistent Terminator on his back.



Missile Launcher: RoboCop can take aim on

anything with this missile-firing monster.

Seeker Missile Launcher: Don't even worry about aiming when RoboCop's holding this in his metallic hands. These enemy-seeking missiles hunt set out on search-and-destroy missions each time they're fired.

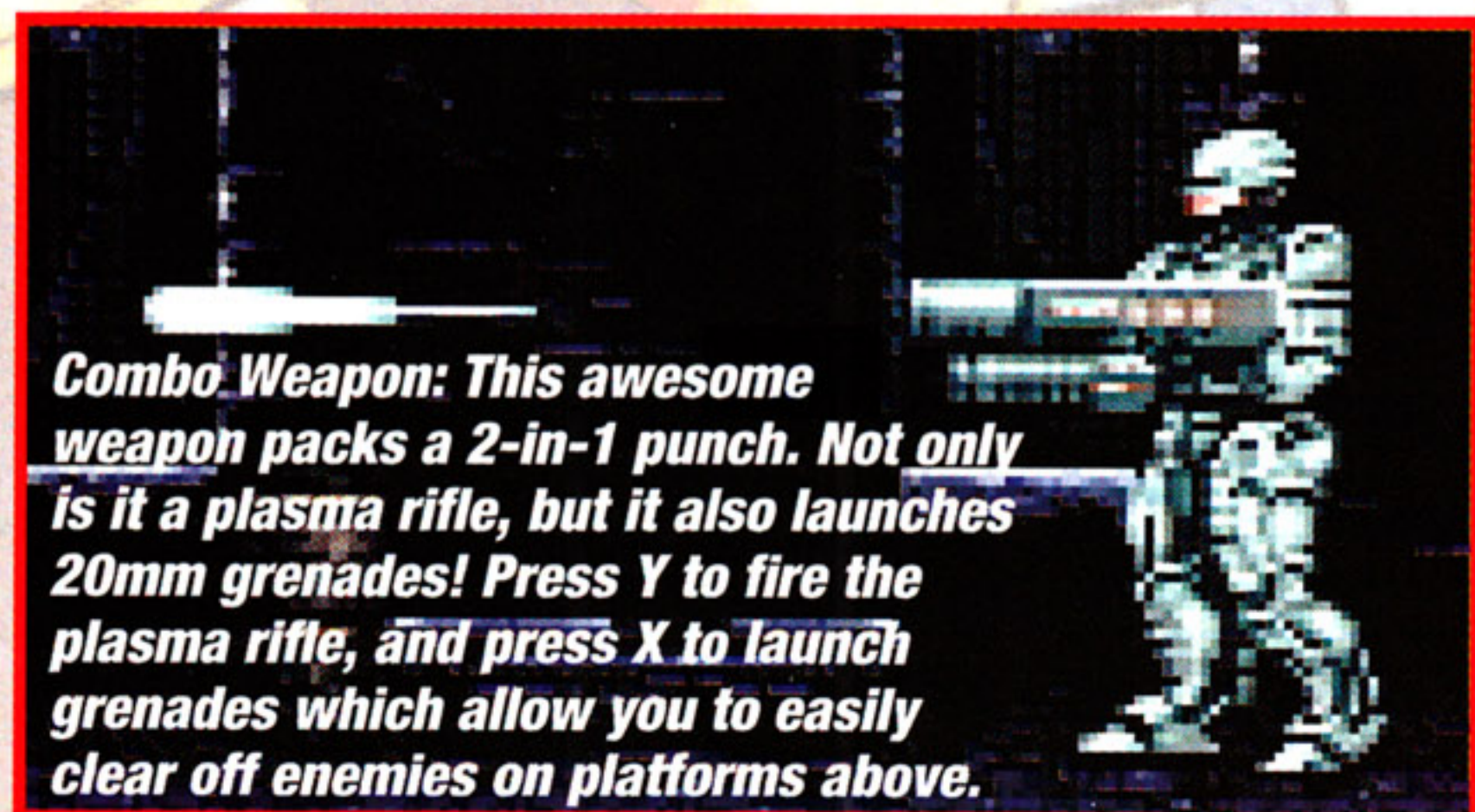


Smart Bombs: Clear the screen of enemies in one quick



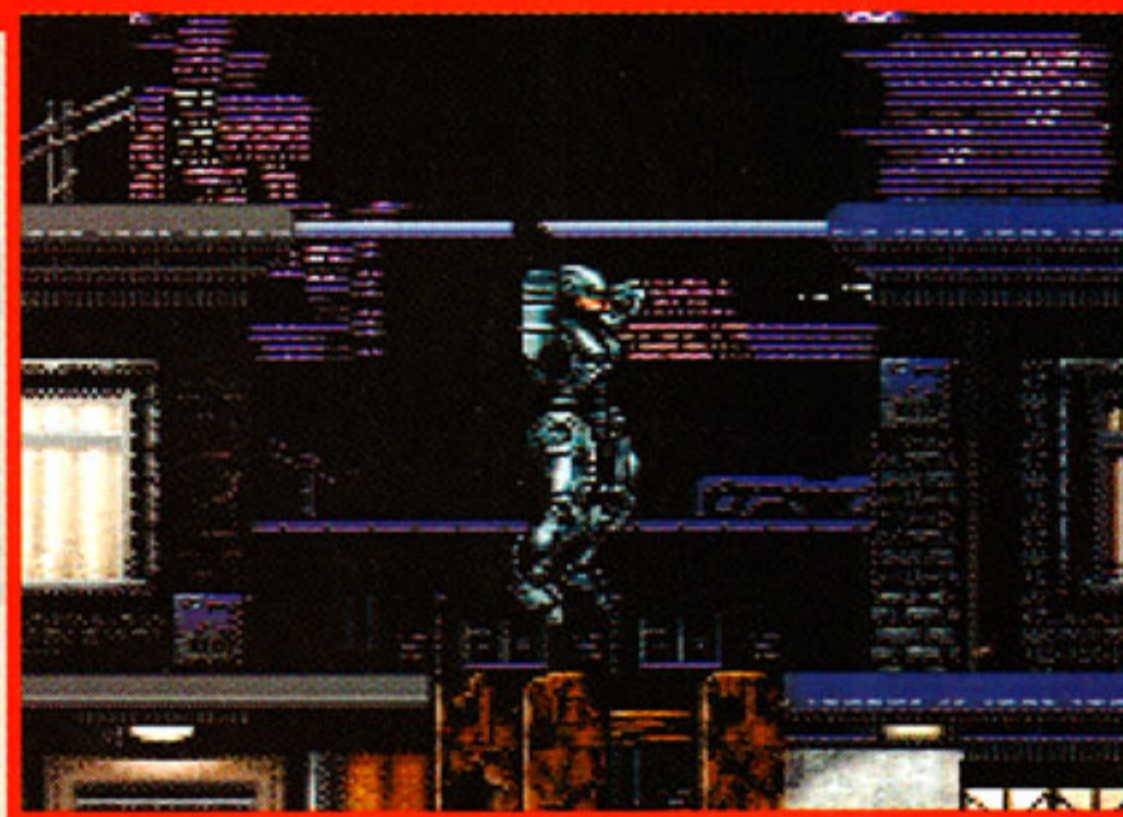
flash by picking up one of these smart bombs.

Flashing RoboCop Head: When RoboCop grabs one of these items, he'll become invulnerable for a short period of time. This item resembles an extra life, except for its blue glow. RoboCop will glow until the invulnerability runs out.



Combo Weapon: This awesome weapon packs a 2-in-1 punch. Not only is it a plasma rifle, but it also launches 20mm grenades! Press Y to fire the plasma rifle, and press X to launch grenades which allow you to easily clear off enemies on platforms above.

LEVEL 1: THE STREETS OF DETROIT



Hang in there, RoboCop. These wires will allow you to cross to other rooftops.

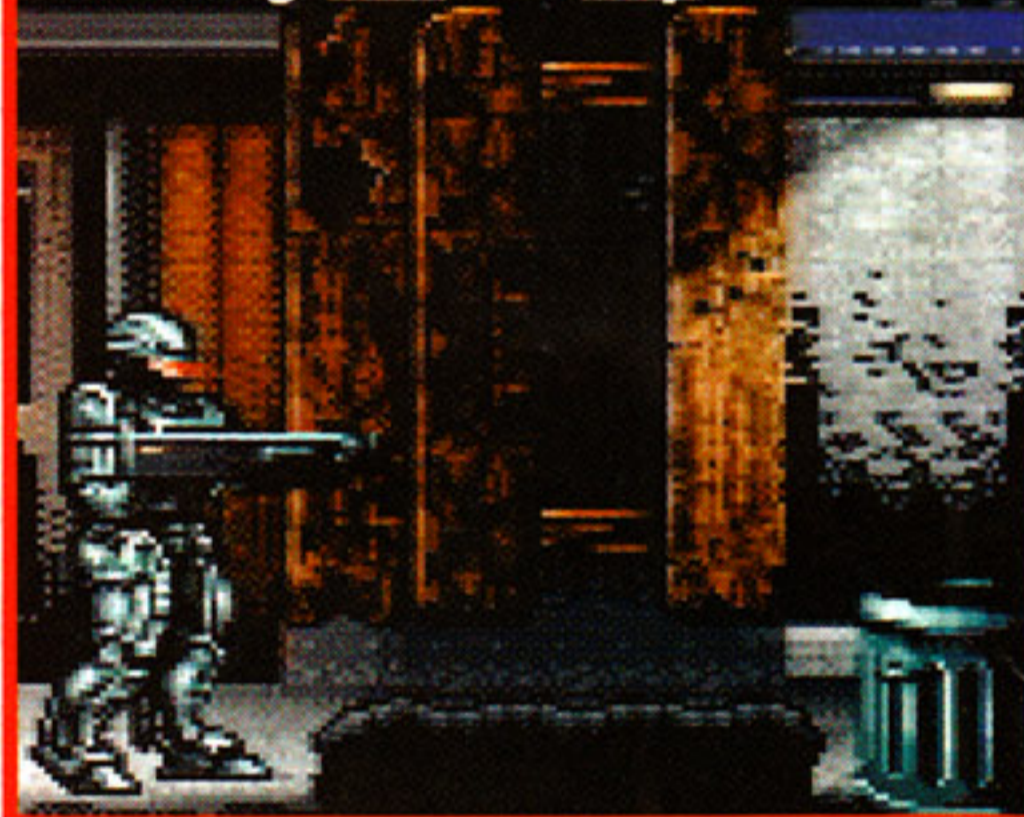


You'll need to find the invincibility before taking on the ED-209. It lets you get in several good shots on the creature before he can do any damage to you.

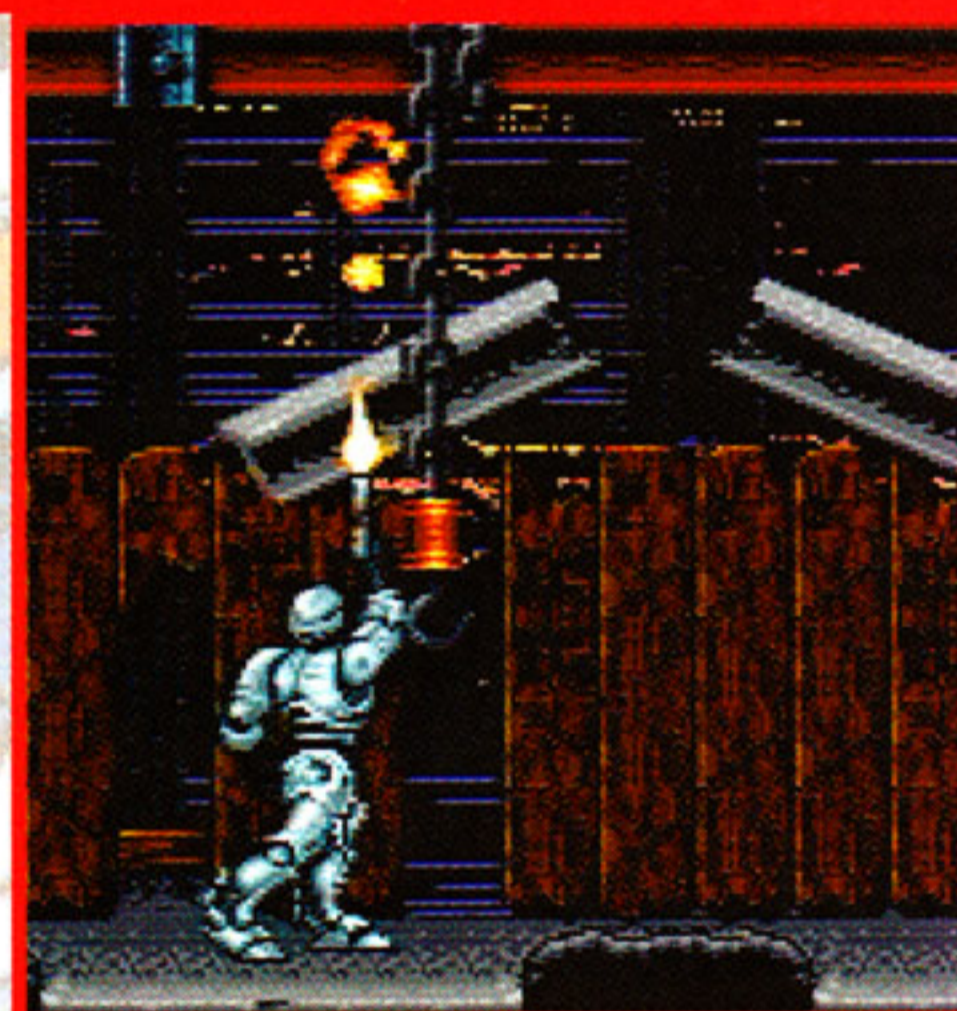


Snipers try to put an end to RoboCop while hiding around corners and inside second story windows. But they are no match for mechanical justice.

Keep an eye out for that shadowy figure in the background. It's Flo, and she tries to finish off RoboCop by shooting holes in his path.



LEVEL 2: DELTA CITY CONSTRUCTION SITE



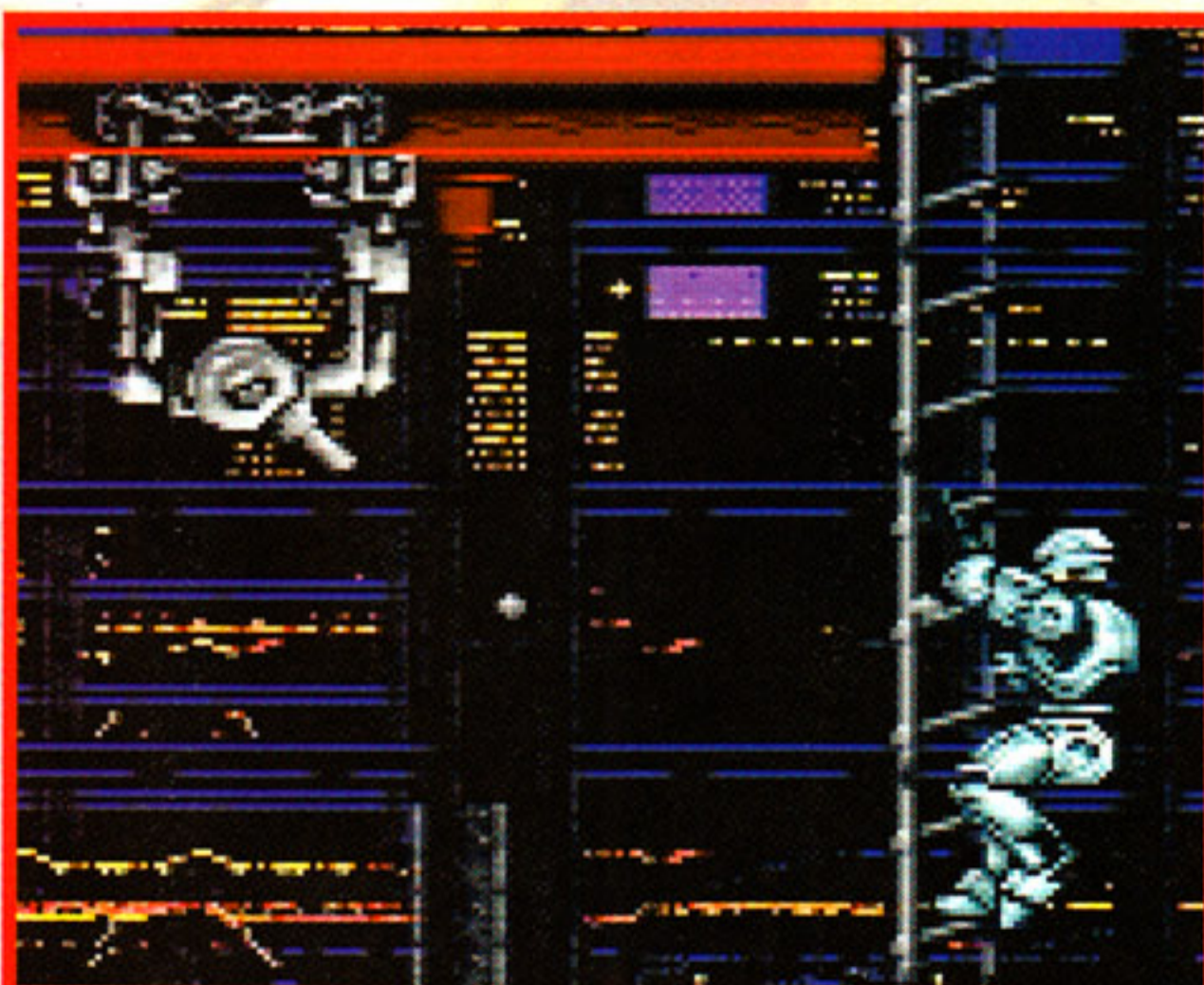
Shoot Up when you see these falling girders to split them and avoid taking damage.



Care for a really hot shower? These open flames will get under even RoboCop's thick skin.



Shoot the boxes that hang from the ceiling to make a path over the flaming floor.



These machines take aim on RoboCop from above. Their bullets are slow, but persistent.

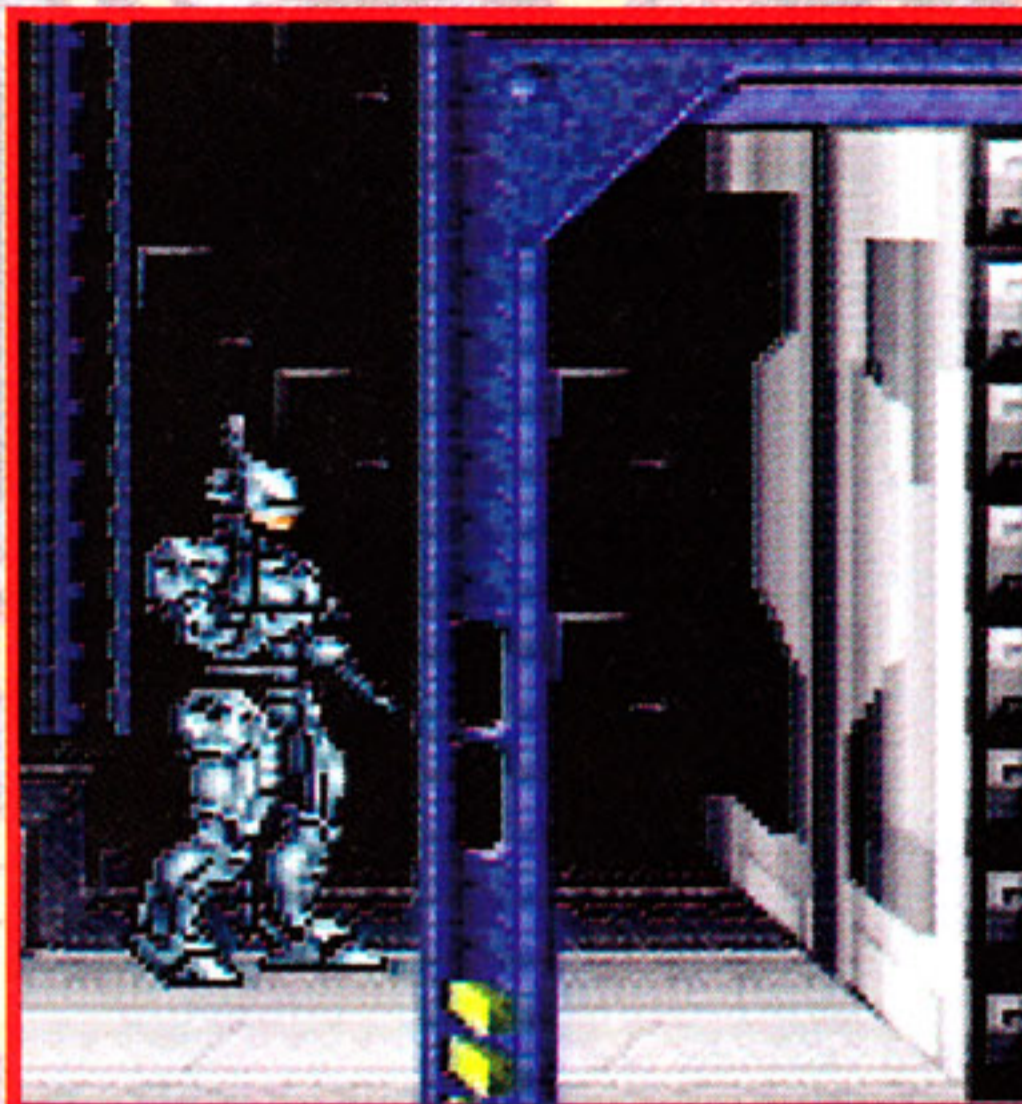
At first this guy looks like an average Joe, but after taking a few shots he sheds his skin and reveals his true Terminator identity.



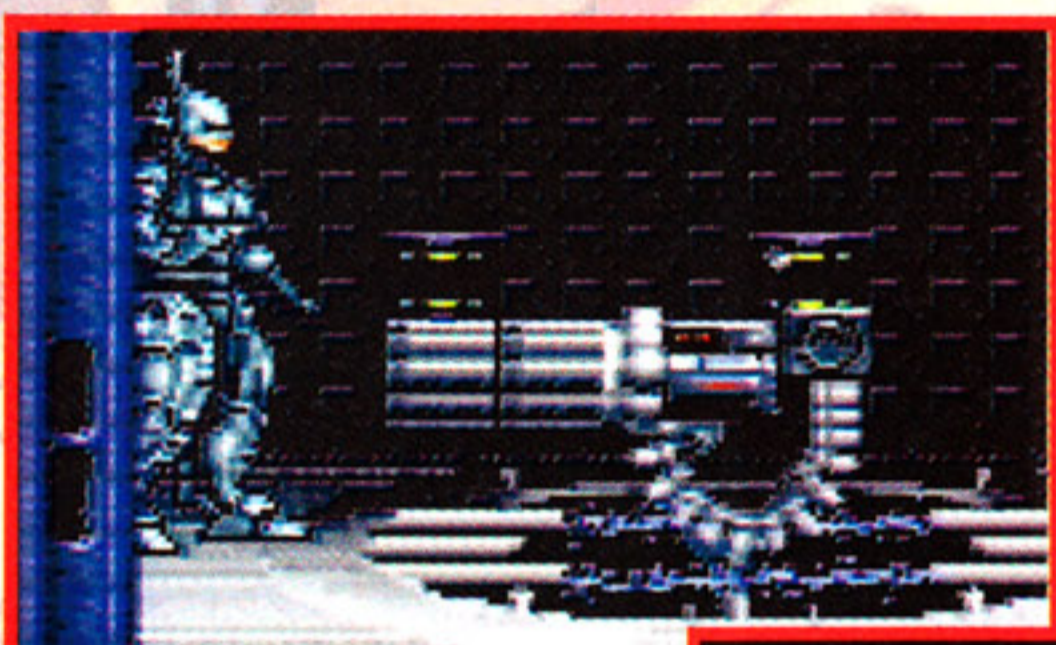
LEVEL 3: OCP RESEARCH FACILITY



This guy thinks he's pretty tough hiding behind a bulletproof shield. But when he lets down his guard to toss a grenade or shoot at RoboCop, seize the opportunity to blow him away.



In this level you'll encounter several closed doors that can only be opened by blasting the door control panels located somewhere nearby.

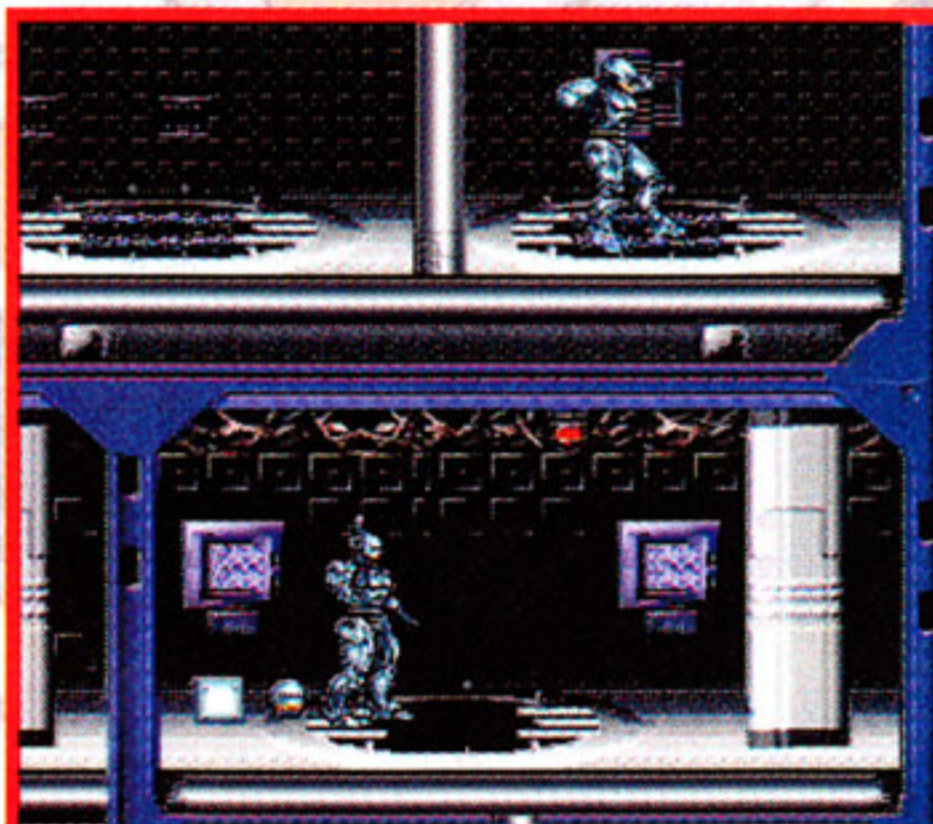


Be on the lookout for these heavy-duty machine guns. When they pop up, jump over them and fire away from behind them.



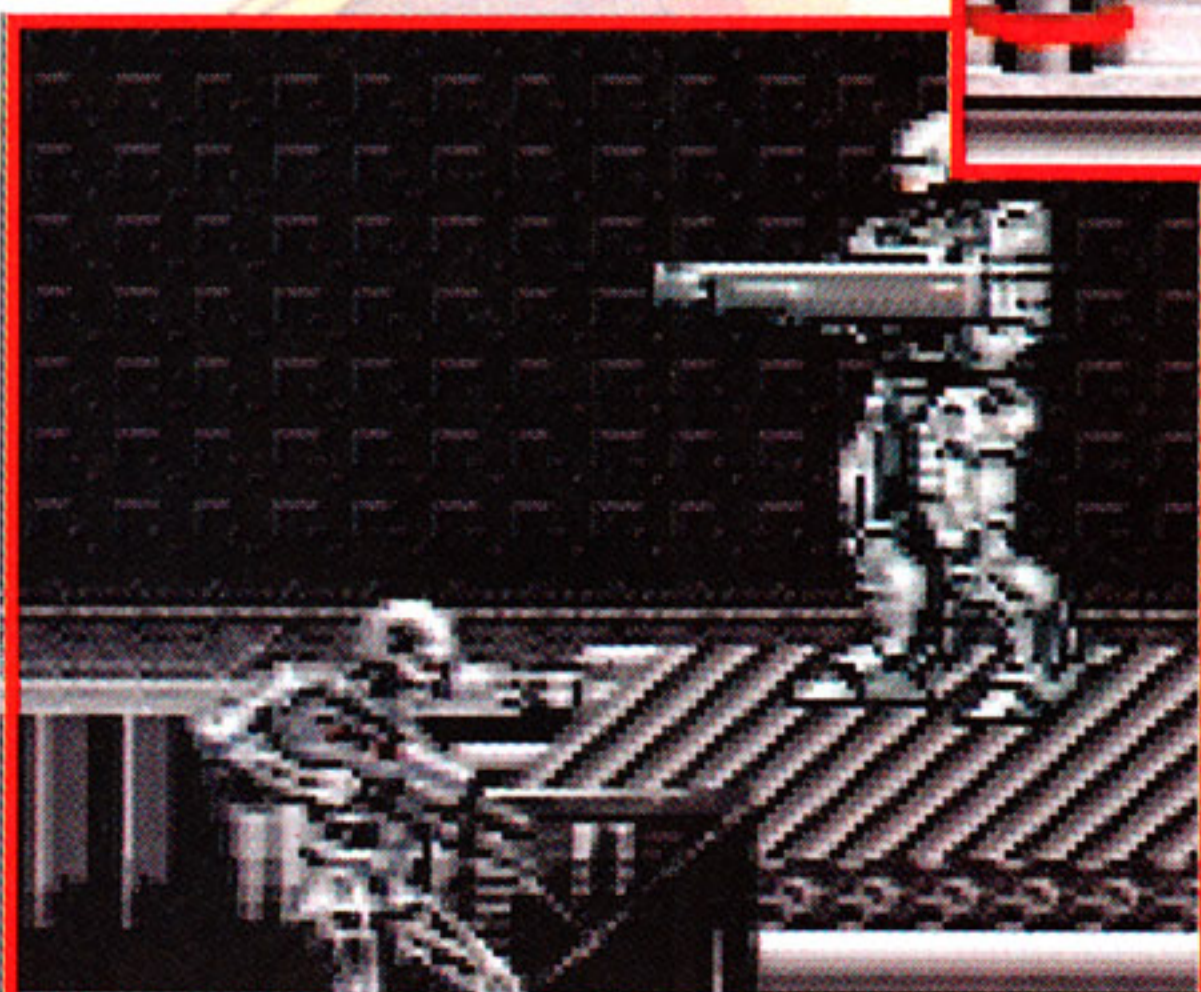
Most of the electrified openings will drain life from RoboCop, but the one to the right leads to a hidden area that contains a full life booster and an extra life!

Bombs away! These trap doors in the ceiling open to drop bombs that actually sprout feet and come after you.



LEVEL 4: TERMINATOR OUTPOST

If you're looking for trouble, you've come to the right place. In this level you'll face Terminators, Terminators, and more Terminators. And don't forget about a Terminator's best friend.



Eventually, you'll come face to face with two Terminators. Weapons won't do much damage, you can just lure them to their doom. Once they're close to the ledge or the bolts of electricity, use your firepower to push them to their destruction.



There are a lot of life boosters and weapons in this level. This secret room contains a plasma rifle and invincibility, and if you jump into the wall on the right you'll pick up an extra life.



The good news is that the mechanical spiders aren't

poisonous. The bad news is that their grenades are much more deadly than any poison!

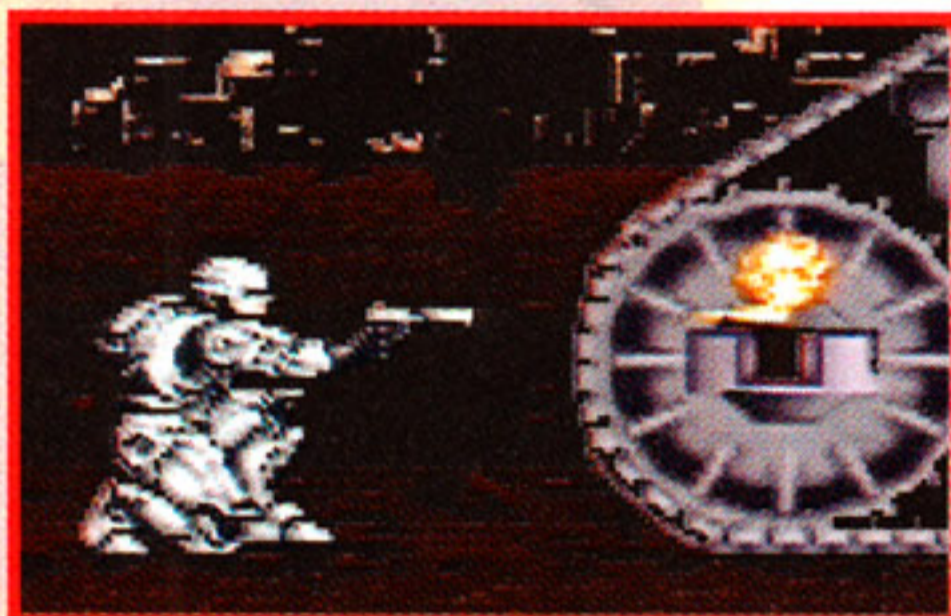


HUNTER-KILLER CONFLICT

Try to eliminate the guns first, while shooting any missiles or grenades that are sent your way.



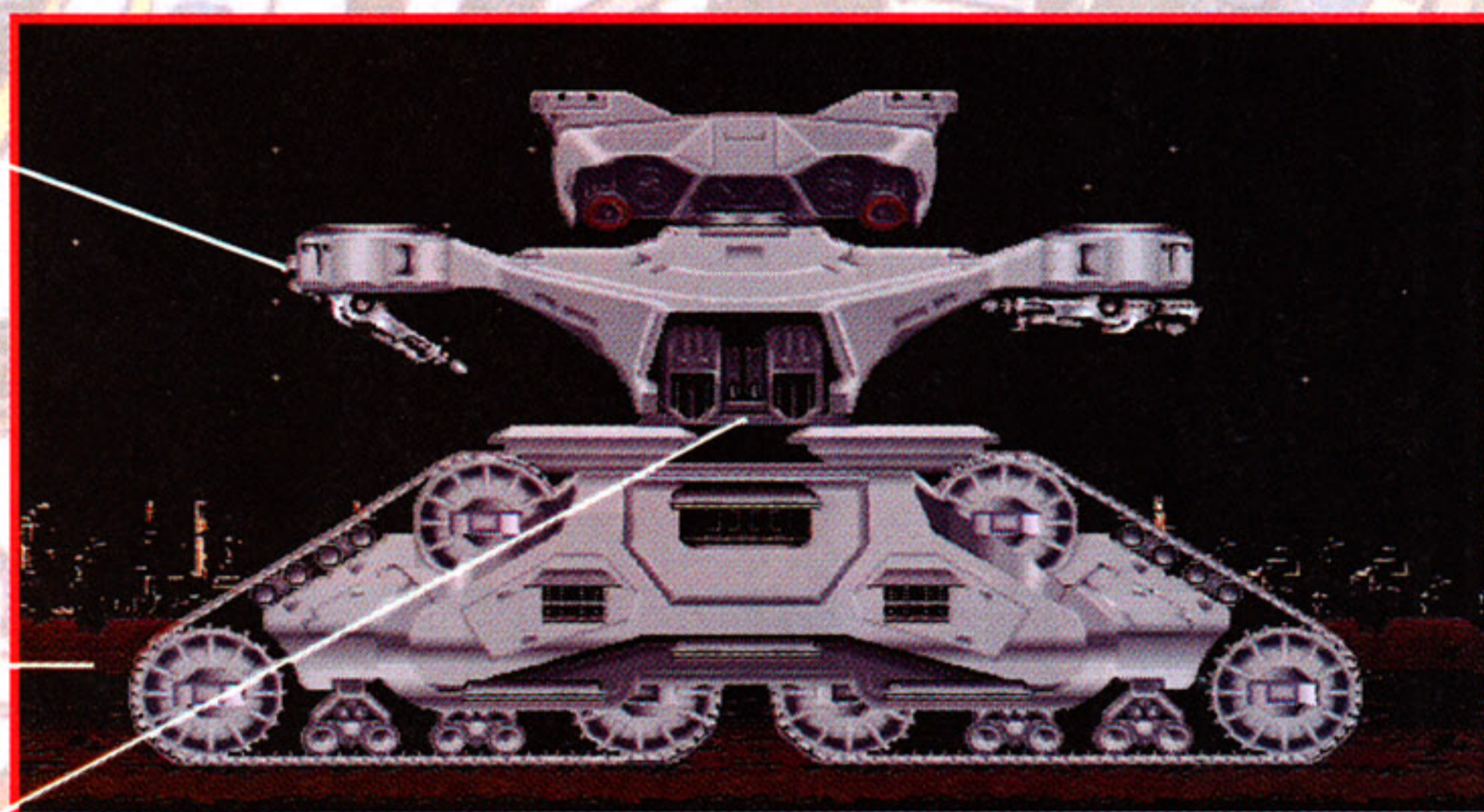
Next, set your sights on the grenade launching port holes. You can only do damage to them when they are open.



Once you've eliminated the guns and grenade launchers on the other side, move to the middle and concentrate on the missile launchers. The launchers pop out in a pattern and alternate from left to right, so be ready for them when they show up. And be sure to shoot any missiles they fire.



Now that you've destroyed the missiles, a full life booster and seeker missile launcher will appear on the upper platforms. When a couple of Terminators appear, climb the platforms to avoid them and get closer to the top of the machine. The two red circles will begin to fire glowing spheres that'll knock RoboCop on his can if they hit him. The seeker should take care of most of the projectiles, and it automatically targets the red circles.



RoboCop will encounter this deadly machine soon after exiting the Terminator outpost. Consider yourself lucky if you enter this battle with a seeker missile launcher. If not, you'll have to finish this giant off the old-fashioned way! You're best bet is to take care of one side before moving to the next.

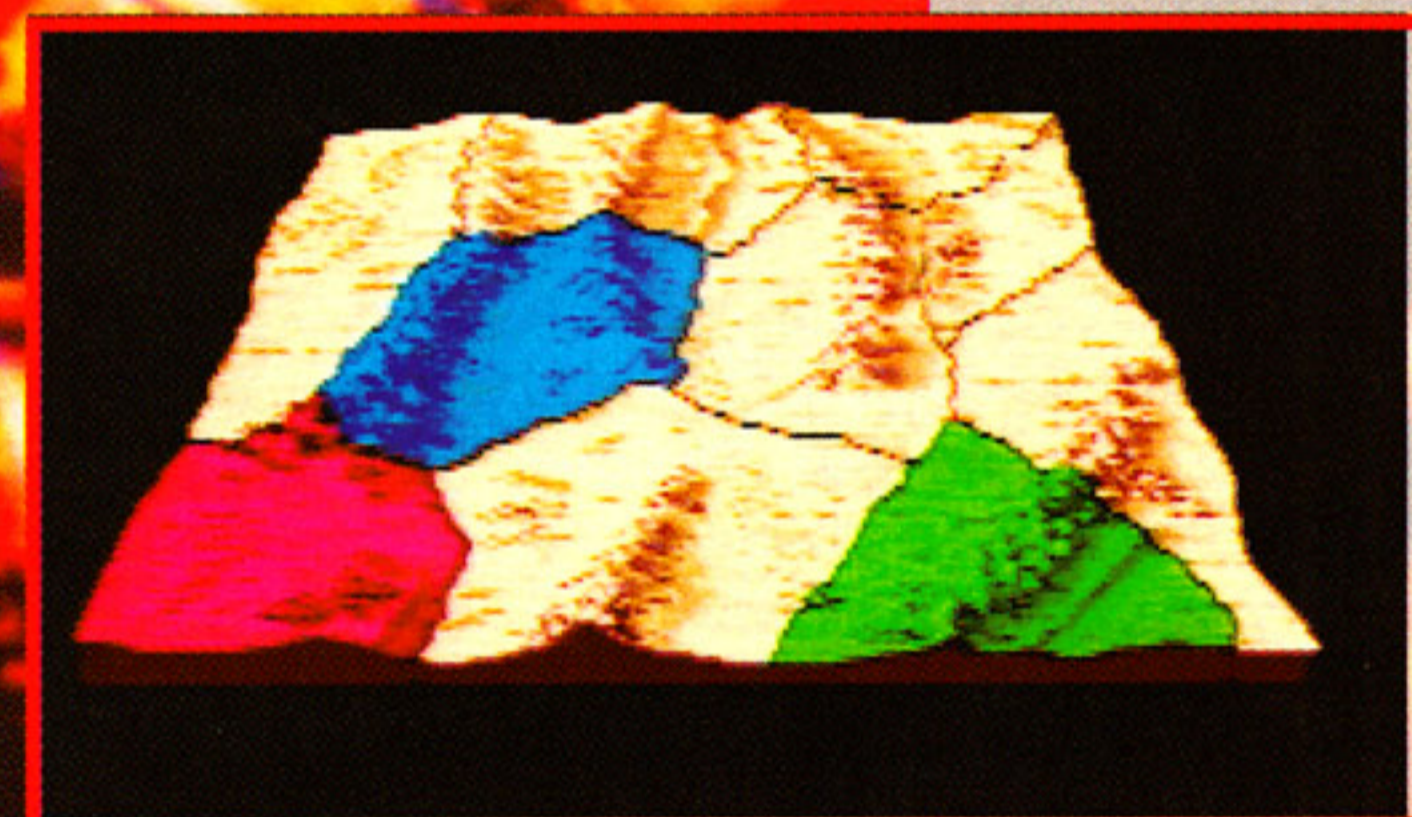
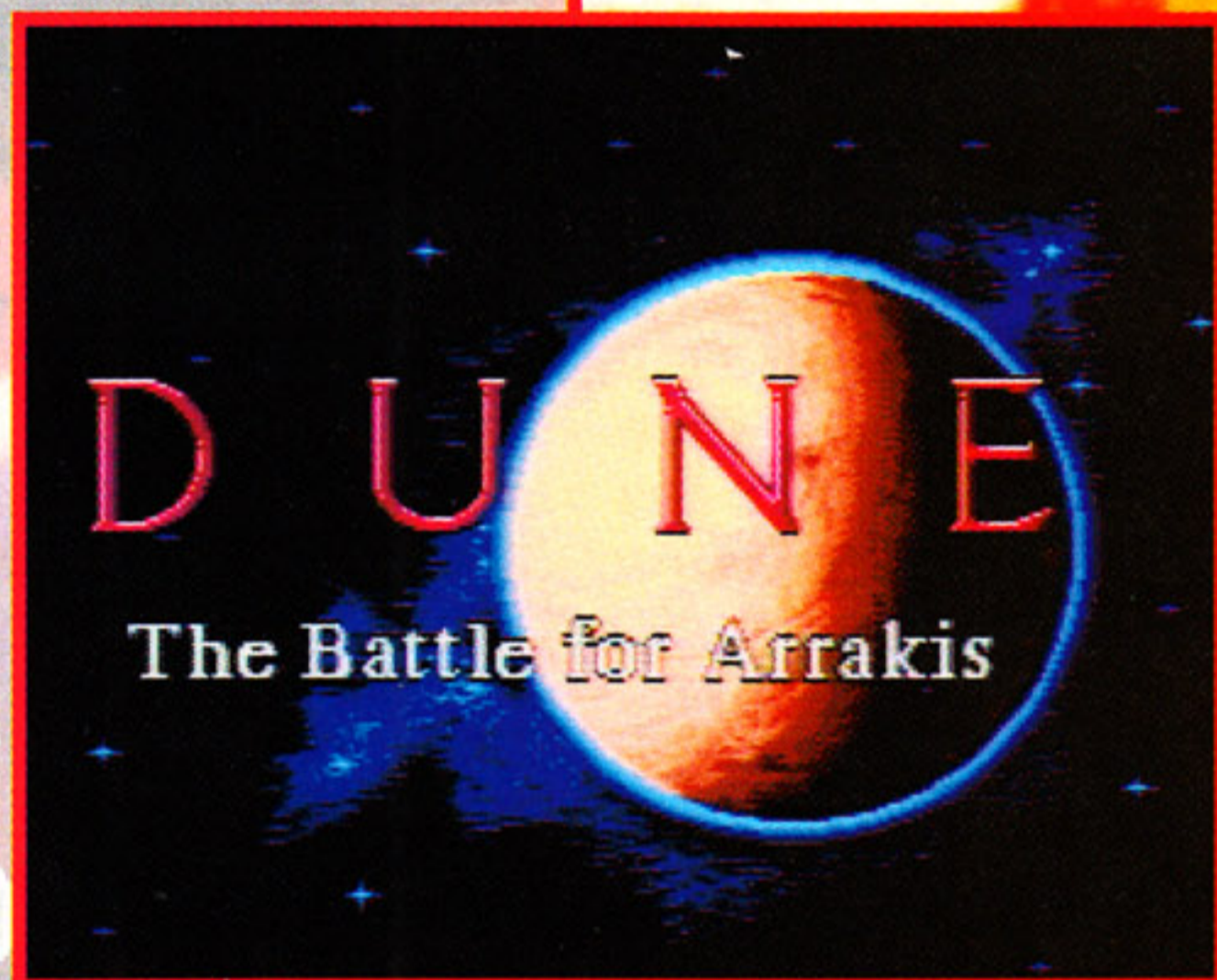
Virgin products
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FUNTRONICS

department at

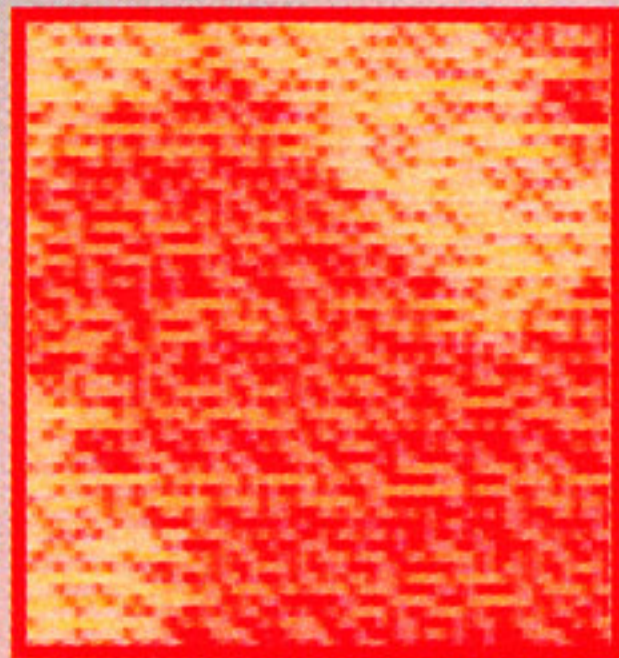
SEARS

Dune: The Battle for Arrakis



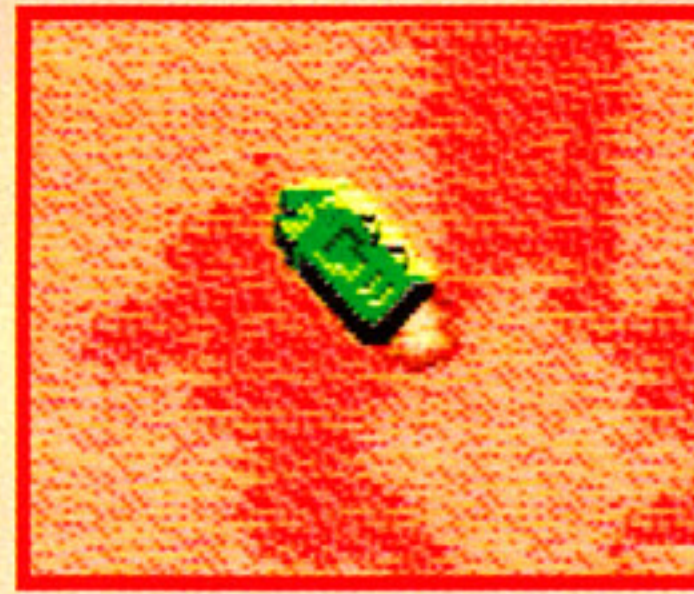
Thanks to Virgin, Frank Herbert's world of powerful armies and political struggles comes to life in *Dune: The Battle for Arrakis*. Arrakis, also known as Dune, is a barren planet with only one natural resource — spice. Playing as one of the three competing Houses, you must bend this world to your will and defeat those who stand in your way. By gathering and refining spice — a mysterious substance that allows interstellar space travel — you earn the credits you'll use to construct massive compounds, fund your armies, and mine even more spice.

Your enemies await you. Will you have what it takes to command this desert planet and its unique treasure? Will you be able to crush your enemies, all the while holding the plotting and ruthless Emperor of the Galaxy at bay? Prepare to face the Battle for Arrakis!



The spice is the key to winning the game. If you don't mine spice, you won't be able to buy new military units. High concentrations of spice are bright red, so more spice can be mined in these areas.

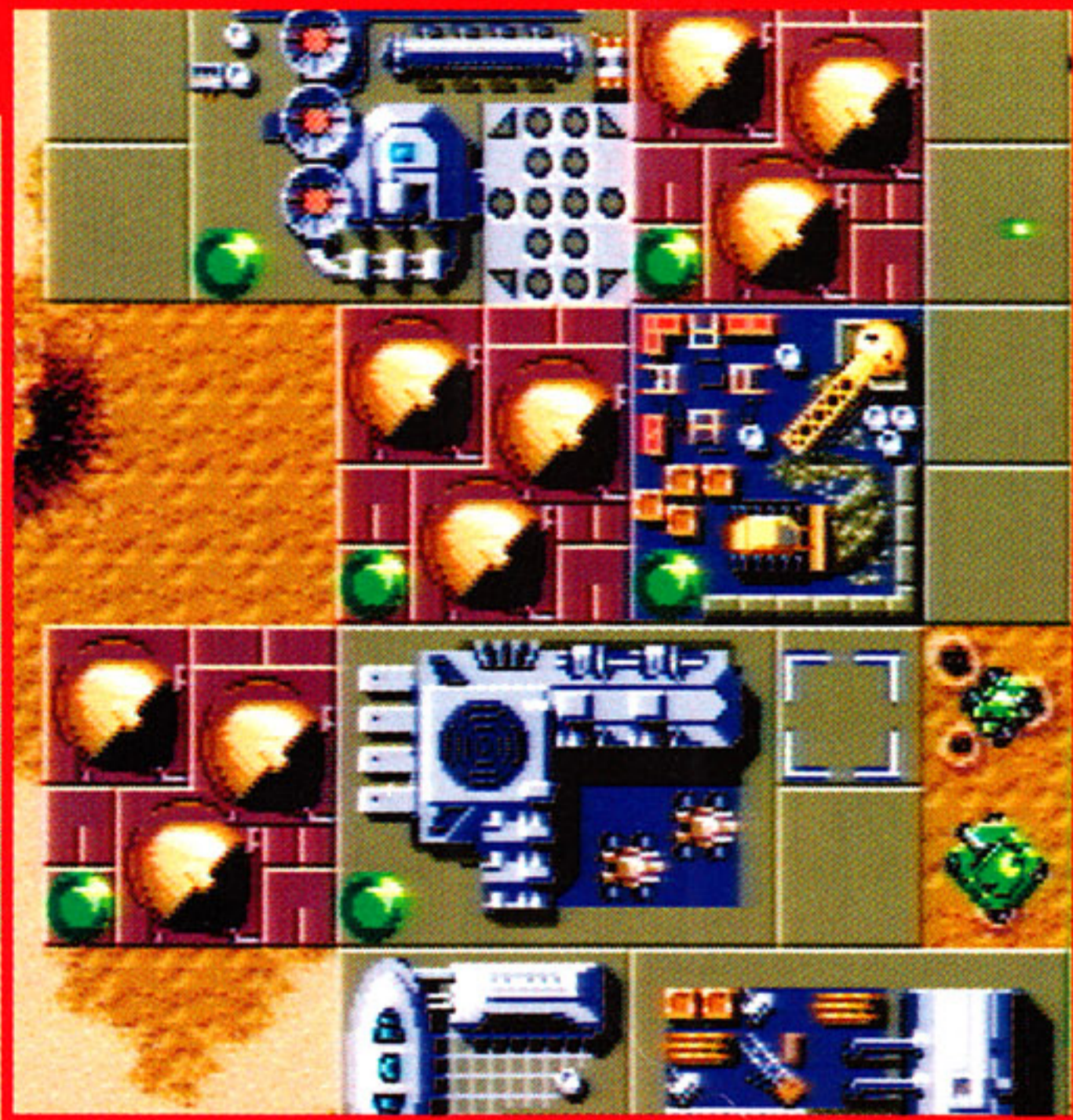
You mine the spice with harvesters. When they fill up, they'll automatically return to a refinery where you'll earn credit for the spice. Try to mine areas close to the refinery, so you can bring them home if a sand worm appears.



Sand worms are a constant threat on Arrakis, eating entire units at a time. Your units are only safe from them while stationed on the rocks. Worms can be destroyed, but it takes lots more firepower than you'll have at the beginning of the game. So get used to running!



BUILD...

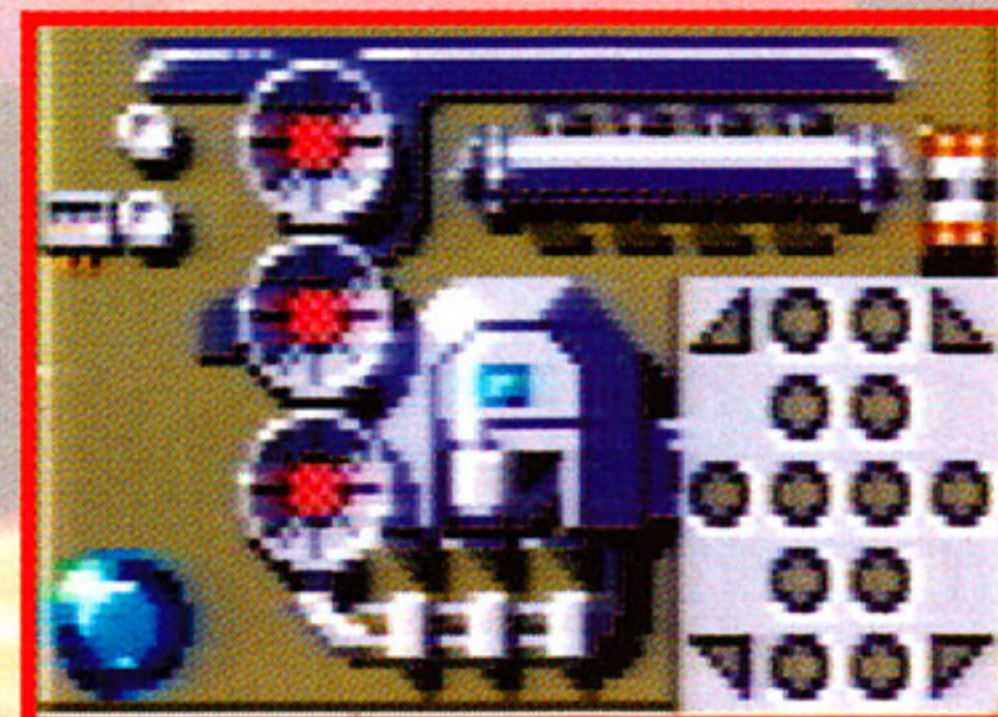
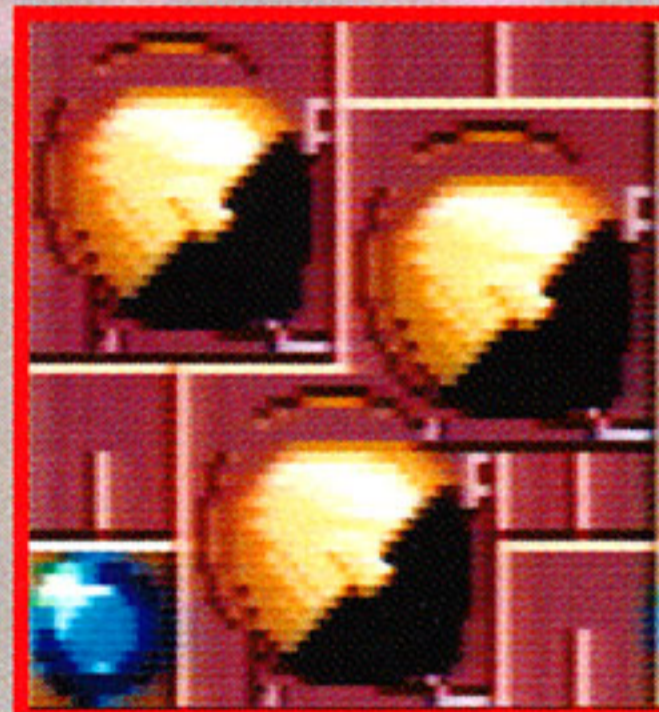


You'll conduct all your operations from bases like this one. With the credits you earn selling spice, you'll build one or more bases from which you will control your mining and military campaigns. At the start of each round, you have one construction center and a varying amount of credits. Before building any structures, you must lay down concrete slabs to prevent damage from the harsh environment. Then you must provide power to your new base. Do this by building a wind trap — a unit that converts the powerful winds of Arrakis into electricity. Now you'll decide on a strategy. Will you build a refinery to start making credits as soon as possible, or will you opt for an outpost to provide advance warning of enemy attacks? The choice is yours!



The construction facility is the most important building on your base. Without it, you can't build new structures. Protect it at all costs!

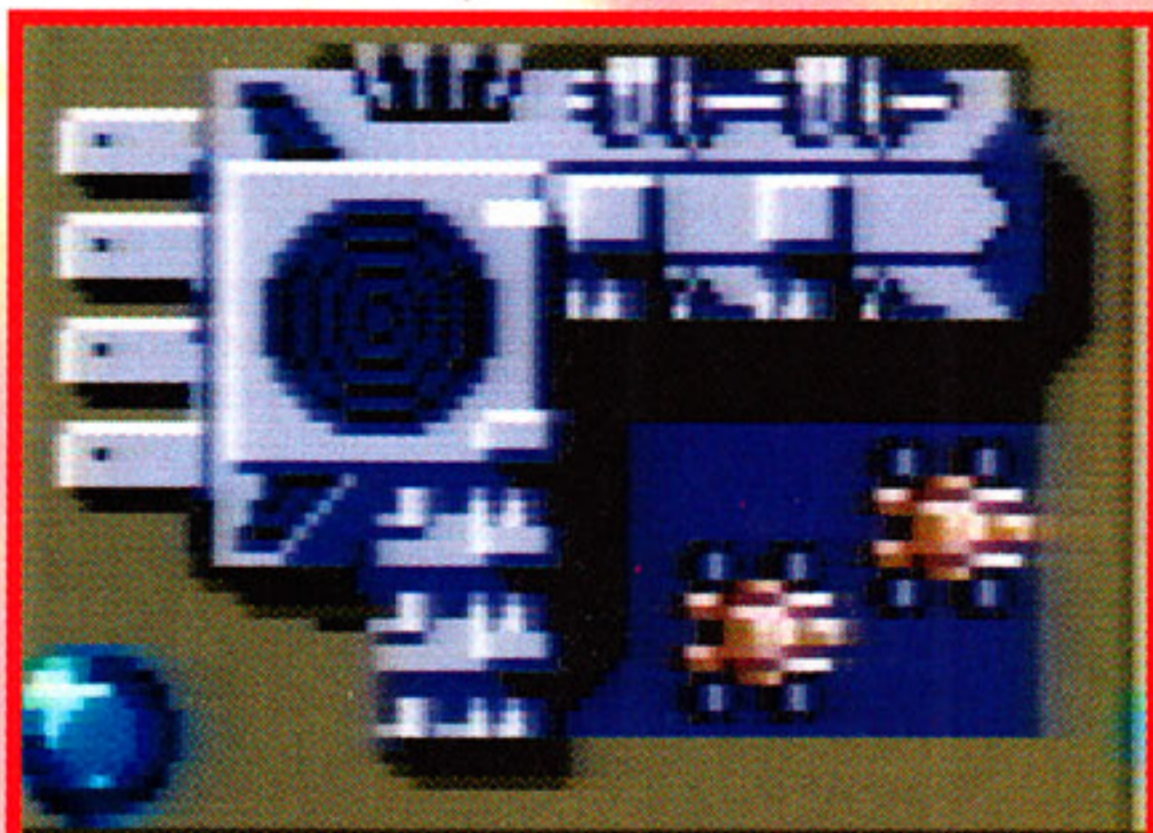
The wind trap provides both power and water to your base. You may need to build several to meet the power needs of a larger base.



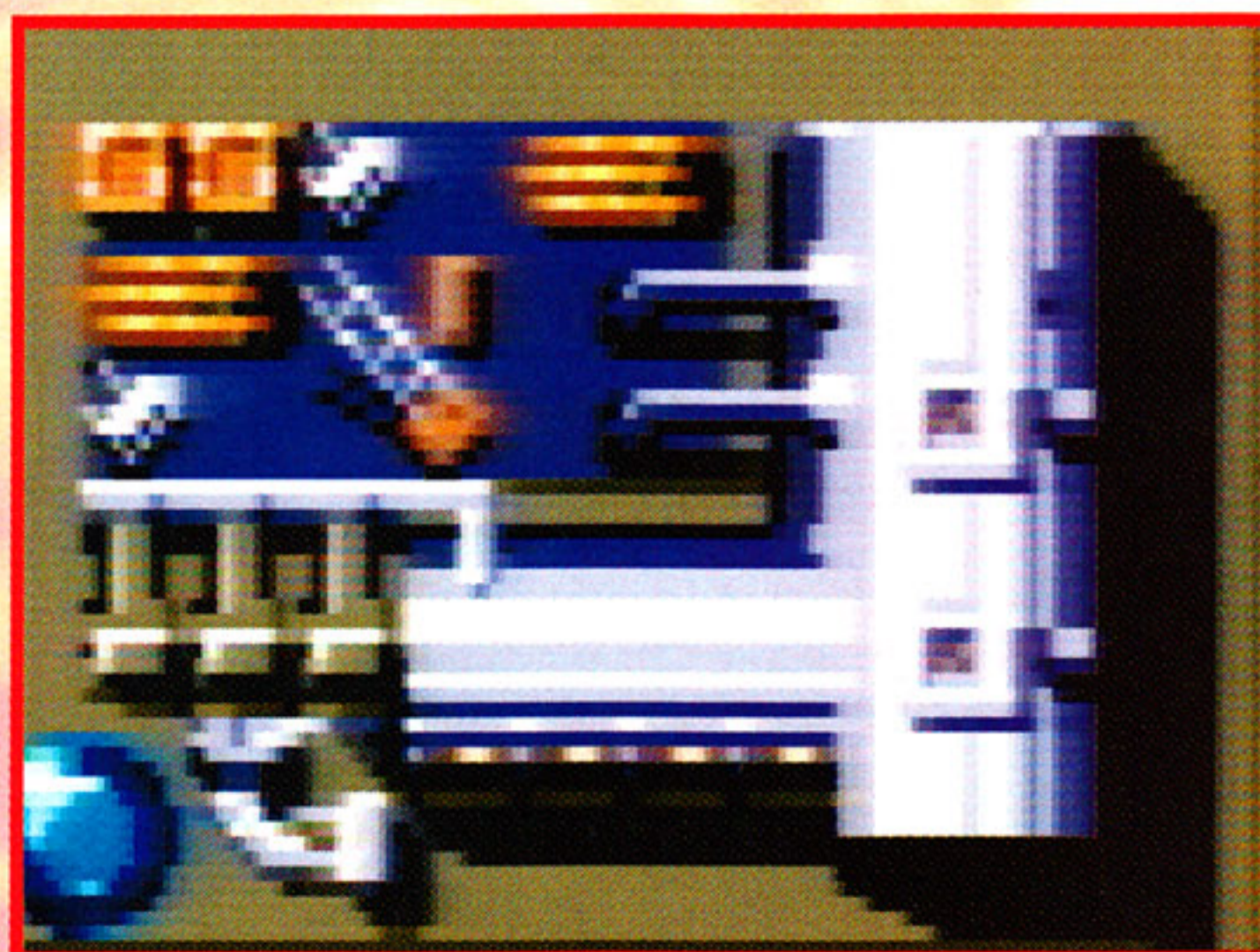
Spice refineries send out harvesters to collect the spice. Without a refinery, you can't earn credits and you won't last long.



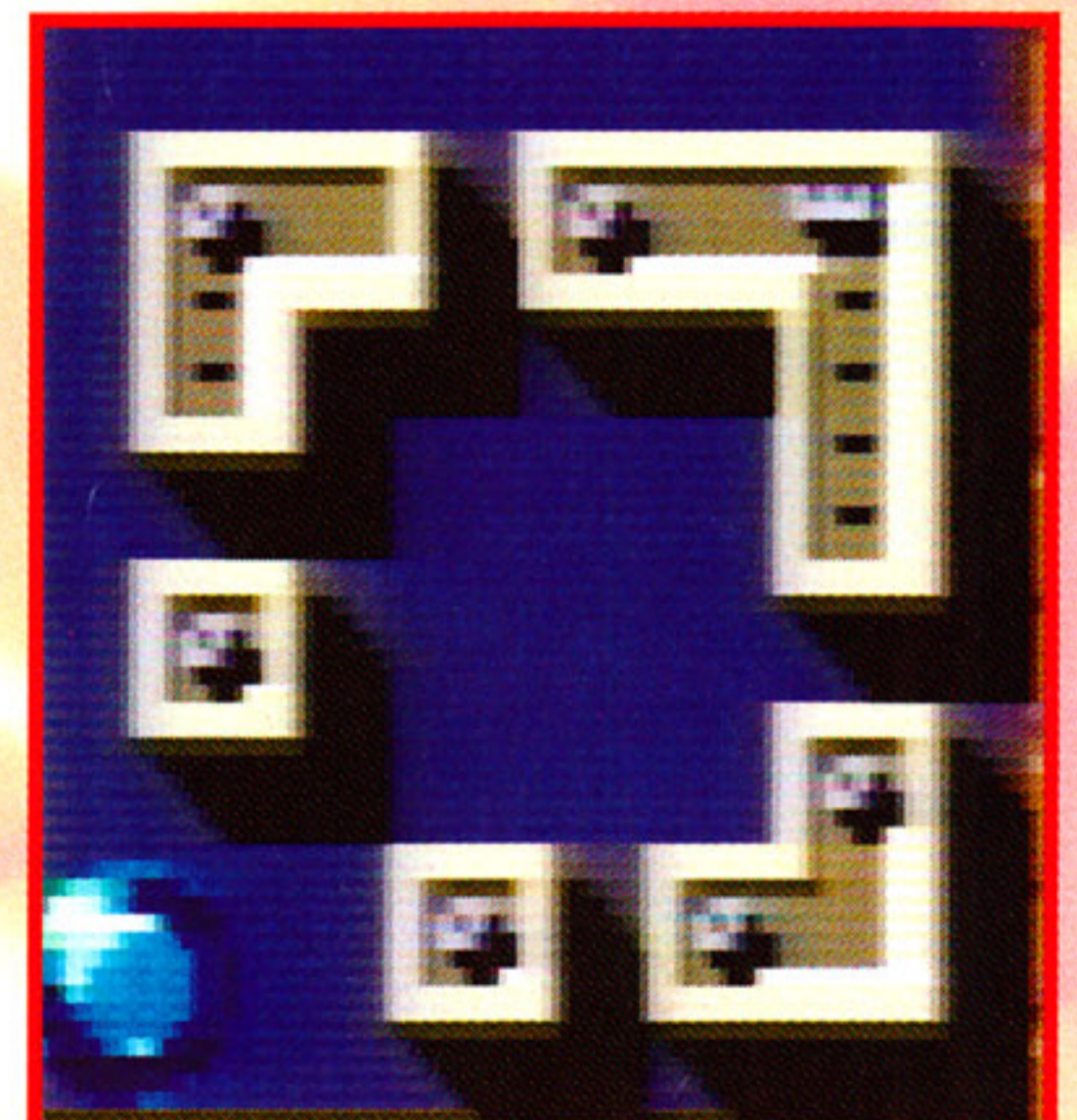
Spice silos are Vital storage facilities. When your refinery fills up, your surplus is stored in them.



The vehicle factory allows you to construct land-based military units, and later you can build extra harvesters here.



Repair facilities can repair any damaged unit.



You'll recruit infantry units at barracks like this one. While not as important as vehicles, infantry plays an important role on Dune.

...And Conquer! THE BATTLEFIELD



Victory! You've captured a new territory!



If you're beaten you'll slink from the battlefield, swearing to avenge the humiliating defeat.

The first battlefield. Scout the area for spice deposits as soon as possible. Although enemies are everywhere, they're still weak. Build a refinery and mine the required spice as quickly as you can. This is the key to rapid victory.

The Weapons



Infantry is the basic military unit. Although they aren't as powerful as other units, they're cheap to build. They're also the only units capable of capturing enemy structures.

The trike is the cheapest motorized combat unit. They're very fast, but aren't capable of inflicting much damage. Best used for scouting.



In the early levels, these quads will be the weapons of choice. While more expensive than the trike, their increased firepower is worth the price.

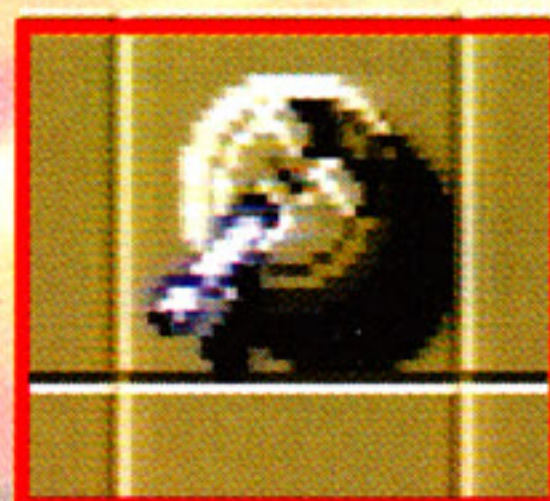


Once your vehicle factories can build tanks, you've entered the Big Time. Tanks are slower than quads, but do a lot more damage.



tremendous damage. They're also very expensive.

Missile tanks are the key to a successful siege. Although they aren't very accurate, they can attack from long range and inflict



within range of your base. It has the firepower of a tank.

The basic turret is a stationary gun that will automatically attack any enemies



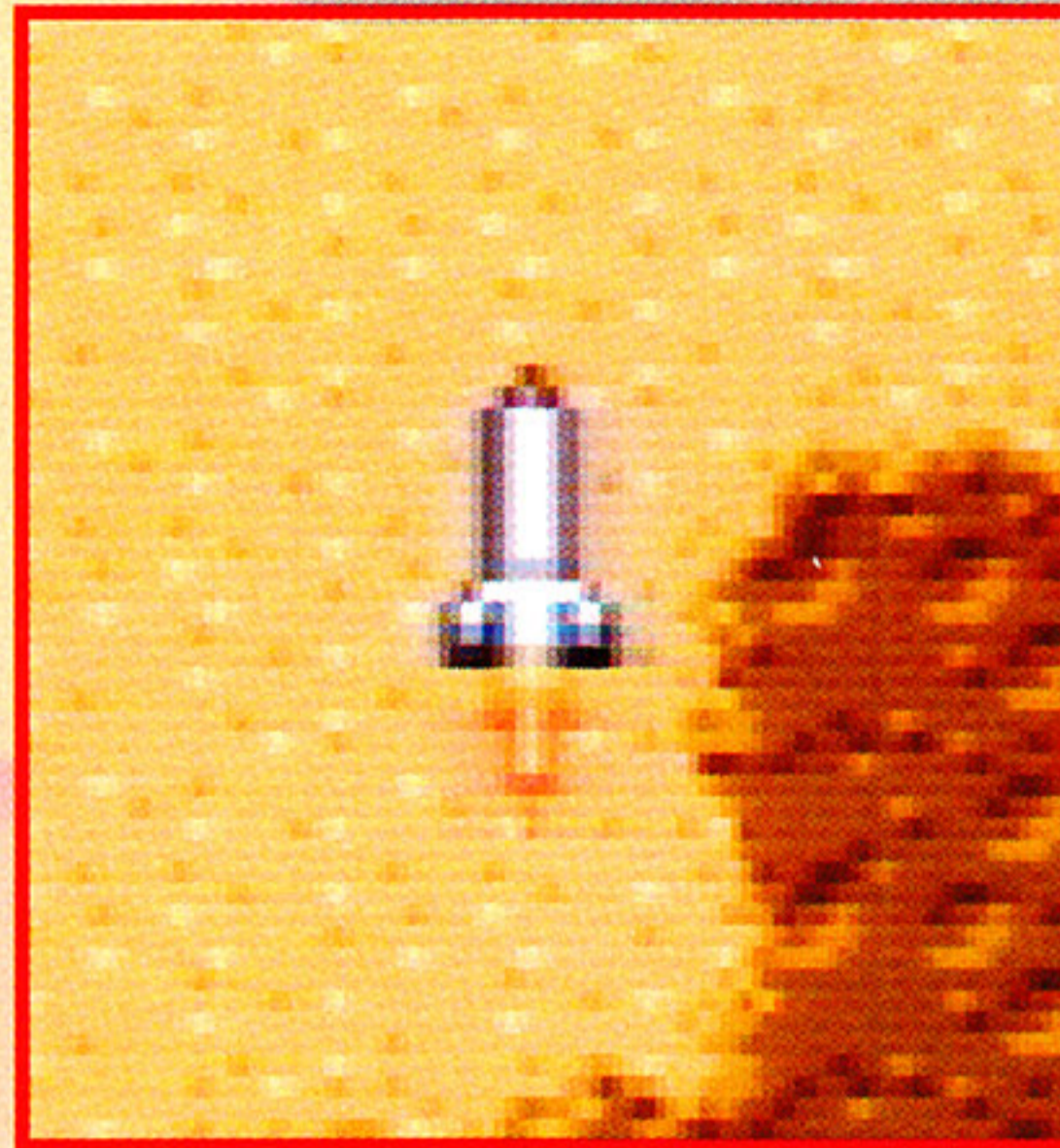
Siege tanks are even better than normal tanks. They have better armor, and do more damage than the standard tank.

The missile turret is the high-tech equivalent of the basic turret. It too is a stationary gun, but it can fire high-powered long-range missiles, pounding your foes before they can get too close.





The Harkonnen Devastator is a weapon of awesome power. It's basically an oversized tank with immense guns and extra-thick armor. The Devastator will self-destruct when it takes too much damage, destroying most units nearby — friend or foe. The main disadvantage to the Devastator is its snail-like speed.



The Death Hand missile is purely Harkonnen in design. It's a huge missile fired from Harkonnen palaces, and it does horrible damage on impact. Fortunately for the Harkonnen's foes, it's not very accurate.

Passwords

The first three levels as Harkonnen:

Level 1: Demolition

Level 2: Spicesatyr

Level 3: Burningsun

House Ordos

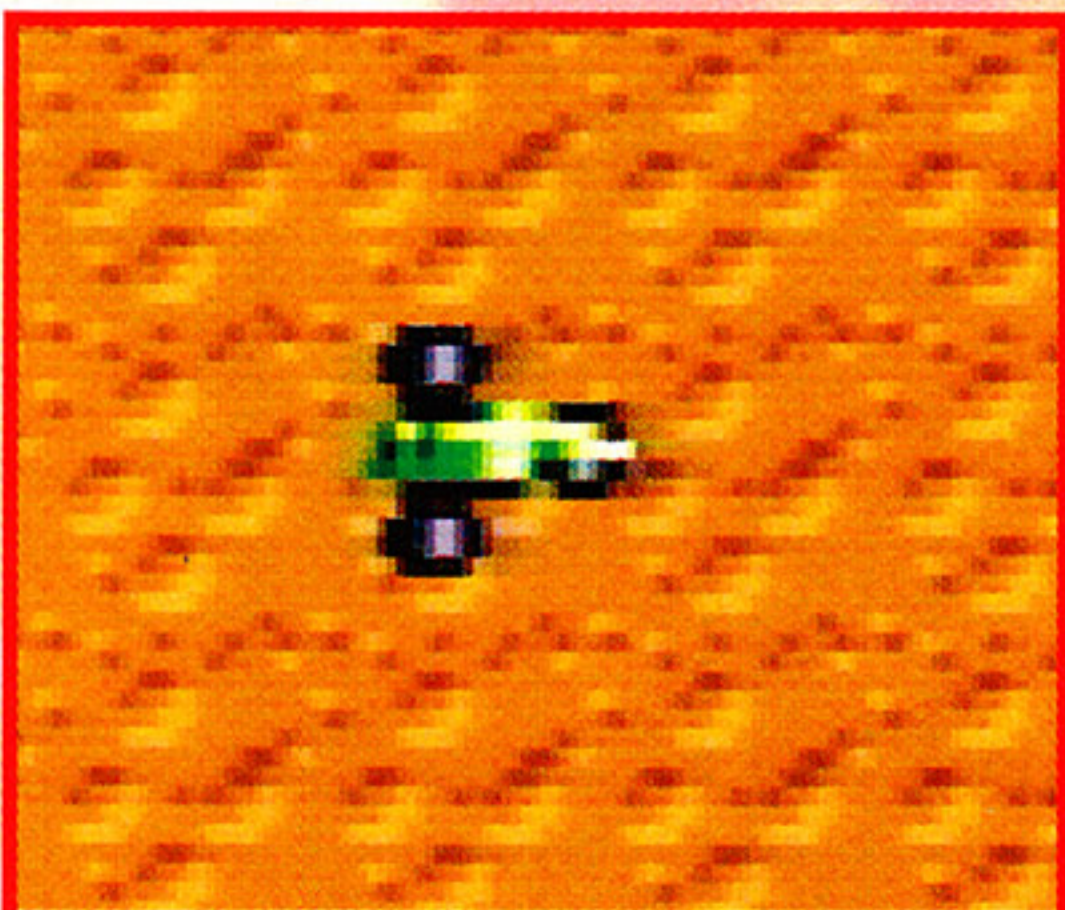
HOUSE ORDOS REPRESENTS A CARTEL OF WEALTHY FAMILIES.



From the cold reaches of a far-off world come the financially driven Ordos. The Ordos produce no resources, acting instead as traders and merchants. The mysterious mentat Ammon represents Ordos interests on Arrakis. Wasting no time on concerns such as honor, House Ordos works through backstabbing deceptions, and the financial destruction of its foes. The Ordos military is one of great speed if not great power, using trickery and clever strategy to meet its ends. If you're looking for a game of guerilla tactics, Ordos is your House!

The Raider Trike is the Ordos' contribution to vehicular warfare. It's similar to a standard trike, but much faster.

The Raider is well suited for scouting and hit-and-run attacks.



Those who have fought against the Ordos in the past speak of strange instances in which their own forces destroy themselves. This is the result of the Ordos' most effective weapon, the Deviator Missile. This device will cause troops to turn against their own kind — with disastrous results.

Passwords

First three levels as Ordos:

Level 1: Domination

Level 2: Spicesaber

Level 3: Arrakissun

THE THREE HOUSES

House Atreides

HOUSE ATREIDES HAS A LONG TRADITION OF BEING FAIR AND JUST ADMINISTRATORS.



The House of Atreides is from Caladan, a lush agricultural planet. Their mentat (a person trained from birth to think like a computer) is an incredible strategist named Cyril. Cyril will advise you in your fight against the other houses, setting your mission objectives throughout the game. The Atreides are a brave and noble family; they always use fair play and honor to win their battles. Their military, though usually defensive, will fight tenaciously when they have to. House Atreides is best suited to players who like to use a balanced, strategic approach to combat.



These Sonic Tanks are an Atreides invention. They use an explosive burst of sound to destroy any unit in their path. The sonic tank is the only weapon in the game that can fire on more than one unit at a time. This weapon is particularly useful in destroying enemy installations — especially when covered by a tank or two.



The Ornithopter is an Atreides aircraft. With flapping wings it swoops down on the enemy, firing missiles from above. If enemy installations are unprotected by turrets, the Ornithopter can destroy them without much resistance.

Passwords

The first three levels as Atreides:

Level 1: Diplomatic

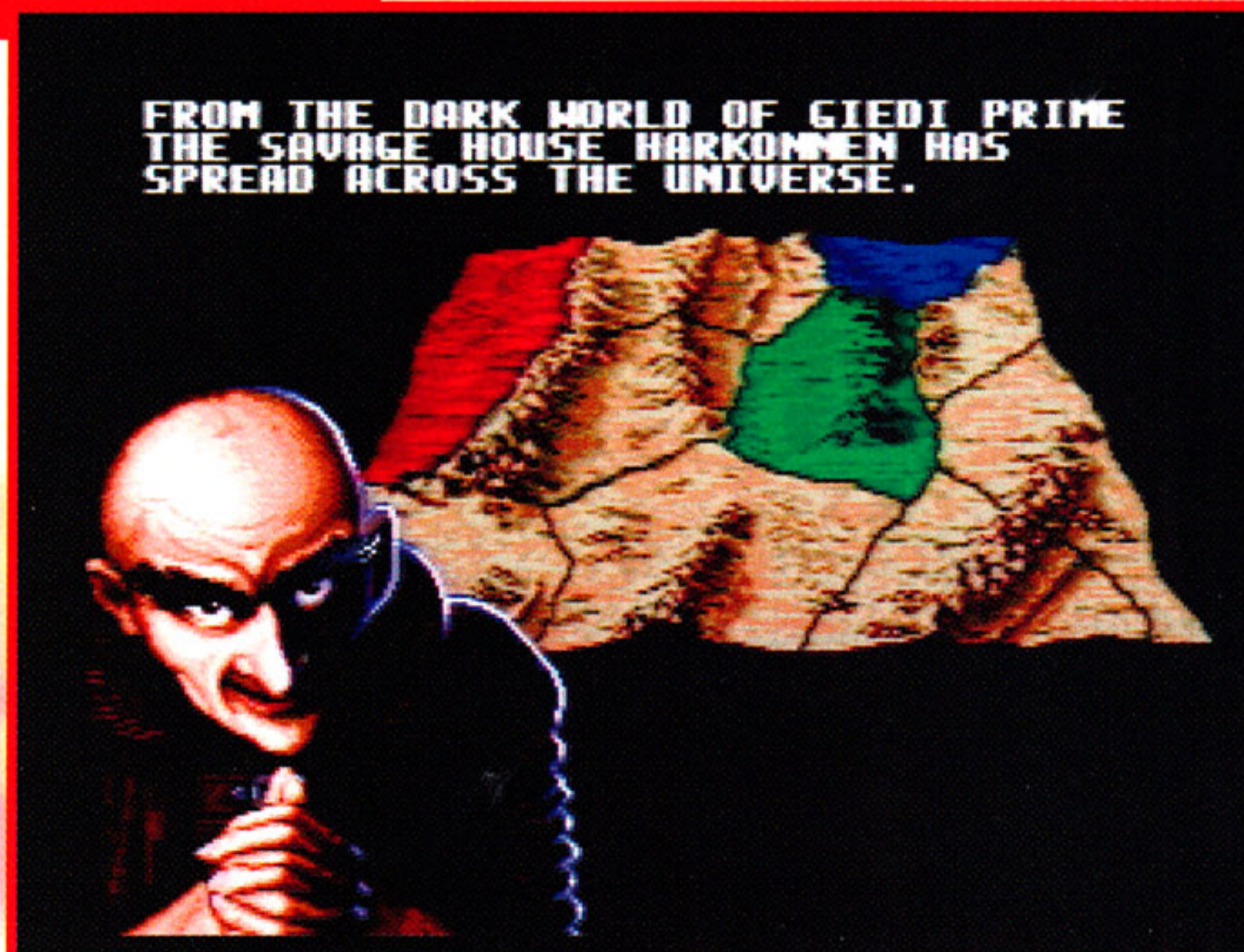
Level 2: Spicedance

Level 3: Eternalson

House Harkonnen

Planet Giedi Prime is home to the evil House Harkonnen. The foul Harkonnen travel the universe, spreading cruelty like some terrible virus. Their mentat is a mad retch called Radnor. He will instruct you in the ways of Harkonnen brutality, and with his help you'll happily destroy your enemies. The Harkonnen know only treachery and deceit, and frequently kill and torture merely for pleasure. Not surprisingly, the Harkonnens are the most forceful of the houses on Dune, and would prefer to kill their enemies outright than bargain with them or out-produce them. The perfect House for players who like direct frontal assaults and little subtlety.

FROM THE DARK WORLD OF GIEDI PRIME THE SAVAGE HOUSE HARKONNEN HAS SPREAD ACROSS THE UNIVERSE.



Young Merlin



If you're looking for a game that's both different *and* good, check out *Young Merlin*. Part action, part RPG, and part puzzler, *Young Merlin* looks great and plays even better.

You play as young wizard Merlin, years before King Arthur and his gang show up. The Shadow King has emerged from his underground empire to take over your own beautiful, enchanted land — and it's up to you to defeat the evil Shadow King and his army of thugs, the Minions. Armed with magical objects, courage, and skill, you're about to begin an adventure you won't forget!

Merlin's World



The Dwarf Mine is packed with nasties. And there's a wild ride on a mine cart that'll take your breath away!



Throw your loose gems in the Rainbow Pool to gain magic items and weapons.



Snarl Shoots try to stop you in your tracks. Freeze 'em and run right by.

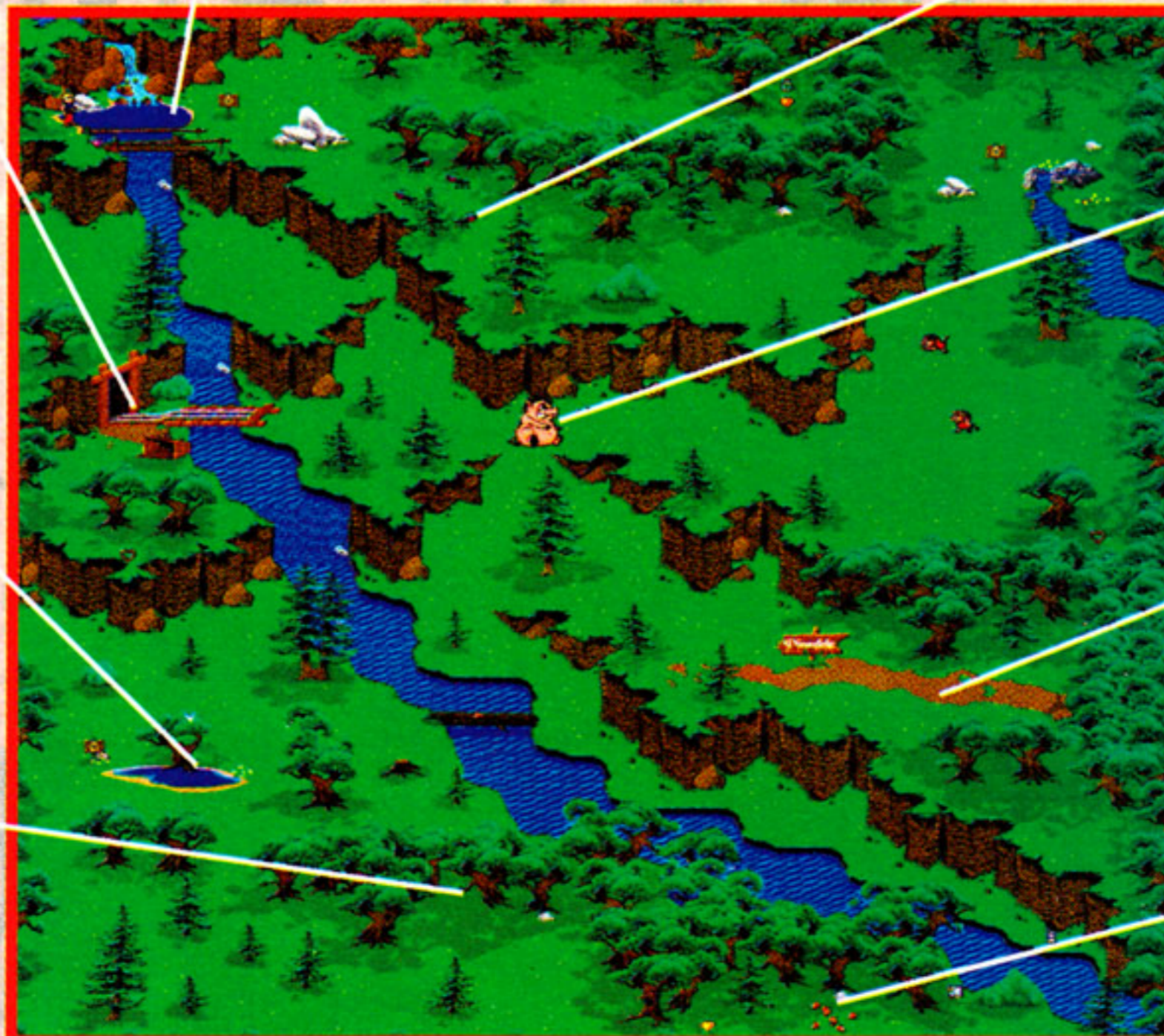


Freeze the Thunder Pig, then blast him. He bars the way to the southern areas.

Chime the Fairy: Gnomes have stolen



her reflection, and nobody but you can help her get it back.



A Force Field blocks the way to Pinedale. Try again later.

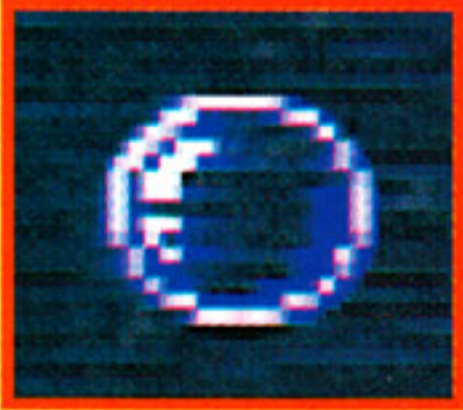


Kill the Meanie Tree with Star power — but don't get too close!

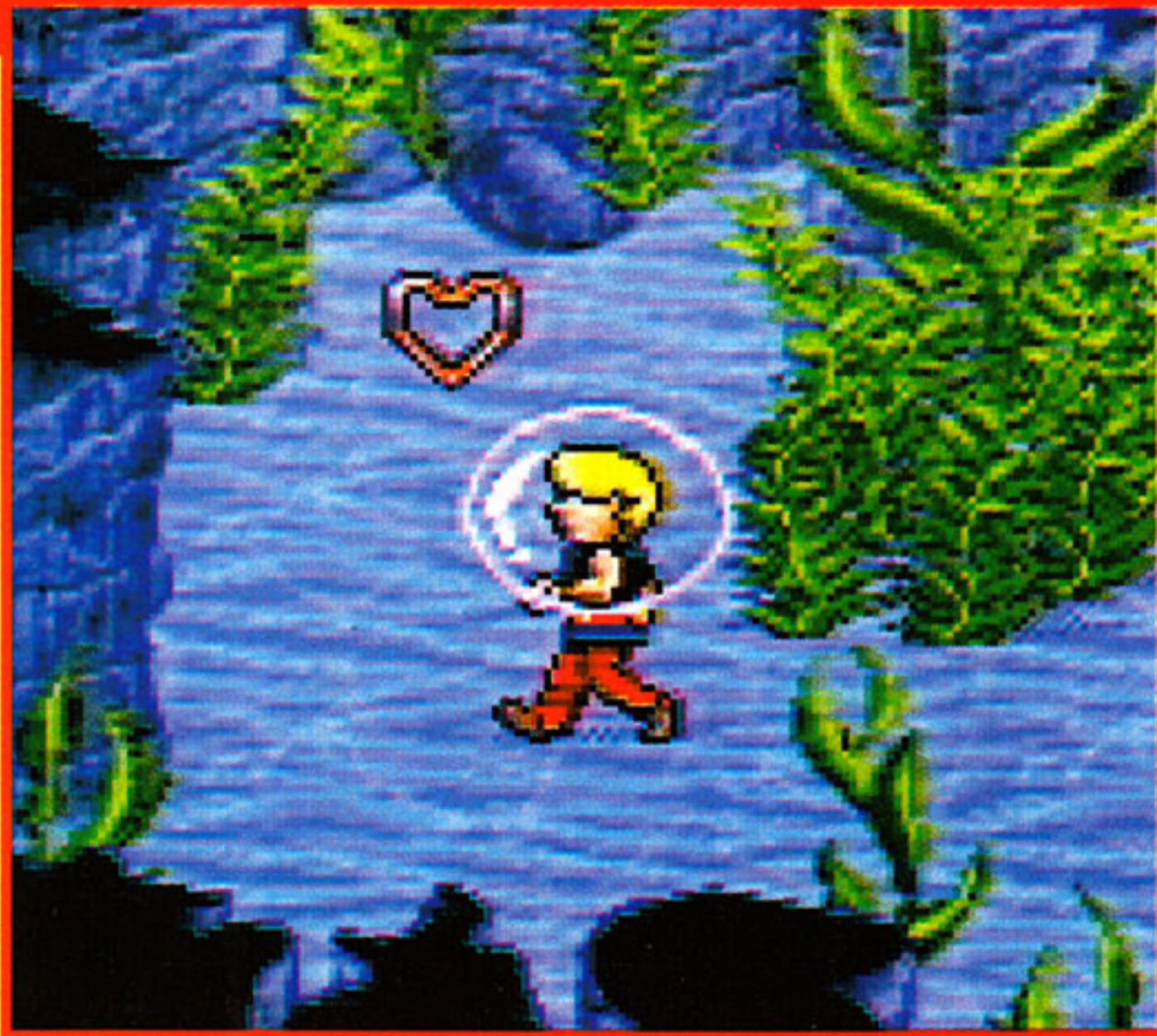


These Meanies can't injure you, but they sure put a hurtin' on your toes. Find something to scare off these guys.

The Mystic Items



Air Bubble:
Extra air for those underwater adventures.



Freeze your enemies with Stun Dust, then blast them!



Balloon: Going up!



Whenever you see the sign of the Bottle, fill up on liquid.



Bubble Wand: Gnomes are afraid of soap bubbles. Go figure.



Use the Golden Comb and you'll your enemies with your flowing locks.



The Fishbowl is suitable for carrying... well, you figure it out.



You start with three Hearts — collect all 16!



Each of the five kinds of Flowers goes well with wooden hearts.



Throughout the game, people are always asking you to find Keys.



Cast your Gems upon the water and you shall get stuff.



Lantern: You'll be in the dark without this!



The Mirror creates an image that can fool enemies.



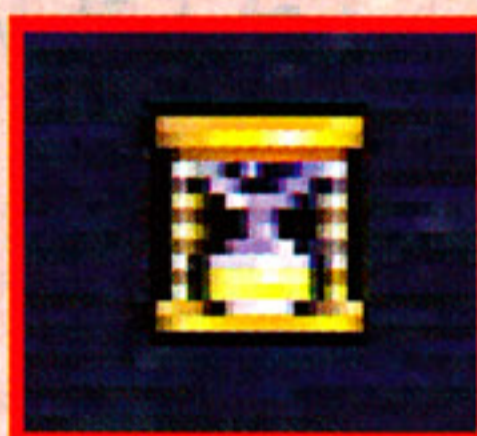
The Rainbow Gem opens the gate to the Rainbow World.



The Spring works in only one place. And you're going to need it!



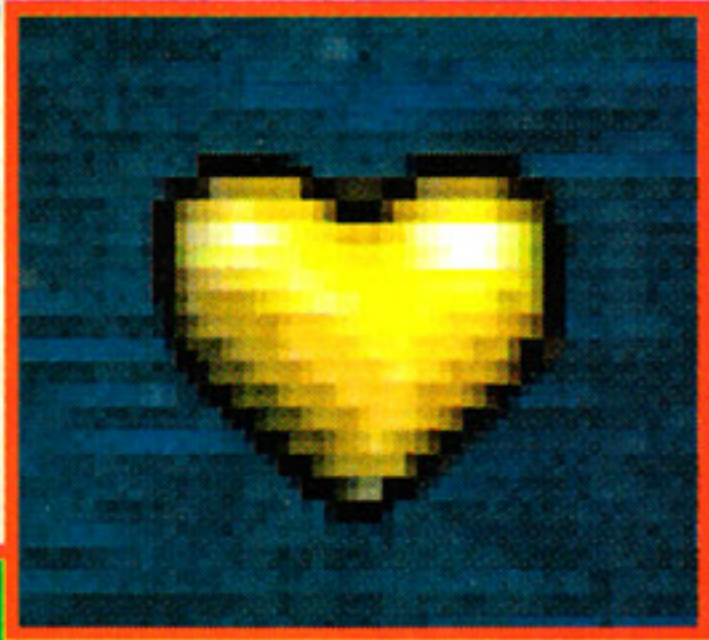
Use the Dwarven Key to reset the blocks in the Puzzle Palace.



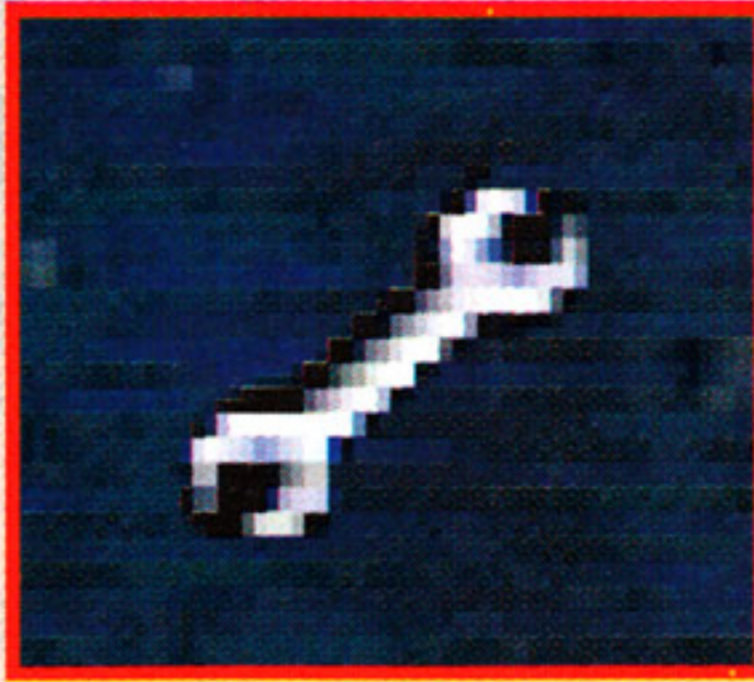
The Hourglass can stop even time in its tracks.



Pull a Wheel off one mine car, stick it on another, and ride!



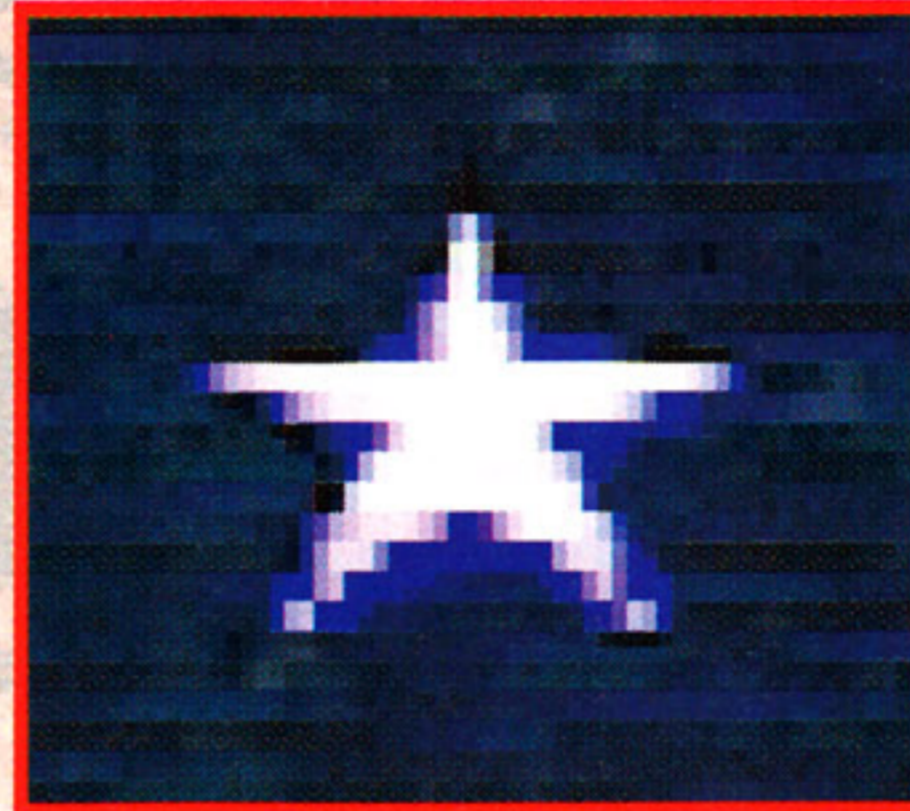
Together with a flower, the Wooden Heart gets you more stuff!



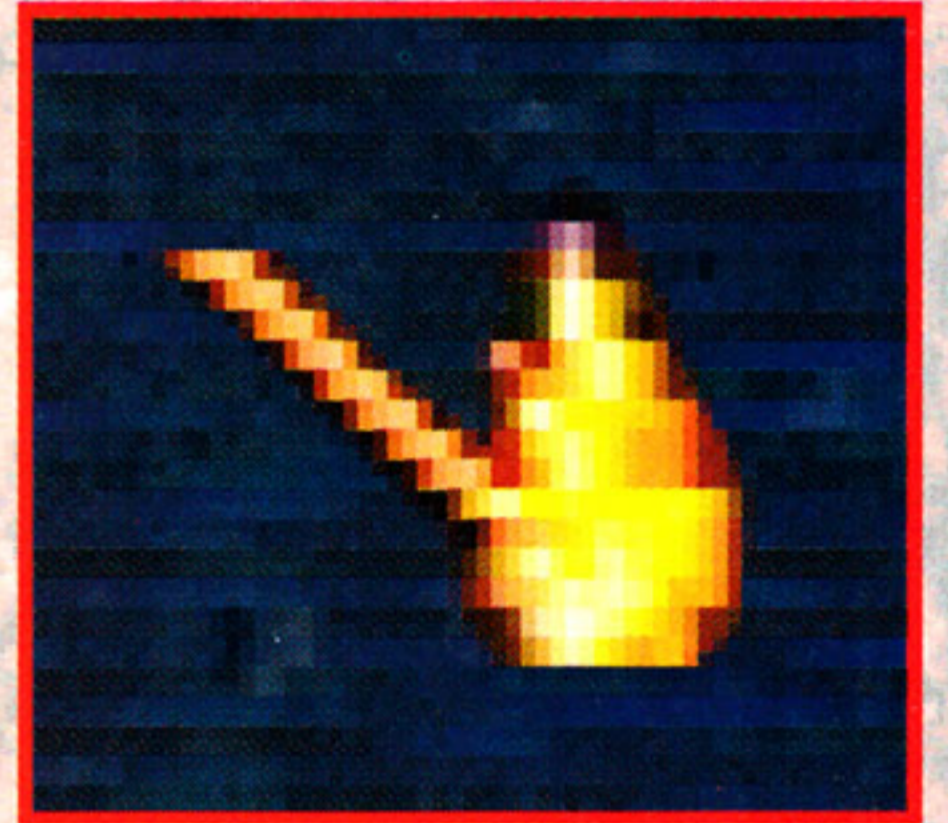
Wrench: How else are you gonna get that wheel?



Choose Your Weapon



There are two Stars — gold, and the more powerful silver.

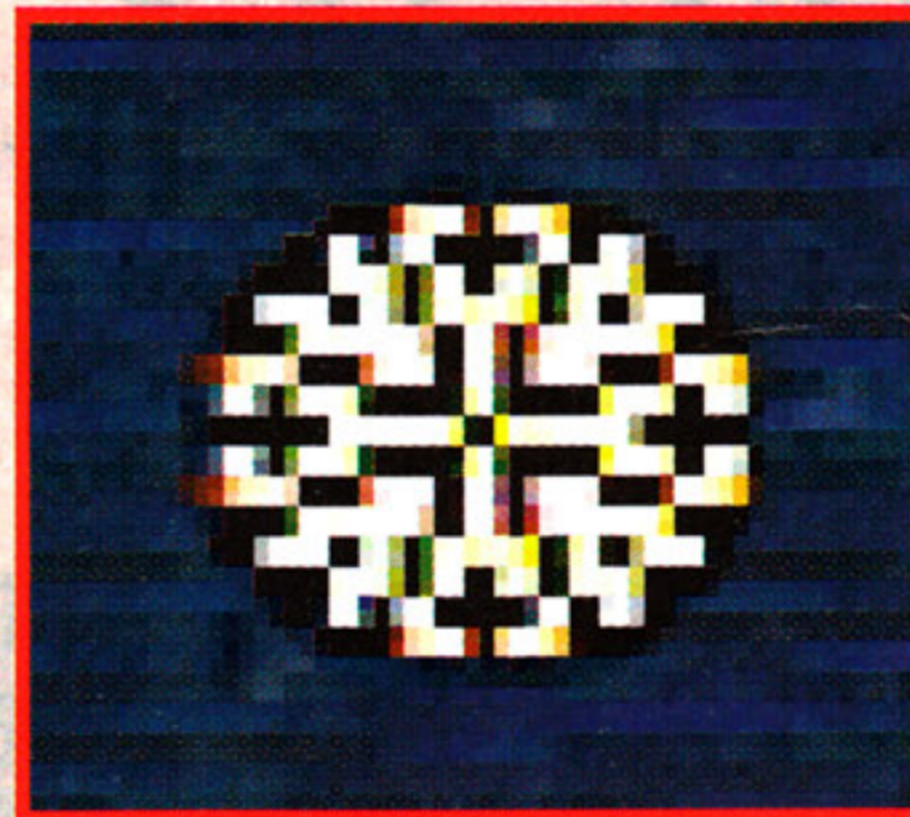


The Match will often burn every enemy on the screen. But some enemies are fireproof!

The Creatures of Merlin's World



Use that killer combo of freeze and blast to beat the Hedge Monster!



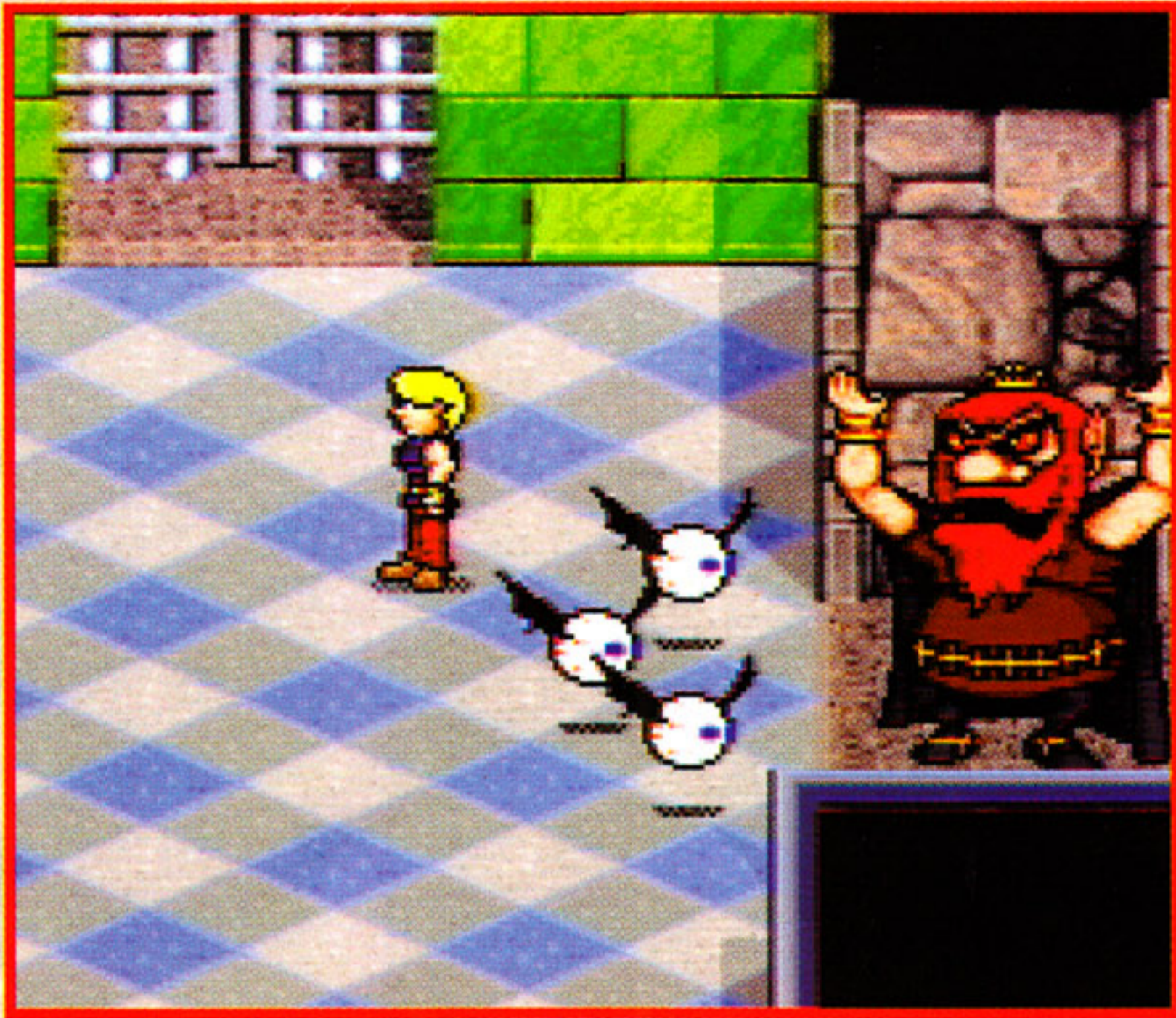
Use the Snowflake to freeze every foe.



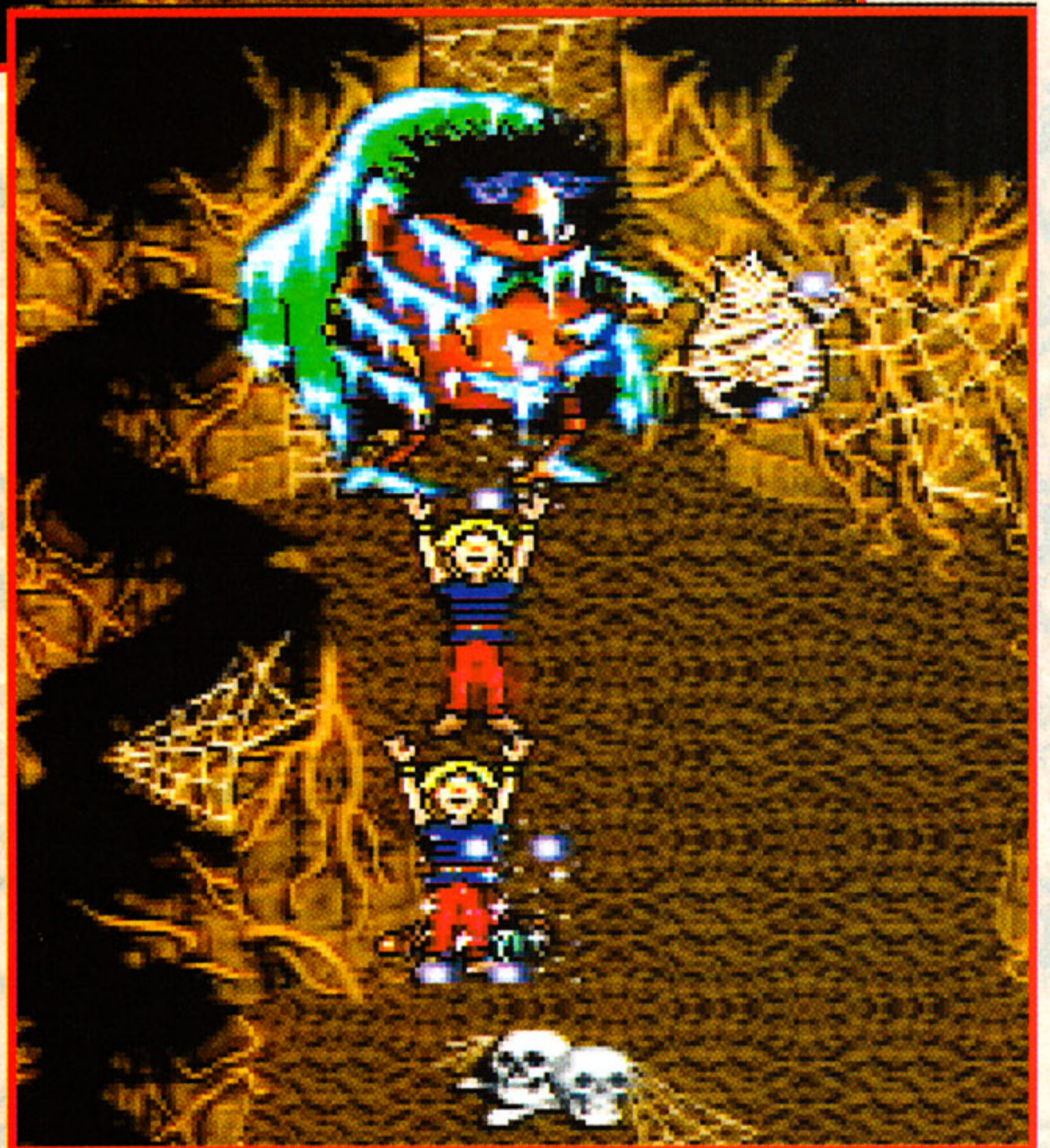
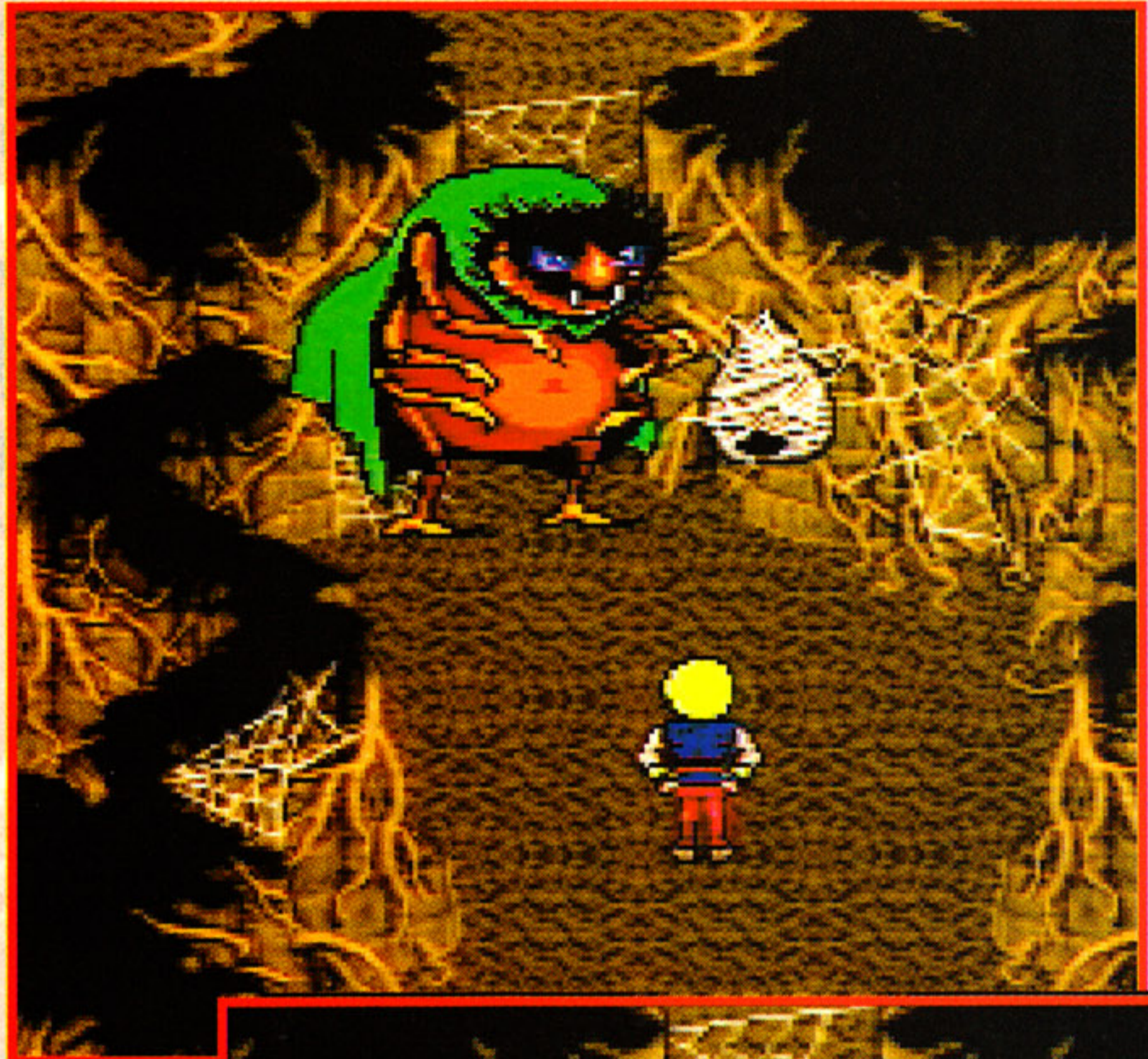
Lightning's the way to go! It zaps every enemy — and no waiting to recharge!



Use the mirror and stay away from Bloop. When he breaks into little blobettes, draw them off with the mirror and shoot them with the star.



The mirror wards off the flying eyeballs (yuck!). Blast them, but stay away from the Shadow King — for now.



The Spyder is tricky. First, use the mirror to trick the little spiders, then use the snowflake to freeze everything. Switch to the star and shoot the egg sac. You've got to do this a bunch of times — whew!



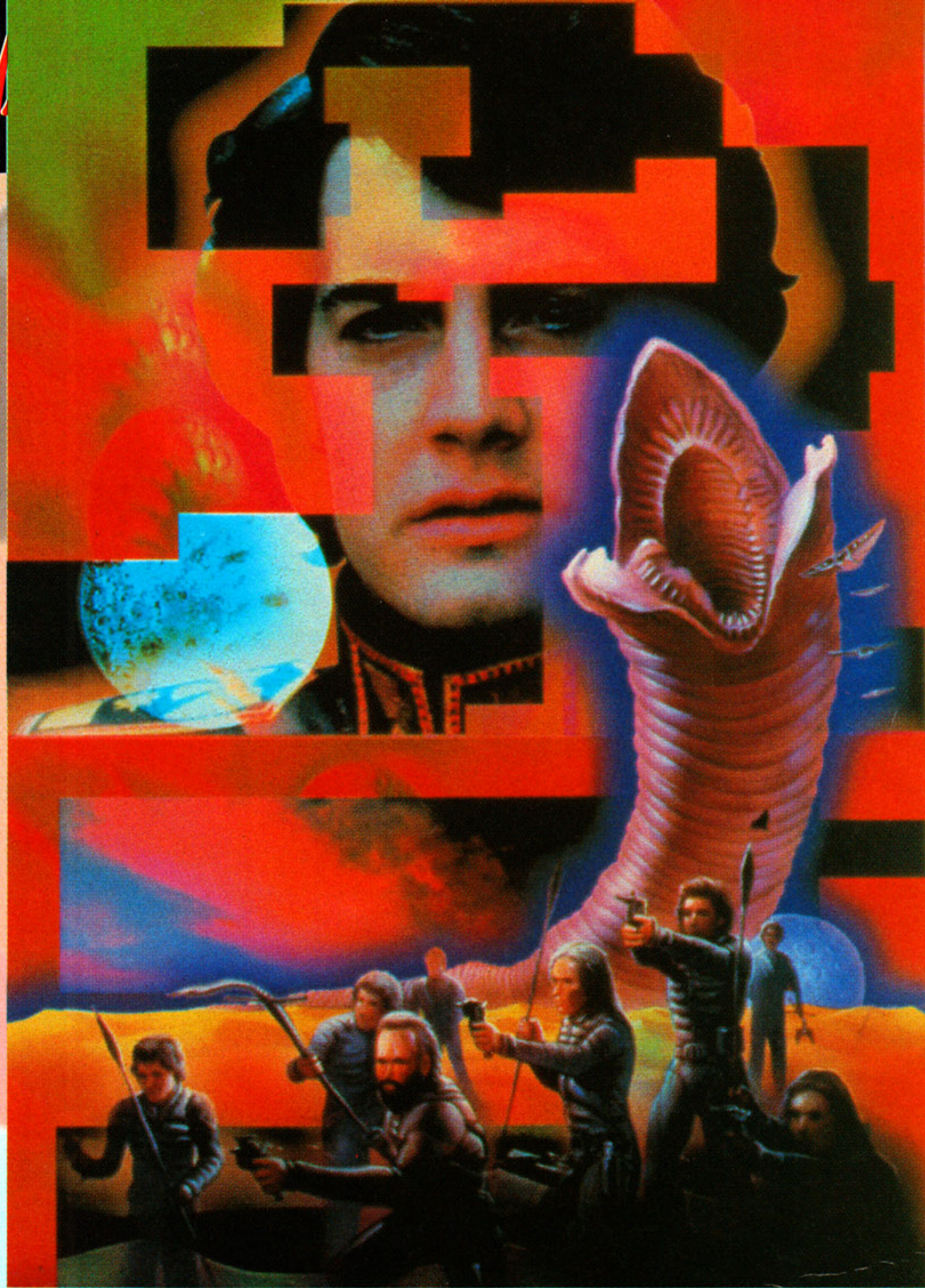
To avoid being eaten by the Cinder the Dragon, use a time-stop spell, then run behind him and fry his scaly butt with lightning.



When you need some extra air, look for a Mermaid. They can be lifesavers!



Dune — Sega CD

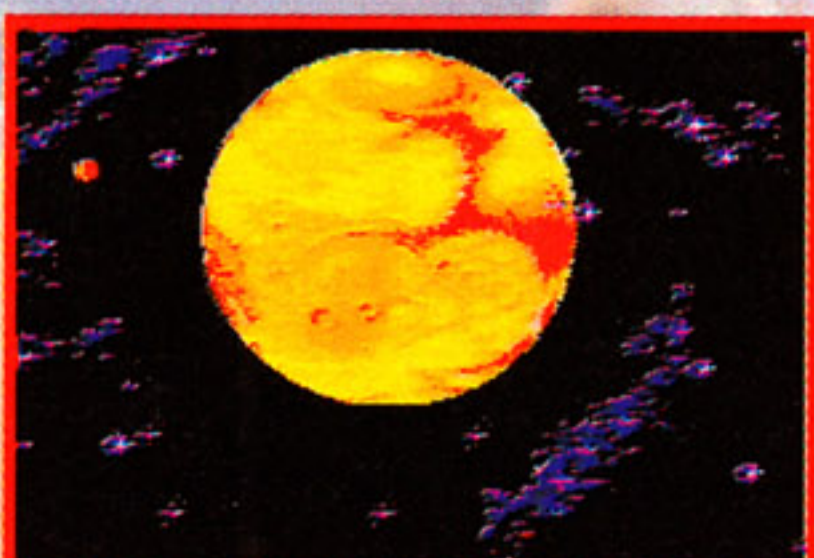


Welcome to *Dune* — Virgin's multi-media extravaganza for the Sega CD. This game really takes advantage of the capabilities of the Sega CD by providing you with beautiful graphic landscapes, a motion picture-quality soundtrack, and digitized voices for *all* the characters in the game. With features like these, it's pretty easy to forget that it's just a game!

Dune takes place in the year 10191, a time when the entire universe is under the command of one man — the Padishah Emperor Shaddam IV. Much of the Emperor's power comes from the fact that he controls the flow of the all-powerful Spice Melange, which is found only on the planet Arrakis — better known as Dune. In addition to the Spice's ability to enhance a person's mental powers and lifespan, it can be used in its gaseous form to allow vessels to instantaneously traverse great distances by "folding" space.

Until now, the mining of the Spice has been controlled by the evil Harkonnens, who brutally force Dune's natural citizens (called the Fremen) to do all of the labor for them. The Emperor has just agreed, though, to let the Atreides clan set up shop on the planet to provide another source of Spice production.

That's where you come in: As Paul Atreides, it's your job to befriend the locals and help them set up a mining operation. And since the Harkonnens are your family's bitter enemies, you might as well take advantage of the situation and end their evil reign — once and for all!



Welcome to Dune: A vast desert wasteland, and the only known source of the most powerful substance in the universe.



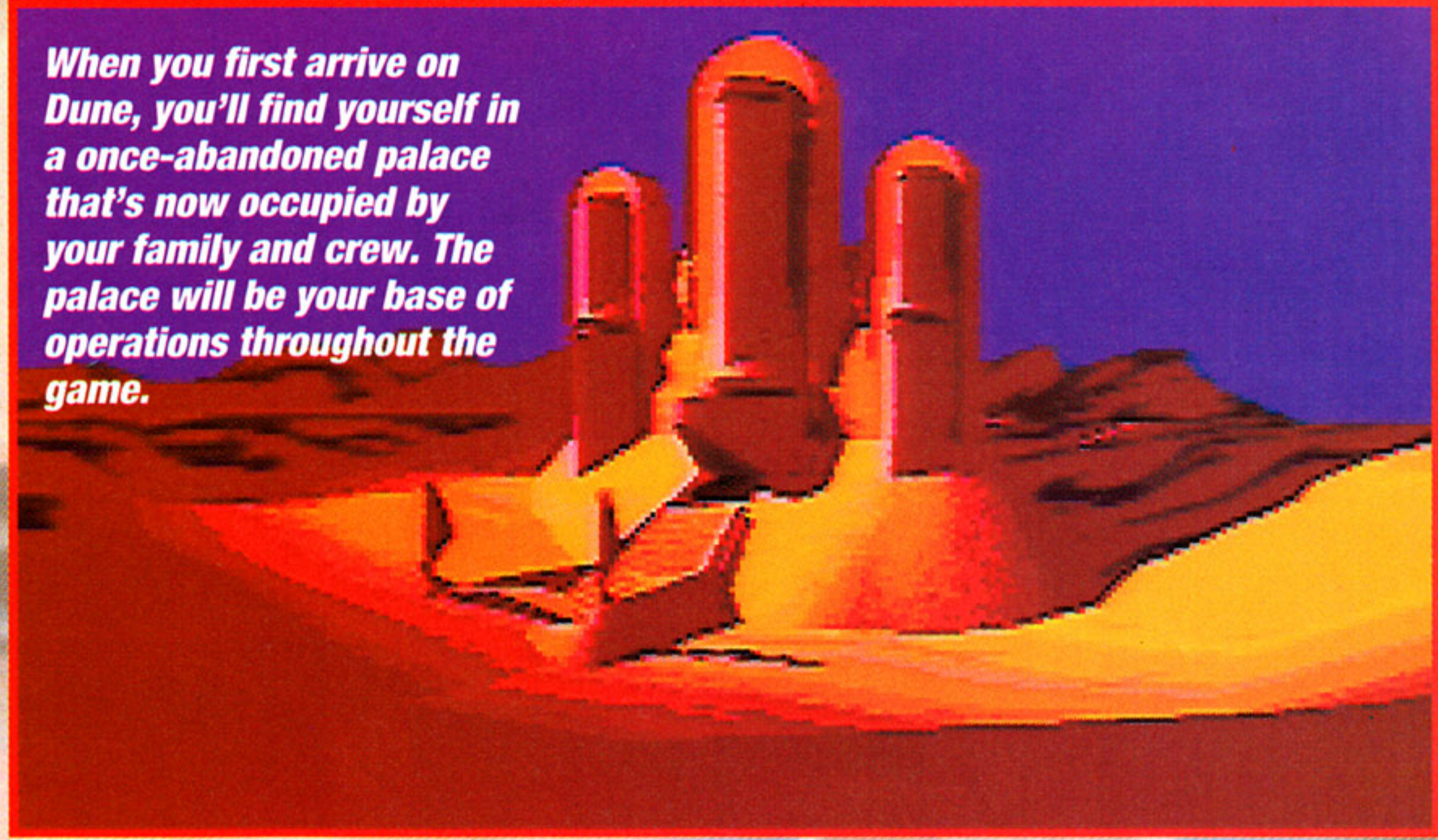
You are Paul Atreides, son of the Duke Leto Atreides. You'll be in charge of all the local mining operations, as well as a top-secret plot to overthrow the evil Harkonnens.



The Palace



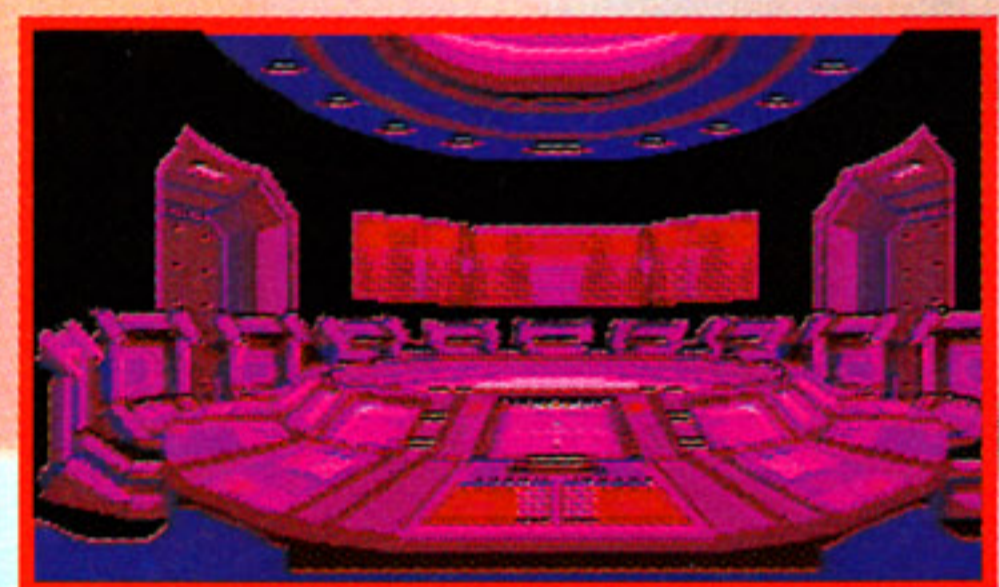
Your father, the Duke, can usually be found in the throne room of the palace. Since he hands out the orders around here, you should always go to him when you're not sure what you should be doing.



When you first arrive on Dune, you'll find yourself in a once-abandoned palace that's now occupied by your family and crew. The palace will be your base of operations throughout the game.



The Lady Jessica (your mom) will be around to help you cope with your new psychic powers!

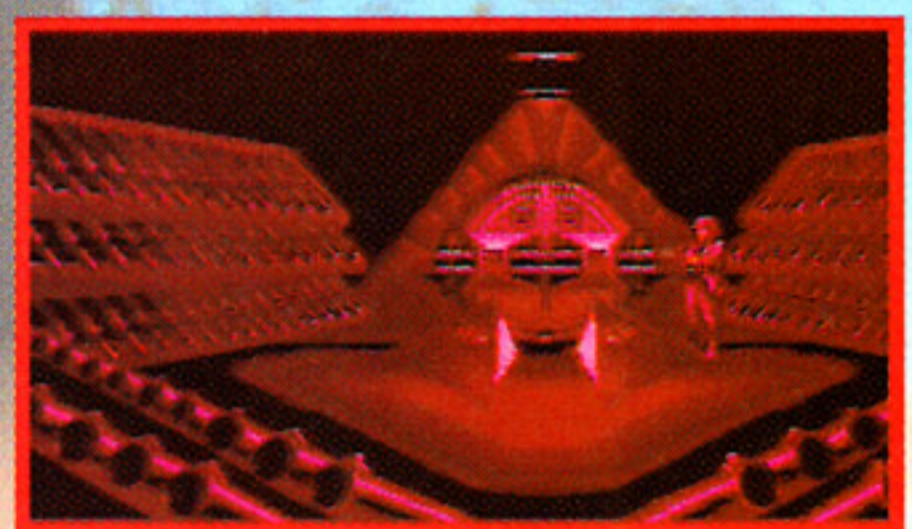


Your old pal Duncan is the resident expert on Spice mining. Visit him often for suggestions on improving your operations.

The previous owners of this joint have left a couple of rooms hidden. Make it a point to find the communications room as soon as possible, so you'll be able to contact the outside world.



The Emperor Shaddam IV will occasionally leave messages in the Comm room for you. Usually, his messages threaten you with deportation should you fail to fill the Spice orders he wants.



Another useful but well-hidden room is the Armory, and it's chock-full of high-tech weaponry.

Get resident military genius Thafir Hawat to help you disable the booby traps surrounding the Armory, then leave him to contemplate future battle plans.



Traveling by Ornithopter



The Ornithopter is the travel method of choice on this hostile desert planet. You'll find your very own Orni just outside the palace doors.

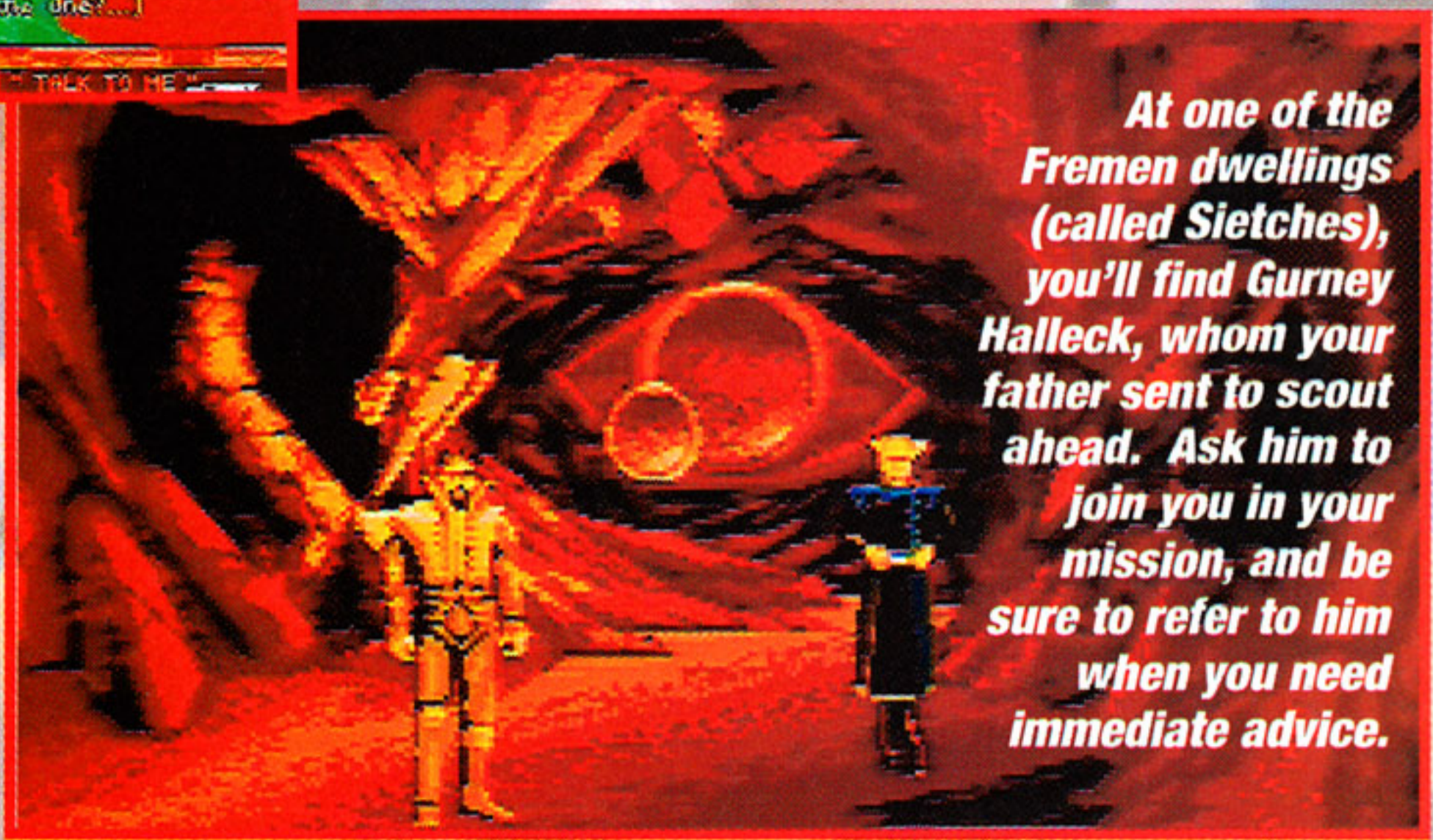
The Wonders of Spice Mining



Your primary mission on Dune is to collect as much Spice as possible, so you'll be ready to meet the Emperor's shipping dates. To that end, immediately search for friendly native Fremen who'll be willing to labor for the cause.



Use the map on the Orni's control console to guide you to your next destination.



At one of the Fremen dwellings (called Sietches), you'll find Gurney Halleck, whom your father sent to scout ahead. Ask him to join you in your mission, and be sure to refer to him when you need immediate advice.



A stillsuit is basically a light passes through the first layer Salt is separated and the rest pockets from which you can

Running around in the desert without protection from the heat can be tough on the ol' lifespan! Get the Fremen to help you locate a supply of Stillsuits so you can outfit the entire crew with them.

As your mining operations grow, the threat of attack by giant Sand Worms

will become an increasing problem. Track down a supply of Ornithopters for your crews so they can prepare themselves for future attacks.



Mining Spice by hand is pretty slow work. Check each Sietch closely in hopes of finding a Harvester to speed things up.



All of this could have been avoided with it can warn us when they see the worm.



Prospecting has been done in the

possible, and put them to work in the uncharted territories. Meanwhile, move the locals to one of your current mining sites.

Most of the local townships haven't been surveyed, making mining impossible. Find a group of Prospectors as soon as



At the spice yes, spice is there's much more south locations.

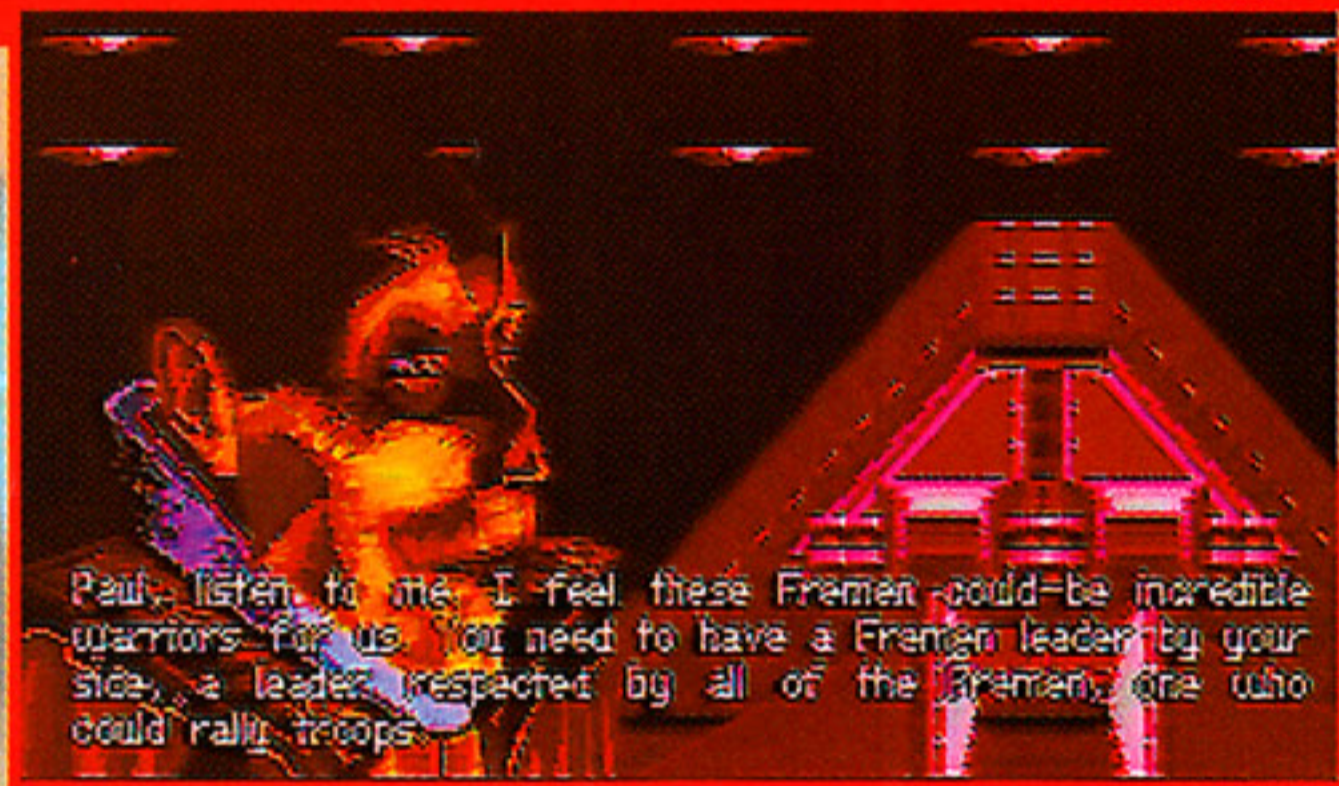
At some point in your search for new Spice fields, you'll come across a remarkable

lady by the name of Hurah. She's an interesting traveling companion, and her knowledge of the surrounding area will make your life a lot easier.



In addition to consultations with Duncan, you can get information regarding the effectiveness of your mining operations on the Globe screen. This screen also details the progress of the competing Harkonnens.

The Battle for Dune



Paul, listen to me. I feel these Fremen could be incredible warriors for us. You need to have a Fremen leader by your side, a leader respected by all of the Fremen, one who could rally troops.

The idea of using the Fremen to mount an assault against your enemies, the Harkonnens, has been floating around since you first met Thafir Hawat in the armory...



I have devastated a sietch to show you what will happen to you. Dune is my PLANET and I intend to keep it that way.

...and there's nothing like a brutal attack by the Harkonnen on one of the local Sietches to make the locals join your side. Meet the leader of your evil opponents, the Baron Vladimir Harkonnen.



These Fremen of yours, they're just you intend to frighten the great bar haven't a chance! You will soon die!

The fact that his son, Feyd-Rautha Harkonnen, is holding some of their fellow countrymen hostage will only serve to increase the Fremen troop's allegiance to the Atreides family.



know of a great Fremen respected.

In order to bring the Fremen together under your command, you'll need to enlist the service of the great Fremen warrior Stilgar. Ask about him at the local Sietches.

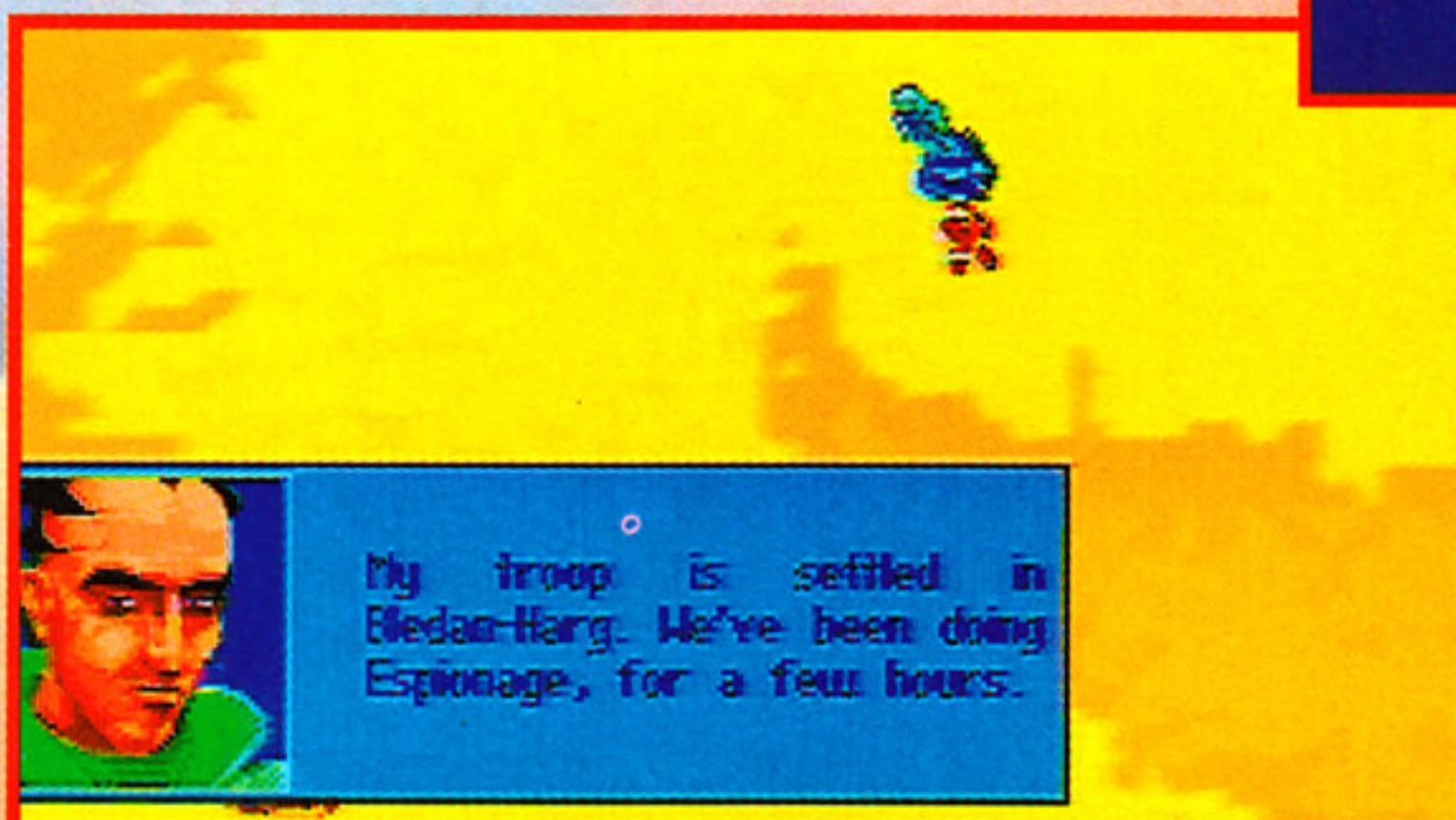


Your search for Stilgar will bring you to new villages in the uncharted territory west of the Palace.



If you like, I can stay handling of arms.

Now's a good time to head back to the palace and enlist the aid of Gurney Halleck. With his knowledge of local weaponry, he'll be a valuable asset in the training of Fremen troops.



My troop is settled in Bledan-Harg. We've been doing Espionage, for a few hours.

Once your troops are prepared, launch an attack on the Harkonnen weak spot — the fortress located north of Stilgar's homeland. Begin the mission by sending a couple of troops ahead to spy on the enemy. Hopefully, this will be the first of many successful battles in your plan to overthrow the evil Harkonnen dictator!

Super Caesars Palace



Hit me!! *Super Caesars Palace* for SNES, and *Caesars Palace* for Genesis and Game Gear, are your first-class ticket to the glamorous world of high-stakes casino gaming — and you don't even have to worry about losing your shirt. Whether you want to get in some practice at the craps table before that Vegas trip, or you just

enjoy feeding a slot machine in hopes of hitting that progressive jackpot, Virgin Games has the only casino sim you'll ever need. Choose one of nine games with various table limits throughout the casino, or head to the two "high roller" tables if you've got some money to burn.

Say you don't know the first thing about gambling? Then take advantage of the experienced gamblers around the casino. They'll give you helpful advice that may save you money. Tables with low minimum bets make it easy to learn gaming skills quickly *without* going bust, but if you should hit a losing streak, just head to the handy automatic teller machine, pick up a little cash, and start working on getting back your grub stake. Just a few winners can get you back on your feet, and give you the confidence you need to start picking up some *real* cash.

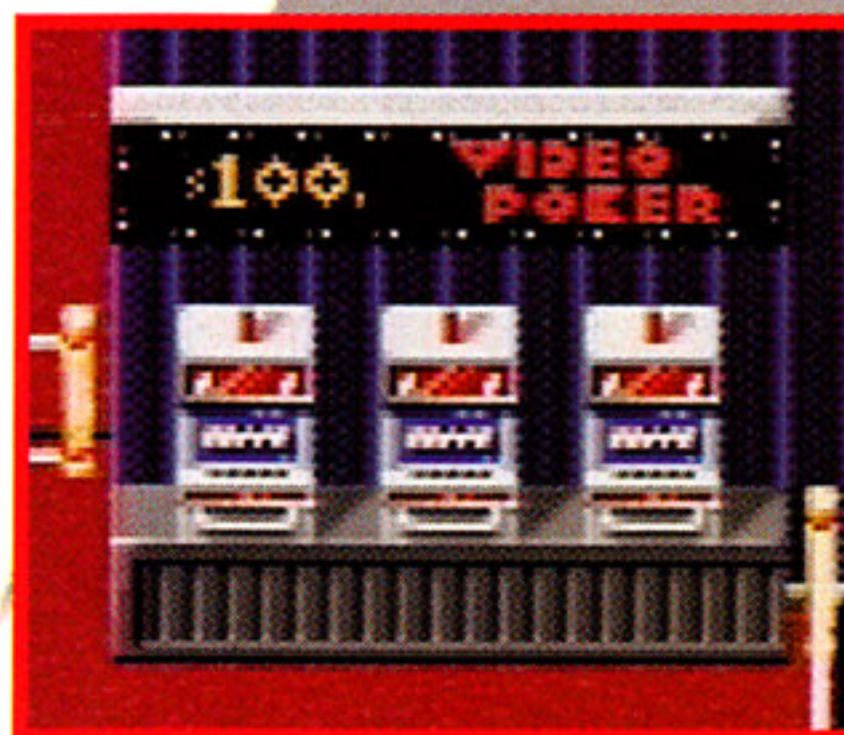
Super Caesars Palace is easy to control and even easier to master. Each time you place a bet, a superbly digitized hand appears to move your chips, and great casino sounds will have you convinced you're playing with the big boys.



Welcome to Caesar's Palace!! All your favorite games are here — just step inside and hit it big.



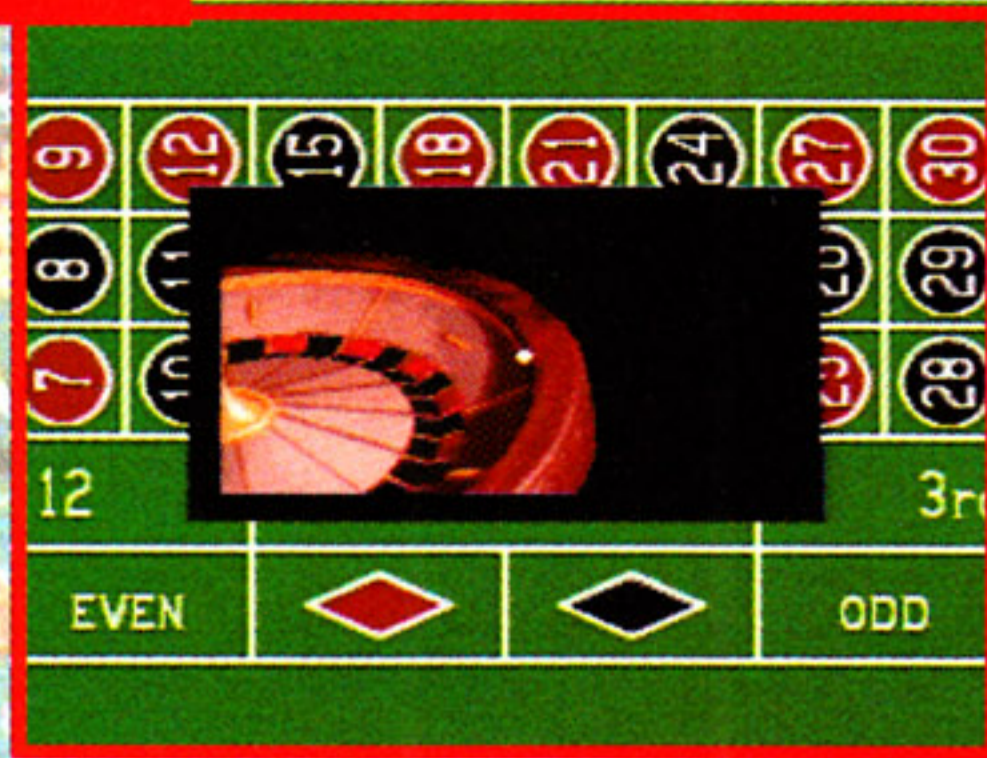
The Casino: Good Luck!



Be sure to make frequent stops at the ATM — it's where you can get more cash if you're losing or save your winnings if you're on a hot streak. If you don't want to make big bets, you can move upstairs where the low minimum tables are — it's the safest way to sharpen your skills at all the different games.



Roulette



This game has great payoffs, but very long odds. Bets on entire sections of numbers stand a better chance of hitting than wagers on single numbers. As the wheel spins, you hold your breath and hope for the long shot.

Red Dog



Basically it's the "in between" game. Bet before the deal and double your bet if you like the looks of the cards. The closer together the opening cards, the bigger the payoff for doubling. The payoff isn't as great if the

cards are at least 6 or 7 numbers apart, but your chances of winning are much higher.

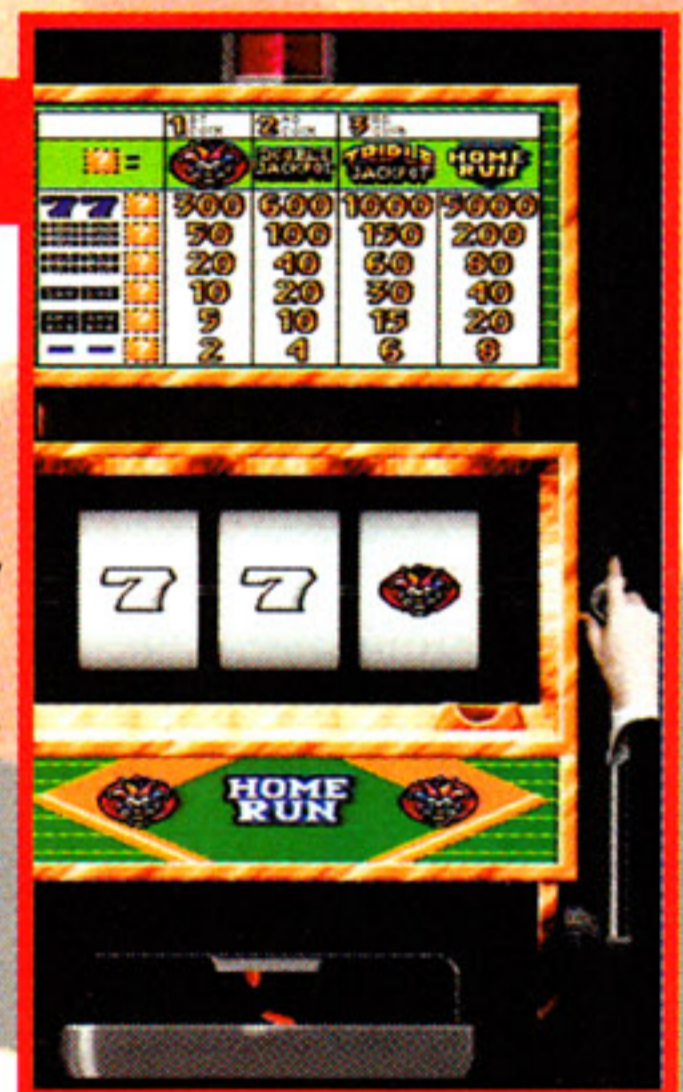
Playing The Ponies



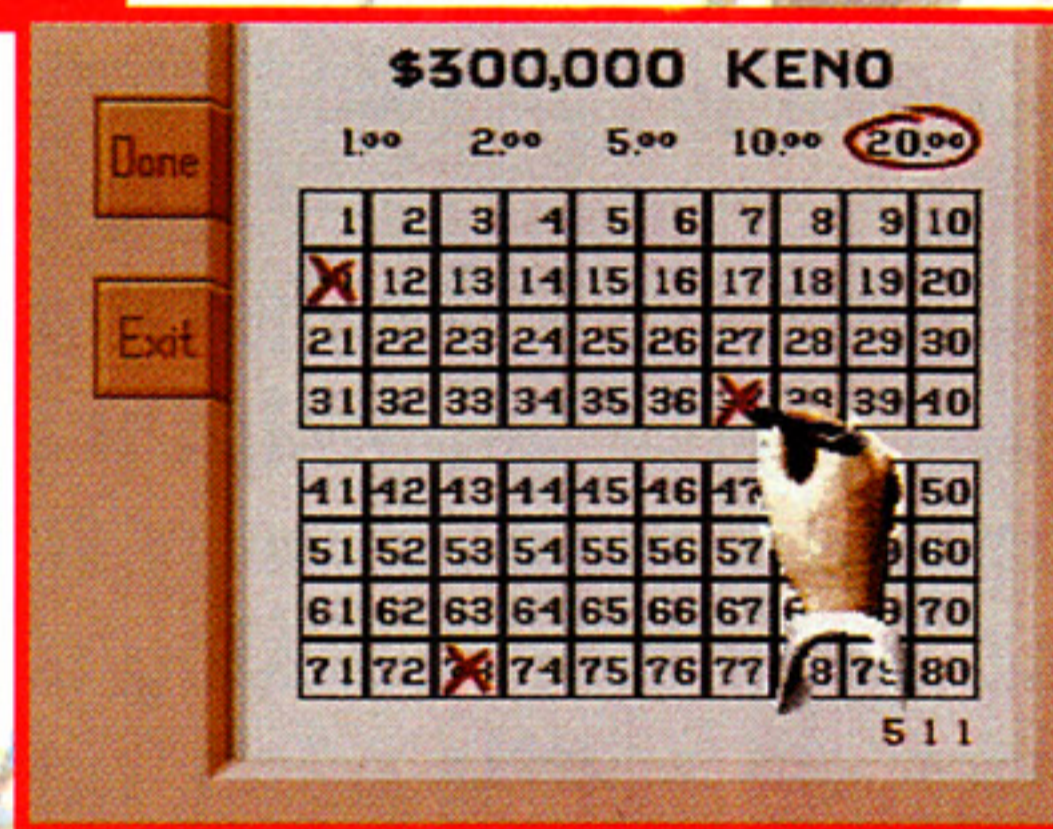
Betting on the horses is easy thanks to the computerized wagering system. Don't drop all your cash on the long shots! The payoff could be great, but you'll probably empty your pockets before your horse comes through. If you want to bet long, you should also bet on a favored horse — that way you stand a better chance of breaking even if the long shot doesn't show.

Slot Machine Madness

The odds of breaking the bank on your first few pulls are slim, so don't get discouraged if you start out by losing some cash. If you play the maximum number of coins, though, the payoff is much larger and you can make up your losses quicker.

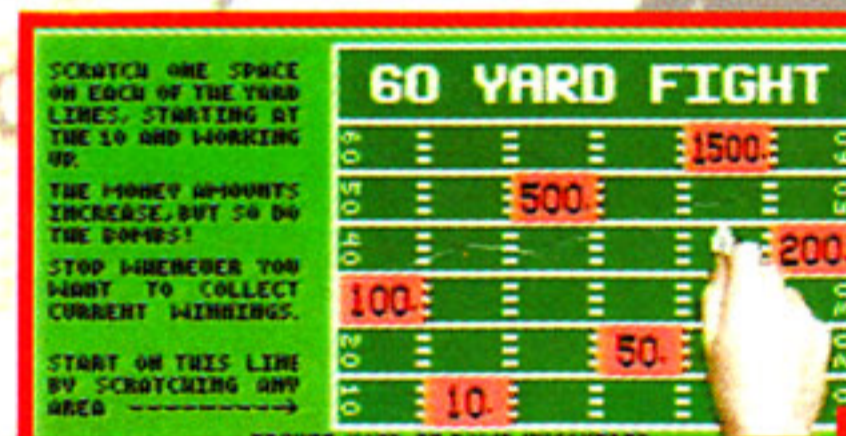


Keno



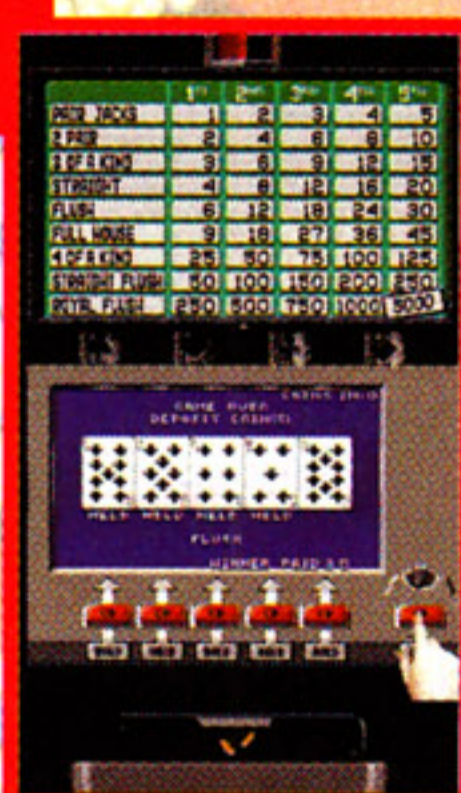
Odds are against you, but you can win a lot of bucks if you pick 'em well. Picking ten numbers and hitting six or more yields incredible dividends, but you stand a better chance of winning by picking just one number and earning three times your bet.

Scratch Cards



60 Yard Fight is tough to beat. You can cash in at any time, but the money's in the end zone.

Video Poker



This is where you can build up funds quickly. Playing \$100 machines lets you keep your money longer, and gives you the chance for killer winnings for those great hands. Remember, it's jacks or better, so you might think about a straight or flush over a low pair.

Triple Jack offers you the best chance of at least breaking even.



Match Two is very simple: Match two before you uncover a bomb. There are only two bombs on each card, so your chances are good.

Blackjack



It's usually not advisable to split face cards unless the dealer is likely to bust.



If you think your chances are good, go for the big one.



You should always assume the dealer's down card is a ten. If you don't have much, and he has between 10 and 17, take one hit if you feel good, then let him bust.



Craps

Some are intimidated by the action of craps. It's tough to understand, but it's lots of fun (if you've got some bucks!)

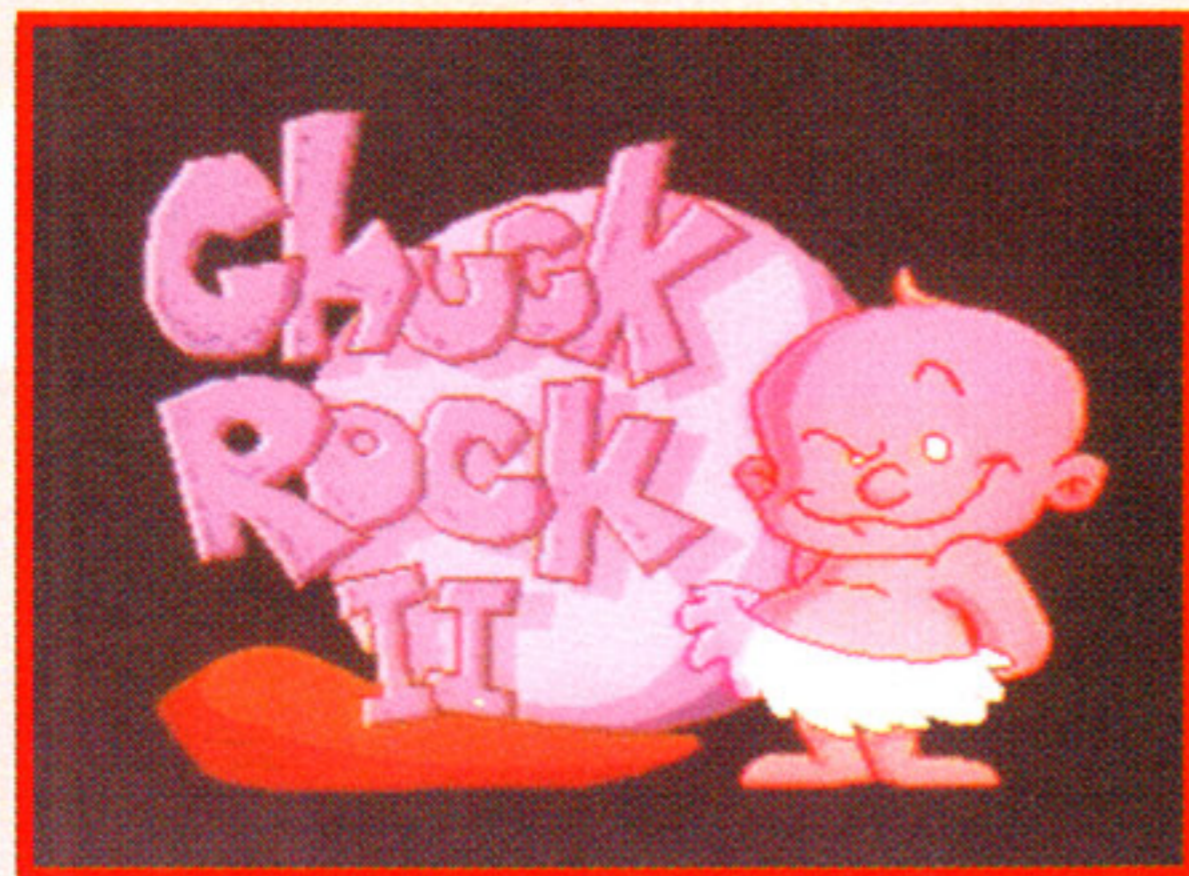


If you can get three points working at one time, your overall odds are pretty good. The only thing that can hurt you then is a seven.



Blow on the screen if you think it'll change your luck. Who knows, you might hit one of your points...

Chuck Rock II



Chuck Rock, that adorable, loveable, not to mention huggable caveman is in deep trouble — he's been kidnapped by his arch enemy, Brick Jagger. But he shouldn't worry: Chuck Rock Jr. is on the case. The six-month-old bouncing baby may not be out of diapers, but he can wield a mean club,

and he's taking no prisoners as he sets out to rescue his old man.

In *Chuck Rock II: Son of Chuck* for Sega CD, you must battle your way through six different worlds and several bonus stages, all filled with colorful, zany graphics on the same level as the original *Chuck Rock*. And wait until you see the cool intro cartoon, and hear the CD-quality sound track! This is what Sega is all about!

Son of Chuck: Meet the Gand

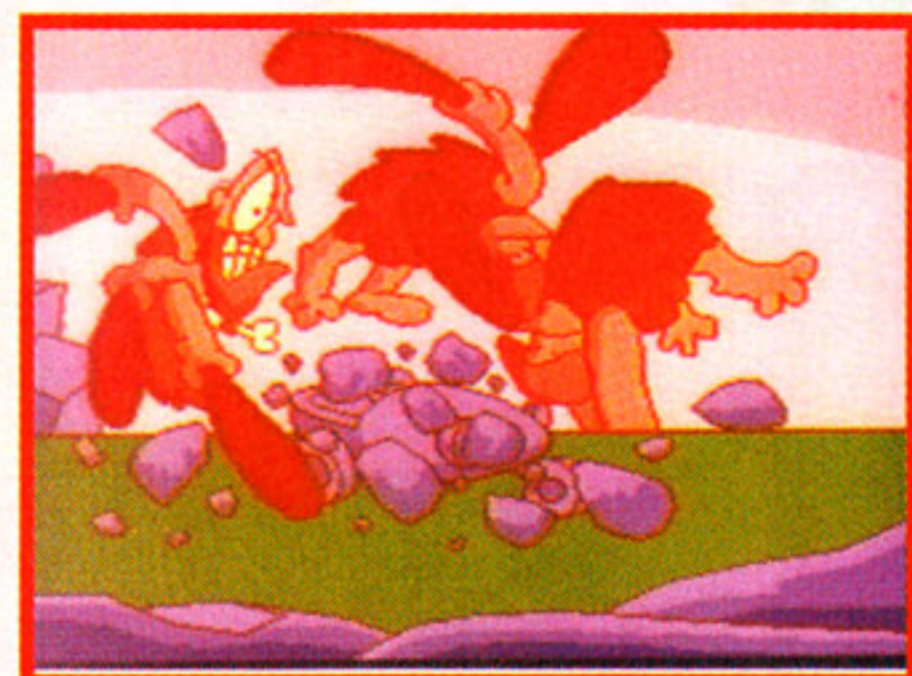
You'll learn the whole story in the killer Sega -CD opening



Stone Age Suburbs



Pound down with your club to receive milk and candy.



Avoid the monstrous dinosaur by staying in the middle of the screen.



Whack the stone to jump higher or avoid spikes.



Some of your friends can be persuaded to help you through the jungle.

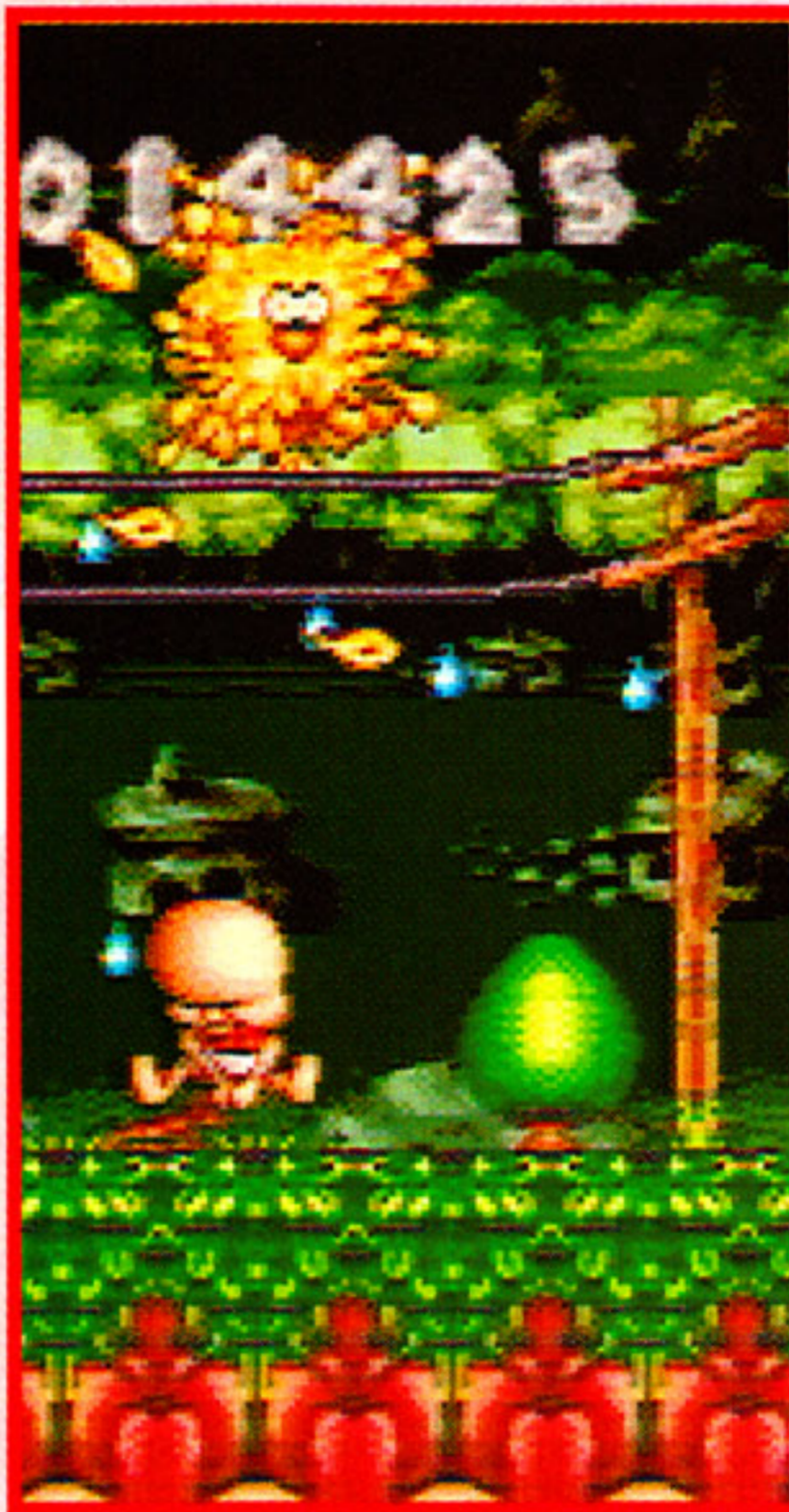


Swing over to the trampoline, then bounce up to higher levels.



Watch the feathers fly when you smack this bird a few times with your club.

Hit the water hydrant to wash away your troubles — and your enemies.



This boss looks menacing, but don't worry — you carry a big club. Move out of the way when he lunges at you, then bash him when his head's turned.

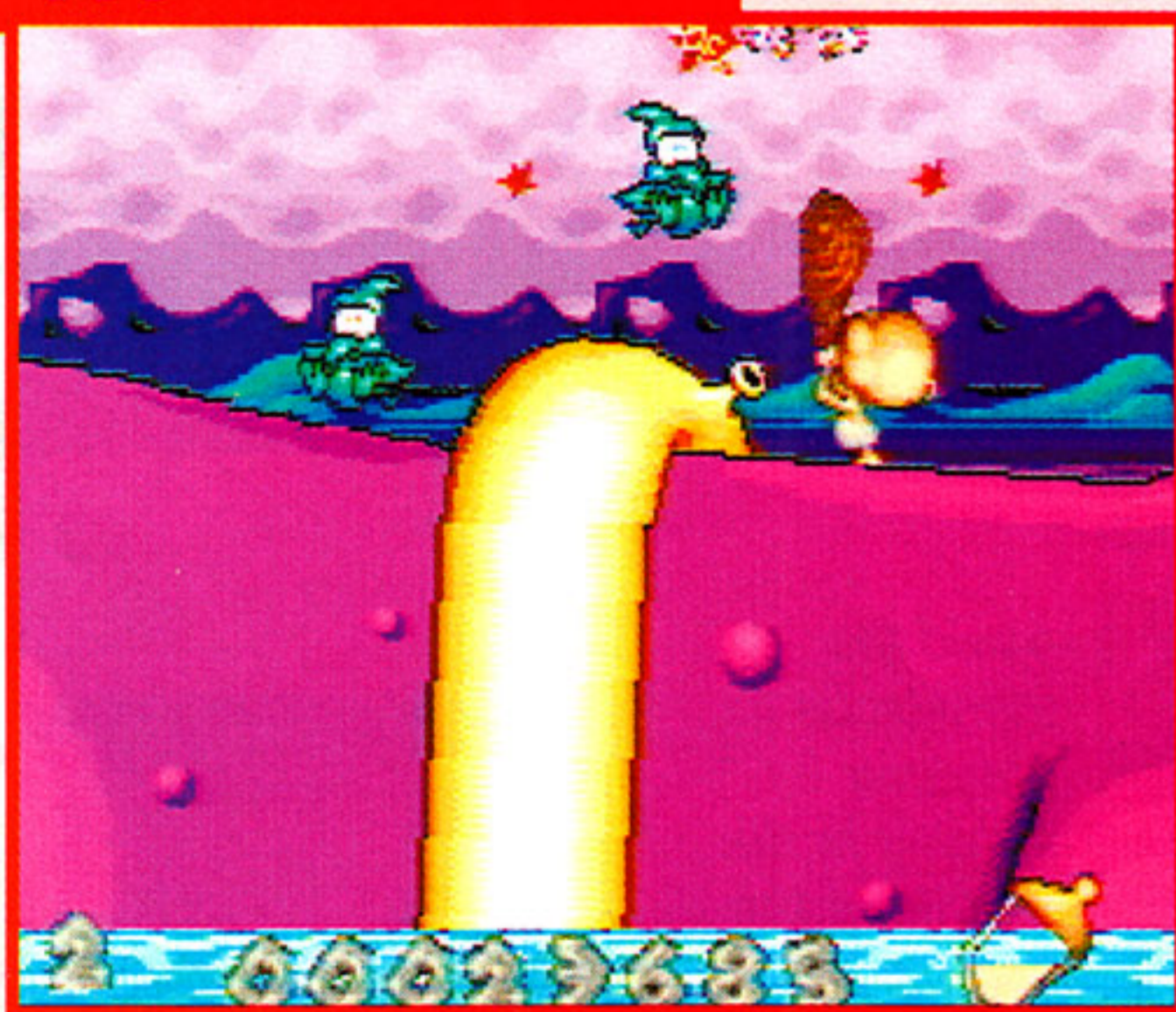
The Apple Tree



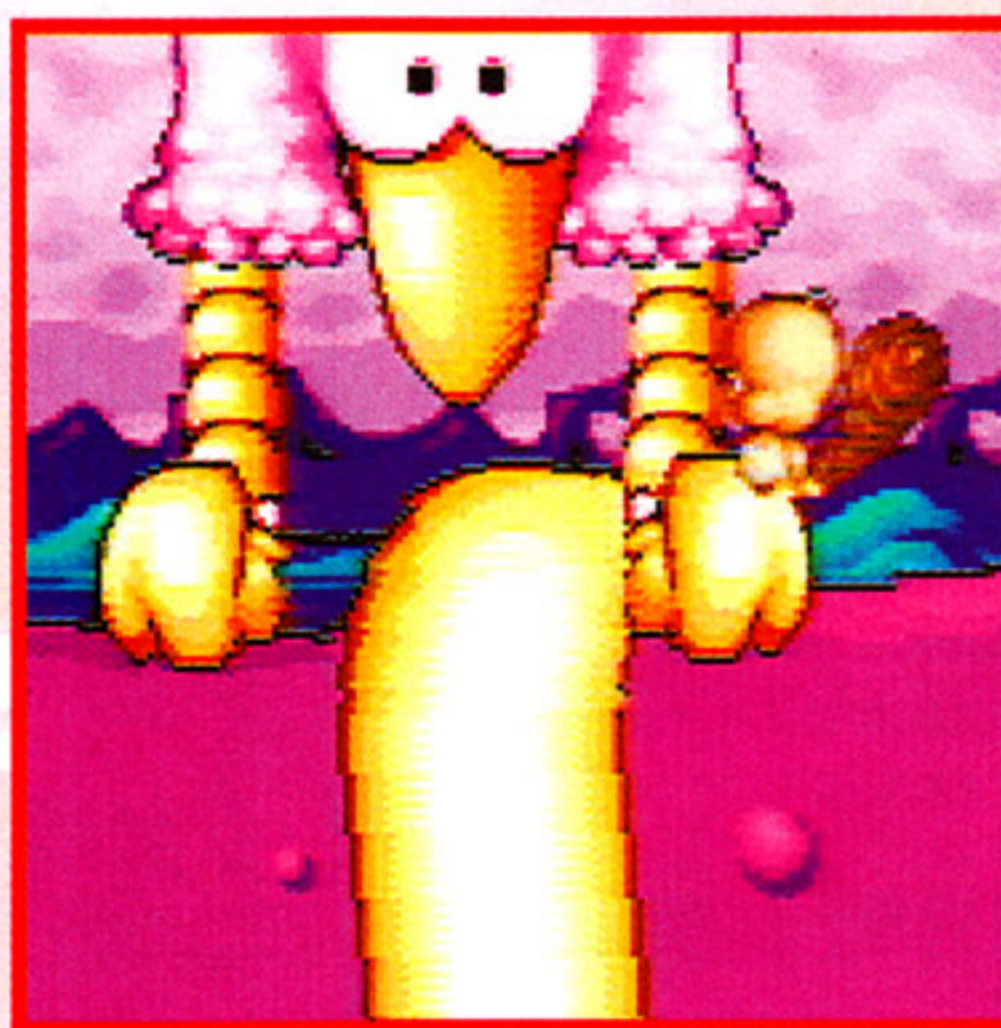
Jump on the animal in this bonus stage to knock down the higher fruit. Hurry, though — you're under a time limit.



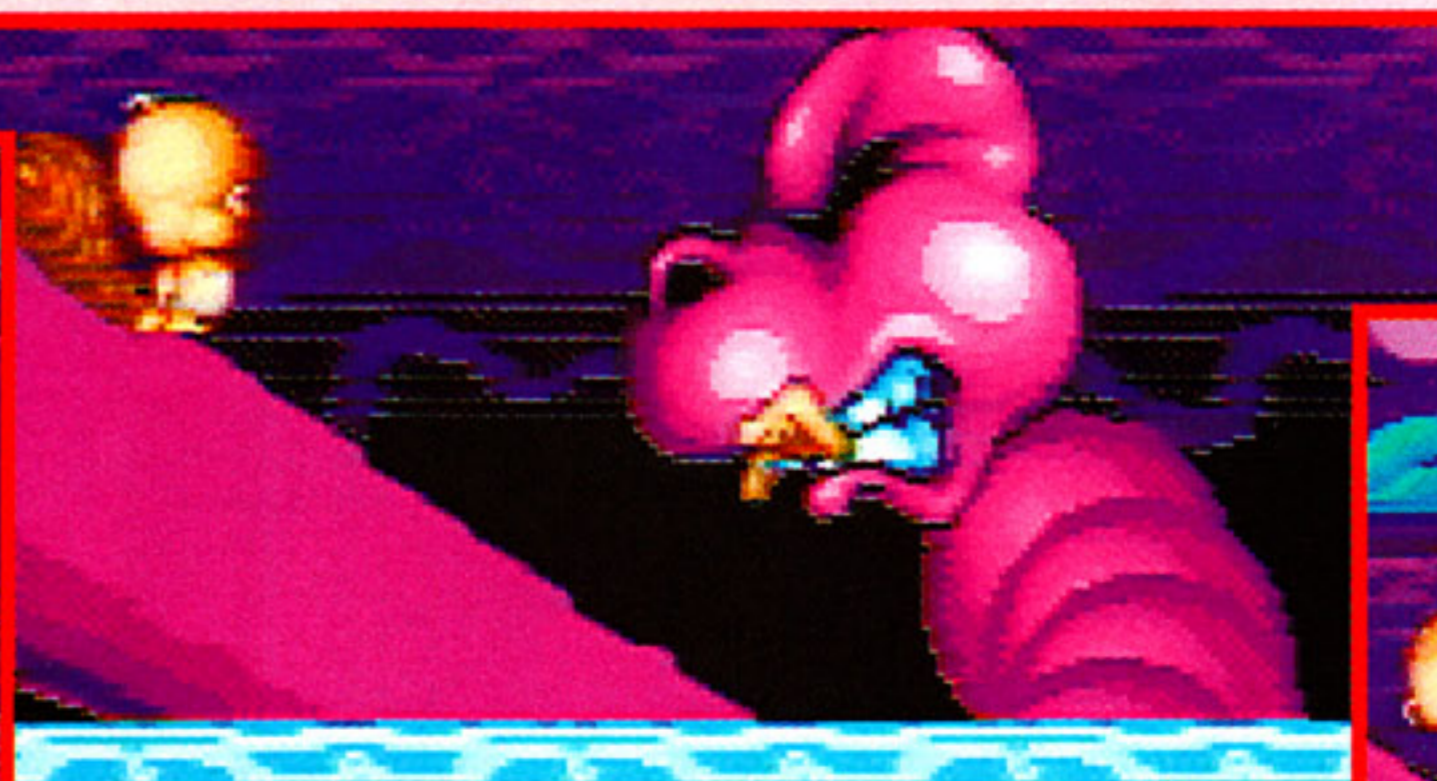
Dippy the Dinosaur



Watch out for kamikaze birds when you're on Dippy's back.



Hop on his feet, and this bird takes you to Dippy's head. When the bird drops you off, make sure you hop to the left to avoid the fish.



Move out of the way when Dippy dives at you, then pummel him into submission.



The Terminator — Sega CD



THE TERMINATOR™



The Terminator flicks offer a unique view of the future — and it ain't pretty. In this adaptation of the original Schwarzenegger classic, you play as Reese, a member of the Human Resistance Movement in 2029 A.D. Los Angeles. You've been chosen to take a little trip back in time to protect Sarah Connors — a woman who will one day give birth to

a kid named John, who in turn will grow up to *lead* the Human Resistance Movement against the robots responsible for the nuclear holocaust that decimated mankind. Unfortunately, you're being pursued by a nearly indestructible robot who's been programmed to eliminate you — period. To ensure Sarah's survival, you'll have to search high and low for some extremely heavy-duty firepower.

Your trigger finger will definitely get a workout in *The Terminator*, but this is a heckuva lot more than just another shoot 'em up. In addition to digitized footage straight from the movie, Virgin has added a kickin' CD-audio quality soundtrack with cool synth work and rich, distorted guitar riffs. And all the music and sound effects are rendered in QSound, a recording process that creates the audio equivalent of 3-D, with the music surrounding you completely — it's even better than what you'd get using headphones.

The Terminator is an adrenalin rush of fast-paced action, served up with all the features you can only get on Sega CD. Check out the action — if you think you can handle it!

Man Vs. Machine



The problem with bad guys of the future is that they're so much more durable than the normal upstanding citizens of today. Case in point: *The Terminator*. This guy's only purpose in life is finding and eliminating Reese — and he's got the firepower to make sure no one gets in his way.

As Reese, you start the game in post-holocaust Los Angeles, armed with the futuristic equivalent of a pea-shooter. But hang in there — the robots have left plenty of weapons and power-



ups scattered amid the ruins of the city.

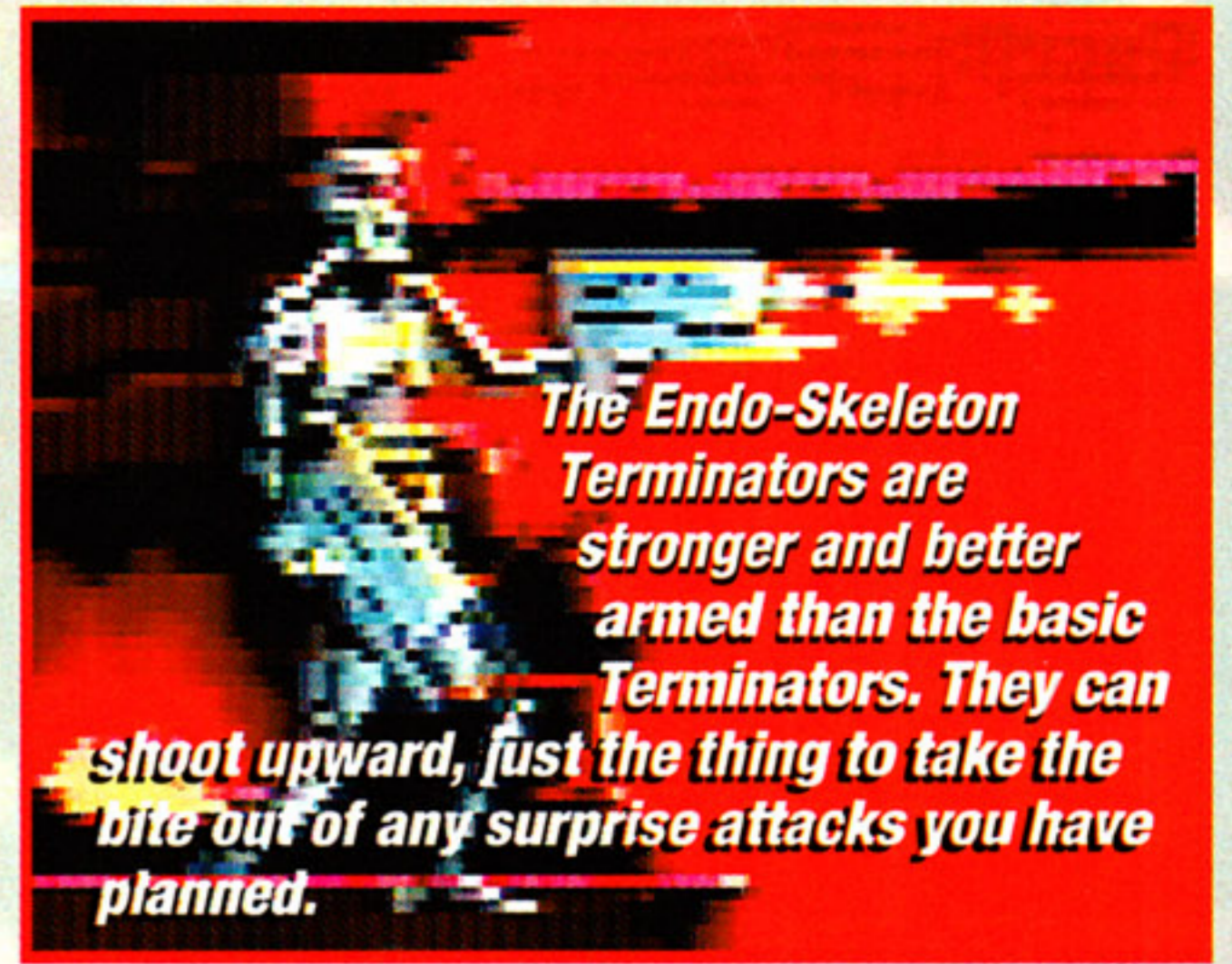
The Human Outpost



The base that Reese once called home has been reduced to rubble by a squad of Terminators.



Obstacle Number One — The basic Terminator. These guys aren't as tough as some of your enemies, but their ability to duck makes them dangerous.



The Endo-Skeleton Terminators are stronger and better armed than the basic Terminators. They can shoot upward, just the thing to take the bite out of any surprise attacks you have planned.

Holocaust L.A.



Once you've escaped from the base, you'll make your way through the pathetic ruins that were once Los Angeles as you head for the SKYNET base.



The single biggest danger on this level comes is an aerial attack launched by this robotic war plane. You could probably earn a nice mention in the history books by trying to take it on single-handed, but it's better to go with the ol' survival instinct on this one and flee for the hills.



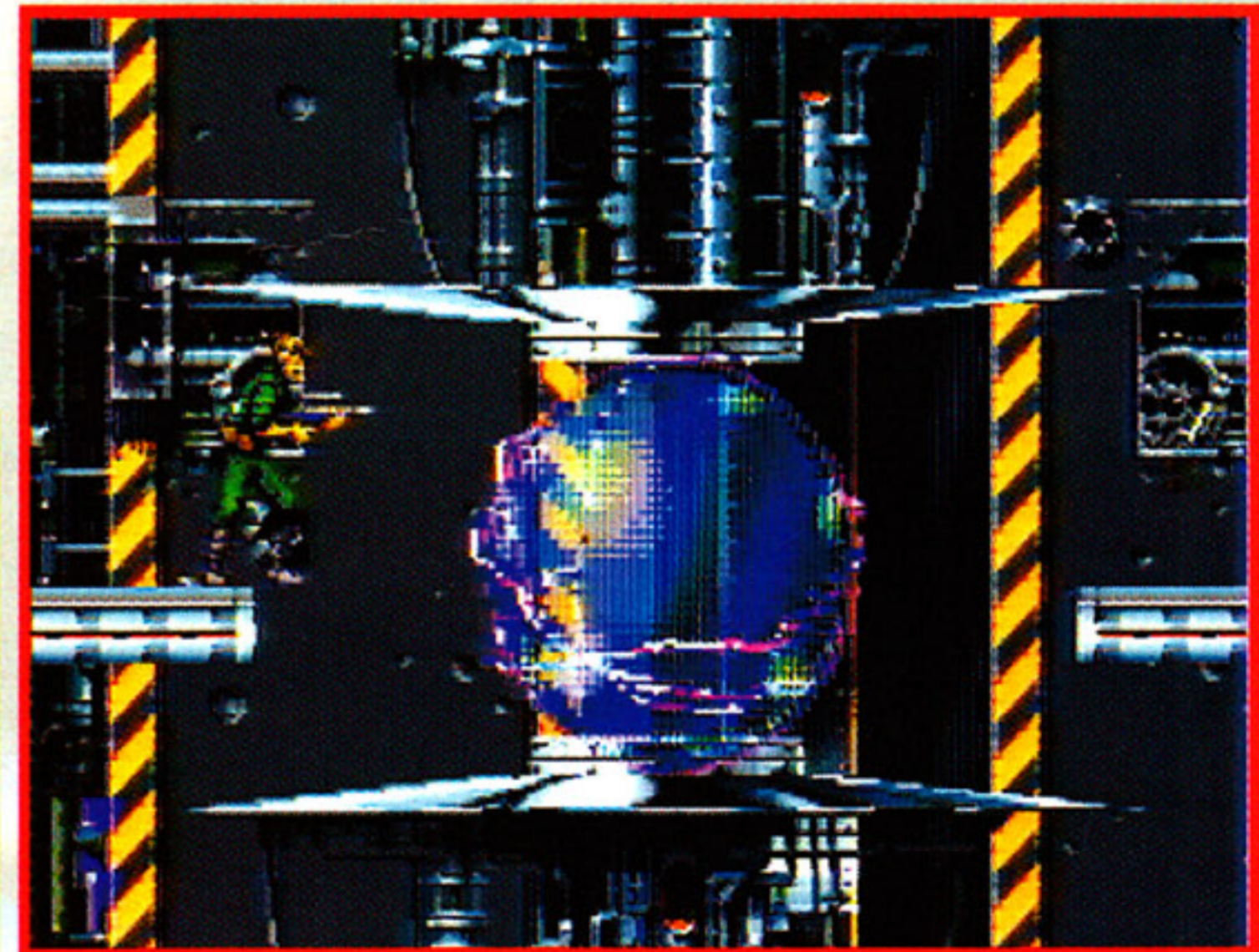
The SKYNET Base

You've finally made it to the home of the Time Project. Now all you have to do is avoid the base's lethal

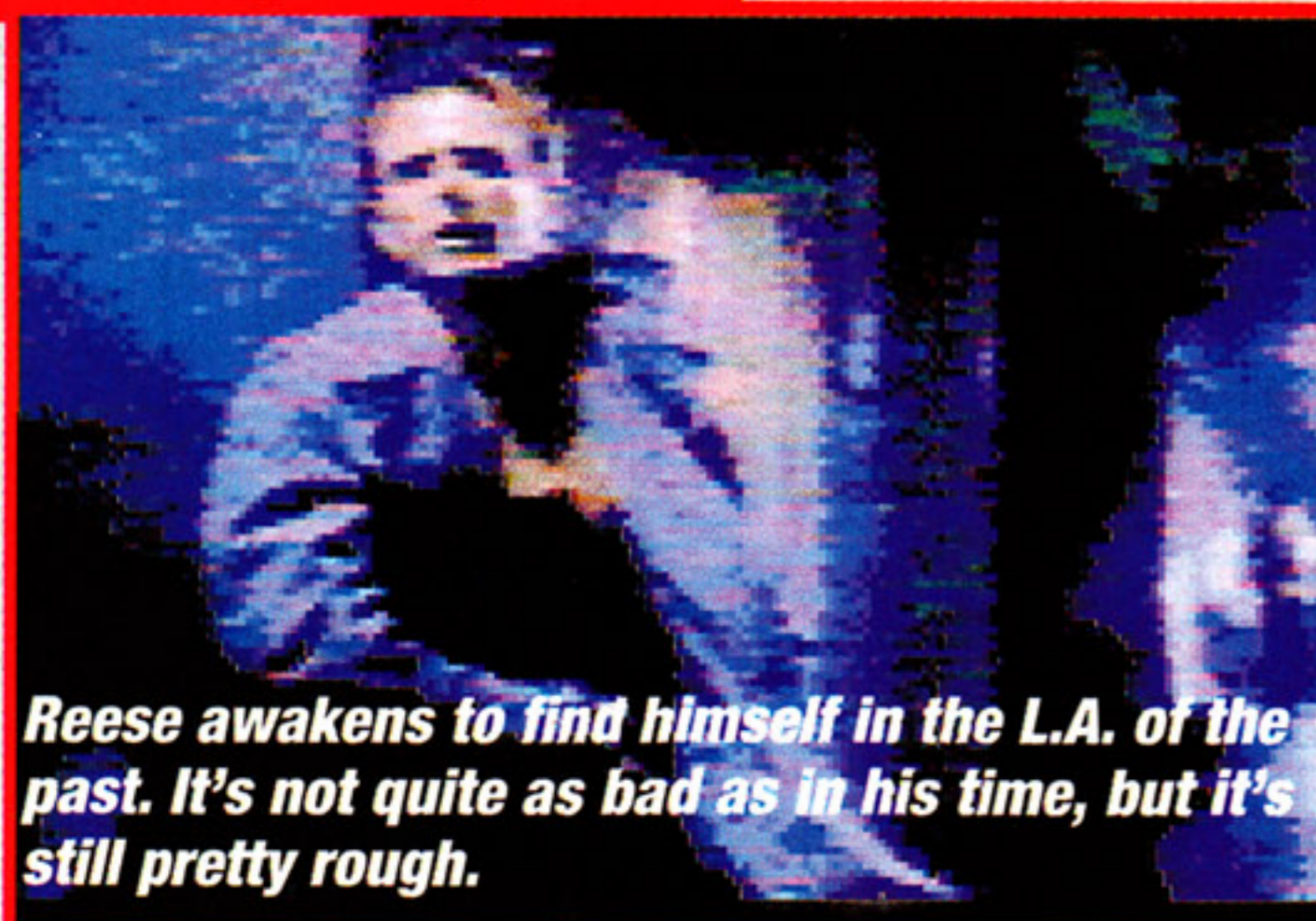


defense systems as you work your way through a seemingly endless maze. The elevators generally take you where you want to go, but be sure to search every floor thoroughly for power-ups before you hop on board.

The first SKYNET boss is a giant laser turret. Make sure you saved a few bombs for this guy.



Los Angeles, 1984



Reese awakens to find himself in the L.A. of the past. It's not quite as bad as in his time, but it's still pretty rough.



Your old pal the Terminator has gotten his hands on a police helicopter. Having to avoid bullets from above makes rooftop traveling a deadly proposition. Get away as quickly as possible and make your way to the Tech Noir Bar, where you'll begin your search for Sarah Connors.



The Terminator has taken control of the punks and hippies roaming the streets in an effort to abort Reese's rescue mission. It takes several shots from your new weapon — a sawed-off shotgun — to get them off your back.

The Jungle Book



Disney's animated classic — *The Jungle Book* — comes to vivid life in this hot new Game Gear cart.

The designers dove deep into the Disney video library to produce a game based on the film favorite, combining the best of Disney's one-of-a-kind images and soundtrack with the

gameplay you'd expect from Virgin. The result is a fast-paced adventure with Mowgli, the man-cub raised wolves in the deep, dark jungle.

Mowgli looks for the "bear necessities" as he runs, jumps, swings and climbs his way through the game's many levels, collecting exotic fruits and gems. And he has to contend with a variety of unfriendly beasts — from vicious monkeys to sneaking snakes — who try to stop him along the way. Thankfully, there are plenty of friendly animals out there who're ready to give our hero a helping hand (or paw).

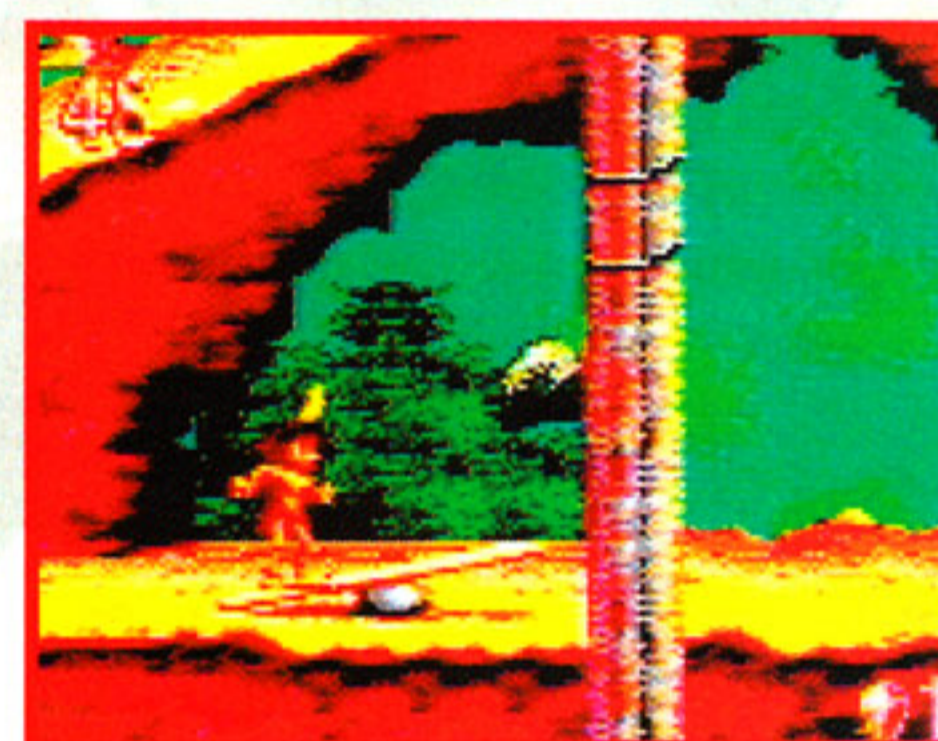
So grab a vine, and join Mowgli in his Game Gear adventure. And remember: it's a jungle out there!



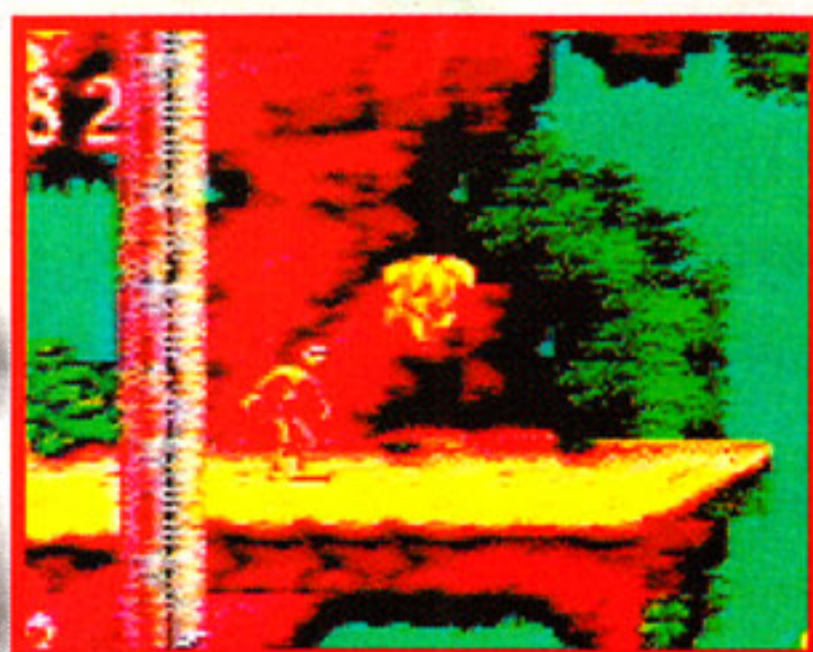
Watch out for snakes! Mowgli escapes by climbing a long vine, then slamming the snake with a banana.



Grab that fruit whenever you can. It really adds to your score — and you'll need the energy, too!



Blast those bunches of bananas. Hidden items and power-ups are usually inside.



Use the see-saw to reach those levels overhead. But make sure you don't leap into trouble.

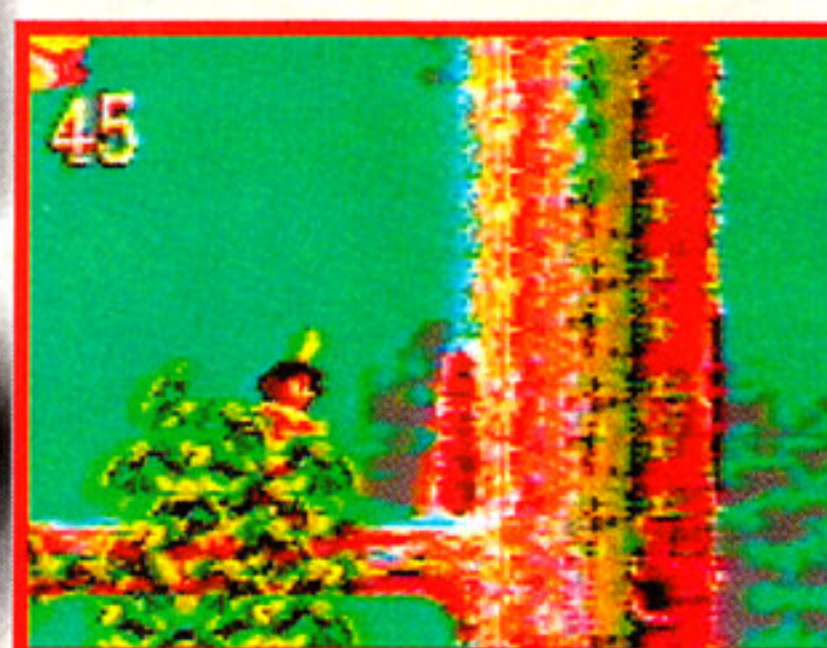
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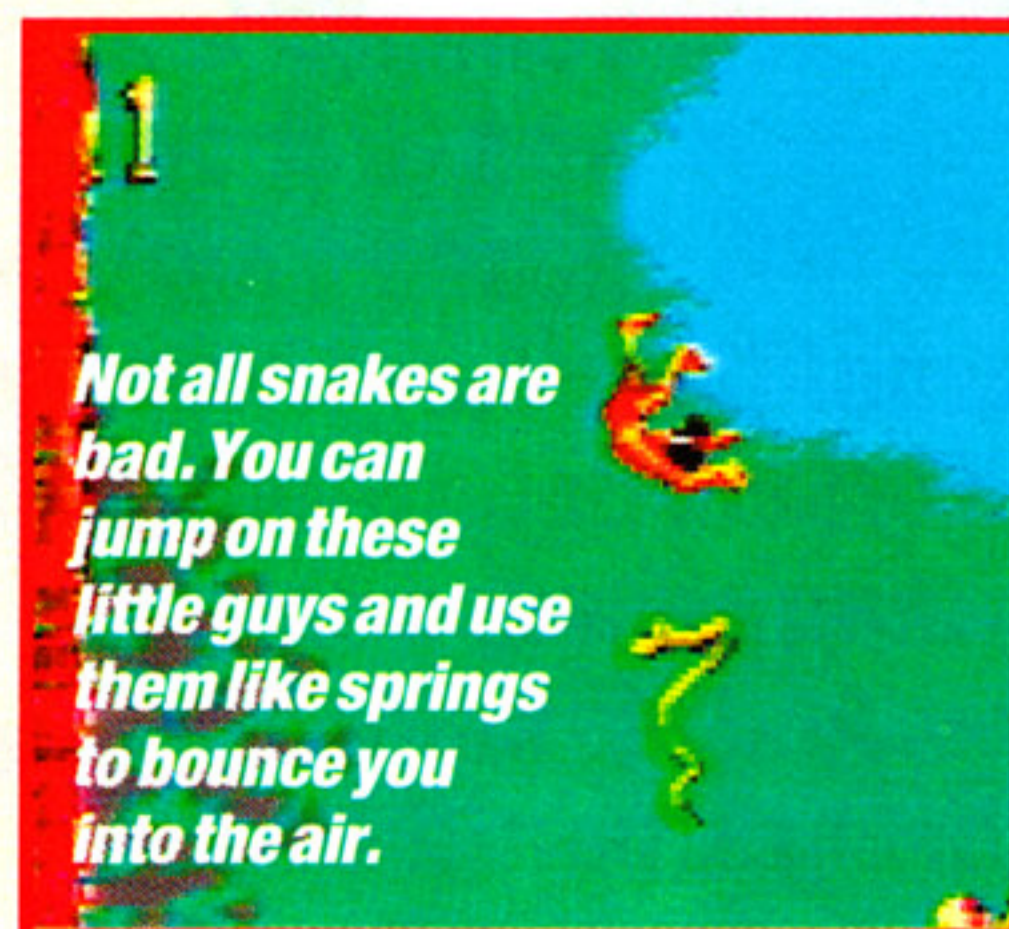
If you take too much damage, you're in for a long fall! Keep an eye on your damage meter — the longer the snake, the better your health.



That lizard can help you get into the treetops. Jump on his tongue when he sticks it out, then climb up into the tree.



These doors lead to new areas. Explore them all — you never know what you might find.



Not all snakes are bad. You can jump on these little guys and use them like springs to bounce you into the air.



Grab these gems to move to the next level!

Demolition Man



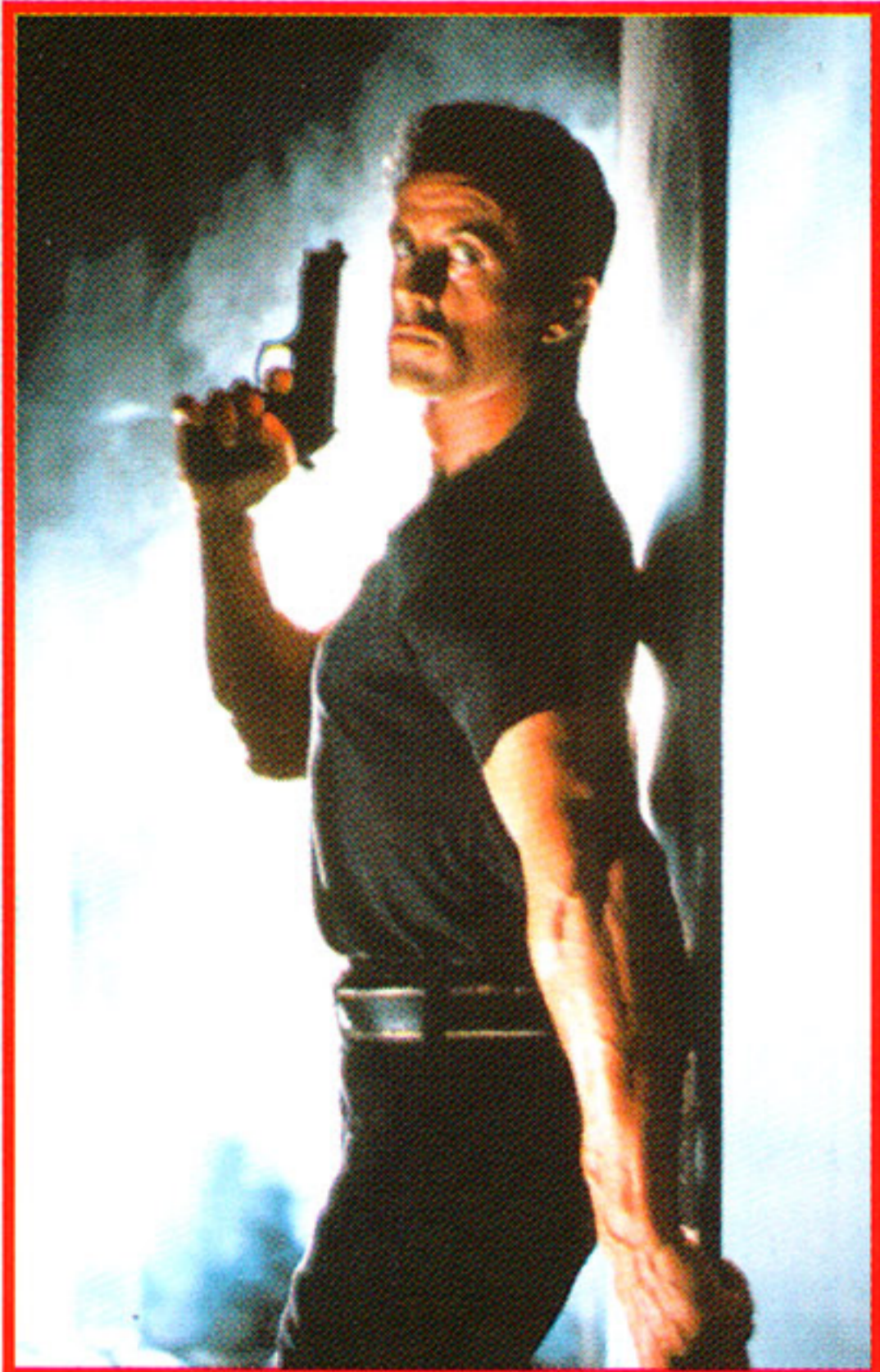
W What do you get when you mix one of the 1993's hottest movies, stars Sylvester Stallone and Wesley Snipes, the powerful new 3DO Interactive Multiplayer, and one of the top game design crews in the country? You get *Demolition Man*, coming soon from Virgin.

Demolition Man begins in 1996 Los Angeles, as ruthless gang leader Simon Phoenix (Wesley Snipes) and his thugs try to take over the city. In scenes that look more like all-out warfare than anything, Phoenix and his gang hold off police helicopters and armored vehicles with all the weaponry and firepower of a small army. It doesn't look good for the police

— until the Demolition Man shows up.

They call officer John Spartan (Sylvester Stallone) the Demolition Man because he gets the job done no matter what it takes. And his kind of police work is the only thing that can bring a man like Phoenix down.





Spartan manages to nab Phoenix, but only after a deadly explosion for which Spartan is blamed. And so both Phoenix and Spartan are convicted and sentenced to serve their sentences in cryogenic deep-freeze, where they'll be electronically "rehabilitated."



But about forty years later, Phoenix manages to escape from prison. He finds himself in the new city of San Angeles, in a futuristic world absolutely without violence. The police of the day don't have the training to deal with a murderous creep like Phoenix, so they're forced to defrost the one man who can bring Phoenix in — the Demolition Man.



In translating this action-packed adventure to an interactive format, Virgin enjoyed complete access to film, music, and even the stars of the movie. Before the *Demolition Man* film script was finished, Warner Bros.

Consumer Products and Virgin began working together on an interactive version of the movie. Virgin's design team was provided with everything they'd need to make the game as intense as the movie.



In addition to scenes from the movie, *Demolition Man* will feature all-new segments created just for the game. Both Stallone and Snipes were filmed in additional action sequences, and these were digitized and merged with the game itself for unbelievable realism.

Gameplay in *Demolition Man* will consist of both shoot-outs, in which you view the action from just behind John Spartan as he takes back the streets, and hand-to-hand combat. Linking it all together will be scenes right out of the movie, and additional sequences as Stallone walks through the game's beautifully rendered scenes and backgrounds.

You'll see *Demolition Man* first on the 3DO Interactive Multiplayer — the hot new CD-ROM console capable of delivering some of the best graphics, music, and action you've ever seen. And soon after, watch for *Demolition Man* for Sega CD, Genesis, and Super Nintendo. So get ready. You're in for the ride of your life!





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