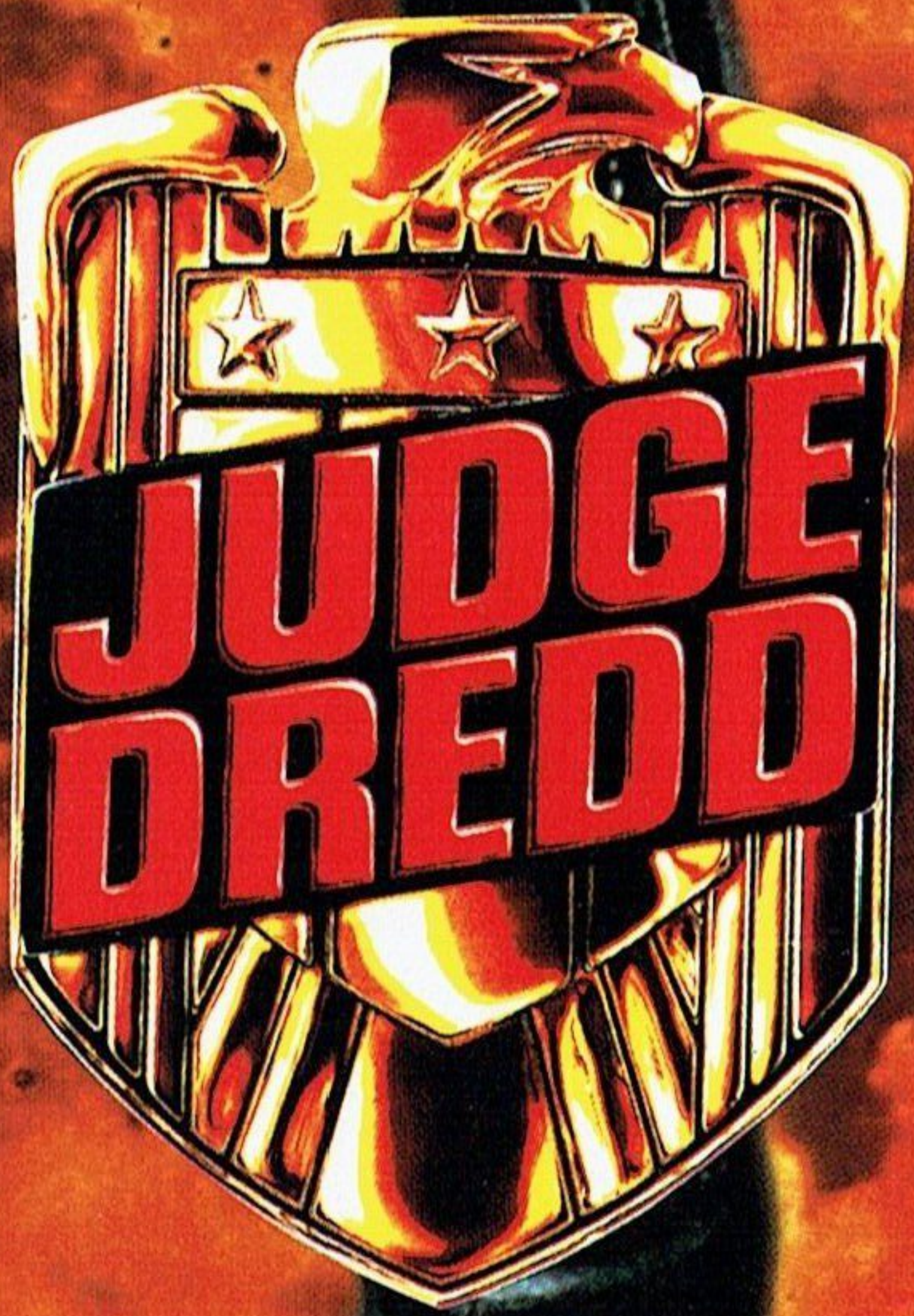


MEGA PLAY TAKES A LOOK AT THE NEW PERIPHERALS FOR SEGA SATURN!

# MEGA PLAY™

THE ALL-SEGA VIDEO GAME MAGAZINE



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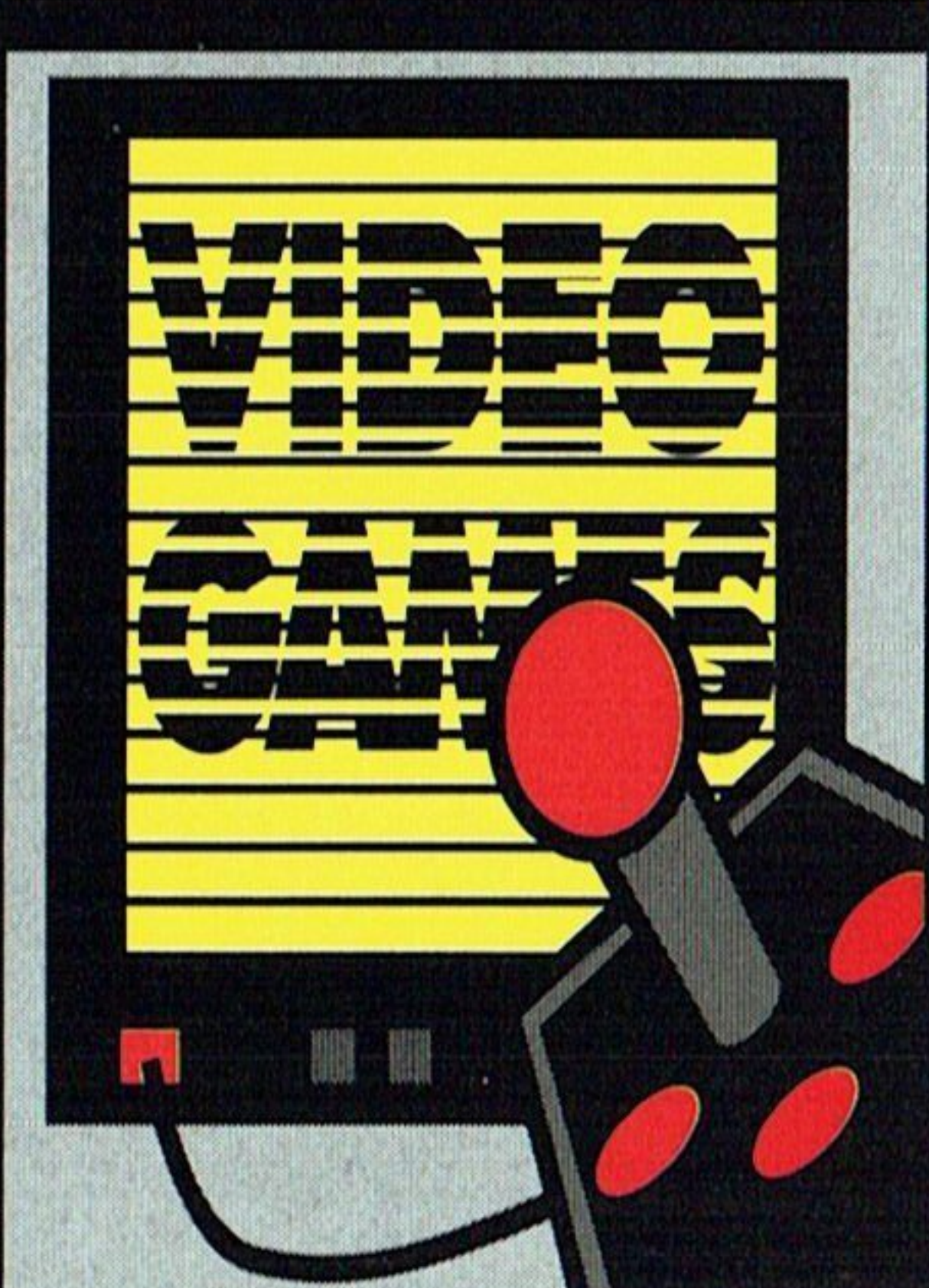
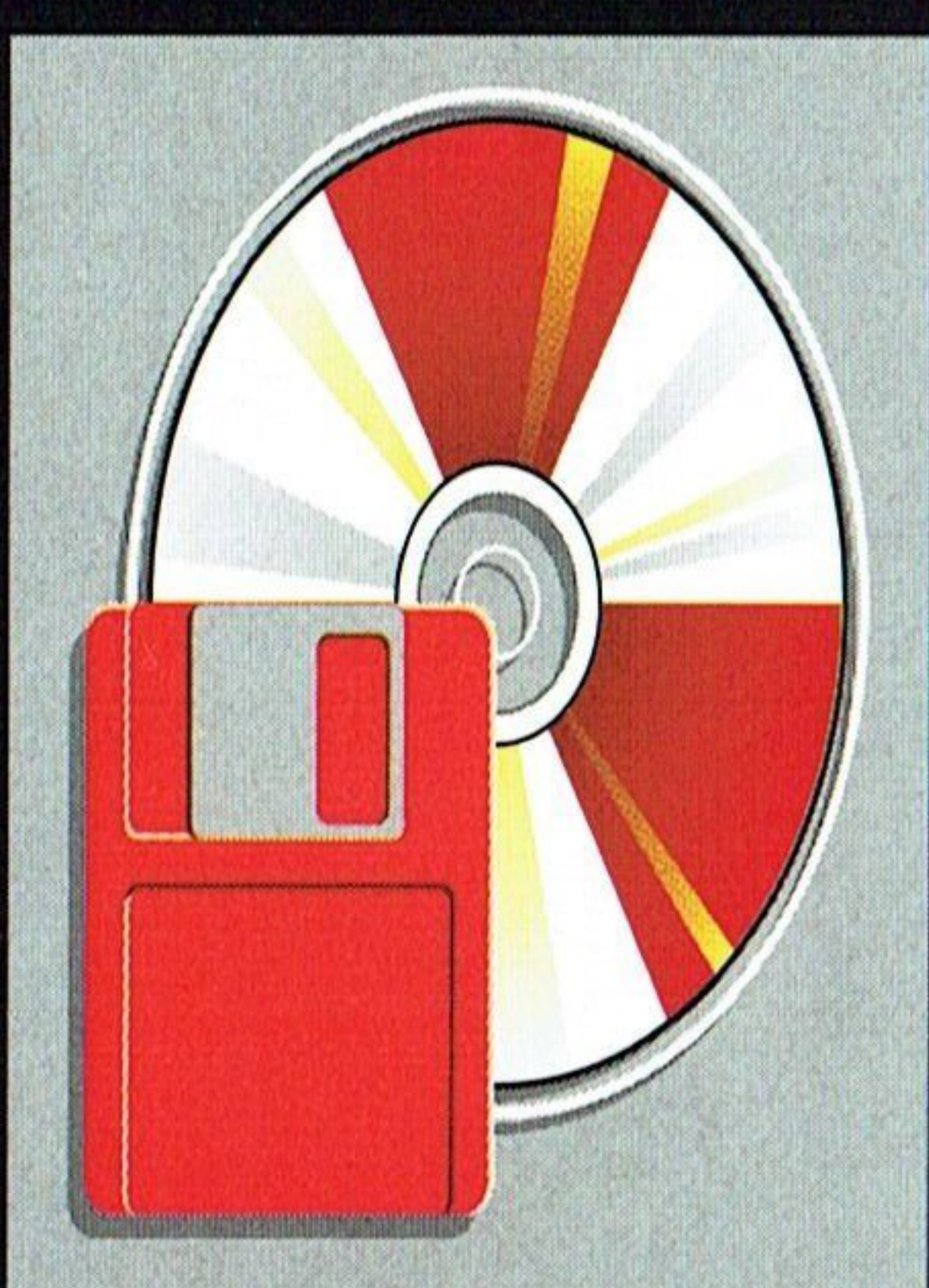
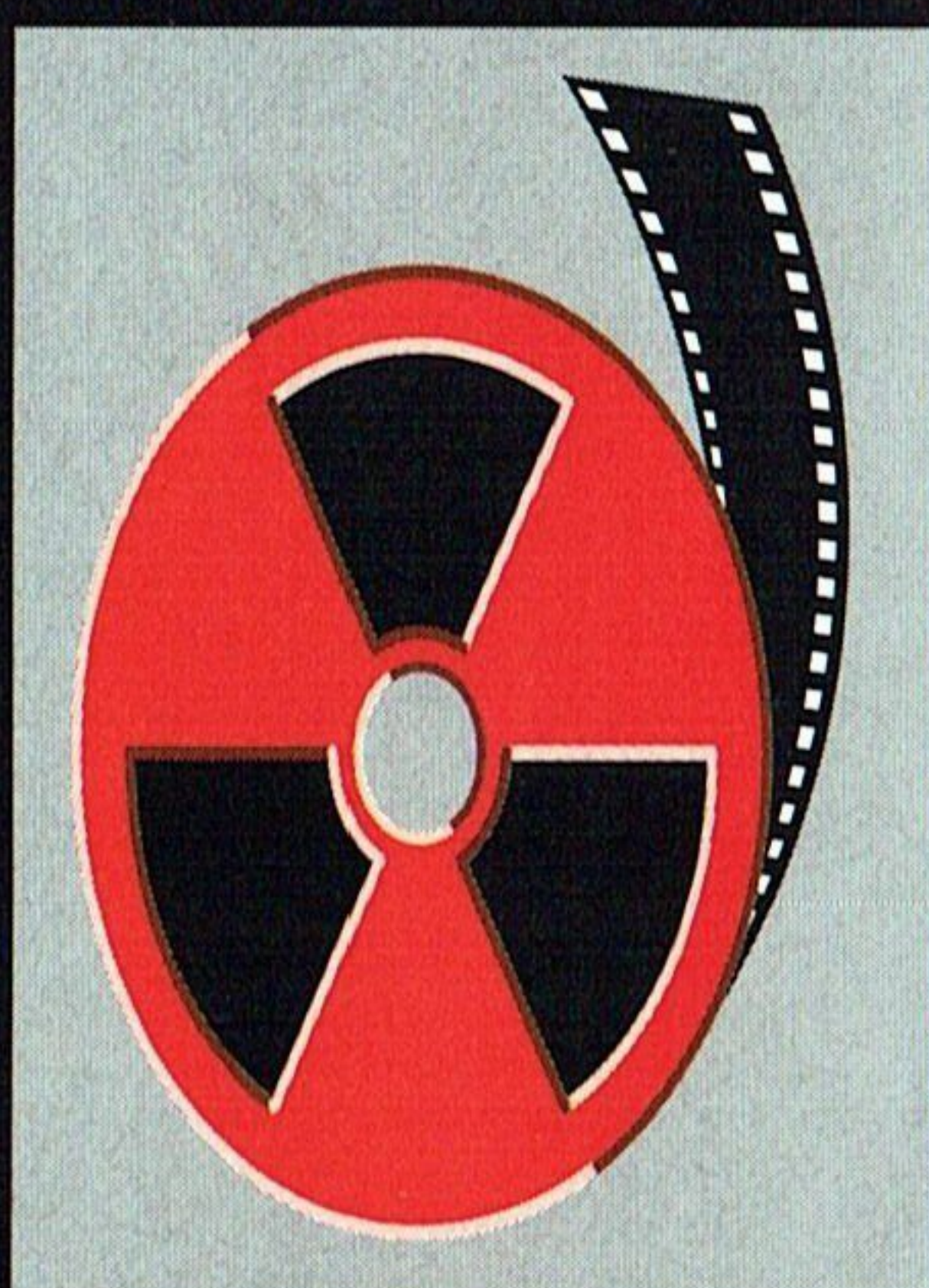
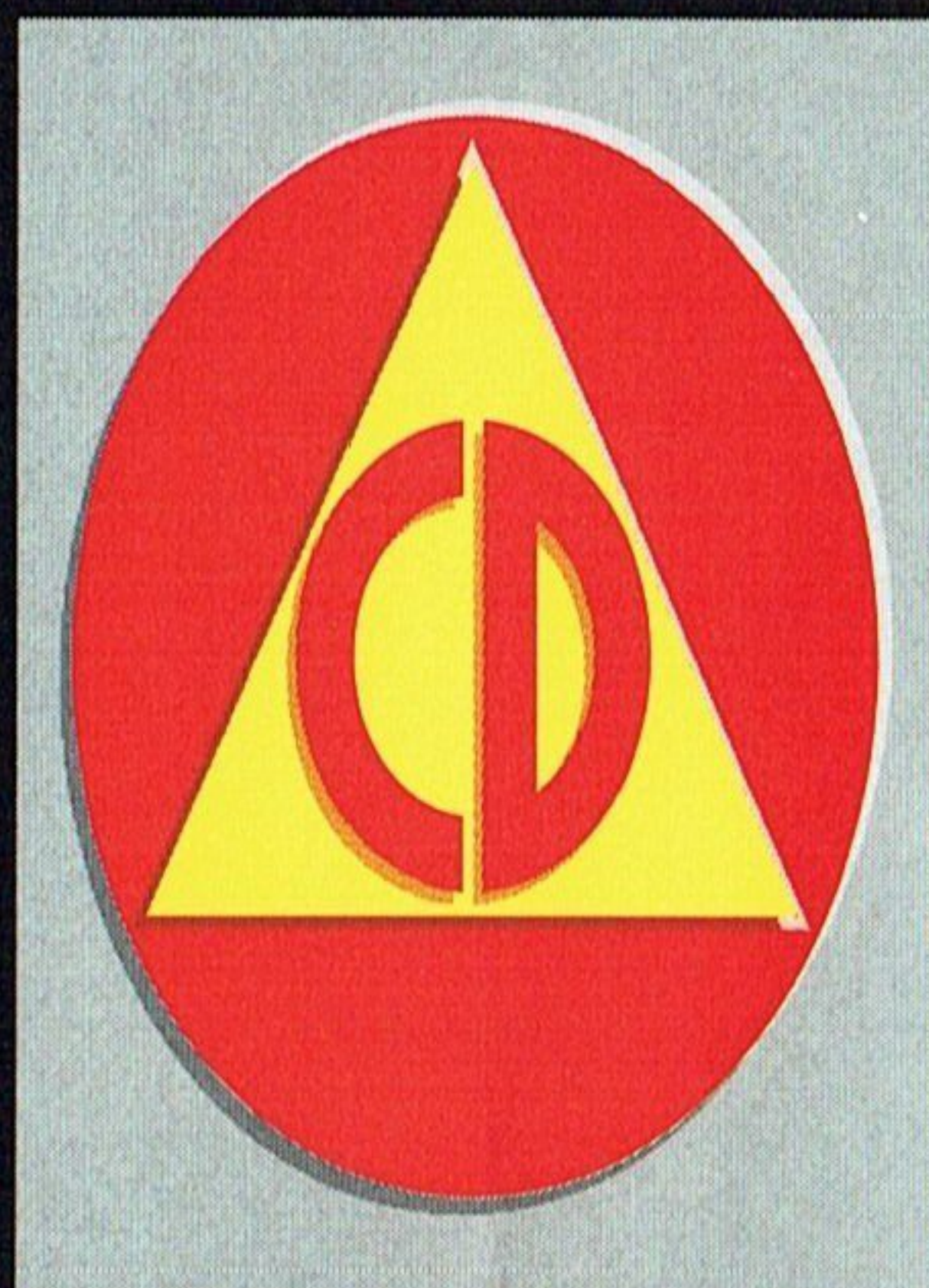
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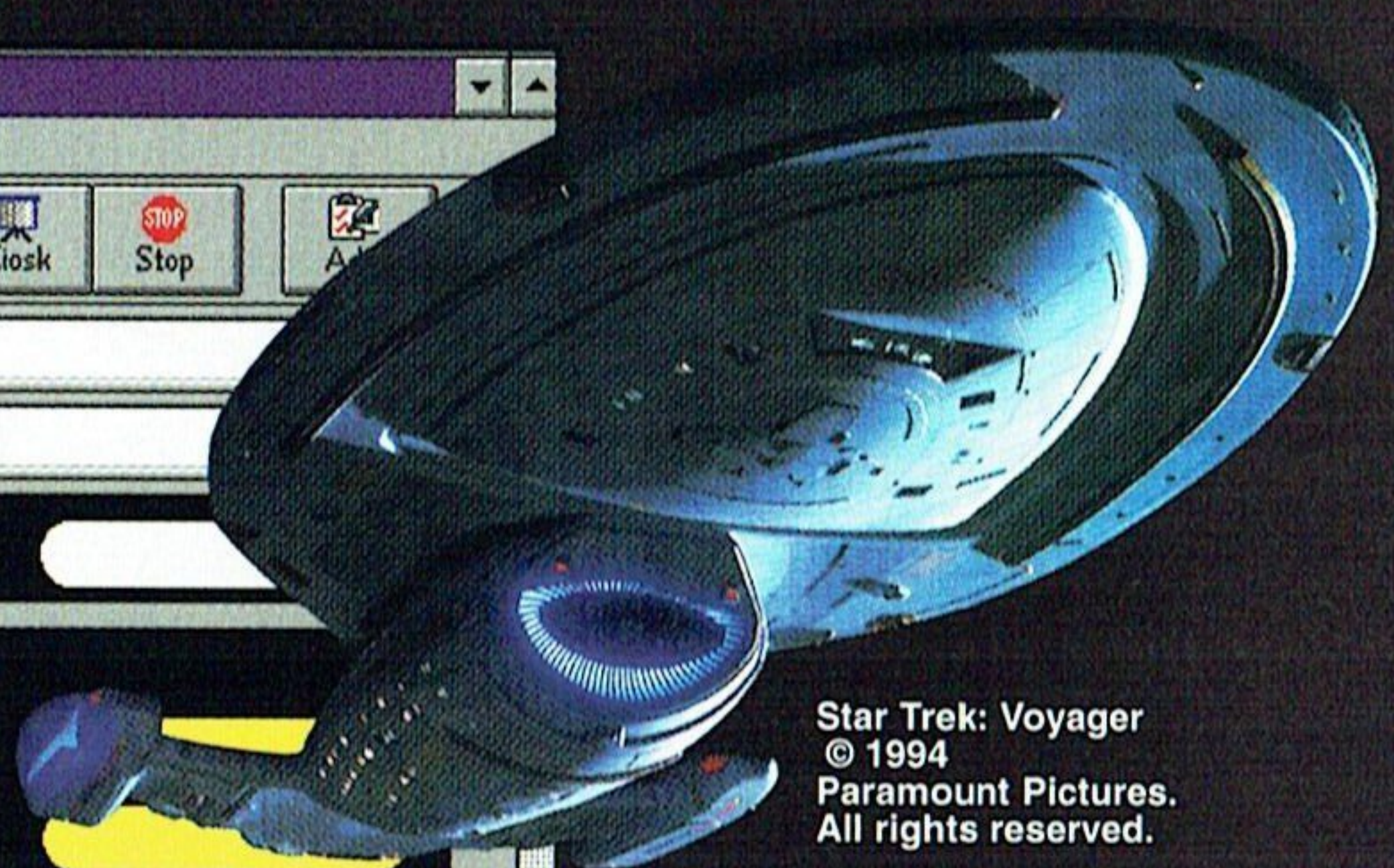
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Last Update April 8

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- New Mortal Kombat 3 Pix In Press Start
- Complete MK3 Tips, Codes, and Strategies In This Issue

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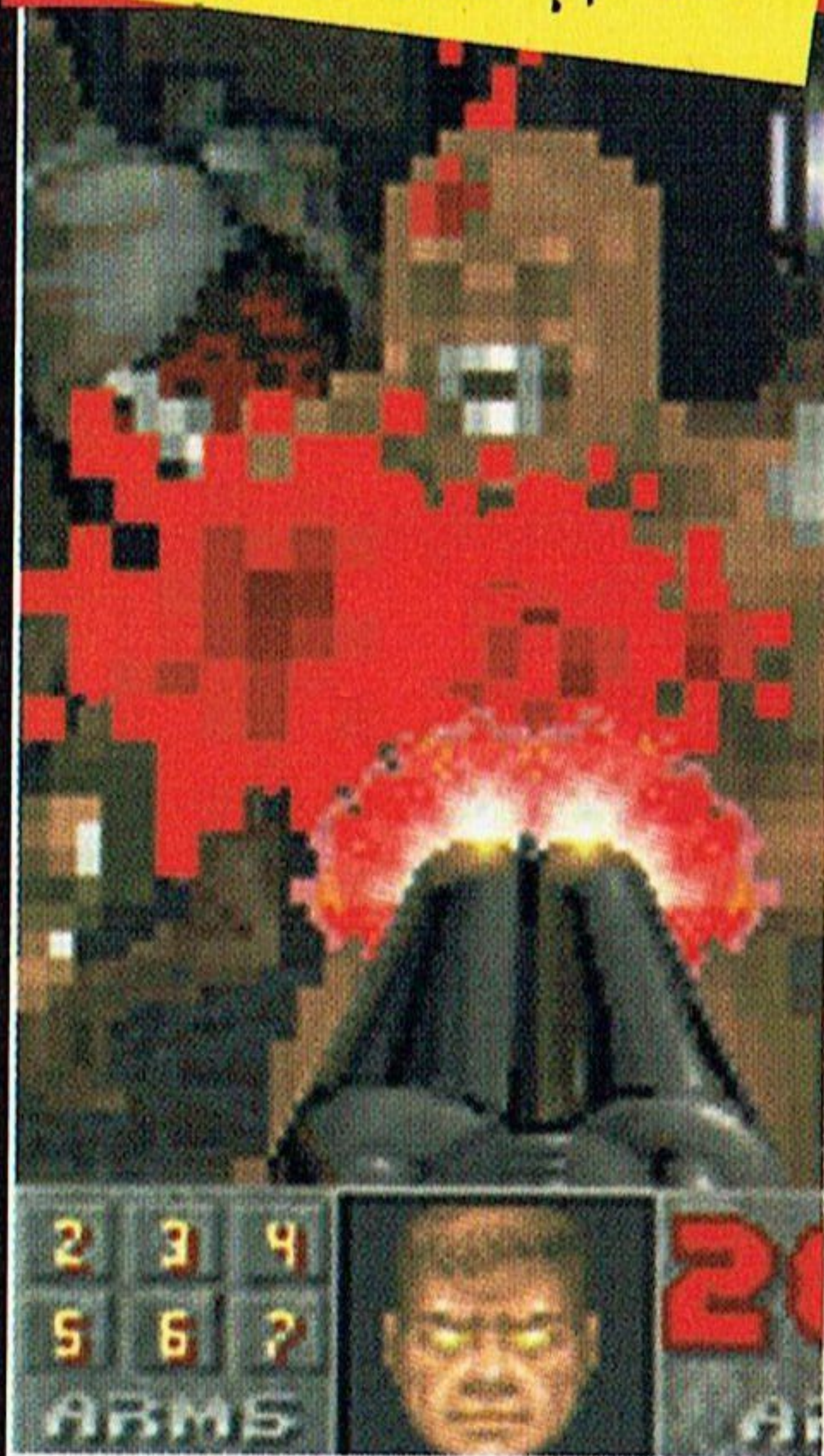
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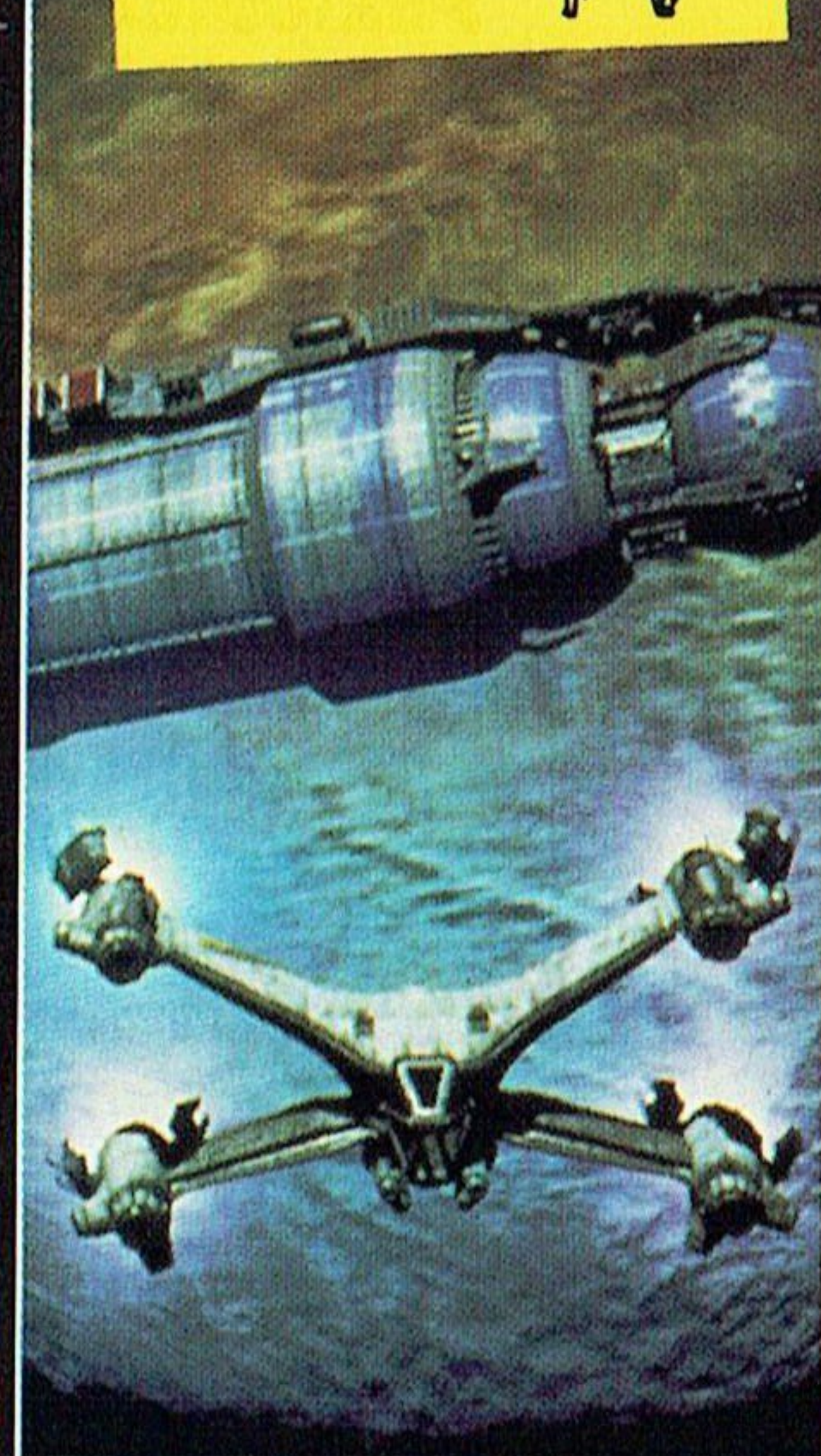
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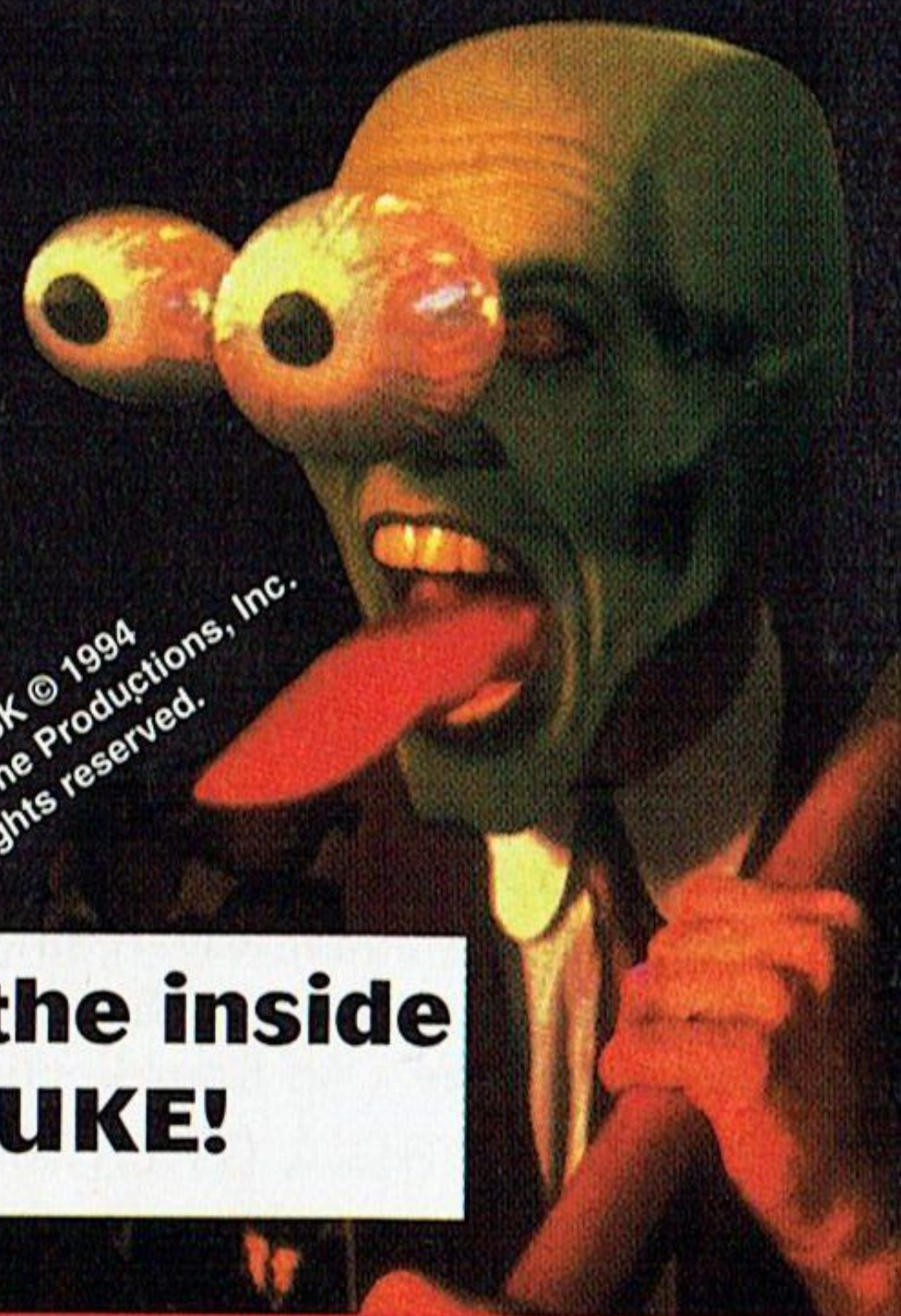


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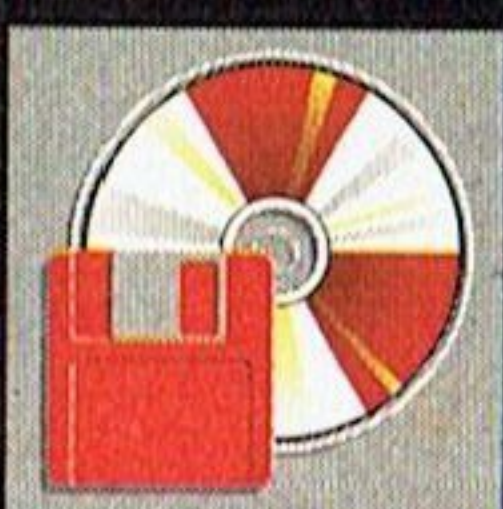
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The All-Sega™ Magazine

JUNE/JULY 1995  
VOLUME 6, ISSUE 3

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Mega Play, The All-Sega™ magazine, (ISSN 1058-9171) is published bimonthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Suite 222, Lombard, IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S. \$19.95, Canada and Mexico \$29.95, and all others by air mail only \$49.95. Single issue rates: \$3.99. POSTMASTER: Send address changes to Mega Play, P.O. Box 1733, Lombard, IL 60148-8733. For subscription changes, change of address or correspondence concerning subscriptions write Mega Play, P.O. Box 1733, Lombard, IL 60148-8733. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Sendai Publishing Group, Inc. Copyright © 1995, Sendai Publishing Group, Inc. All rights reserved. TM and © for all products and the characters contained therein are owned by the respective trademark and copyright holders. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

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## MEGA PLAY PREVIEWS

The summer is sure to sizzle with other awesome games previewed in this issue, like Stargate, Aerobiz Supersonic, Judge Dredd, NBA Action '95, Lunar 2 and many more!



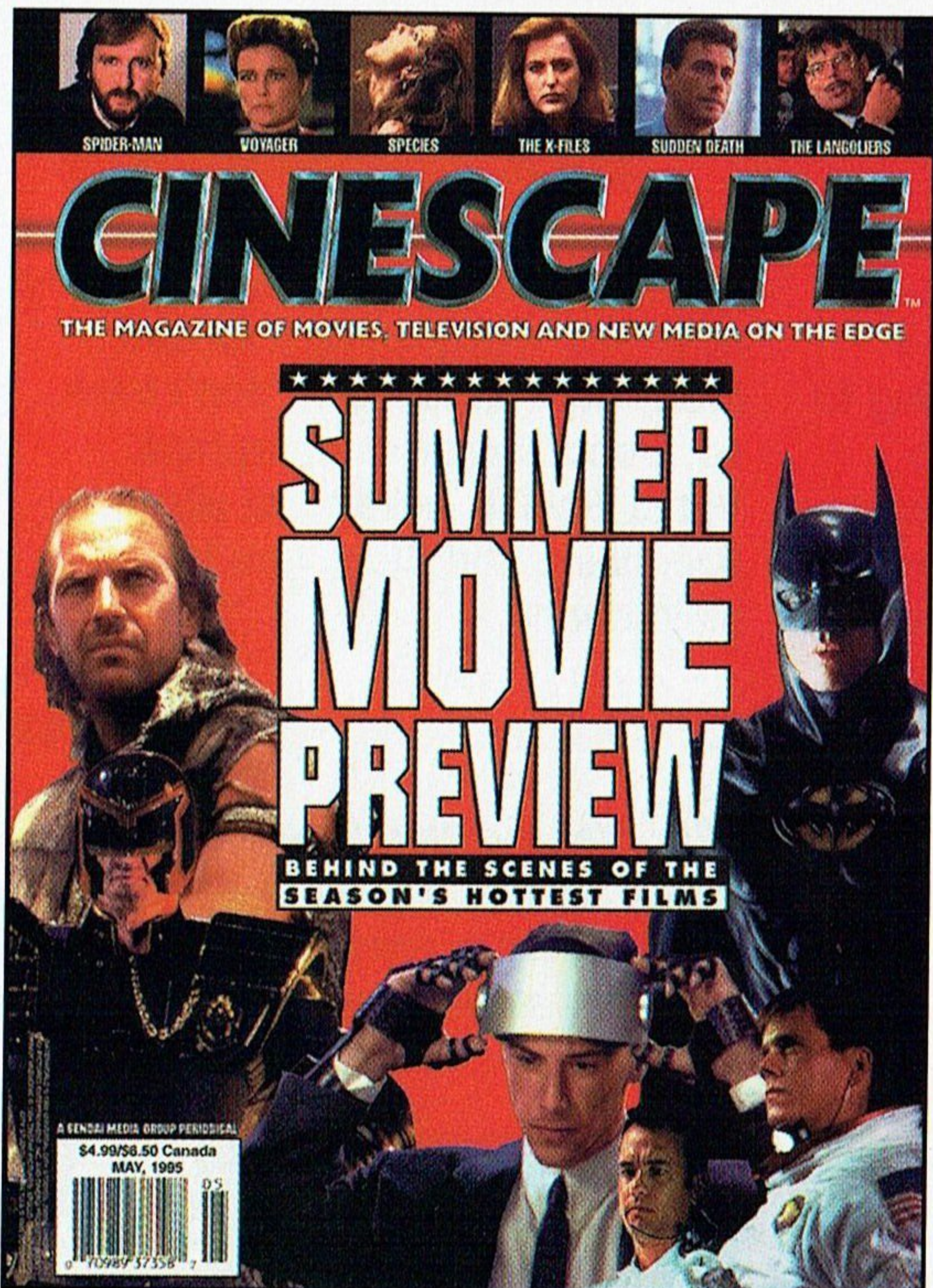


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### VIRTUAL HYDLIDE

I am a big RPG fanatic—I love everything about them! Now here's my question: I'm very excited about the upcoming release of the Sega Saturn. Are there currently any



Here's a screen shot from the game Virtual Hydlide for the Sega Saturn.

RPGs available for the Sega Saturn? How about in Japan? I'll bet they (Sega) could come up with something really wild!

Troy Aurest  
Duluth, MN

(Ed. There is an RPG for the Sega Saturn out in Japan called Virtual Hydlide and it is really different! It follows the typical RPG genre. You can get different weapons, armor and other items. There are tons of different monsters to fight and the graphics are excellent. Whether or not this game makes it to U.S. shores is currently uncertain. If it does, you might want to check it out!)

### MK3 FOR THE HOME

Basically, I'm kinda worried. MK3 has finally been released and it was love at first sight. The problem is, I own a Genesis. With the appearance of the new 32-Bit systems like the Sega Saturn and the

PlayStation, I'm worried that the home versions of MK3 will be released only on these 32-Bit systems. Is this true? I don't really feel like going out and dropping 500 bucks on a new system just yet.

MK3 Maniac  
via the Internet

(Ed. Rest assured, MK3 for the Genesis and Super NES are already in the works, according to our sources. Hopefully, they will be as good as their predecessors!)

### MORE SEGA SATURN QUESTIONS

I am a loyal reader here in Canada, and I would like to thank you for the great magazines you guys publish. I was wondering if you could help me. I am planning to go to Japan soon, and I plan to purchase a Sega Saturn. My question is: Will the Japanese system be compatible with the American Sega Saturn games when they are released? If not, will there be an adapter or something made available for playing American games on a Japanese system or vice versa?

Francis Isaac  
Edmonton, Alberta

(Ed. Sega remains tight-lipped about any compatibilities between the Japanese and American Saturns. Judging by the past, though, it would be in your best interests to assume that the two will not be compatible. Sega did a real number on gamers a few years ago by "locking-out" their games so that owners of the American systems could not play the Japanese Mega Drive games on their American

Genesis systems. It's like your mother used to say—better safe than sorry!)

### SEGA WEB SITE

Do you know of an address for Sega on the World Wide Web. I've looked everywhere but I can't seem to find it.

R. Masters  
via the Internet

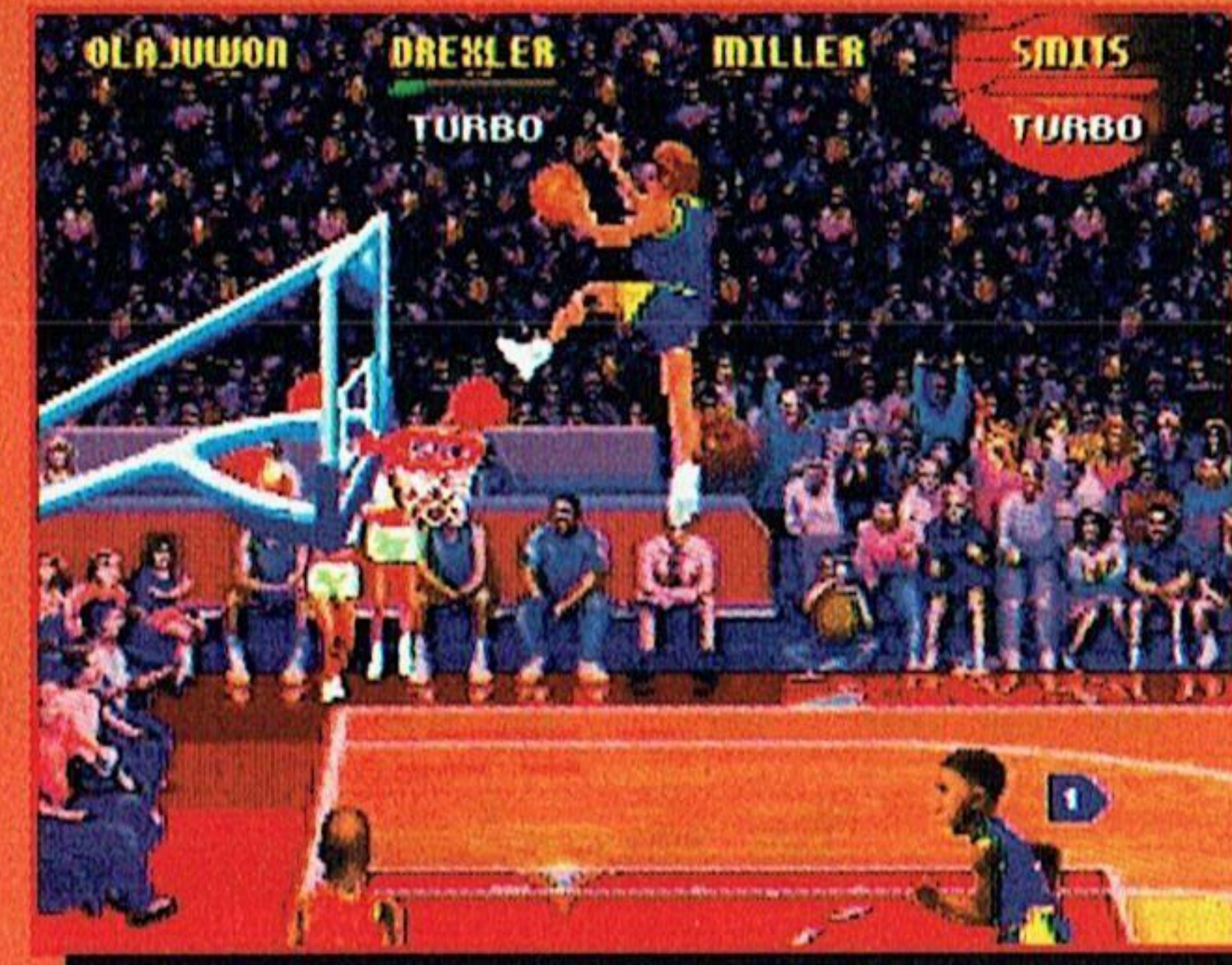
(Ed. Sega's home page is located at [www.segaoa.com](http://www.segaoa.com). There are lots of cool Sega-related things there. Happy surfin'!)

### 32X FEEDBACK

A few months ago, I purchased the Sega 32X. I, probably like every other kid, thought that it looked pretty cool. Well, now I don't think so. Doom lacked the graphics, Virtua Racing lacked just about everything and Star Wars is just plain boring.

zvlb91a  
via Prodigy

(Ed. We've gotten letters from both sides. Some people are happy with the 32X, while some people aren't. Different strokes for different folks. ...)



Our readers have given the 32X mixed reviews—some like it, others don't.



## THE GREAT LOCK-OUT

I was wondering why game companies like Sega and Nintendo do not release their game systems and games at the same time in the U.S. as they do in Japan. It stands to reason that if the games and game systems are available, they should put them out at the same time. Also, I was wondering why some of the companies are using that lock-out technology. If you buy the game system, then you should be able to play all of the games for that system. Many great games are released only in Japan, and unless you have a Japanese system, you cannot play them.

Aaron  
via the Internet

(Ed. Two good questions, Aaron! First, games and game systems are released in Japan first because that's where all of the gaming companies [almost all] have their operations. That's why all of the systems [except Nintendo of America's Ultra



Beyond Oasis (Story of Thor in Japan) is now available here in the U.S.

64] and the games come out over there first. Doesn't seem too fair, does it? As for your other question, the "lock-out" technology is to prevent Americans from using products that were manufactured for the Japanese. [Maybe the U.S. government should do the same thing to Japan with American products?!] After all, keep in mind that owning a Japanese game system or games is "illegal." [Kind of like making a tape of your favorite CD! It's one of those laws that is seldom enforced unless people are selling the copies for a profit.] With that said, also

keep in mind that any store that sells Japanese games and systems is breaking the law. Now, whether or not anyone cares is another idea.)

## WHAT SHOULD I DO?

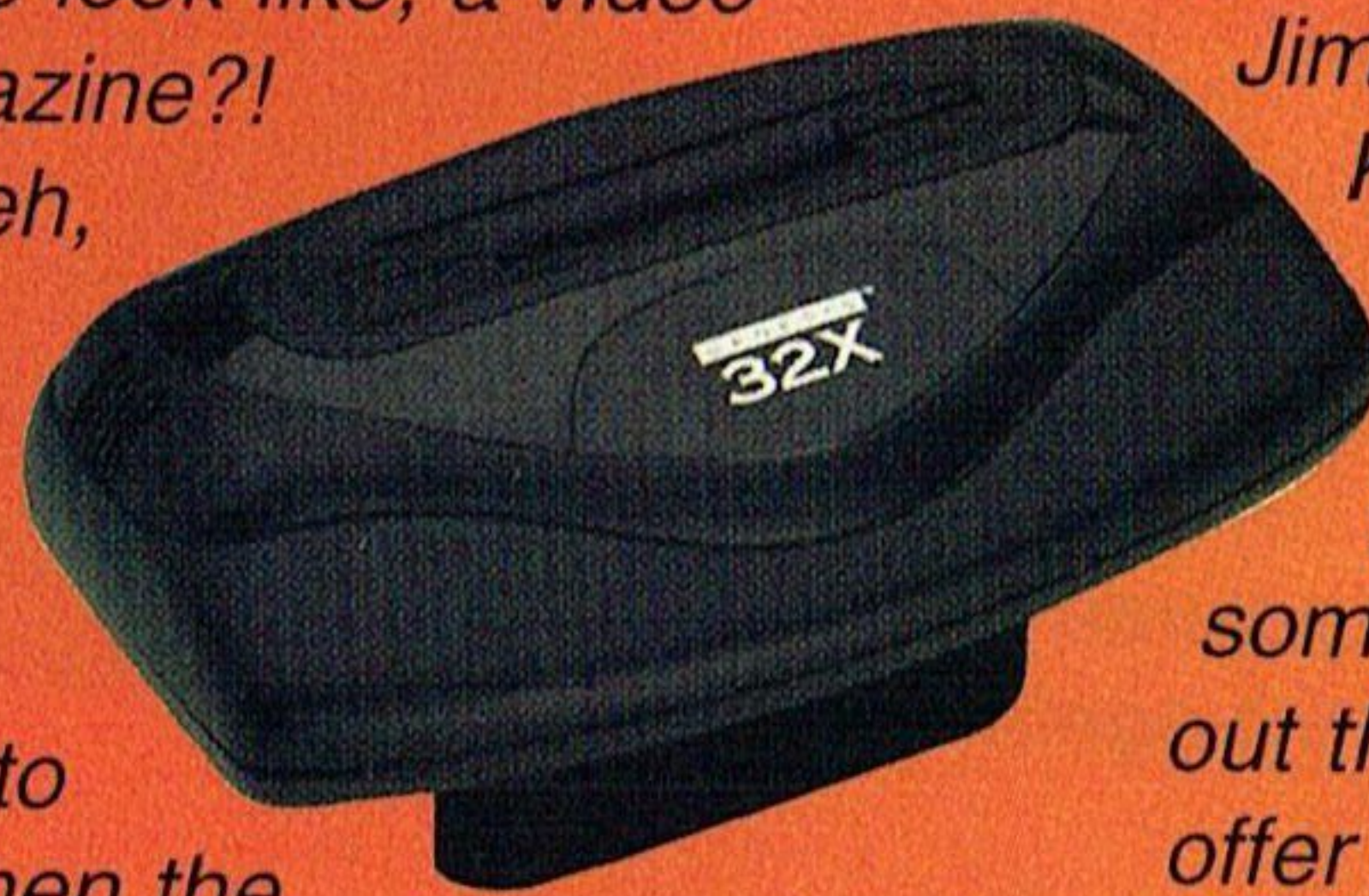
Okay, here's the dilemma: Should I buy a Genesis CD 32X combo or should I wait to buy the Sega Saturn when it comes out? Which is the better buy? Please help me, I'm going insane!

Derek R. Walsh  
Kingston, WV

(Ed. Do you have any idea how many letters we get like yours, Derek? Lots. Which system do I buy? Which games are better? What do we look like, a video game magazine?!

Oh, heh, heh, never mind.

Anyway, if you have the money to shell out when the Sega Saturn debuts, go for it! If, on the other hand, you want 32-Bit gaming right now, the 32X is definitely an option to consider. One strong point that the 32X has in its favor is the price. A Genesis with a 32X would cost you around \$270 with a game. The Sega Saturn will probably cost somewhere over \$350.)



## GREASY KID STUFF

I am the parent of two young children ages six and nine. While I'm careful about the games they play and the television they watch, I can't help but be amazed at how hard it is to find decent games for younger players. Most of the games out are primarily geared (it seems) toward kids and adults ages 14-19. Are there some good, quality games out there for younger kids and if there are, which ones are they? We have a Genesis.

Thomas Baron  
Phoenix, AZ

(Ed. First of all, look on the boxes of the Genesis games before you

buy or rent them. They now carry a rating to let parents know at a glance the type of game. Here are



Earthworm Jim, one of the best Genesis titles, is a must-buy for Genesis owners.

a few good Genesis games for younger kids: Ecco Jr., Desert Demolition Starring Road Runner and Wile E. Coyote, Earthworm Jim, Mighty Max, Ristar, Zero the Kamikaze Squirrel, NBA Jam Tournament Edition and any of the Sonic games. These games are not as violent as some of the other popular games out there, yet most of them still offer the kids a good degree of challenge [handy for keeping the little ones out of your hair for a while]. I know that it's tough to keep an eye on everything they do and see, but with some practice and common sense, you should be able to find games for the little ones.)

## JUST MY 2¢

I am not full of money. I cannot keep shelling out \$200-300 to buy the newest and latest thing from the video game companies. Why can't they stick to one system for several years and just keep producing games for it? Now my beloved 16-Bit systems are going into the trash heap, and I (sooner or later) am going to have to buy some new "mega-system." Why? Do graphics really count? On my old 8-Bit systems, the games had quality and could last almost forever. With the way things are going now, games have been going down in playability, fun and replay value. Do I have to give it all up for better graphics? You tell me!

Andrew Weiss  
Northridge, CA



# HI-TECH SEGA

## IS THAT A JOYSTICK IN YOUR POCKET?

### Control Pad

Ergonomically designed for maximum game play control.



### Arcade Racer

Ultimate accessory for racing game fans. Daytona will never be the same again.



### Virtua Stick

An essential accessory that brings home the arcade experience.



With all the hype building around the anticipated release of the Sega Saturn, Sega is gearing up not only with an incredible list of software, but is also going full steam ahead with an impressive lineup of peripherals to support their next-generation machine.

First is the Control Pad, which will obviously be included with the Sega

Saturn. Cosmetic and ergonomic changes have been made from the Japanese controller by having the front buttons made to be pressed down as well as in. The overall fit is more snug to the palm.

Daytona USA fans will be delighted with the new Arcade Racer, the new steering wheel controller made especially for the the arcade driving

smash. Other driving games will benefit from this peripheral as well.

If driving games aren't your bag, then the Virtua Stick will give players a kick (and punch) with games such as Virtua Fighter. The six-button layout is made especially for fighting games.

Other essential accessories for the system are

the Six-Player Adapter, the Mouse controller and a Back-Up Memory cartridge. Sega will also be implementing an MPEG card to update your Sega Saturn to play video CDs. That's not all, folks! Save your still pictures on Photo CD and view them with Sega's Photo CD Operating System.

### Mouse

Compact and easy to use, with four buttons: A, B, C and Start.



### Six-Player Adapter

Enables up to six players to compete (or cooperate) on teams or as individuals.



### Back-Up Memory

This cartridge provides 512K of back-up ram for storing game data.



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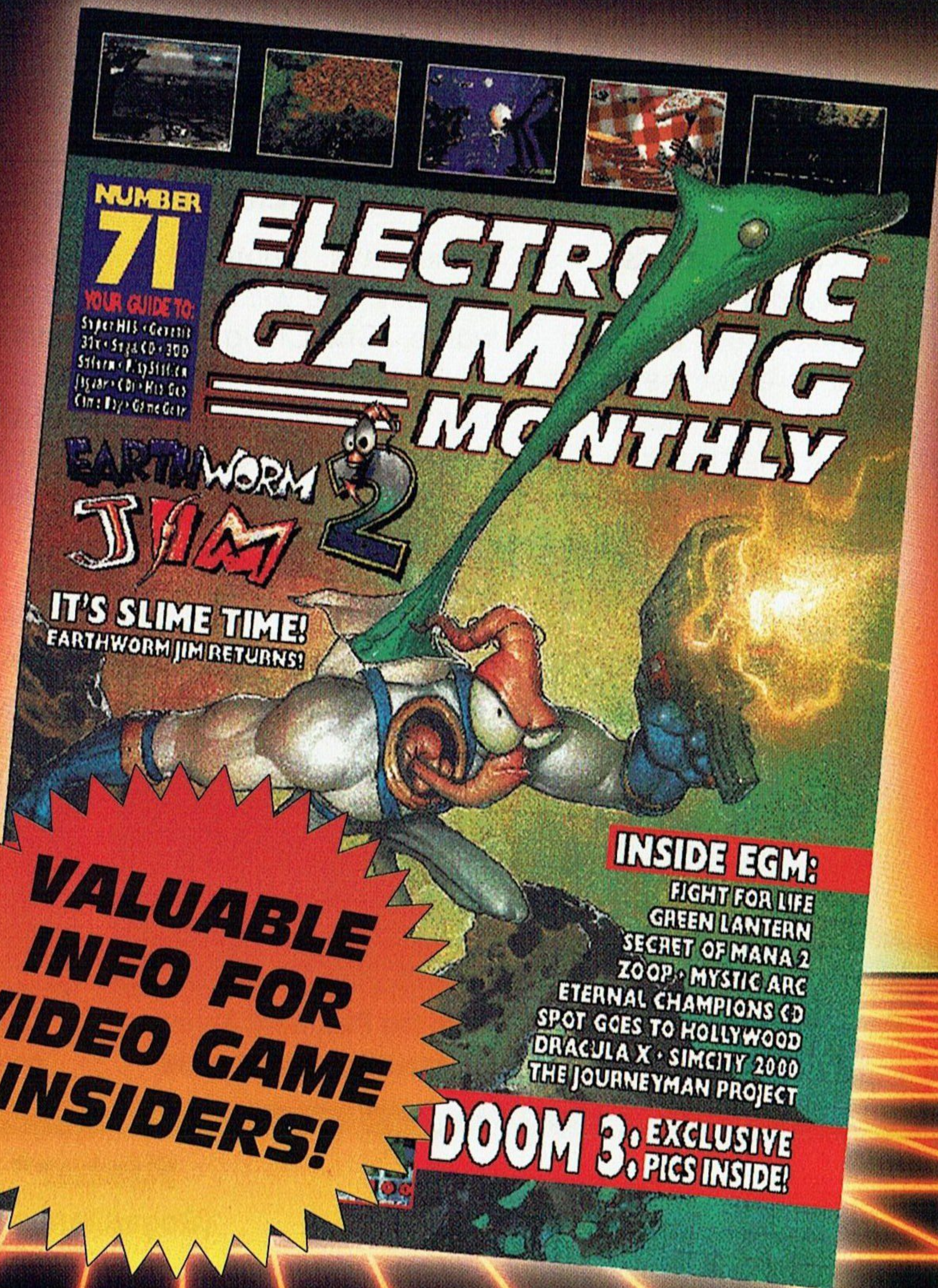
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# MEGA TRICKS

## The Ultimate in Sega Secrets

### Toughman Contest (Electronic Arts/Genesis)

#### Many Cheats

When the Title Screen appears, press the Start button to enter the Game Setup Screen. Move down to the "Restore from Password" Option and press START. Now you can enter any one of these passwords to change the way the



Press Start on the title to get the Game Setup Screen.

game plays. If entered correctly, you will see the words, "Cha Ching!" and you'll hear the announcer say, "It's in the game." Hit B and start your game. Reset for a new code. The passwords are shown below in red.

**MRBUCKEYE:** This code will allow your player to

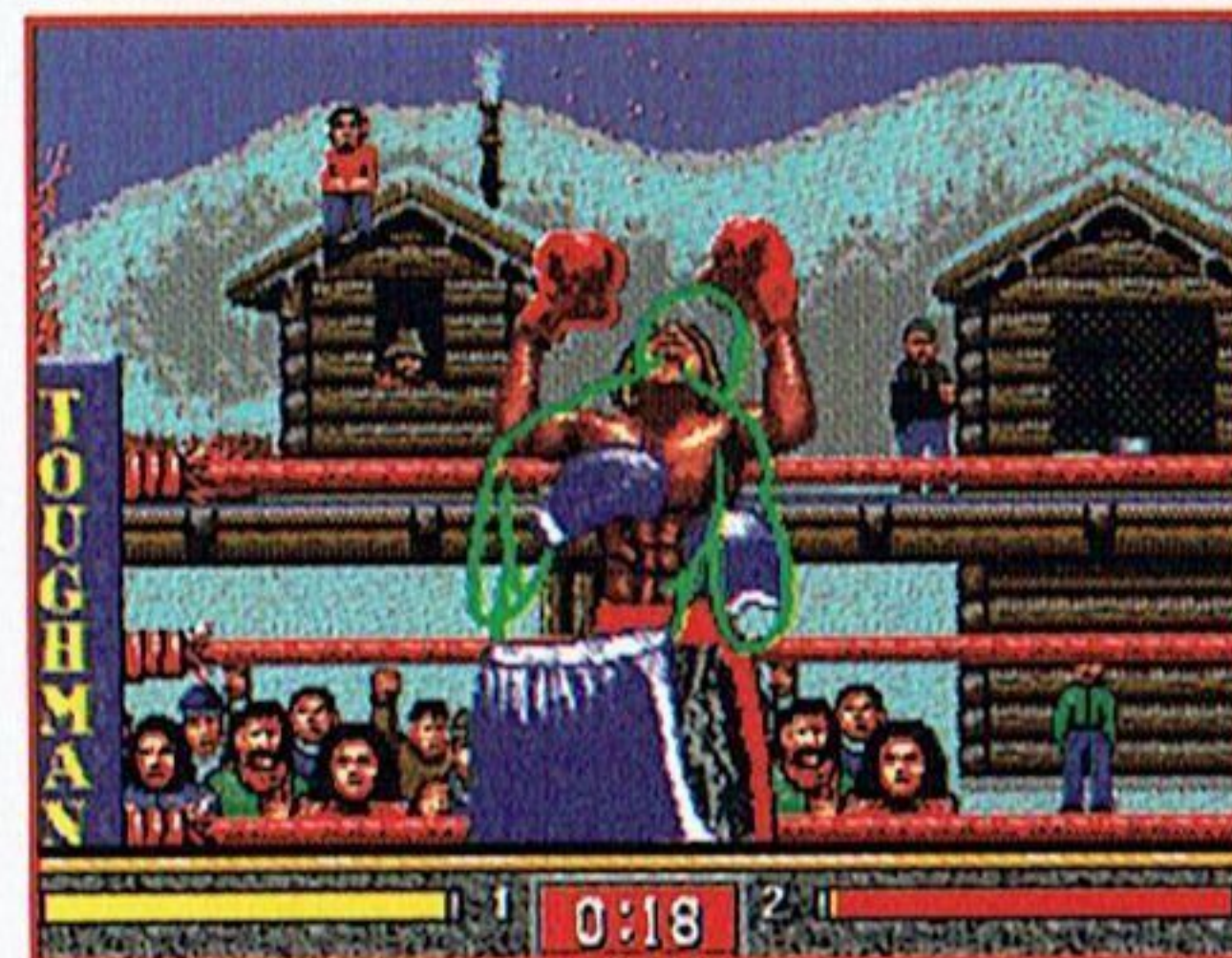


On the Password Screen, enter the correct code.

use all 14 special punches rather than limiting it to three.

**RUBE:** This password will allow your player to fight an opponent that doesn't have a head!

**2LT:** This password will stop the time from counting down. The fight must be won by a knockout.



The password MAXX will give you infinite energy!

**FQSTER:** This code allows your player to fight a shadow of your opponent.

**WEASEL:** Now you will be able to fight a shorter version of your opponent.

**SUPERG:** You'll play against the computer at its hardest level of difficulty.

**MAXX:** This code will allow you to fight without taking any damage!

**NUCLEAR:** This will allow you to fight a glowing opponent.

**HYPER:** This allows you to fight at twice your normal speed.

### Ristar\* (Sega/Genesis)

#### Round Select, Fight Bosses, Tone Deaf Sounds, Time Attack

These codes will give you plenty of new options in the game Ristar for the Genesis. To do these great tricks, you must first get past the opening cinema and go to the Title Screen. Press START and move down to "Option." Press

START again and then move down to the "Password" Option. Press button A to get into the Password Entry Screen. Put in any one of these great codes to get different results:

**ILOVEU:** Gives you a Round Select where you can choose your starting planet and the last Boss!

**MUSEUM:** Fight only the Bosses of the levels. Defeat them and you will go on to the next level Boss.

**MAGURO:** You will get tone deaf sounds.

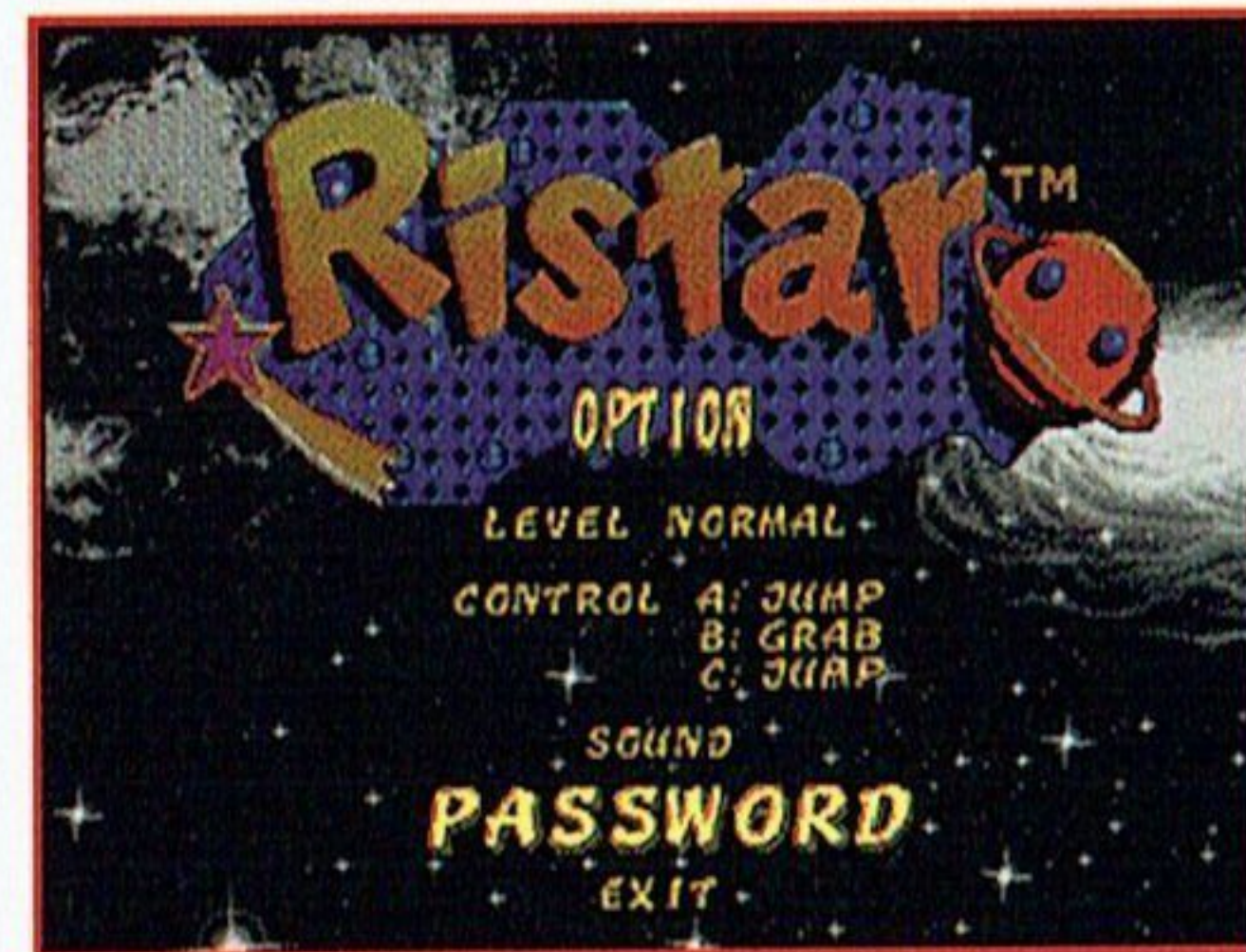
**DOFEEL:** This will give you a Time Attack Mode where you have to accomplish a task in a certain amount of time. Beat the Sega time!

After you enter any of the

codes, you will get a confirming sound and text will flash on the screen indicating that you did the code correctly. Now, just press START to exit to the Title Screen. Press START again at the "Game Start" Option and you will see a screen with planets. You now can do the result of the trick you've chosen!



At the Title Screen, move to "Option" and press START.



Move to the "Password" Option and press button A.



Enter the password of your choice on this screen.



After entering it correctly, the result will flash.



## Red Zone

(Time Warner Interactive/Genesis)

### Hidden Game

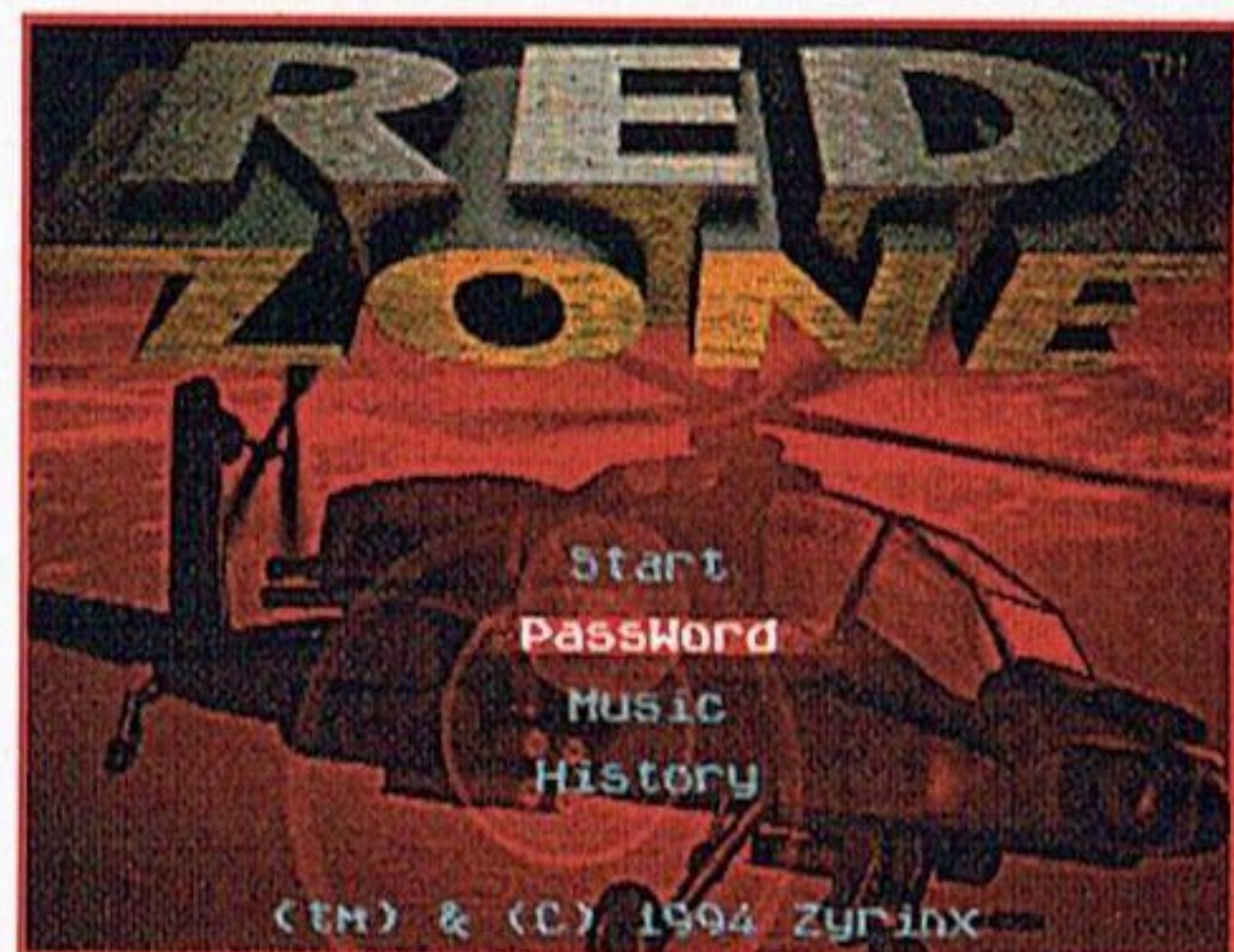
There is a hidden game that resembles the classic Asteroids inside Red Zone! If you would like to access this great

trick, go to the Title Screen of the game and move to "Password." Next, press the Start button. Now, press these buttons in this order: C,

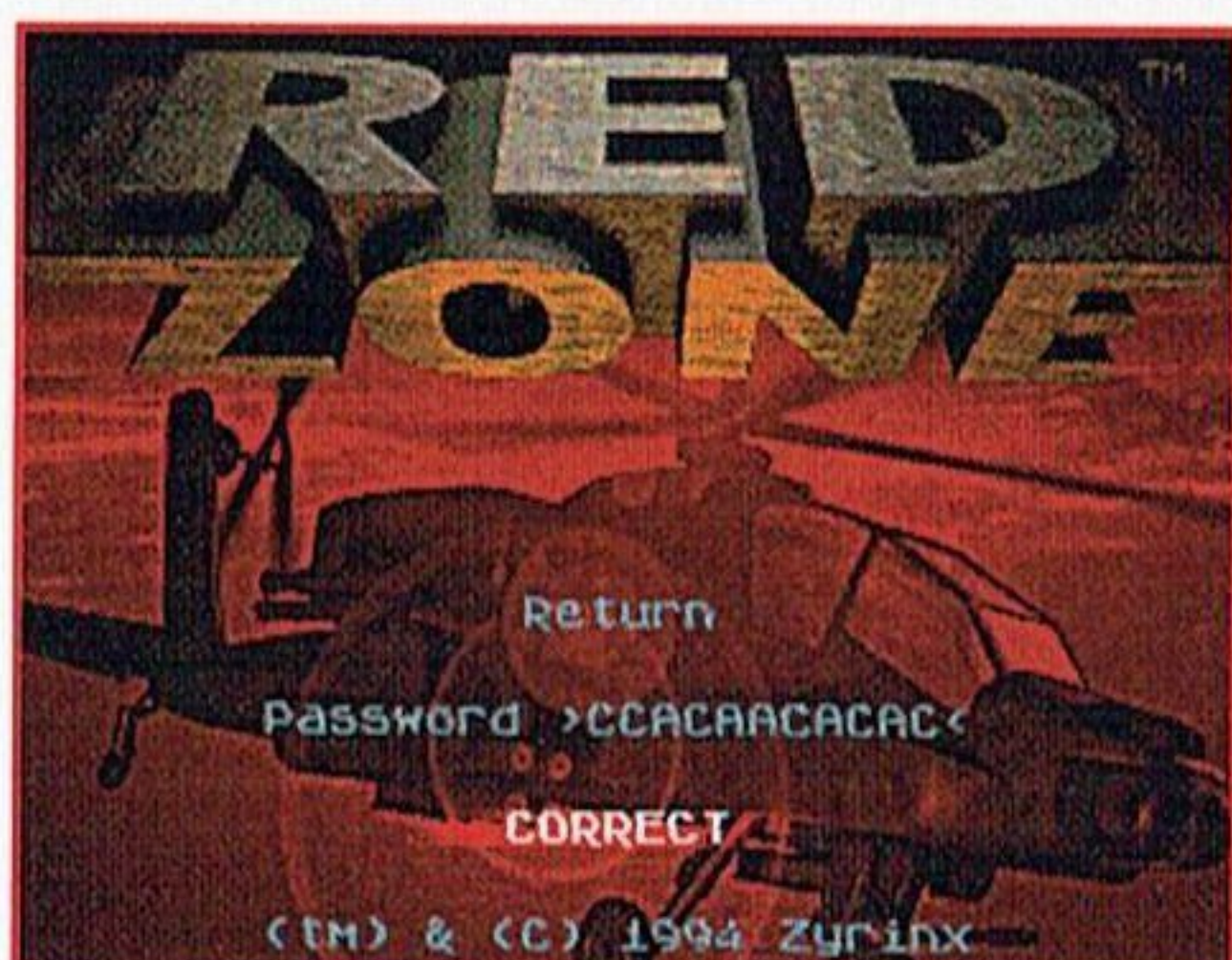
C, A, C, A, A, C, A, C, A, C. Press the Start button again. This button "password" automatically brings you to a green game of Asteroids!

C=Shoot, B=Thrust and A=Hyperwarp.

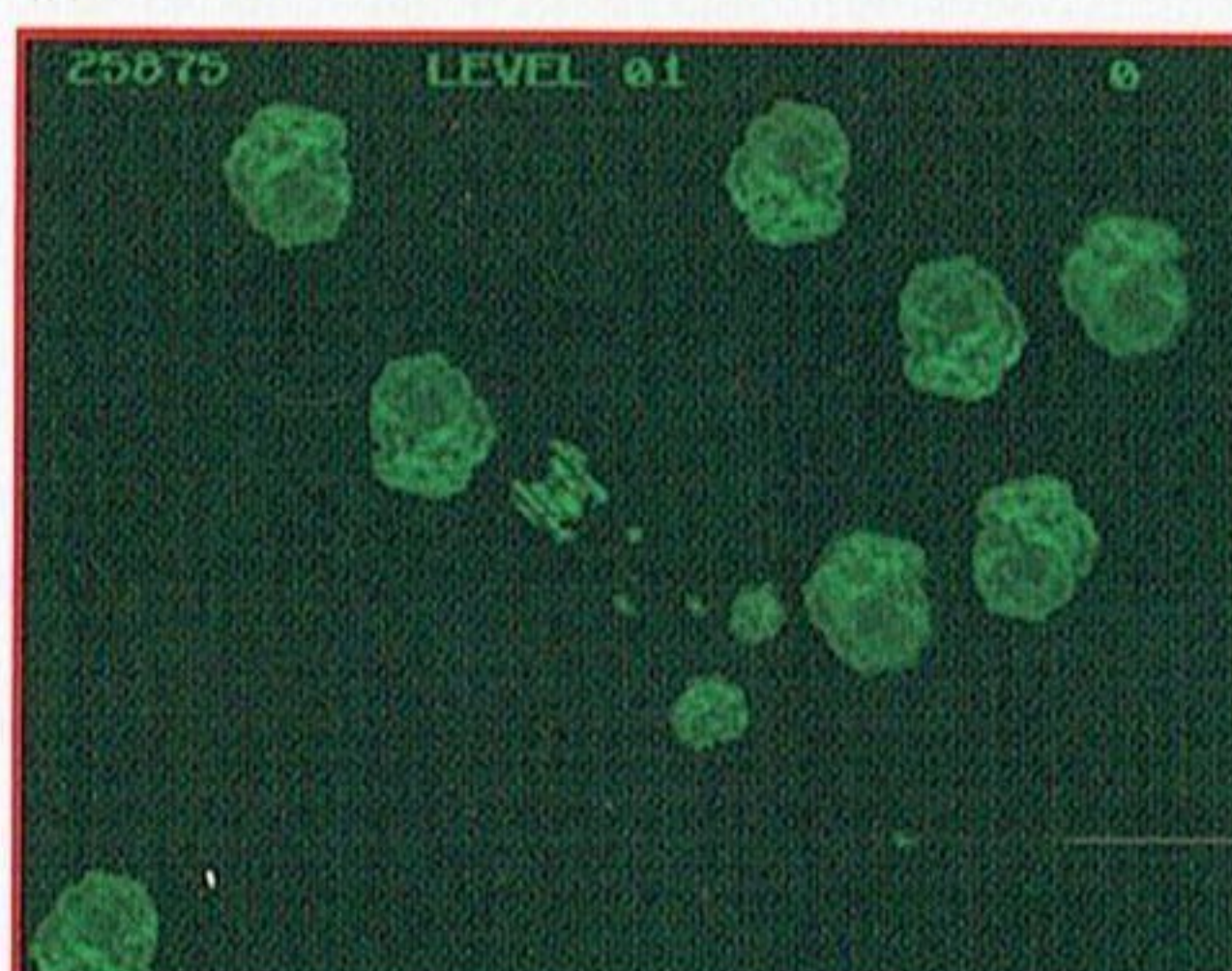
Jamie Lee Black  
South Bend, IN



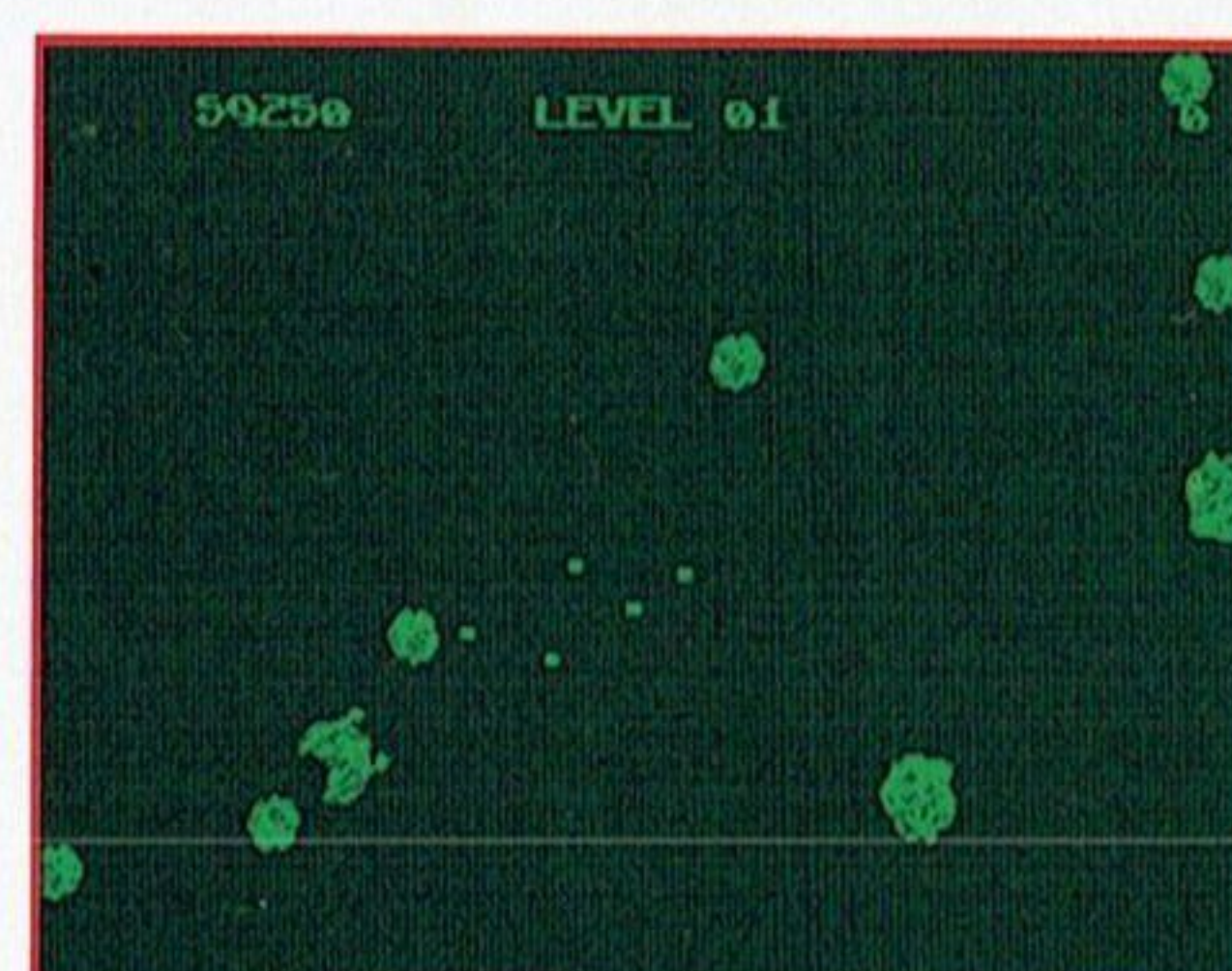
Access the "Password" Option from the Title Screen.



Enter the correct button password with A and C.



You will be warped to a green game!



This secret game resembles Asteroids with all controls!

## True Lies

(Acclaim/Genesis)

### Infinite Lives, Energy, All Weapons

Do you get frustrated because you're running out of ammunition and weapons as well as your

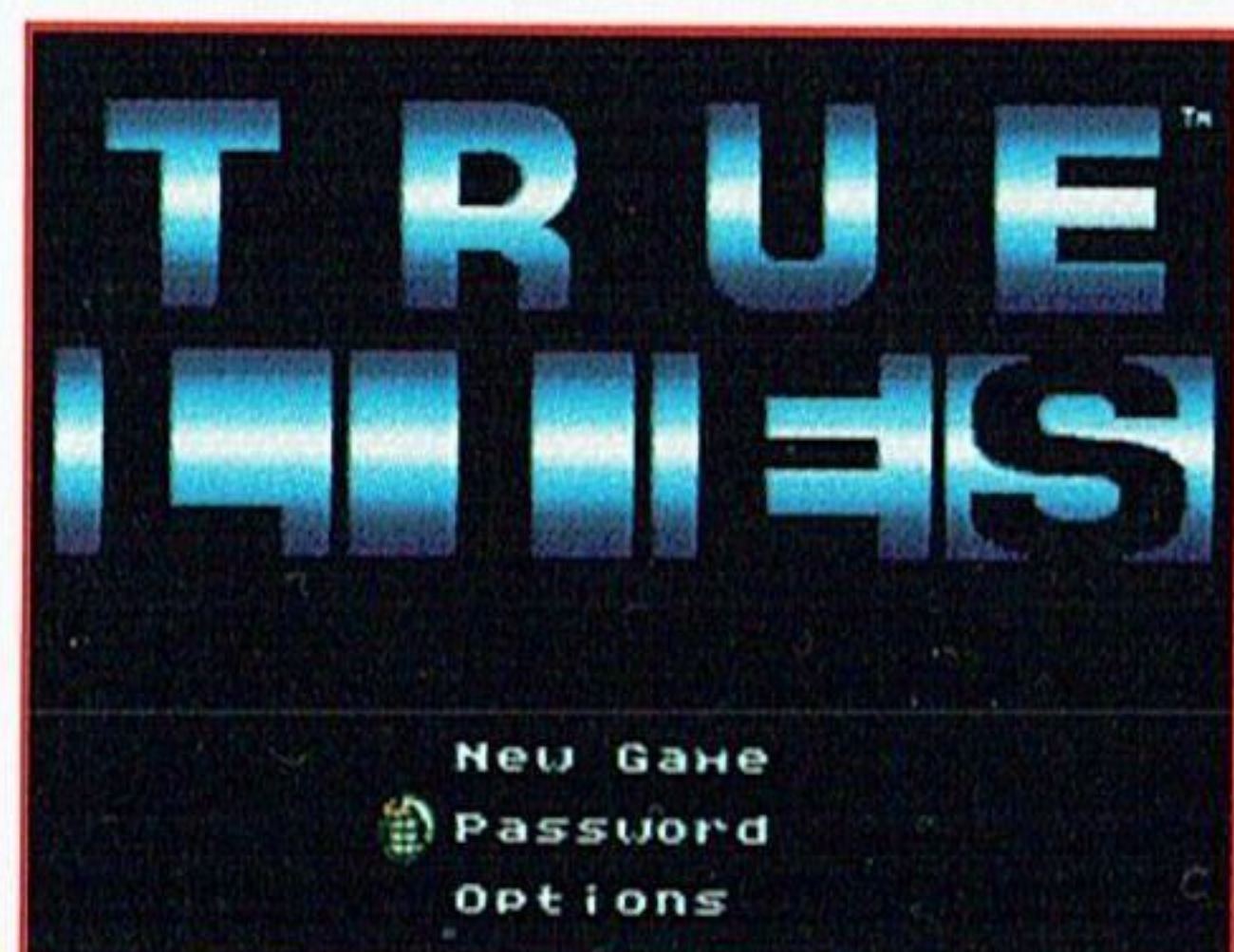
lives? No more! At the start of the game, when the Title Screen appears, enter the Password Screen and enter these phenomenal codes:

Infinite lives: **BGLVS**  
Infinite energy: **BGGRLY**  
All weaponry: **BGWPNS**

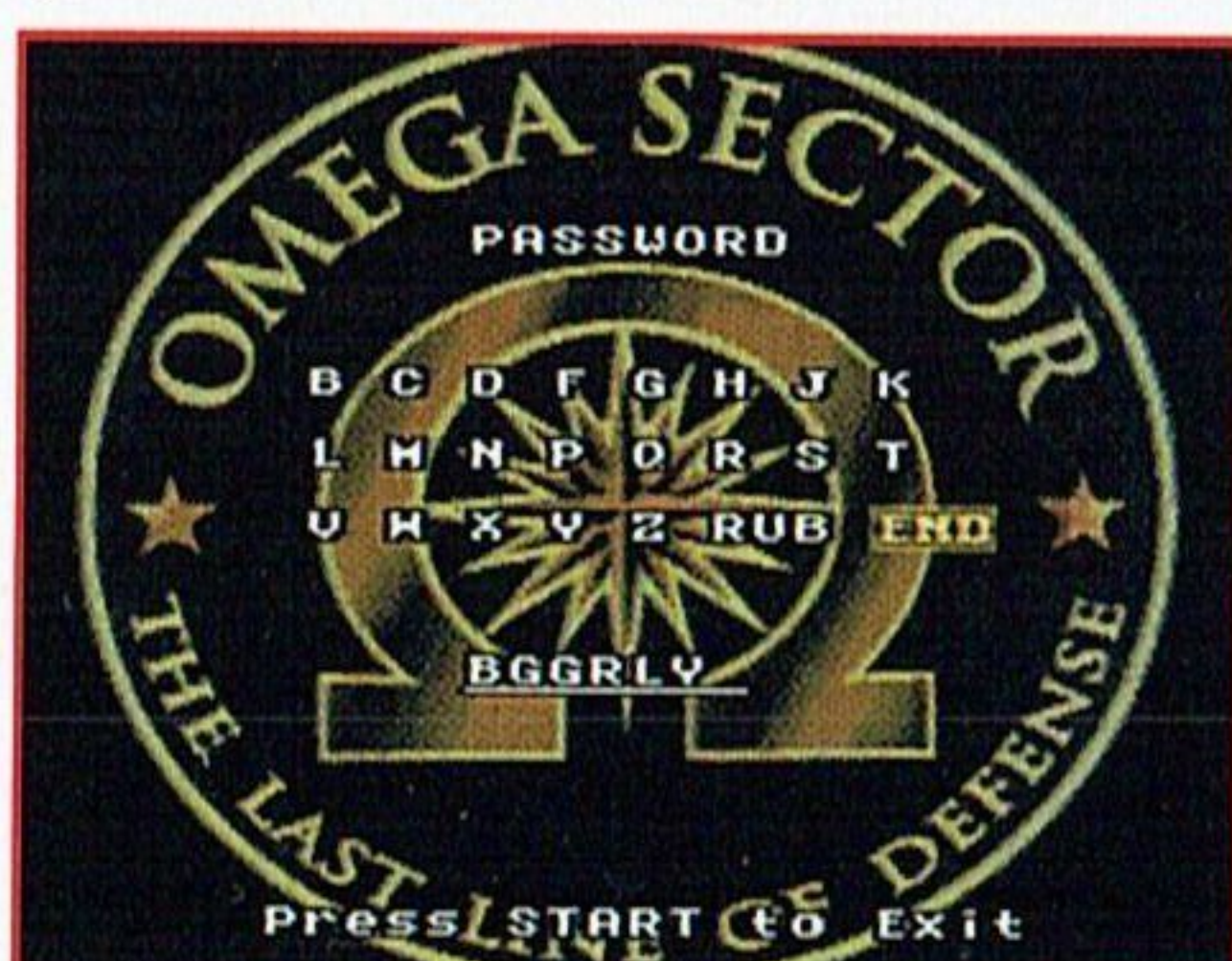
completing your game! So you cheat a little!

Josh Robbins  
Smyrna, TX

You will find that all of these are very useful in



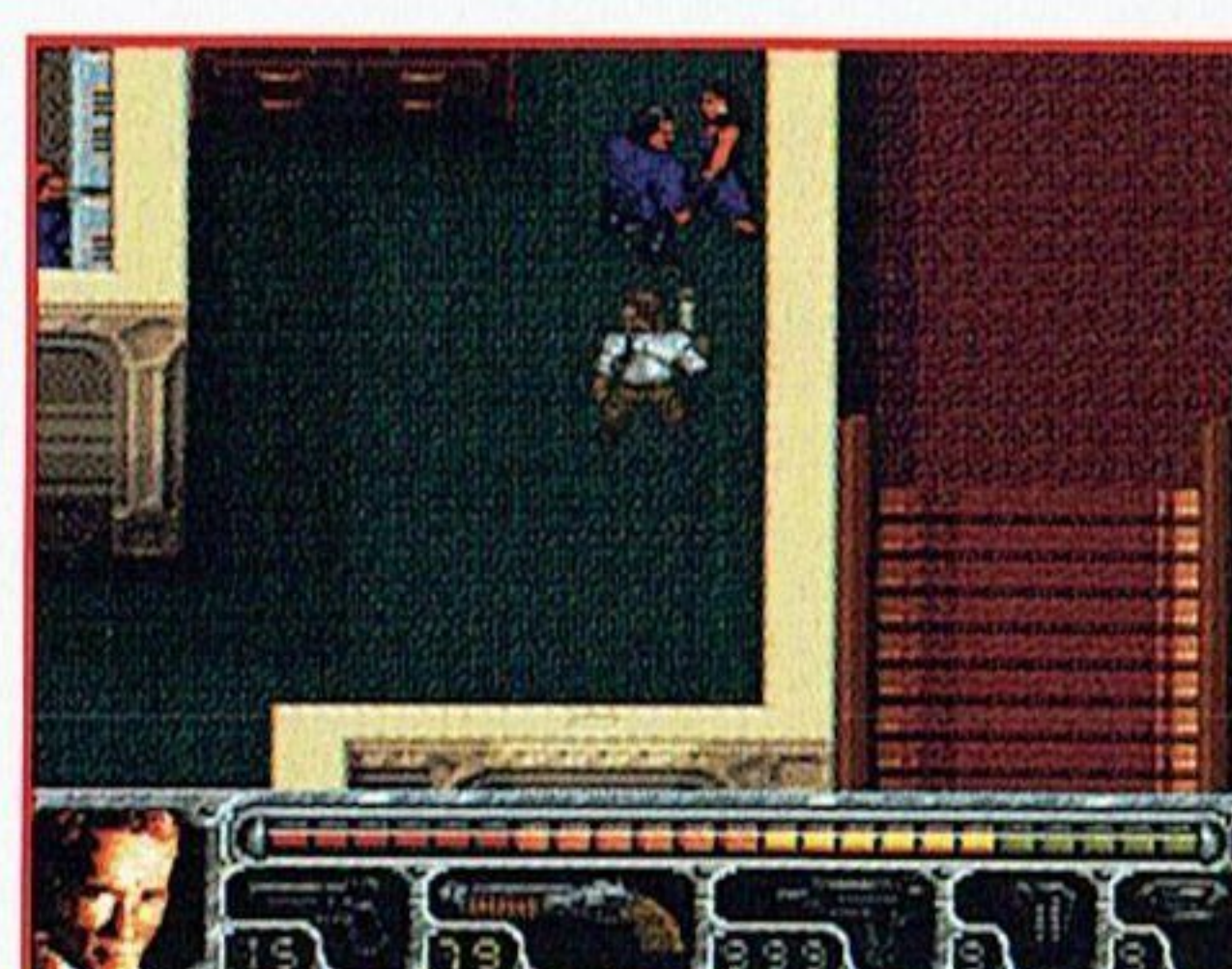
When the Title Screen comes up, access the "Password."



Enter the password for the trick you want to accomplish.



Without the code, you can run out of ammo, lives, etc.



With the codes, you'll get maxed out on everything!

## Road Rash 3

(Electronic Arts/Genesis)

### Best Bike, Mucho Cash and All Upgrades

Go to the Game Options Screen from the Title Screen. Press START. Now, in the

Options Screen, move to "Set Passwords." Press START again. Enter this code for "Player A": **15S9 PU03**. Now, exit back to the Title Screen. As soon

as you get there, you will see that "Player A" has acquired \$200,000! When you go into the Bike Shop, you'll see that you cannot upgrade any-

more, and you have the best bike; the Wildthing 2000!

Robbie Tarte  
Orleans, ONT



From the Title Screen, choose the "Game Options."



In the Options, choose to "Set Your Passwords."



After entering the correct code, you'll get \$200,000!



You will also have the best bike and all upgrades!



## Cosmic Carnage

(Sega/32X)

### Play Cyber Brawl

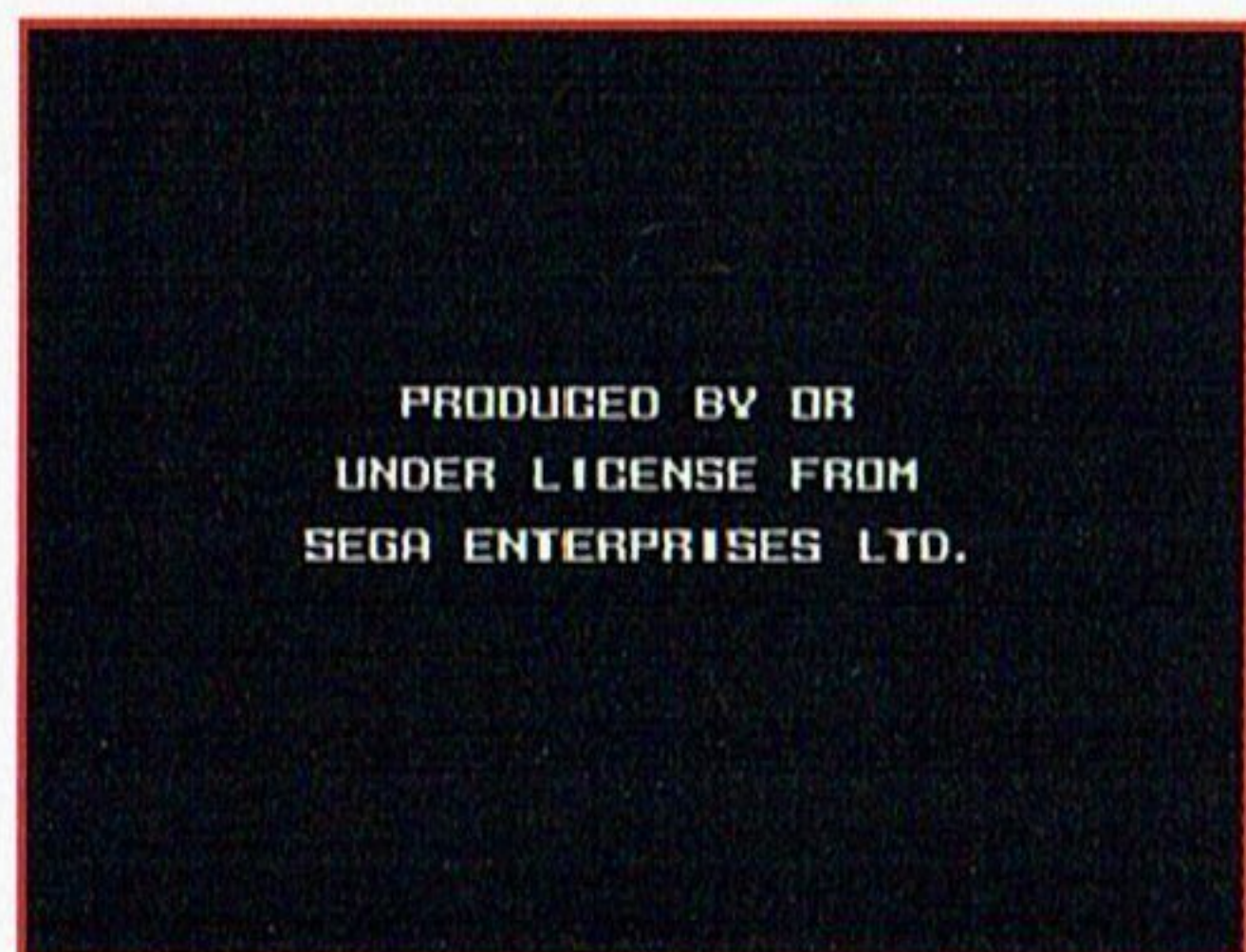
Note: You must use a six-button controller to make this trick work! This trick will allow you to play the Japanese version of

the game! You'll get to fight with characters who were changed from their original version. To do this trick, hold buttons X, B and Z as soon as you

turn on the game. When the introduction is running, press START. You will see that the Title Screen has changed to "Cyber Brawl." You will

also get your choice of some new fighters with special abilities!

Chris Bradley  
Lafayette, GA



As soon as you turn on your machine, hold X, B and Z.



The Title Screen will be changed to Cyber Brawl!



You will see that some of the characters have changed.



Brawl to the death with these alternate characters!

## Pac-Man 2

(Namco/Genesis)

### Play the Original Pac-Man Games

If you enjoyed playing the original Pac-Man game in the arcade, you're in for a treat! From

the Title Screen, go to the Password Option and press START. At the Password Screen, enter the following codes and press START on the

word END to play two different Pac-Man games: **PCMNORG**: This code will allow you to play the original version of Pac-Man.

**PCJRDPW**: This password will allow you to play the original version of Pac Jr.



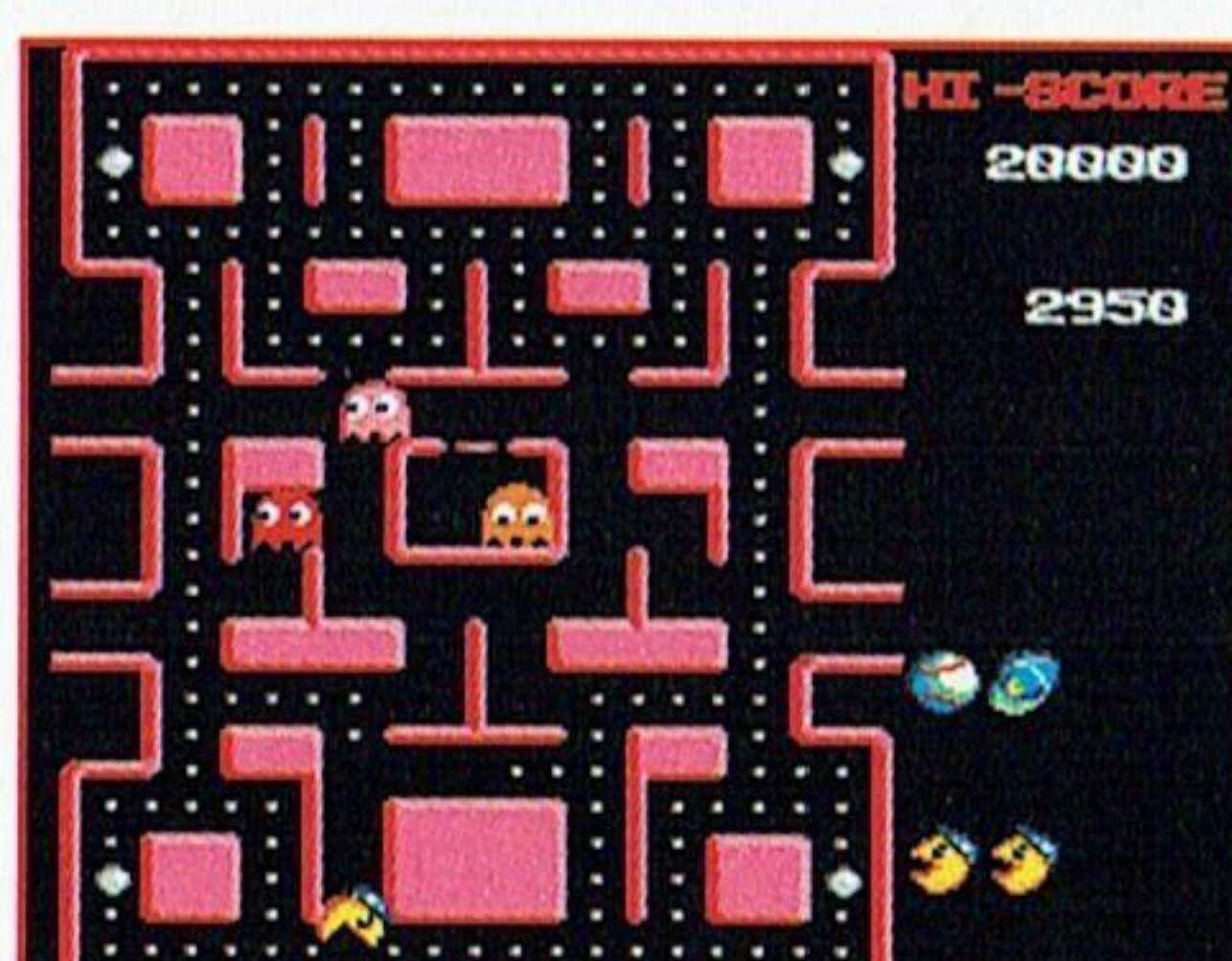
From the Title Screen, enter the "Password" Option.



Put in the password for either game on this screen.



You'll get the Title Screen of the game you chose!



Play a game of the original Pac-Man or Pac Jr.

## Motocross Championship

(Sega/32X)

### Level Passwords

From the Title Screen, go to "Mode" and move to "Season." When you enter the Password Screen just punch the

code in and you will arrive at your desired level. Enter password:

2—**aVwwhEKAgOa**  
3—**5hQxiHTAAJB**

4—**jDBCFLXakpB**  
5—**xVpSmNdAMKC**  
6—**imhDoQjAwqC**  
7—**dDSkpToAYLD**  
8—**[iKFLWsAAsD**  
9—**h9CWsYyAkME**

10—**qKjGNb7AEtE**  
11—**[dT3OfFBONF**  
12—**kuLYQkKB]uF**

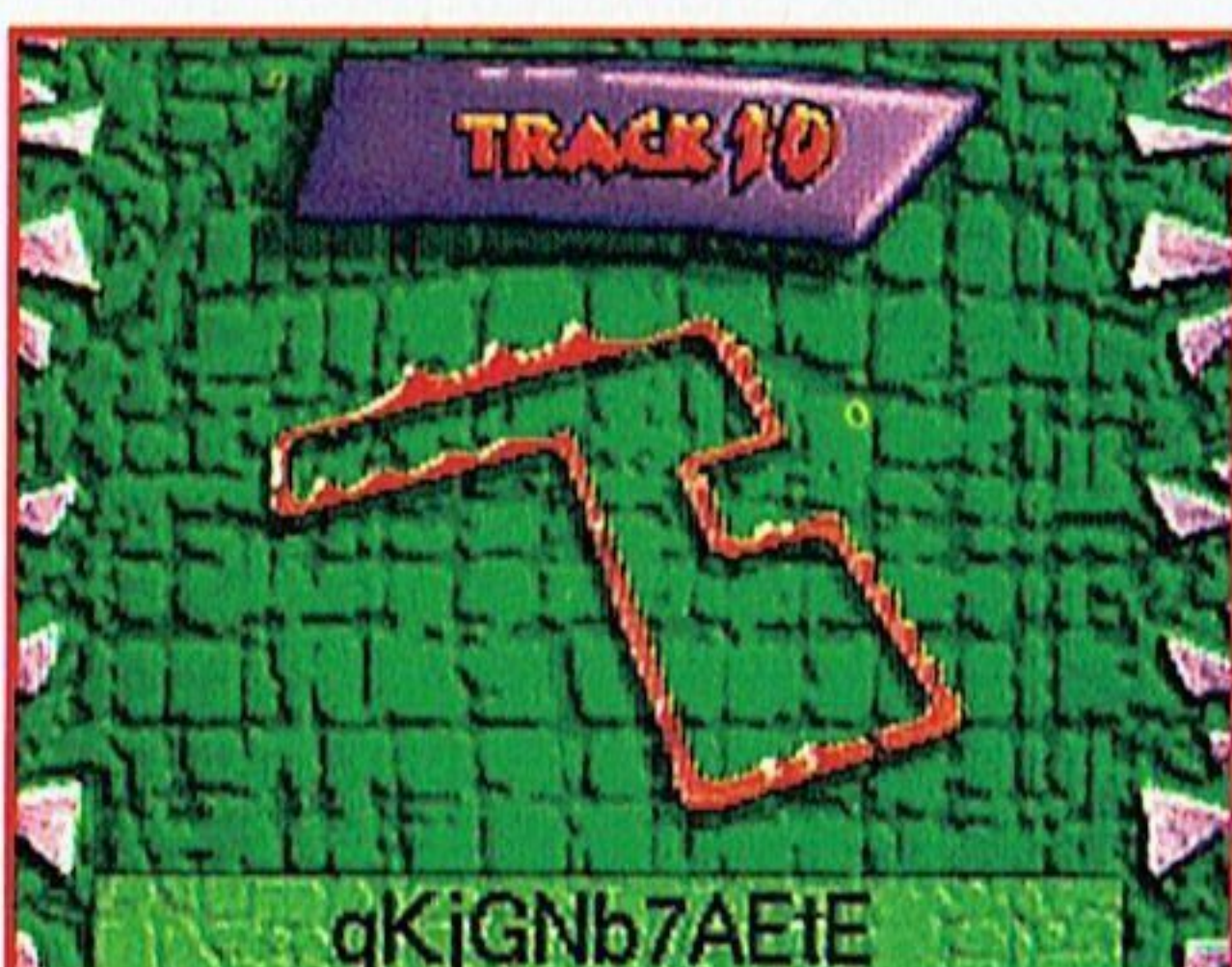
Aaron Quinto  
Woodbridge, VA



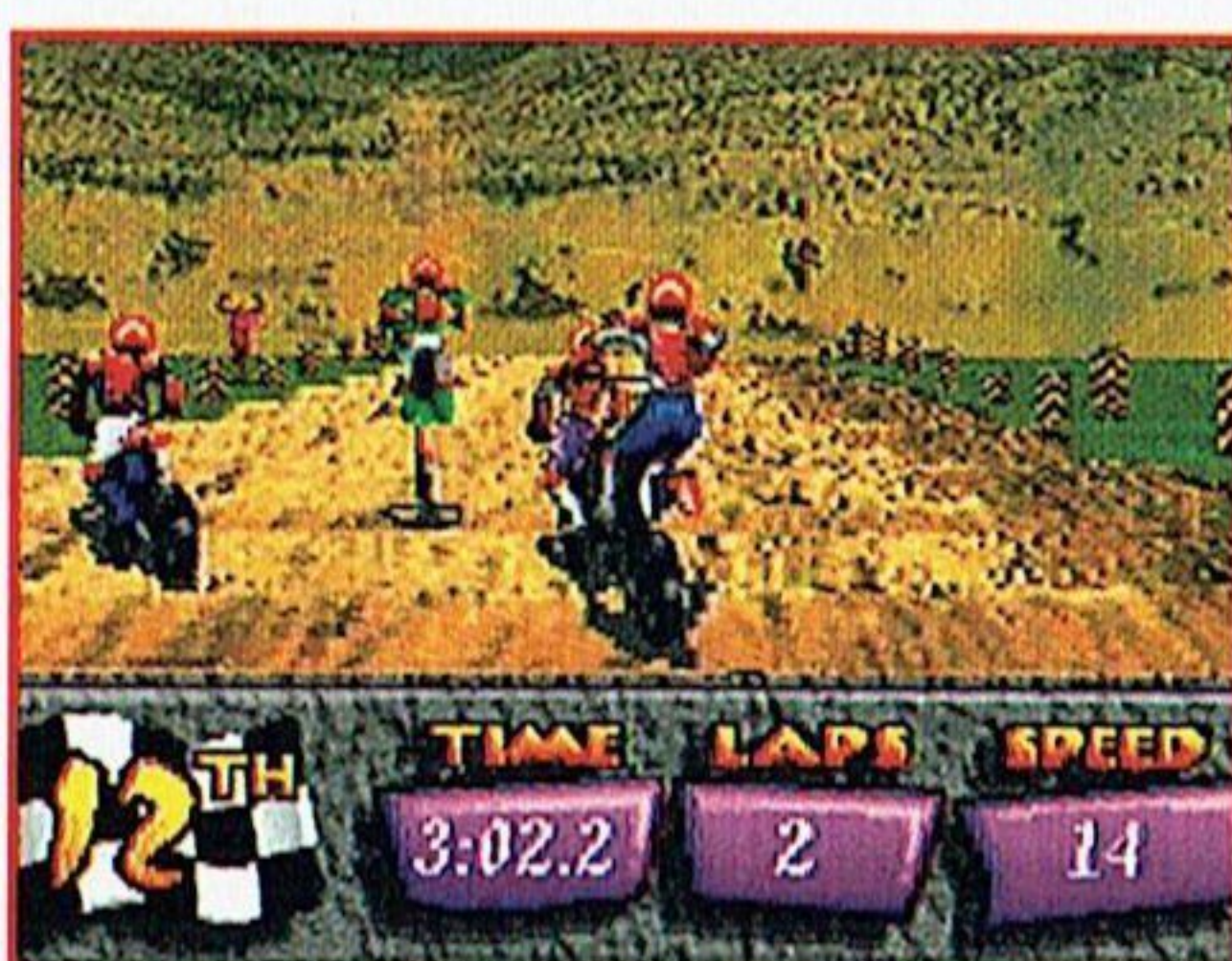
From this screen, enter "Season." Press START.



On this screen, enter the correct level password.



You will begin on the level track you selected.



Go all the way up to track 12 with these passwords.

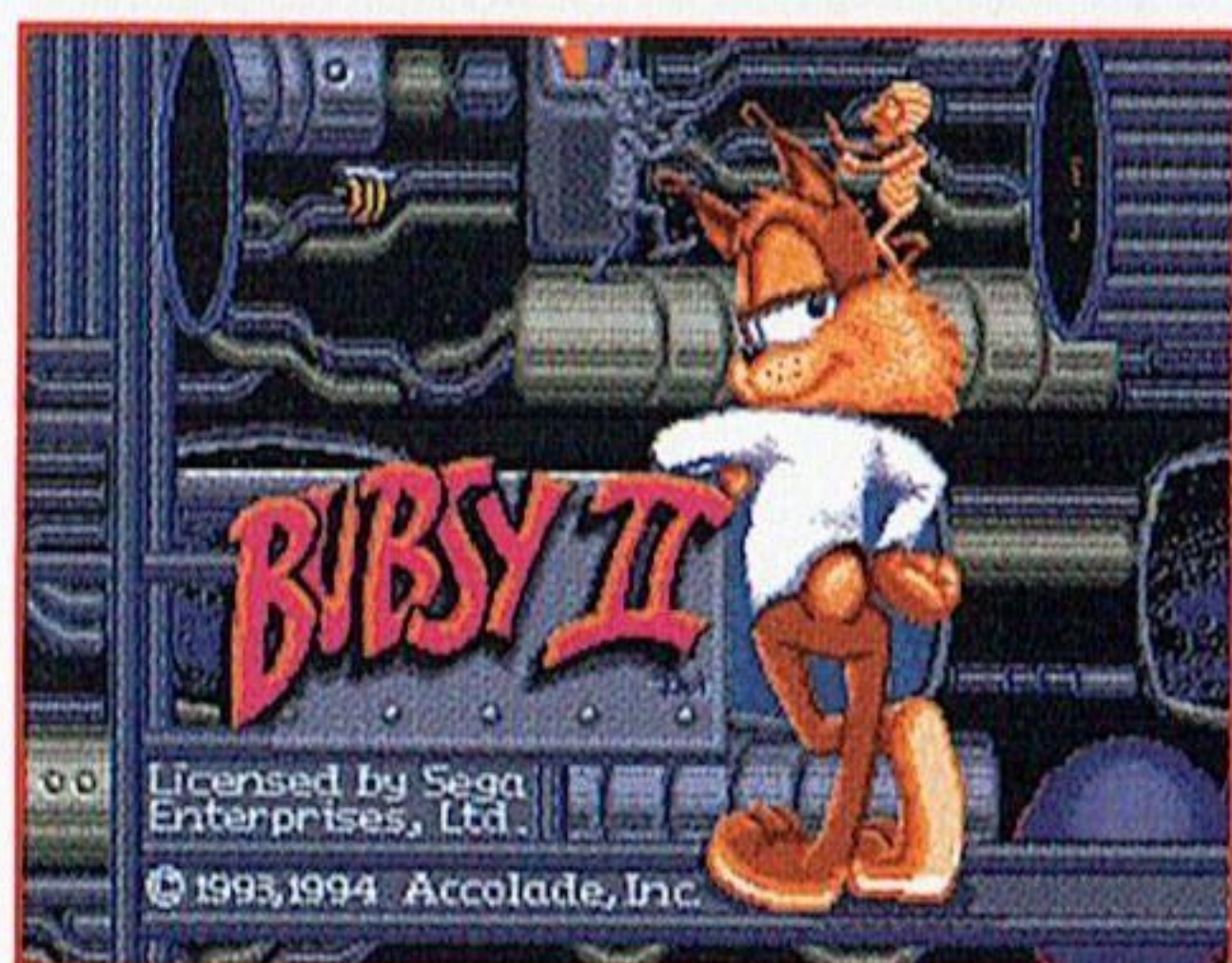


## Bubsy II (Accolade/Genesis)

### Tons of Tricks

Let these tricks help you whiz through the Genesis version of the game! At the Title Screen, enter any of these codes with controller one to get different results:

**Every Level Completed:** Press Up, A, A, A, Down.



On the Title Screen, enter one of the many passwords.

You will hear a sound like a door shutting if you did it correctly.

**Invincibility:** Press C, A, B, C, Up, Down. You will hear a screech-to-a-halt sound if it was done correctly.

**99 Bombs:** Press C, C, Up, Down, C. You will hear a "tink" sound if it



You can run into enemies with invincibility!

worked.

**50 Lives:** Press B, Up, B, B, A. You will hear a "whoop" sound after this code is entered.

**99 Nerf Ballzooka Balls:** Press B, A, Left, Left. You will hear a "tink" sound if it was entered correctly.

**99 Diving Suits:** Press B, Left, Up, B. You'll hear



Kill all your enemies with ease! You've got 99 balls!

a "tink" sound if it was entered correctly.

**99 Portable Holes:** Press Right, Up, B, B. You'll hear a "tink" sound if the code was entered correctly.

**Crazy Jumps:** Press B, A, B, C. You'll hear a "tink" sound if the code was entered correctly.



Crazy jumps will make you jump automatically!

## Pitfall: The Mayan Adventure (Activision/Genesis)

### Infinite Continues

This code lets you continue your game indefinitely!



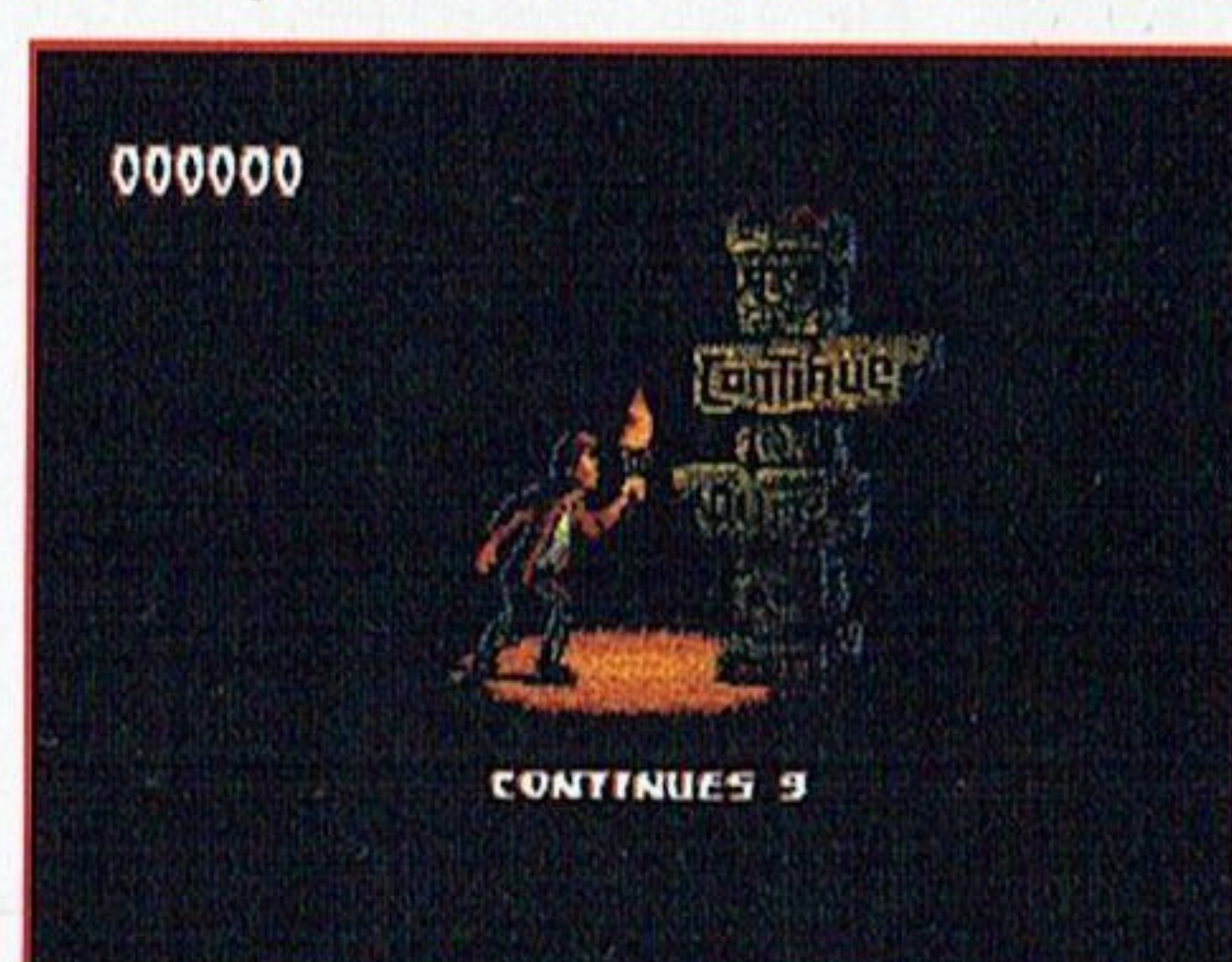
On the Title Screen, enter the code with controller one.

At the Title Screen, enter this code with controller one: C, C, C, C,



You don't have to worry about dying in the game.

Left, A, Down, Up, Down. After you die, you will see that your continues are at



This screen will tell you that you have nine continues.

nine. Die again and your credits remain at nine all the time!



You'll be able to continue an infinite amount of times.

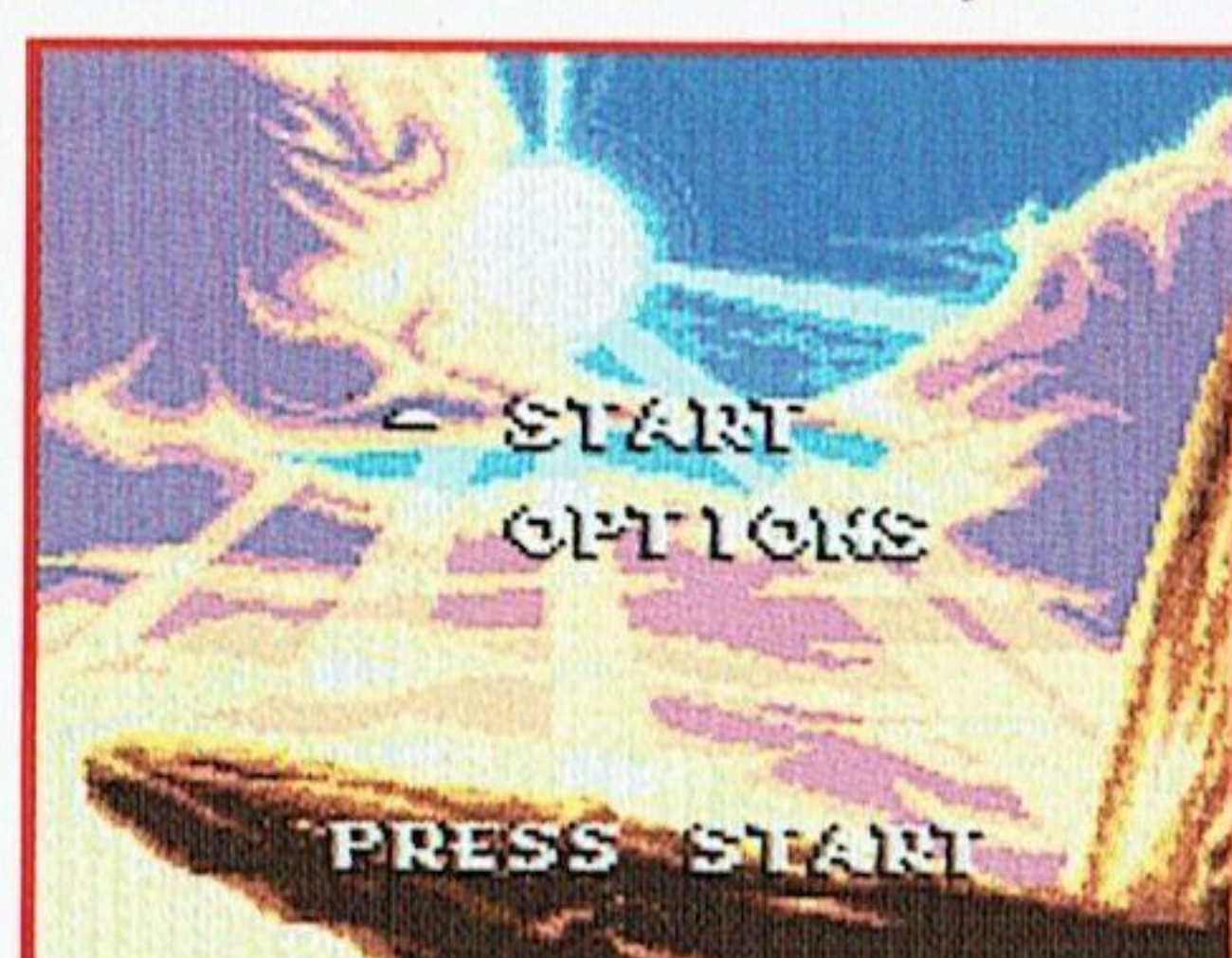
## The Lion King (Sega/Game Gear)

### Level Select

When the SEGA logo appears, rotate the controller pad clockwise continuously until you hear a sound. This means you

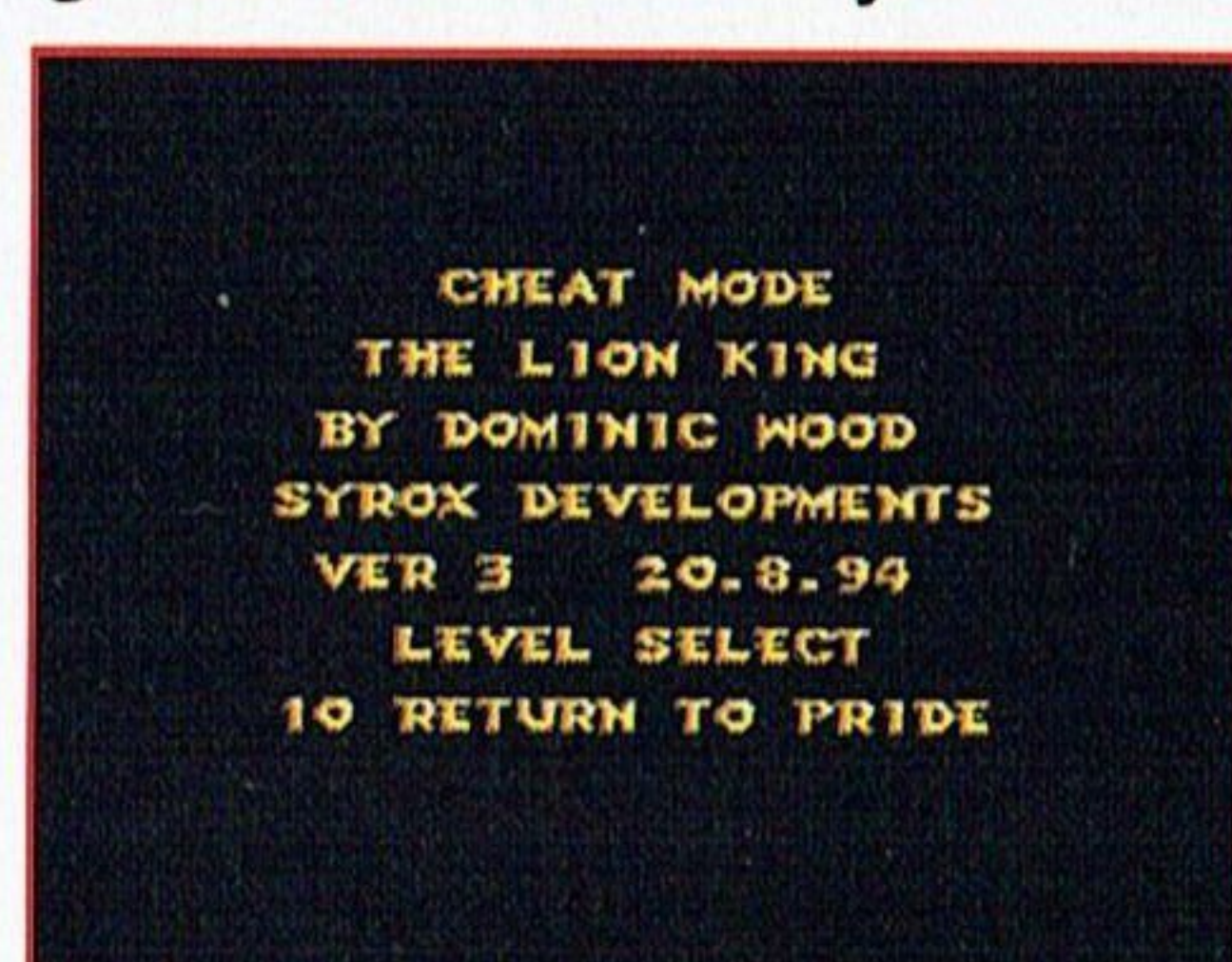


As soon as the SEGA logo appears, rotate the pad.



When this screen appears, choose to start the game.

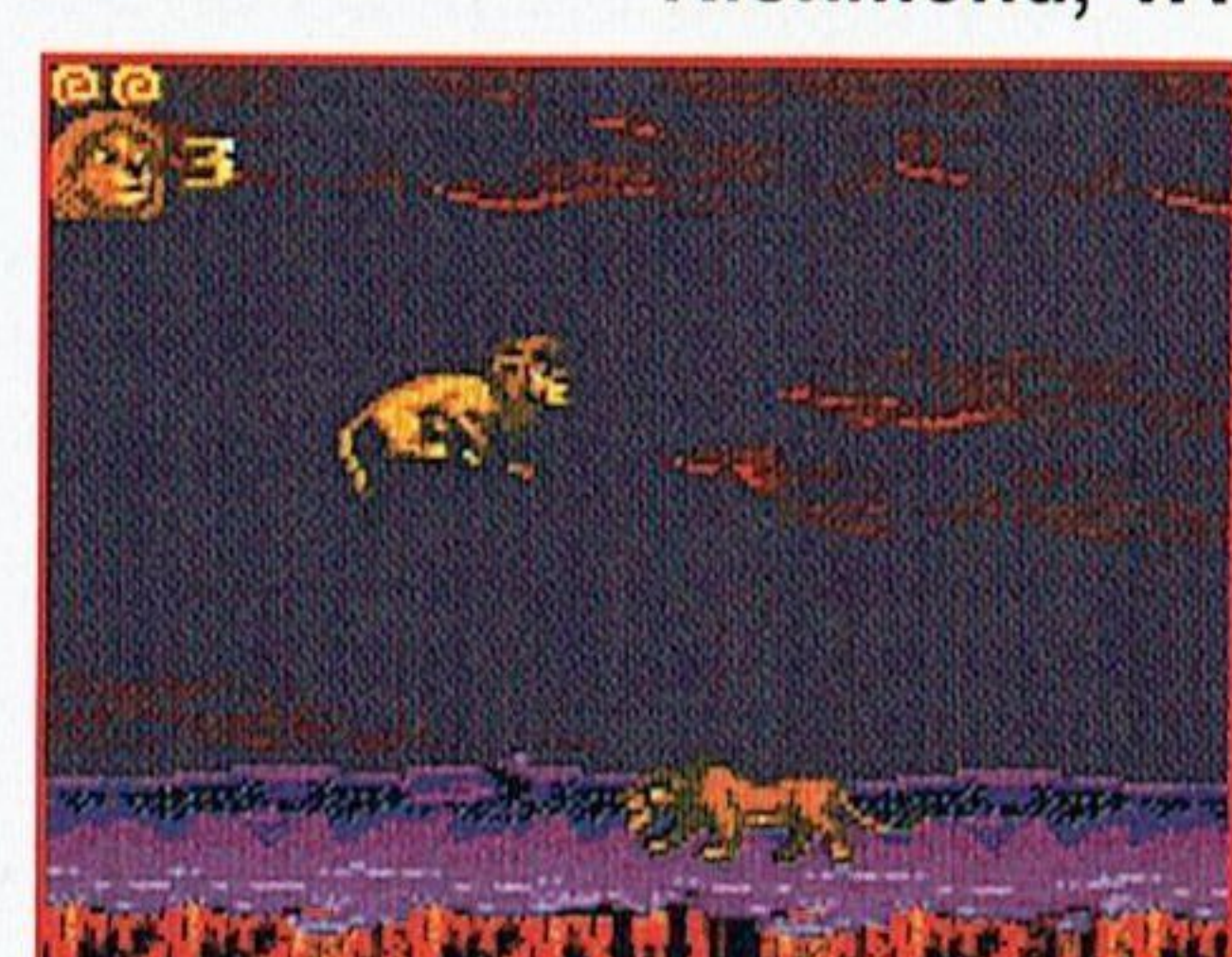
have entered the code correctly. Now you can go to the level of your



This Cheat Mode will appear with a full level select!

choice! Imagine that!

Ryan Shealy  
Richmond, VA



You can start at the end of the game with this code!



# COMING ATTRactions

Menu:

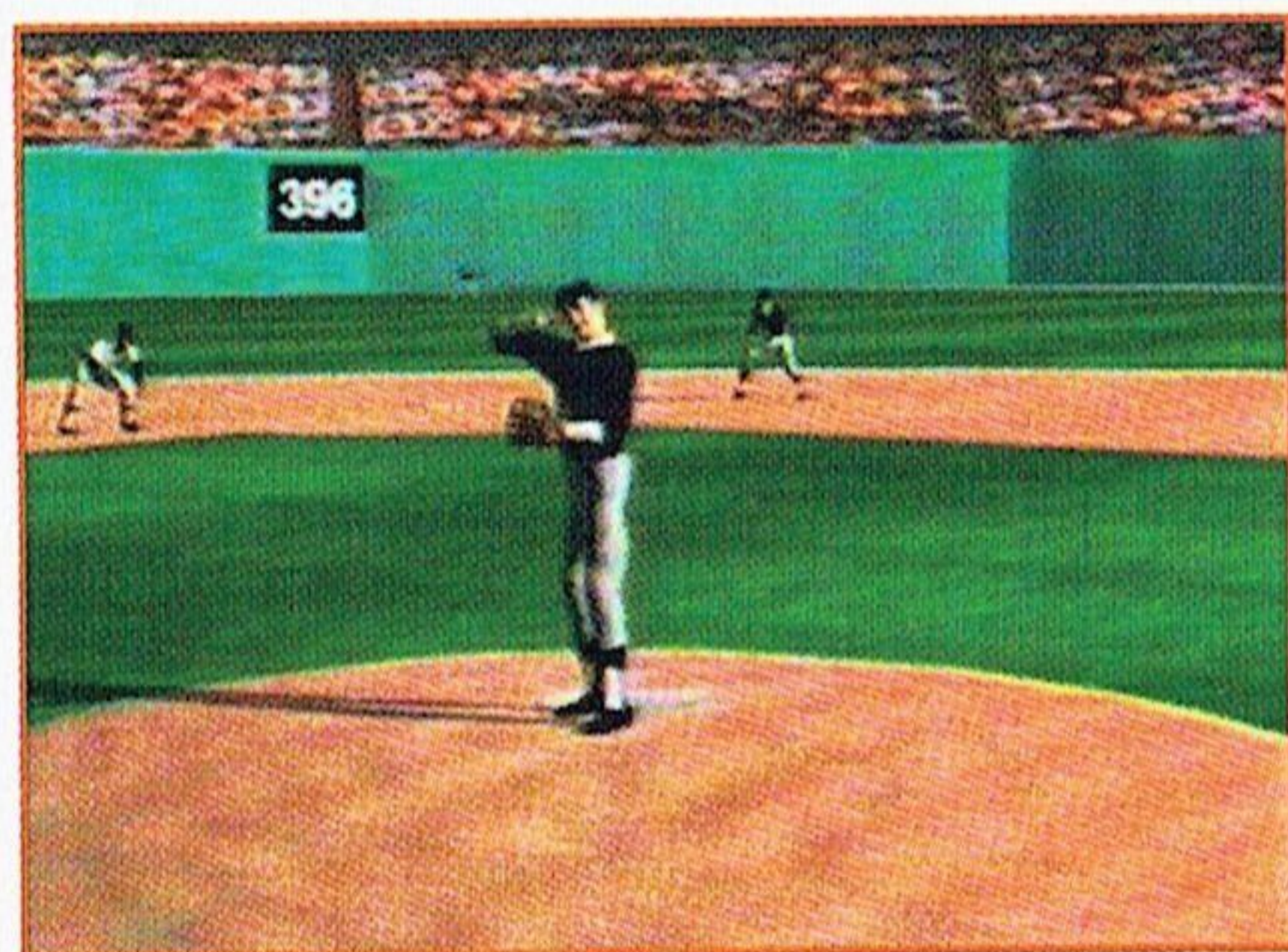
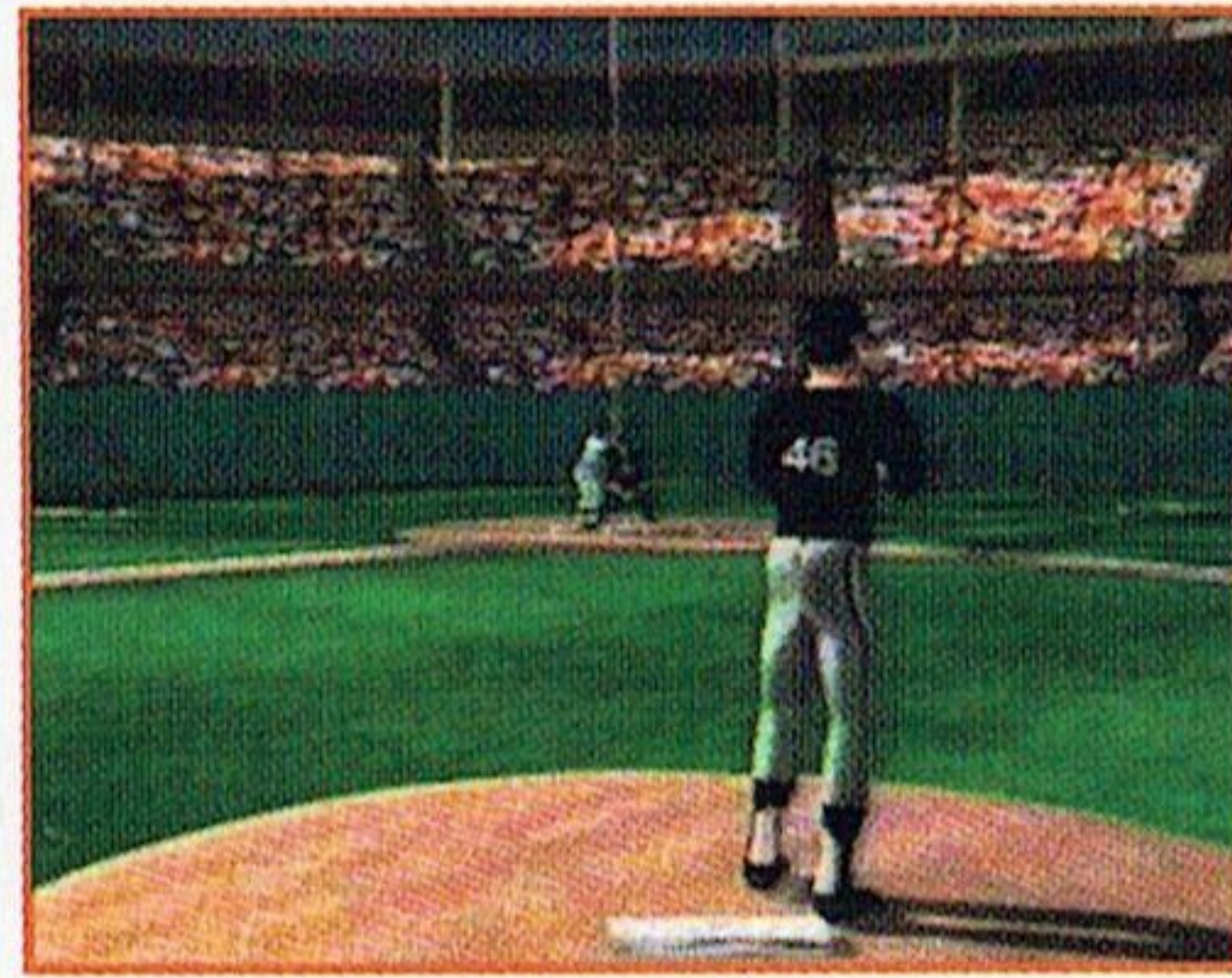
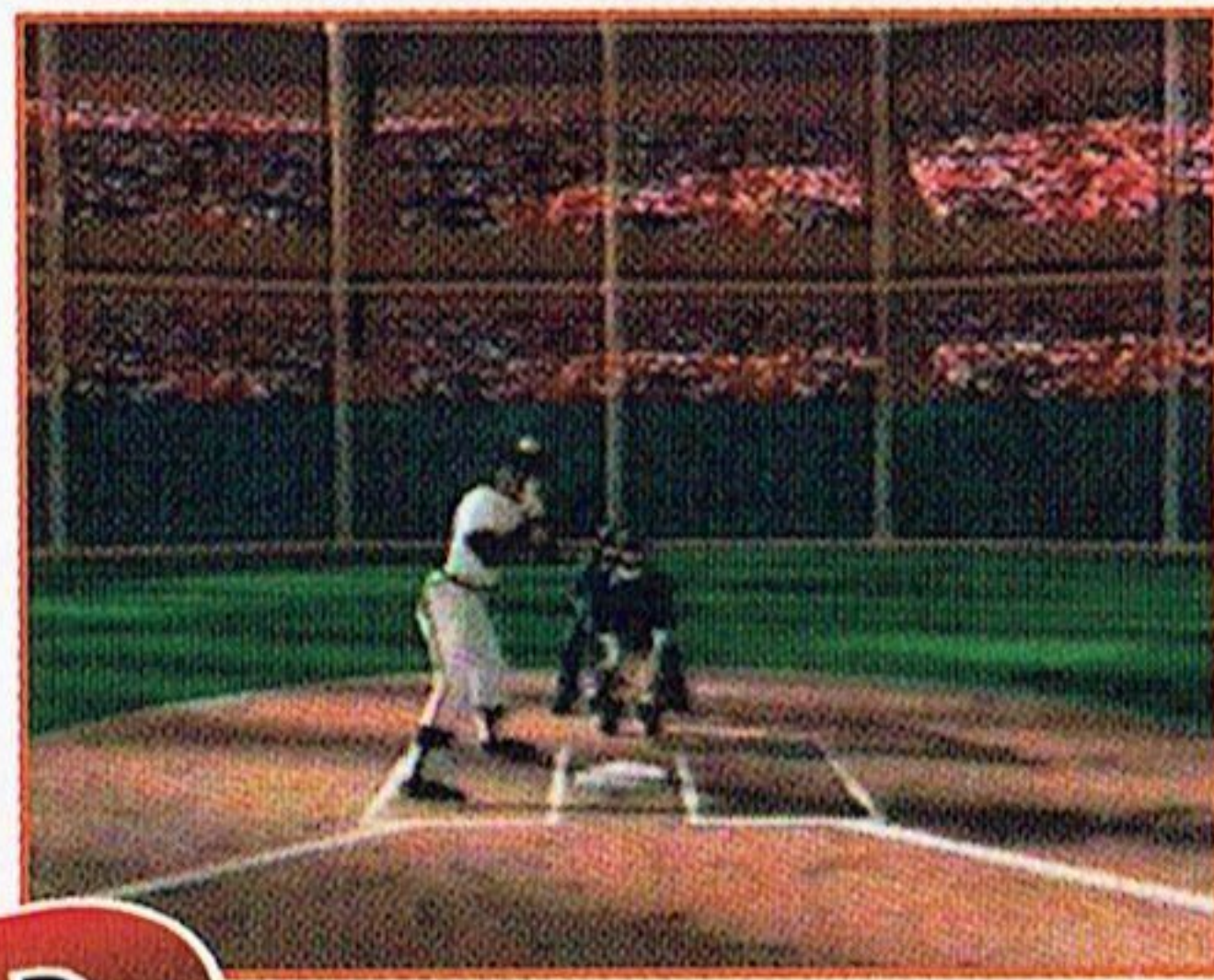
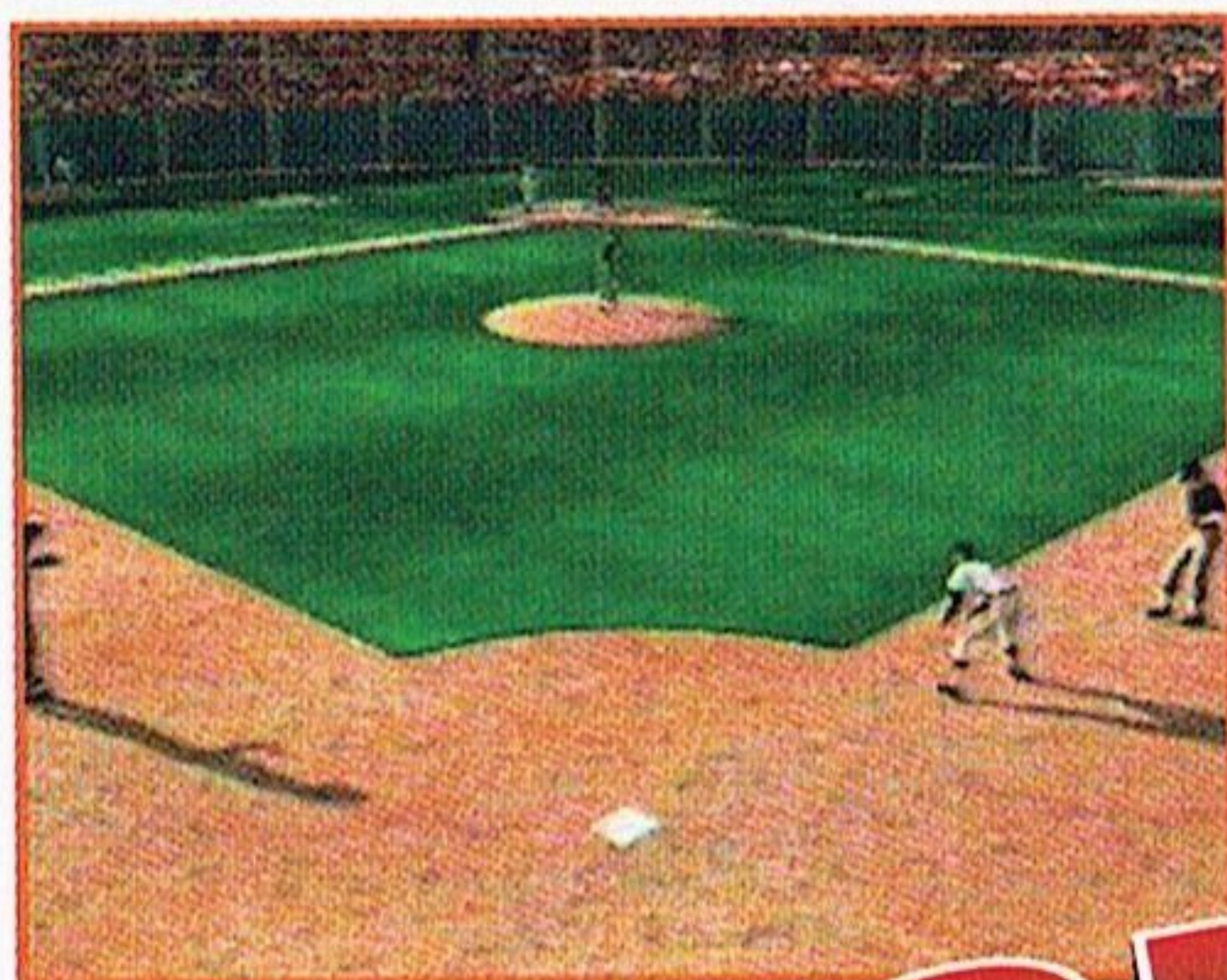
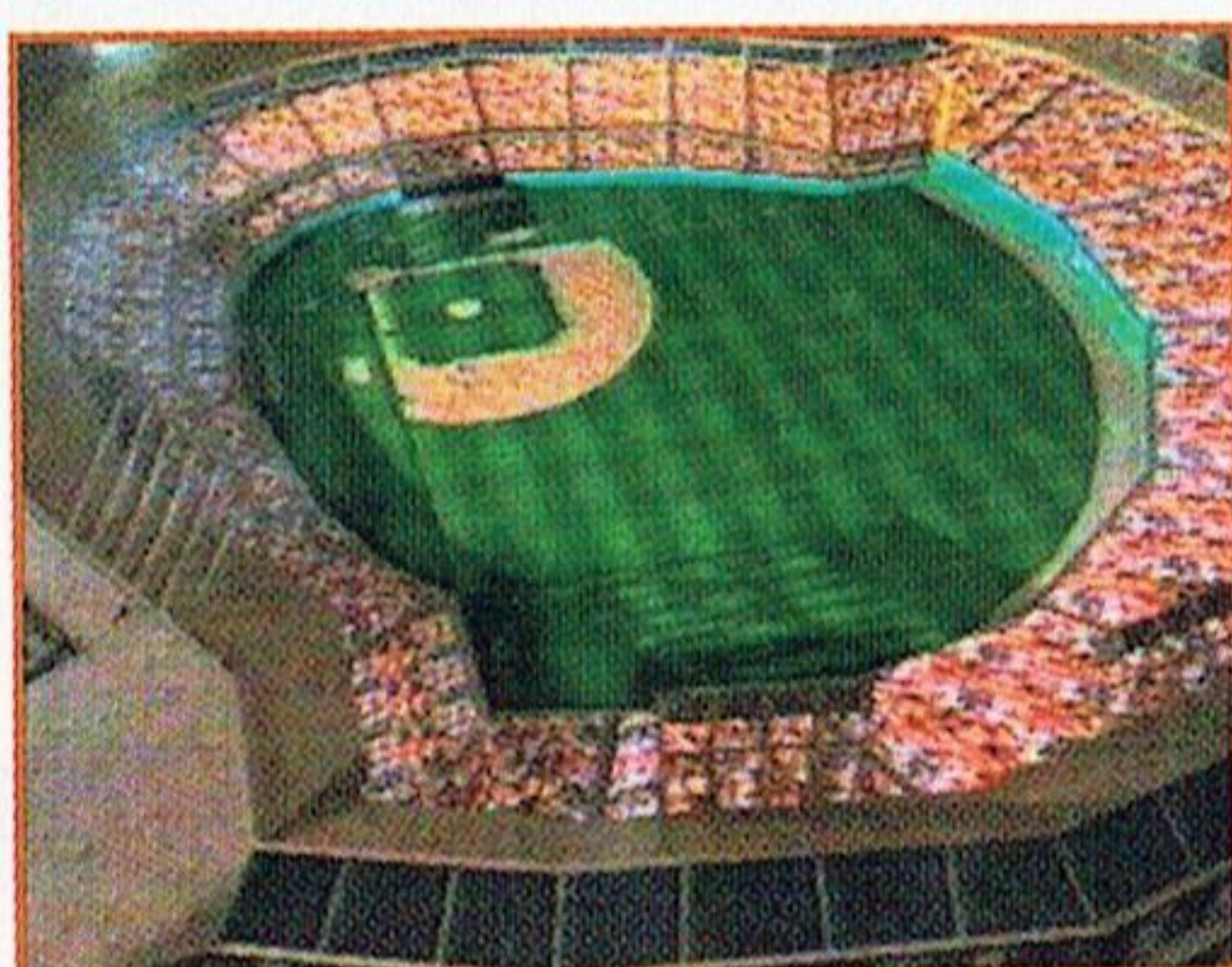
Genesis, Mega Drive-Blue; Sega CD, Mega CD-Magenta; Game Gear-Yellow; 32X-Red; Saturn-Orange

Crystal Dynamics

## 3-D Baseball '95

Saturn

Sports

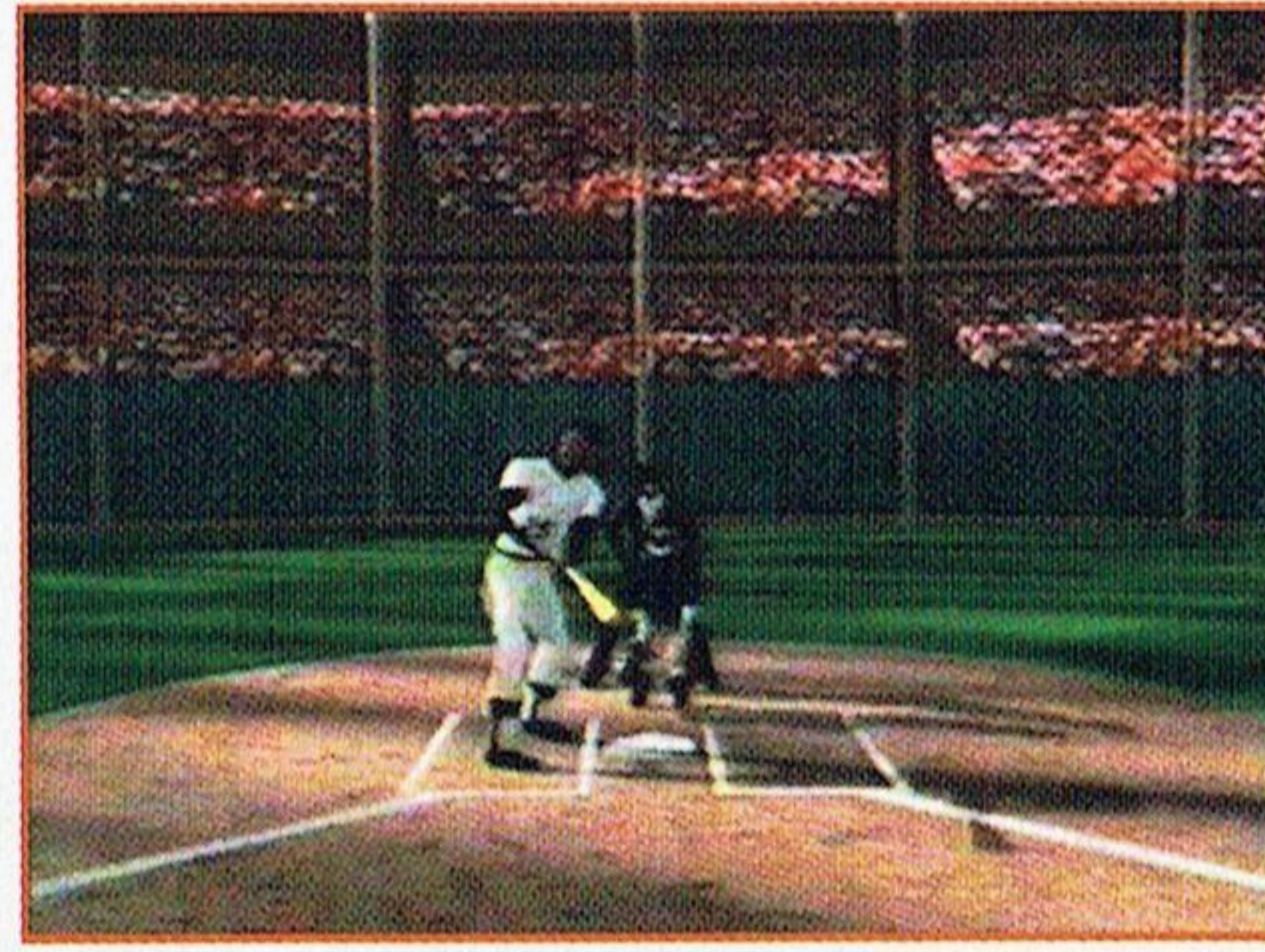


The pitcher, exhausted and nervous, wipes the sweat off his brow.

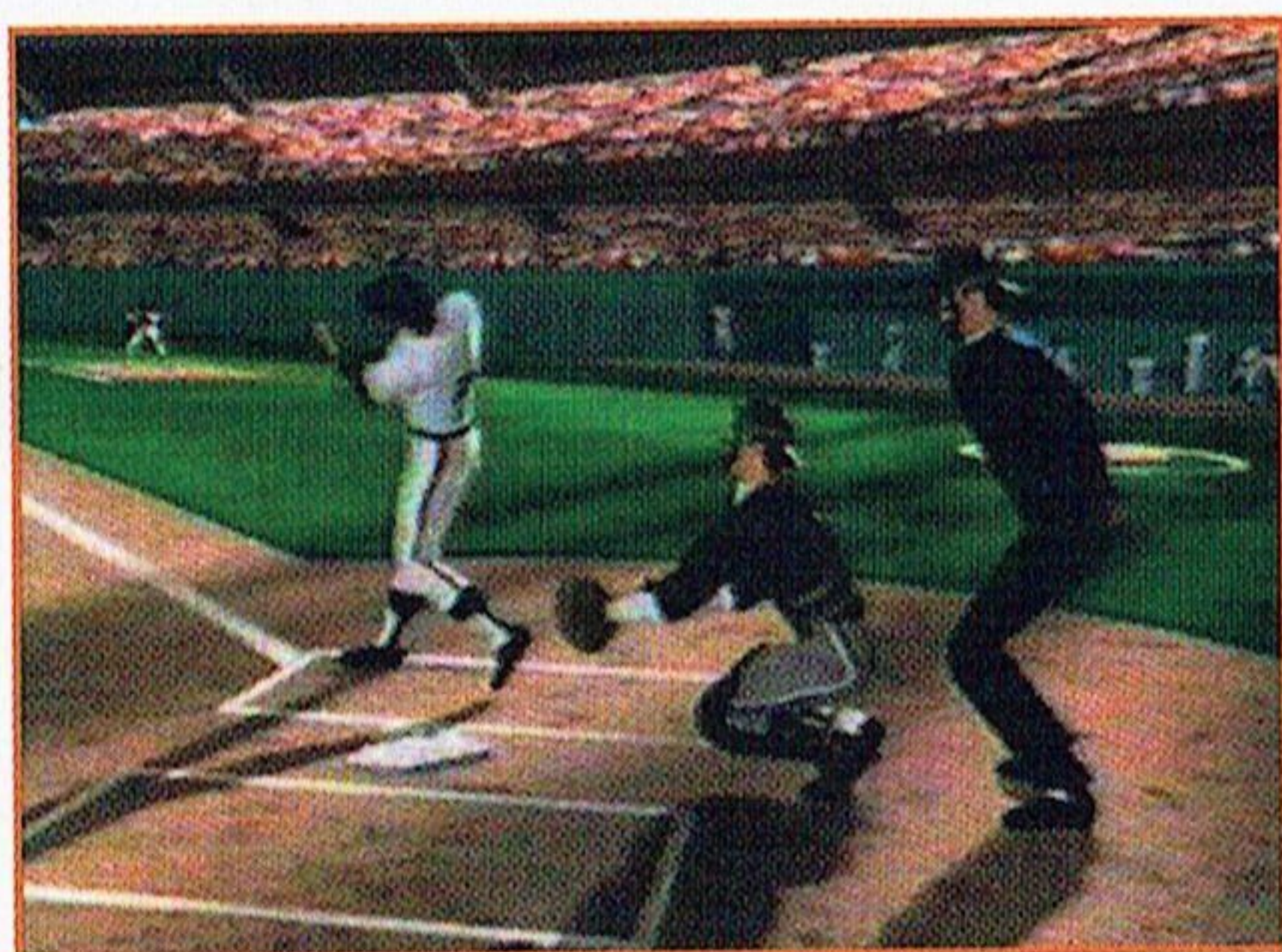
## 3D Baseball '95

It's over! After the baseball strike that never seemed to end, it's now time to play ball! Many fans have been aching to see some real Major League Baseball action. Crystal Dynamics has designed 3-D Baseball '95 for the Sega Saturn.

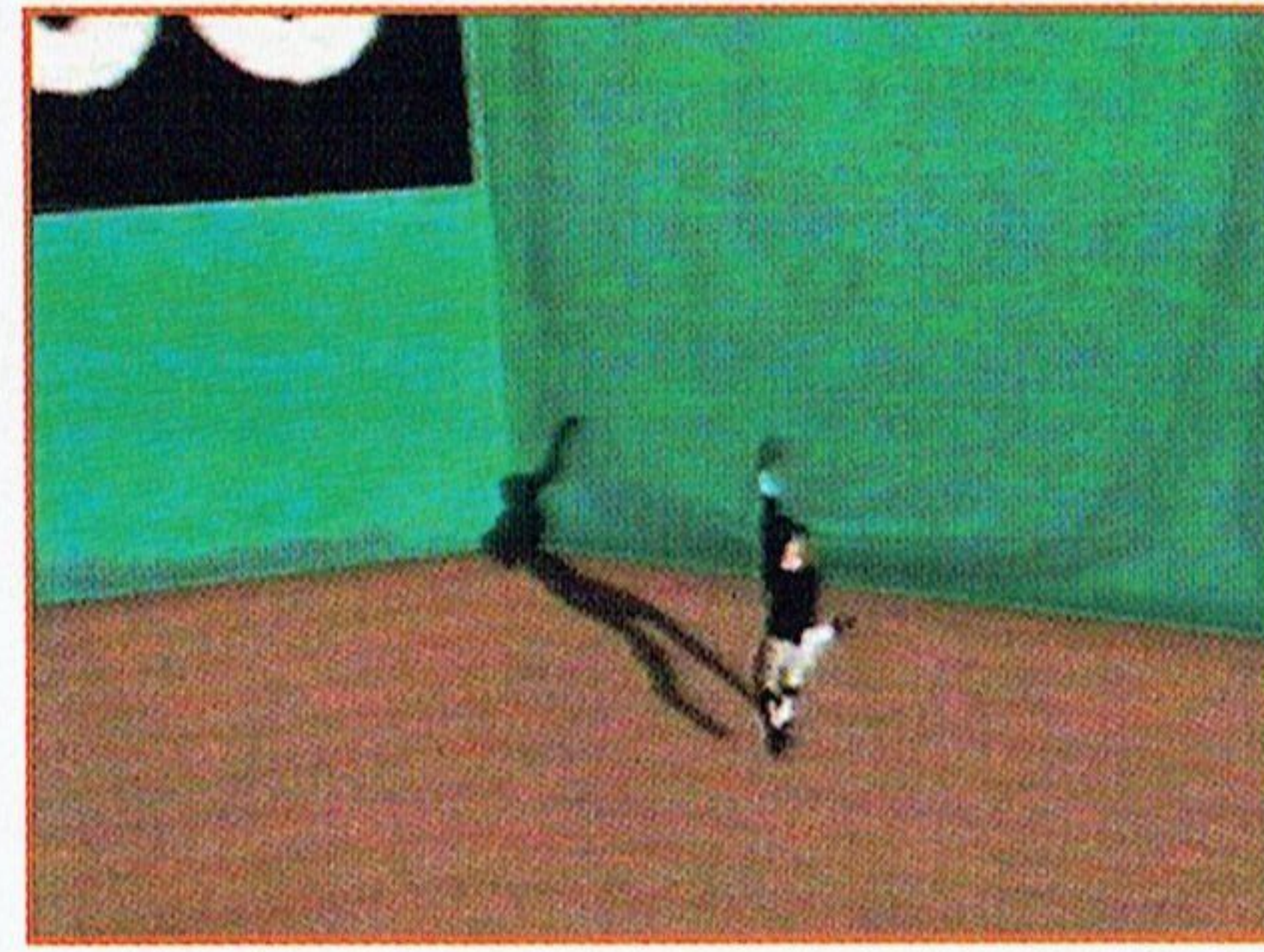
3-D Baseball '95 boasts some of the best graphics in any sports title. Players are treated to fully rendered images of all the players as well as the baseball field they play in. As the game begins, you will get a bird's-eye view of the stadium, circling from high above and slowly descending toward homeplate. As you look around the field, you notice the various shadows created from the light source, a very complex process. Even more impressive are the well-animated players who move with the fluidity of real players.



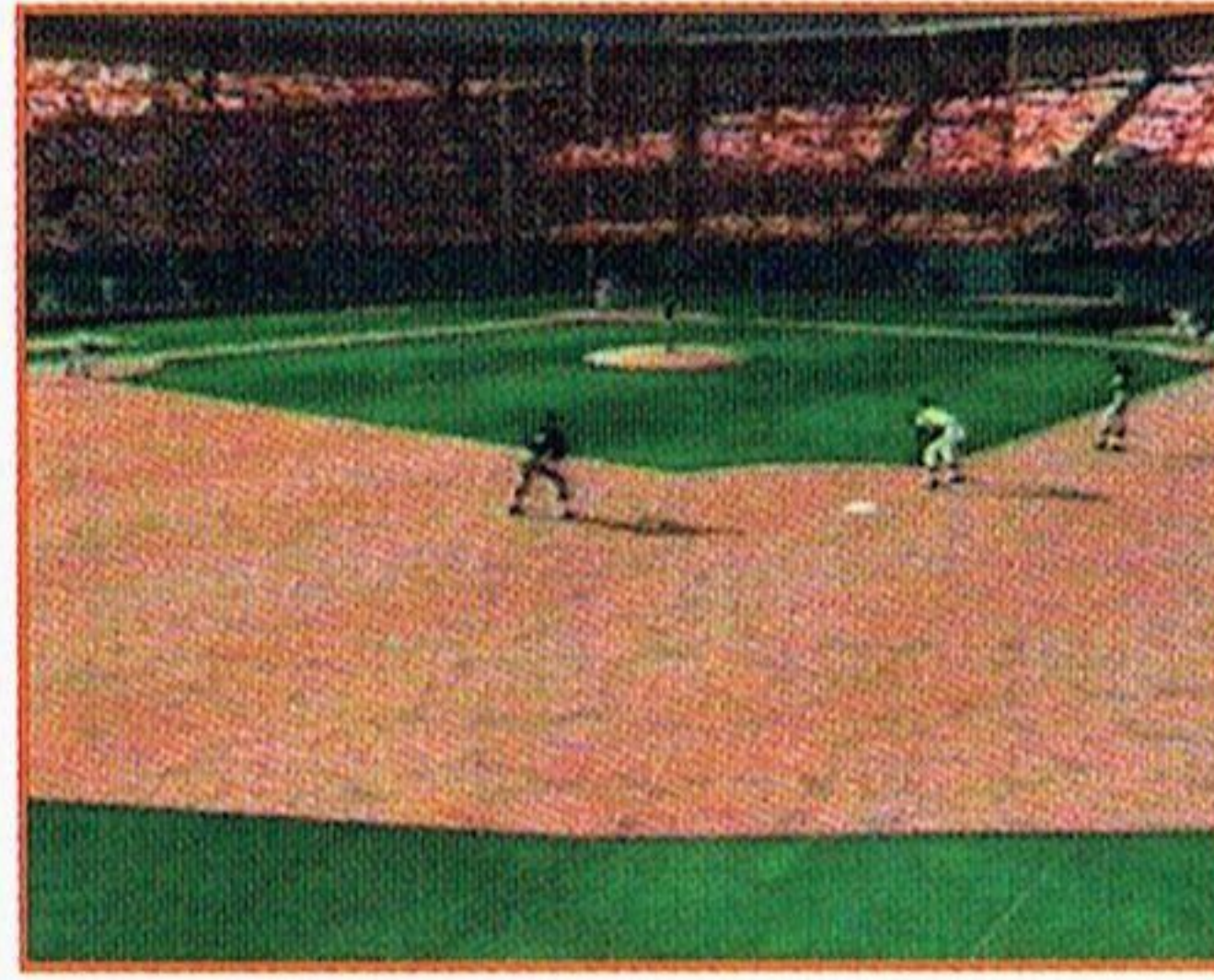
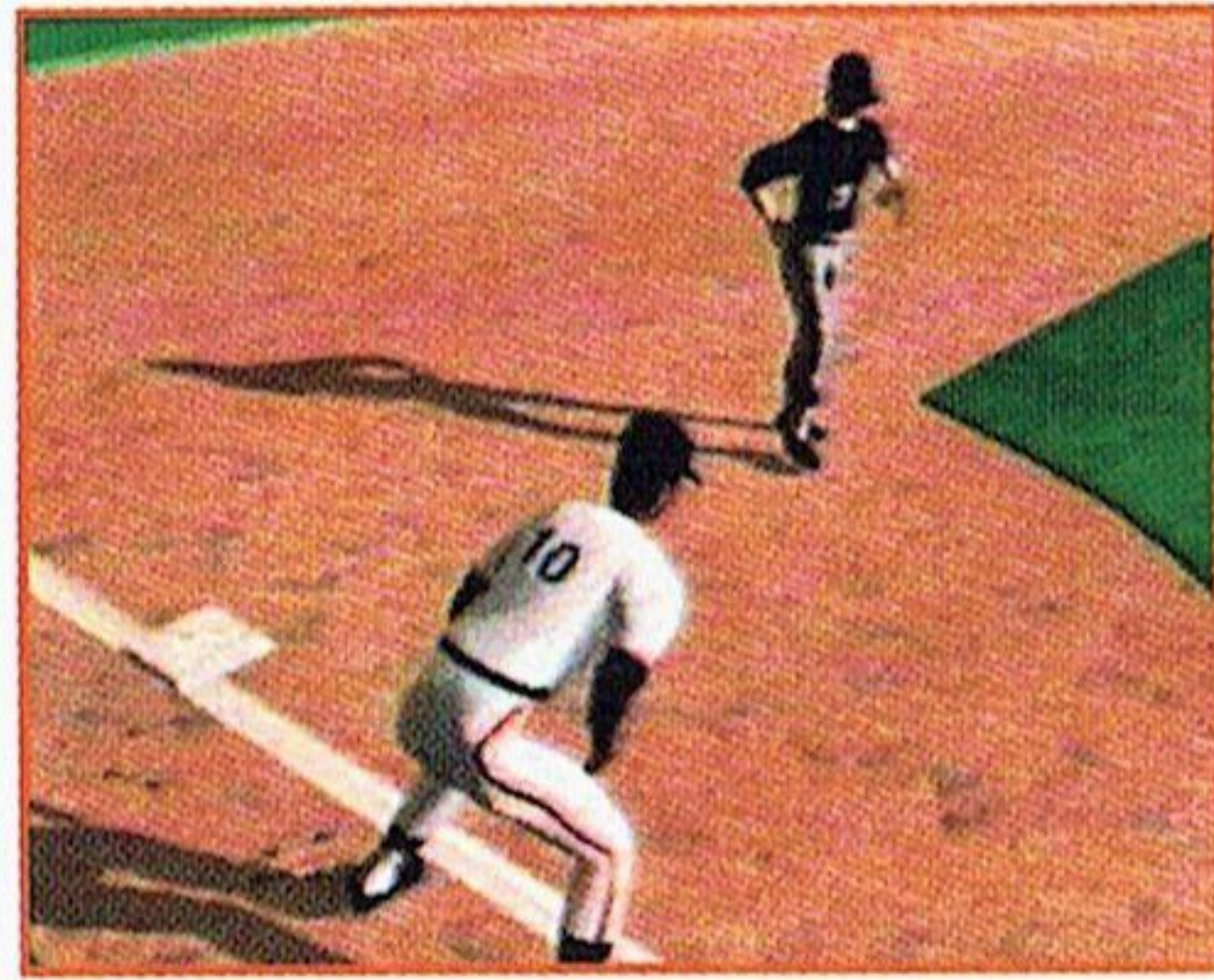
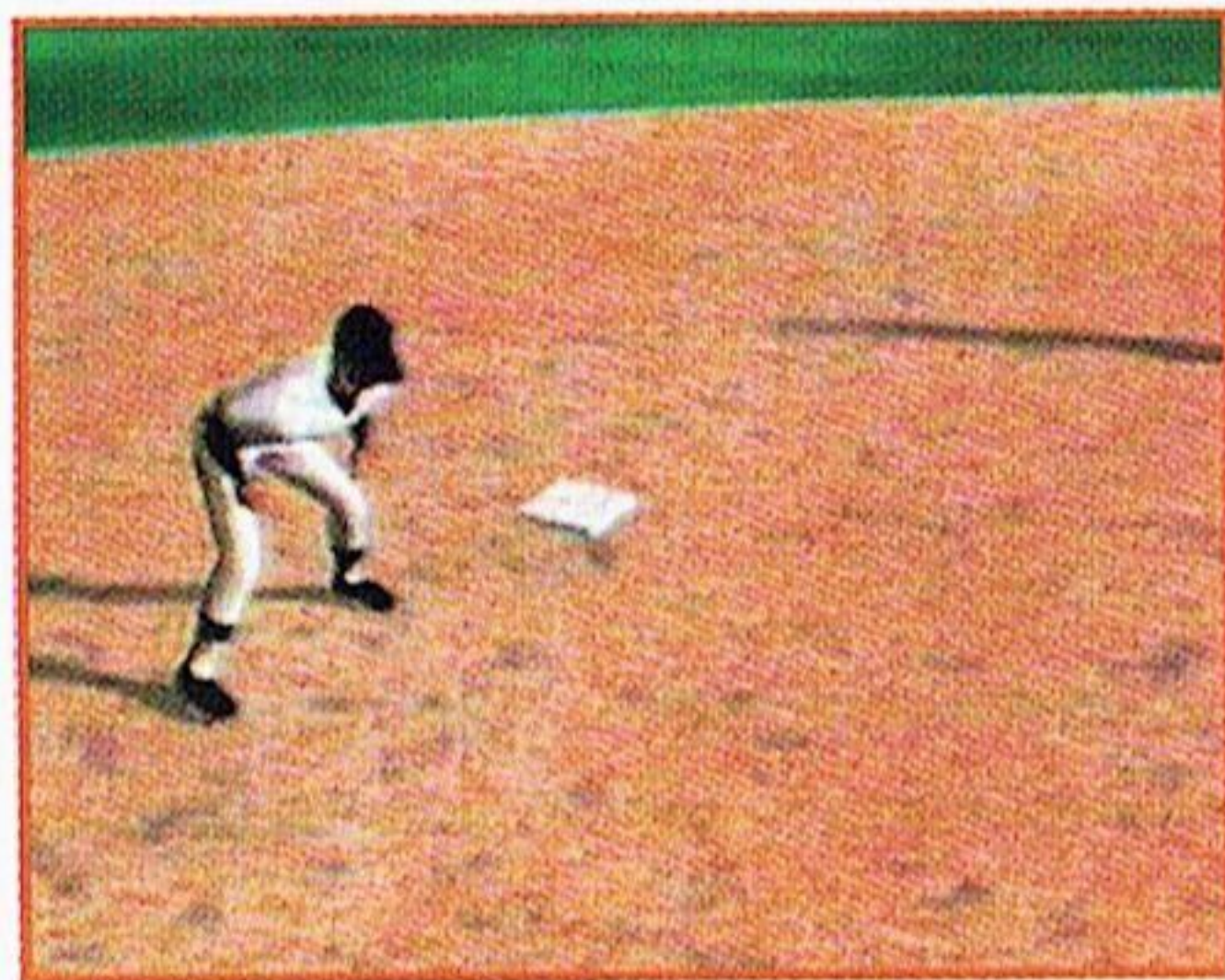
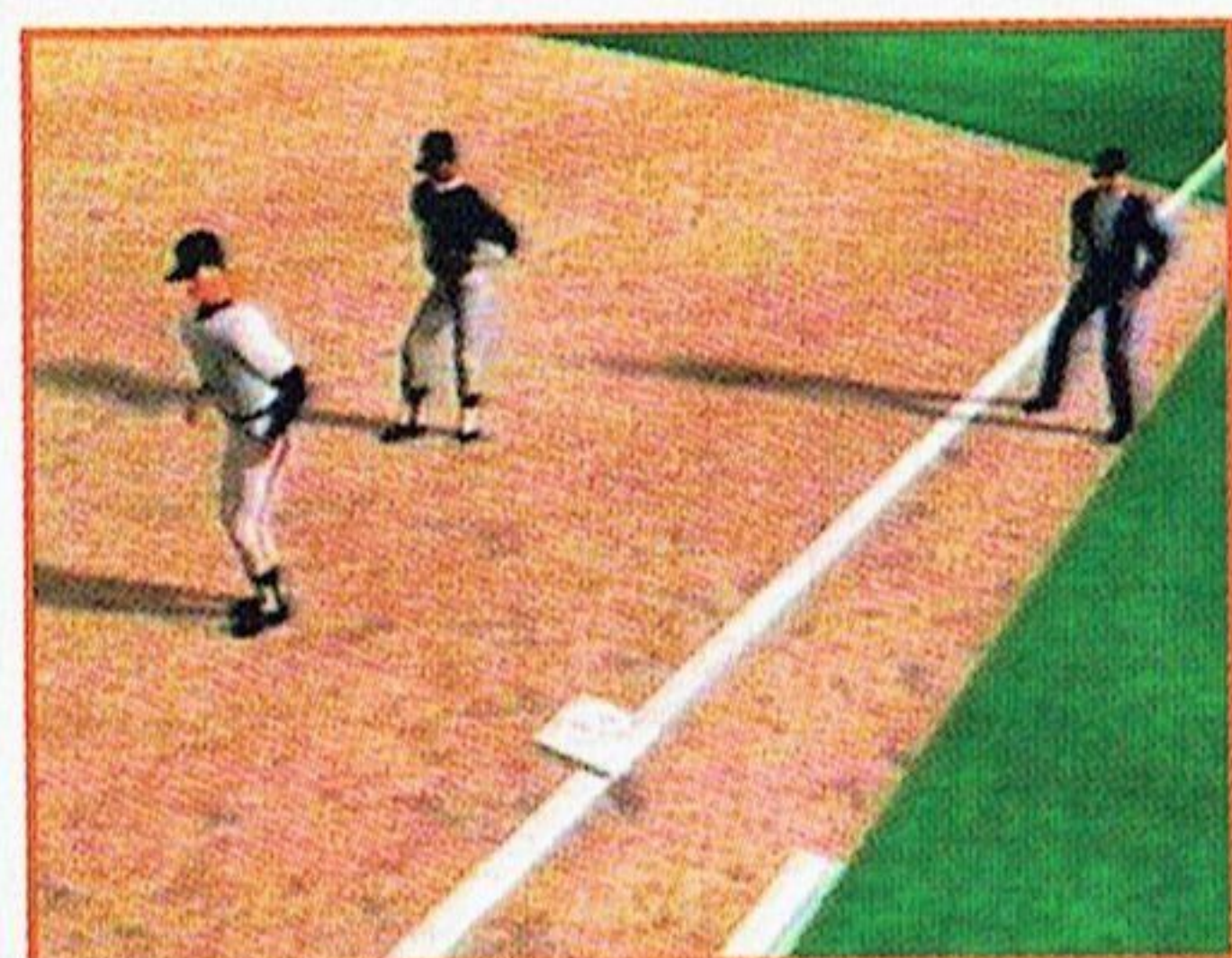
Batter-up! Casey steps to the plate. This could be the game winner, folks!



Casey eyes the pitch and takes a mighty swing. CRACK!



Trying to block out the sun's rays, the outfielder measures up for the catch.

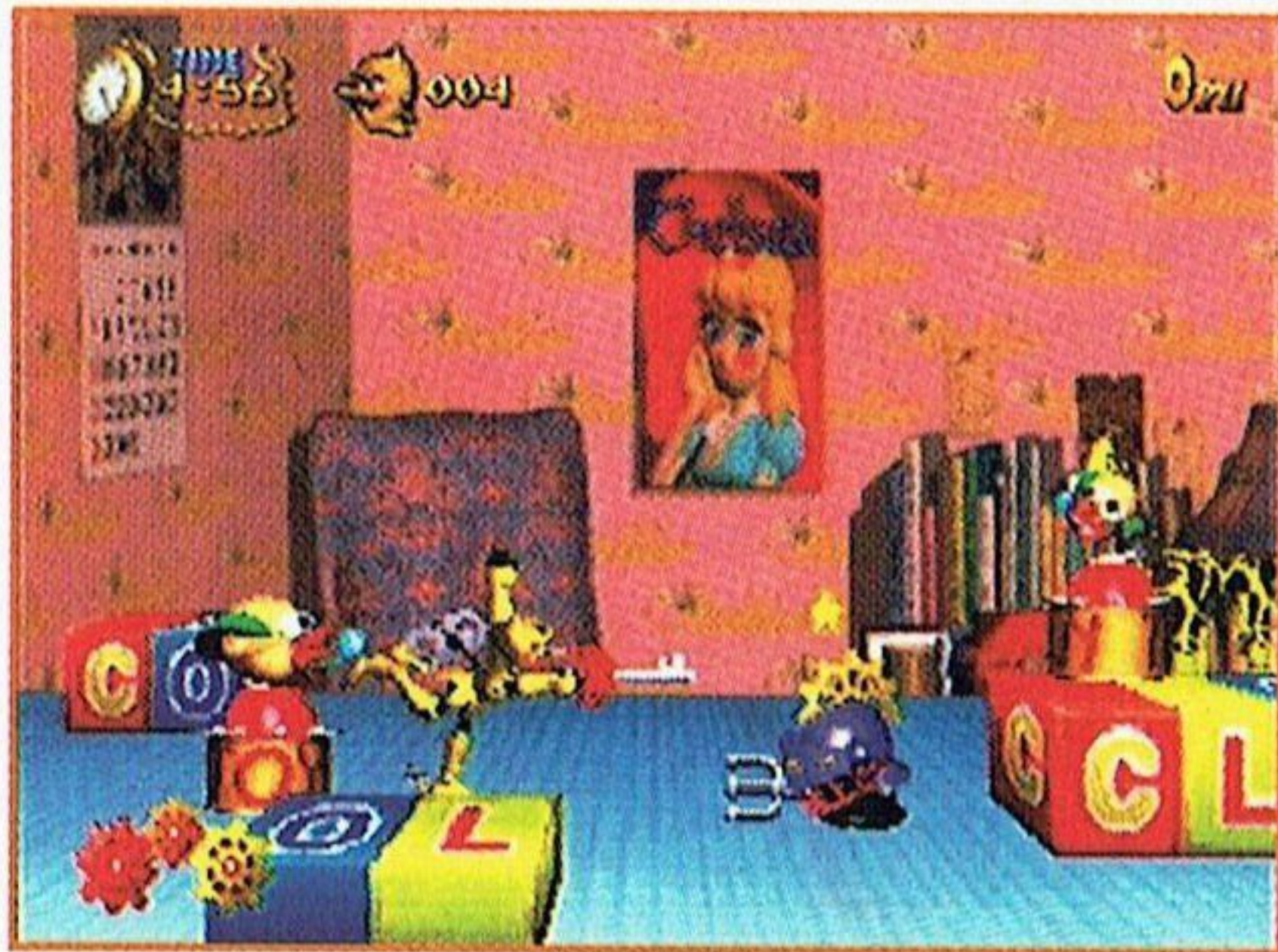




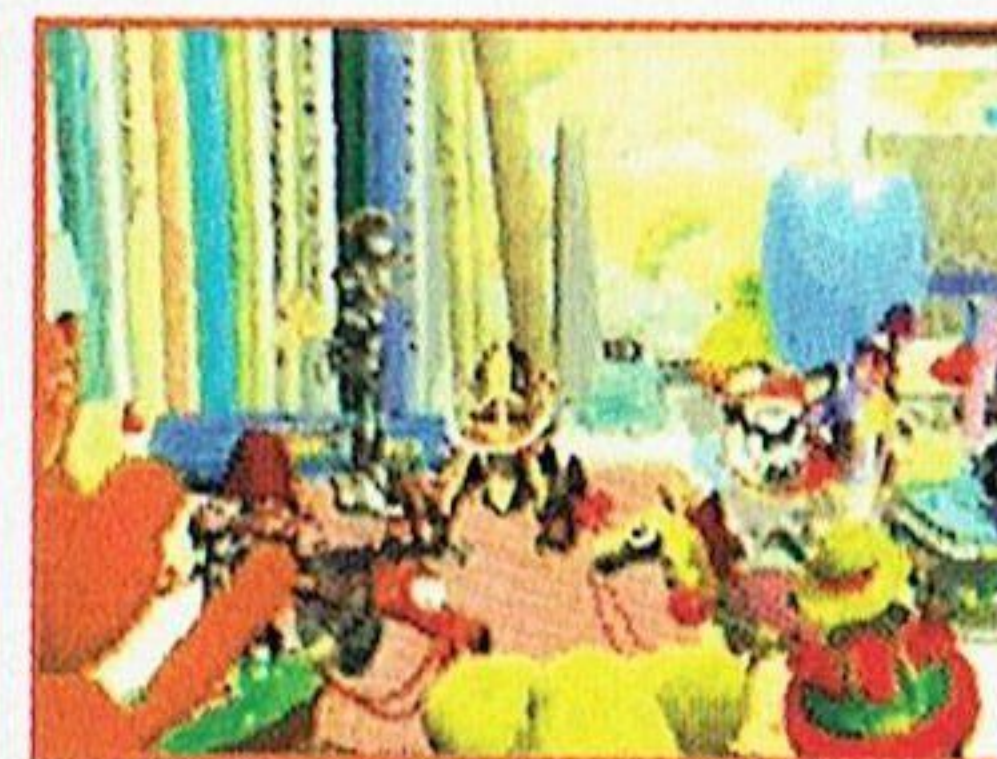
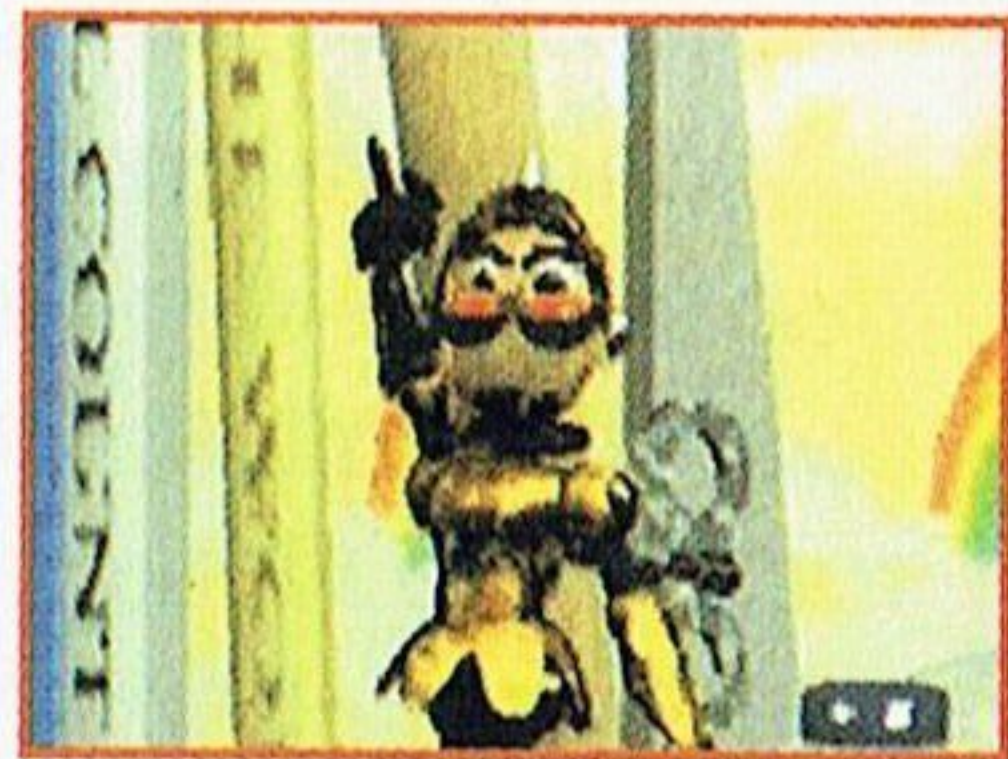
# Sega Clockwork Knight

Saturn

Action



Use extra caution when attacking low-profile enemies. They can be tricky.



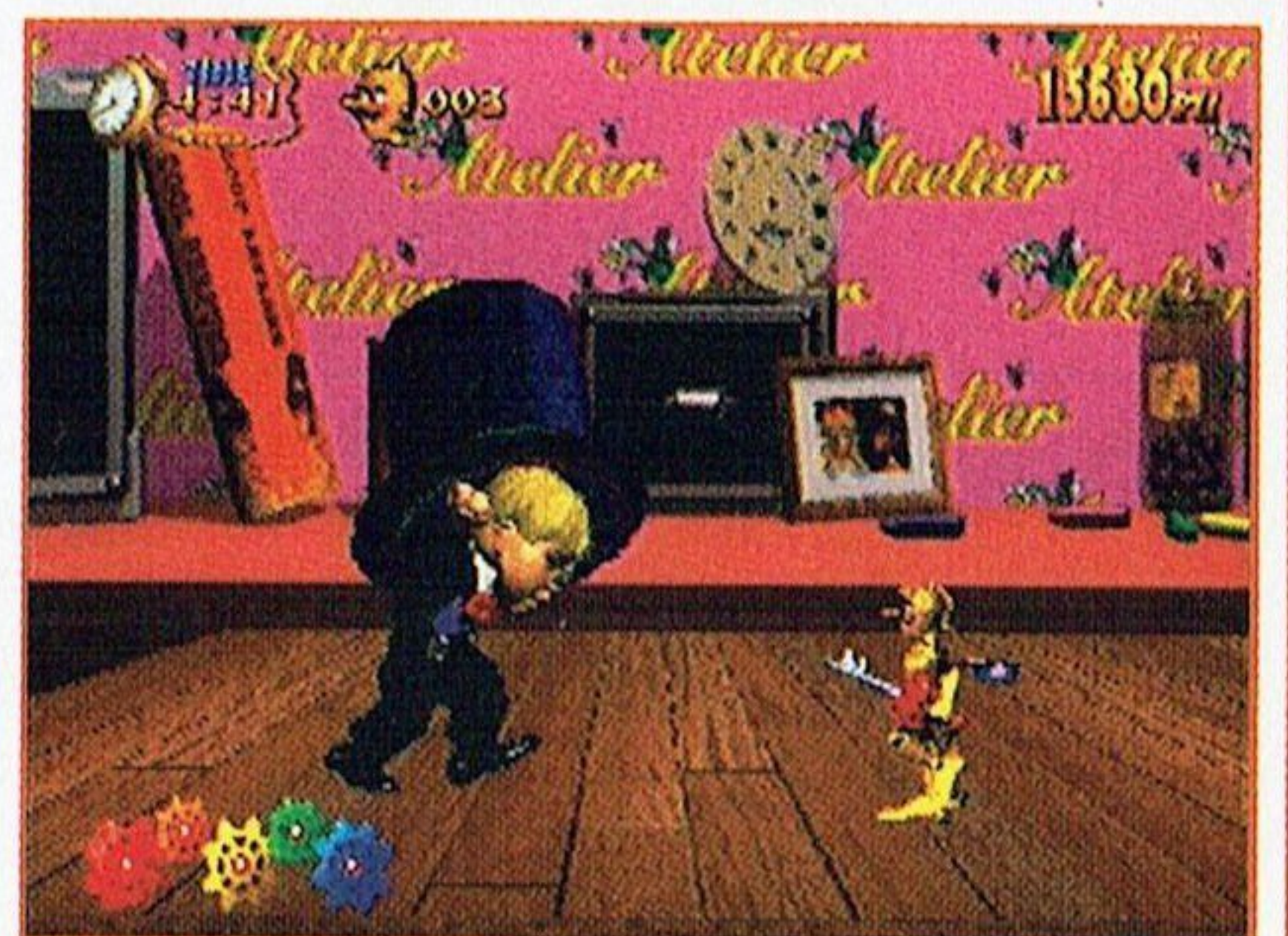
Set out on Sega's most ambitious platform adventure game since Sonic. Clockwork Knight utilizes the Sega Saturn's mind-blowing 3-D graphics processors to their full effect. Guide Pepperachou in an attempt to save his sweetheart in a massive house. His journey takes him through various areas of the house, such as the nursery, attic, kitchen sink and even a hair-raising ride on a miniature train set! Armed with only a clockwork-key sword, he can swash-buckle like a real knight.



Look for these giant boxes scattered throughout. Some lead to bonus areas.



Before entering a level, you'll get a bird's-eye view of the entire area.



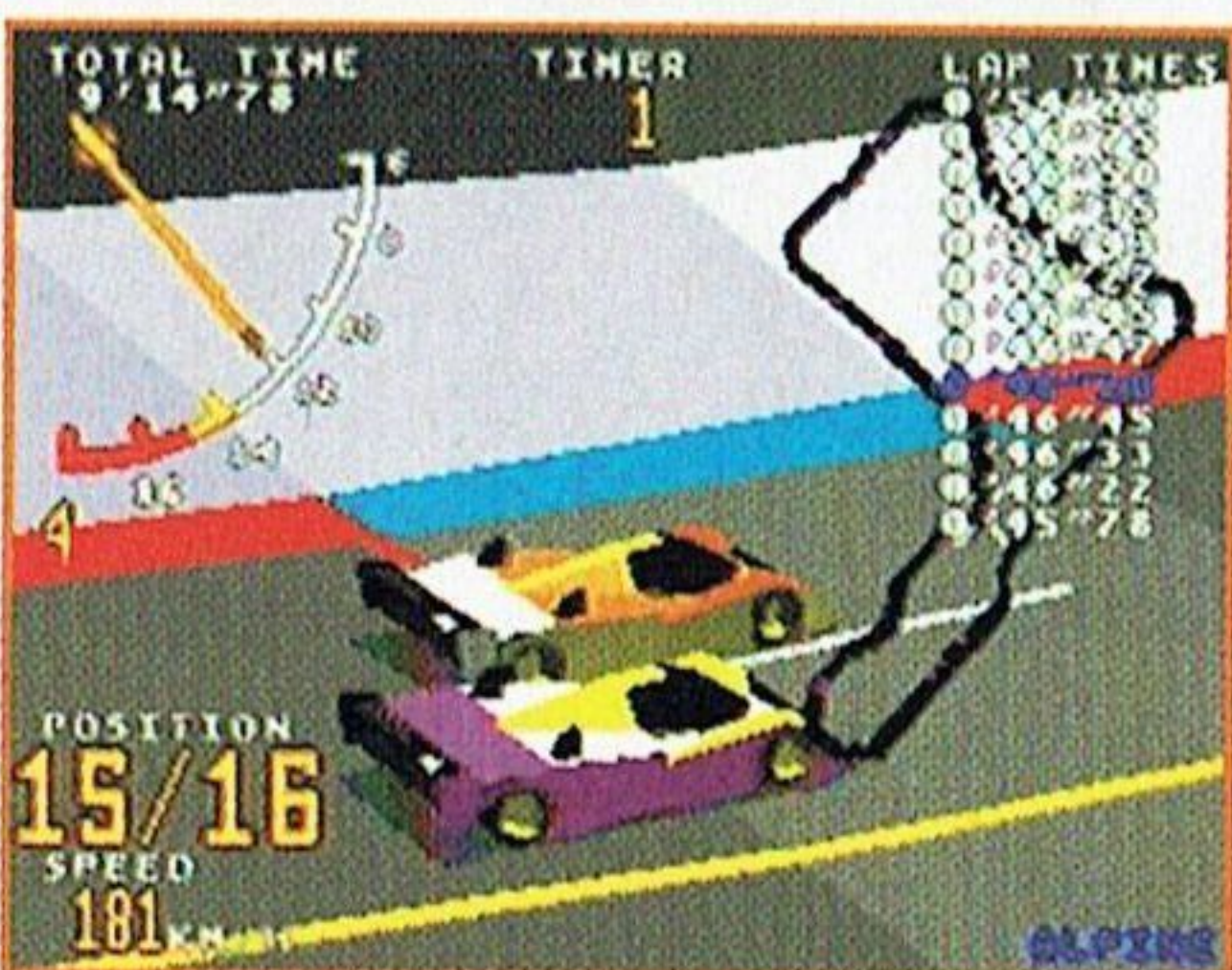
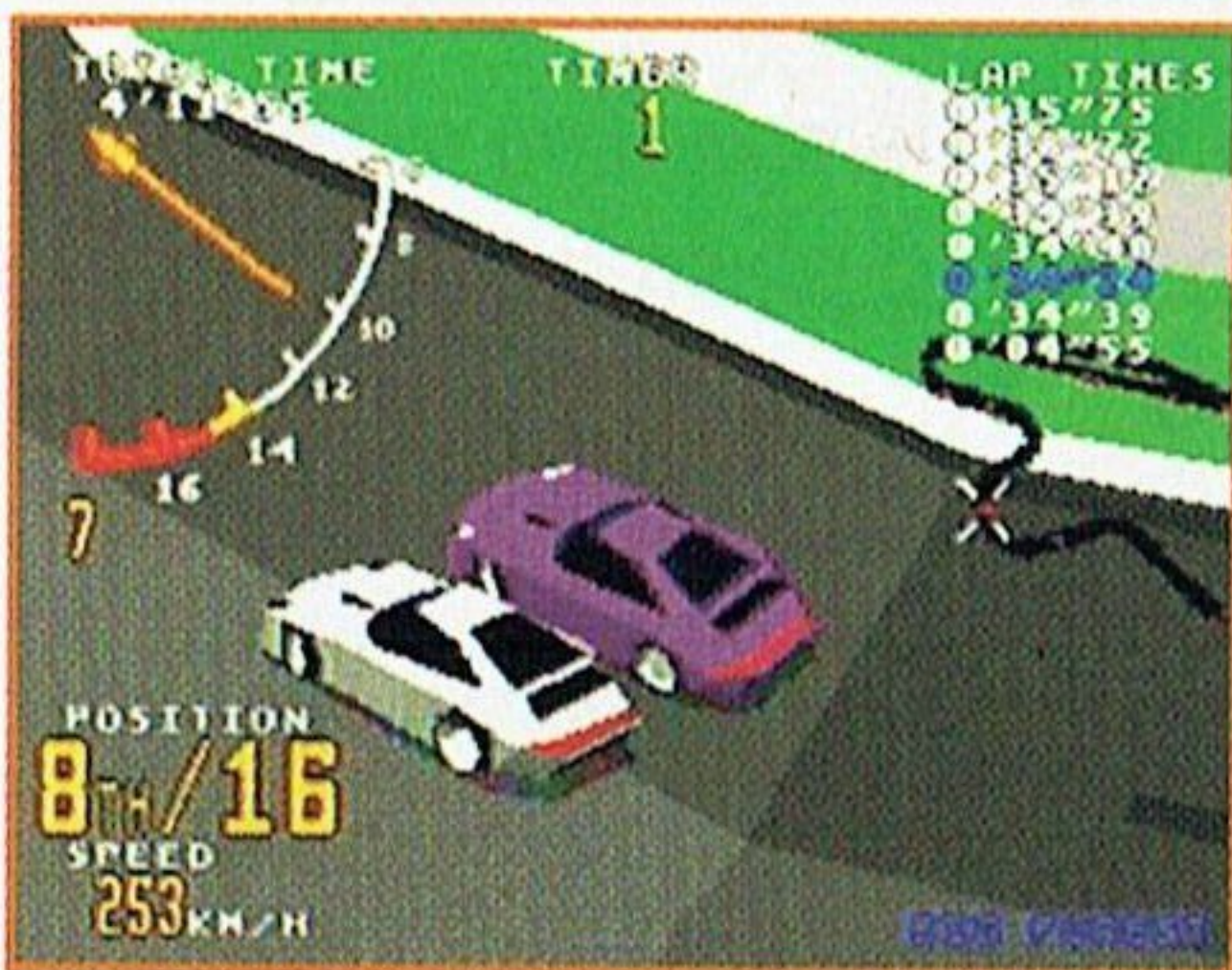
This first Boss will toss his giant hat then attack you with his head.

## Time Warner V. R. Virtua Racing

Saturn

Driving

Coming soon to the Sega Saturn is the driving game that started the whole VR driving craze. Sega's immensely popular Virtua Racing will be released not by Sega, but by Time Warner. The company has taken a lot of time to assure that the quality of this game is as close to the arcade as it can be. Since the game is on CD, they have also included more tracks as well as different cars.



## Data East Dark Legends

Saturn

Fighting

Here's a new fighting game coming out for the Sega Saturn with a bit of a twist. All the fighters you encounter are based on characters from Chinese mythology. There are a total of 11 playable fighters, all having the ability to fight with either their bare fists or deadly weapons. The button combinations you press will vary depending on whether you have your weapon or not. Seems like Samurai Shodown.





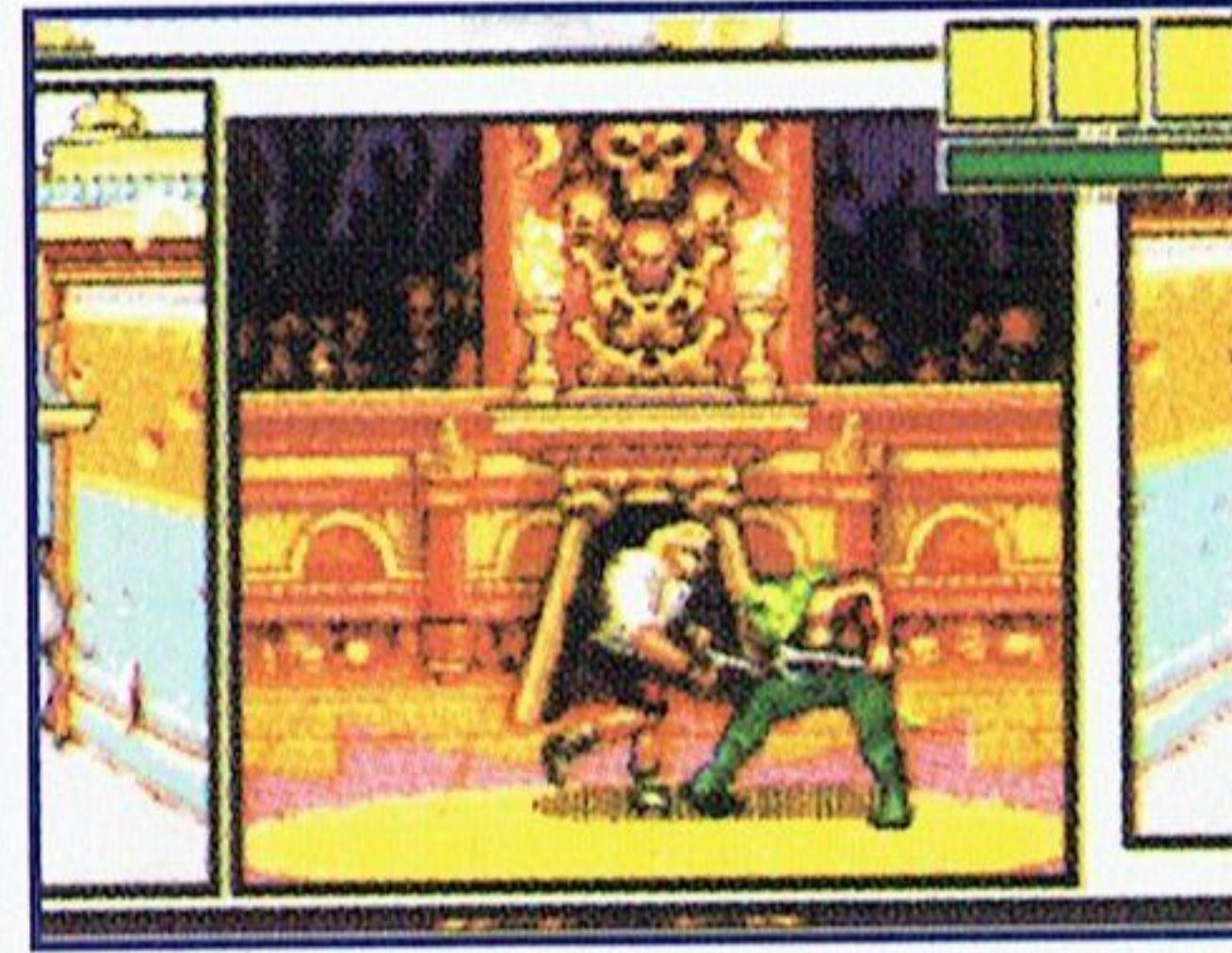
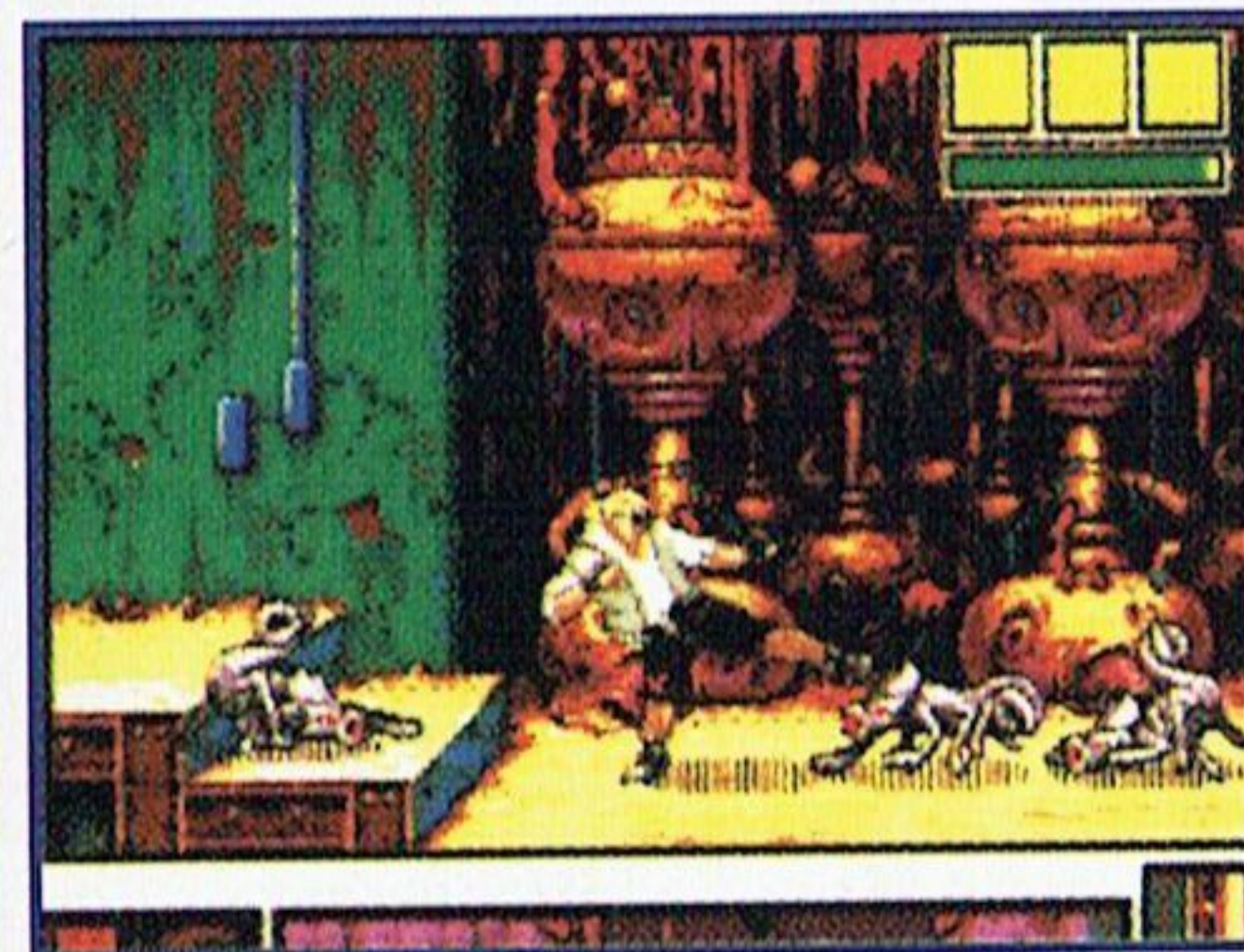
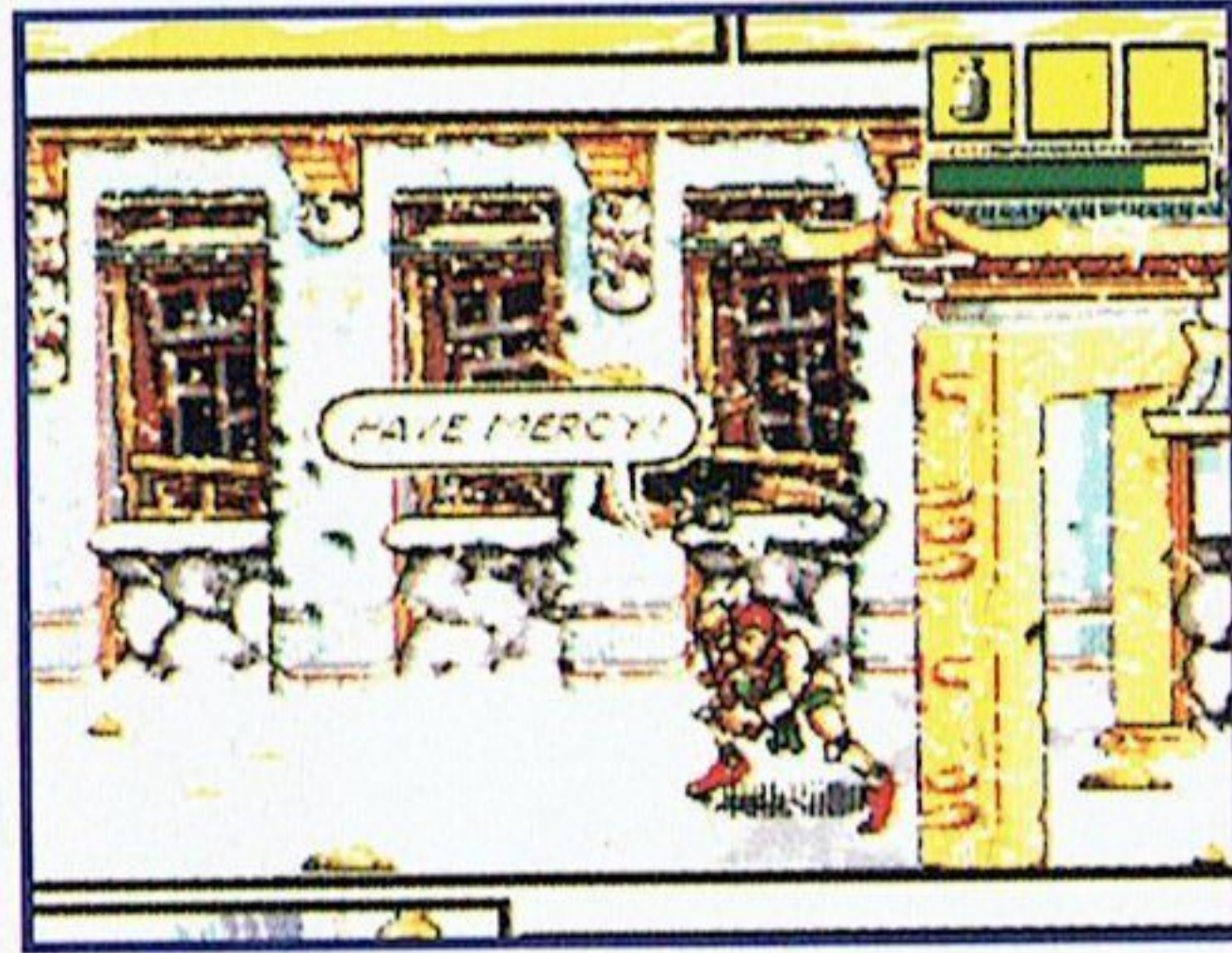
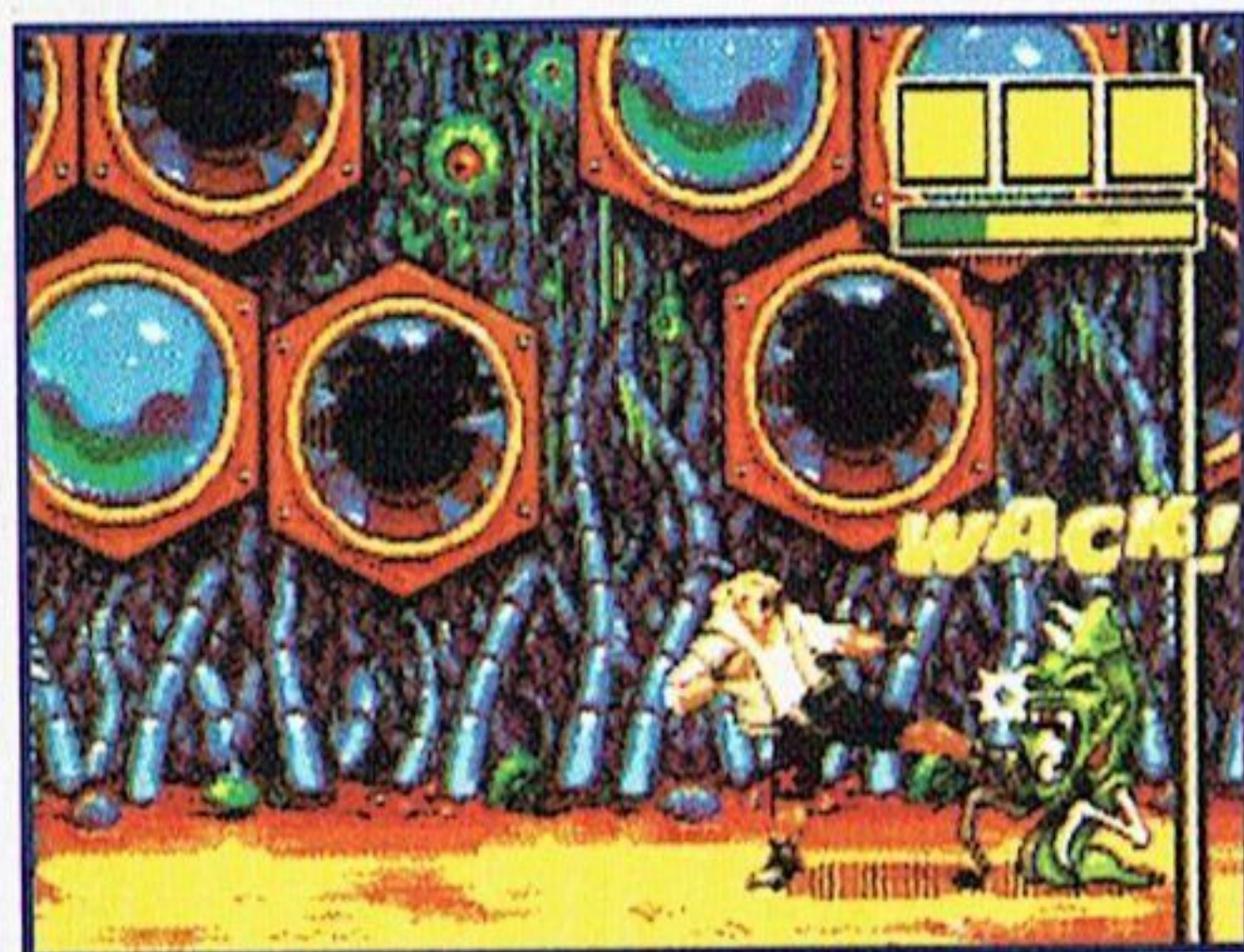
Sega

# Comix Zone

Genesis

Action

Here's an action game with an original premise. Play as a comic artist who gets sucked into the world you've just created. The main villain, Mortus, is sucked in, too. Now he wants to kill you in the pages you've drawn. Players need to master the vast range of combat techniques in order to beat the villainous hordes gathered up by Mortus. There are also multiple routes that affect the outcome of the game.



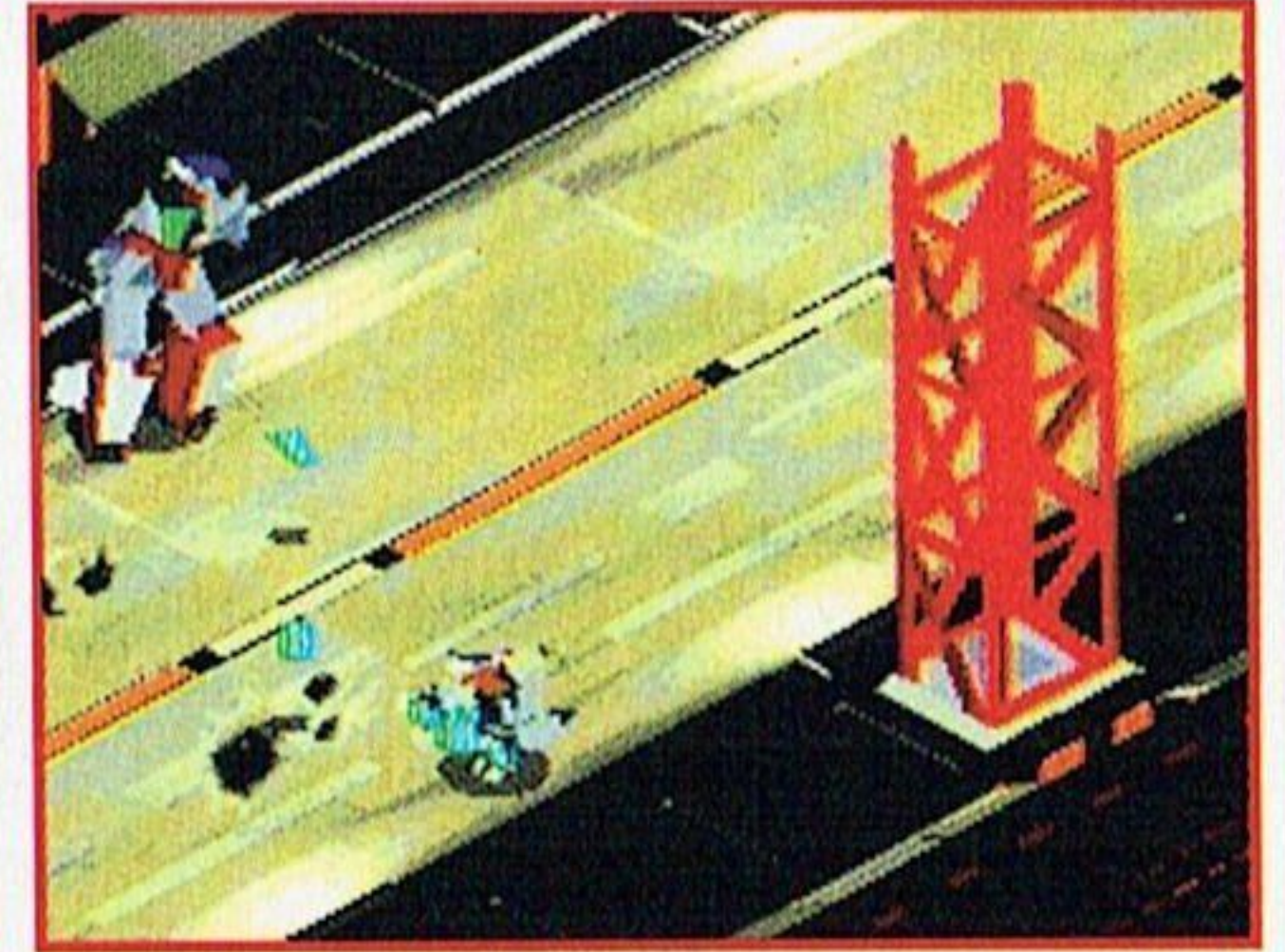
Sega

# Zaxxon's Motherbase

32X

Shooting

Video veterans know of a 3-D shooting game that became the rage in the early '80s, enticing players to spend countless hours and money on a game that rocked the video game world! Now, more than 10 years later, it has been upgraded with the power of the 32X. Zaxxon's Motherbase 2000 will treat players to all-new polygon graphics and explosions only found in a sci-fi movie.



Sega

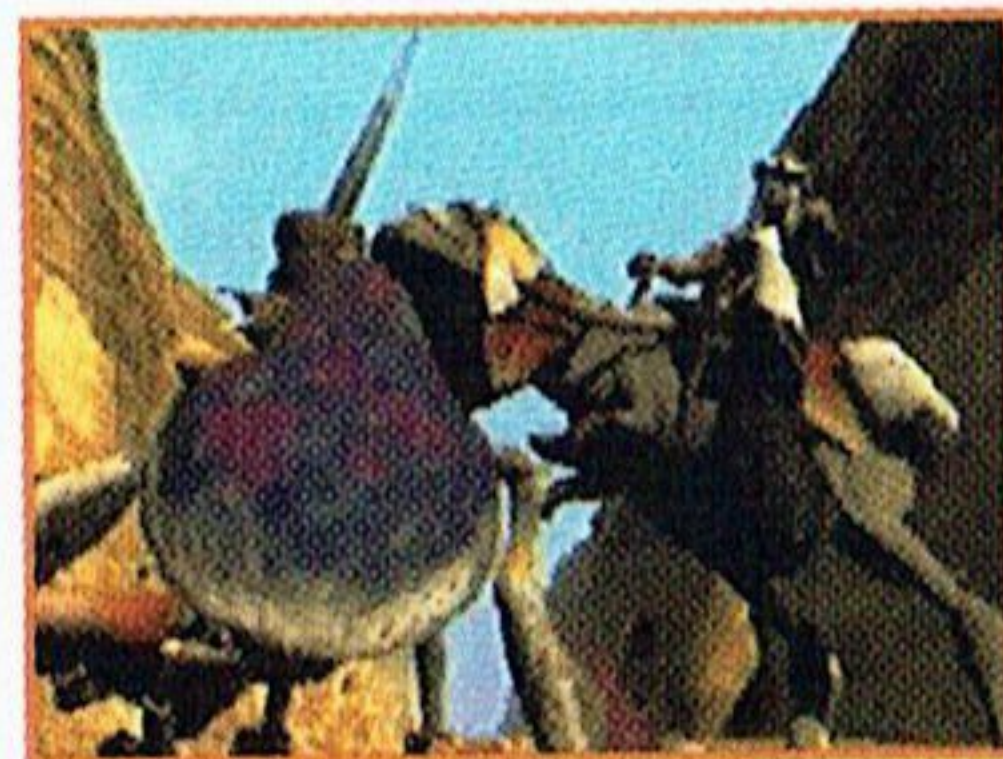
# Panzer Dagoon

Saturn

Shooting



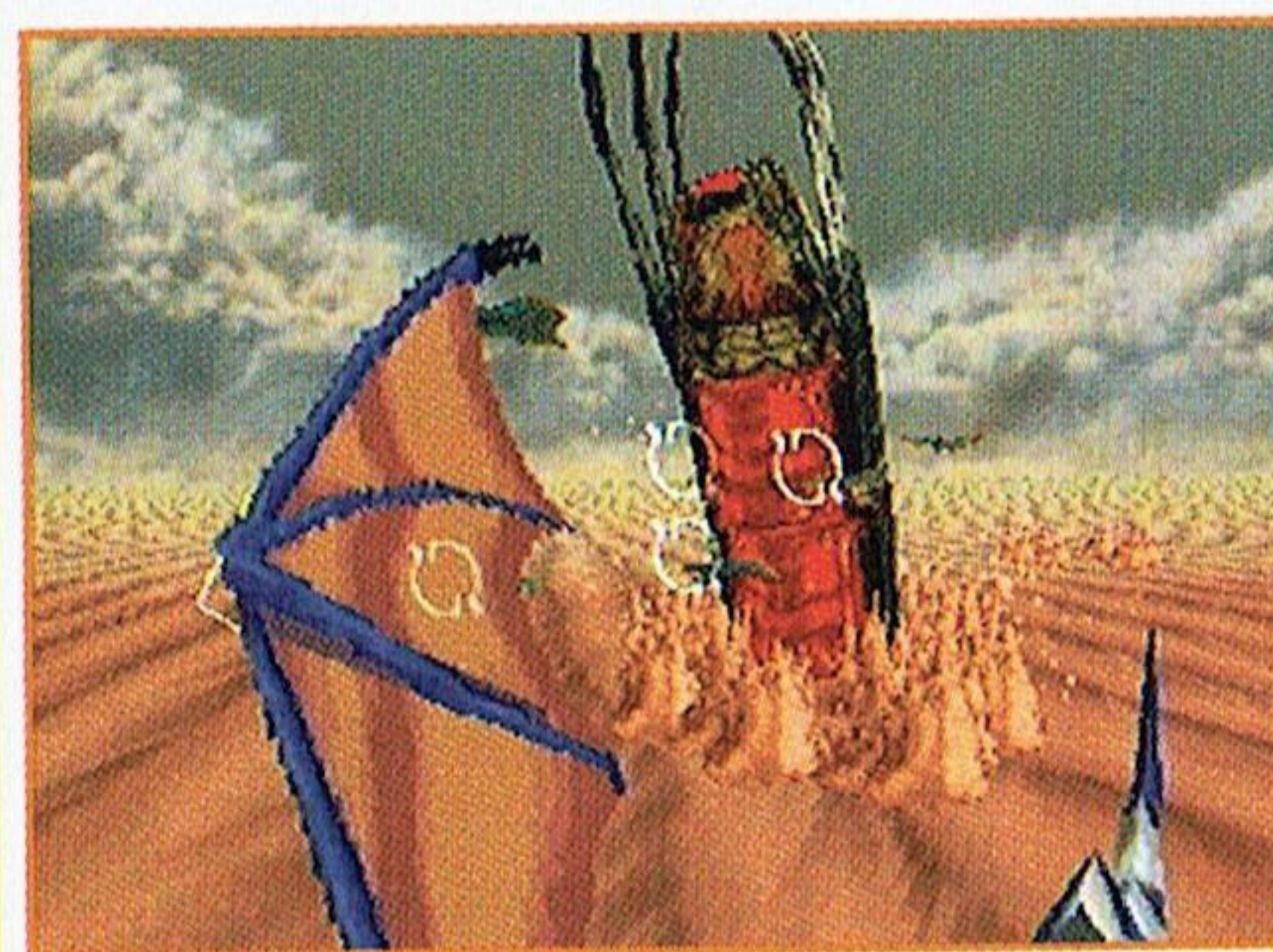
Get up close and personal with the main character flying his dragon.



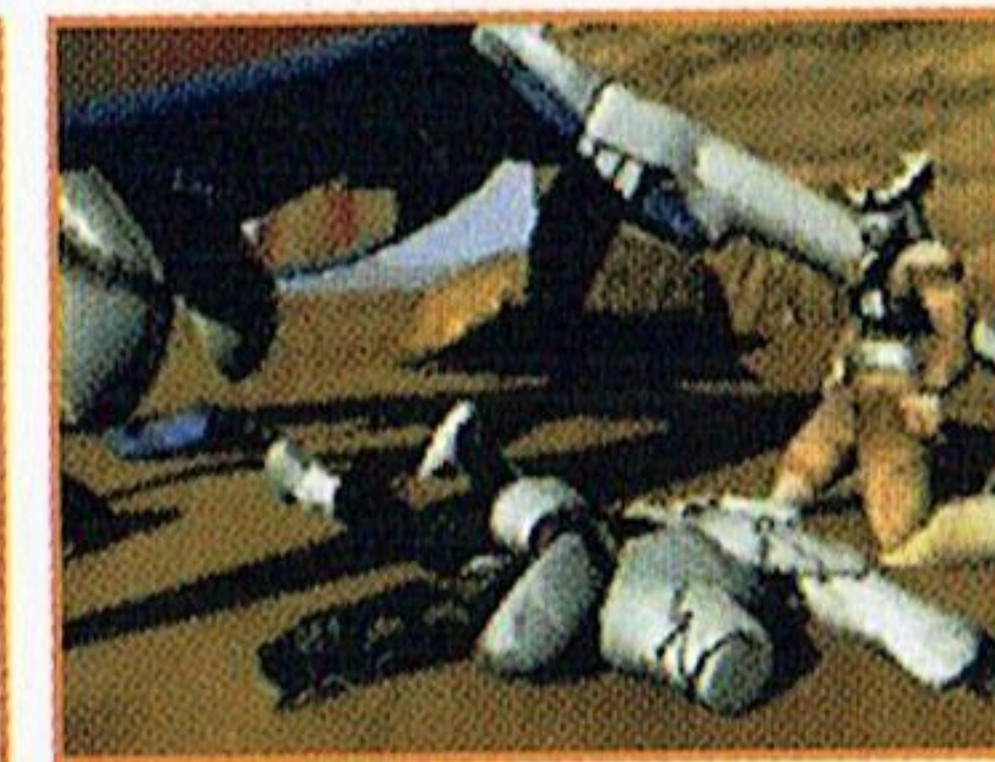
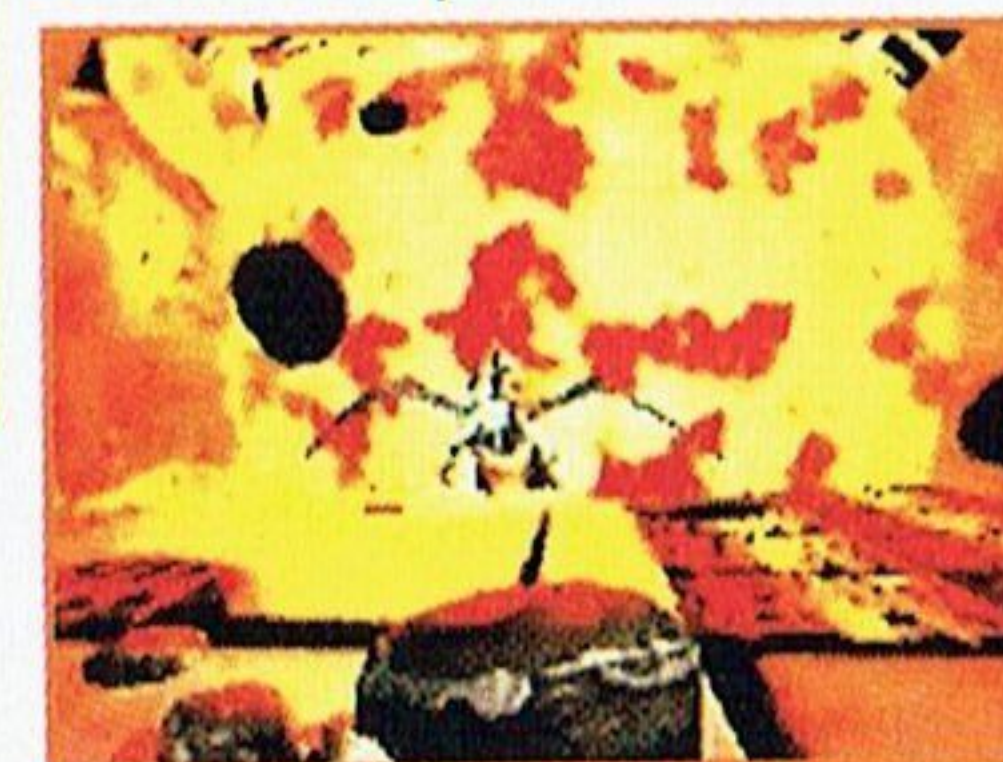
The Sega Saturn is about to take flight in a shooting adventure that will totally blow you away! Panzer Dagoon is a visual tour de force with the action coming at you from all angles! To help counter the attacks, you can face the enemies in one of four different views. Two different weapons are at your disposal—the basic laser crossbow as well as devastating guided plasma missiles. The levels are beautifully rendered leaving you breathless as you fly through the landscapes.



Engage multiple enemies with the lock-on guided plasma missiles.



These giant creatures are reminiscent of the sandworms in the movie *Dune*.



You are constantly being attacked from every angle. Be careful!



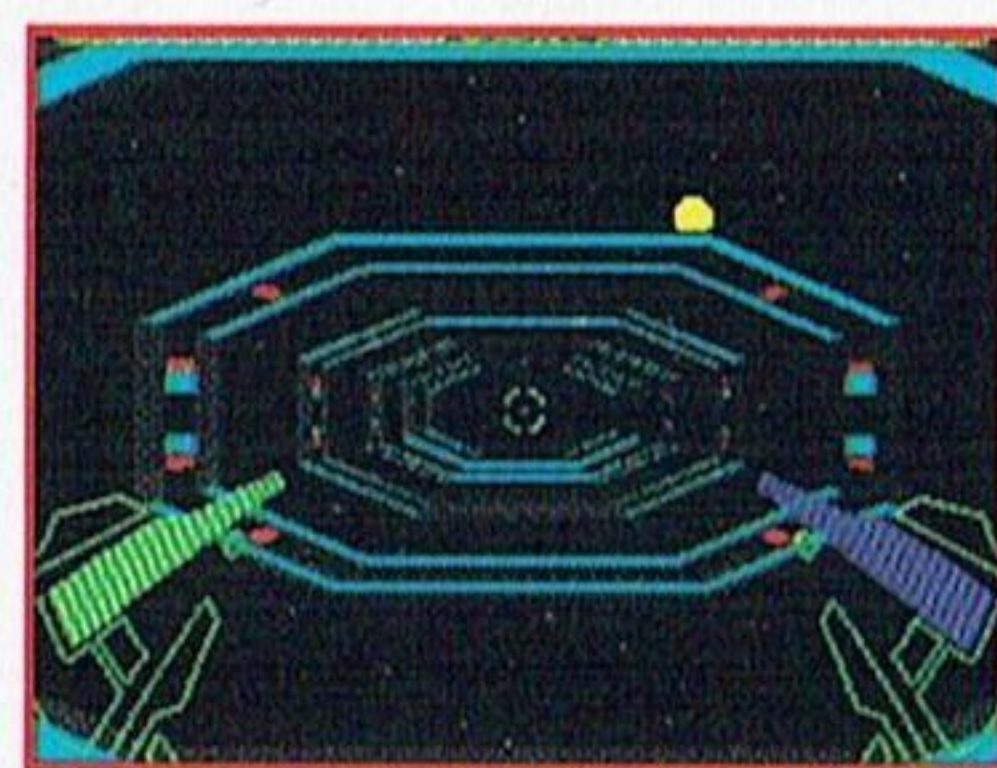
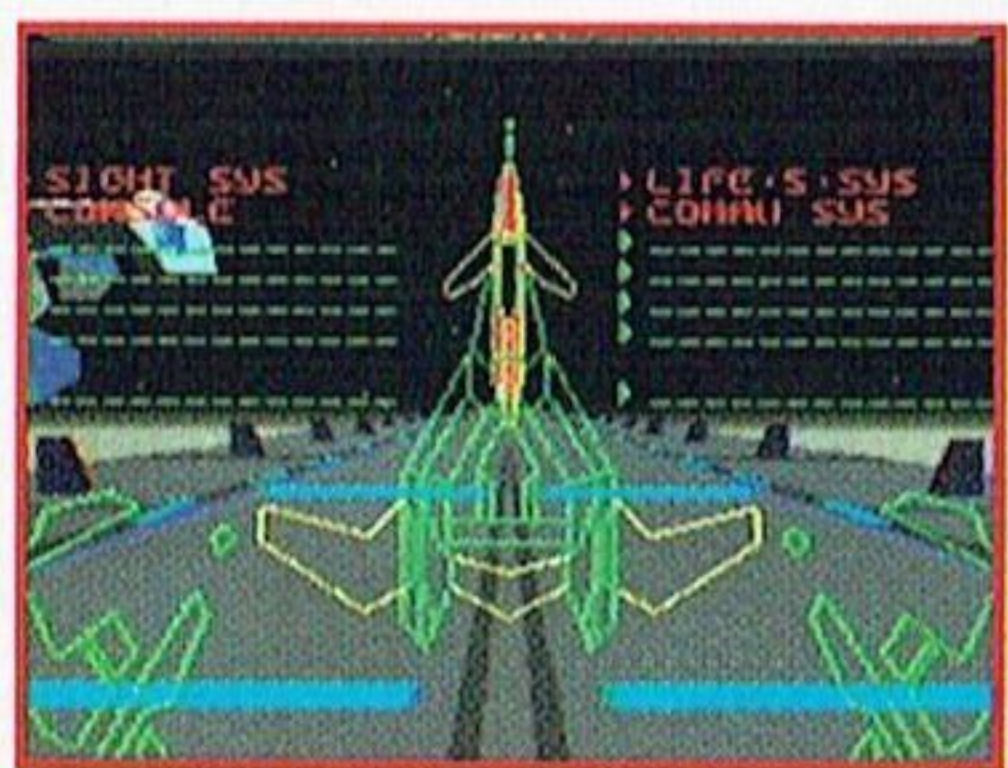
Sega  
**Shadow Squadron**

**32X**

**Shooting**



Players get a choice of space fighters to take on the onslaught of enemies.



Space flight simulations fans are really gonna like what's in store for them on the 32X! If you've played Star Wars for the 32X, then Shadow Squadron may just be the ticket to keep your space sim juices flowing. This game is an awesome 3-D adventure loaded with polygon enemies, giant ships and fortresses. You also get a choice of a ship to take on the enemy armada. The best feature of all is that you fly in a non-linear path, meaning you can actually fly in any direction for as long as you want!



Space debris scatters as you destroy the enemy. Some may hinder your view.



The enemy fleet sends out a barrage of fighters to stop you in your tracks.



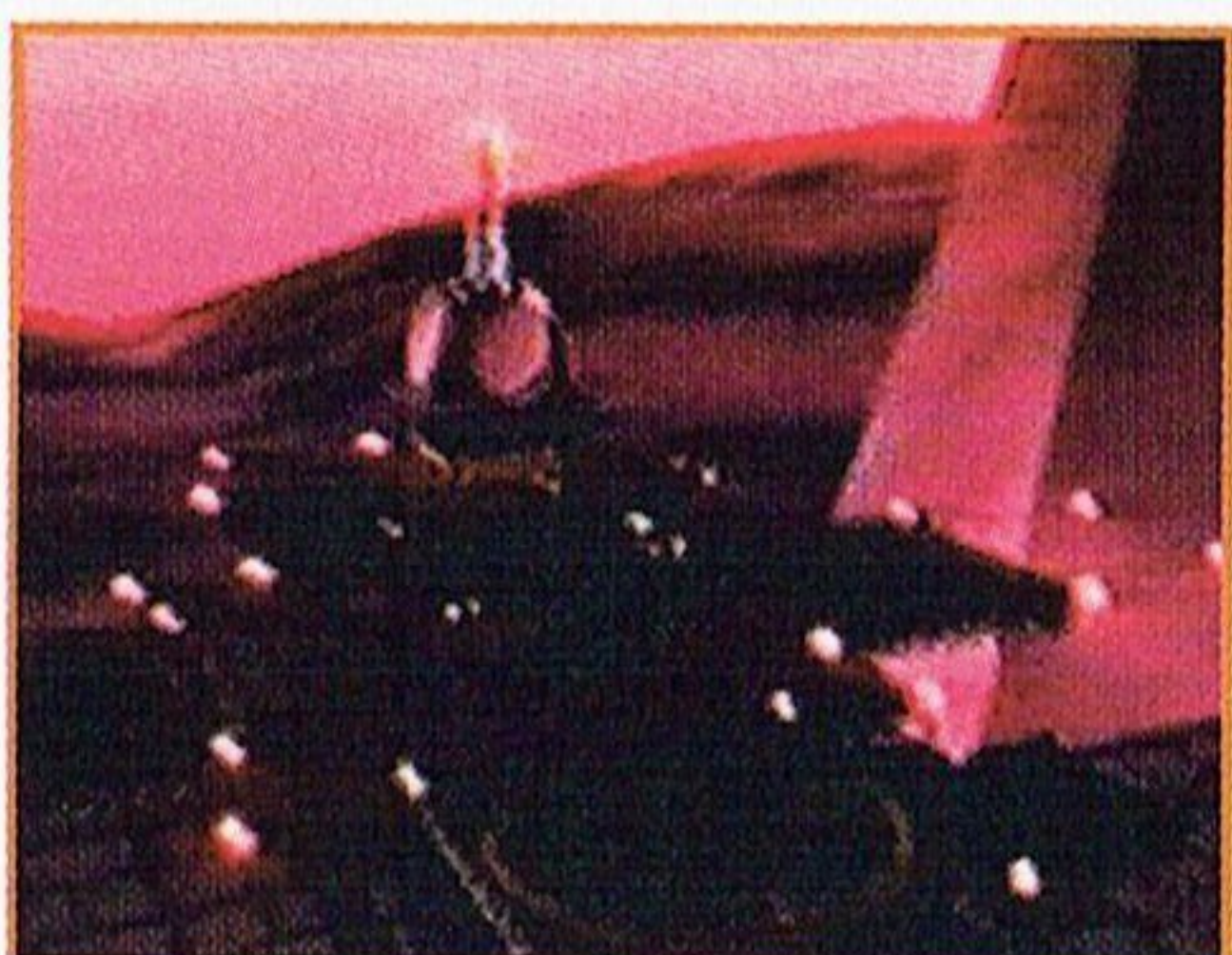
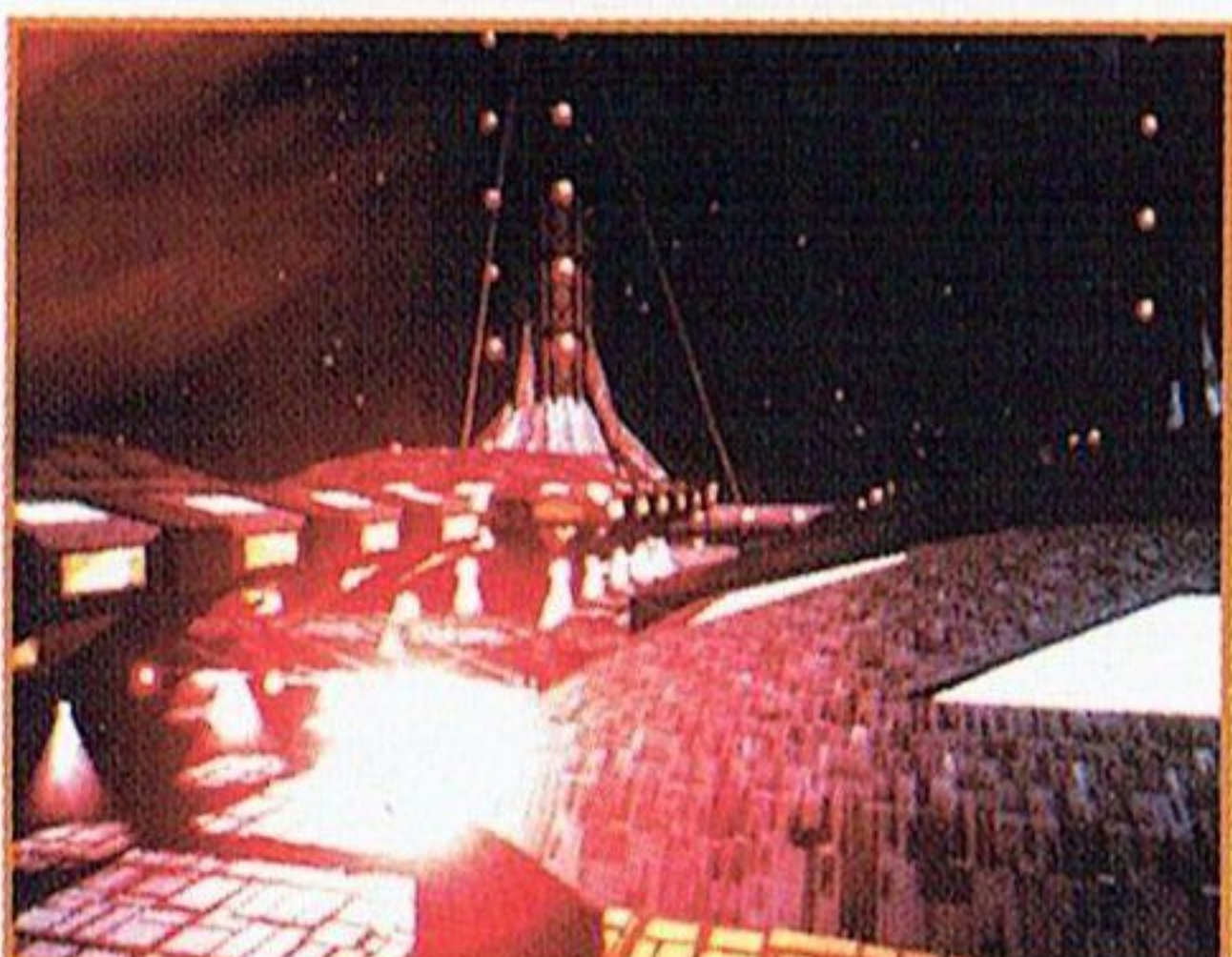
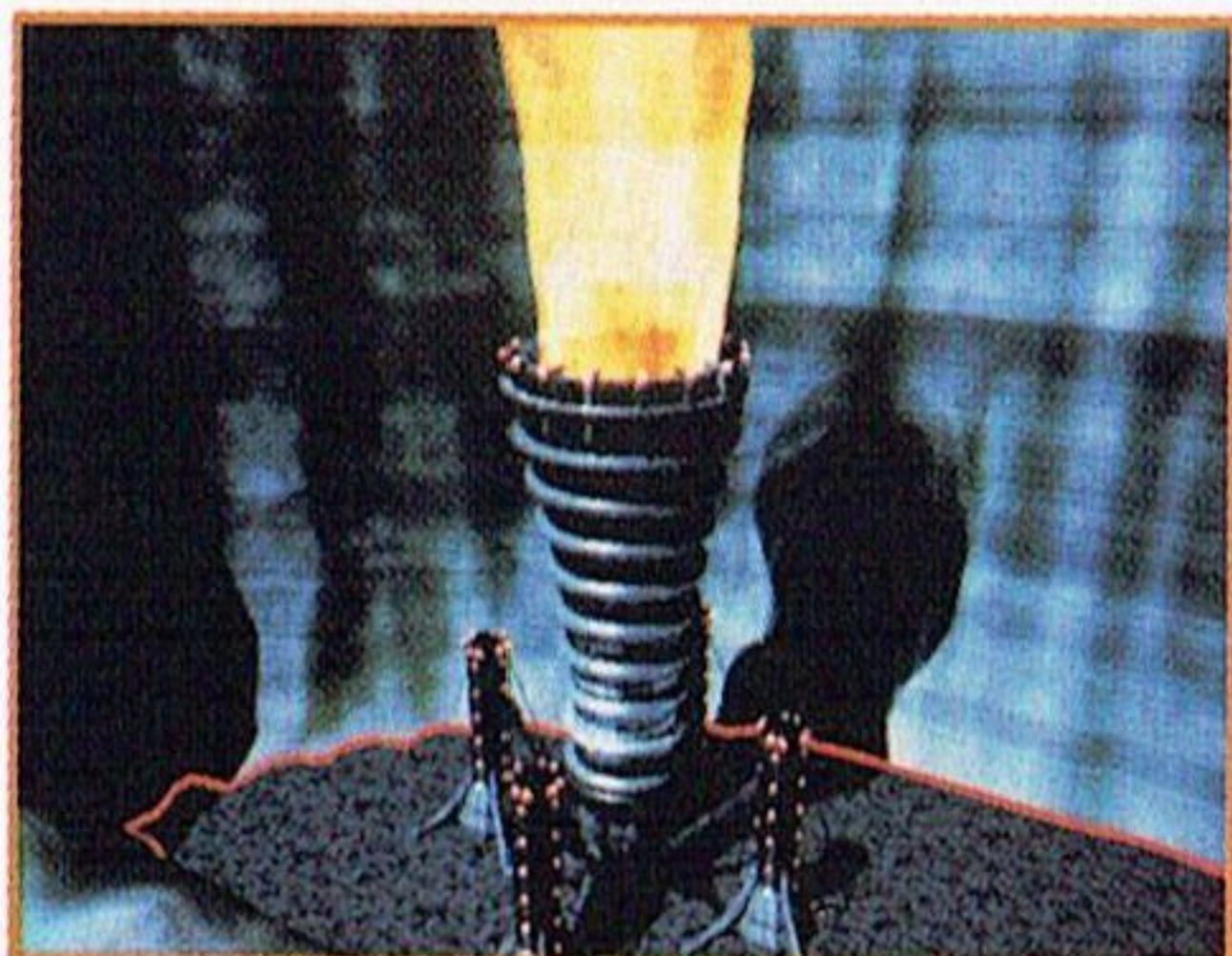
Careless hotshot pilots may get a view of their own destruction.

Data East  
**Devcon**

**Saturn**

**N/A**

Data East has a hot, new game called Devcon 5 for the Sega Saturn. This game is a story of one man trying to keep a colony out of the hands of an evil alien invasion force. You are in control of the colony's defense system. You must blast enemy missiles and keep the life support active. Essentially, you must run around the colony, jerry rig the power systems and blast incoming enemy attacks.

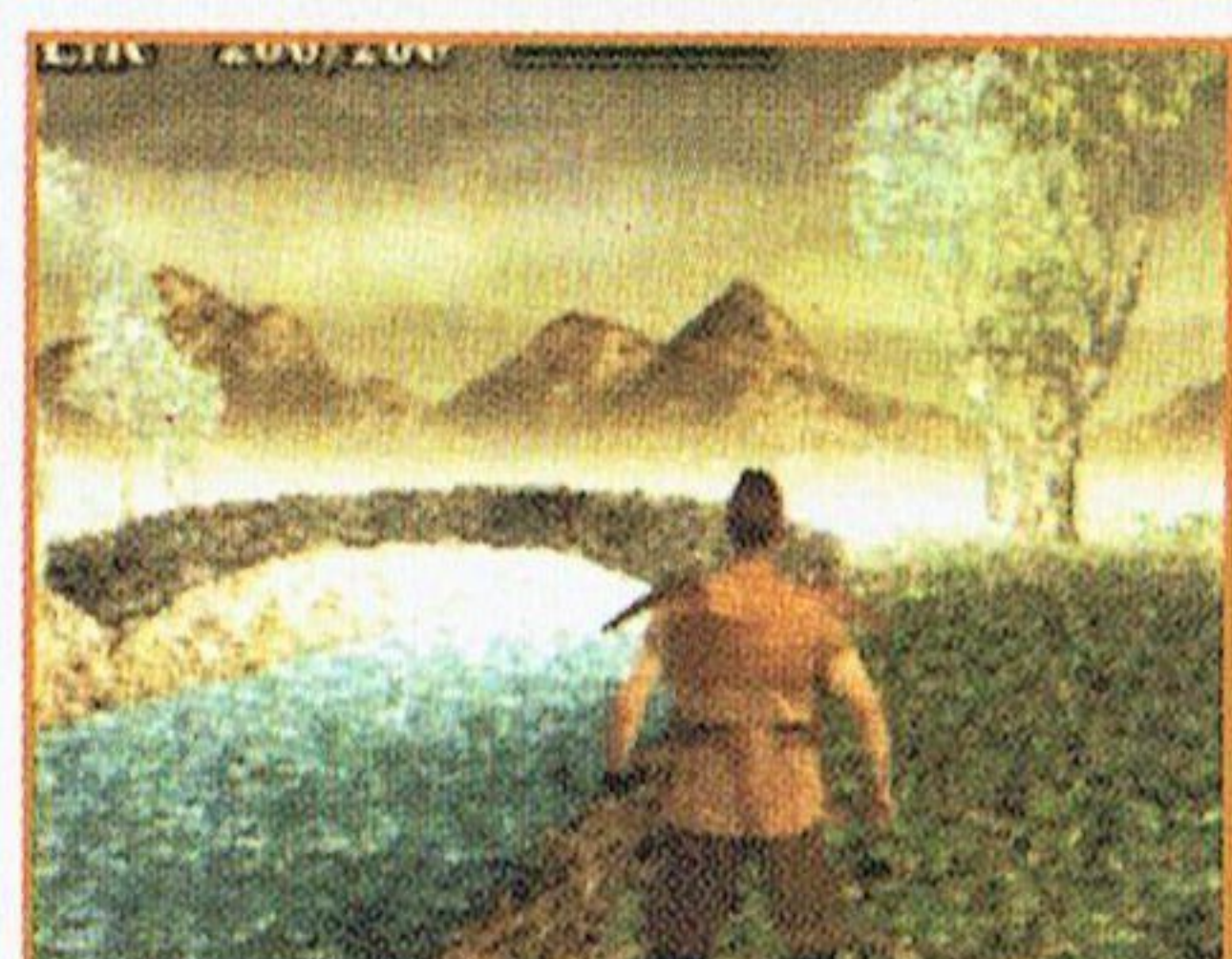
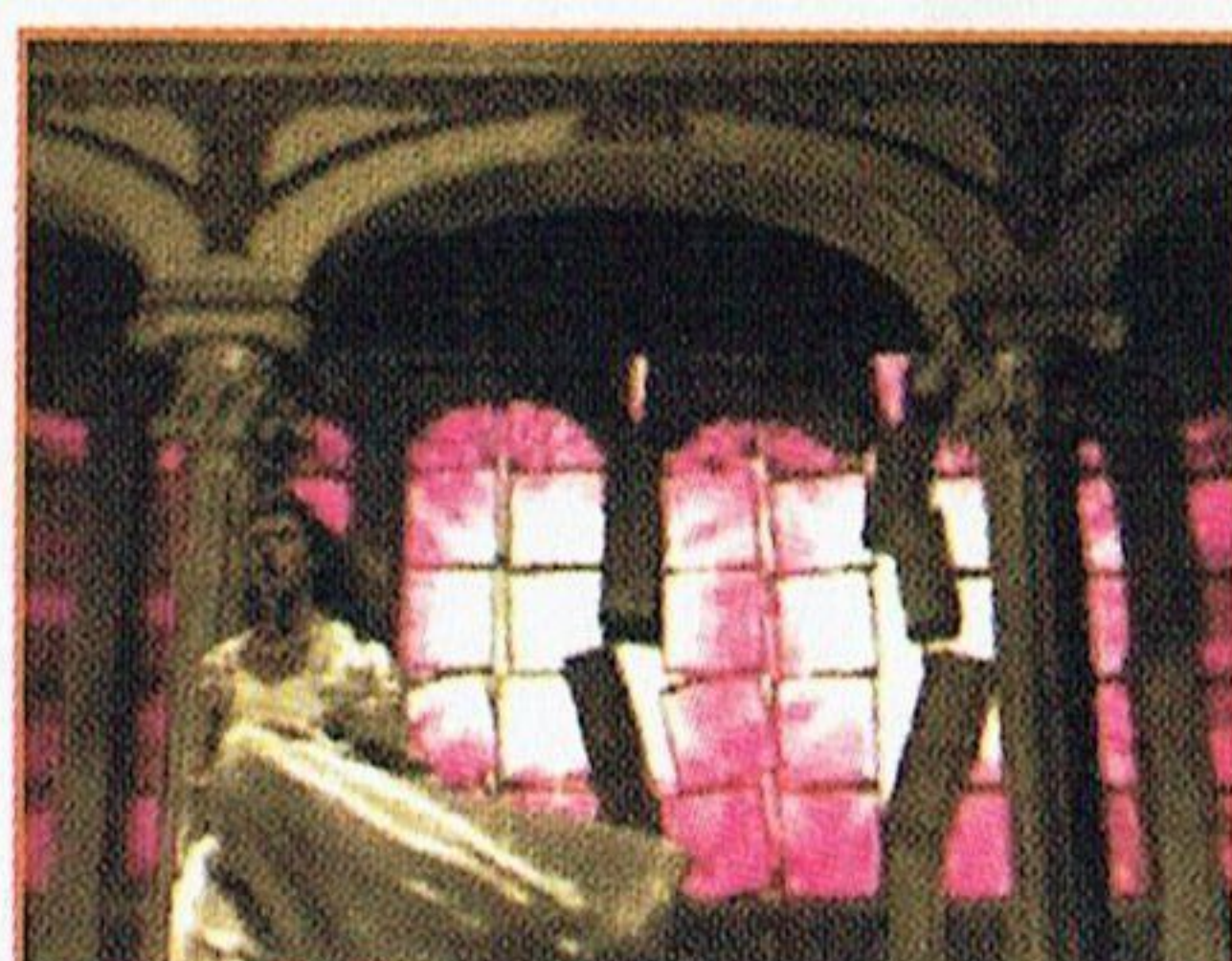


Sega  
**Virtual Hydlide**

**Saturn**

**Role-Playing**

Sega's RPG epic takes a tremendous leap beyond the next level with their soon-to-be-released Sega Saturn version. Take command of a warrior and travel in a virtual 3-D landscape. View the adventure from a first-person perspective and watch all the 3-D action come straight at you! The game's plentiful full-motion video footage enhances the story and entertains the players.





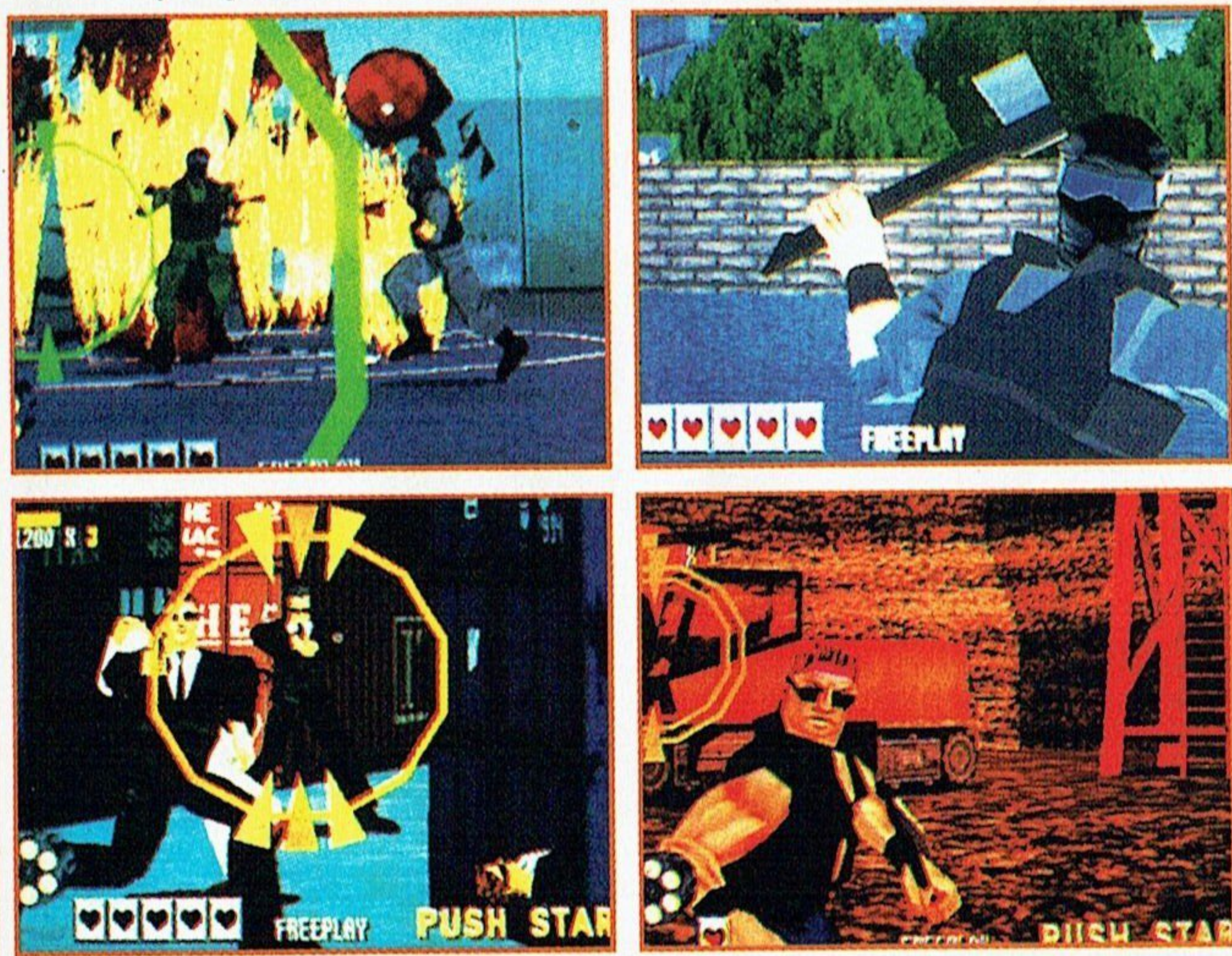
Sega

# Virtua Cop \*

Saturn

Shooting

This is undisputedly the best shooting game in the arcades! With AM2's technology (the guys who created Virtua Racing), Virtua Cop has the best animation bar none, and soon players will be able to play this hot shooter at home on the Sega Saturn. At this time, it is uncertain whether Sega plans a direct translation or if they will include some nice bonuses for home players. Either way, this will be one hot game!



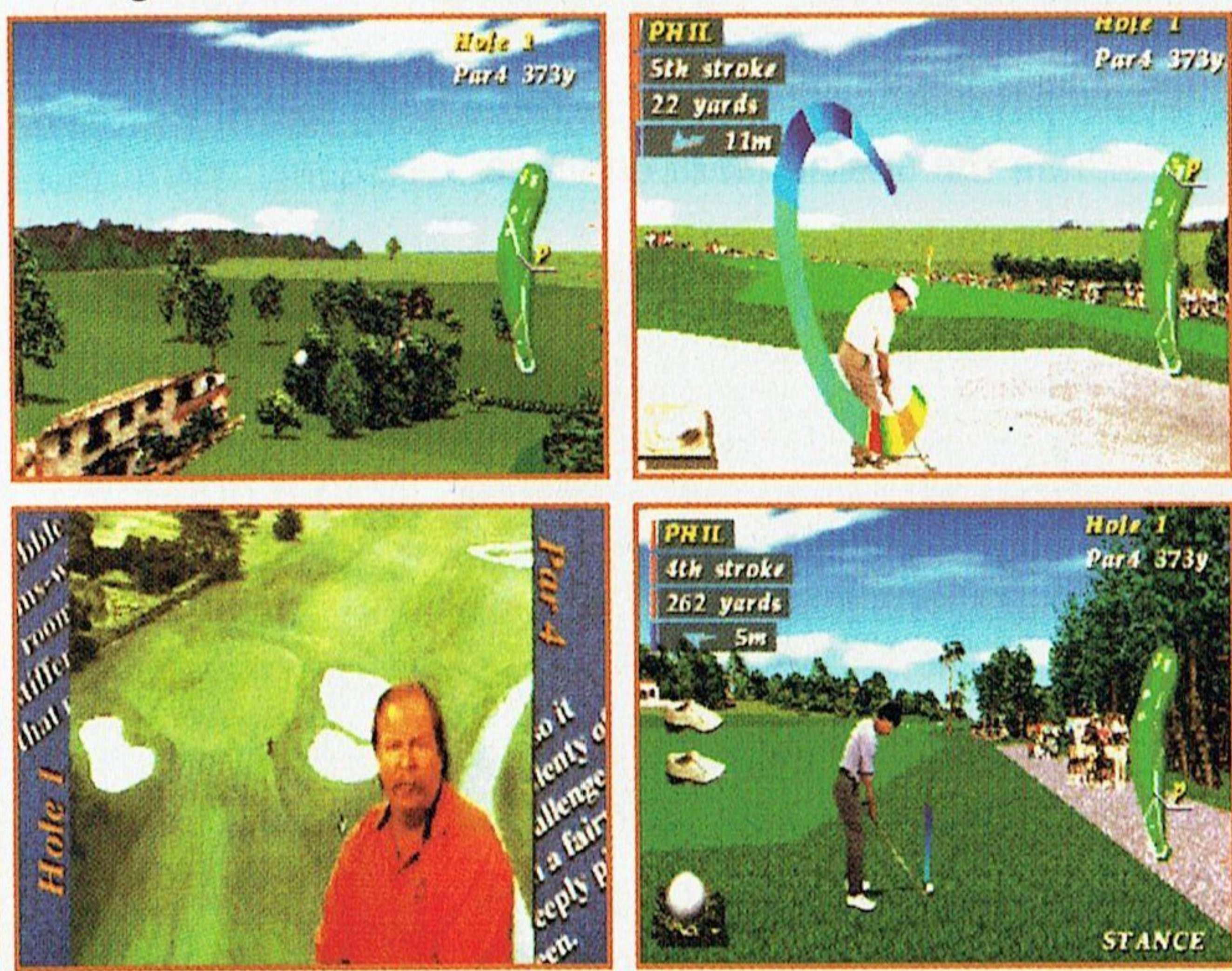
Sega

# Pebble Beach Golf

Saturn

Sports

This is one of the many sports games that will be making its way to the Sega Saturn. Pebble Beach Golf features all the excellent playability of the best of the current crop of golfing sports simulations, but adds in 3-D viewpoints and photo-realistic visuals. One of the best features is the "ball cam" that gives a ball's-eye perspective of the course as the ball flies through the air.

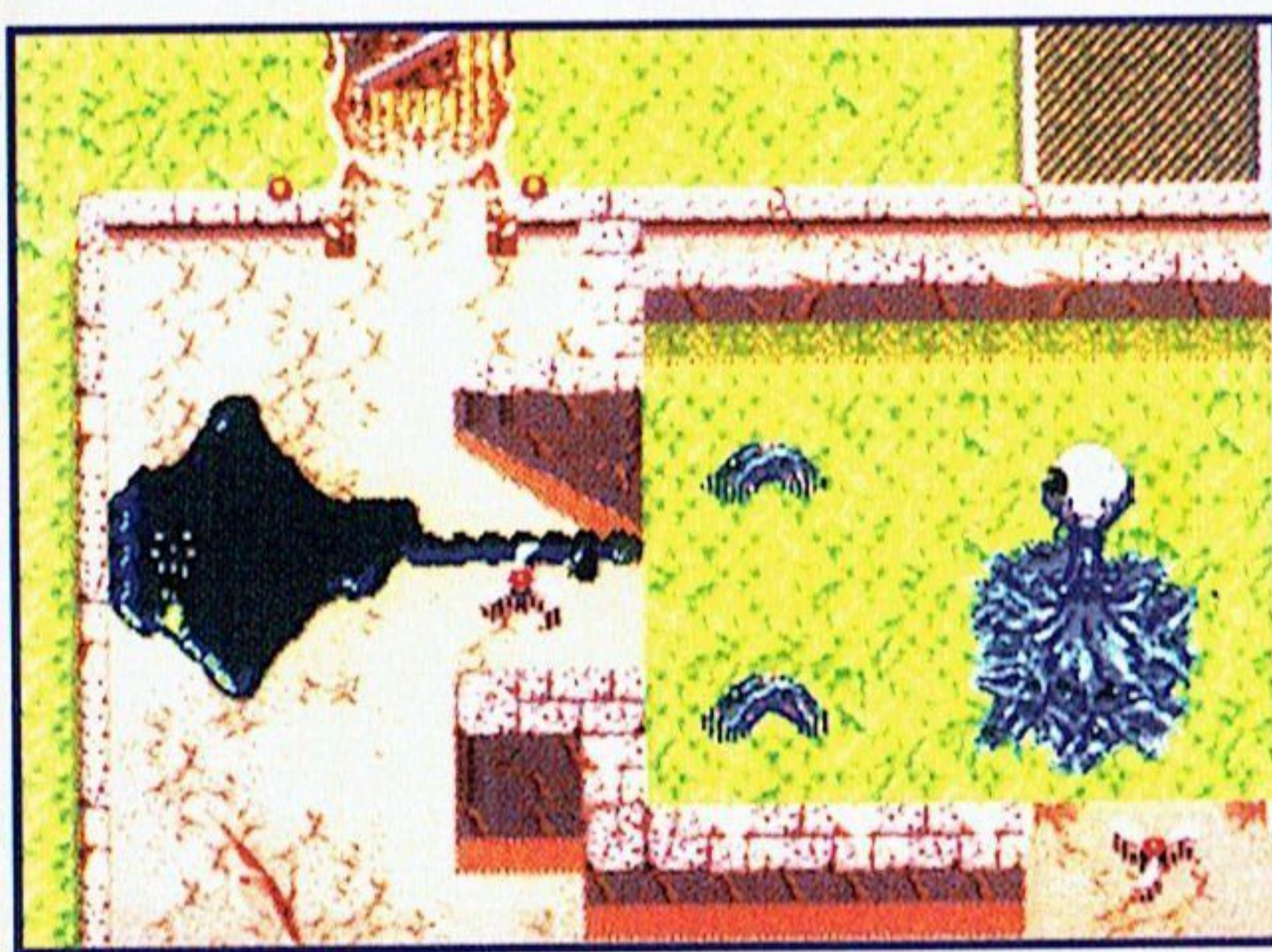


Sega

# The Ooze

Genesis

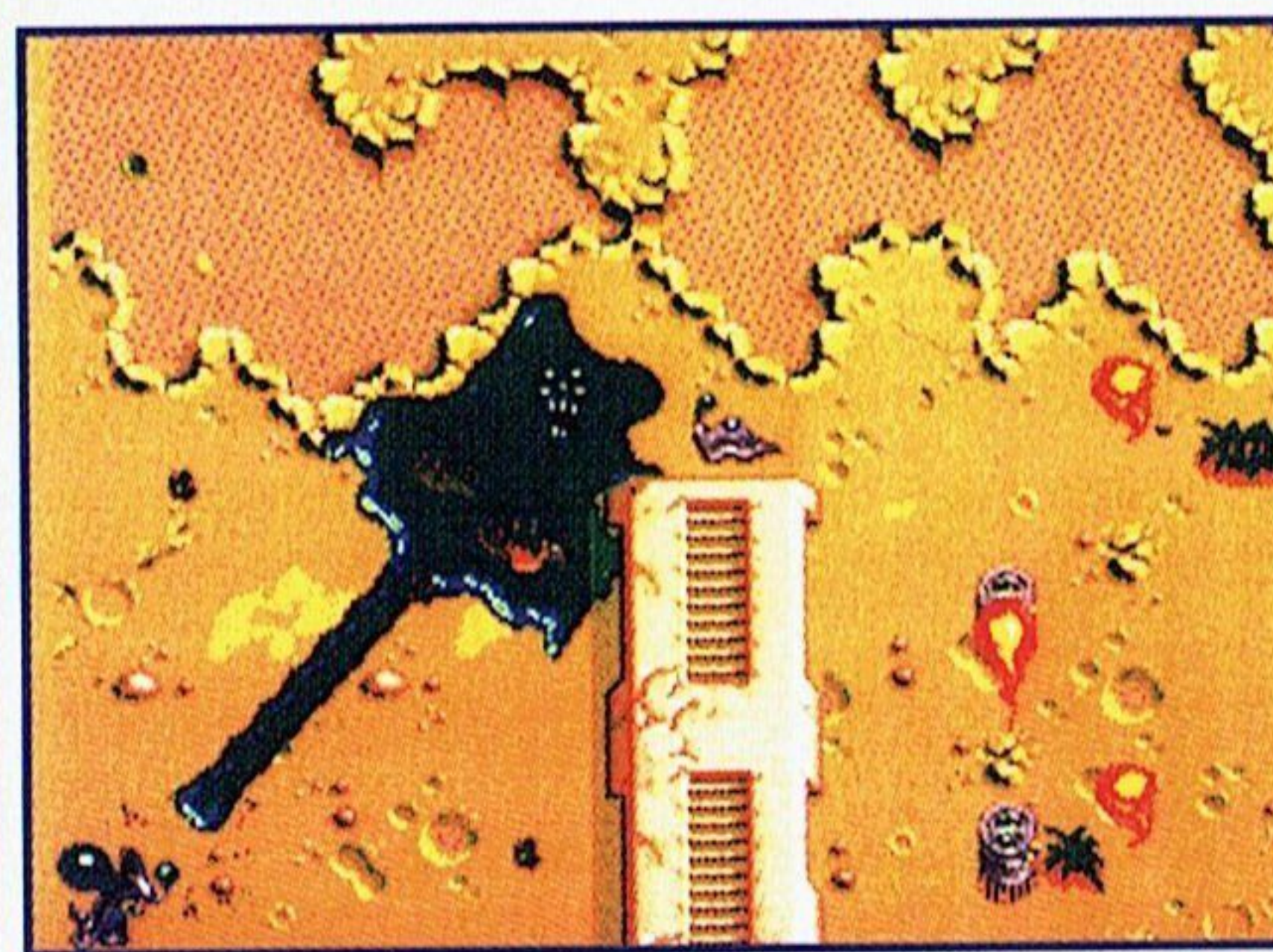
Action



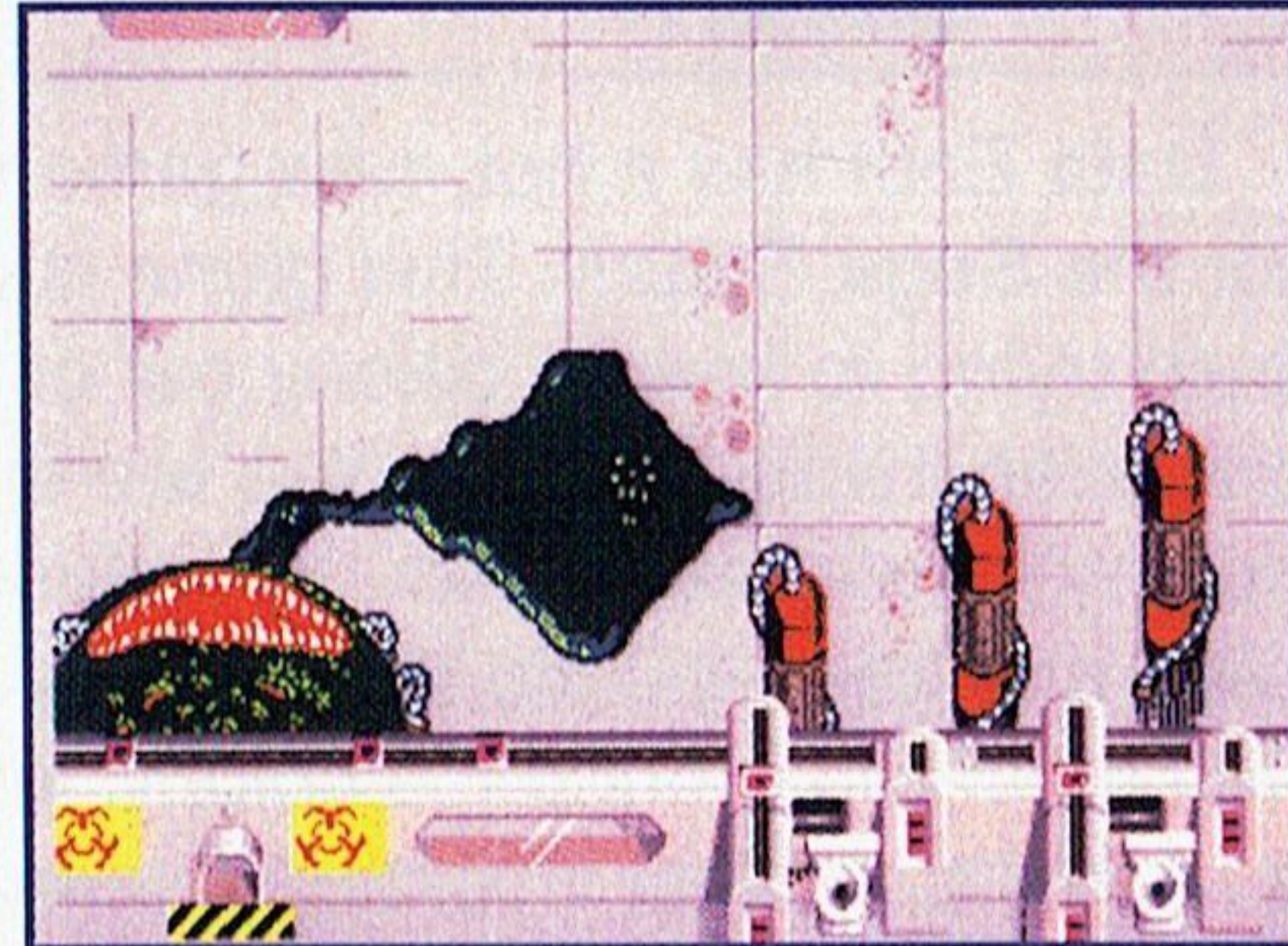
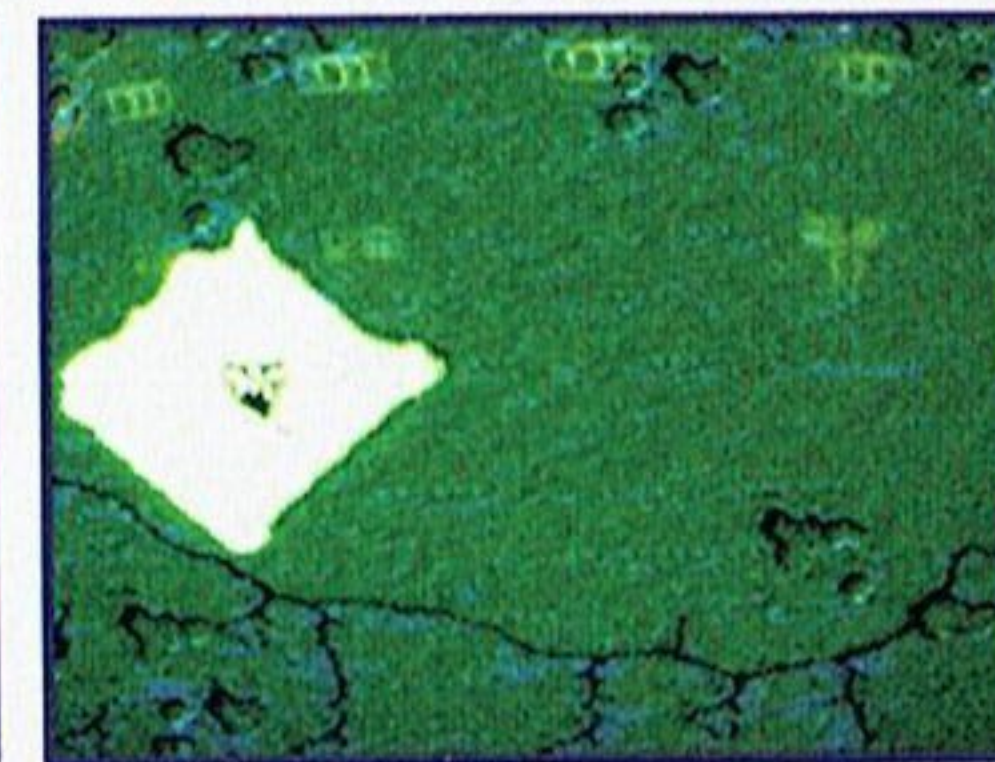
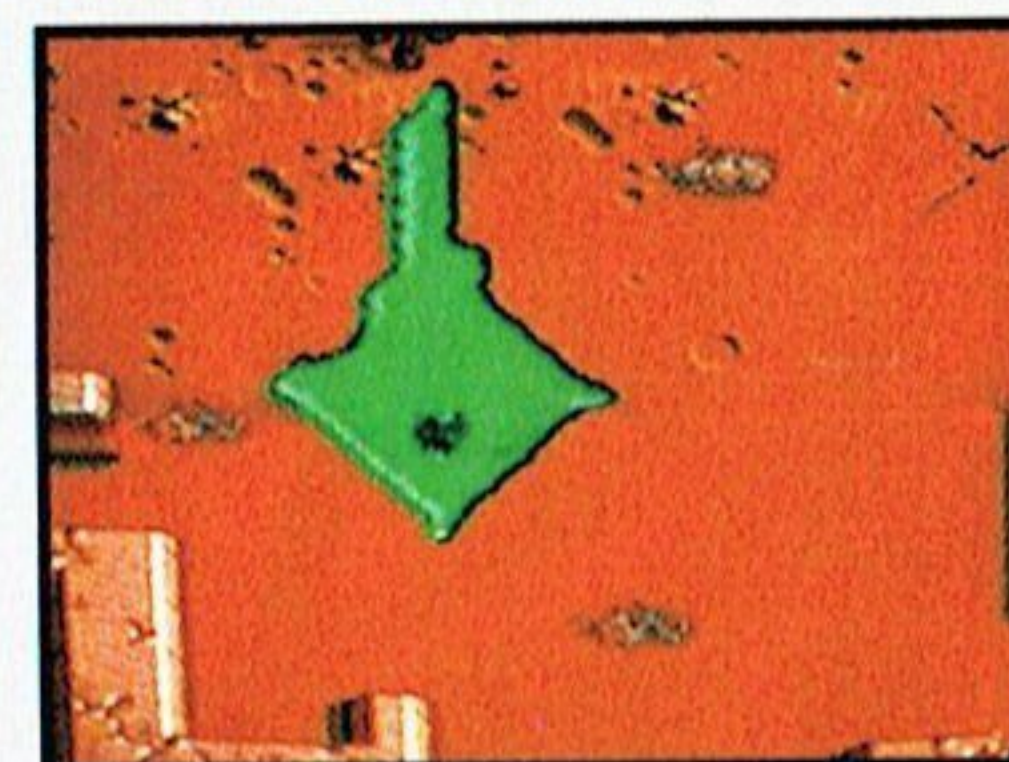
In your gelatinous state, you can gain energy by engulfing nearby enemies.



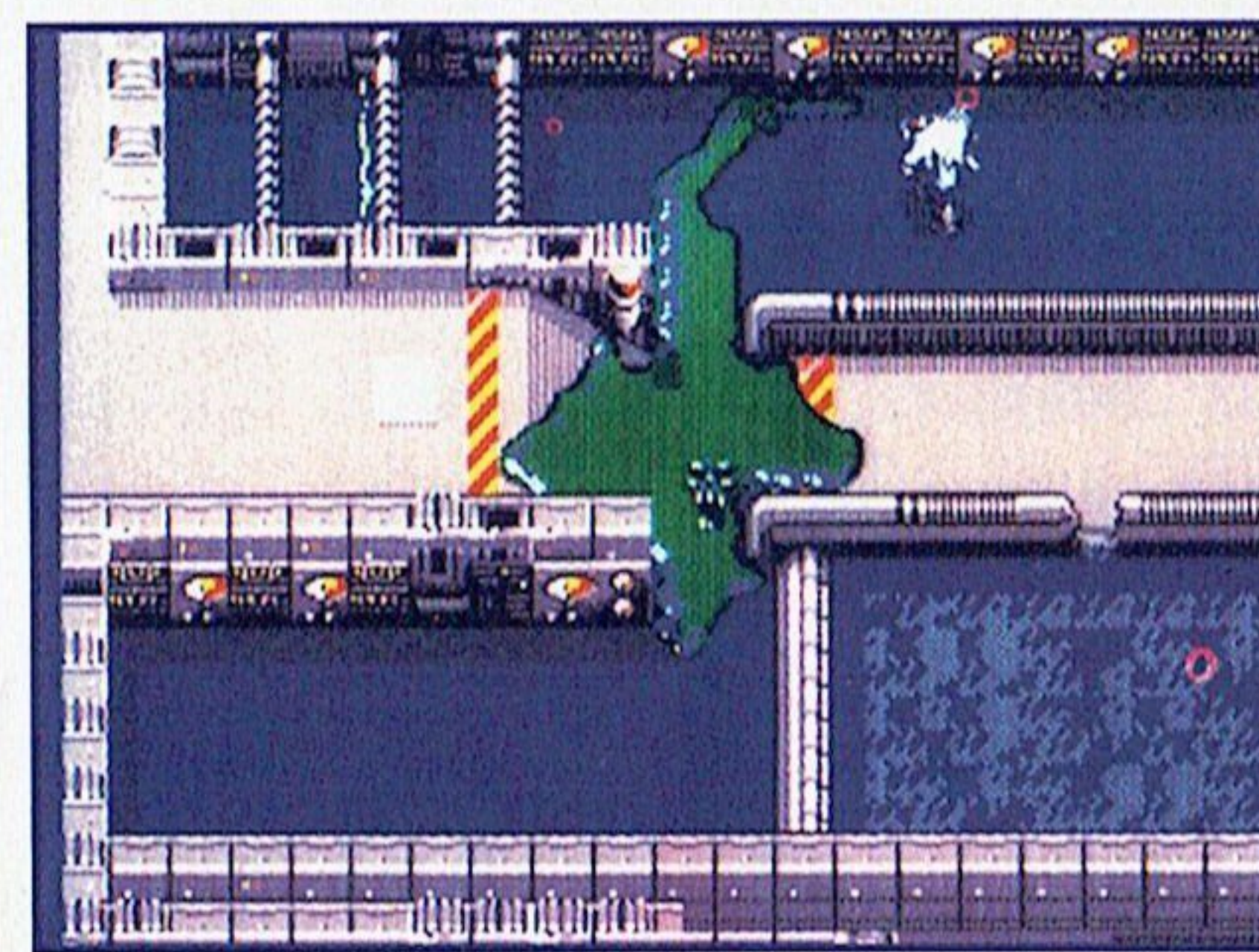
Sega once again reaffirms its commitment to innovation in video games with The Ooze. With its original game concept, this impressive product casts the player as a man morphed into a pool of radioactive ooze, and it's a case of kill or be killed! The ooze can extend its volume by swallowing up enemies but loses mass if hit by weapons. The Ooze's great game play coupled with its originality will make it a big hit. This is definitely going to be a great game when it comes out for the Genesis.



Stretch out your body to surround enemies and increase in size.



Remember, the larger your body size, the easier it is to get hit by weapons.



The large playing area will scroll both vertically and horizontally.



Sega

# Virtua Fighter 2 \*

Saturn

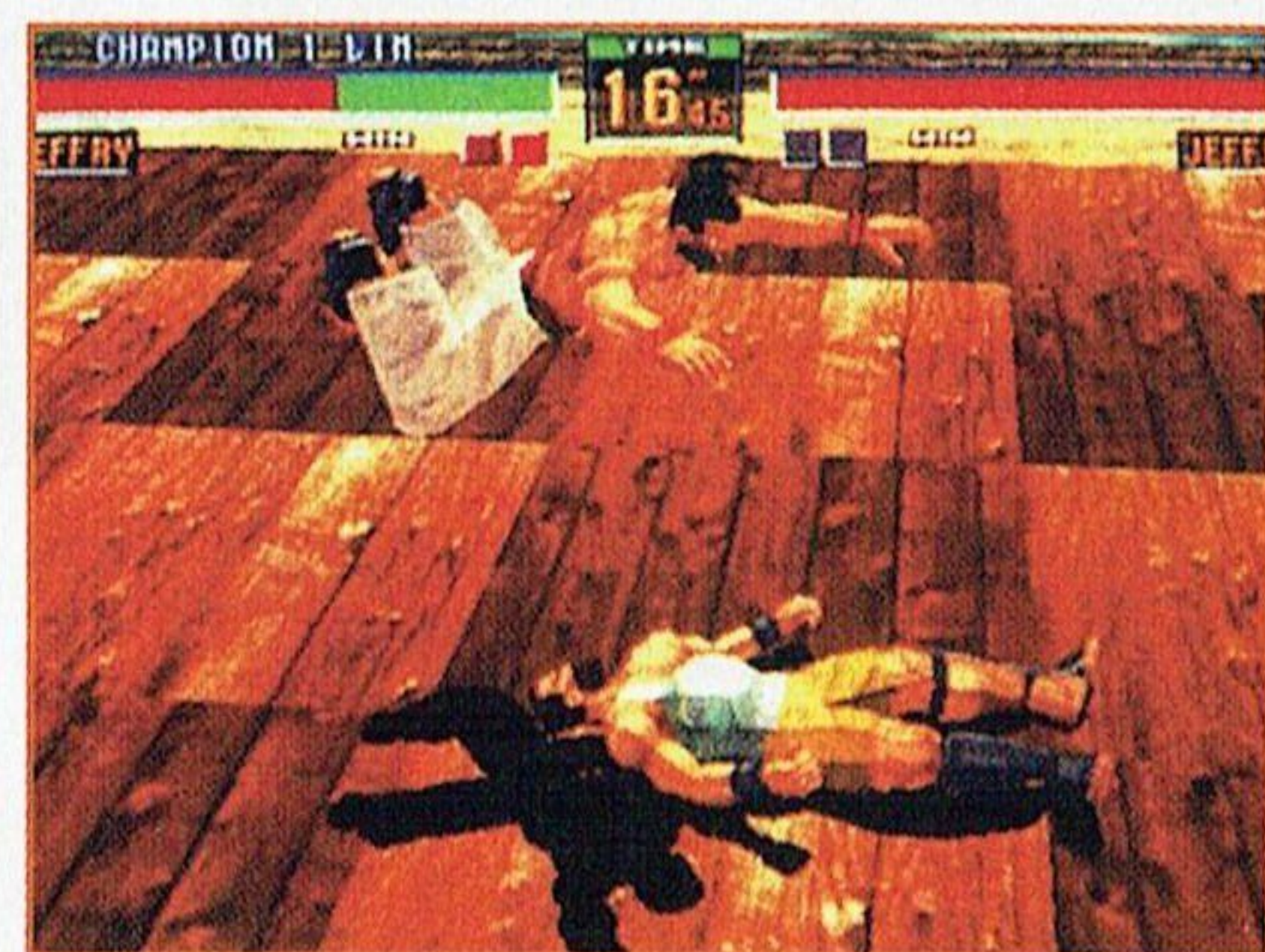
Fighting



One of the best fighters, Akira takes on Kage in this revamped fighting arena.



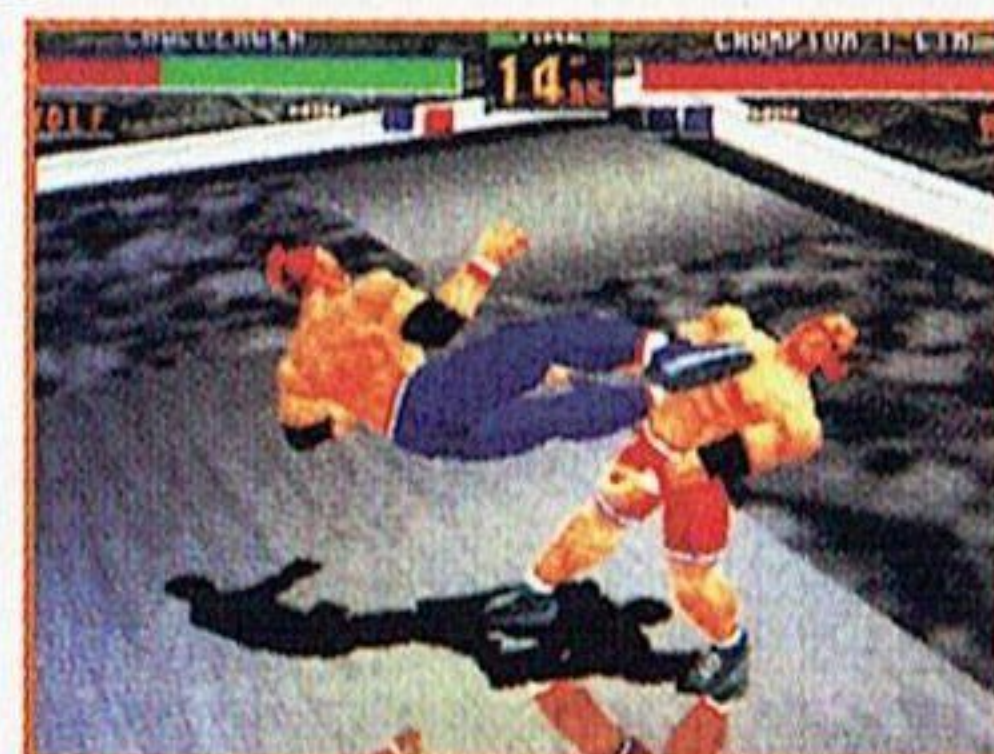
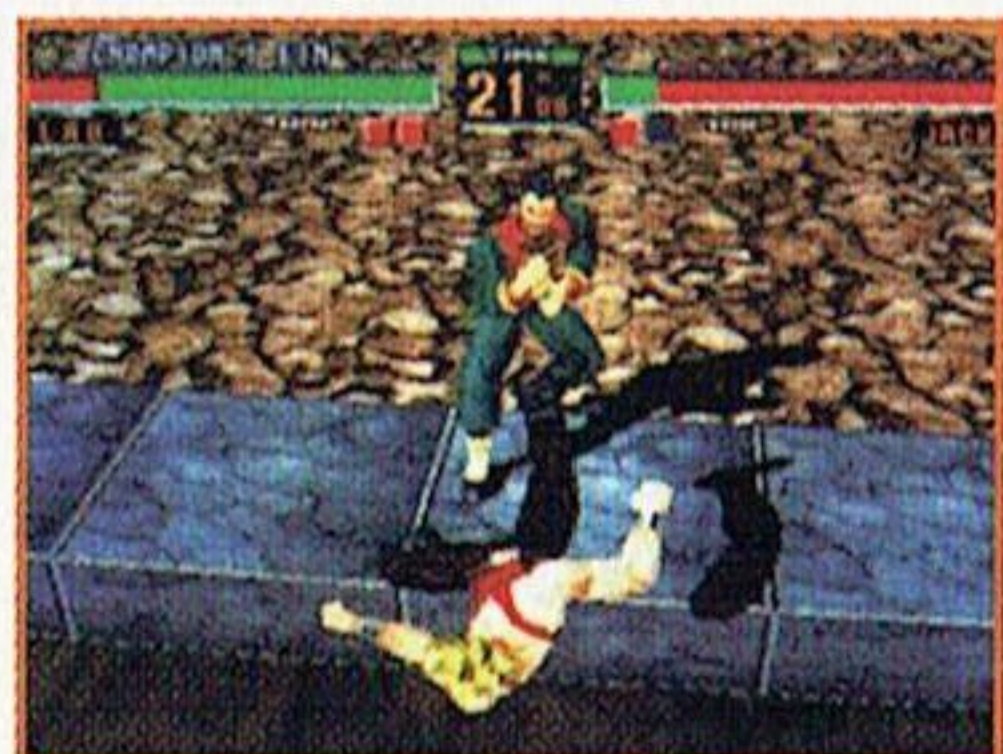
Following in the footsteps of its predecessor, Virtua Fighter 2 has a totally revamped look and includes new fighters. This fighting game that has been a hit at the arcades is on its way home to the Sega Saturn! If you have only played the first game, then you're in for a treat with this new version. Sega promises a pixel for home translation, and they won't sacrifice game play because they know only too well that game play is very important to the success of any game. Get ready for Sega's fighter of fighters!



Notice the detail in this picture with the texture-mapped flooring. Incredible!



One of the fighting favorites, Pai has a new outfit and looks much sexier!



Here are two of the new characters, Lion and Shun. Both are great fighters!

Gametek

# BloodStorm \*

Saturn

Fighting

Well, it wasn't much of an arcade hit, but BloodStorm is a solid fighter. Soon owners of the Sega Saturn will be able to play this game at home. Players have a choice of a multitude of formidable fighters, each with his/her own fighting techniques and special attacks. The graphics will be sure to please as the home version will be a near-perfect translation. This will be a fighter to surely grab!



Sega

# Sega Rally \*

Saturn

Driving

With a long string of successful arcade driving games in the arcades, Sega releases yet another killer driver with Sega Rally. And with the advanced technology of the Sega Saturn, this game will find its way home soon after. To give you a preview of what this game is like, Sega Rally is a masterful blend of technology and the excitement of an actual long-distance endurance race.



\*These pictures are from the arcade version of the game.



# GENESIS PREVIEW



© 1995 CORE DESIGN LTD.

LICENSED BY SEGA ENTERPRISES, LTD.

<b>MACHINE</b>	<b>GENESIS</b>
<b>PUBLISHER</b>	<b>CORE DESIGN INC</b>
<b>AVAILABLE</b>	<b>NOW</b>
<b>THEME</b>	<b>ACTION</b>
<b>MEGABITS</b>	<b>16</b>
<b>PLAYERS</b>	<b>1 OR 2</b>
<b>DIFFICULTY</b>	<b>VARIABLE</b>
<b>LEVELS</b>	<b>6</b>
<b>% COMPLETE</b>	<b>100%</b>

## OPTIONS

The Option Screen allows you to go through sound tests, choose your difficulty and button configuration. Passwords can be found and entered throughout the game.

## ORIGINS

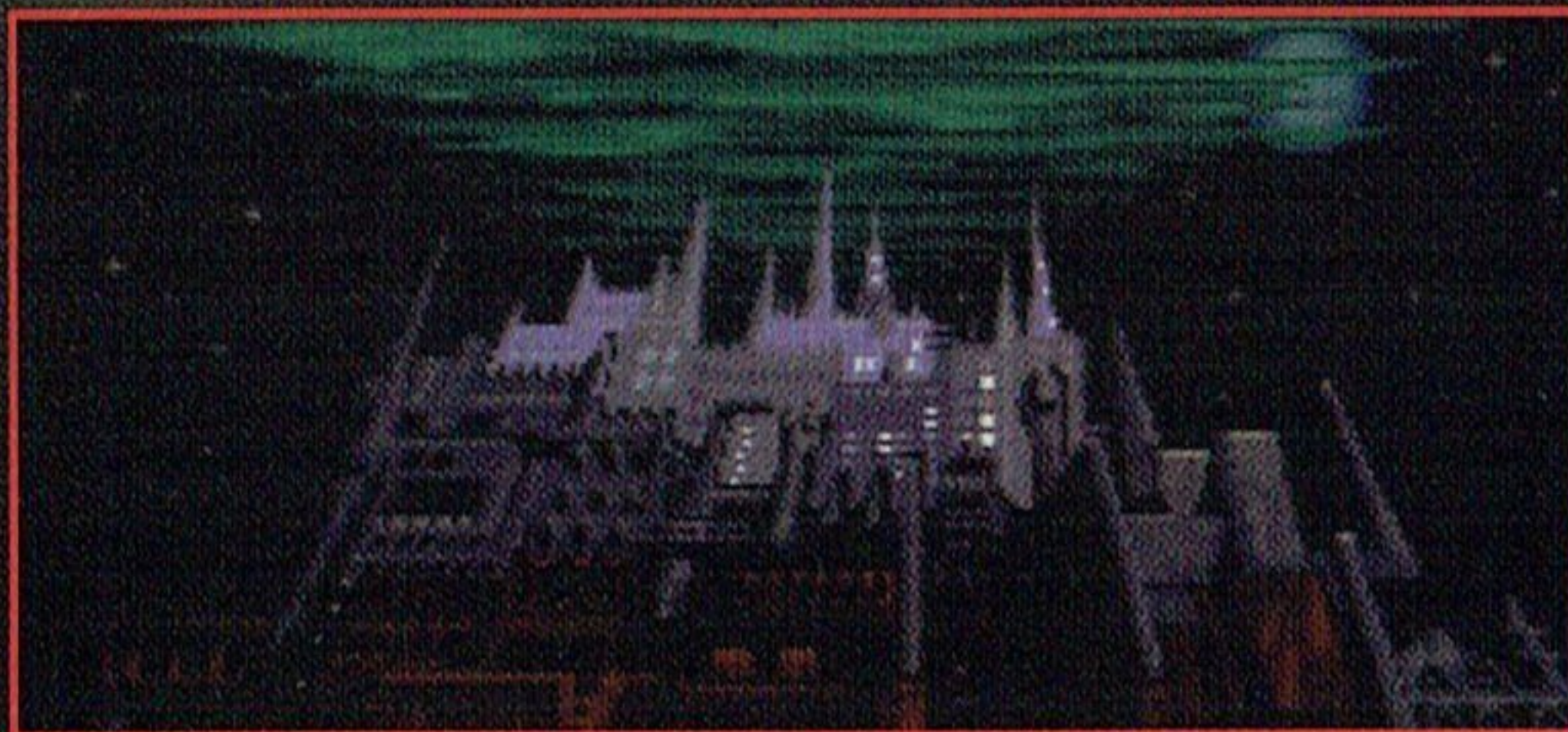
Skeleton Krew is something similar to the action game Smash TV. It allows the characters to walk anywhere while firing in any direction. This 360-degree firing radius really makes the game exciting when you are under siege.

## STORY

Monstro City has been taken over by Moribund Kadaver and his evil mutants. The military has but one choice and that's to call in the Skeleton Krew. These three mercenary fighters are the only hope for destroying this madman. Grab the biggest gun you can find and start firing!



# SKELETON KREW



Monstro City is crawling with mutants. It's time to call in the Skeleton Krew.

## THREE, BONE-CRUSHING CHARACTERS



**RIB**



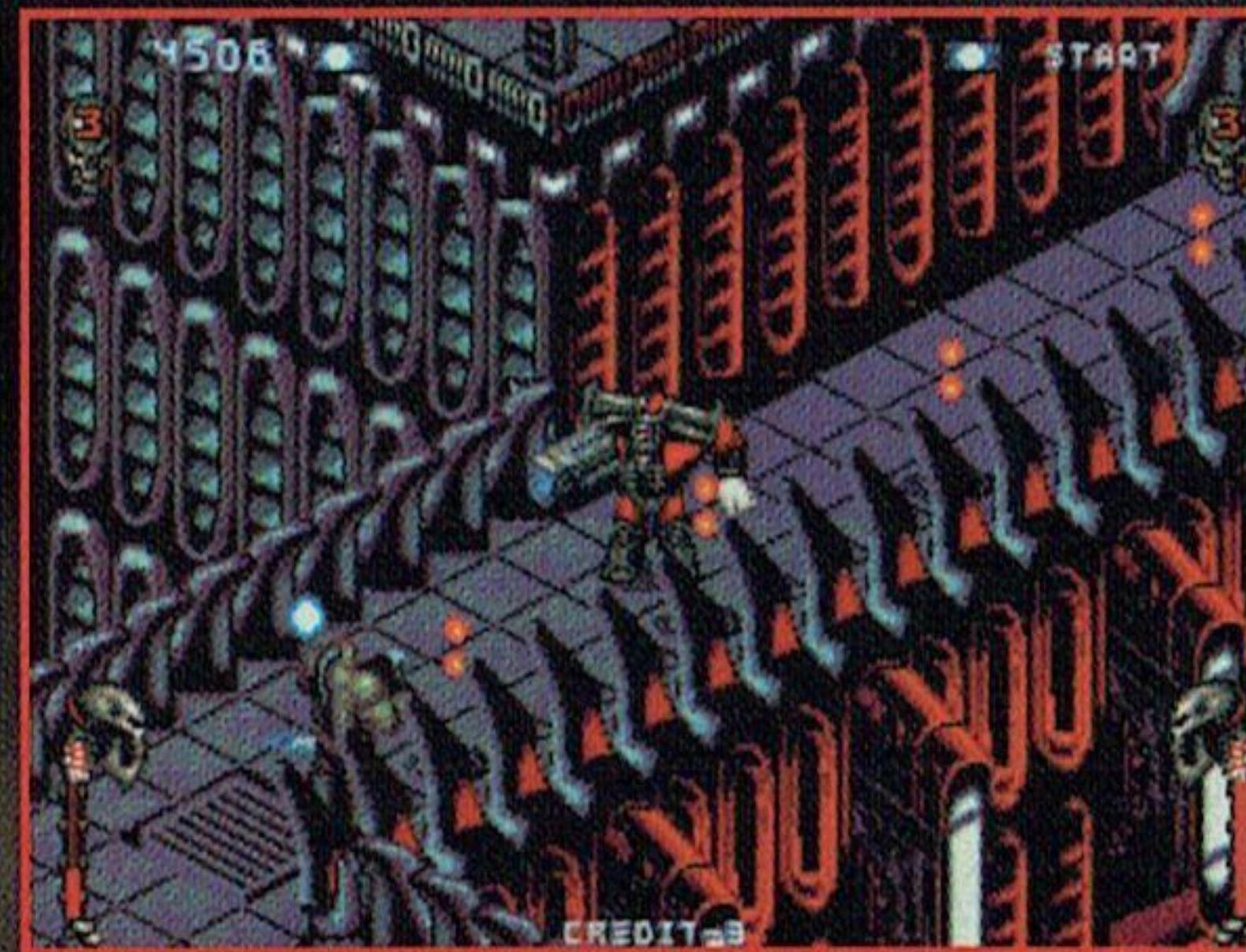
**JOINT**



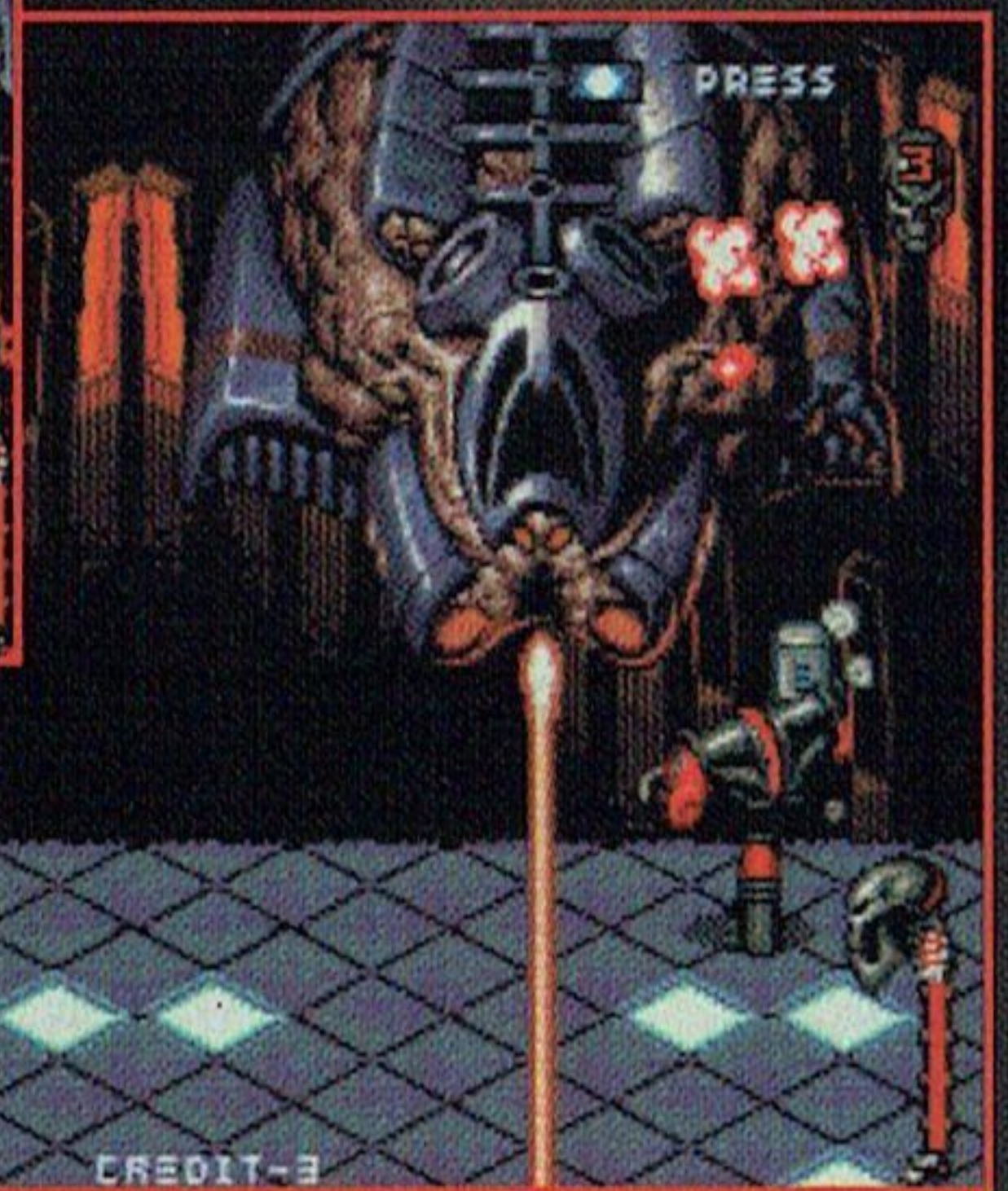
**SPINE**



Deadly Enforcement Aggressive Destruction Inc. is the source of the evil mutations overrunning Monstro City. The military calls you in as their last hope for survival.



Armed to the teeth, you will be a tough match even if you are outnumbered.



Blast anything that moves or you might be pushing up daisies a little earlier than you planned.



This powerful mid-Boss will blow you to pieces if you don't act quickly.



Just when you thought you were finished trashing everyone, more mutants begin to teleport in to take you on.





The whole room comes to life when you reach the bottom.



There are all sorts of things lurking in this green ooze.

## ELEVATOR SHAFT



Destroy these monster generators or they will keep coming at you.



To escape from Mars, locate and destroy all of these pyramids. Watch out—as soon as you open fire on them, you will be met with a barrage of fire pellets. Finish them off quickly before more minion show up.



## MARS

Welcome to Mars—home of fire spurts, Martians and ugly frogs.



Danger is lurking everywhere on this planet's surface. Pipes will shoot deadly steam at you. Working through this fiery land won't be easy.



## VENUS

I thought Venus was the goddess of love? Well, there's no love here. This place is crawling with mutants.



There are lots of bones to crush in these caverns. Locate all of the glowing generators and turn them



into scrap metal before continuing. Floating robots with glowing energy spheres wander around to block your way. If you survive, you will move on to the Kadaver's base.







These spider-like skulls can only be killed by using your bombs.



# KADAVER'S BASE

You have finally reached the base of Moribund Kadaver. Fight your way through the toughest enemies you have encountered yet. Heavily armored guards and circular saw traps are a sample of what you have to face before you make your final confrontation. Destroy the reactor controlling the door to Kadaver's lair. Gather up your courage and the biggest gun you can find to get ready for the battle of the century.



Kadaver awaits your arrival!



# GENESIS PREVIEW

STARGATE™

PRESS START



**MACHINE** GENESIS

**PUBLISHER** ACCLAIM

**AVAILABLE** NOW

**THEME** ACTION

**MEGABITS** 16

**PLAYERS** 1

**DIFFICULTY** VARIABLE

**LEVELS** N/A

**% COMPLETE** 100%

## OPTIONS

Stargate has a difficulty setting: easy, medium and hard. Stargate also has a password, but it's cumbersome to use. (It's a series of hieroglyphics you have to match up.)

## ORIGINS

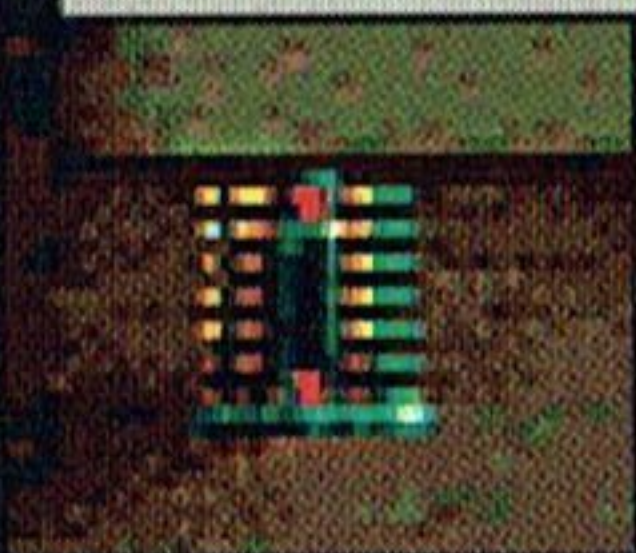
Obviously, the game's origins come from the movie. Stargate for the Genesis plays a lot like Stargate for the Super NES. (Who would have guessed?) and Alien 3, also for the Super NES and Genesis. If you liked the movie, you'll like this.

## STORY

You (Colonel Jack O'Neil, U.S. Marines Special Forces) and your team walk through the Stargate ... and end up on the other side of the universe! You discover a race of people enslaved by a supernatural being, Ra. Free these people from their oppressor and get home!

# STARGATE

## Icons



### AMMO

Pick up this icon and make your gun more powerful.



### GRENADES

Grab one of these and add two grenades to your inventory.



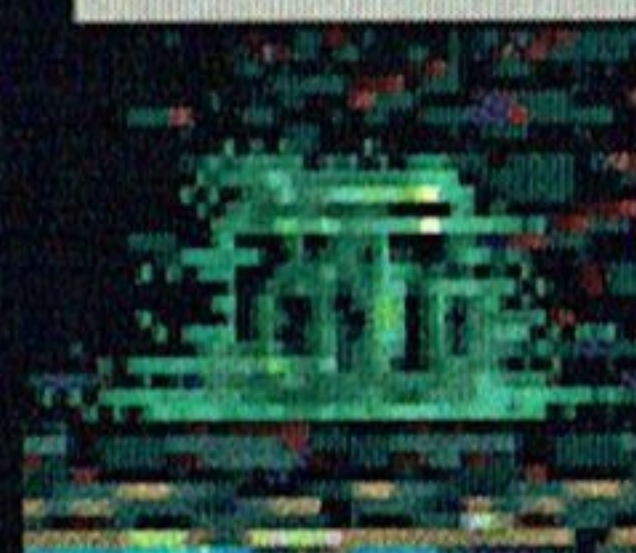
### HEALTH

Low on life? Pick up a health icon to rejuvenate yourself!



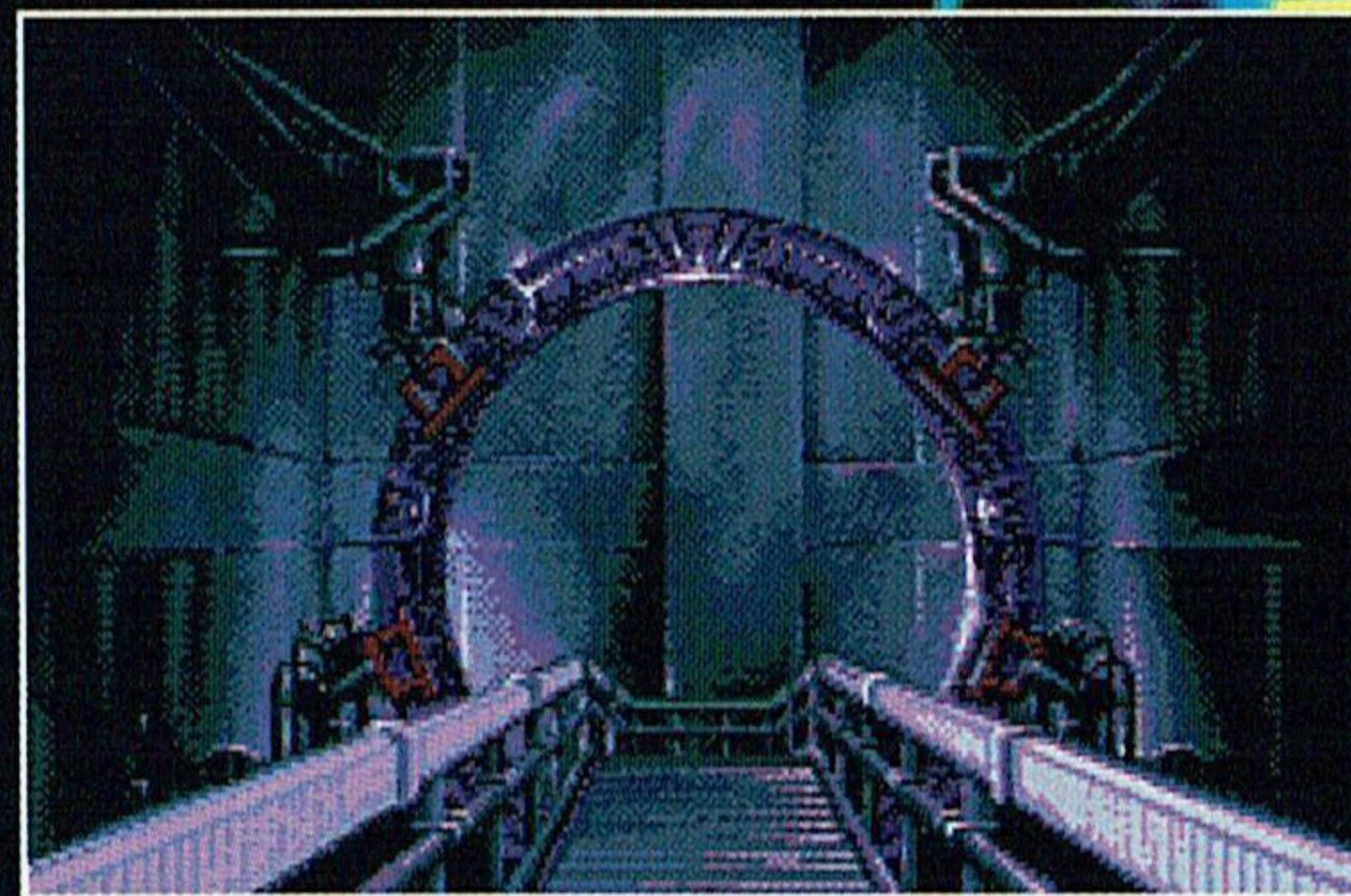
### EXTRA LIFE

Just what the name implies. You get an extra life with this.



### GUN COOLANT

The coolant will prevent your gun from overheating.



After stepping through the Stargate, Colonel Jack O'Neil and his team of highly trained Special Forces commandoes find themselves on a planet called Abydos, on the other side of the universe! A massive sandstorm appears, separating you from your team. You wake up lost, alone and missing your bomb!



## LOCATE YOUR EQUIPMENT

Your supplies (and your men) have been scattered around aimlessly. However, before you can locate your men, you must find your lost equipment. Priorities first!



Find Jackson; he has some insight as to what happened to your men and your bomb.



Avoid the beasts as much as possible; shoot them from hard-to-reach locations.



Flying critters of all shapes and sizes will attack you in the game.



Locate the cavern with the elder; it contains all of your equipment boxes. The rest contain a few icons scattered here and there!



Grenades are the most effective way of killing the enemies.

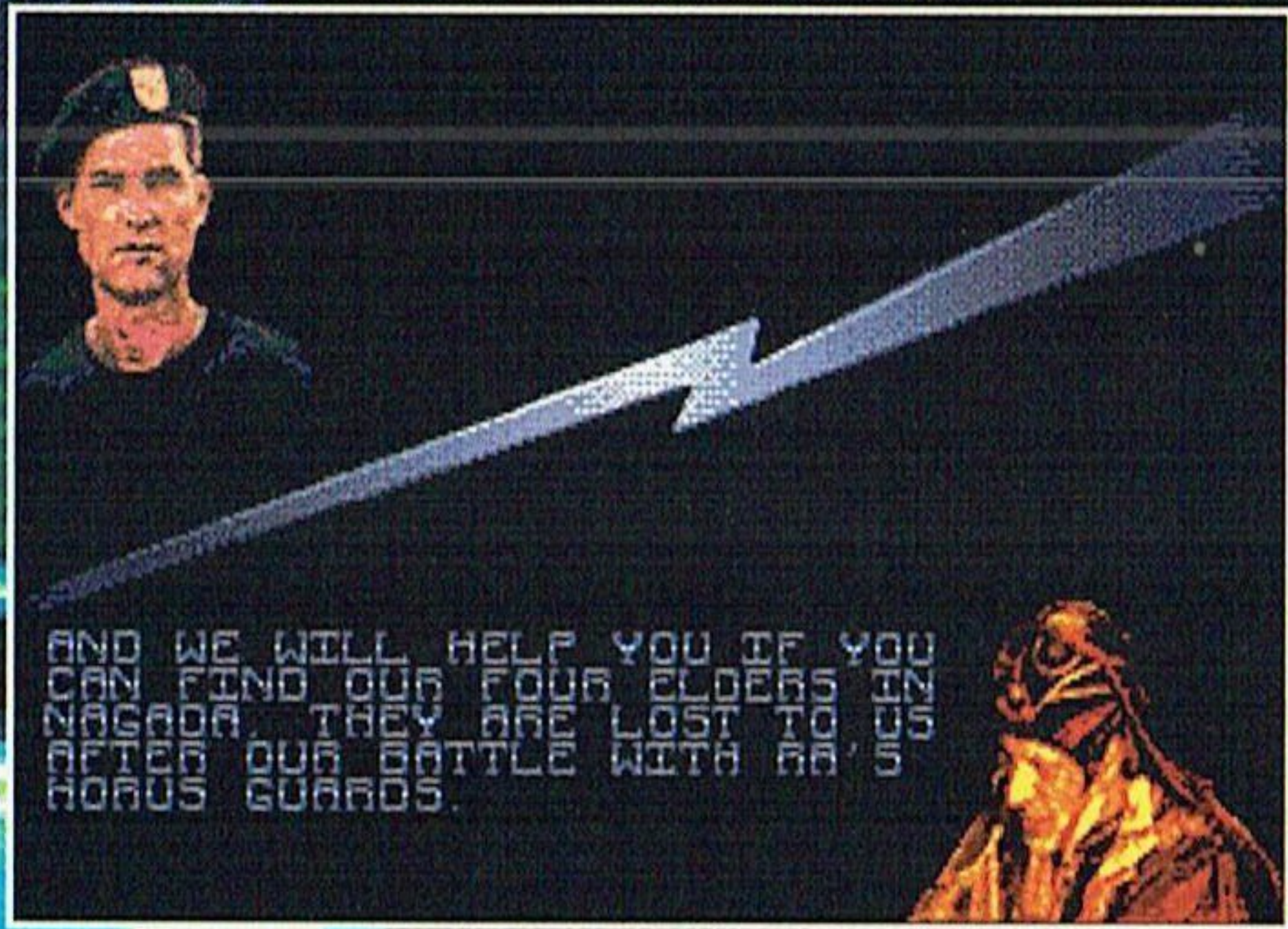


Find your missing equipment before proceeding to Nagada.



# FIND THE LOST ELDERS

Ra attacked the city of Nagada; in the resulting chaos, a number of elders have been lost. Before you can exit the city to look for your men, locate the missing elders. Once you find them, an elder will open the east door and let you search for your men in the desert.



Some of the elders will be out in the open, whereas others will be located in dark, dank, monster-infested cellars. Hold your breath.

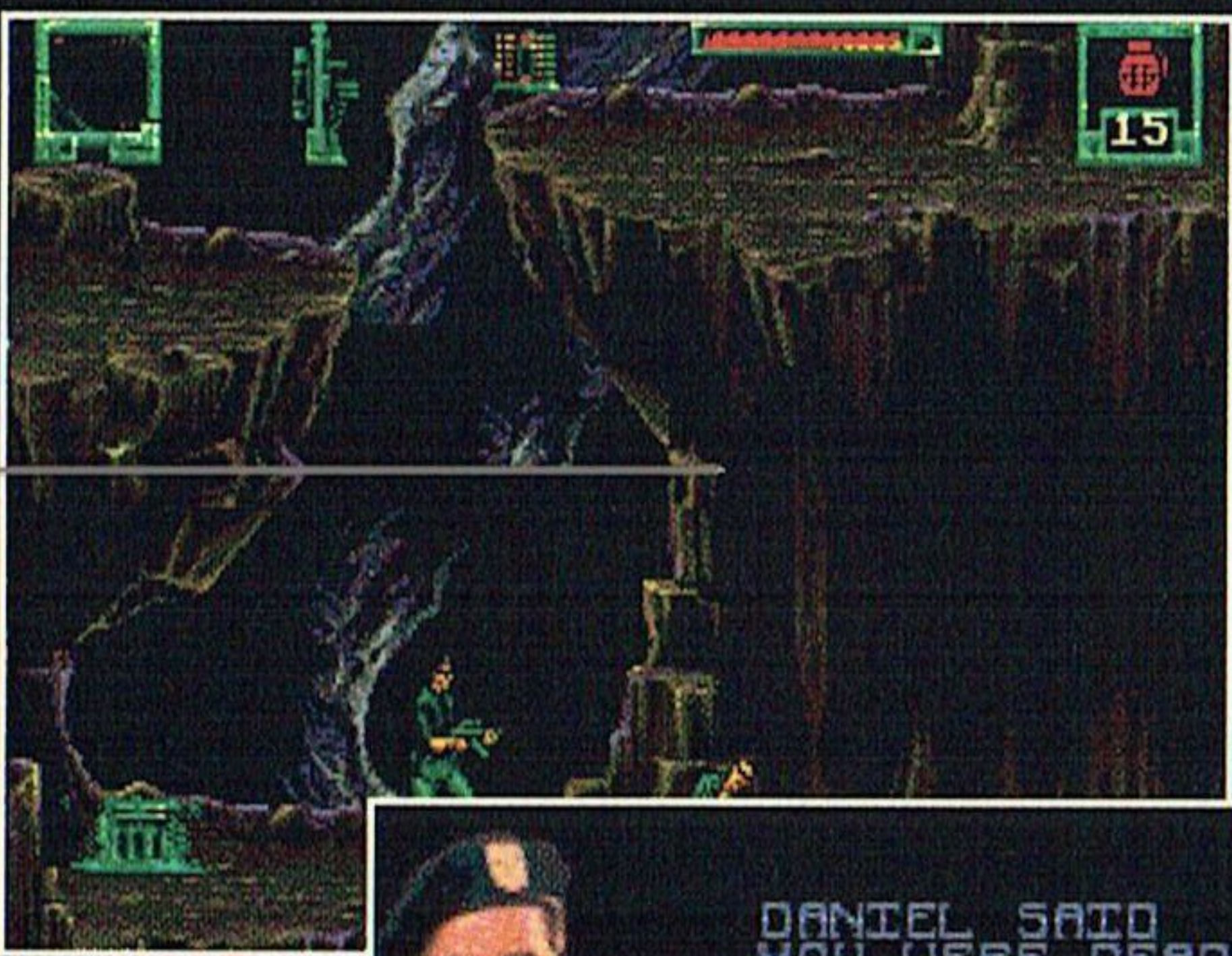


Since this is your first encounter with the Horus guards, you should do what any sensible Marine would do; shoot them. Many times.

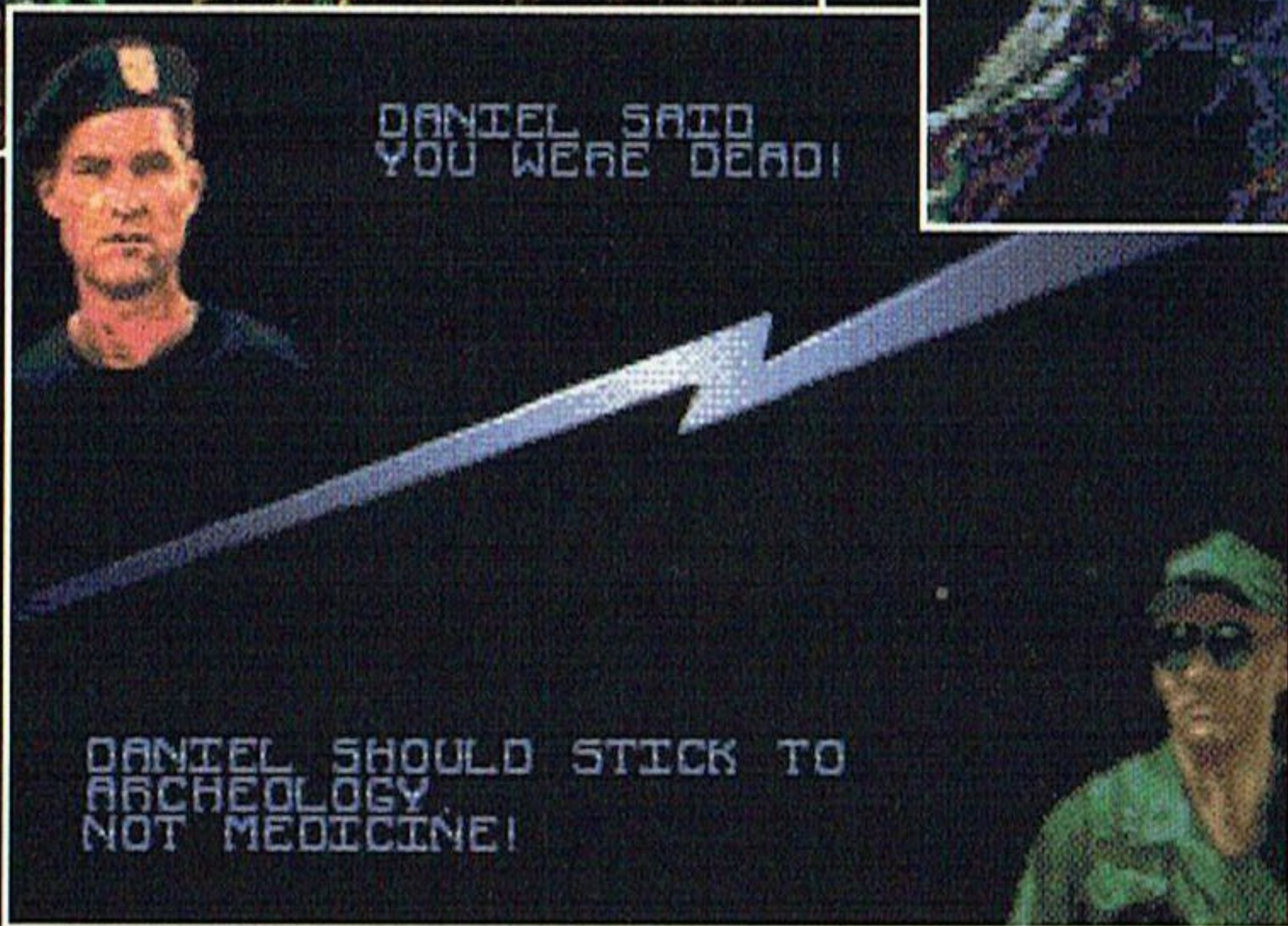


# LOCATE YOUR MEN! (Finally!)

After locating all of the lost elders, one of them will let you out of the city (if you can call it that) right into the wasteland desert. It is there that you will find your lost Special Forces team. The first guy is easy to find. He'll point you in the general direction of the others. He also thinks that one of the men is dead ...



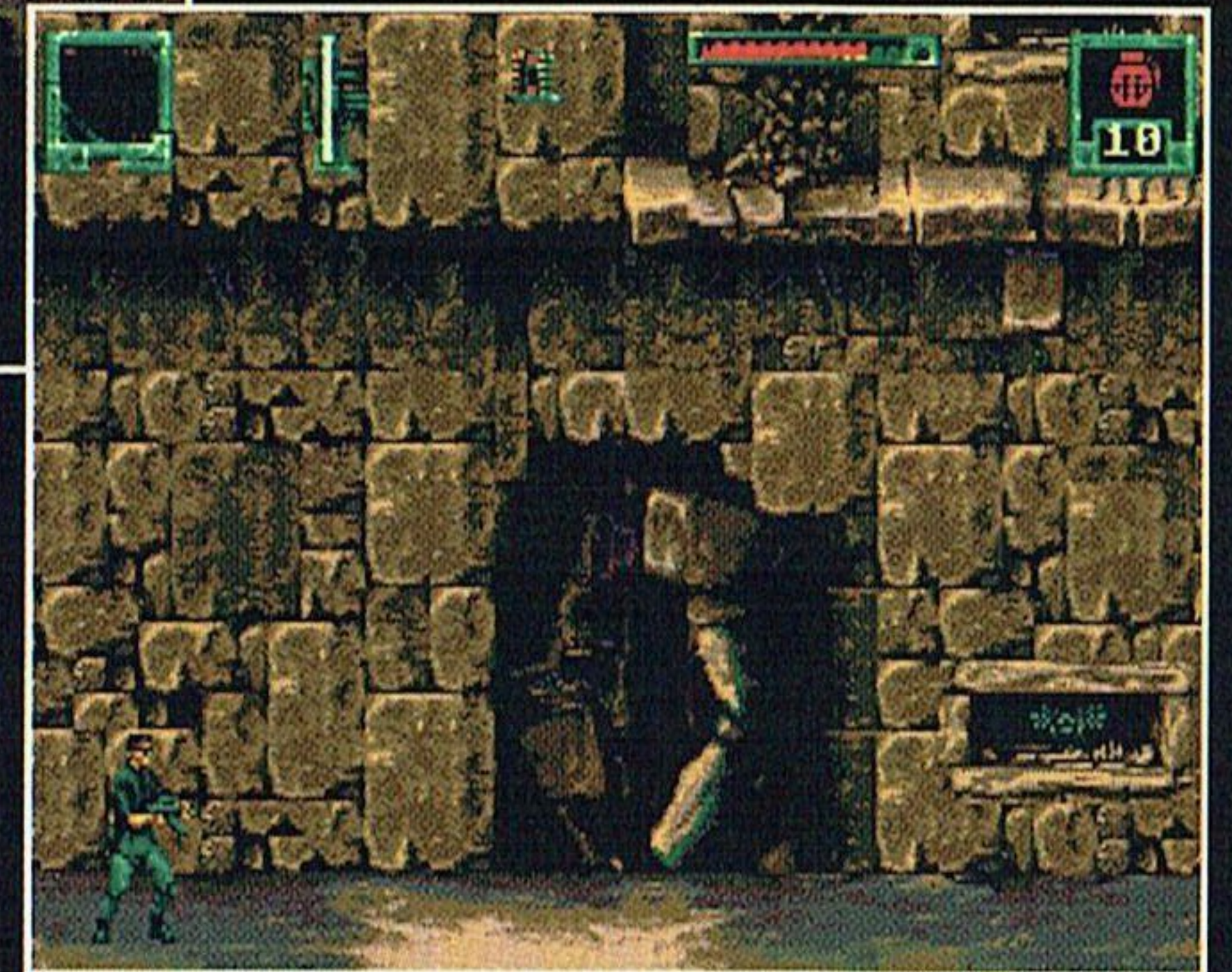
You find Skawalski in the bottom of one of the caverns. He looks alive to me!



Look! More targets! Hooray!



Locate some of your bomb pieces here.



One of the caverns has a secret passage to the interior of Ra's pyramid.



Rapid fire! Now you can kick some major butt!



Marines are scattered about. It will take some time to find them all.



The pyramid is full of traps, like this collapsing floor.



# GENESIS PREVIEW

## AEROBIZ™ Supersonic

© 1994 KOEI Corporation  
LICENSED BY SEGA ENTERPRISES, LTD.  
PUSH START

MACHINE	GENESIS
PUBLISHER	KOEI
AVAILABLE	NOW
THEME	STRATEGY
MEGABITS	12
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

### OPTIONS

There is a battery back-up to save the game at any time. You can turn certain animations off and speed up or slow down the messages. Play with the sounds too.

### ORIGINS

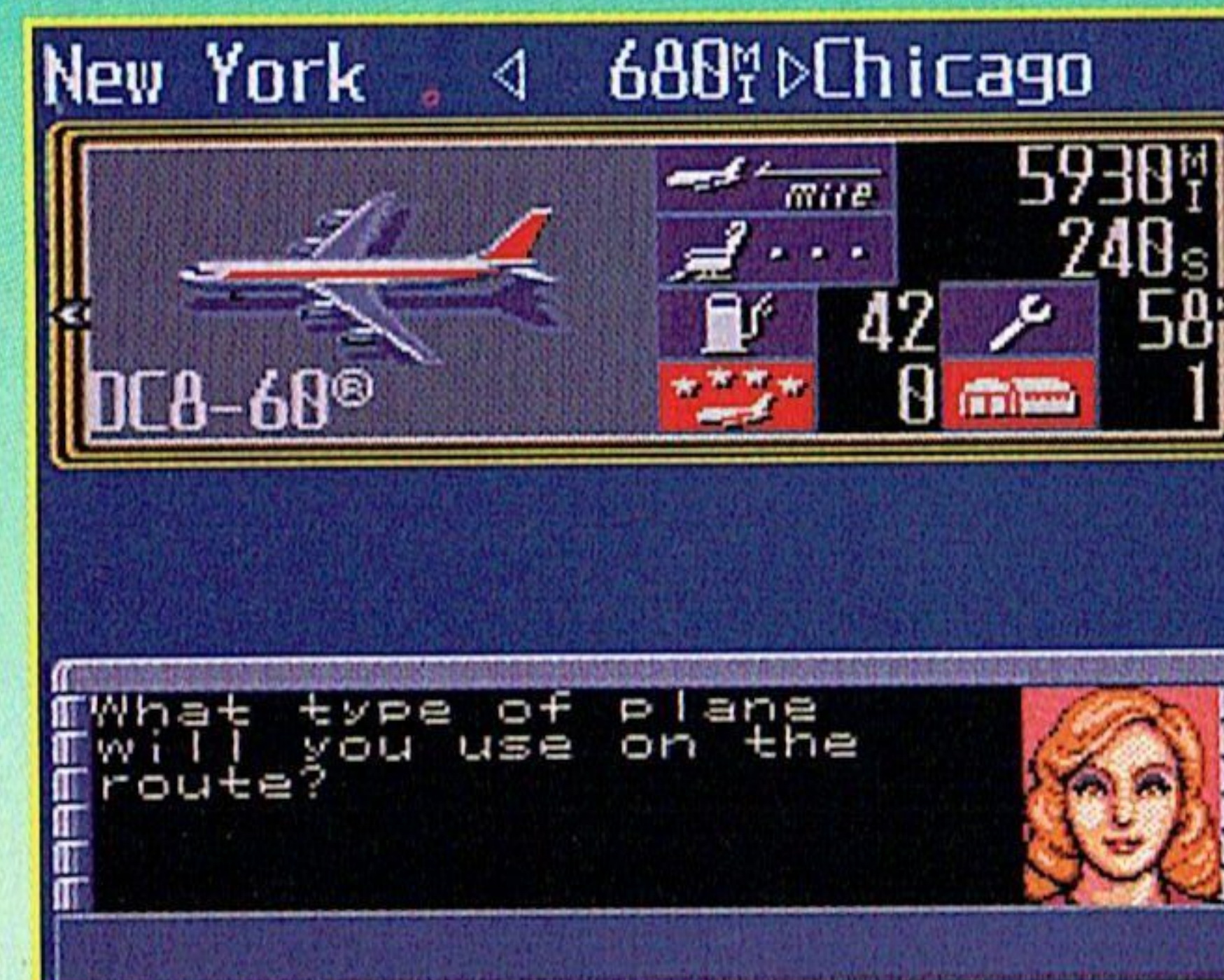
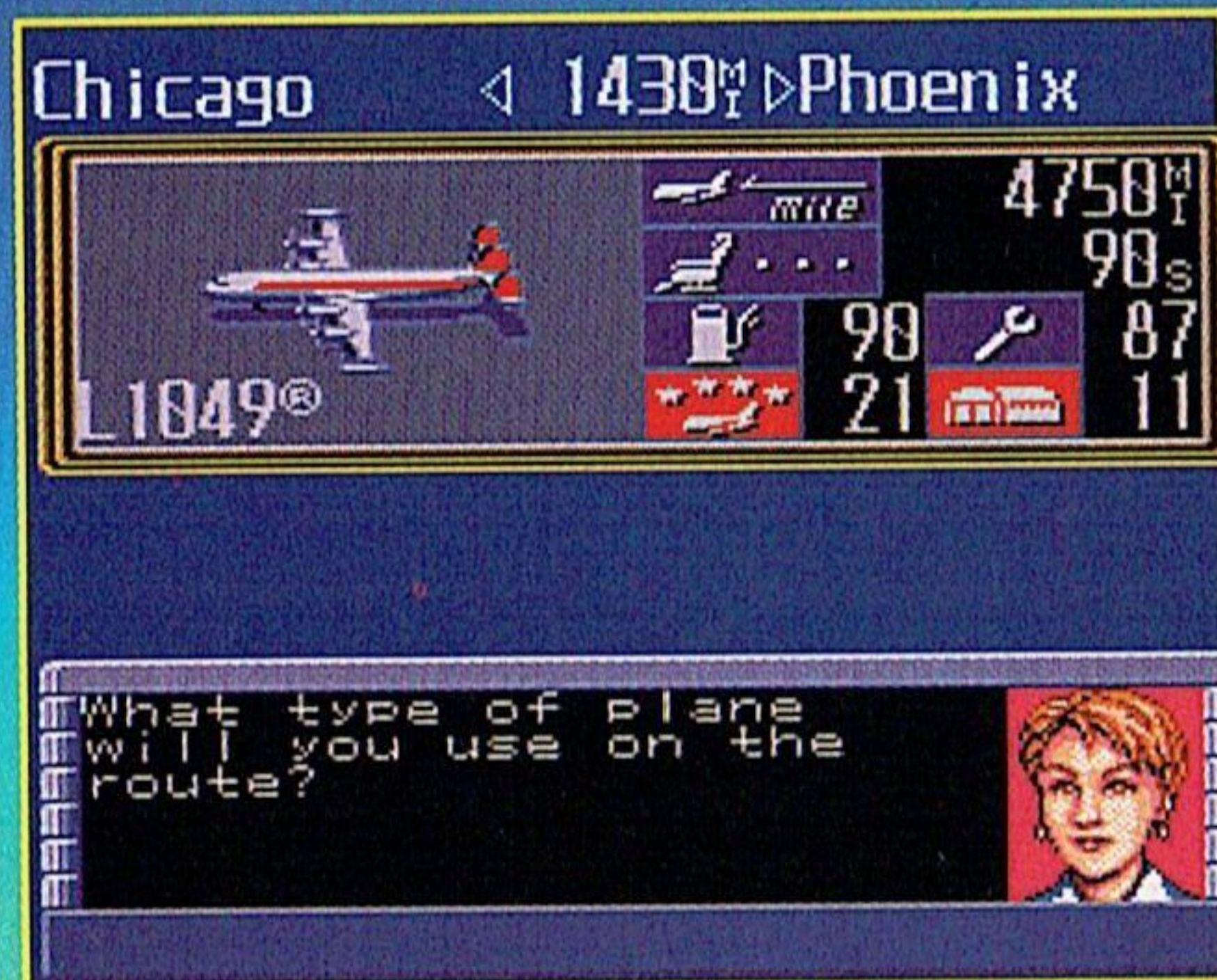
This is the sequel to a popular game called Aerobiz from the folks at Koei. That game featured the unique idea of owning an airplane business and making it successful. A lot more features were added to this game for all to enjoy.

### STORY

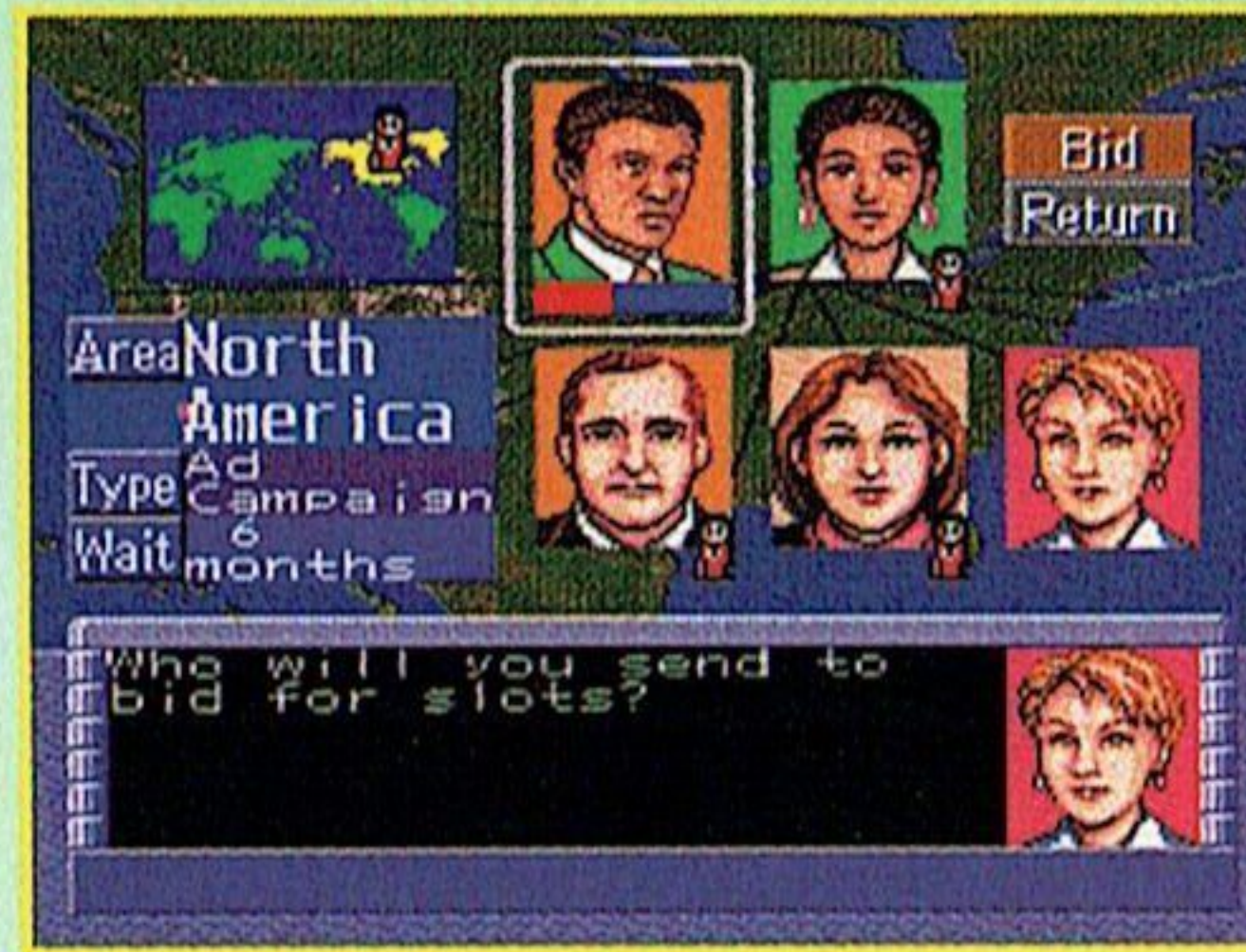
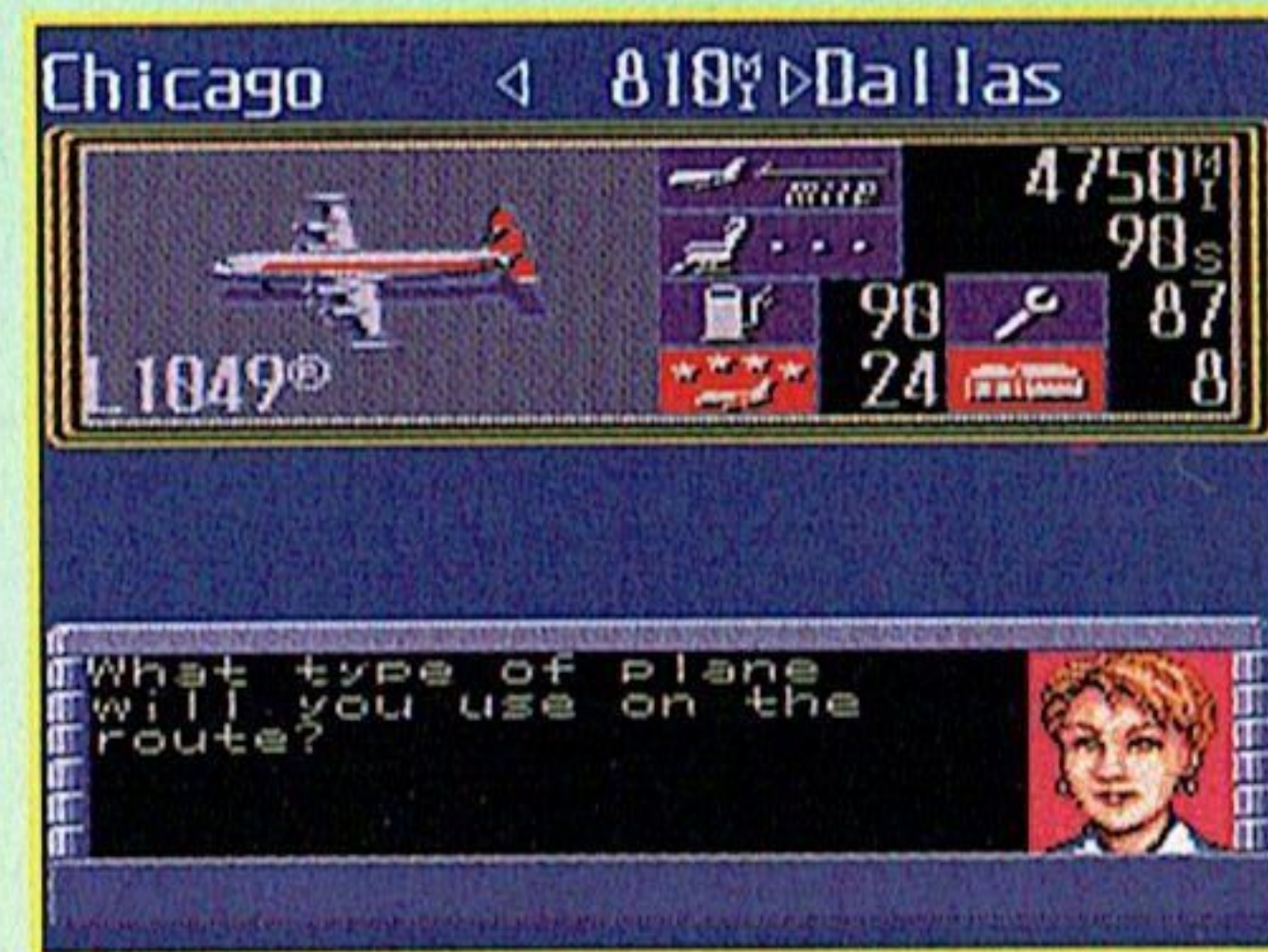
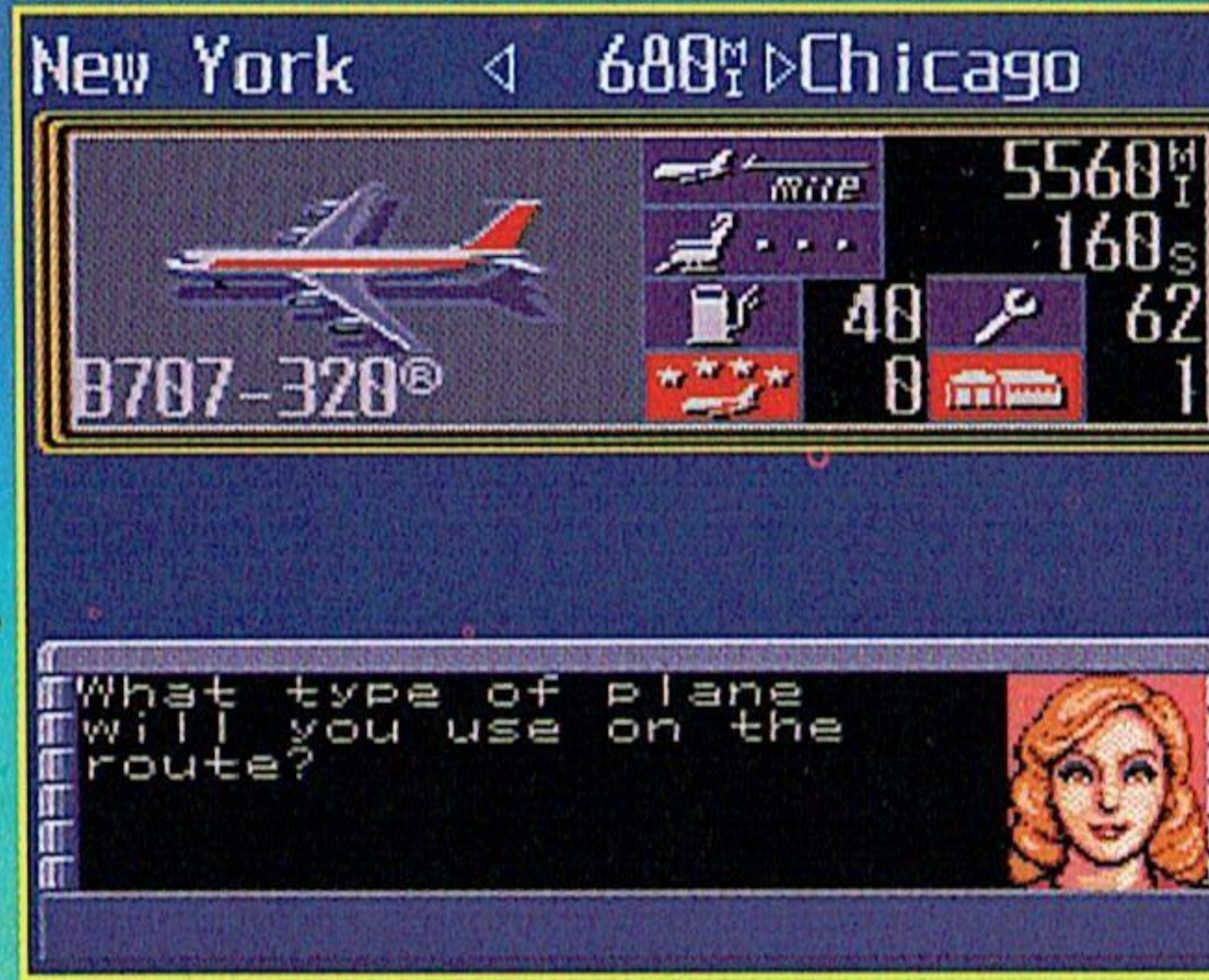
The whole idea is to start an airline and build it from scratch. Of course, having \$10 million to start it helps quite a bit. The general goal is to take over the airline business and drive your competition out of business. Watch out for your competitors who are just as fierce as you!



## TONS OF PLANES TO USE



There are lots of planes for you to buy and fly commercially. Certain models will only come into game play during certain times. For example, you won't find a supersonic jet in the first scenario since the jets have not been thought up yet.



Opening new routes is one of the most important things you can do. Without flight plans, you can't fly. The first thing is to make sure you own slots in the city you wish to open a route to. For a fee, you can start a route. Pick how many planes you wish to dedicate to

In order to buy slots from other airports and business ventures worldwide, you must send out your mangers. They negotiate for you.

that route then how many flights per week. Then you must set the cost. Remember, charge too much and nobody will fly, but charge too little and you'll never make a profit.





Forrester	
Europe	N/A
Africa	N/A
Middle East	N/A
Southeast Asia	N/A
Oceania	N/A
North America	#1
South America	N/A

**Forrester** \$234100K

When you end your turn, the computer informs you of your competition's moves. Watch carefully to see how they're working their strategy so you can counterattack. You are also compared to your competitors to see who has the most passengers, highest income, etc. These screens tell you what you are ranking in every region. To beat these scenarios, you have to be number one in four of the world regions.

I call this meeting to order.

**Forrester** \$217500K

Airline Sales	\$15970K
Airline Costs	\$1420K
Business Sales	\$8990K
Business Costs	\$6700K
Slot Costs	\$280K
Hub Costs	\$210K
Bidding Costs	\$40K
Repair Costs	\$240K
Ad Costs	\$390K
Service Costs	\$190K

**Forrester** \$217500K

Repair	Ad	Service
\$250K 89	\$380K 96	\$190K 93
AVG	AVG	AVG
MAXIMUM	MAXIMUM	MAXIMUM

Change which budget?

Aussie opened a new route between Hong Kong and Fukuoka.

**Aussie** \$446790K

Chicago Phoenix

Cost: \$9240K

There are a lot of options in the game. Considering this a Koei game, I guess you already knew that. Why I can't remember playing a Koei game with less than ... let me think, about 3 million options! This isn't bad, but just don't make any plans for about a week—that's when you'll be done playing this game. It is highly addictive and provides quite a bit of challenge considering not everybody in the world gets to own and operate airlines. Make sure you learn to use every option in order to get the most fun out of this game.

Type Expense/Status

Culture and Arts Ongoing

Travel Network Not Possible

Leisure/Sports Not Possible

What kind of campaign would you like to run?

**Forrester** \$234100K

Susp	Close	Model	Planes	Fits	Fare	SE
Before		DC6	2	1	\$373	

Chicago 1188M Miami

40 / 49 SLOTS

Sales \$320K

Load 98%

Fare \$373

Fits 1

# NEED HELP GETTING STARTED?

APR. 1970

**Windy** \$1550000K

Notice that you already have some slots bought up at the start. The first thing you need to do is set up new routes there so you can start making money.

Hold a board meeting soon. Your managers have good ideas as to what should be done. If you follow their advice in the beginning, you will excel quickly. As you learn the basics of the game and become familiar with playing, you won't need to hold as many board meetings because you will know what to do.

Next, let's discuss adjusting existing routes.

**Windy** \$405100K

JUL. 1970

**Windy** \$1039100K

Send out your managers to negotiate for slots in major cities. Establish those flights before anyone else. They will be your building blocks.

Nice to meet you. Which model are you interested in?

McDonnell Douglas

DC9-30

Start of Production: 1966

Price \$200000K

You can't run this kind of a business without planes. Buy planes constantly. The best thing to do is to shop around—you might find better prices. Some dealers only deal with specific models though.

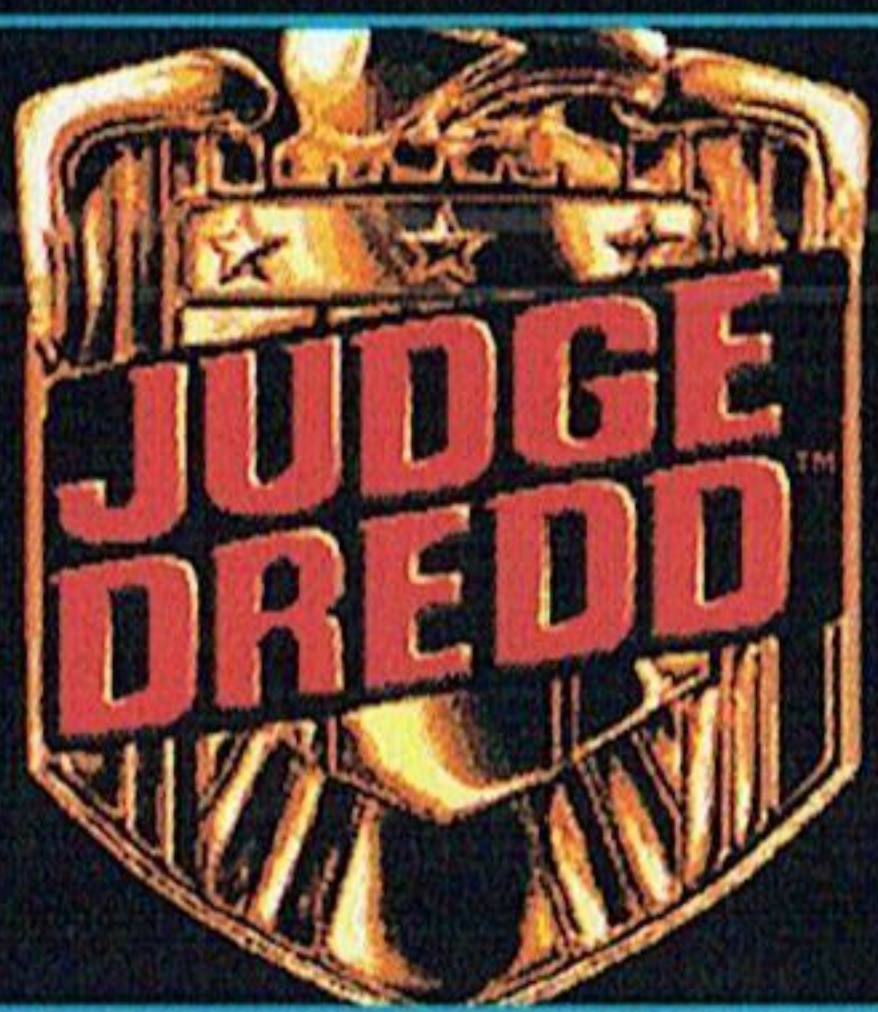
Build up your region quickly to get a steady flow of cash. Once established, set your sights on inter-regional flying. People want to fly around the world; bear that in mind as you set up your flight plans.

OCT. 1970

**Windy** \$2578100K



# GENESIS PREVIEW



<b>MACHINE</b>	<b>GENESIS</b>
<b>PUBLISHER</b>	<b>ACCLAIM</b>
<b>AVAILABLE</b>	<b>JUNE</b>
<b>THEME</b>	<b>ACTION</b>
<b>MEGABITS</b>	<b>16</b>
<b>PLAYERS</b>	<b>1</b>
<b>DIFFICULTY</b>	<b>MODERATE</b>
<b>LEVELS</b>	<b>12+</b>
<b>% COMPLETE</b>	<b>70%</b>

## OPTIONS

There isn't much in the way of options for Judge Dredd. The only available option for this game is a screen to input a password because the game is apparently huge.

## ORIGINS

The game Judge Dredd is based on the popular DC comic book, Judge Dredd. (Coincidence? I think not!) Don't forget the cool movie coming out this summer, too!

## STORY

It's sometime in the future, and humanity really sucks. Crime runs rampant, people die left and right—basically, it's not a nice place to be. Enter the Judges: the ultimate law enforcement officers. That means judge, jury and executioner are all rolled into one entity. Clean up the streets as Judge Dredd, the most feared Judge of all time!

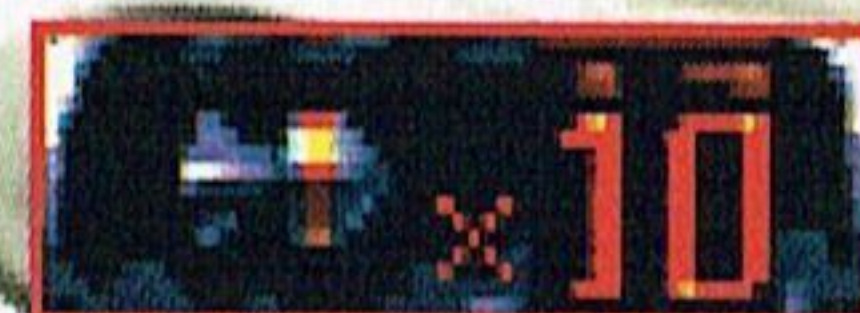
## A MMUNITION

What's an action game without tons of weapon power-ups? JD has lots of different weapons to use, each with its own special capability. It's also one of the few games out there where you can accidentally shoot yourself! Generally, it's not a good idea to shoot your rubber bullets at the wall in front of you!



### Grenades

Use grenades to destroy the ammunition crates.



### Heat seekers

These babies go straight for any perps. No aiming!



### Standard ammo

You have an unlimited amount of standard ammo.



### Rubber bullet

Shoot perps with this bullet to arrest them. It rebounds!

## C OMPUTERS ARE YOUR FRIEND...



Use all computer terminals. Each has different functions in different levels; some just spit out information, and others will perform tasks vital to the success of your mission.

By using the computers, view vital mission stats, like percentage of completion. Other menus show your ammo status (how many of what kind of ammo you have) and Dredd's personal status (i.e., your health).



In the third millennium, humanity has decayed into a cesspool of filth and decadence. Human life is cheap. Chaos reigns supreme. The solution: super cops known as Judges. You are Judge Dredd, the most feared Judge of them all. Dredd takes nothin' from no one! Now your services are summoned once again!

## T O ARREST...

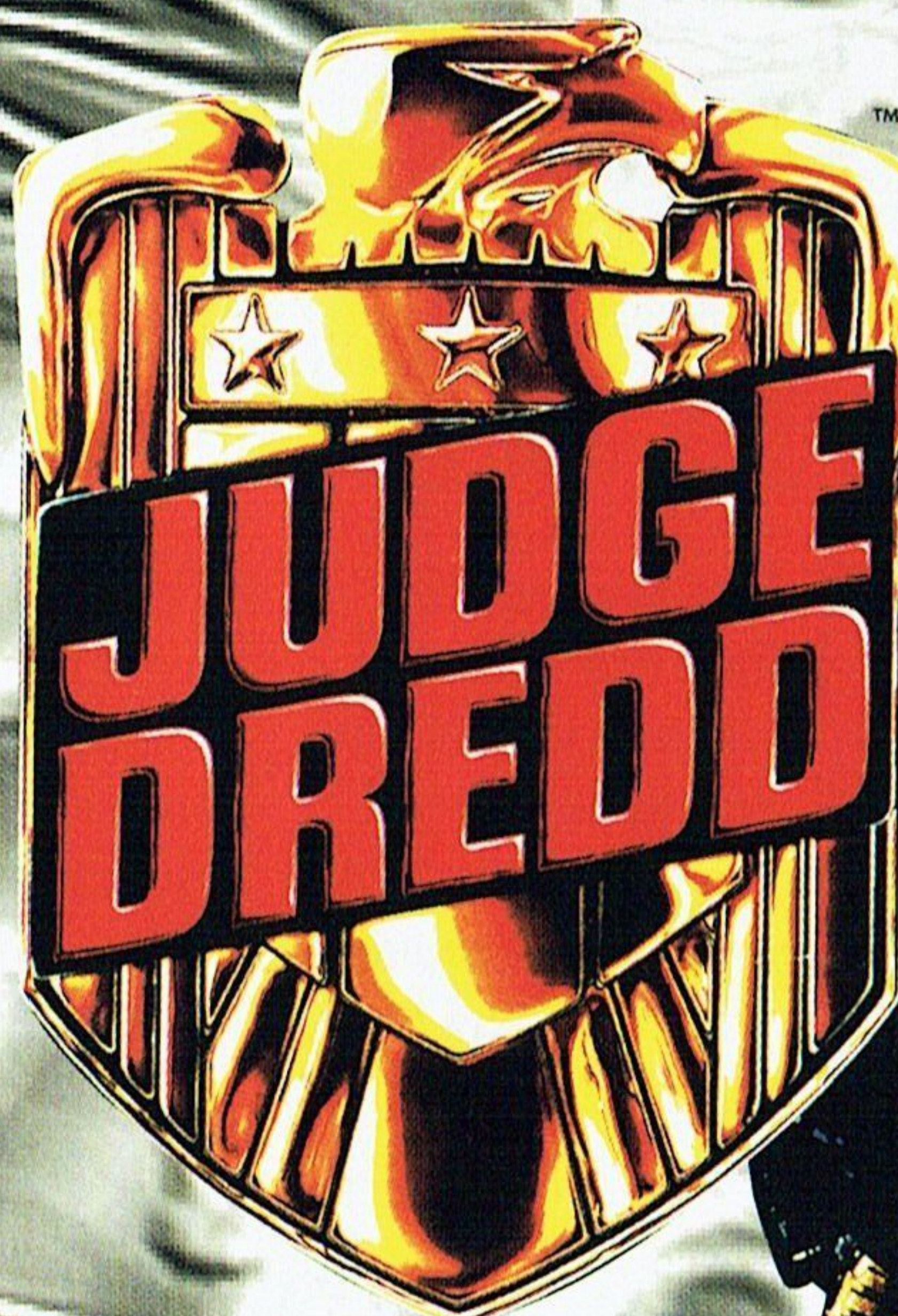


Shoot a perp with a rubber bullet to pacify him. Then send him to jail.

SENTENCE! Sentencing a perp is a civilized way of saying "blow him to kingdom come!"



OR SENTENCE?



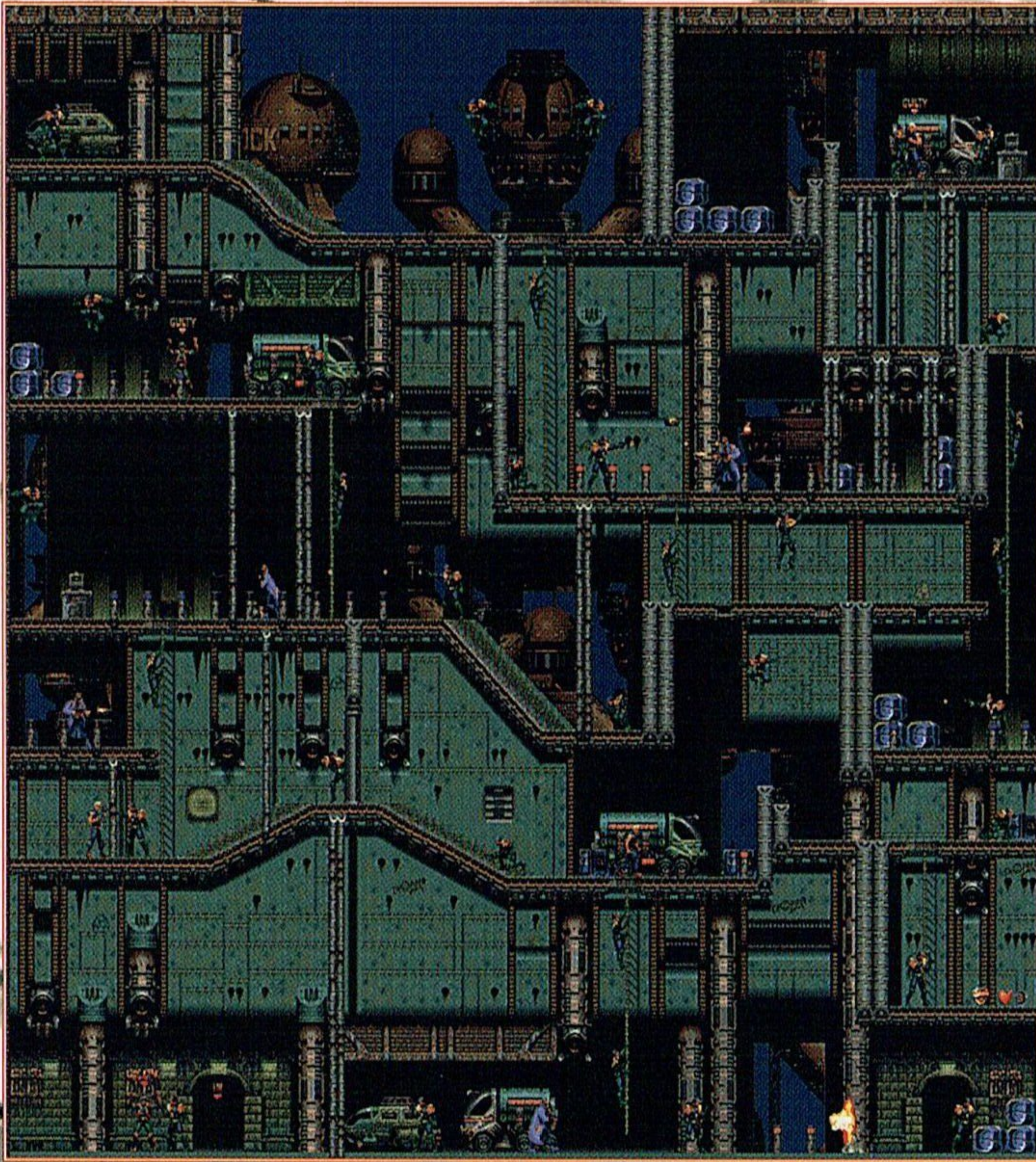


# M

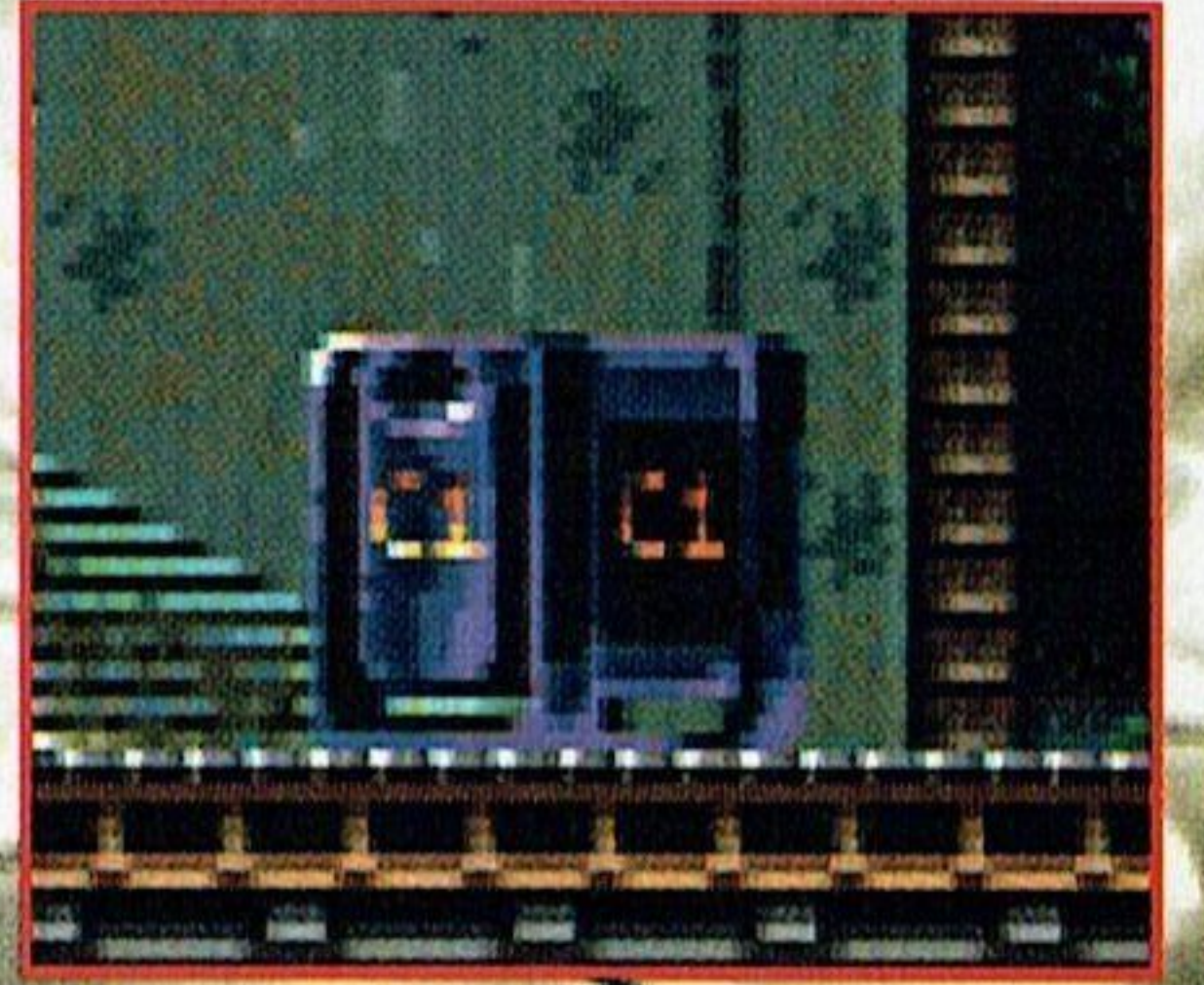
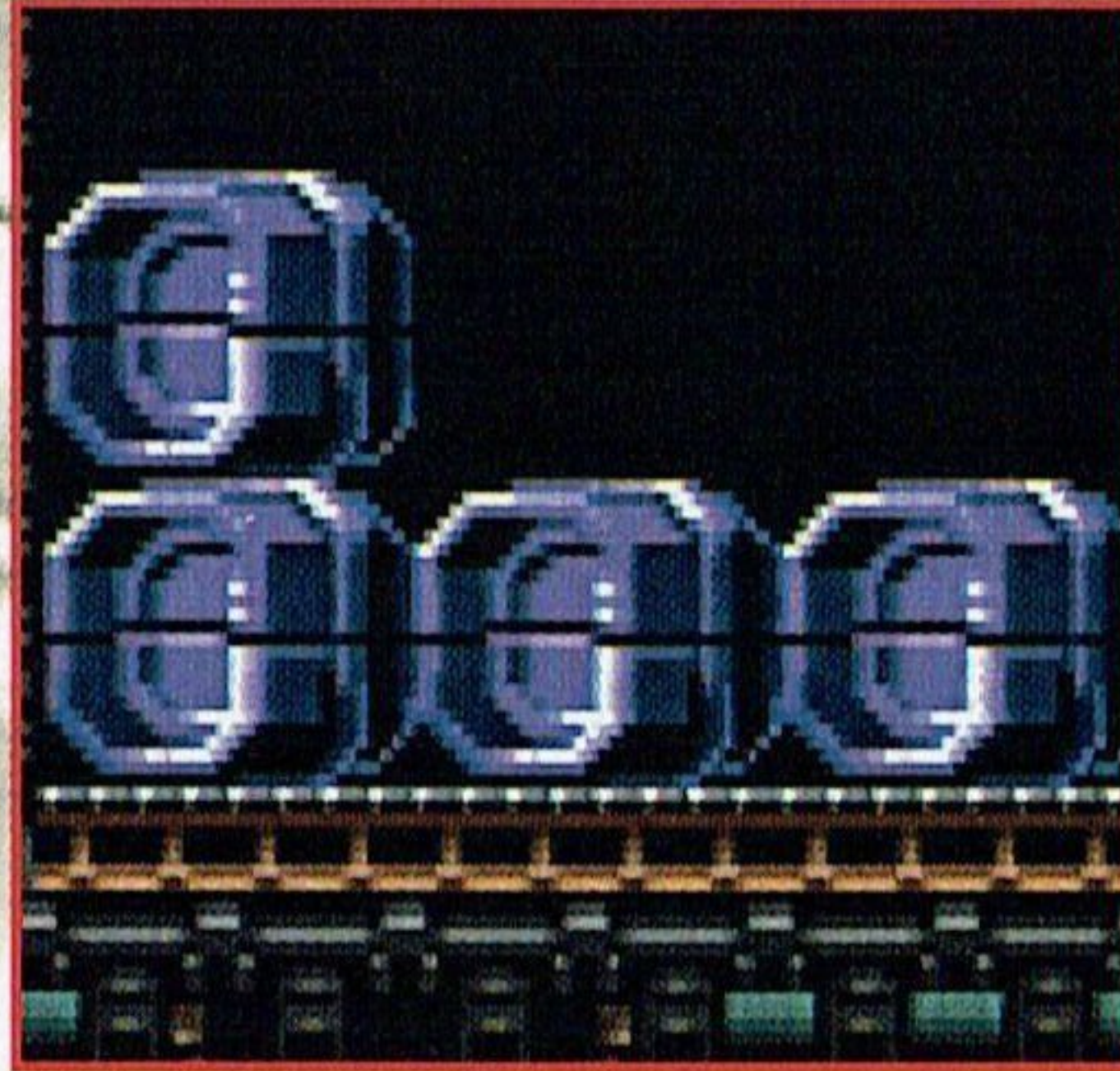
## MISSION 1

**MISSION ONE PRIMARY GOAL:**  
Destroy all blue ammunition boxes.  
**MISSION ONE SECONDARY GOAL:**  
Arrest or sentence all perps.

### Heavenly Heaven block war



Before each mission, the city reps will brief you on your parameters.



Shoot the supply boxes to get weapon power-ups.

Your primary objective is to destroy all of the blue ammunition crates. Use grenades against them.



Destroy the garbage cans, for sometimes you will find hidden specials inside of them.



Another one bites the dust!

# B

## BOSS!

This Boss should be called Mr. Cheap-hits-galore. He'll move back and forth, protected by his shield, tossing molotov cocktails and an occasional energy (or rifle) blast at you. You can't do anything except take the damage. When he stands to toss a fire bomb, let him have it!



Don't even bother firing. His shield will soak it all up.



This is it! Let loose with some grenades (30 should do)!



Hunker down and try to soak up his shots.

# M

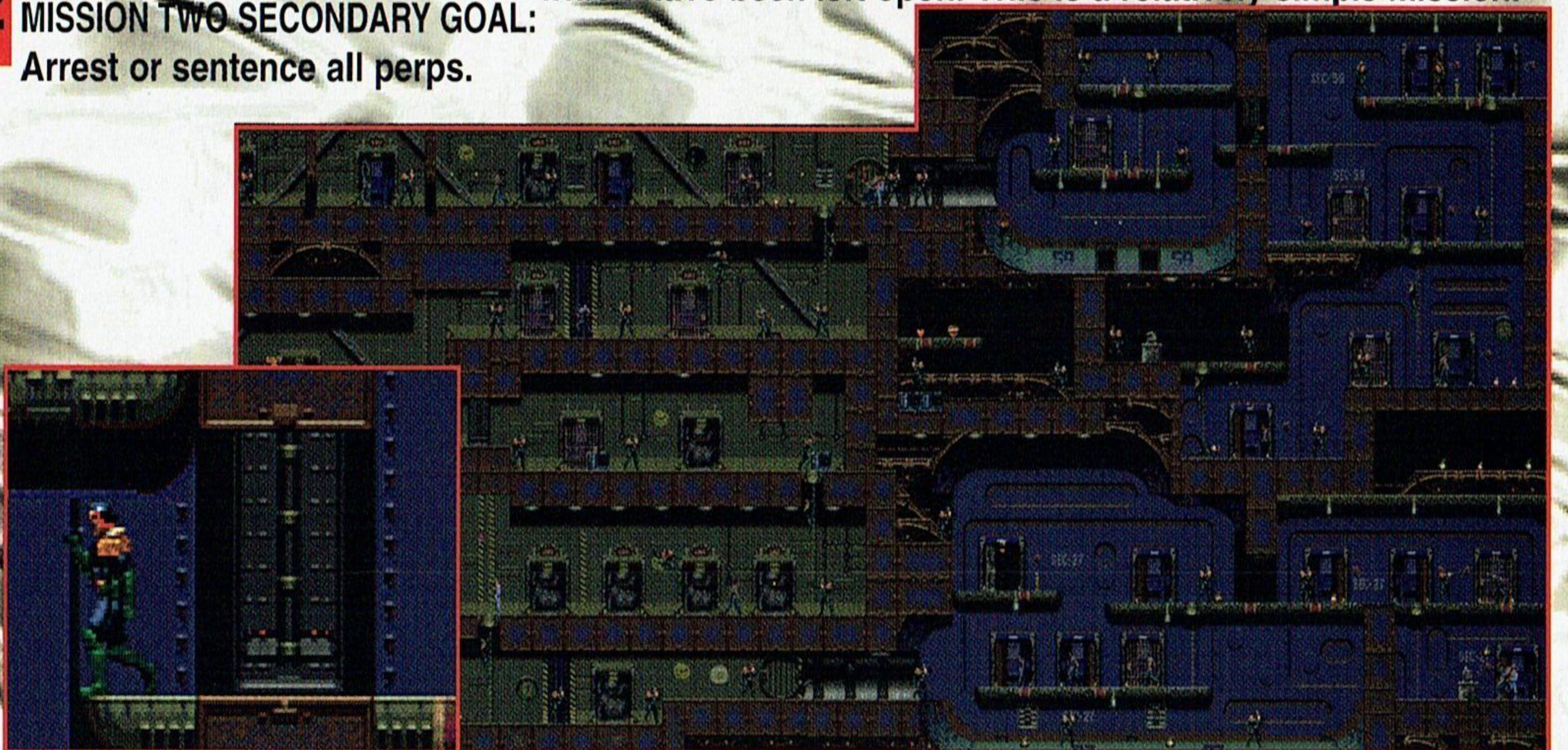
## MISSION 2

**MISSION TWO PRIMARY GOAL:**  
Close all the security doors.  
**MISSION TWO SECONDARY GOAL:**  
Arrest or sentence all perps.

A riot has broken out at the Aspen Penal Colony! Now JD must find the computer terminals that control the security doors, which have been left open. This is a relatively simple mission.

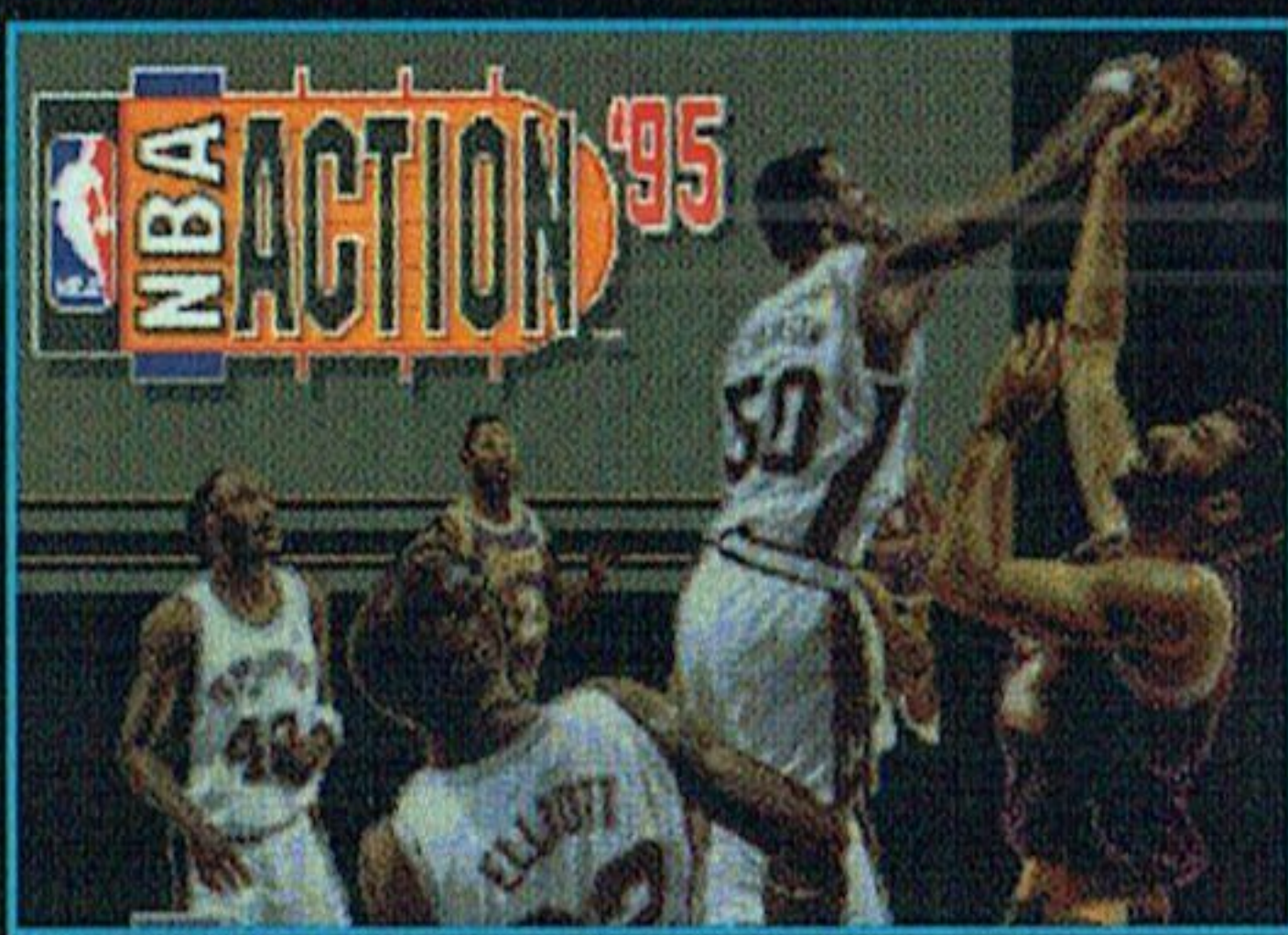


This is basically a search mission. Numerous computer terminals, such as this one, when found, activate the security doors (left picture).





# GENESIS PREVIEW



<b>MACHINE</b>	<b>GENESIS</b>
<b>PUBLISHER</b>	<b>SEGA SPORTS</b>
<b>AVAILABLE</b>	<b>NOW</b>
<b>THEME</b>	<b>SPORTS</b>
<b>MEGABITS</b>	<b>16</b>
<b>PLAYERS</b>	<b>1 OR 2</b>
<b>DIFFICULTY</b>	<b>VARIABLE</b>
<b>LEVELS</b>	<b>N/A</b>
<b>% COMPLETE</b>	<b>100%</b>

## OPTIONS

This game has a lot of options to offer. Choose from 27 teams and pick from 30 hall of fame greats to create the ultimate basketball team.

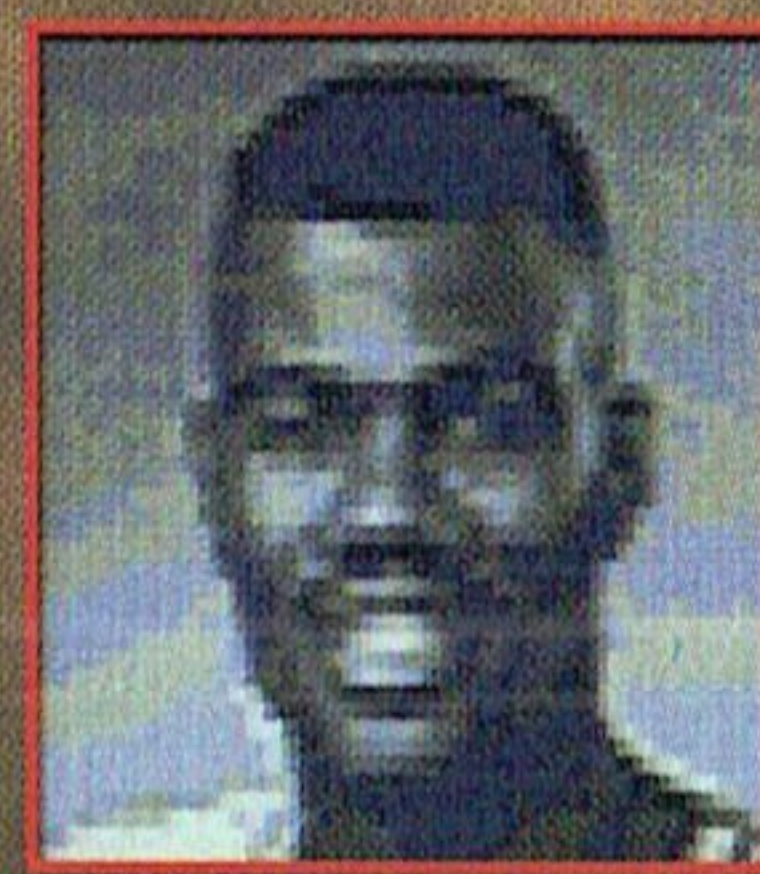
## ORIGINS

With all of the sports games out there, it's hard to come up with fresh ideas. This one has a unique north-to-south viewpoint, which is different from games like NBA Jam. It also offers you the use of 30 different hall of famers.

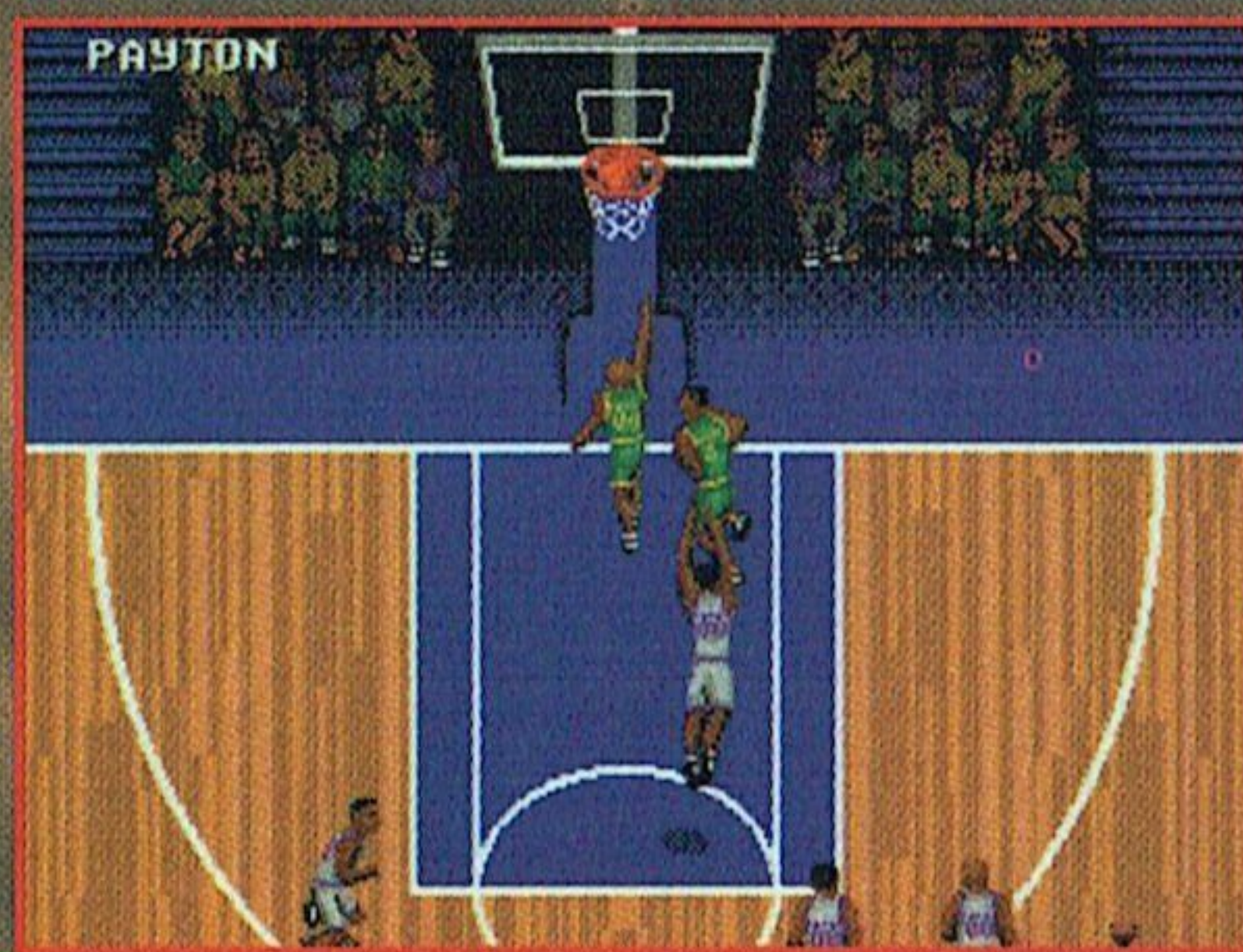
## STORY

Welcome to the '95 NBA season. David Robinson leads the way down court with a hot new fast-breaking viewpoint to speed up the pace. Plenty of heart-pounding action can be found in every game. Marv Albert from NBC will be calling the shots as you take your team to the playoffs.

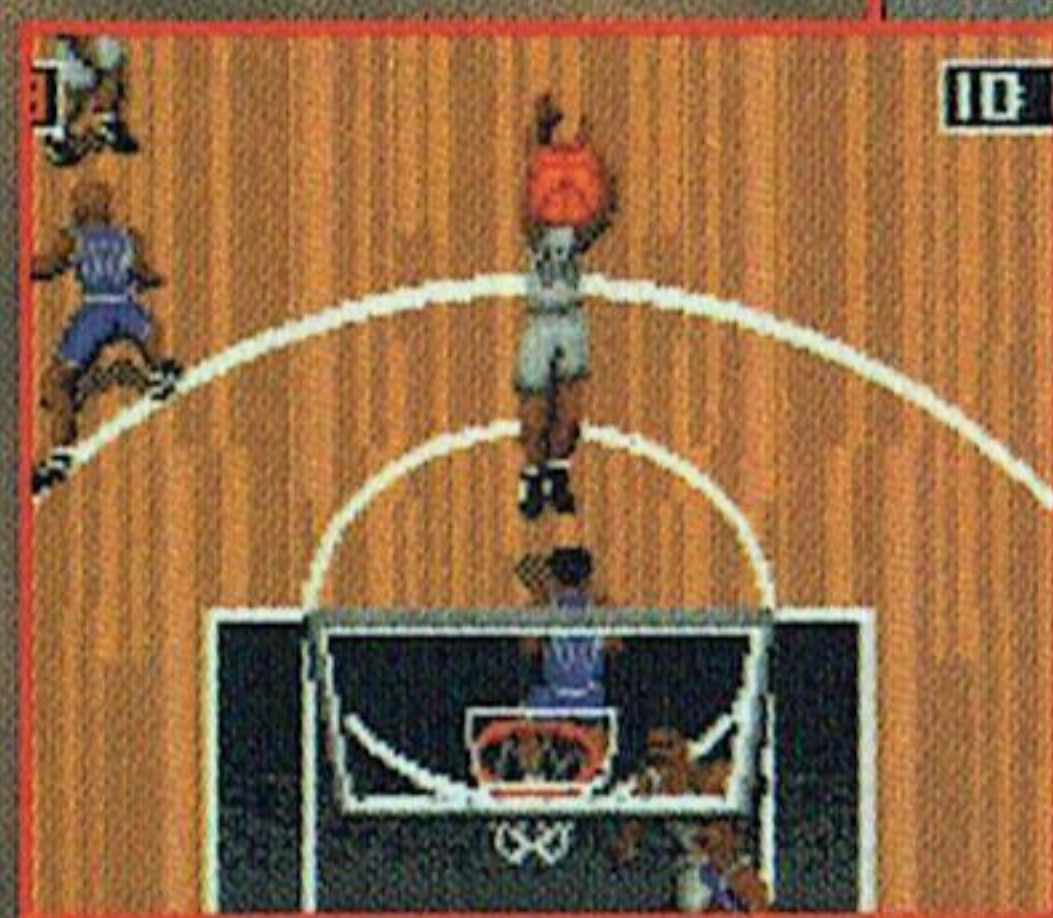
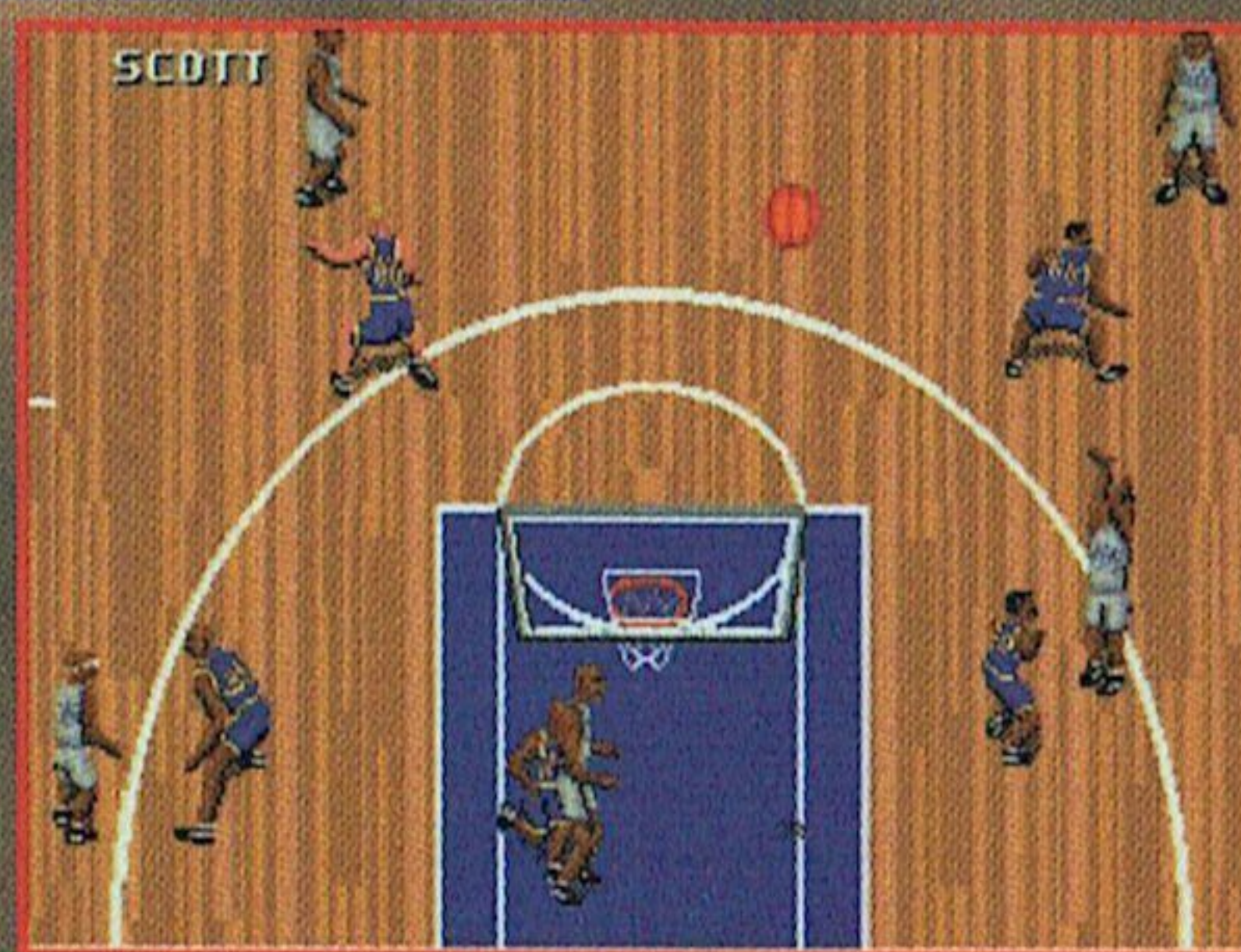
# NBA ACTION '95



## STARRING DAVID ROBINSON



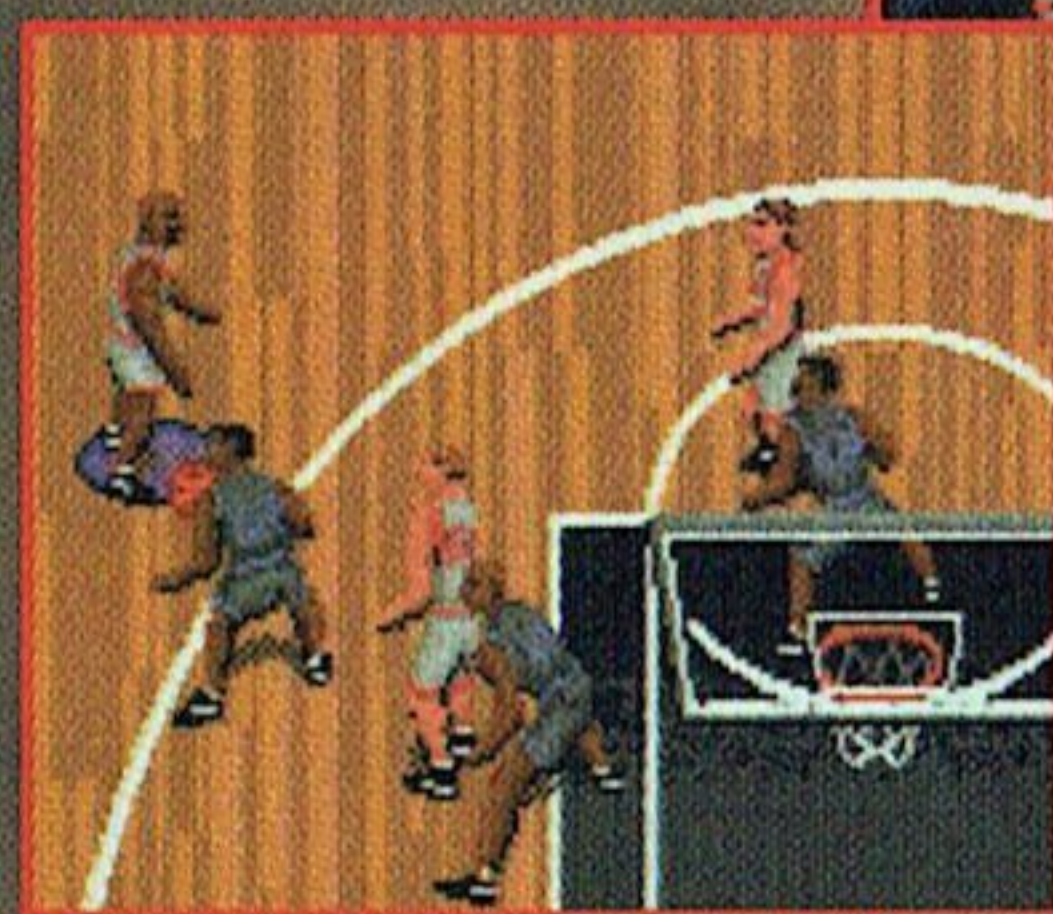
Fast breaks and stripping the ball are a couple of exciting moves you can do. There are also plenty of monster jams to serve up.



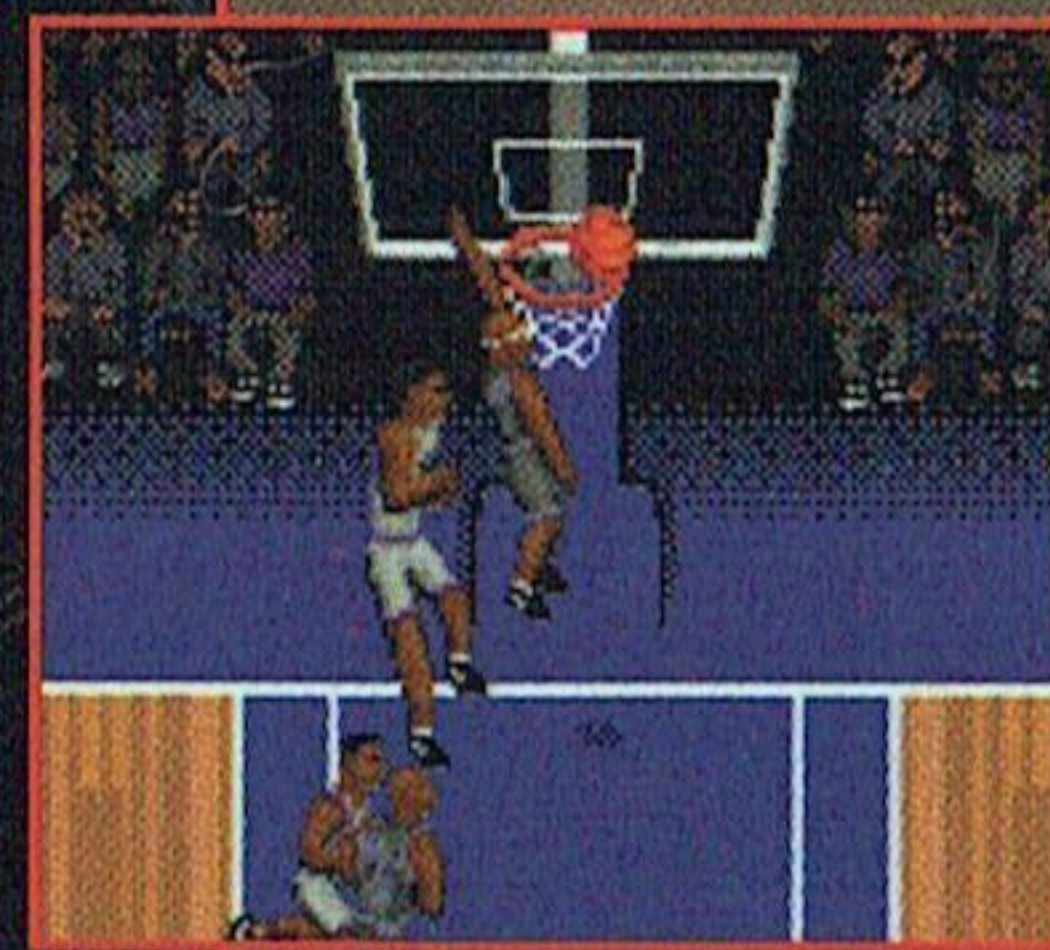
Bury shots in from the freethrow line.



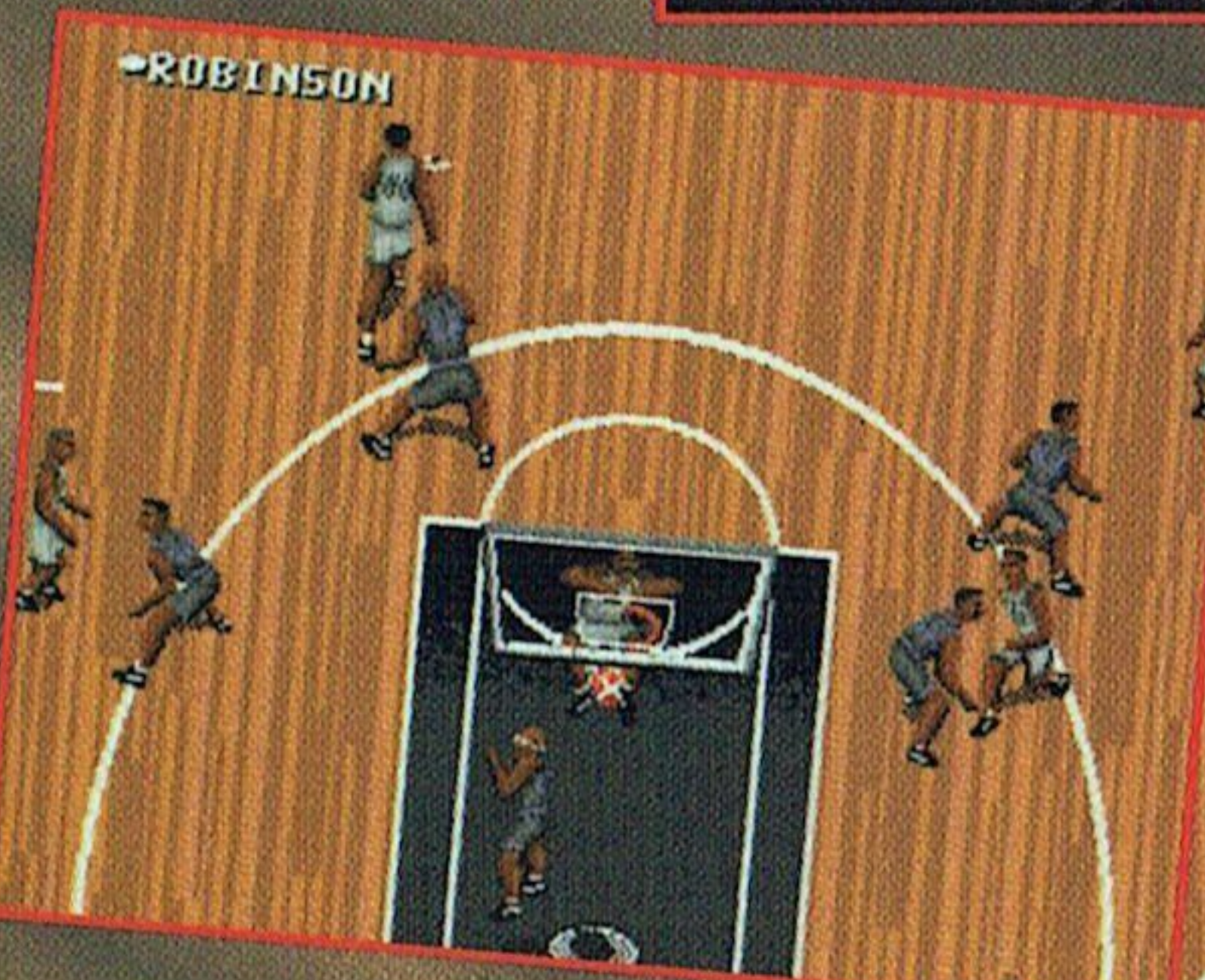
Slam it home on the fast break!



Drive into the lane for the easy two.



Jam one in over your opponents.



After winning the fight for position, Robinson takes his defender to school.

Play as David Robinson, one of the premier players in the NBA.



You should know better than to give this guy an open path to the basket.



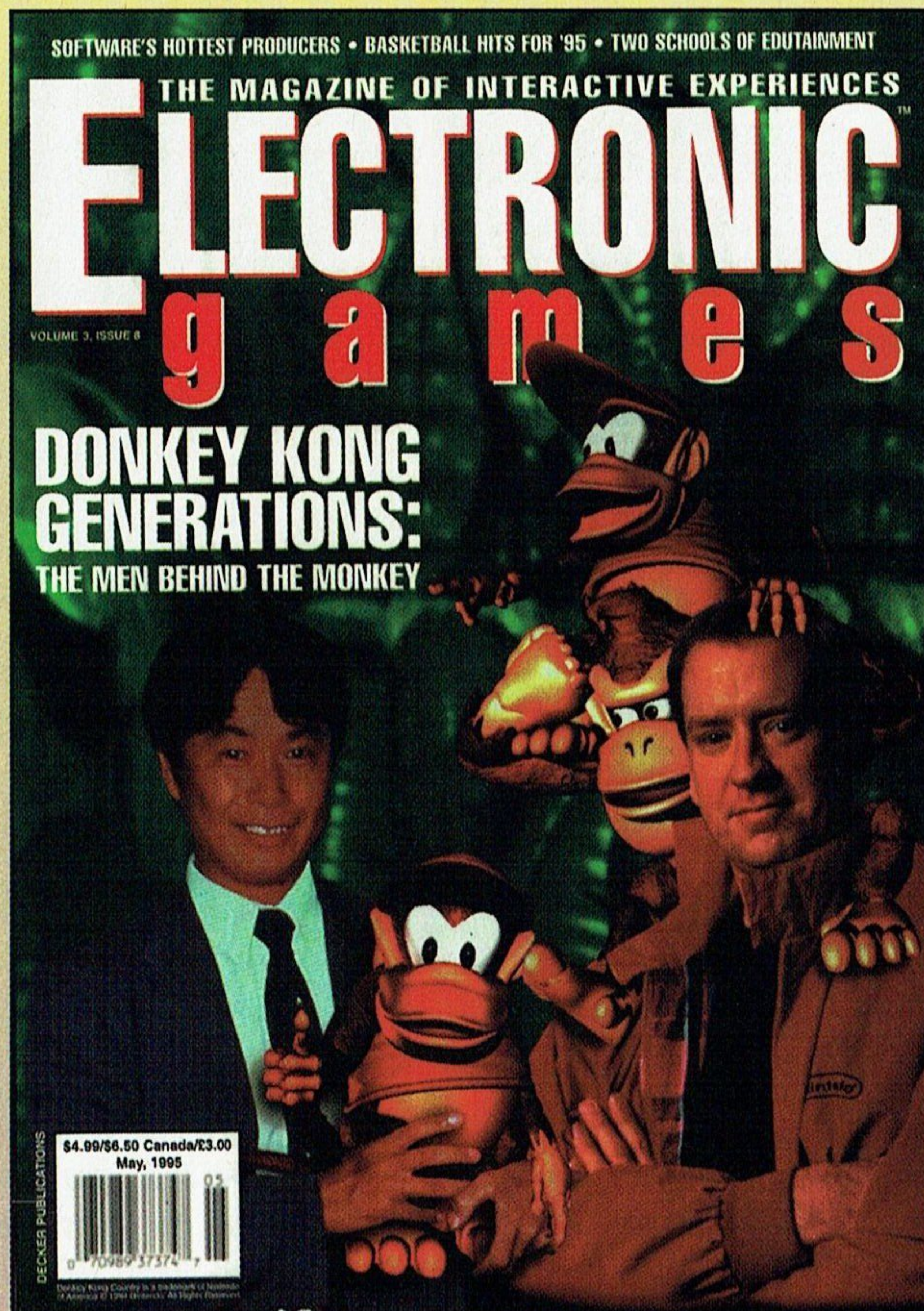
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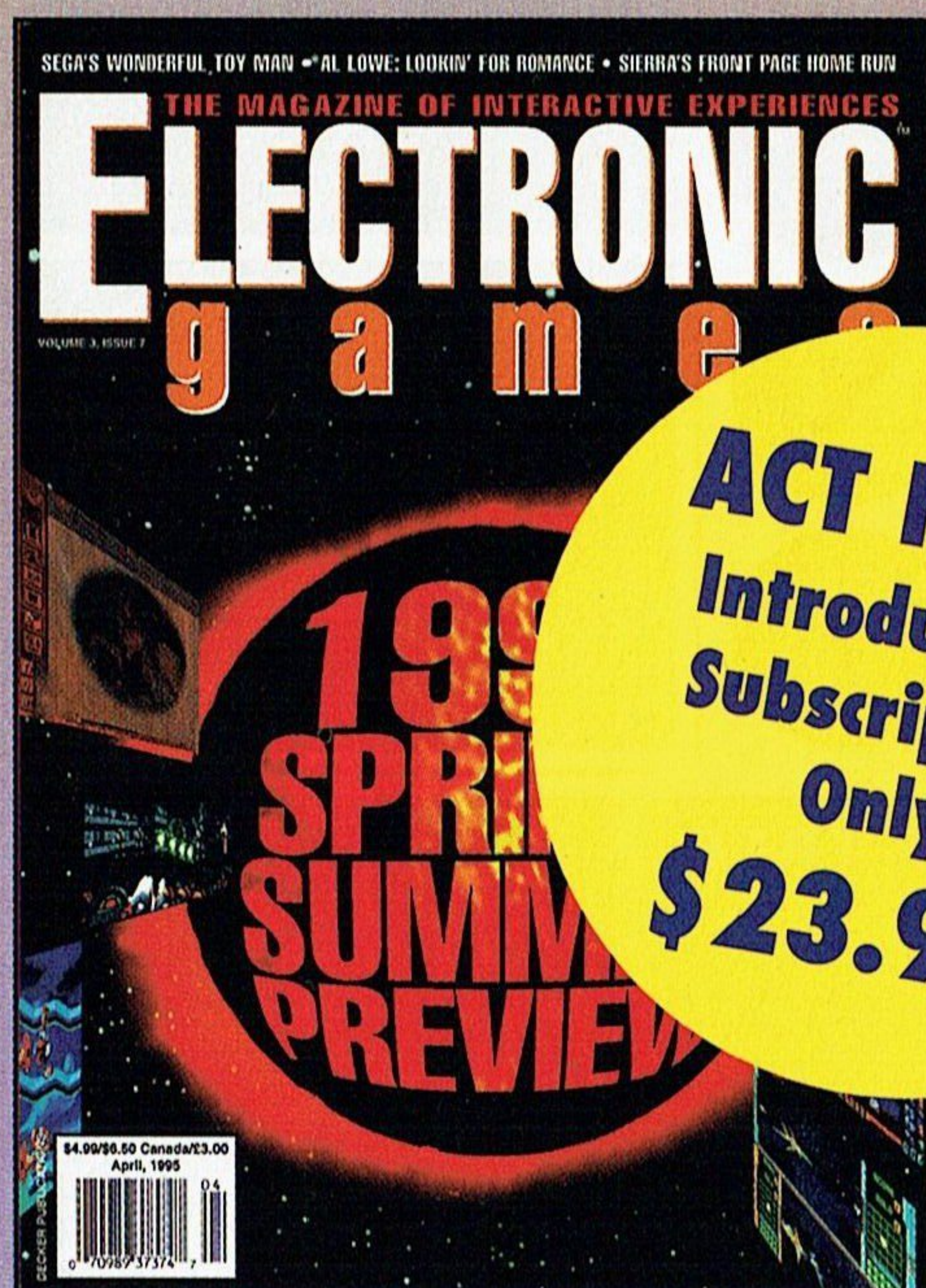
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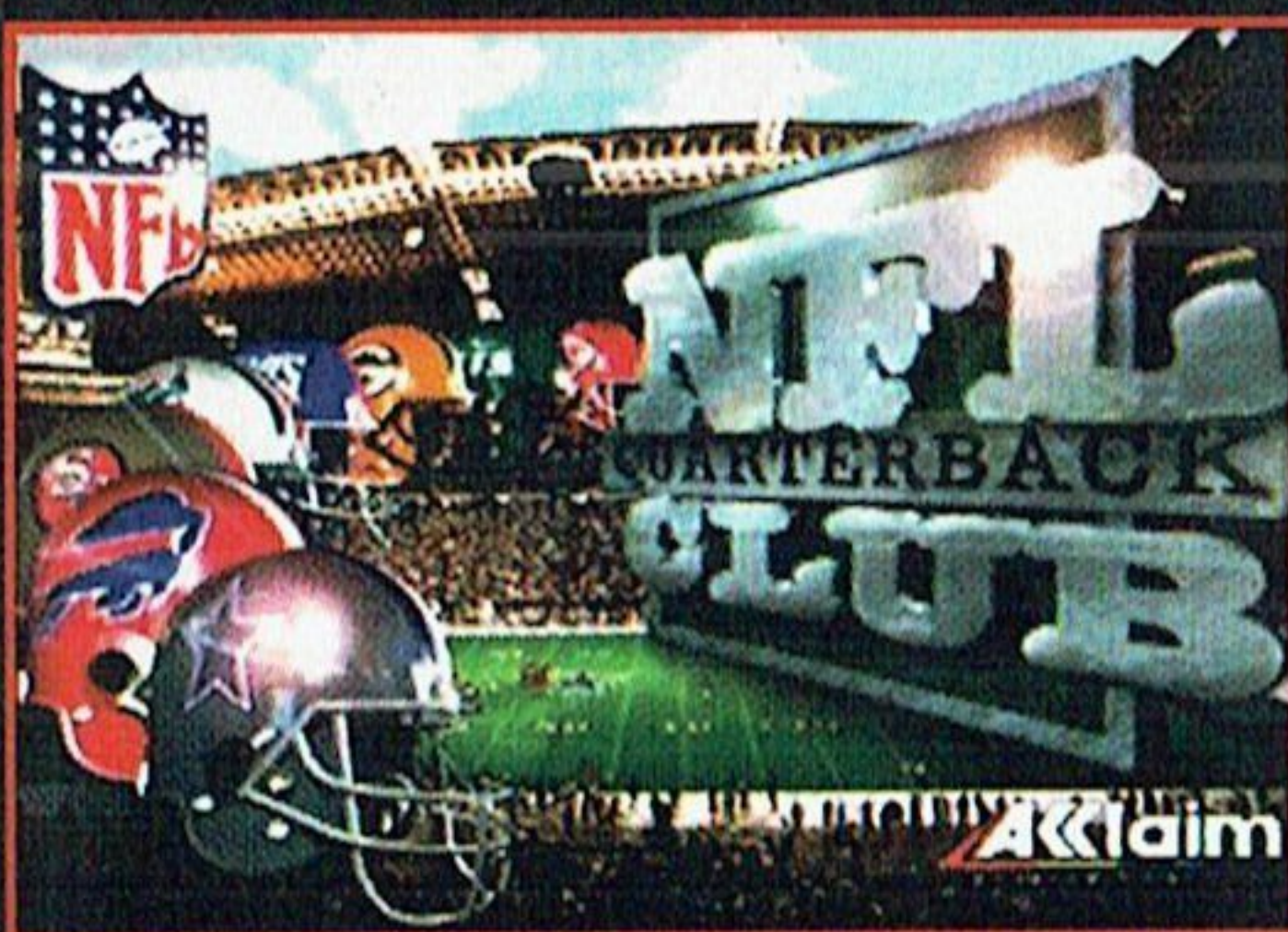
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# 32X PREVIEW



<b>MACHINE</b>	<b>32X</b>
<b>PUBLISHER</b>	<b>ACCLAIM</b>
<b>AVAILABLE</b>	<b>2ND QTR. '95</b>
<b>THEME</b>	<b>SPORTS</b>
<b>MEGABITS</b>	<b>24</b>
<b>PLAYERS</b>	<b>1 TO 5</b>
<b>DIFFICULTY</b>	<b>MODERATE</b>
<b>LEVELS</b>	<b>N/A</b>
<b>% COMPLETE</b>	<b>100%</b>

## OPTIONS

You can change the difficulty settings. When playing a game, you can change a variety of things, such as weather conditions and time. Now go play!

## ORIGINS

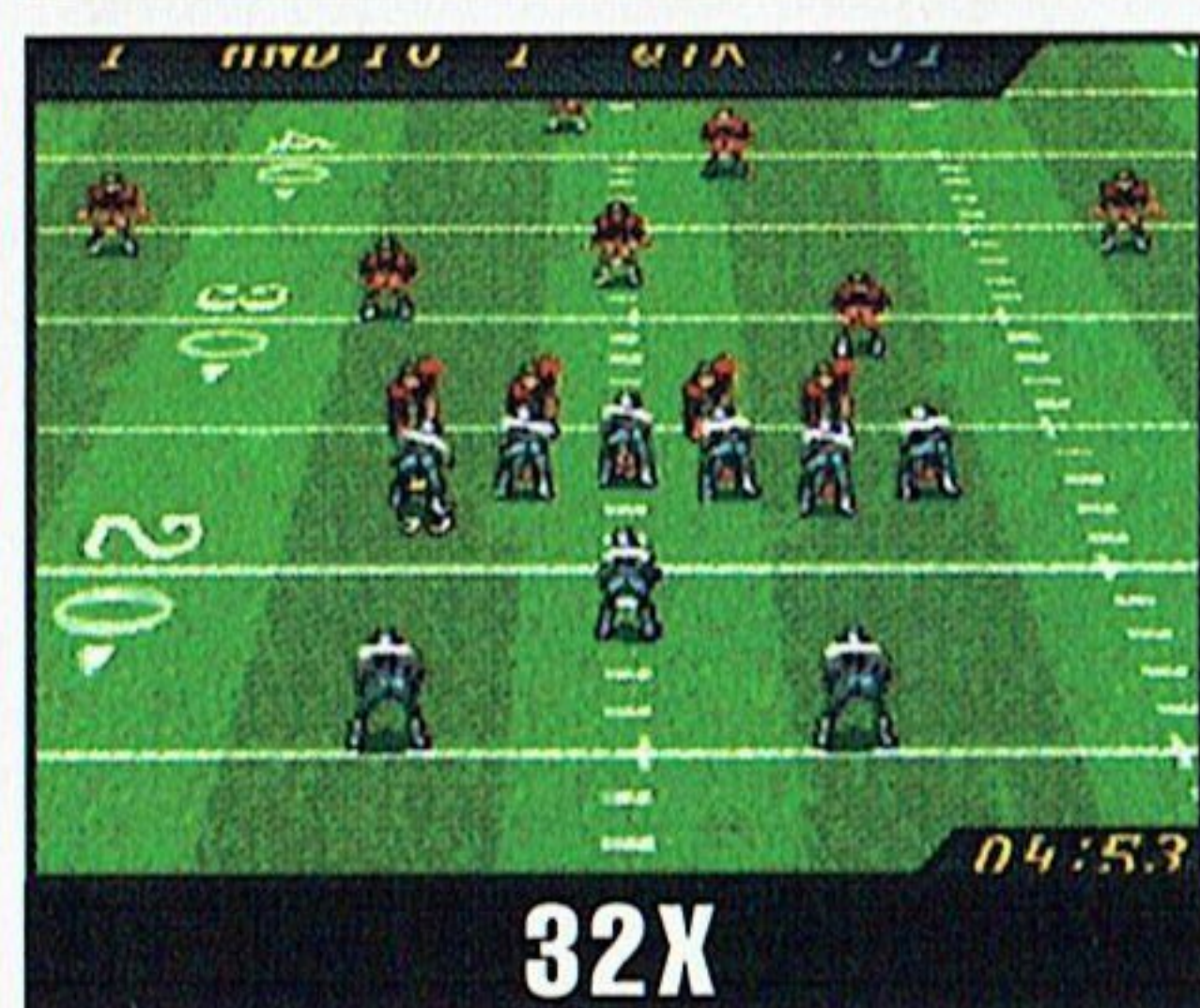
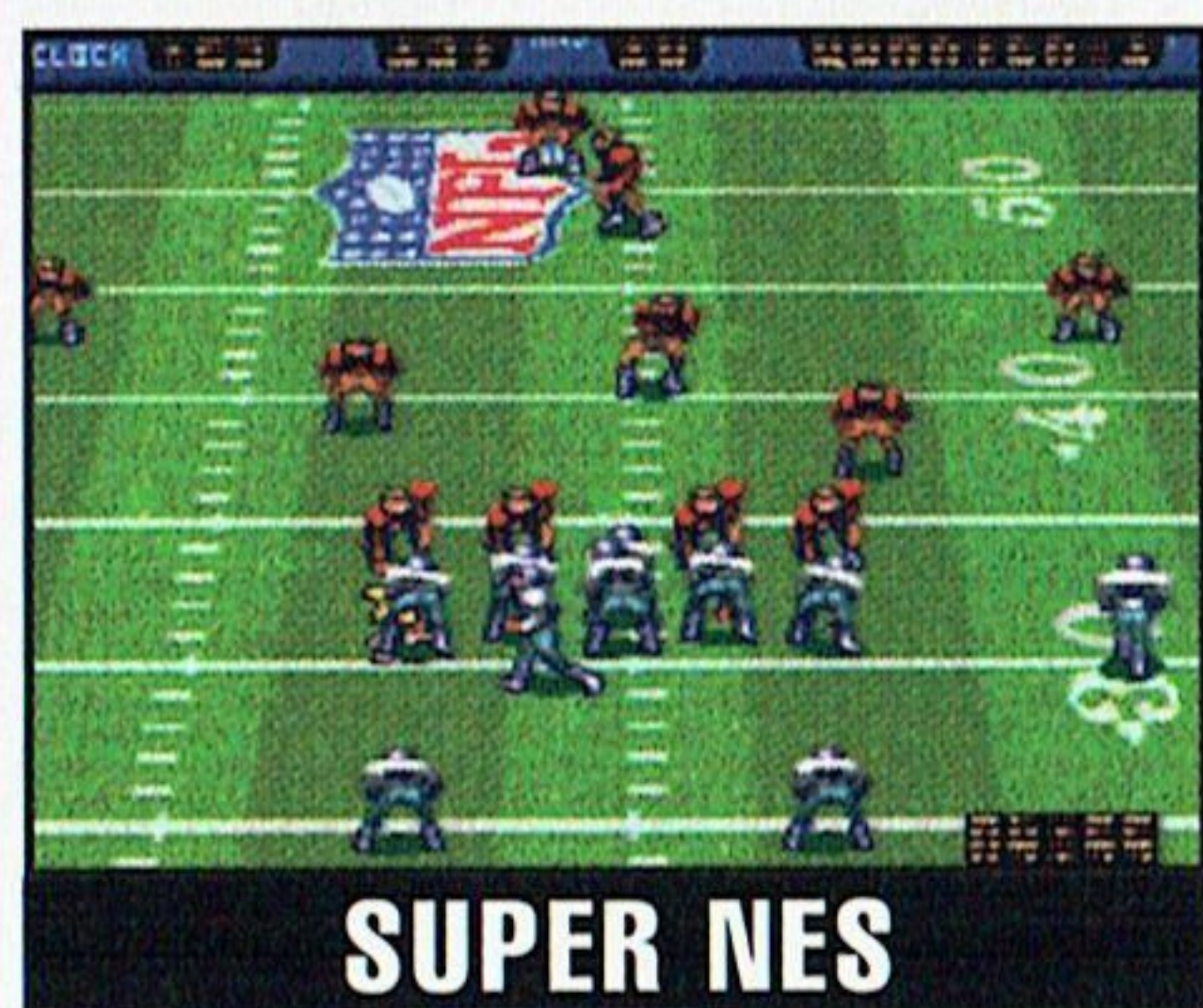
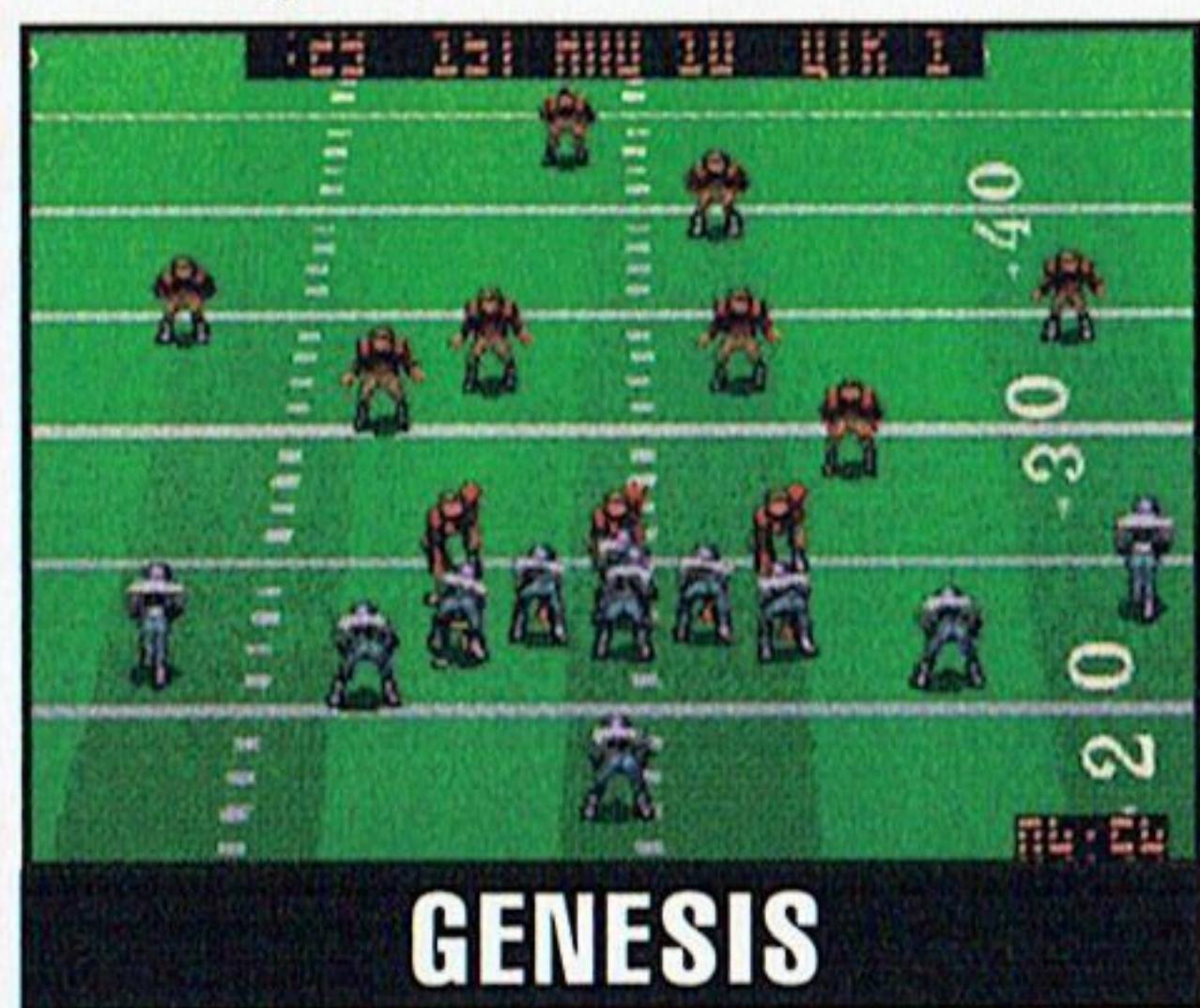
Originally on the Genesis and Super NES, you can now see this game on your 32X. Obviously looks and sounds have been enhanced, showing the abilities of the 32X. AI has really improved also to give gamers more competition.

## STORY

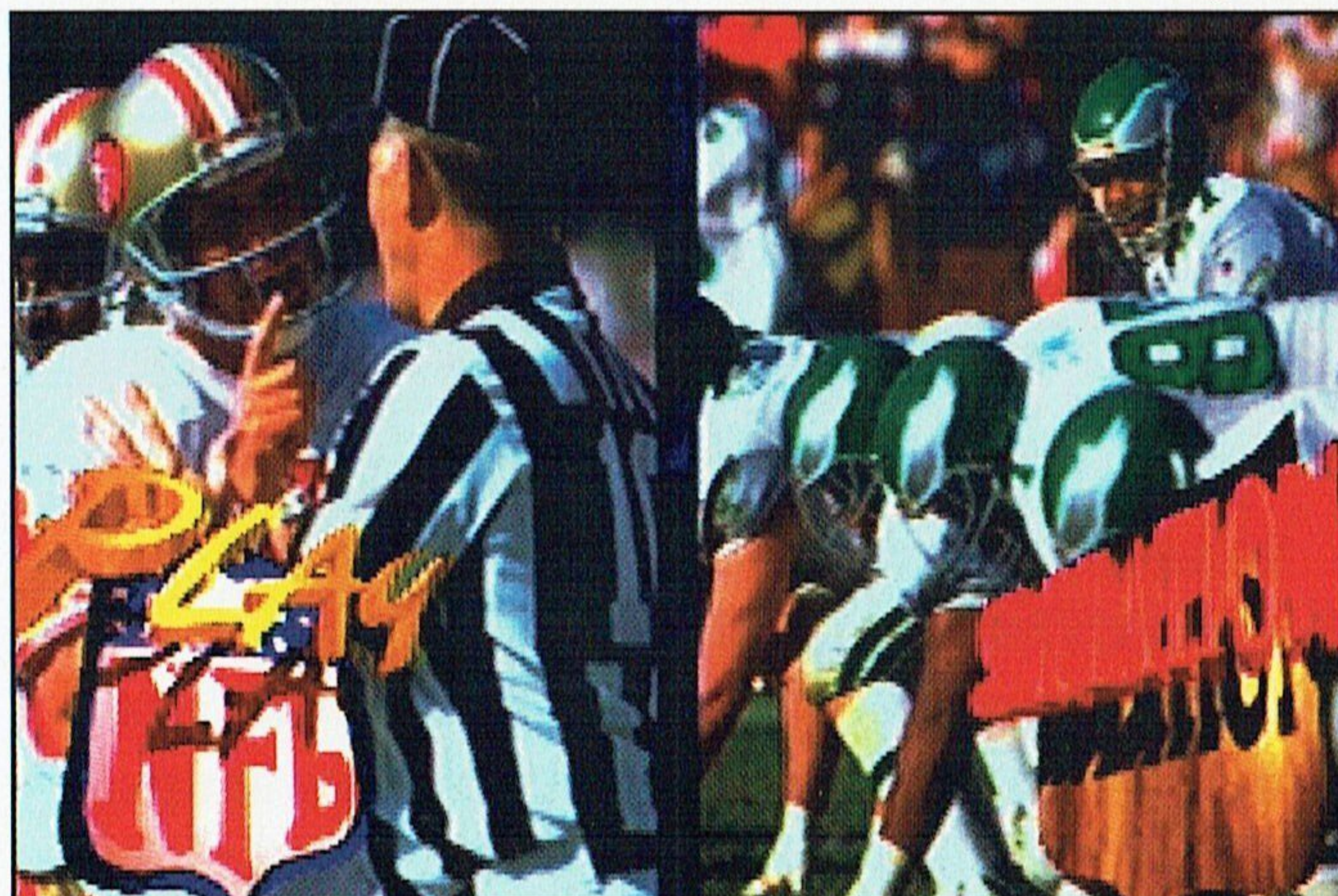
What's there to say about a story here? It's plug-and-play. You won't be disappointed. Invite four of your friends over and play on the same team against the computer. Enter Season, Playoff and in a Super Bowl game. This game has been greatly improved for the 32X platform.



# QUARTERBACK CLUB



Being on the 32X, you can also play this game on the Genesis and Super NES.



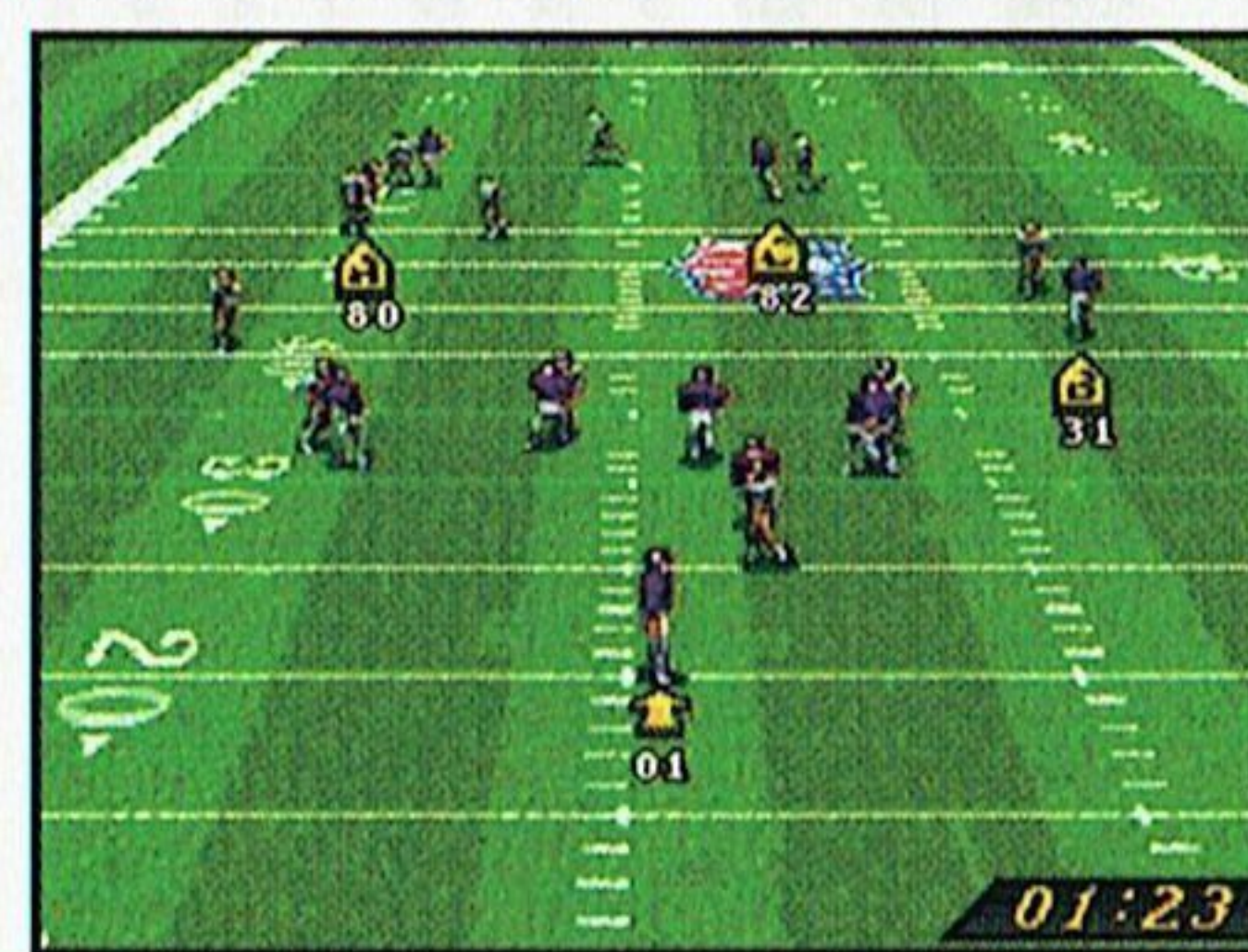
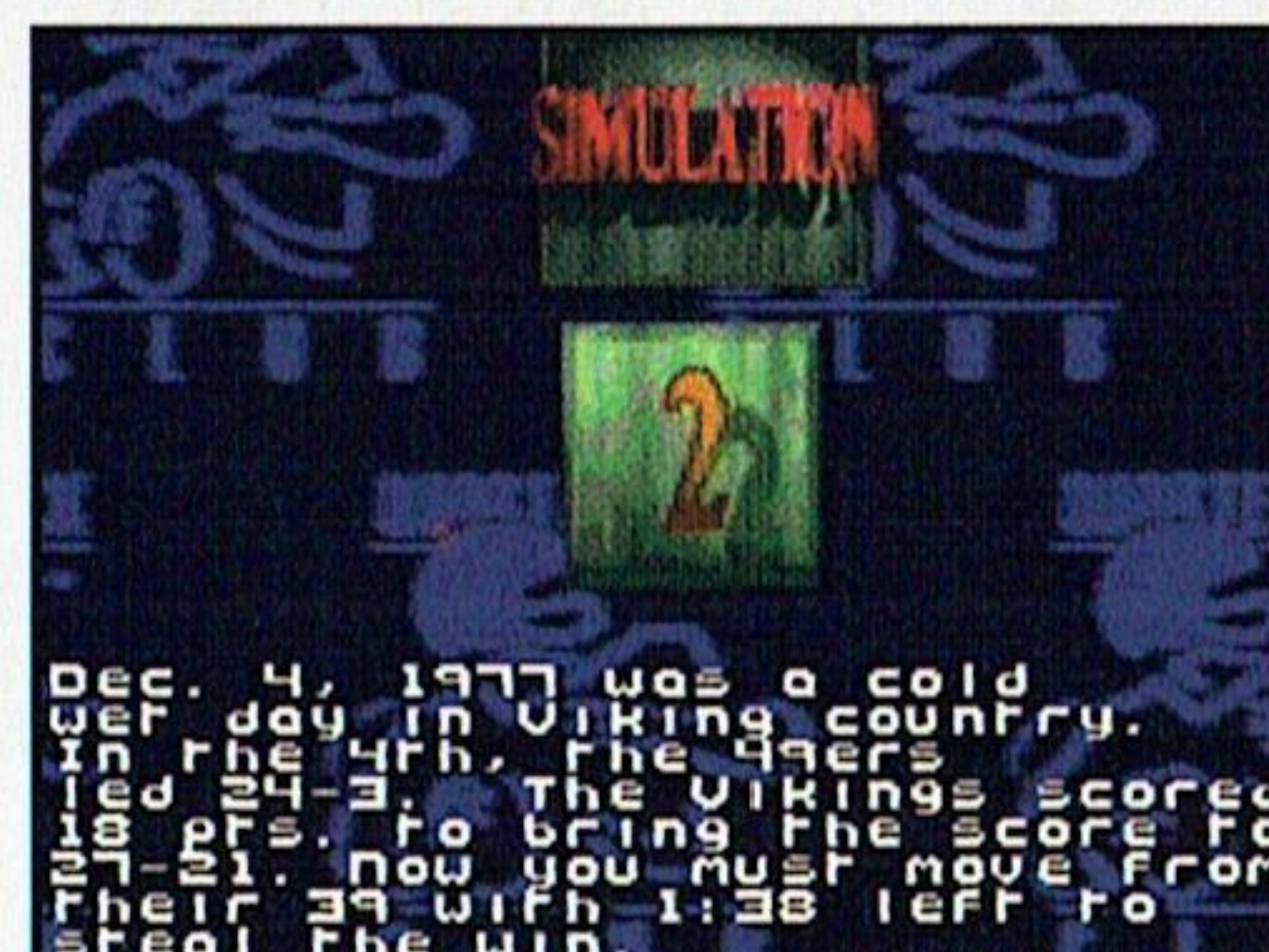
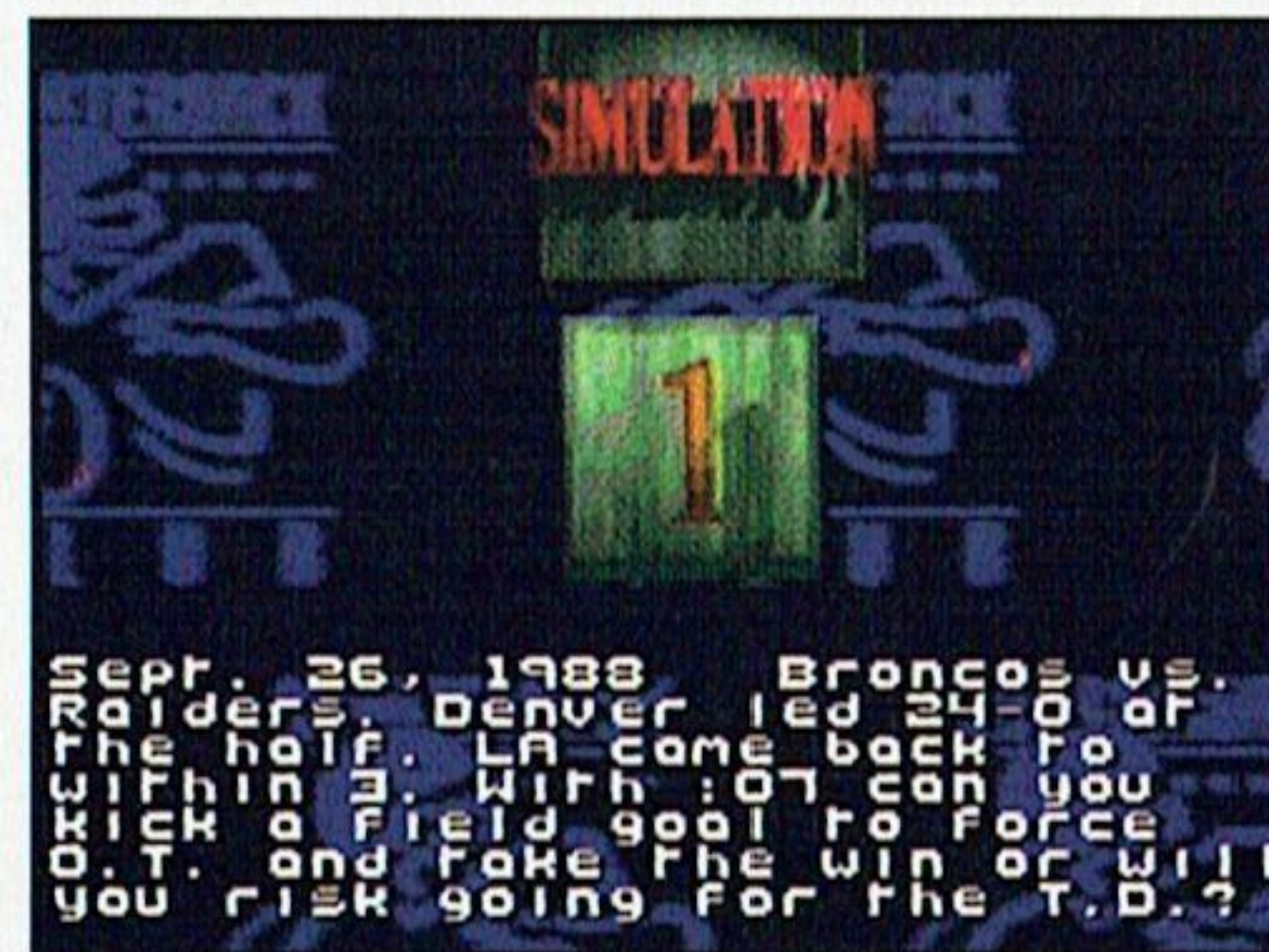
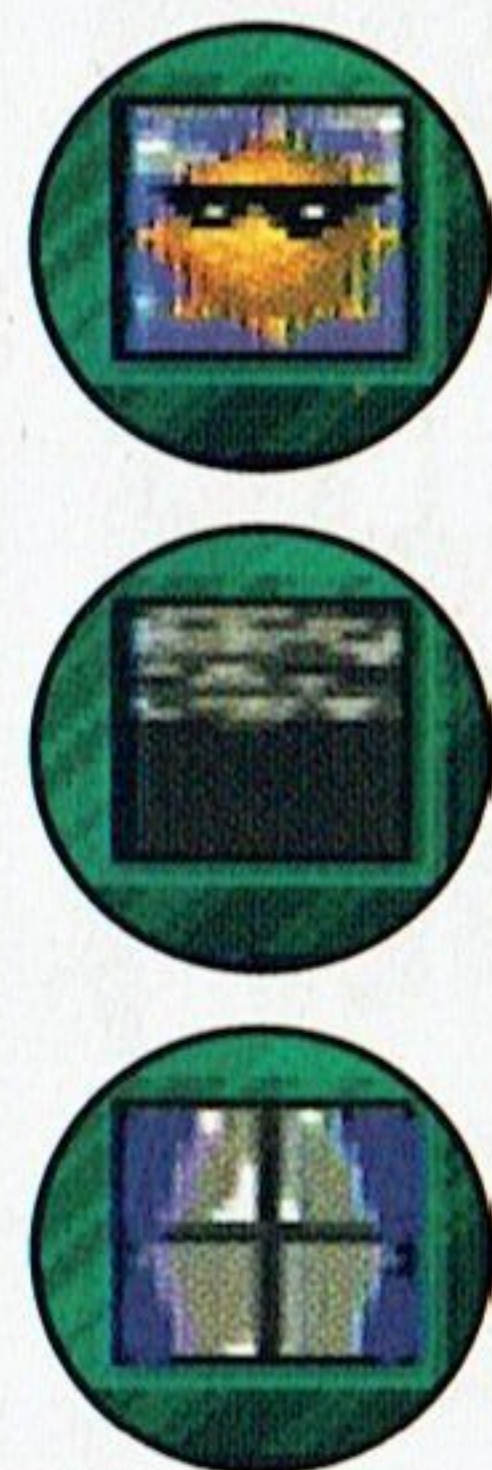
Get into the action in this section of the game. Here you'll get to see what this game is made of. Select from a variety of options as well as features that change the game.

This is something for all you football fans. In these scenarios, you'll take part in major comebacks and close games. You have to decide the fate of the teams by playing the games as if you were really there. These features make the game more exciting.

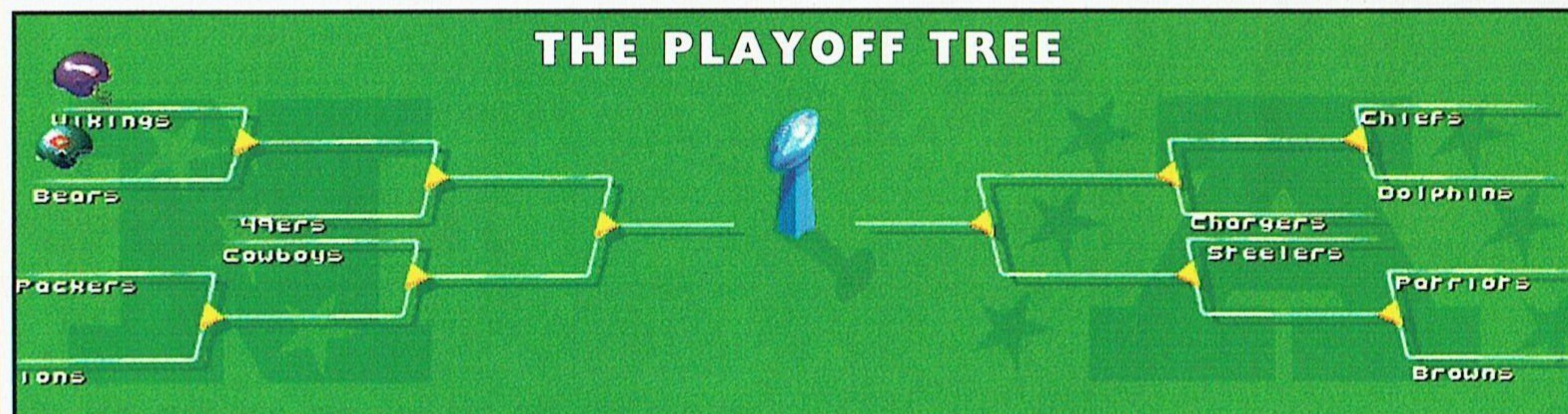


## SEASON, PLAYOFF AND SUPER BOWL PLAY

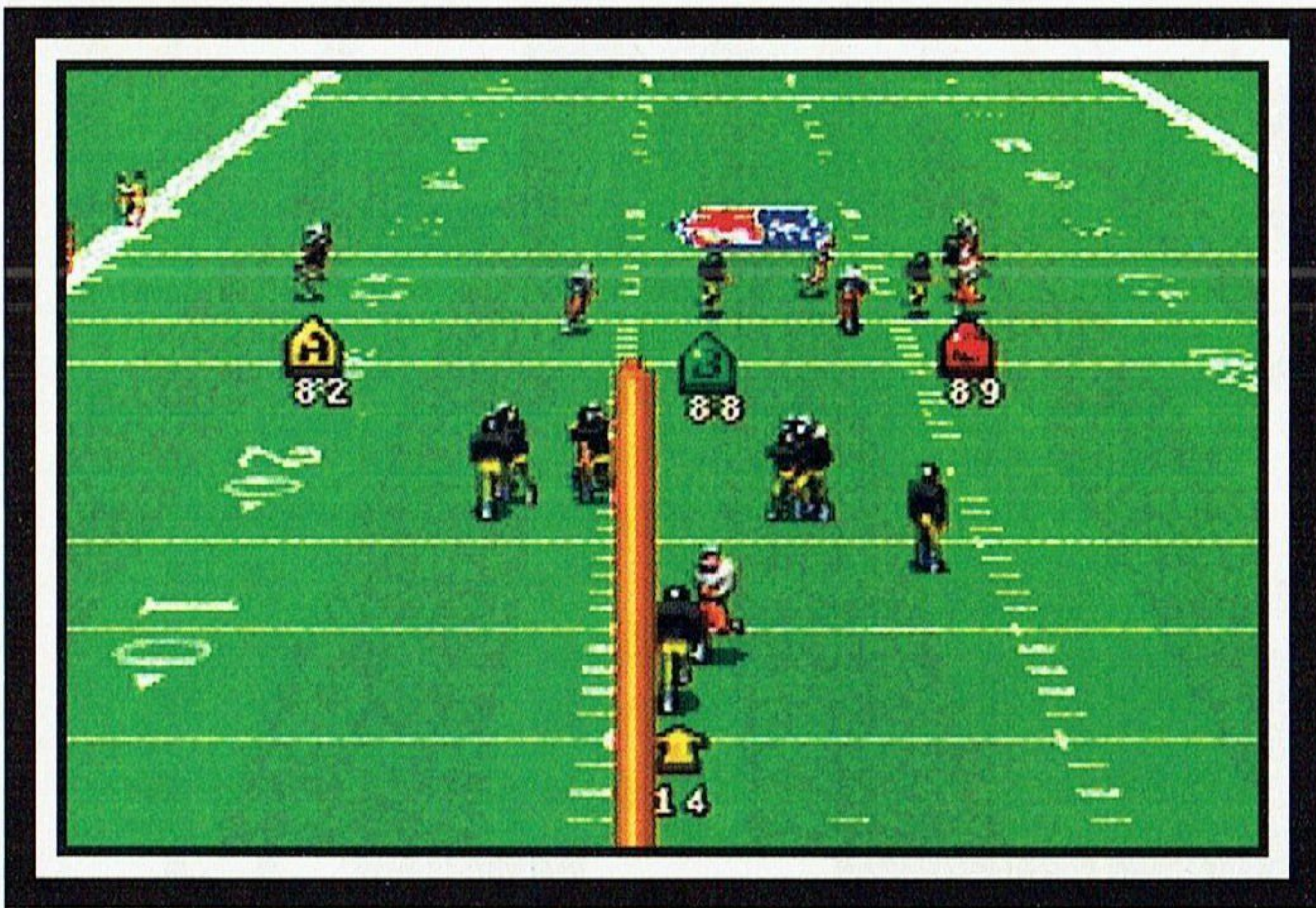
Pick from three Playing Modes: Season, Playoff or the Super Bowl and play against the computer or a buddy. As you get further along in the selection, you can pick the weather conditions from hot to cold, sunny, windy and even rain. Change the number of minutes in the quarters you'll be playing and review your team's performance.



## THE PLAYOFF TREE







### THE BIG PICTURE—OFFENSE

The playing field ... this is where it happens. First, you have to know where to pass the ball to the open man down field. In the passing sequence you will see your receivers

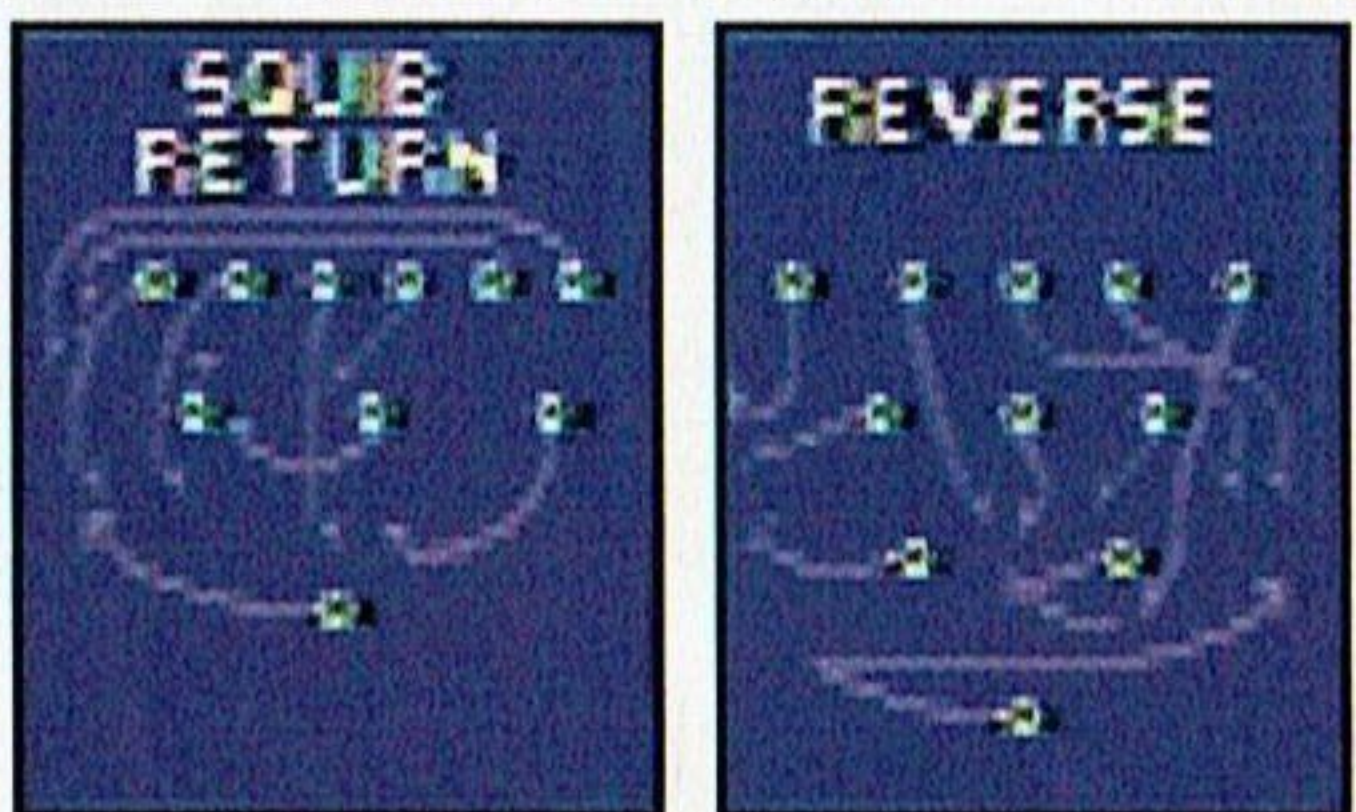


down field with a letter below them. These letters will flash yellow, green

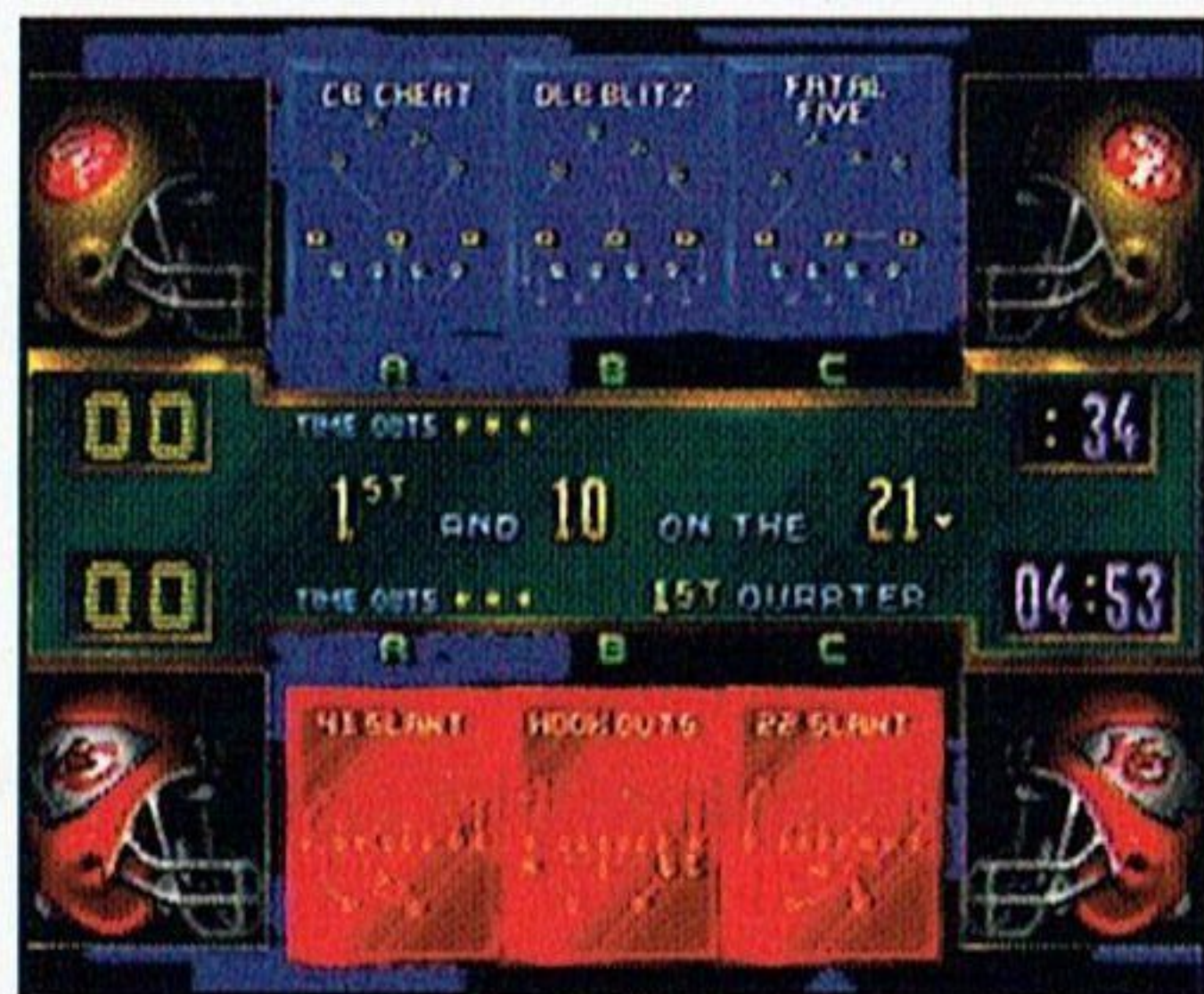
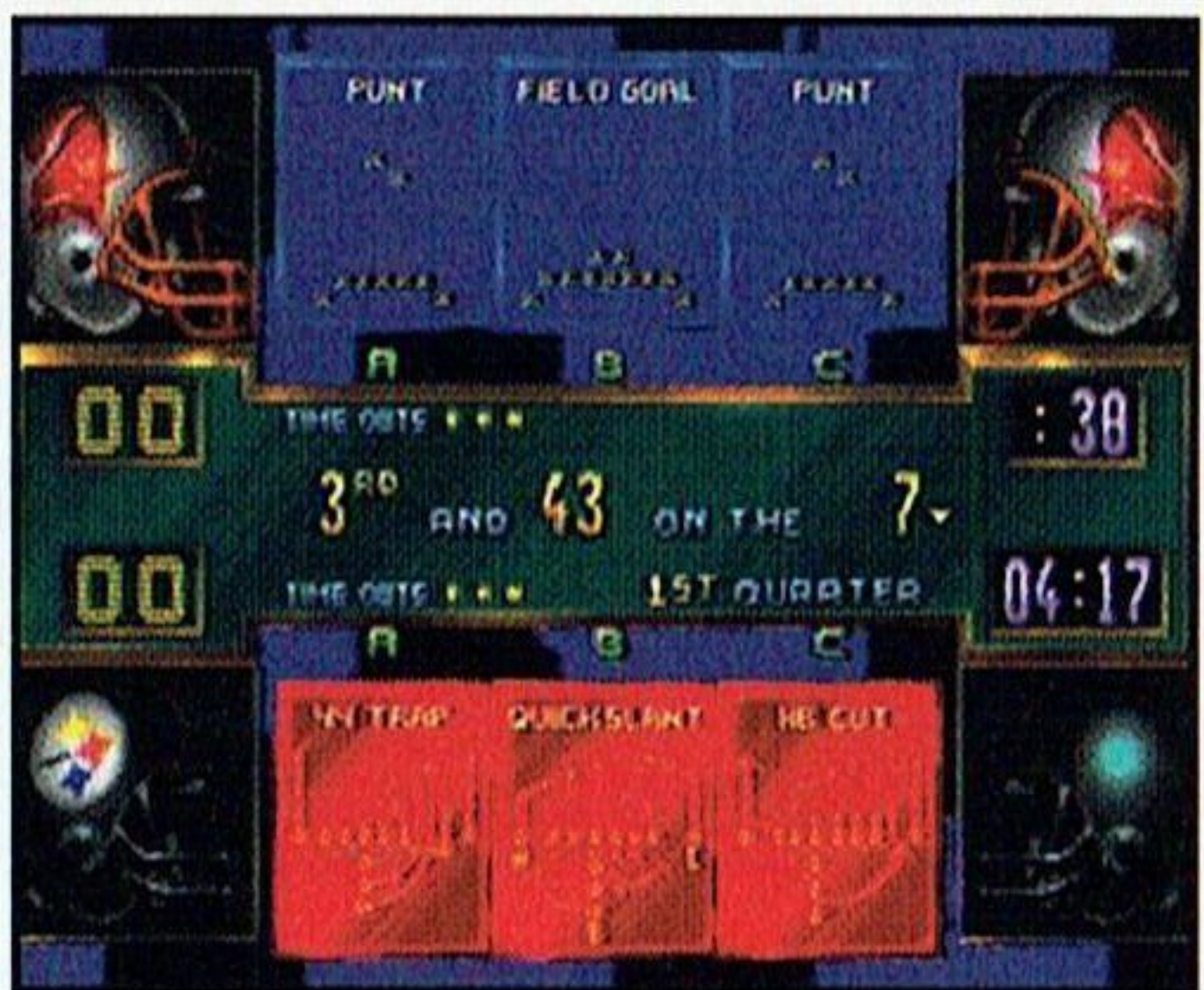
and red depending on whether that receiver is open to catch the ball. This is the best way to decide where to pass the ball. Don't hesitate to pass as the defense can easily roll in, resulting in a sack.



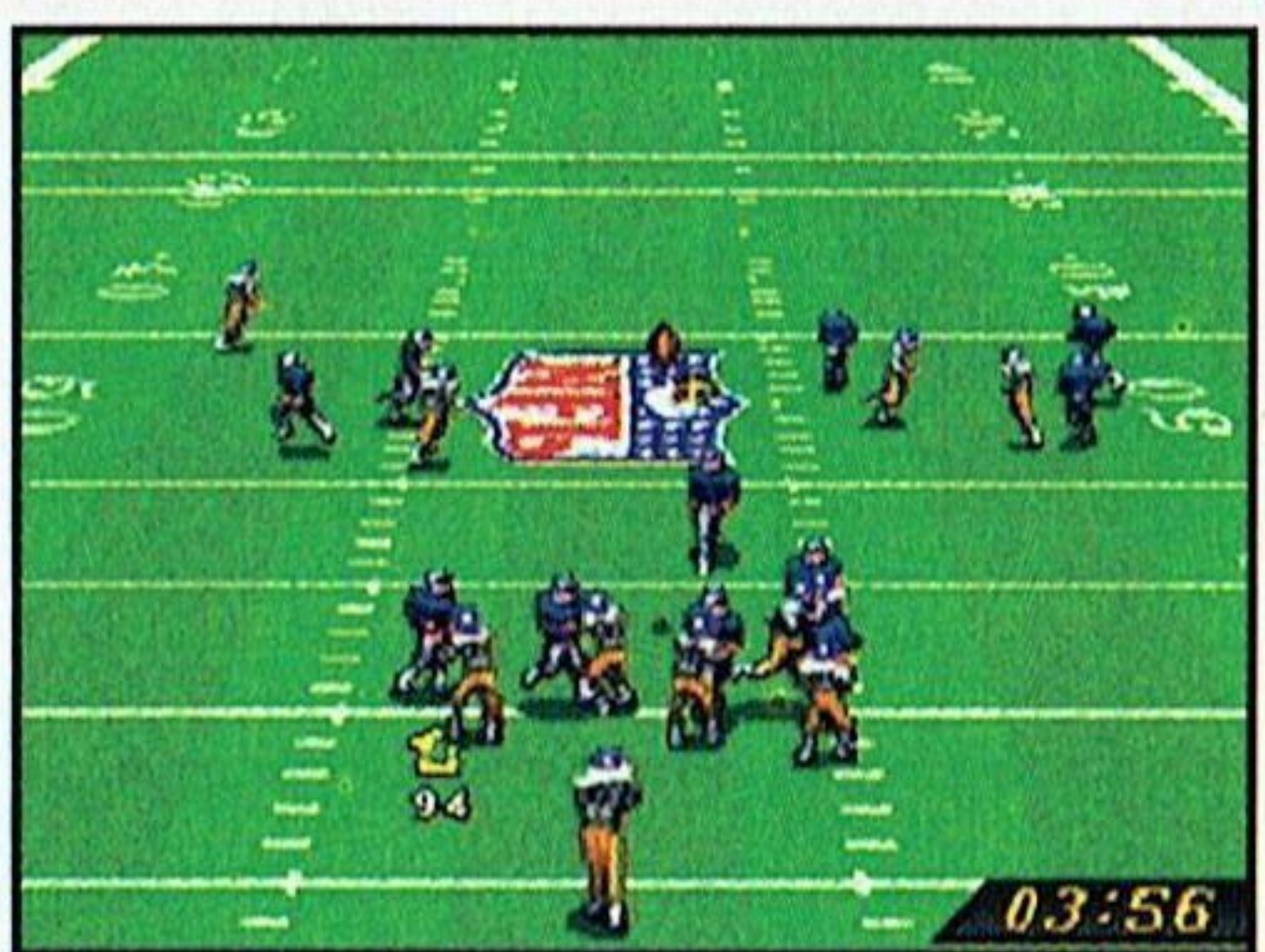
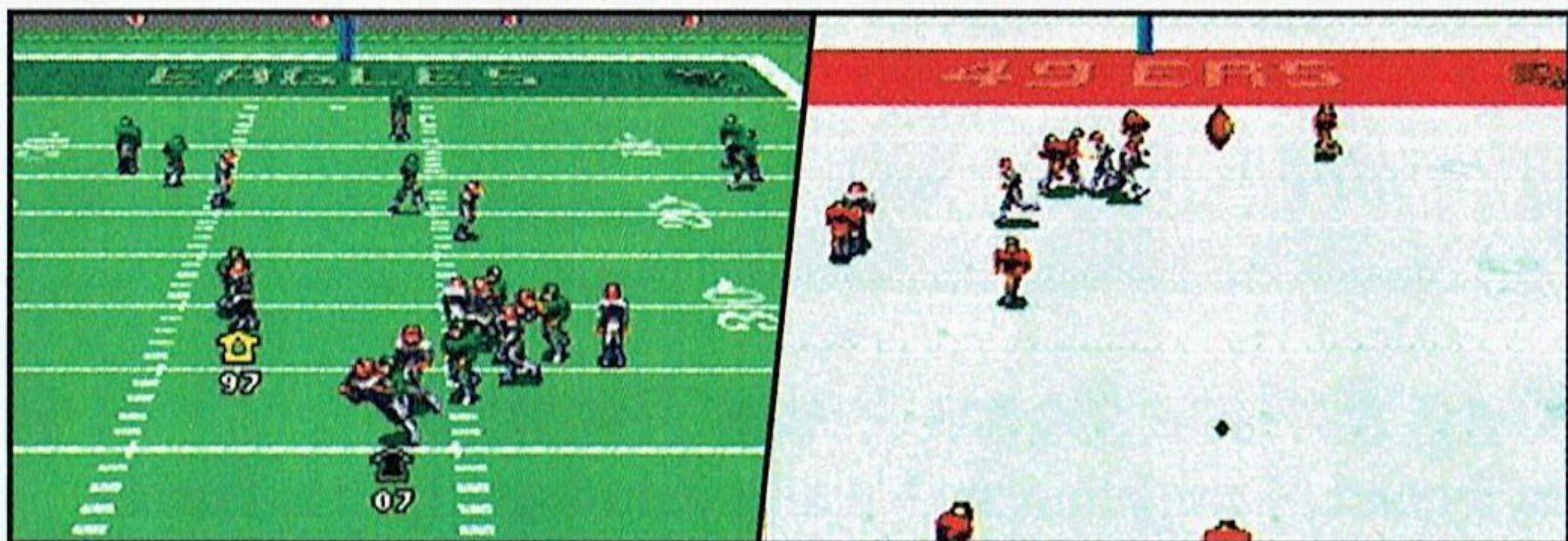
### THE PLAYS—OFFENSE AND DEFENSE



Quarterback Club is filled with tons of plays. It will take some time for you to realize which plays work well against some teams. Experiment at first to see.



### BIG-TIME D-FENCE

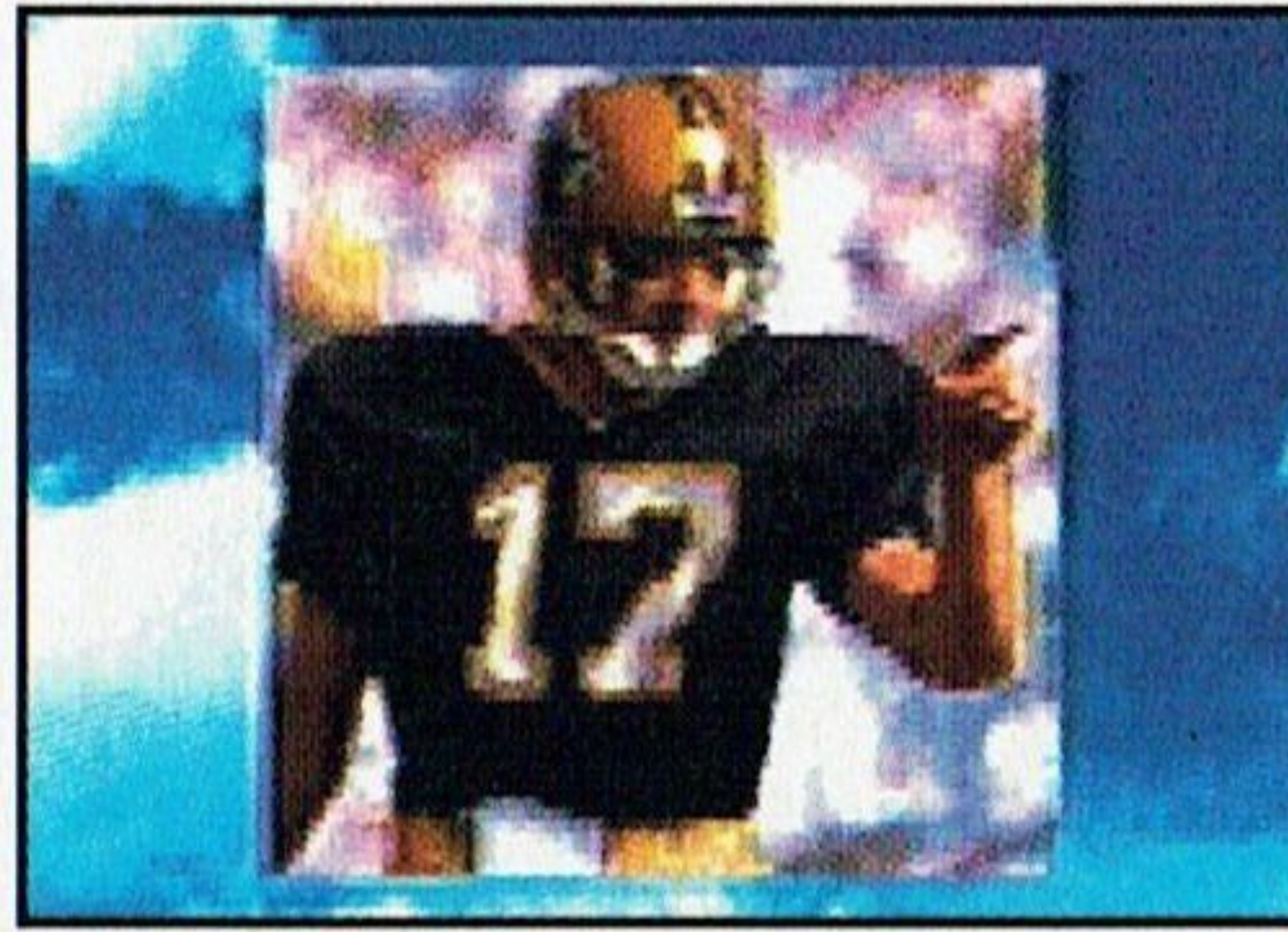


Defending your goal will be difficult as the AI (Artificial Intelligence of your computer opponent) is smarter than other football games. It is easier to play defense if you play the line more often, letting your computer players (cornerbacks)

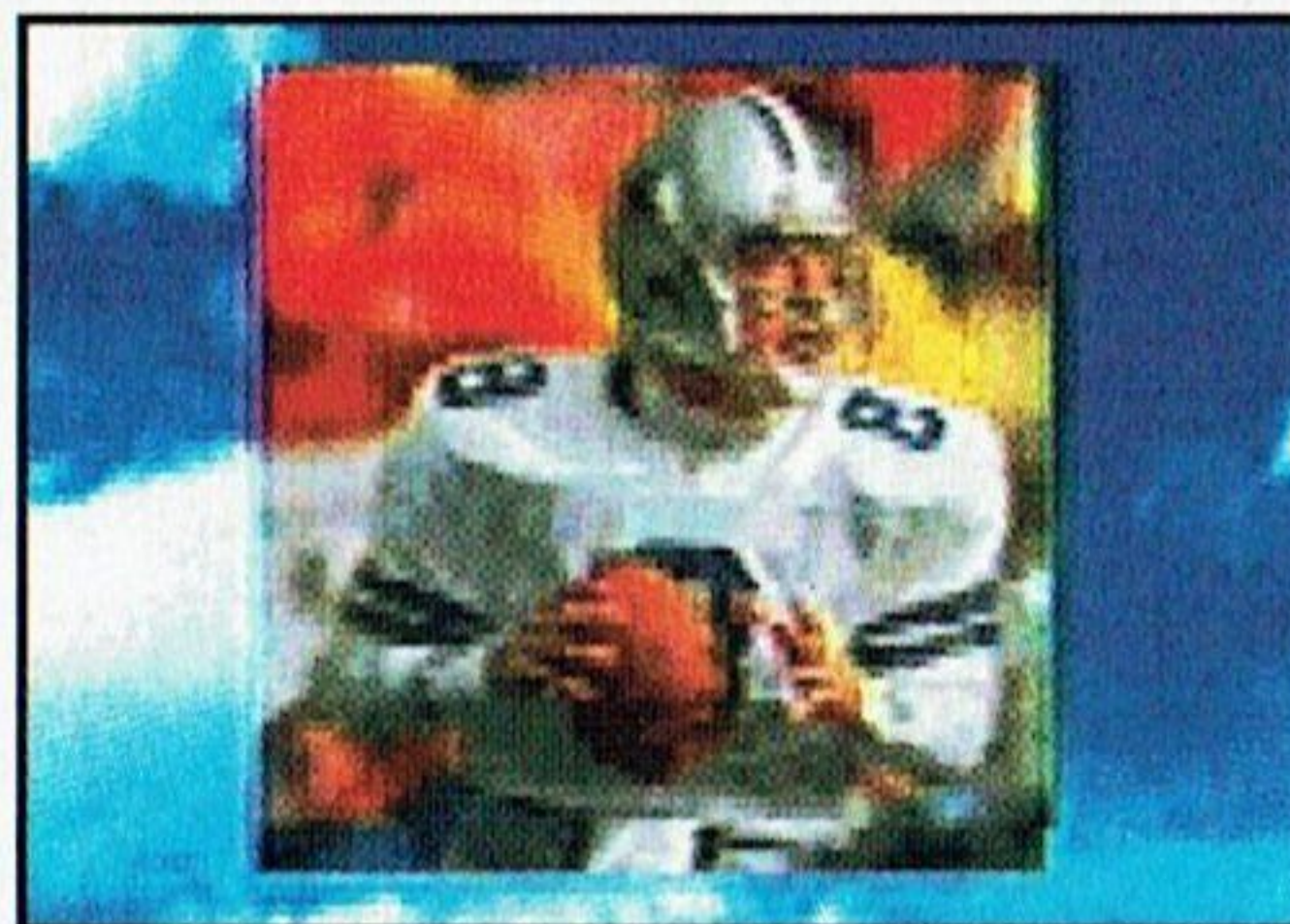
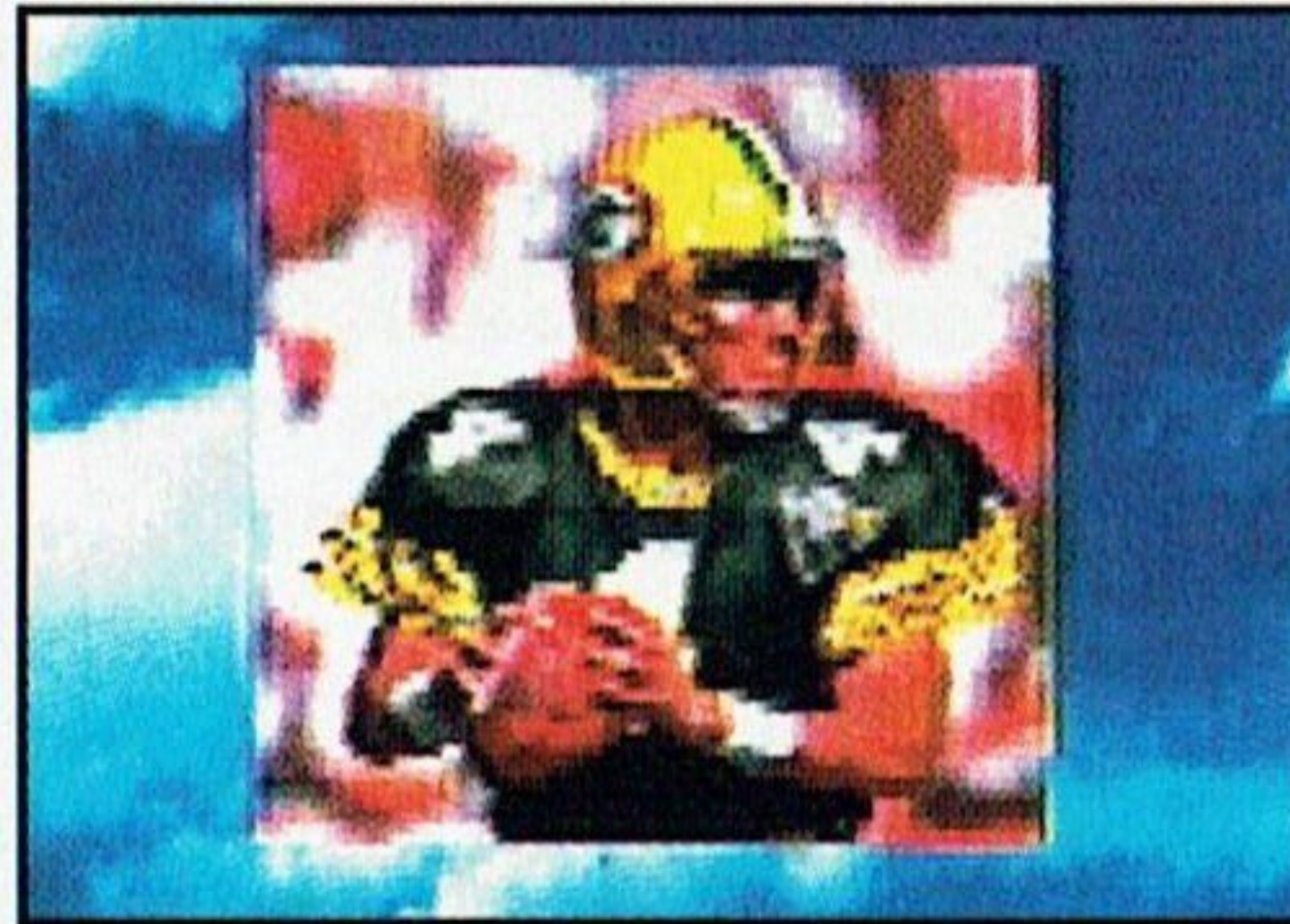
take on the other players when they are planning to pass down the field. Just get to the quarterback and deflect his passes.

## FEATURING THE BIGGEST NAMES IN NFL

You wanted big stars ... well, we got 'em. These are the top 19 quarterbacks in the league and they will be featured in Quarterback Club.



- TROY AIKMAN**
- DREW BLEDSOE**
- BUBBY BRISTER**
- RANDALL CUNNINGHAM**
- JOHN ELWAY**
- BOOMER ESIASON**
- JIM EVERETT**
- BRETT FARVE**
- JIM HARBAUGH**
- JEFF HOSTETLER**
- JIM KELLY**
- DAVID KLINGLER**
- BERNIE KOSAR**
- DAN MARINO**
- CHRIS MILLER**
- RICK MIRER**
- WARREN MOON**
- NEIL O'DONNELL**
- STEVE YOUNG**



Flipping the plays adds another dimension to the game and adds more to the playbook. At this rate, you'll never go through every single play unless you have a lost weekend. Remember, you can even send your man in motion.

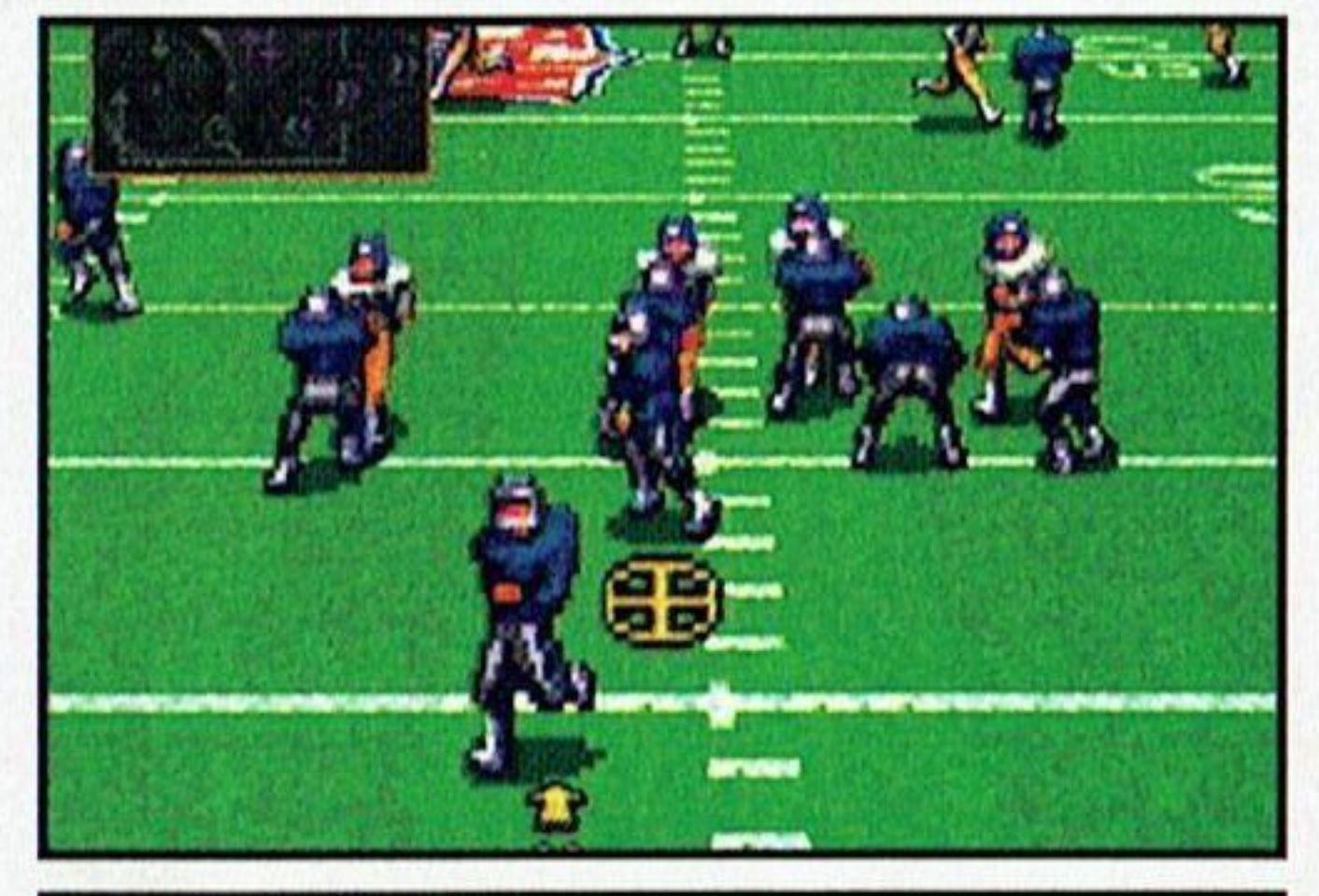
### IN CLOSE



When you do get closer to the goal line, you'll get the up-close zoom perspective. In these crucial moments of the game, get close to the action to look for openings in the defense and offense.



### REPLAY THIS



Replay the action from far away or come in close to see the real thing for yourself.



# 32X PREVIEW



MACHINE	32X
PUBLISHER	EA SPORTS
AVAILABLE	???
THEME	SPORTS
MEGABITS	???
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	???
% COMPLETE	??%?

## OPTIONS

There is no Option Screen in Toughman Contest, but you can still customize the tournament with whomever you want to fight. There is also a Password Screen.

## ORIGINS

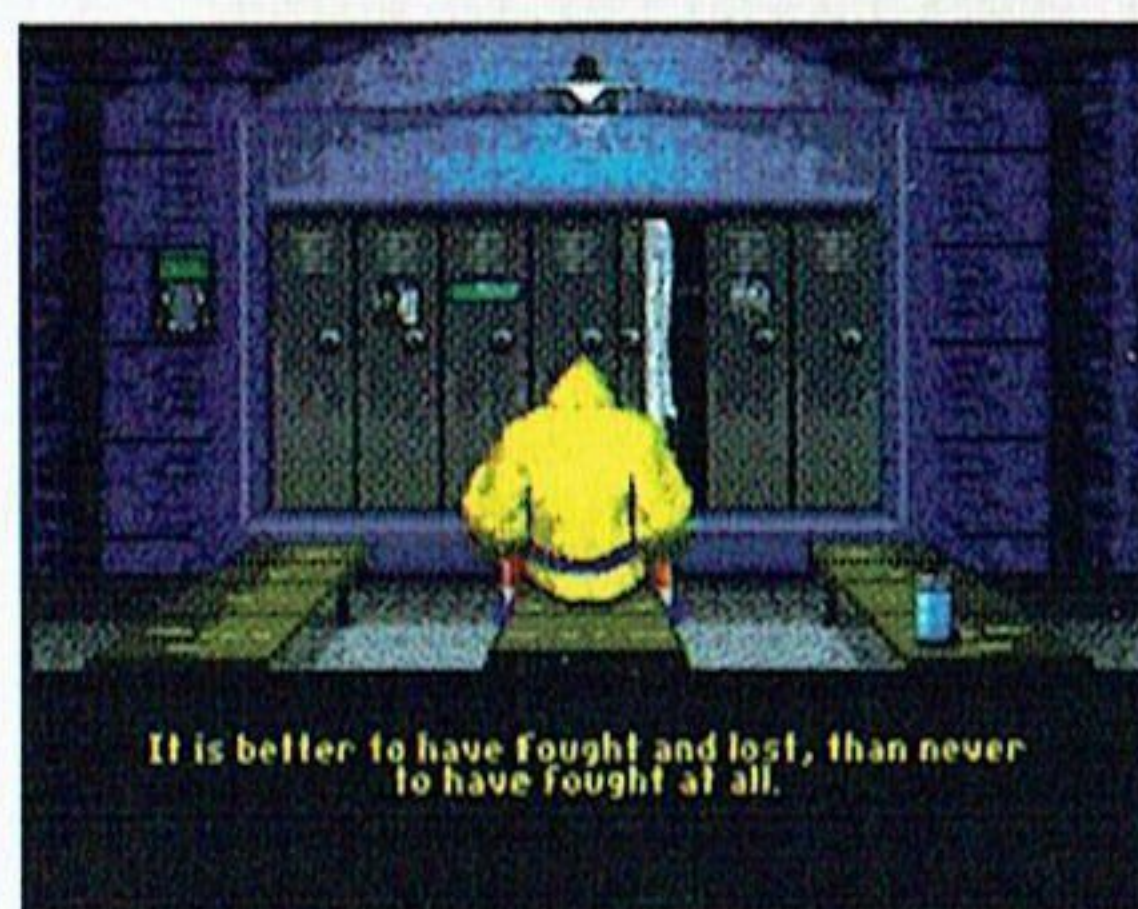
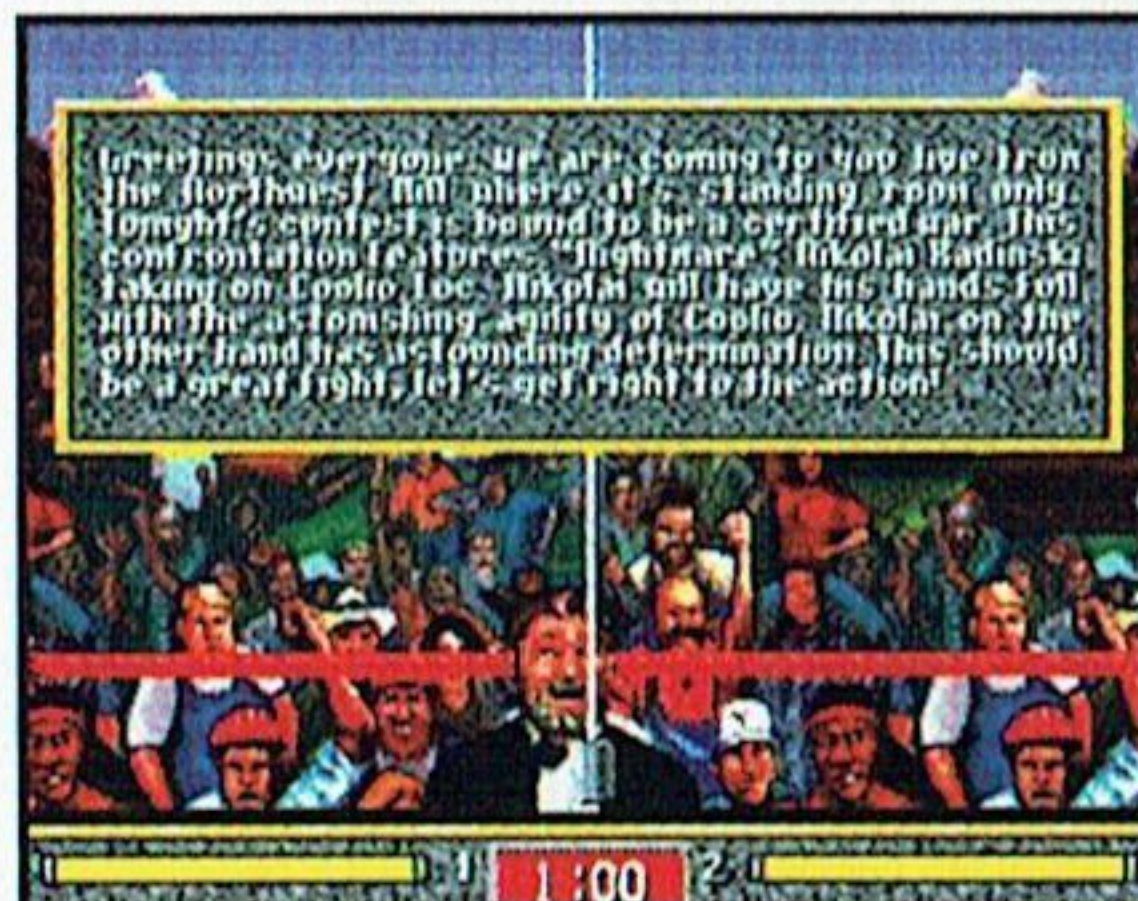
The basic look of the game bears a close resemblance to Nintendo's Super Punch-Out, but the playability has a style and feel all its own. The special punches each fighter possesses lets the players really use their skill.

## STORY

There isn't much of a story in this game—just a bunch of guys trying to prove their manhood to the boxing world. Fights last for three rounds and are judged on a 10-point scoring system. Winners progress to more difficult fights in hopes of facing the TC Champ, Butter Bean!

# TOUGHMAN CONTEST

## A day in the life of a pro boxer ...

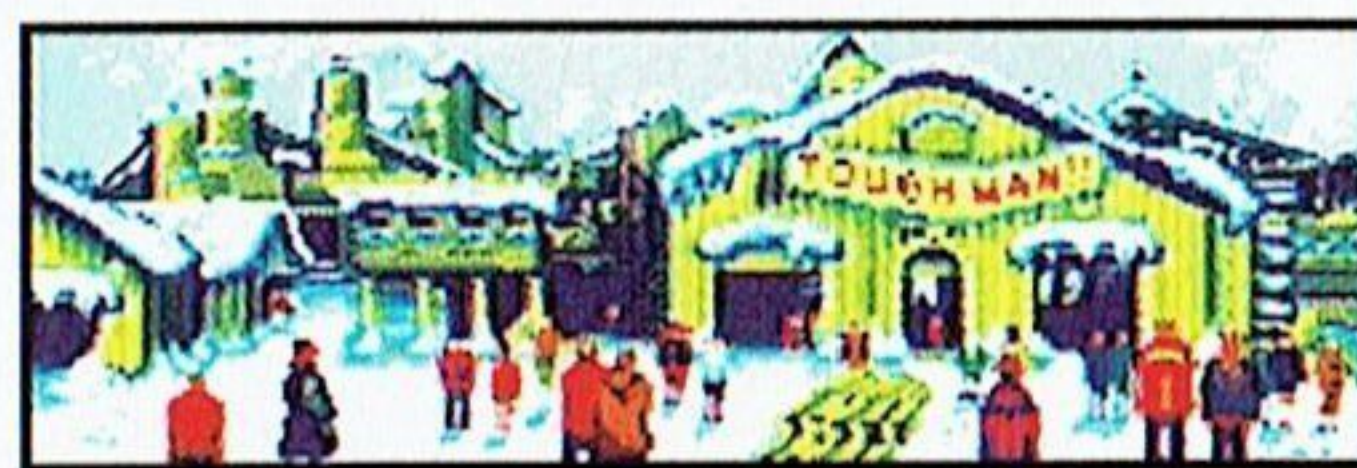


- ### Special Punches
- Always tap B before doing the pad motions unless otherwise noted.
- Power Jab ◀ ▲
  - Back-handed Slap ▶ ◀
  - Power Elbow ▼ ▼
  - Power Hook ◀ ◀
  - Haymaker ▲ ▲
  - Power Uppercut ▲ ▲
  - Super Uppercut ▼ ▼ ▶
  - Low Blow ▼ ▼ ▶
  - Duck, Body Blow ◀ ▶ ▼
  - Measured Hook ▲ ◀
  - Windmill Wind-up ▶ ▶
  - Head-buttt ▲ ▼
  - Popeye Punch Hold ▲ then B 8x
  - Furious Flurry Tap B 8 times

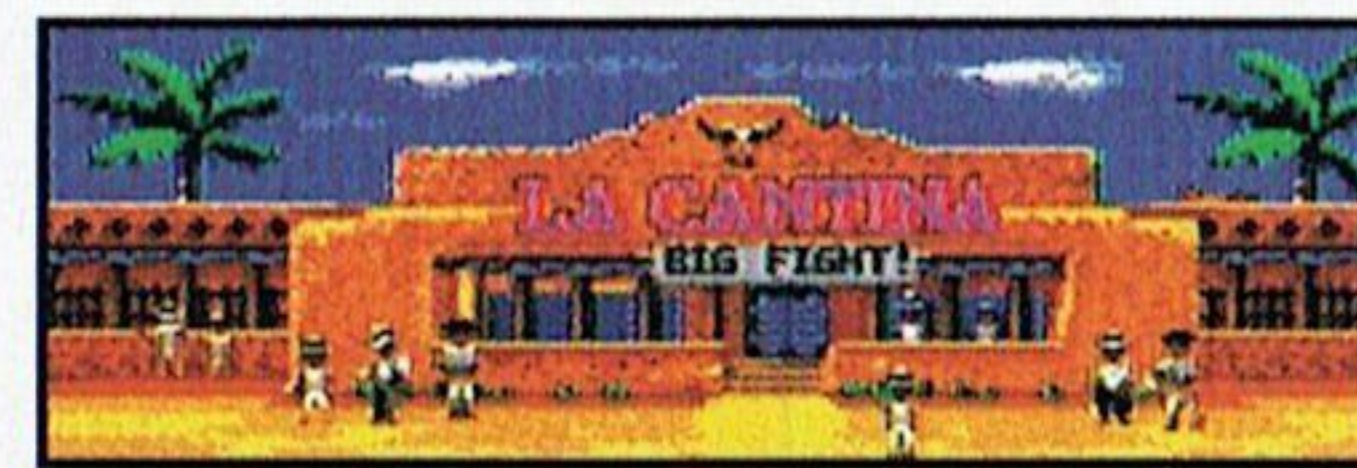
## Take advantage of an opportunity when it presents itself!



## Fight in various locations from around the globe!



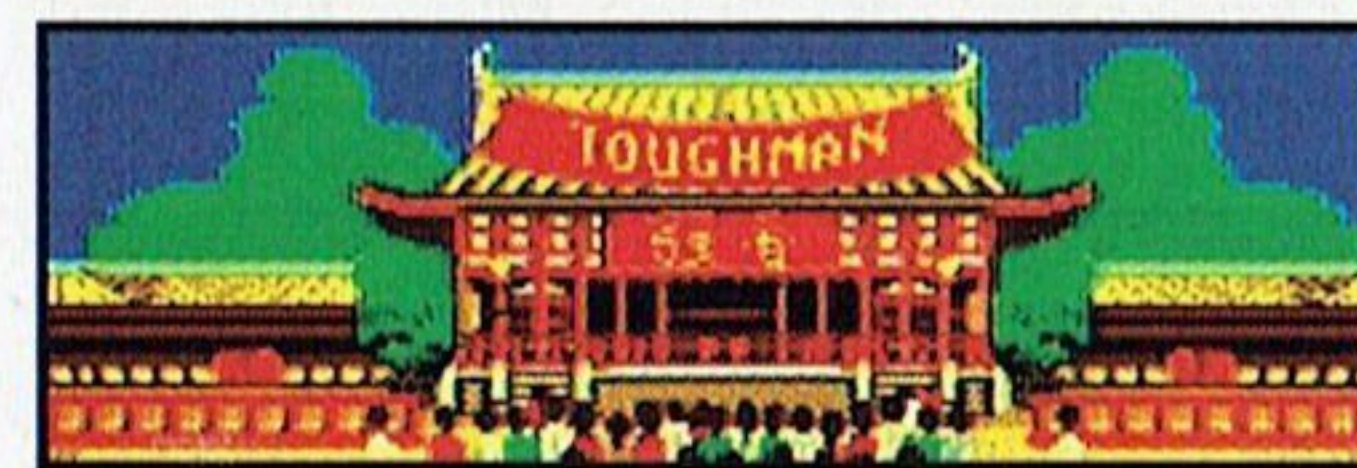
◀ Northwest Mill



La Cantina ▶

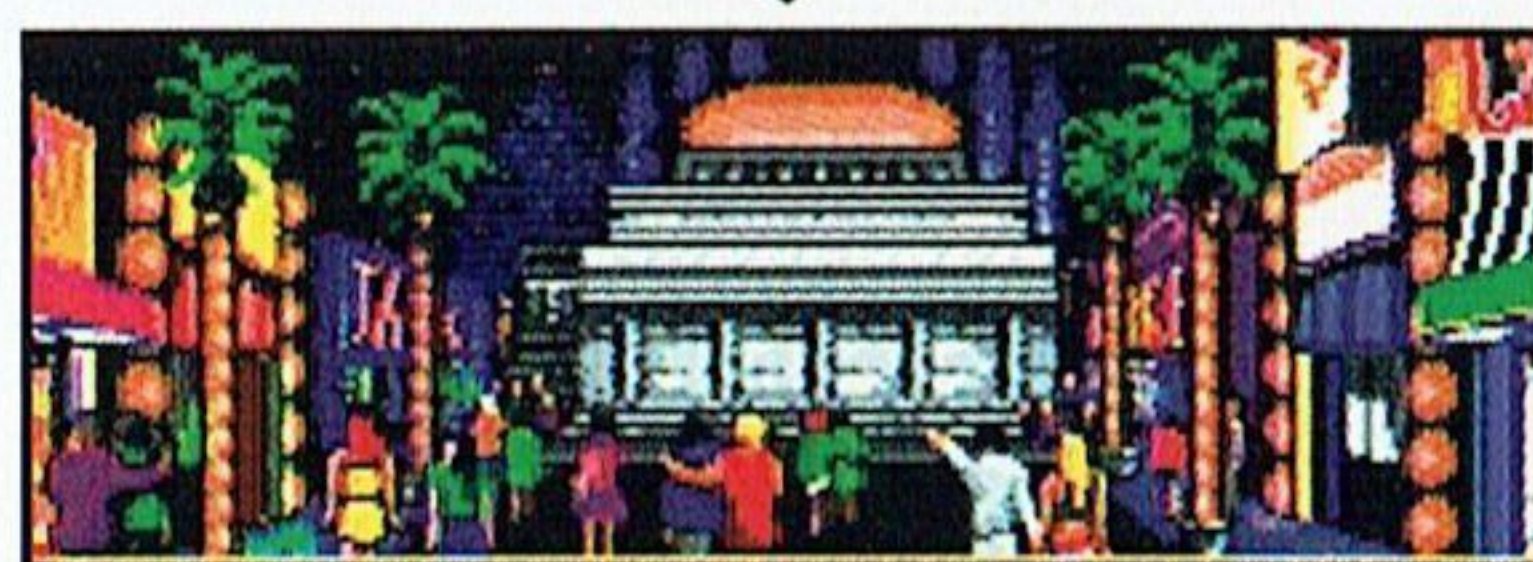


◀ Roman Coliseum



Imperial Palace ▶

### Las Vegas

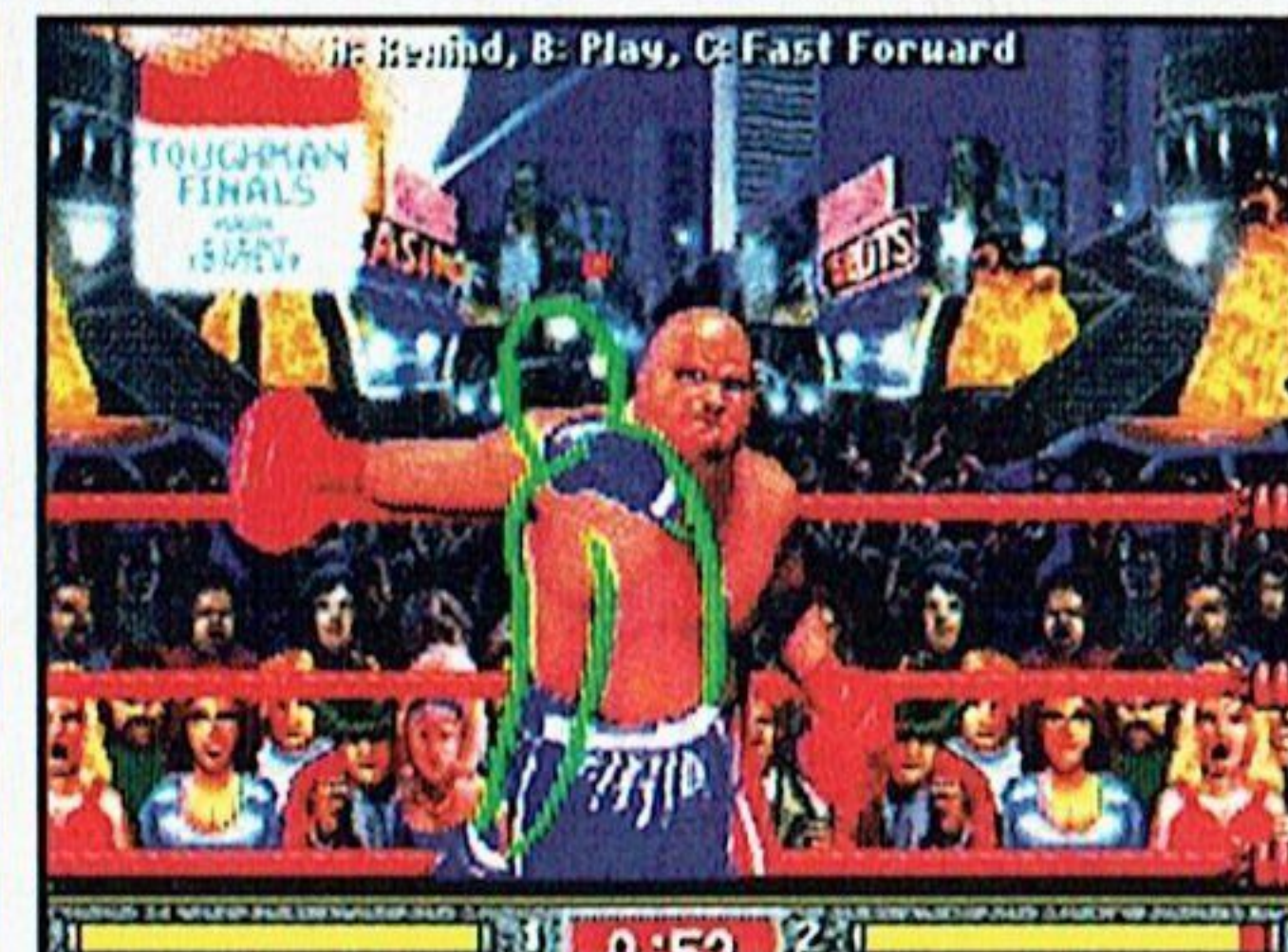
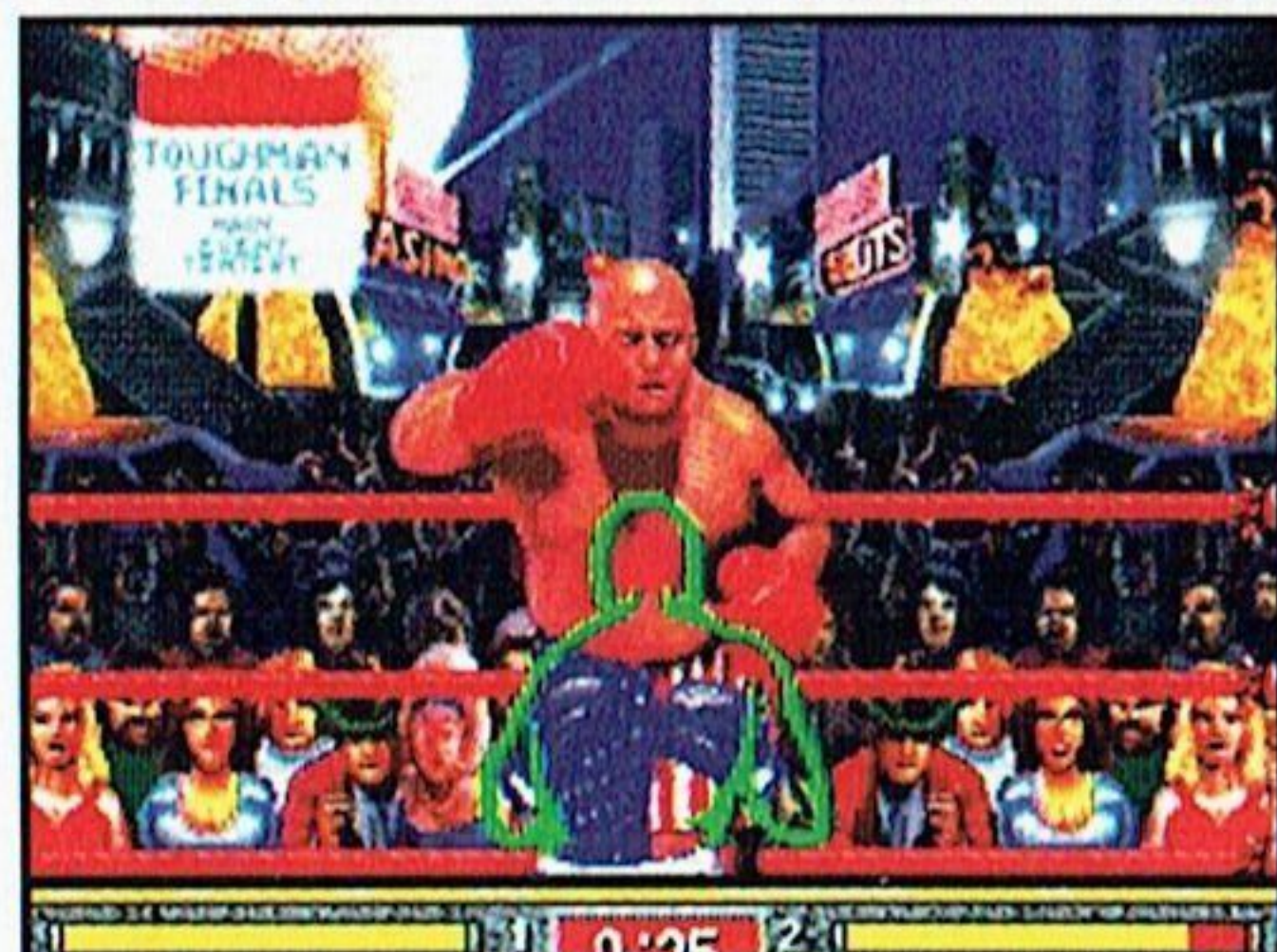


Choose from one of four boxing circuits around the world. Defeat each fighter in that circuit to earn the right to fight in the boxing capital of the world.

Las Vegas: Here you will fight the champions from the other circuits. Then you will face the Toughman Contest Champion, Butter Bean.

## The Battling Butter Bean from 'Bama!

This guy is a Toughman Contest legend. His fighting skill is unmatched and he has literally owned the sport. If you're lucky (I mean good enough) to fight him, remember that timing is of the essence here. You can dodge his punches and land one of your own when he leaves himself open (which doesn't happen often). Good luck, tough guy!





# The Fighters and Their Special Punches

1. Power Jab
2. Back-handed Slap
3. Power Elbow
4. Power Hook

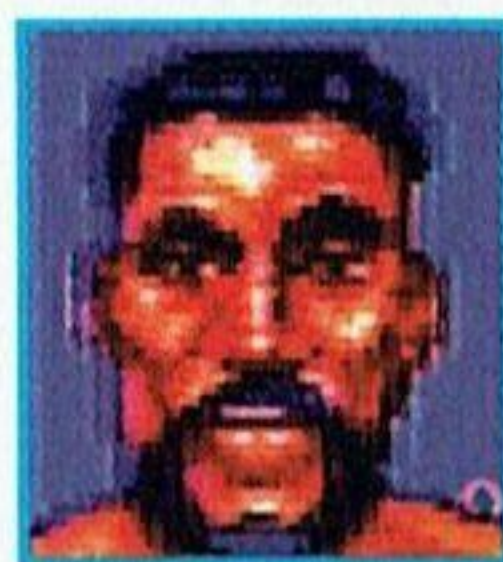
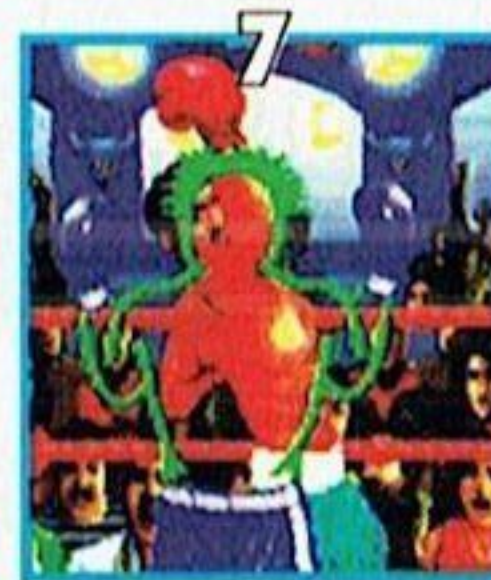
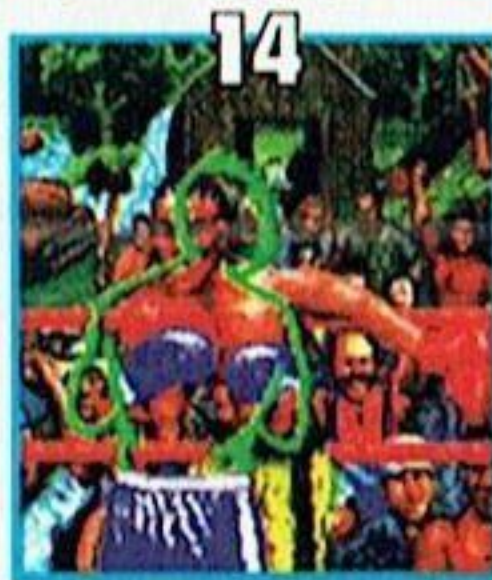
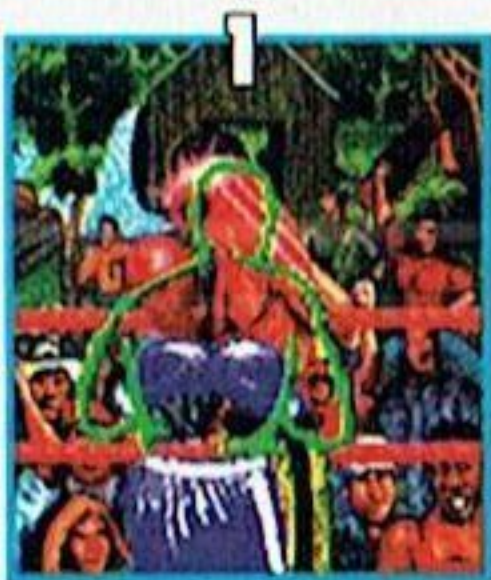
5. Haymaker
6. Power Uppercut
7. Super Uppercut

8. Low Blow
9. Duck, Body Blow
10. Measured Hook

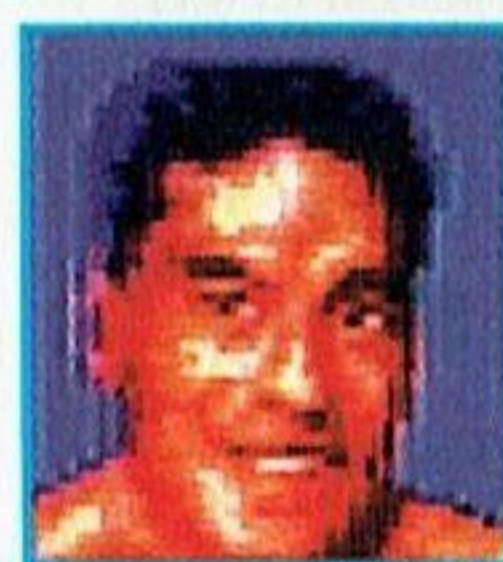
11. Windmill Wind-Up
12. Headbutt
13. Popeye Punch
14. Furious Flurry



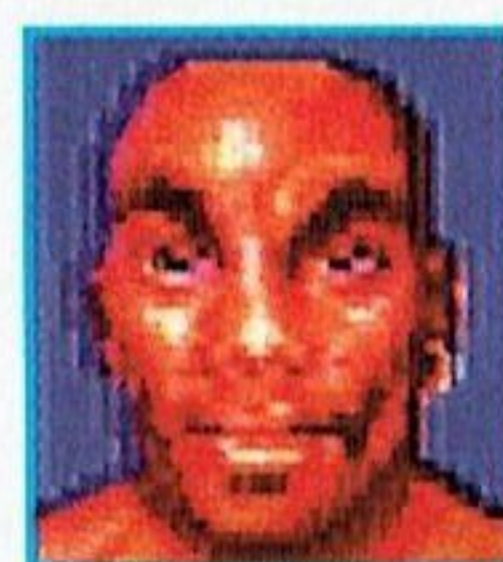
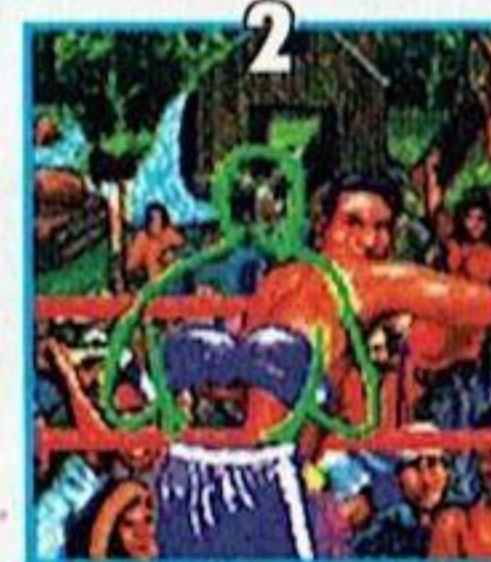
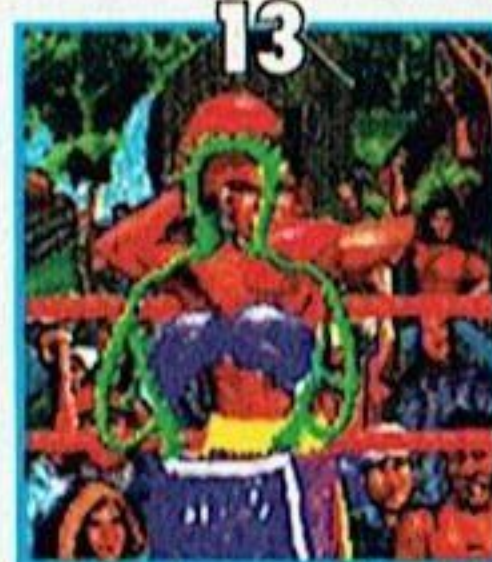
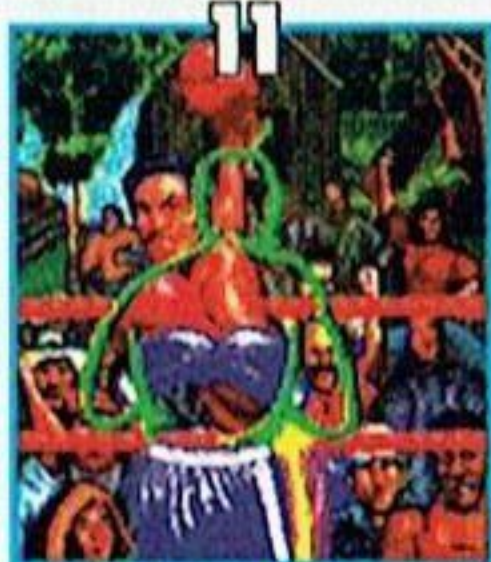
**Coolio Loc**  
5'11" 198 lbs.  
Power 92  
Speed 92  
Stamina 87  
Recovery 91



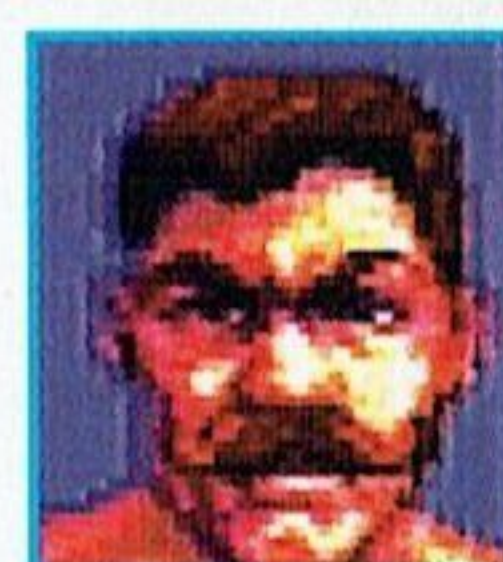
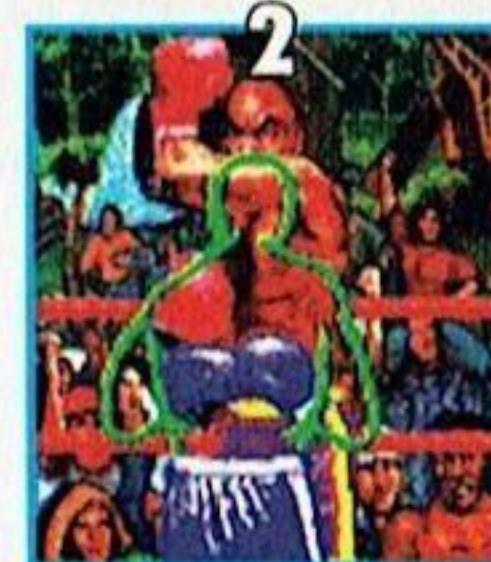
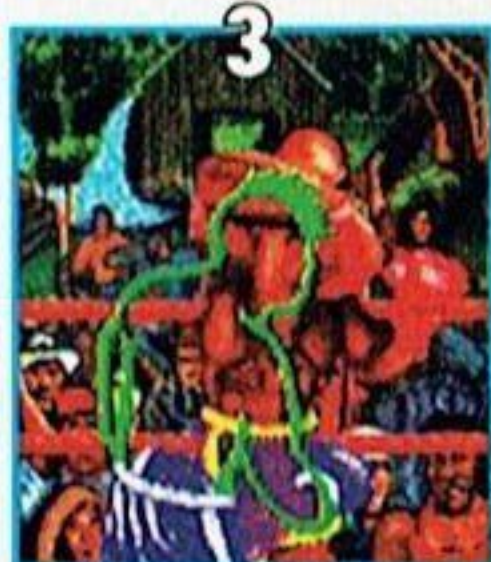
**Biff Blublood**  
6'2" 221 lbs.  
Power 85  
Speed 88  
Stamina 90  
Recovery 88



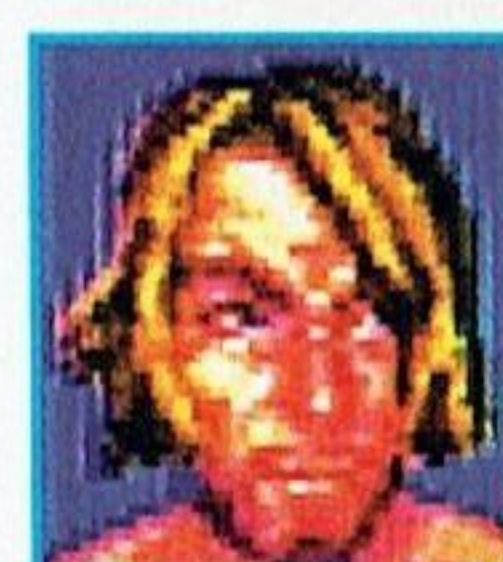
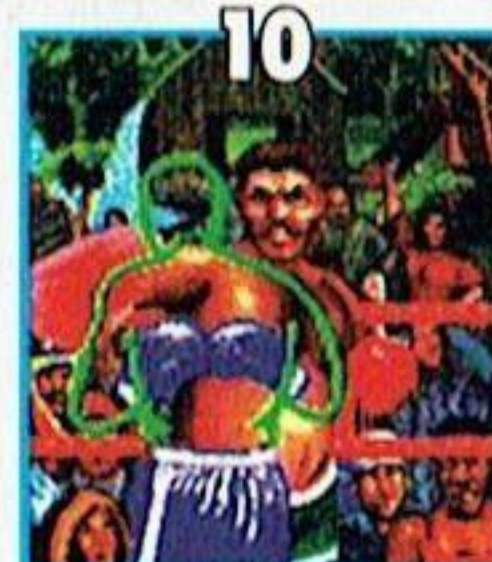
**Freddy Bravo**  
6'0" 173 lbs.  
Power 81  
Speed 98  
Stamina 76  
Recovery 85



**Benny Booyah**  
6'2" 230 lbs.  
Power 90  
Speed 93  
Stamina 90  
Recovery 87



**C. Ponderosa**  
6'3" 254 lbs.  
Power 97  
Speed 77  
Stamina 92  
Recovery 86



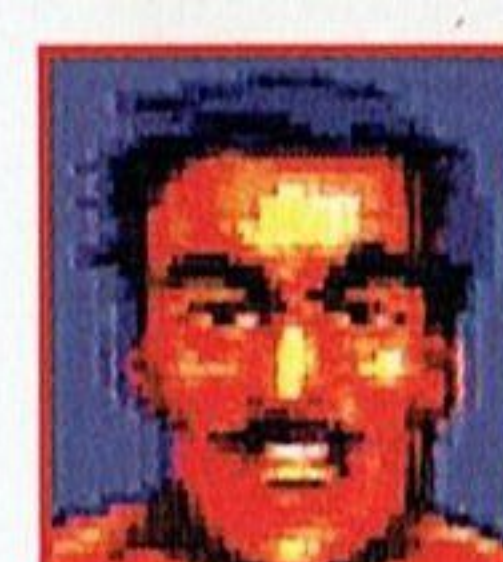
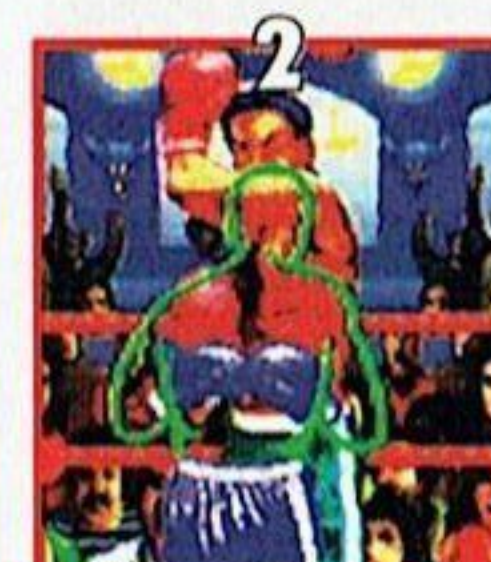
**P.J. Hook**  
6'0" 183 lbs.  
Power 86  
Speed 89  
Stamina 82  
Recovery 88



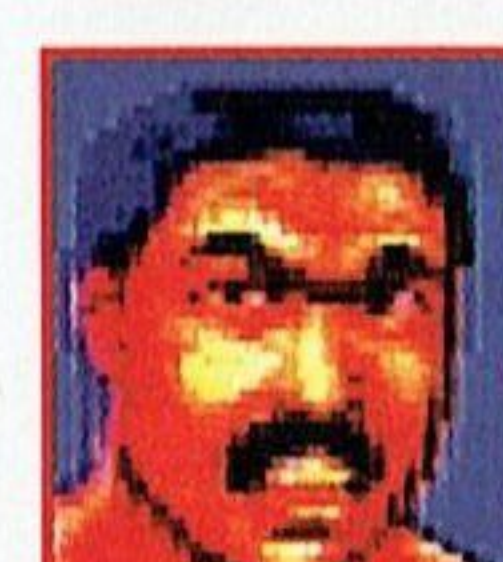
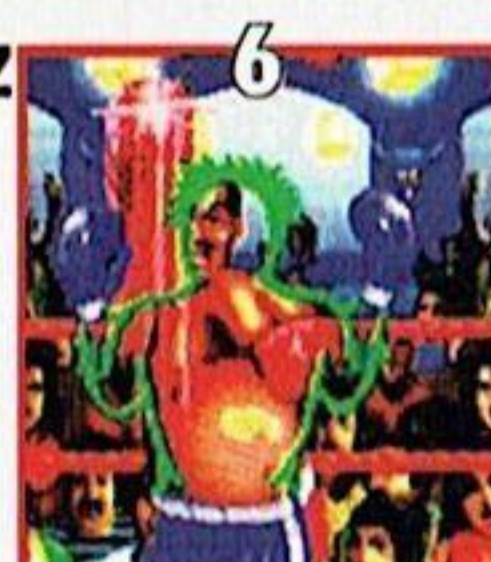
**Joe Wildhawk**  
6'2" 225 lbs.  
Power 89  
Speed 87  
Stamina 91  
Recovery 88



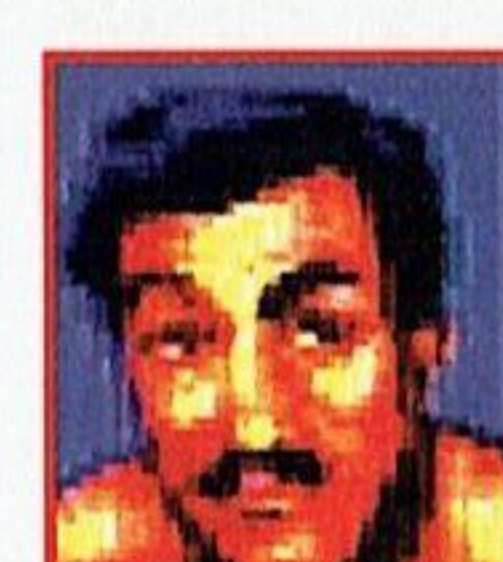
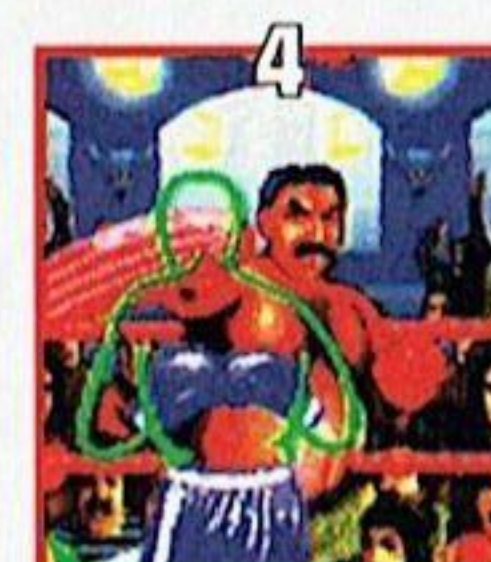
**Diego Garcia**  
5'11" 209 lbs.  
Power 88  
Speed 93  
Stamina 90  
Recovery 85



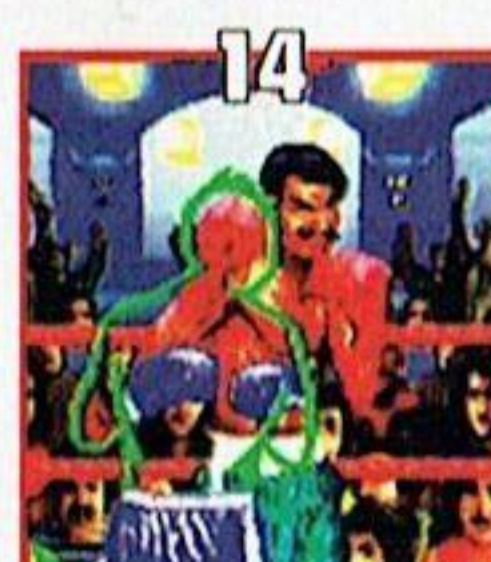
**Muerte Martinez**  
6'2" 244 lbs.  
Power 90  
Speed 92  
Stamina 92  
Recovery 79



**Havana Jones**  
6'1" 241 lbs.  
Power 87  
Speed 87  
Stamina 81  
Recovery 86



**Coco Valdez**  
6'0" 172 lbs.  
Power 86  
Speed 84  
Stamina 88  
Recovery 88



**Rigo Suave**  
6'1" 179 lbs.  
Power 85  
Speed 96  
Stamina 82  
Recovery 84

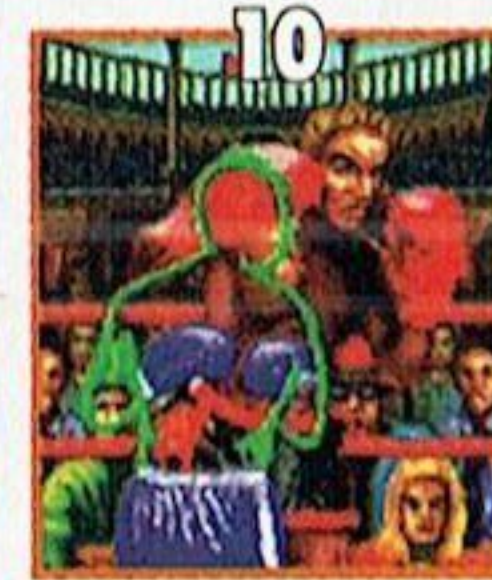


United States

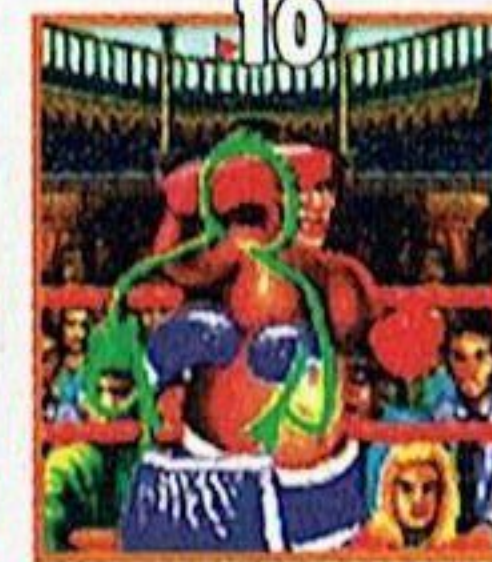
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Central / South America

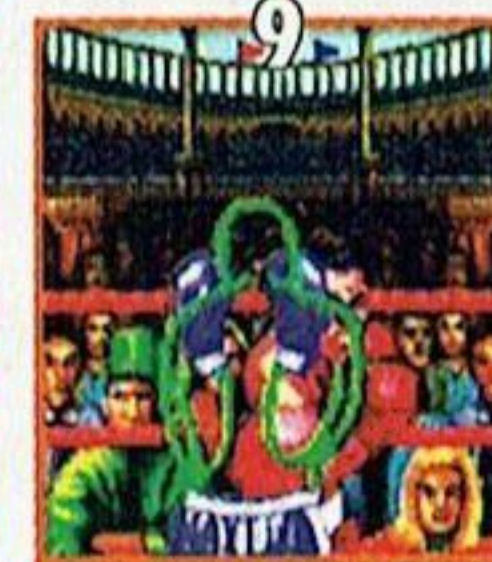
Asia / Australia



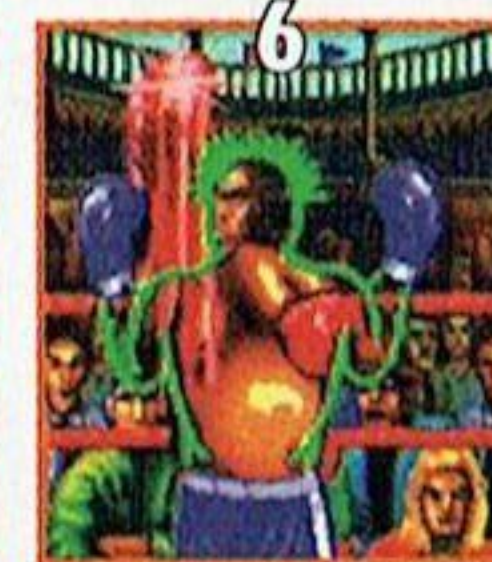
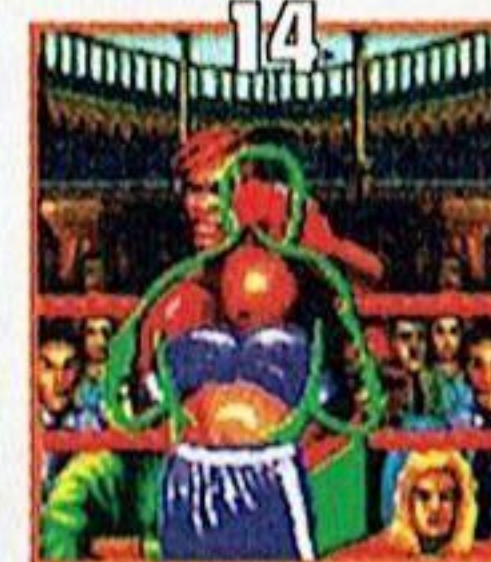
**Hans Fischer**  
6'4" 238 lbs.  
Power 95  
Speed 85  
Stamina 91  
Recovery 90



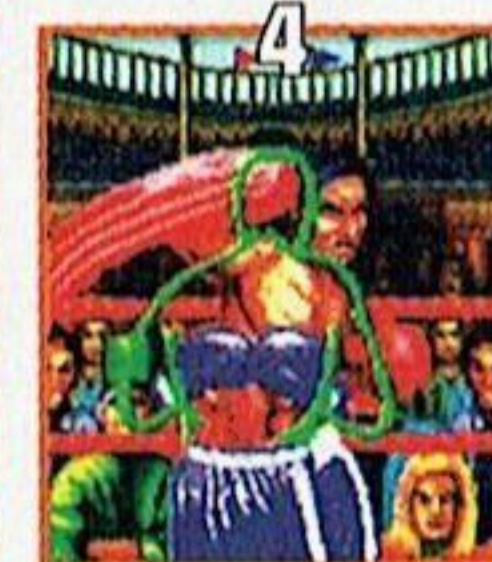
**Monsieur Victoire**  
6'1" 245 lbs.  
Power 84  
Speed 85  
Stamina 86  
Recovery 88



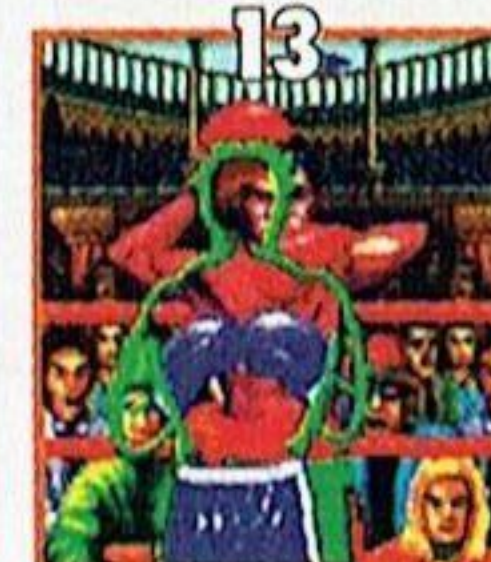
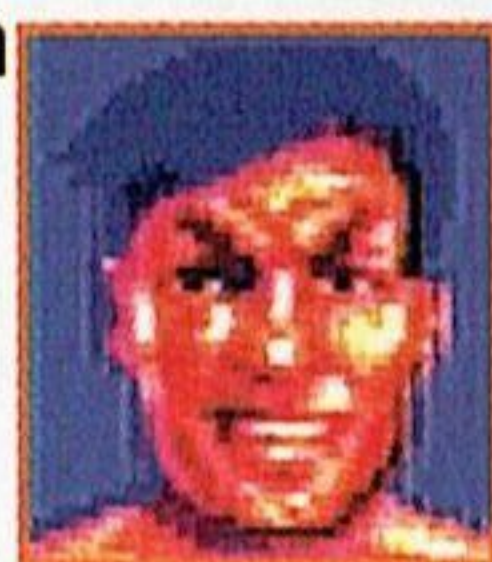
**Bruno Maserati**  
6'2" 193 lbs.  
Power 86  
Speed 94  
Stamina 90  
Recovery 87



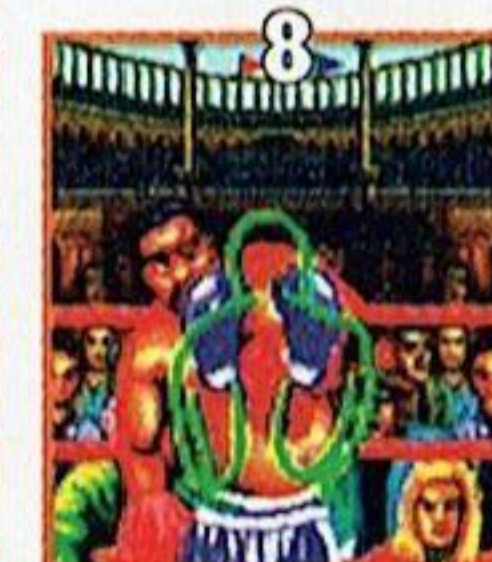
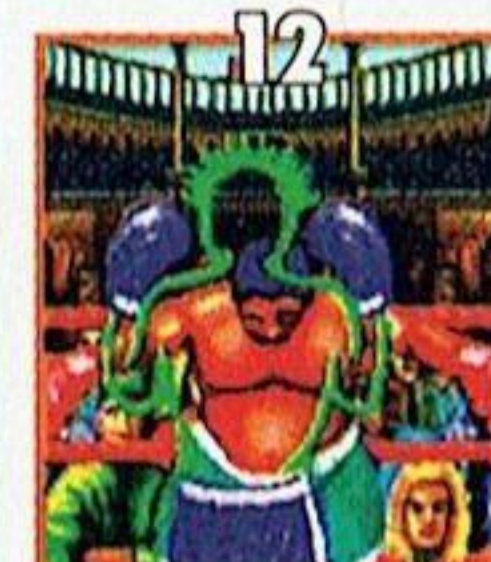
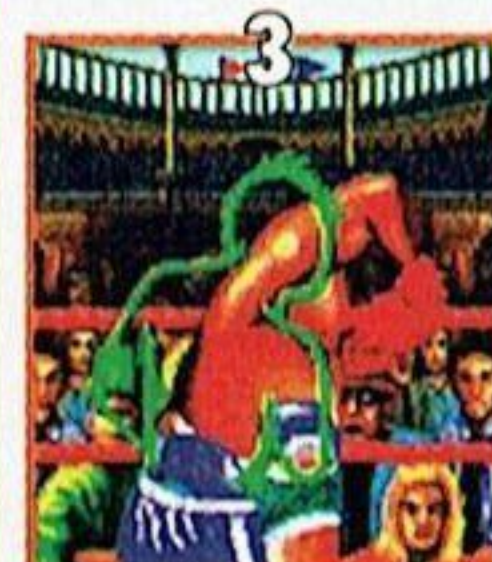
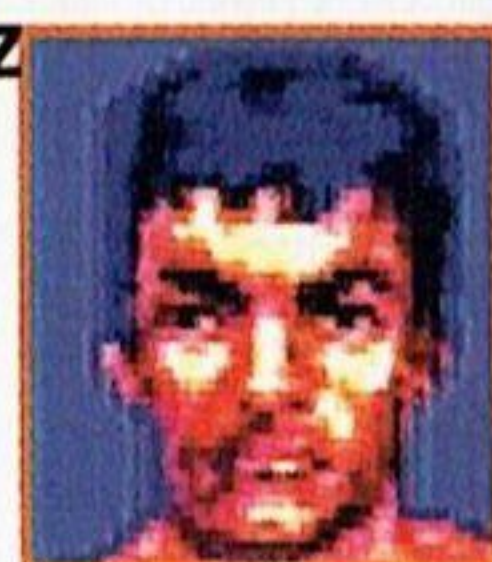
**T.K. O'Reilly**  
6'1" 248 lbs.  
Power 88  
Speed 89  
Stamina 92  
Recovery 86



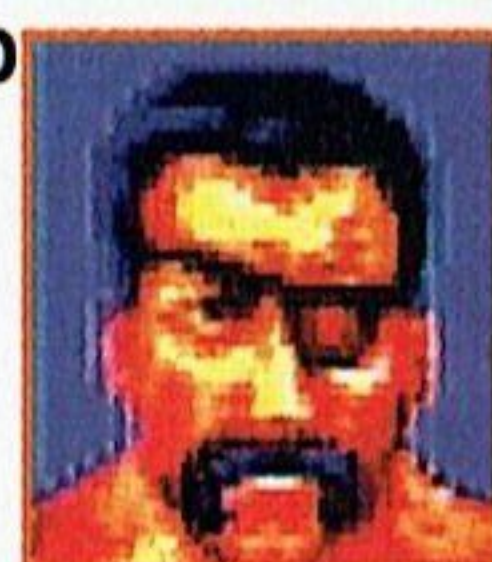
**Gavin Greyson**  
6'1" 201 lbs.  
Power 87  
Speed 86  
Stamina 88  
Recovery 85



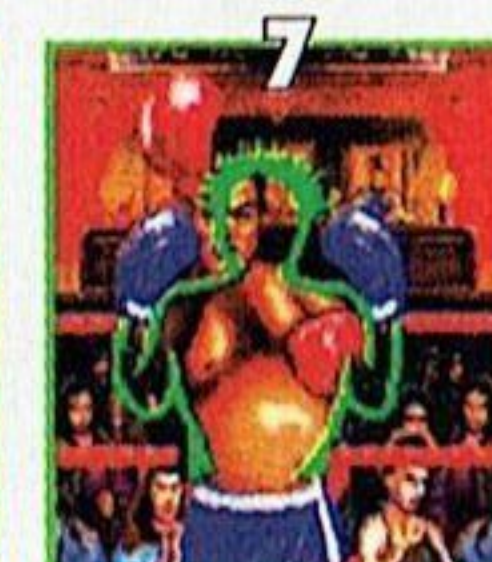
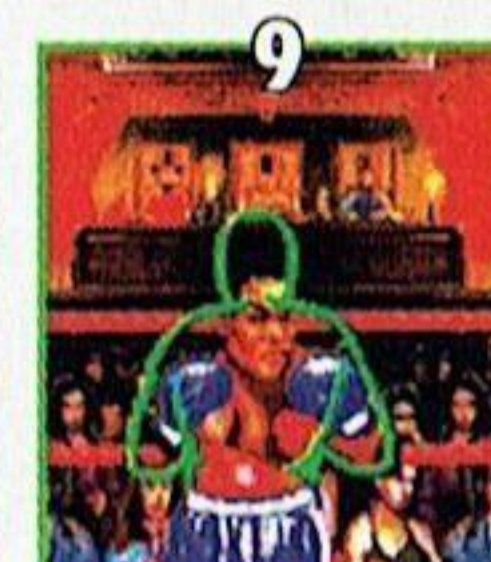
**Jacob Jabowitz**  
6'3" 189 lbs.  
Power 85  
Speed 88  
Stamina 86  
Recovery 83



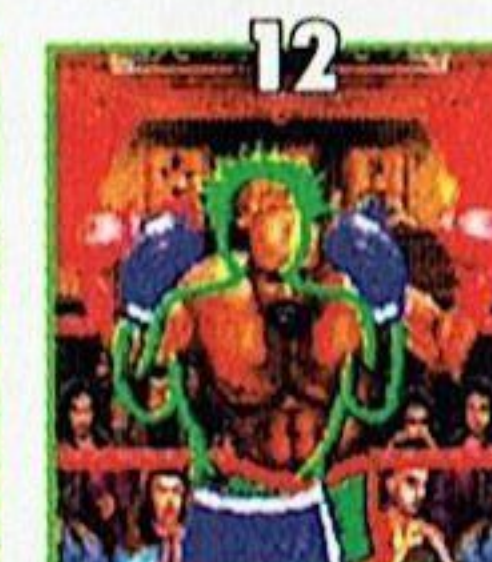
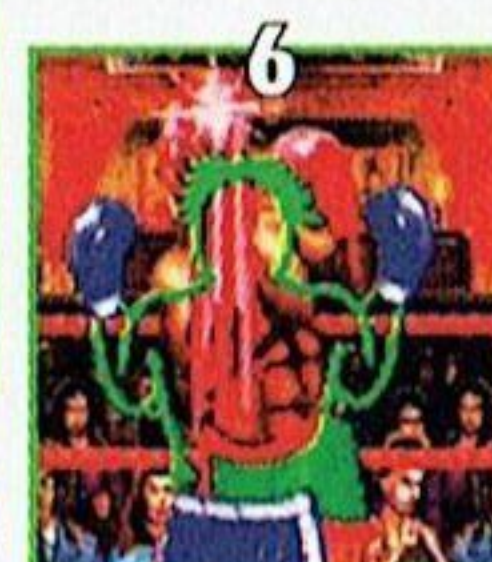
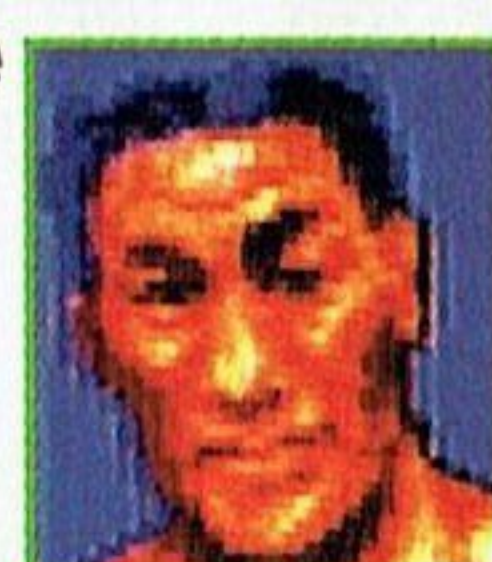
**Jabfar el Habib**  
6'3" 258 lbs.  
Power 90  
Speed 82  
Stamina 83  
Recovery 84



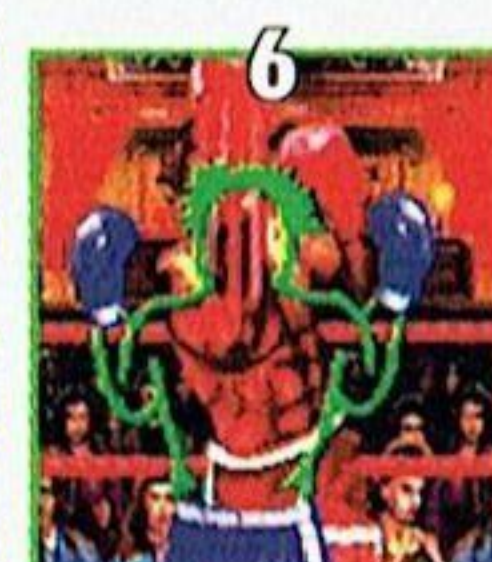
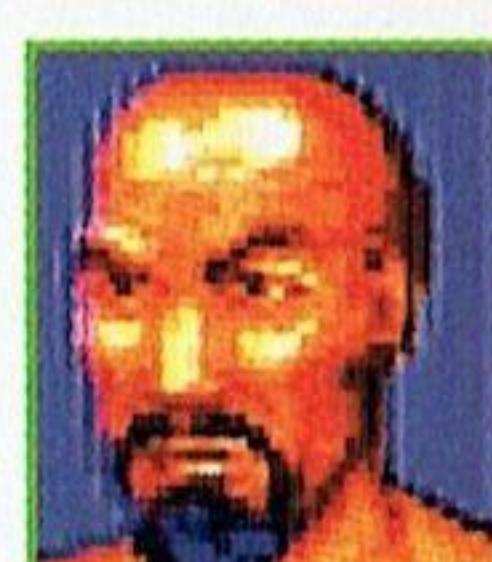
**Yang Ah Chi**  
5'10" 205 lbs.  
Power 89  
Speed 87  
Stamina 91  
Recovery 90



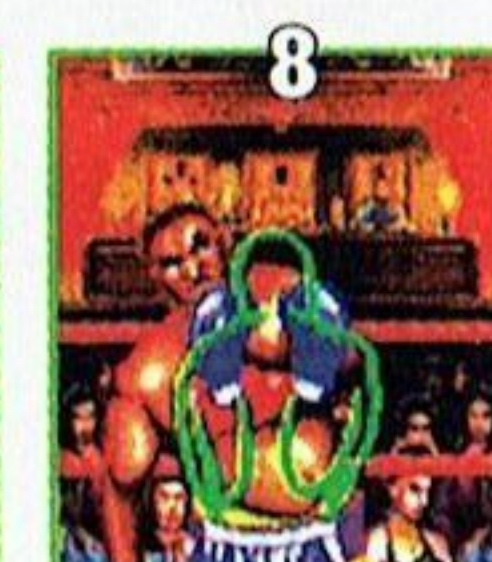
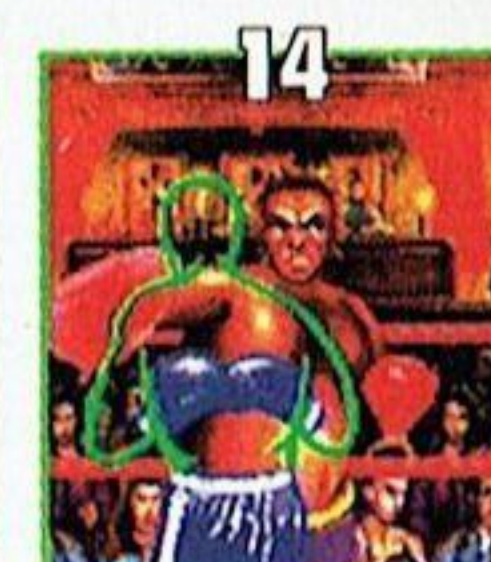
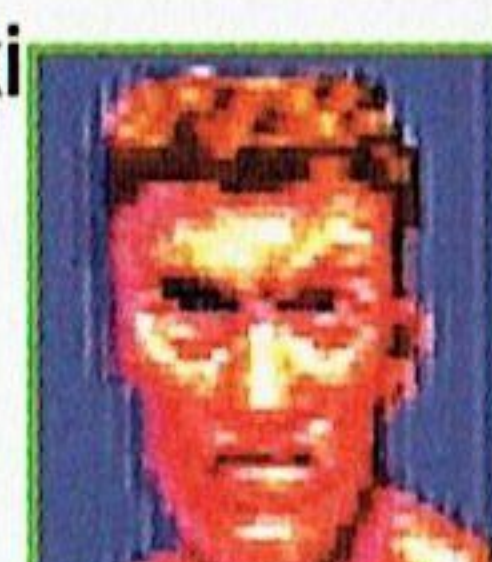
**Hiro Sokitome**  
6'1" 240 lbs.  
Power 91  
Speed 86  
Stamina 90  
Recovery 89



**Chang Fu**  
5'10" 213 lbs.  
Power 88  
Speed 90  
Stamina 82  
Recovery 94



**Nikolai Radinski**  
6'3" 233 lbs.  
Power 96  
Speed 82  
Stamina 90  
Recovery 90

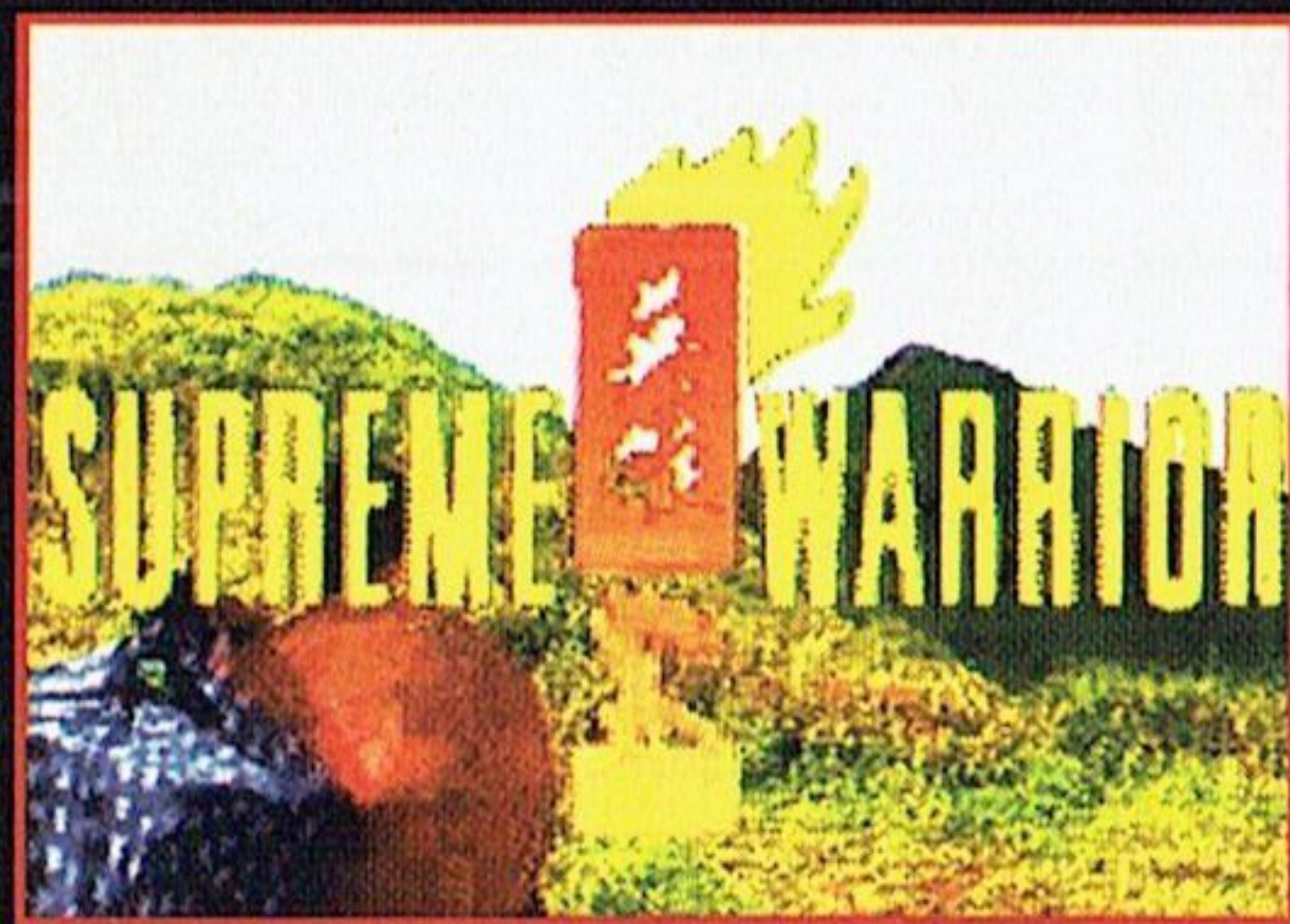


**Sydney Dundee**  
5'11" 235 lbs.  
Power 84  
Speed 81  
Stamina 97  
Recovery 85





# 32X PREVIEW



<b>MACHINE</b>	<b>32X</b>
<b>PUBLISHER</b>	<b>DIGITAL PICTURES</b>
<b>AVAILABLE</b>	<b>NOW</b>
<b>THEME</b>	<b>INTERACTIVE</b>
<b>MEGABITS</b>	<b>CD-ROM</b>
<b>PLAYERS</b>	<b>1</b>
<b>DIFFICULTY</b>	<b>MODERATE</b>
<b>LEVELS</b>	<b>4</b>
<b>% COMPLETE</b>	<b>100%</b>

## OPTIONS

Access the Option Screen and you can load, save and delete a game. Pick Skill Level and even change language from English to Cantonese. Train and see controls.

## ORIGINS

Since the introduction of a CD system, the production of full-motion video games has risen to new heights. Interactive video games set the new precedent for CD systems. This will be one of the standards in the future.

## STORY

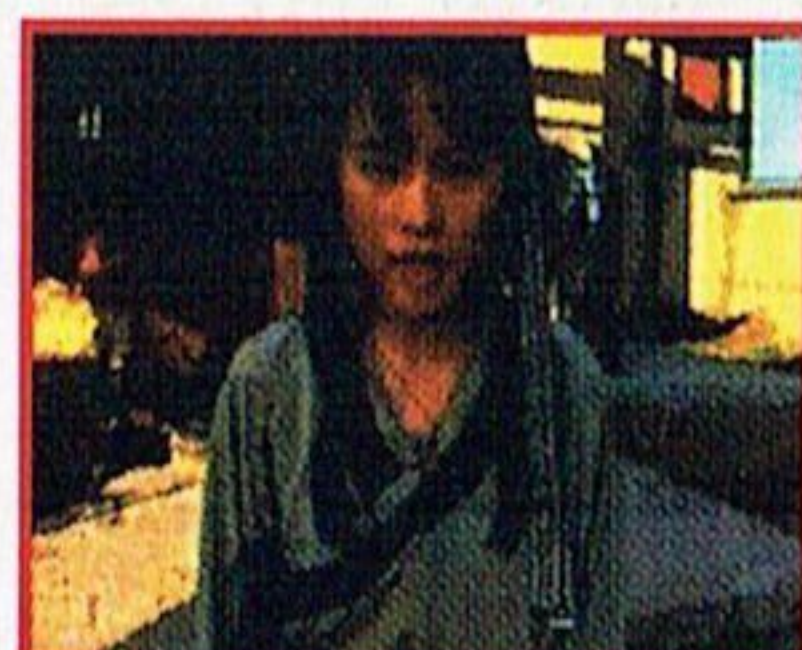
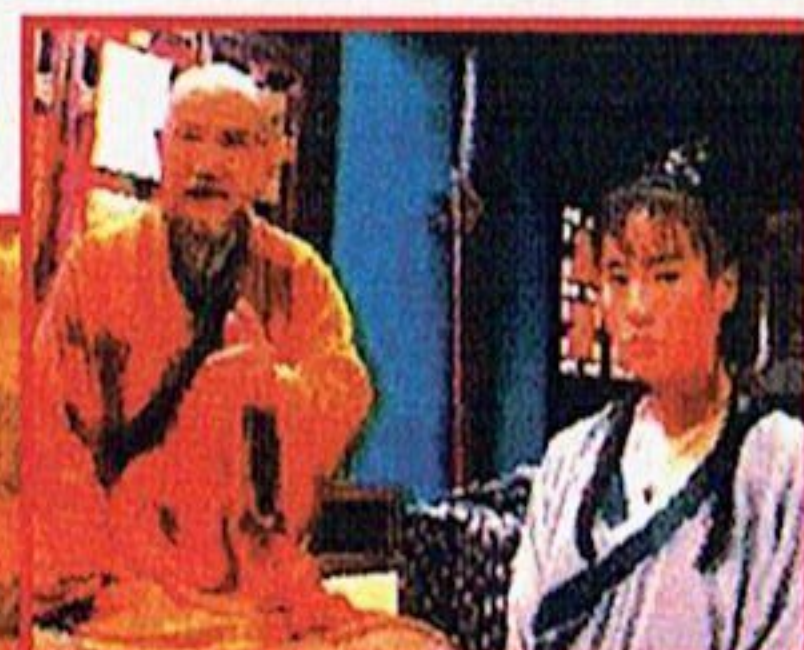
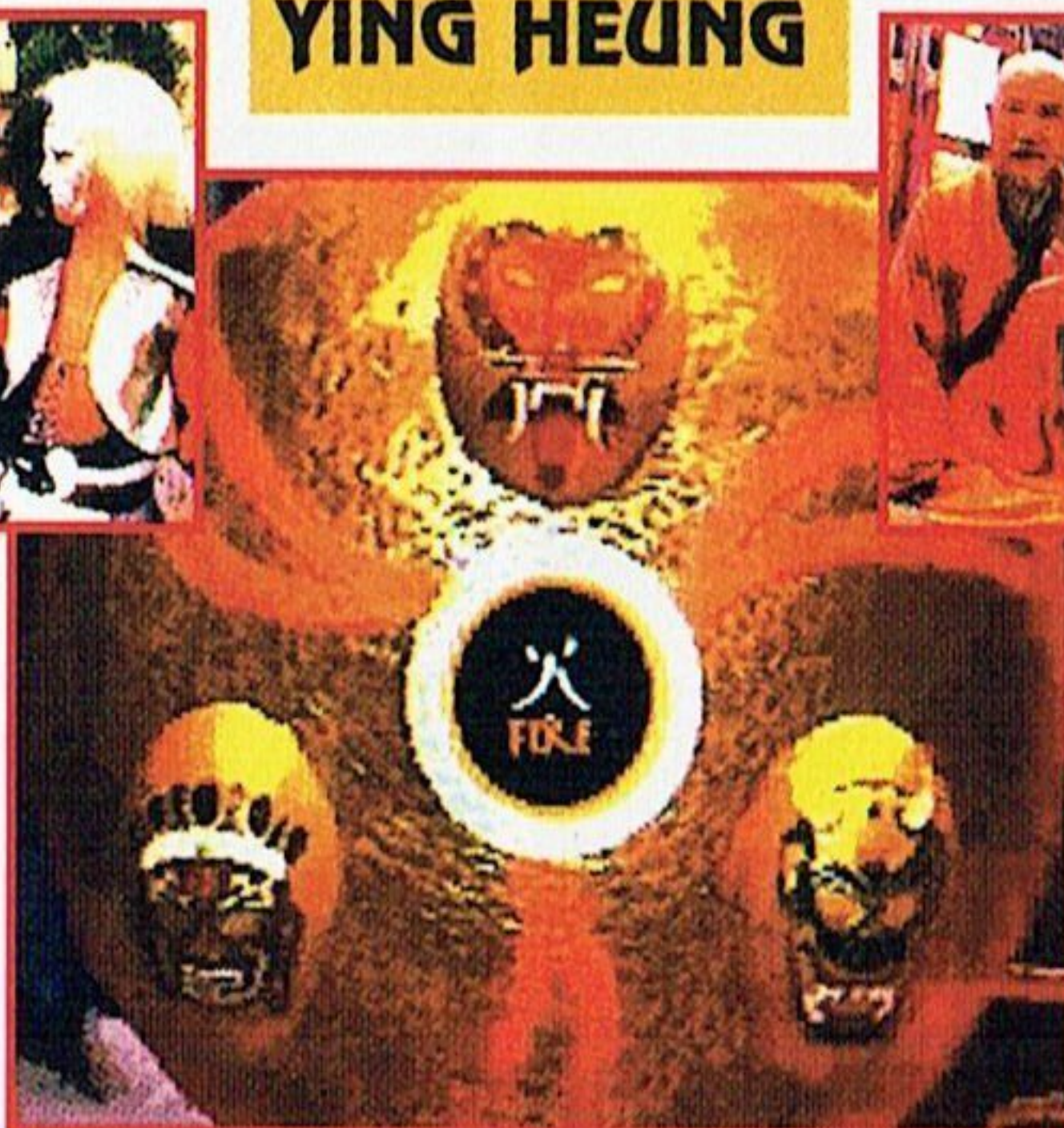
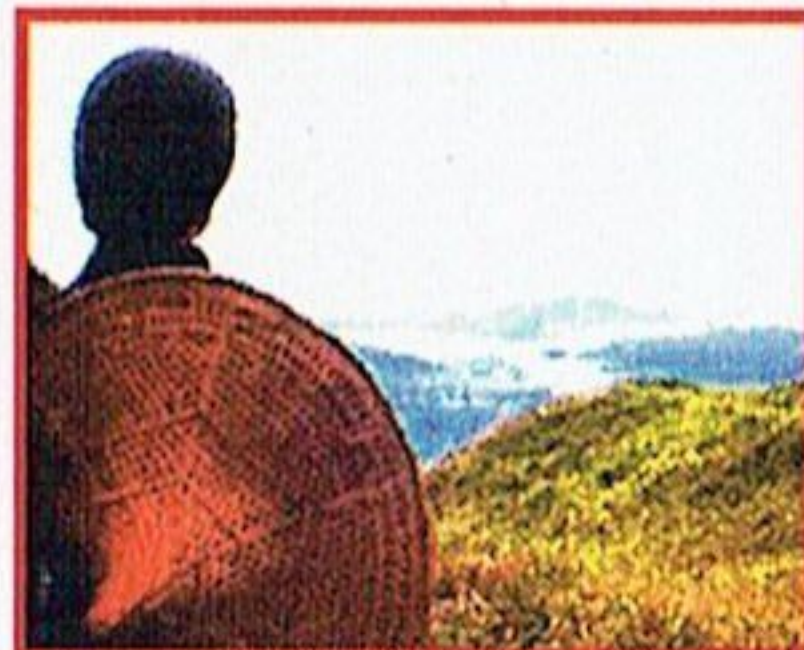
Peace ruled the land for many generations until the evil Fang Tu took control of the Provinces. Now he's searching for the missing half of the mask that will give him supreme power. You must fight against the Warlords to get to Fang Tu and reclaim the other half of the mask.

# SUPREME WARRIOR

DIGITAL PICTURES PRESENTS

YING HEUNG

100 PERCENT FULL-MOTION VIDEO



## CINEMATIC SEQUENCES

The whole game is based on cinematic views. These will explain plots and stories that are taking place in the game.

## YOUR TEACHER & GUIDE

Remember to listen to Master Kai and your guide as you battle against the Warlords and their bodyguards.

## THE ART OF FIGHTING



Your main weapons are your hands and feet. Beating your opponents will not be easy as they have no mercy in defeating you. Look for the hands and feet icons on your screen for where to hit and connect your techniques.

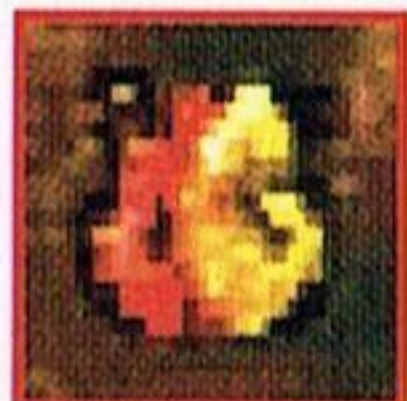
## THE ART OF BLOCKING



You have to block if you want to survive the game. If you time your blocks for when the screen turns blue, you gain health back while your opponent inflicts damage to him/herself.

## SPECIAL MOVES

After defeating the Warlords, they will give you their moves to use against Fang Tu.



**BUDDHA PALM**  
EARTH WARLORD  
Button A + D-Pad Down



**PHOENIX EYE**  
WIND WARLORD  
Button C + D-Pad Down



**LEOPARD STRIKE**  
FIRE WARLORD  
Button B + D-Pad Down



Initiate a move before the icon shows. You can do serious damage to your opponents.

## SPECIAL SKILLS

These Special Skills can only be learned from the bodyguards of the Warlords who are taking control of the Provinces. After defeating a bodyguard, he or she will give you his/her skill. Some you can use up to three times against your opponent.



**DOUBLE DRAGONS OF STRENGTH**  
INCREASES ATTACK AND BOOSTS FIGHT POWER.



**GOLDEN PEARL OF VITALITY**  
BOOSTS YOUR RECOVERY RATE.



**SNAKE ATTACK CHI**  
MOST EFFECTIVE STRIKE IS AUTOMATICALLY CHOSEN FOR YOU.



**PLUM BLOSSOM REJUVENATION TEA**  
RECHARGES YOUR HEALTH AND CHI.



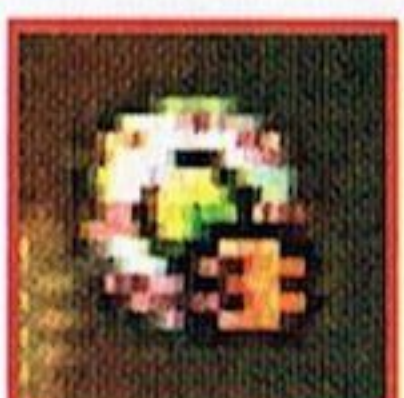
**JADE TURTLE OF LONGEVITY**  
BOOSTS YOUR ENDURANCE.



**TIGER'S EYE CHI**  
SHOWS SIGNAL JUST BEFORE THE OPTIMUM TIME TO STRIKE.



**7 ANCESTORS CHI CONTROL STANCE**  
REDUCES AMOUNT OF ATTACK CHI USED.



**IRON LOTUS SHIELD**  
TEMPORARILY INVULNERABLE TO ENEMIES' ATTACKS.



**NO SHADOW STANCE**  
SLOWS DOWN YOUR OPPONENT.

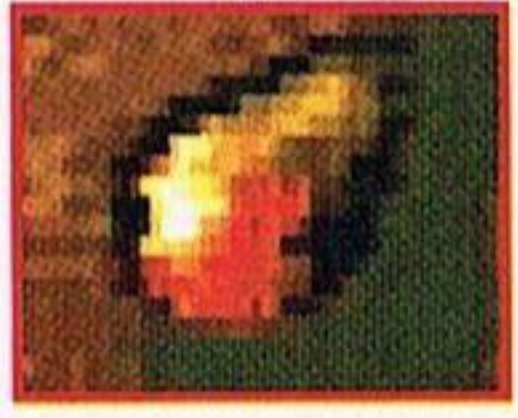




## Hatu, Fire Warlord of the Human Province

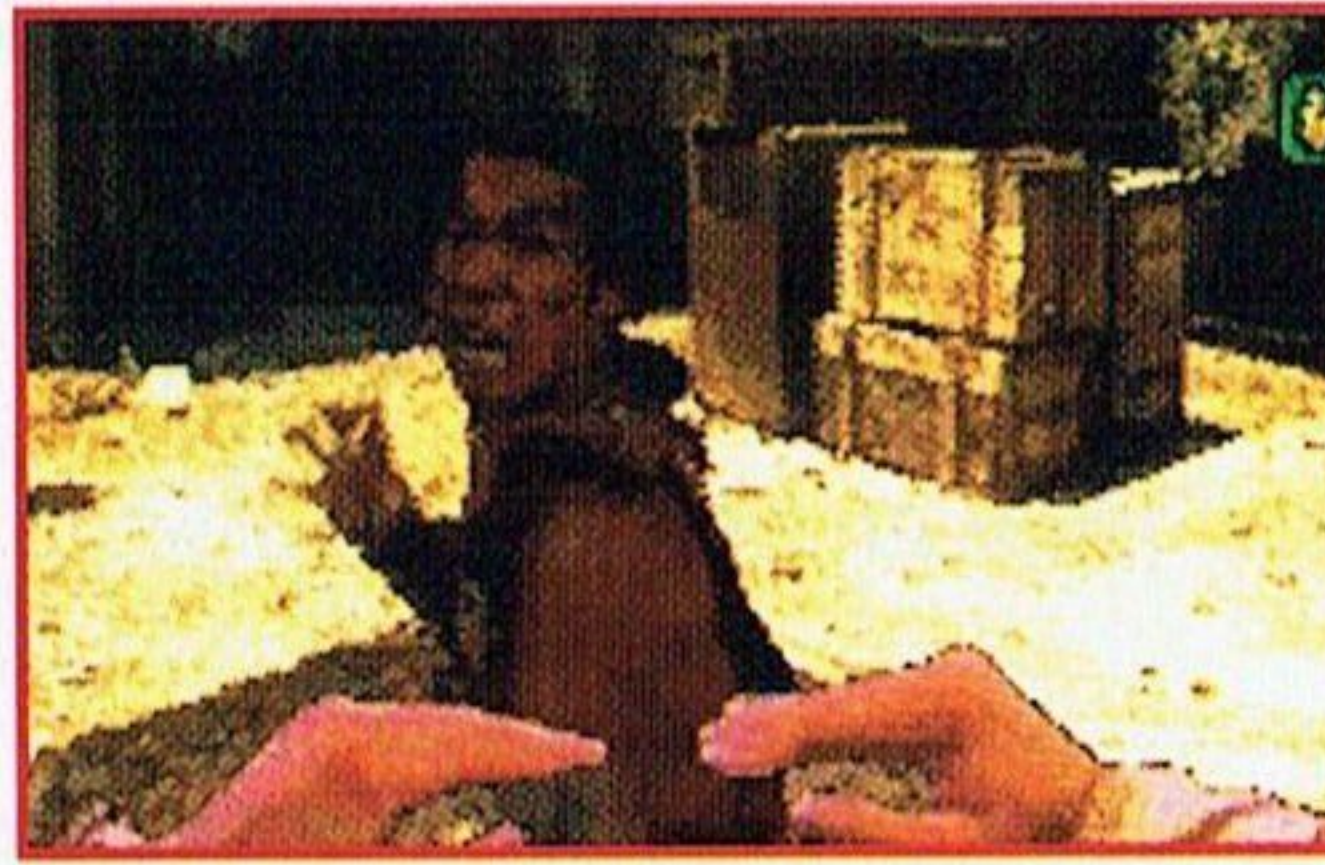
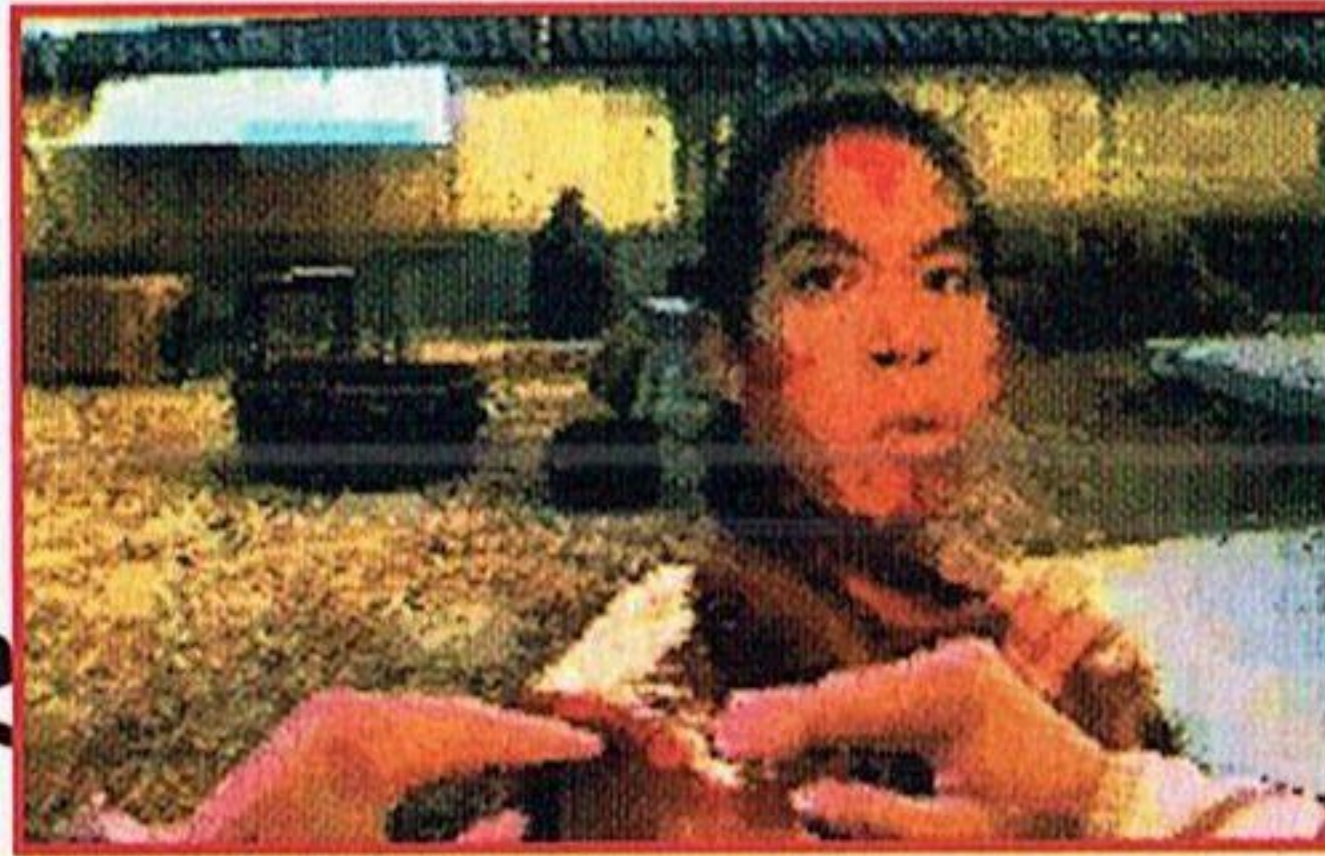
This can very well be the first level of the game as the bodyguards and Hatu, the Fire Warlord, is quite easy. The guards will be the first test of your blocking and striking skills. Hatu can get tricky, but if you know how to block, you can easily defeat him. Watch out for his Fireball.

### Dirty Trick—Fireball



You can steal this Dirty Trick from him. This is very powerful and you can only use the trick on Fang Tu.

Bodyguards



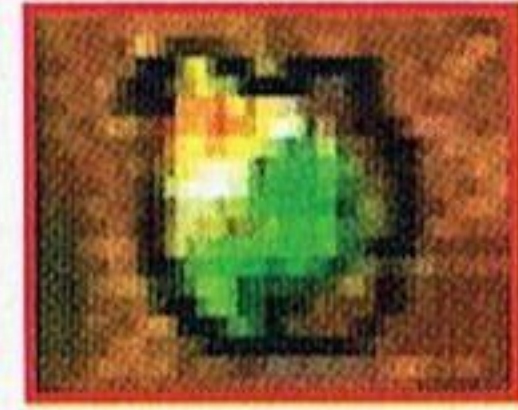
Take time to watch his movements. If you get his timing down and block his attacks, you can do some serious damage to him.



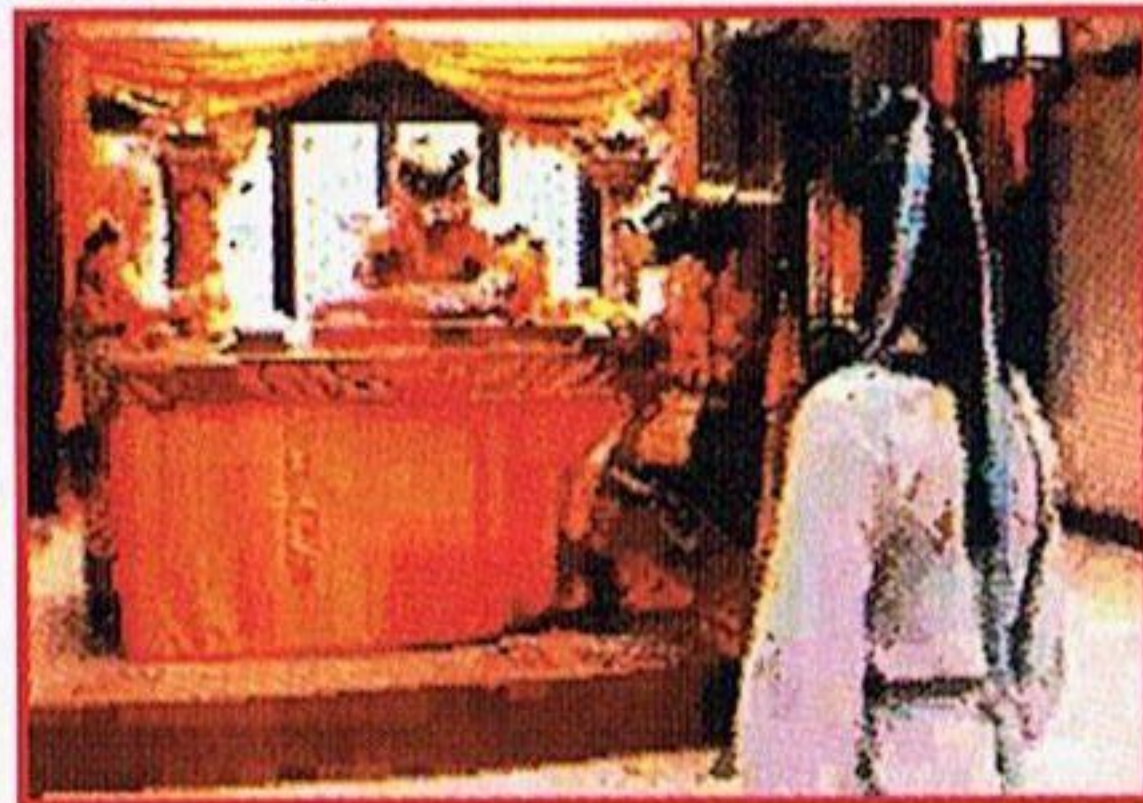
## Zulkhan, Earth Warlord of the Morgol Province

We're off to the Morgol Province where Zulkhan and his bodyguards are celebrating their earlier attack on innocent victims in a nearby Province.

### Dirty Trick—Earthquake



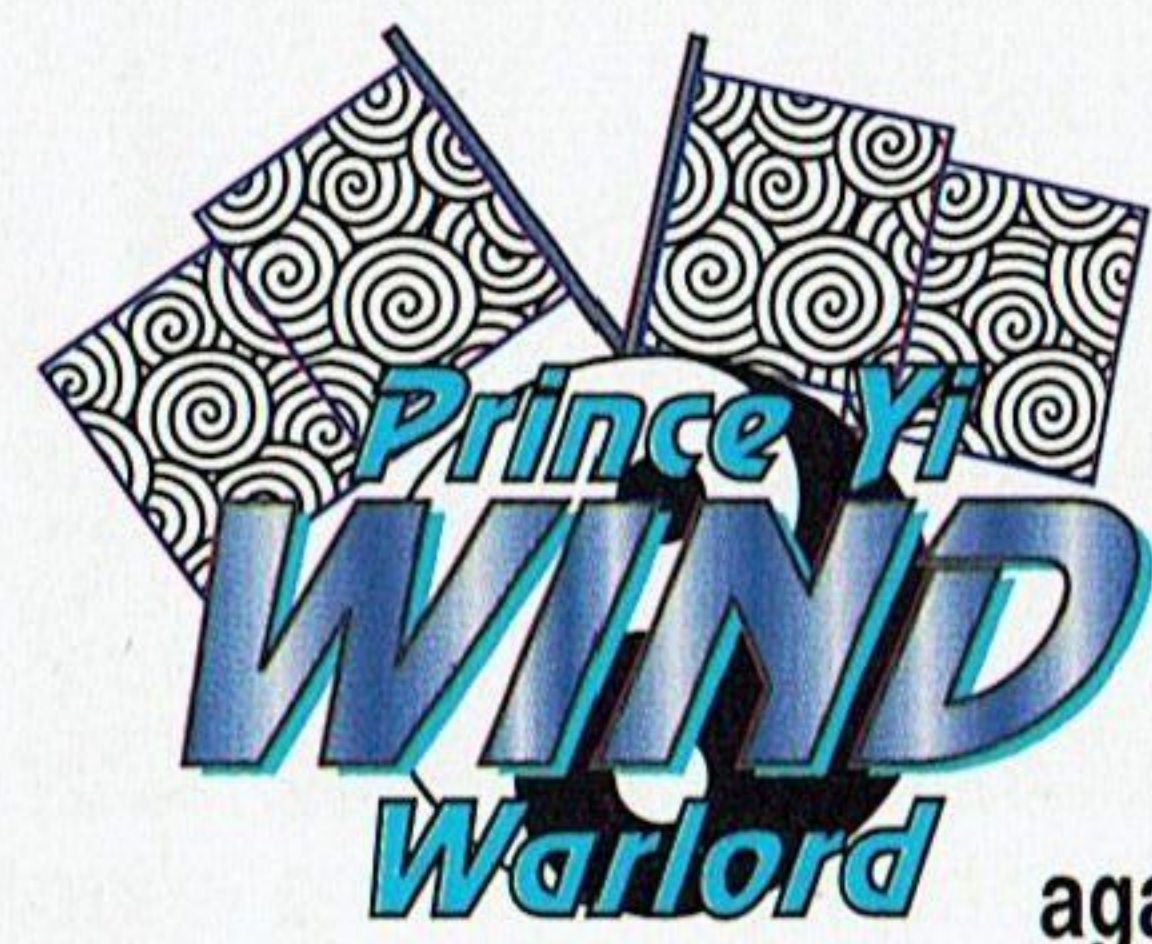
If you can steal this trick from Zulkhan, you can do some serious damage only to Fang Tu.



This wild and crazy Mongolian wrestler will whip you around the room.



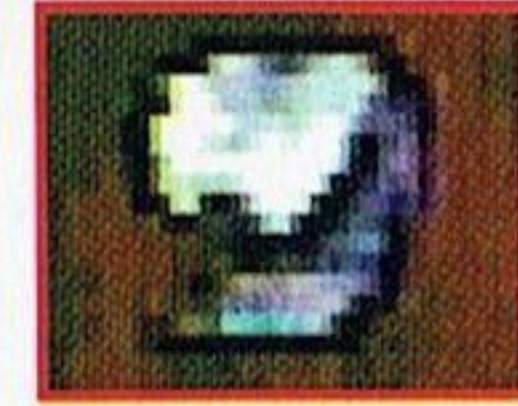
Bodyguards



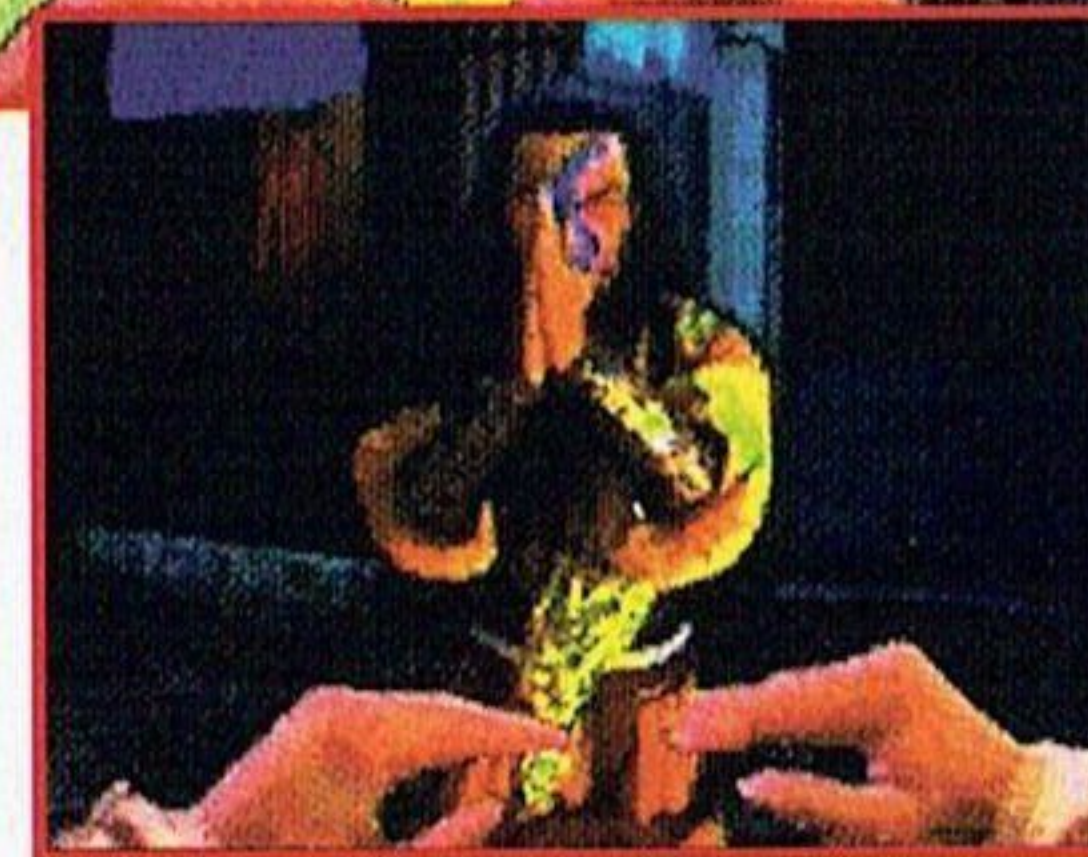
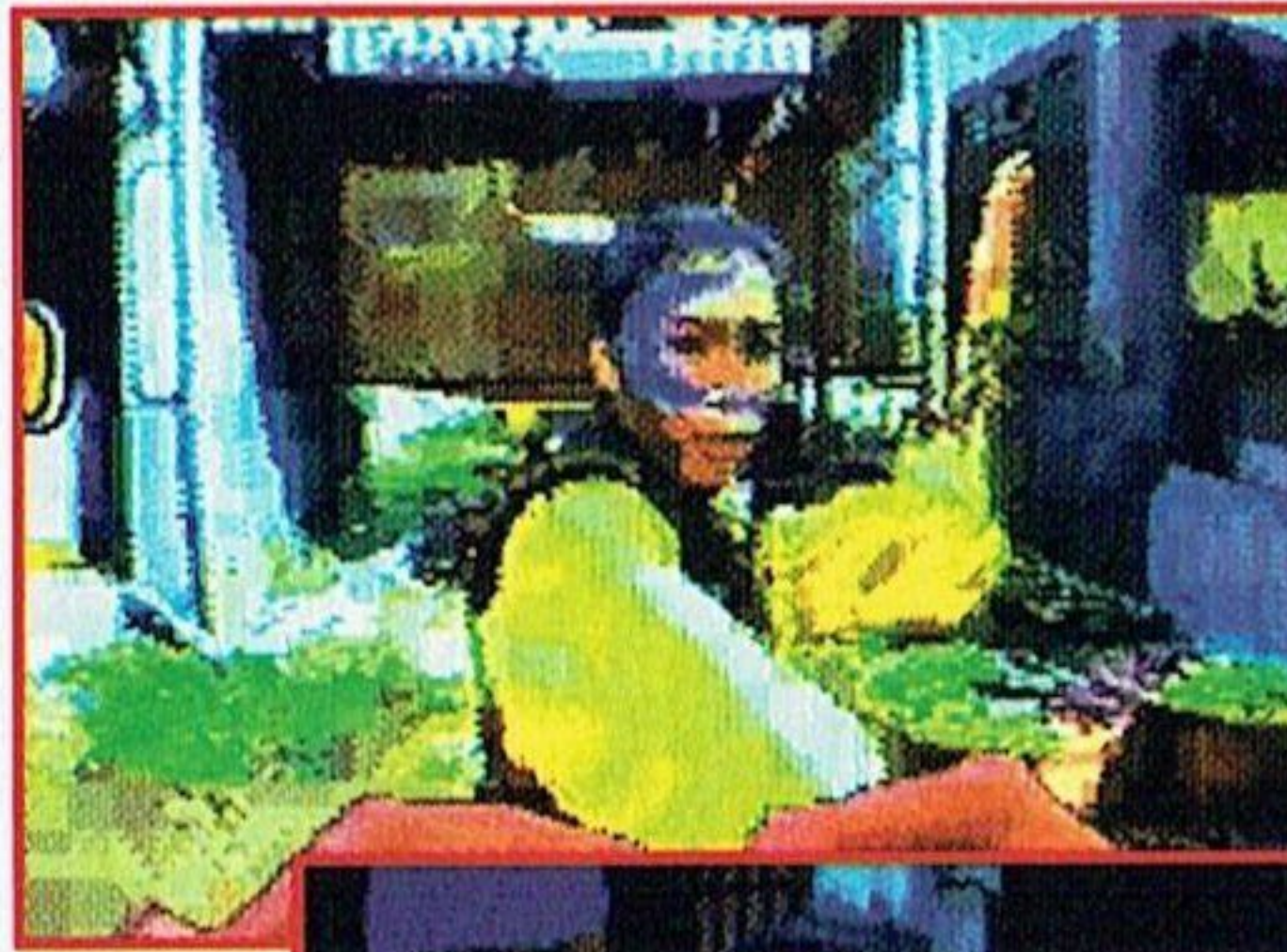
## Prince Yi, Wind Warlord of the Hunan Province

You've defeated the other two Warlords, and now you find yourself in the Hunan Province to battle against Prince Yi. First you must defeat his high-flyin' bodyguards to obtain their Special Skills. These guys are very fast, so always keep your guard up against them.

### Dirty Trick—Hurricane



This Dirty Trick literally blows you away. Steal this to use in your final battle against the evil Fang Tu.



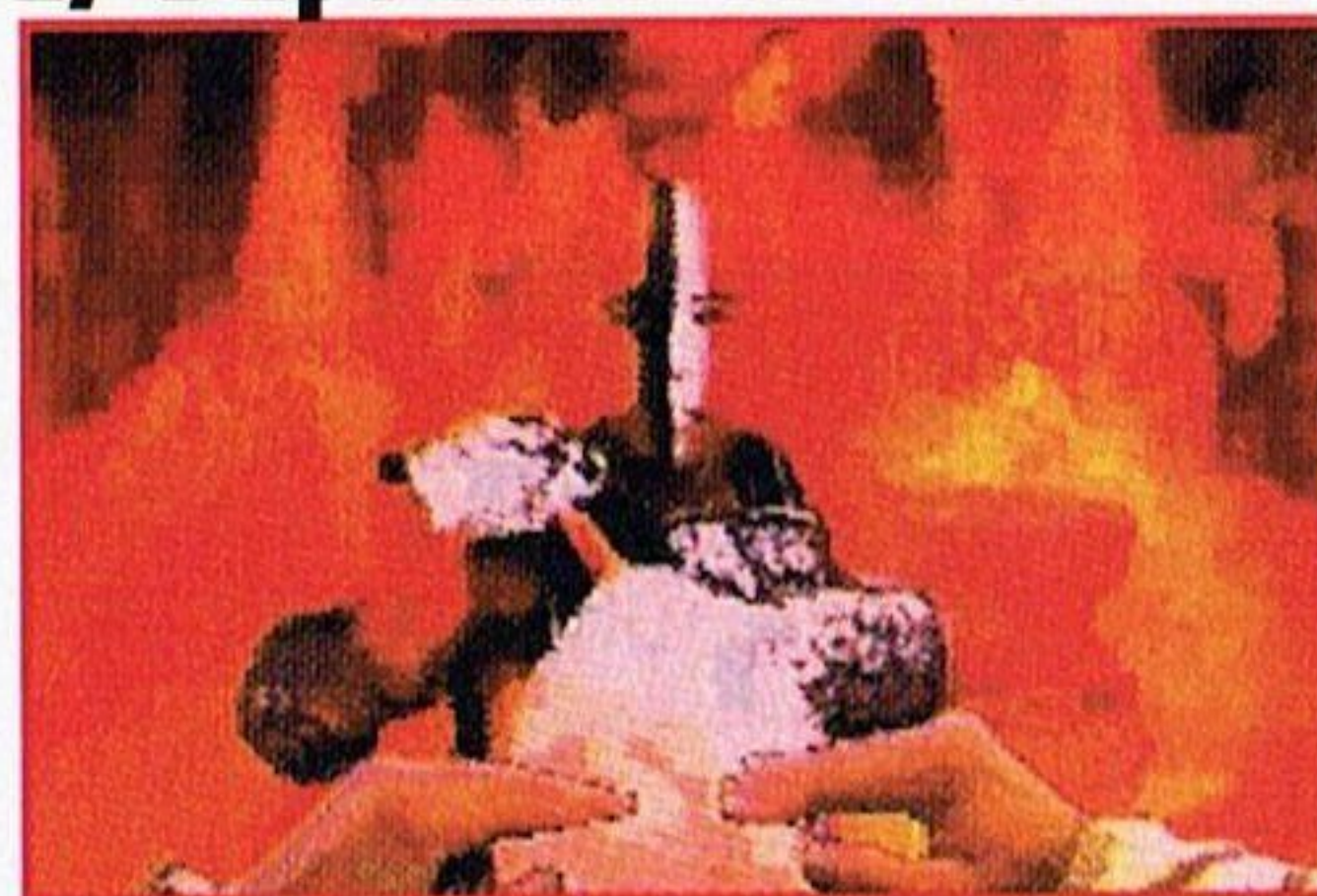
Bodyguards

This Warlord is very fast. Do counter attacks to slow him down to be rid of this foolish Prince.

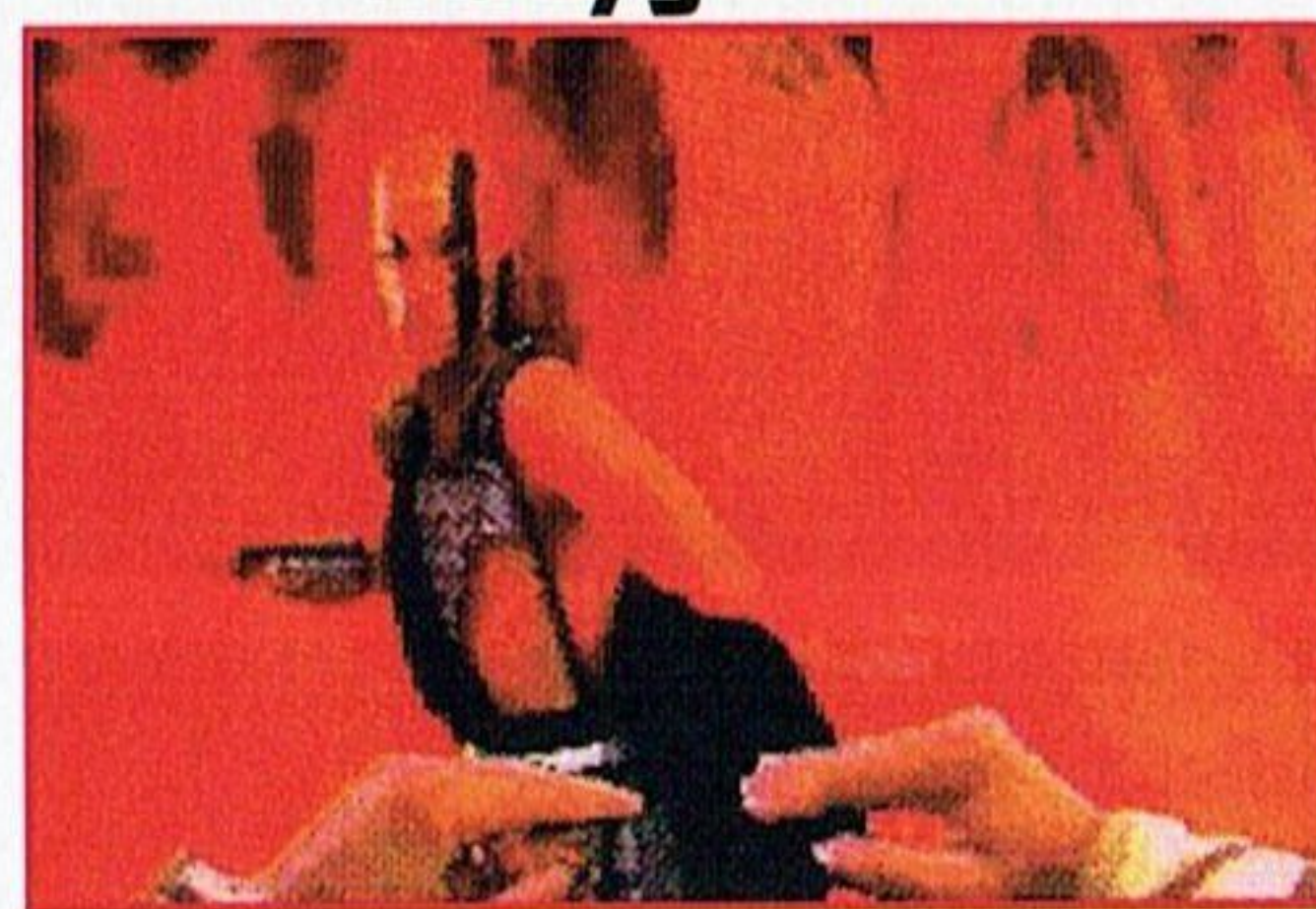


## Fang Tu, Supreme Warlord of all Provinces

The Earth, Fire and Wind Warlords have been defeated. Now it's time to face Fang Tu himself to reclaim the other half of the mask and bring peace once again throughout the lands. Reserve your Special Skills—you'll definitely have to use them here.



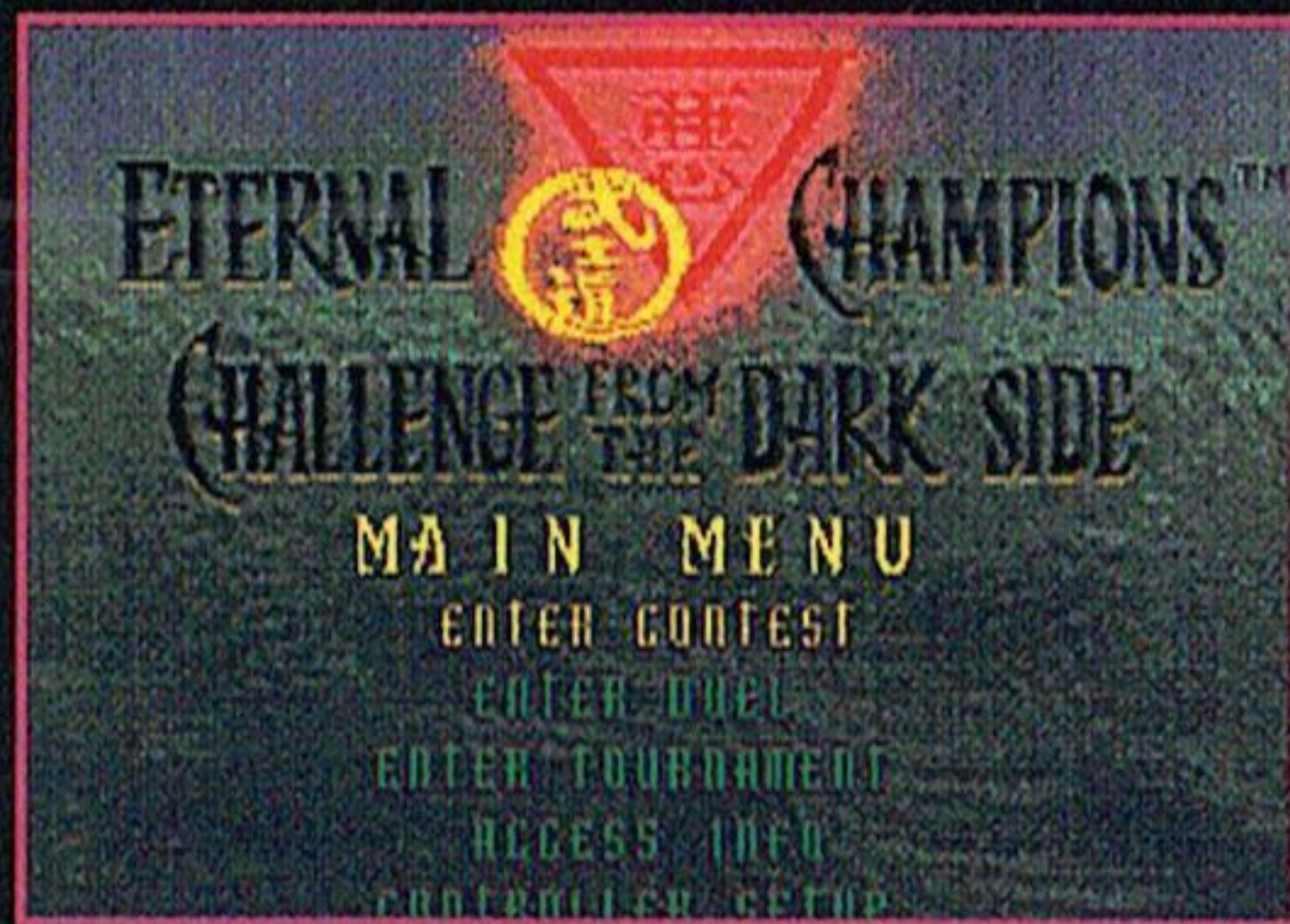
Bodyguards



Fang Tu has many moves up his sleeves. If you've stolen the Dirty Tricks from the other Warlords, this is the place to use them. Good luck.



# SEGA CD PREVIEW



<b>MACHINE</b>	<b>SEGA CD</b>
<b>PUBLISHER</b>	<b>SEGA</b>
<b>AVAILABLE</b>	<b>NOW</b>
<b>THEME</b>	<b>FIGHTING</b>
<b>MEGABITS</b>	<b>CD-ROM</b>
<b>PLAYERS</b>	<b>1 OR 2</b>
<b>DIFFICULTY</b>	<b>VARIABLE</b>
<b>LEVELS</b>	<b>12+</b>
<b>% COMPLETE</b>	<b>90%</b>

## OPTIONS

There are several excellent tournament features for mass combat. This is great for individual or party play. There are standard Fighting options, config, etc.

## ORIGINS

Basically, this is the big brother game to the Genesis Eternal Champions' first release. The story and the characters have been slightly enhanced. Also, more characters with new special moves have been added.

## STORY

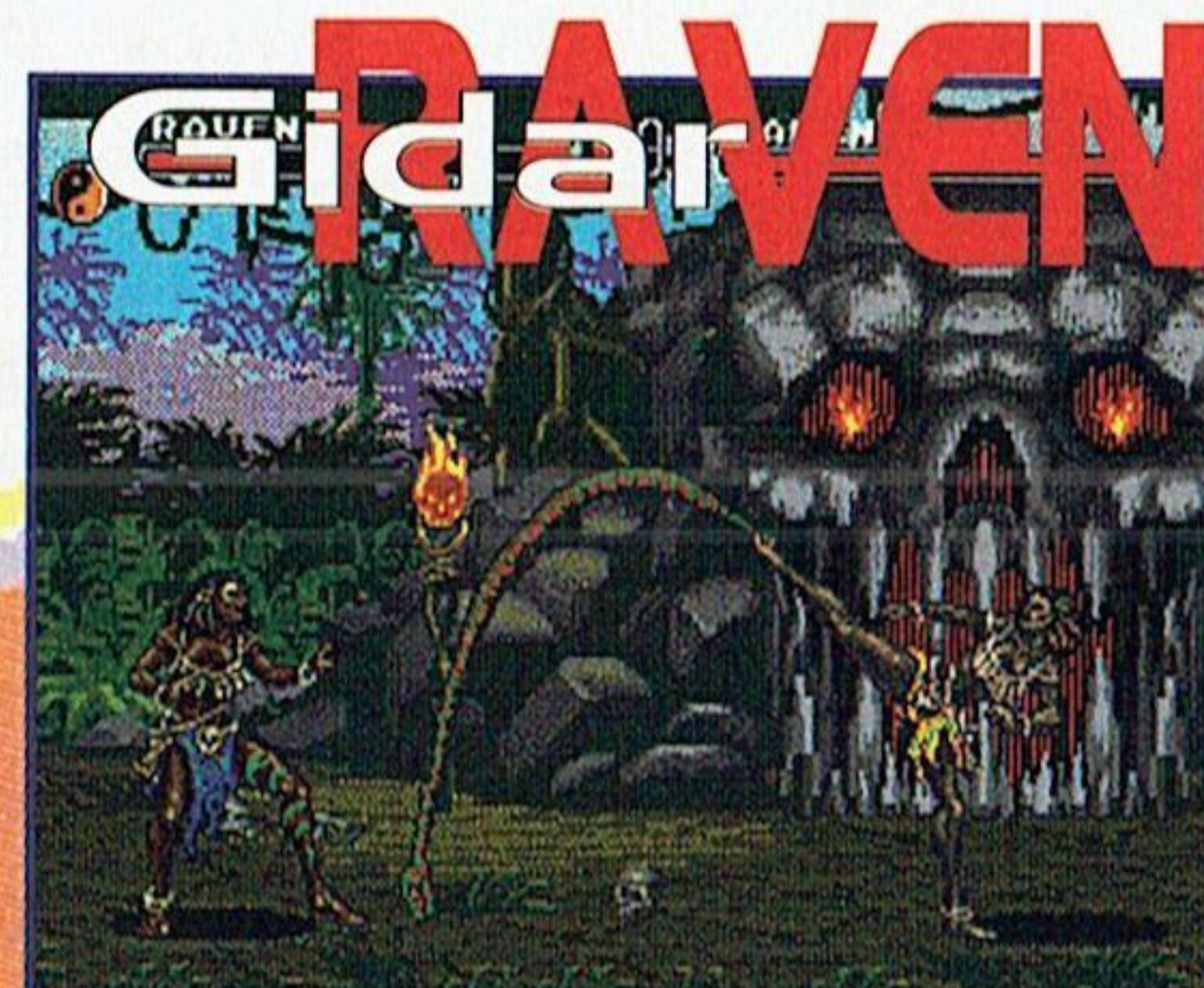
Tracing the downfall of humanity to a handful of key individuals throughout time, the Eternal One removes destined humans from their untimely deaths and enters them in a tournament. Before the fights begin, however, a new Dark Champion enters this contest with humans of his own.

## The Dark Champion



Attacking suddenly, the Dark Champion enters the Eternal Contest

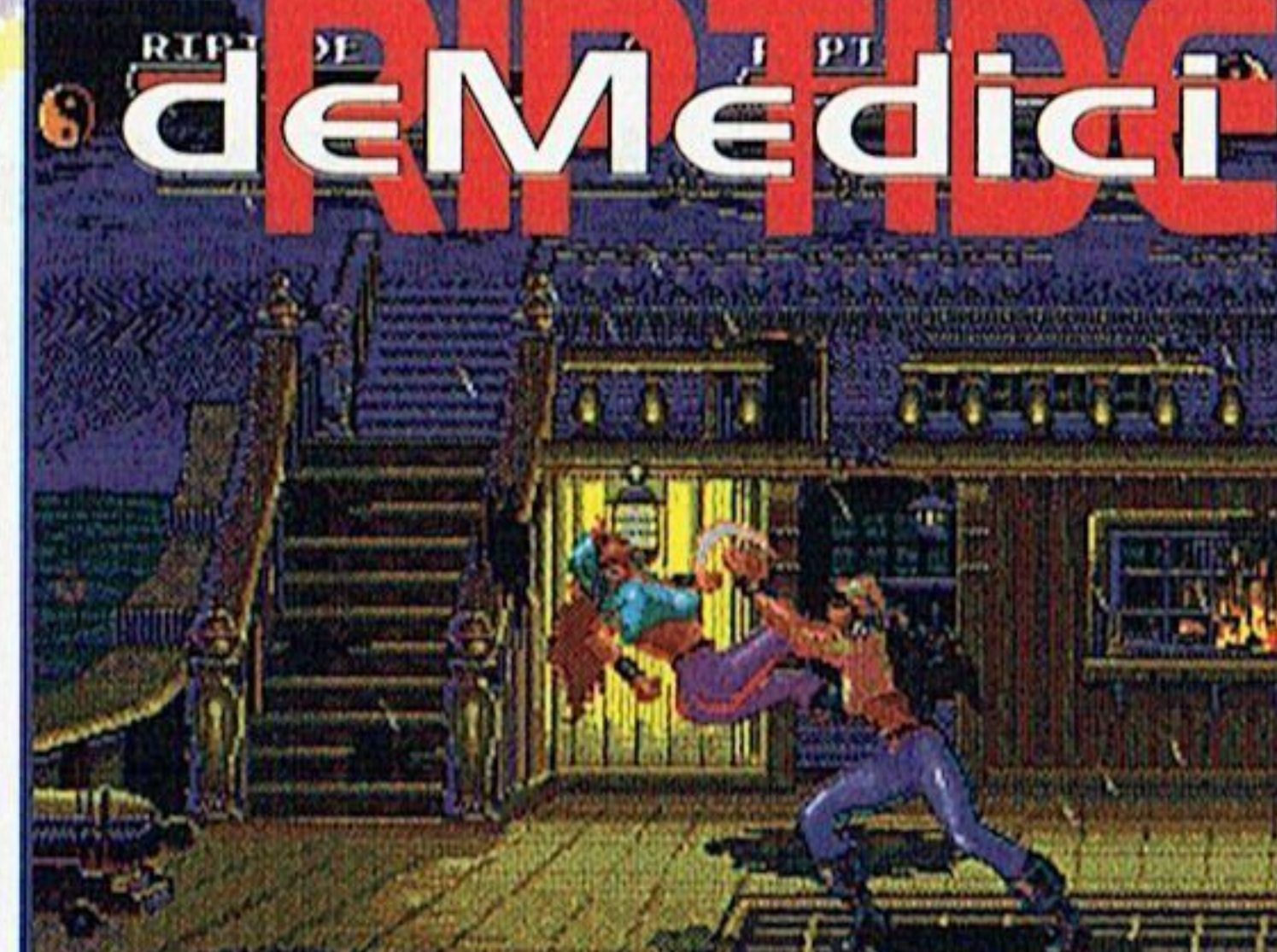
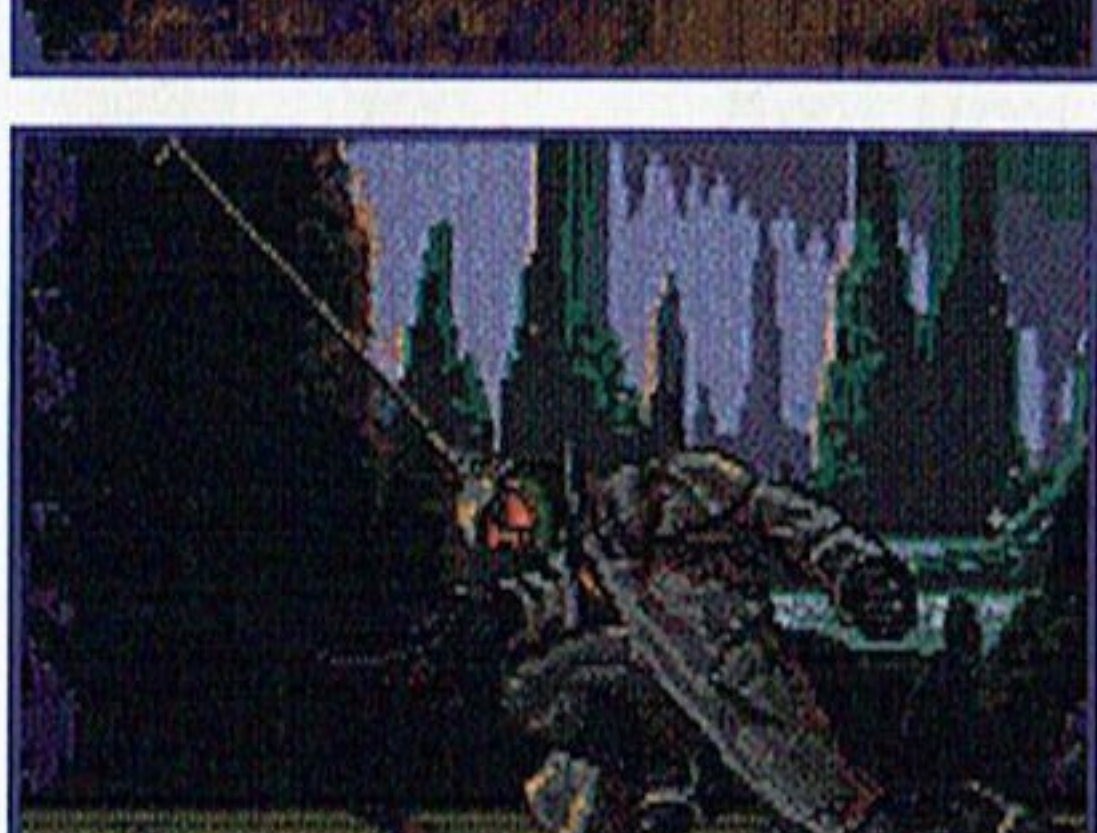
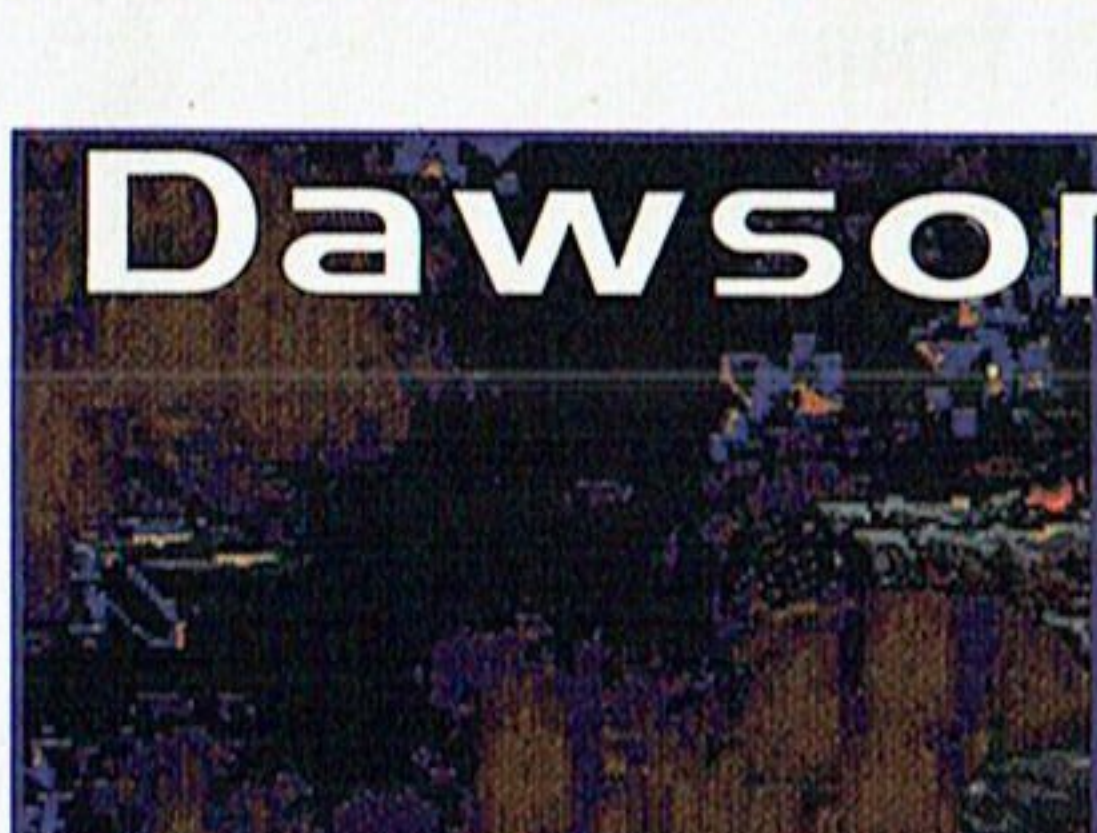
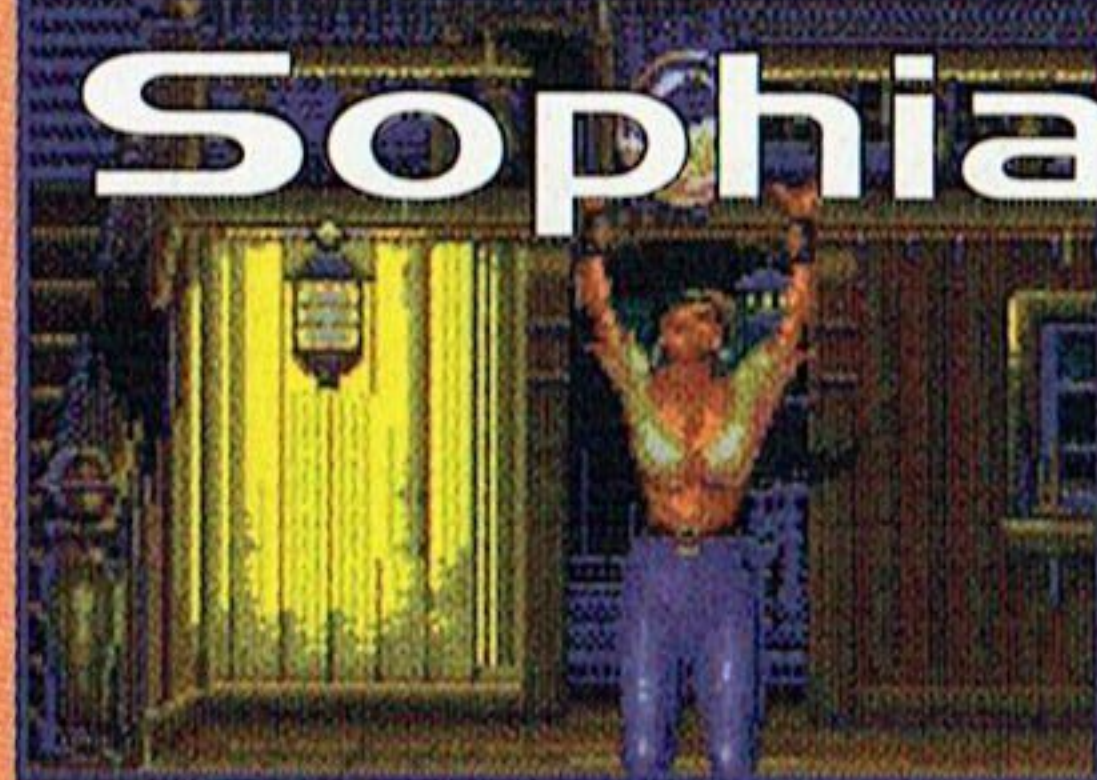
with four new contestants joining him. Truly an excellent addition!



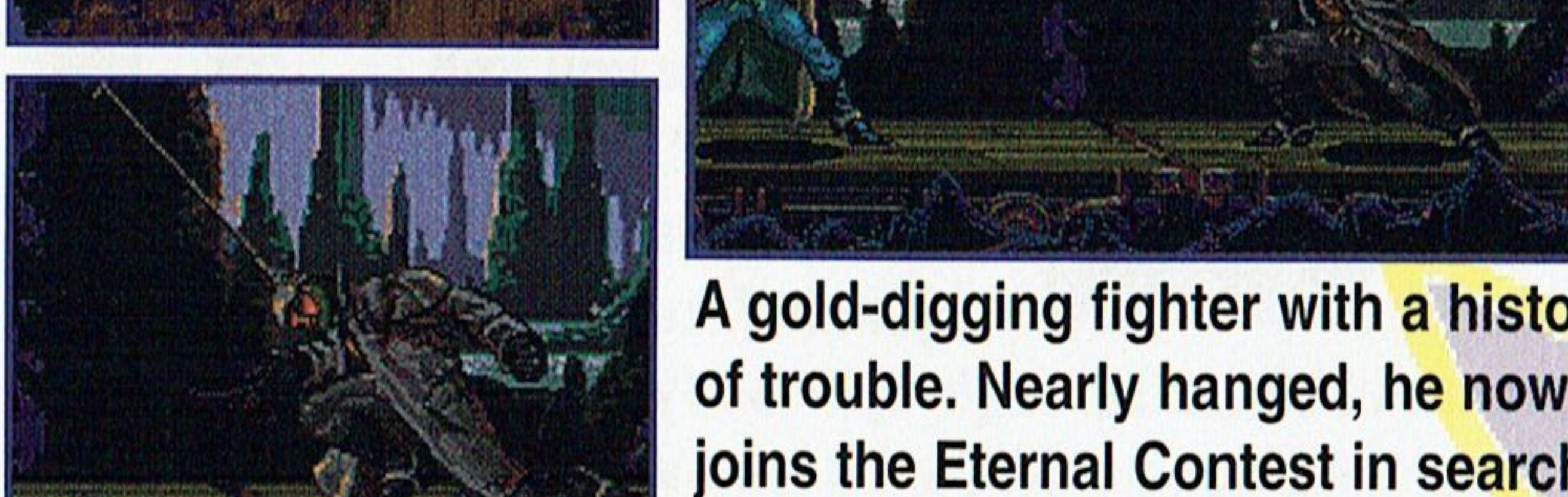
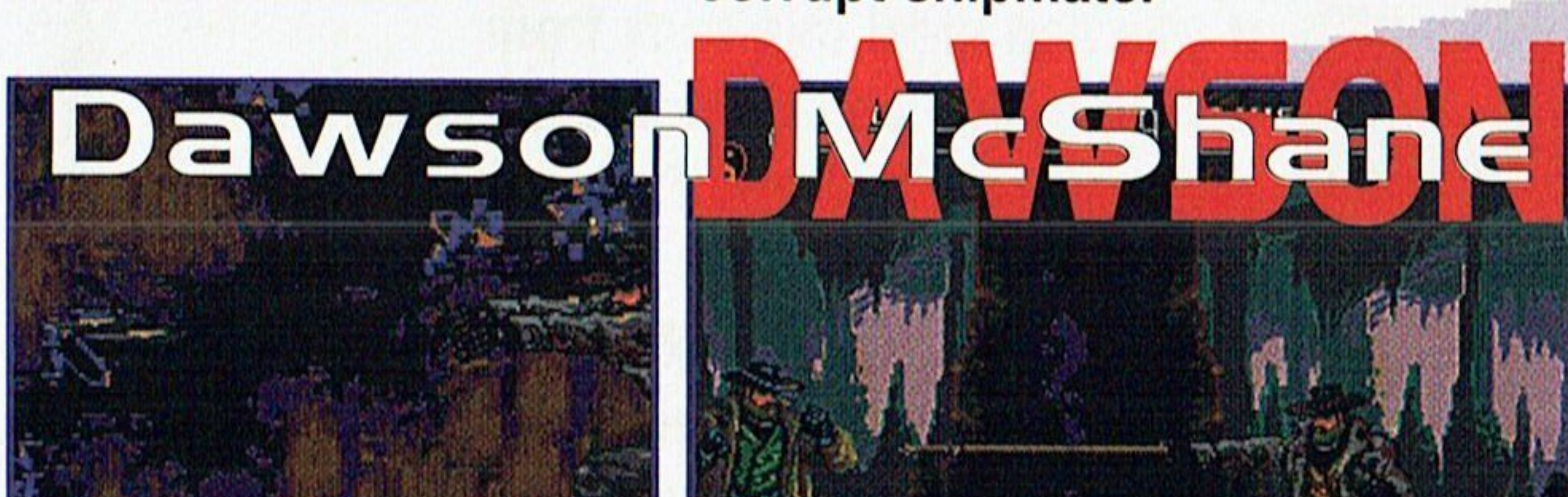
A mystical warrior who has minor control over time and space. Betrayed by her fellow tribesmen, she is chosen by the Eternal One.



The last of the great rulers of Egypt, he was betrayed by members of his own administration.



A thief/pirate on the high seas, she would have met her doom at the end of a shovel wielded by a corrupt shipmate.

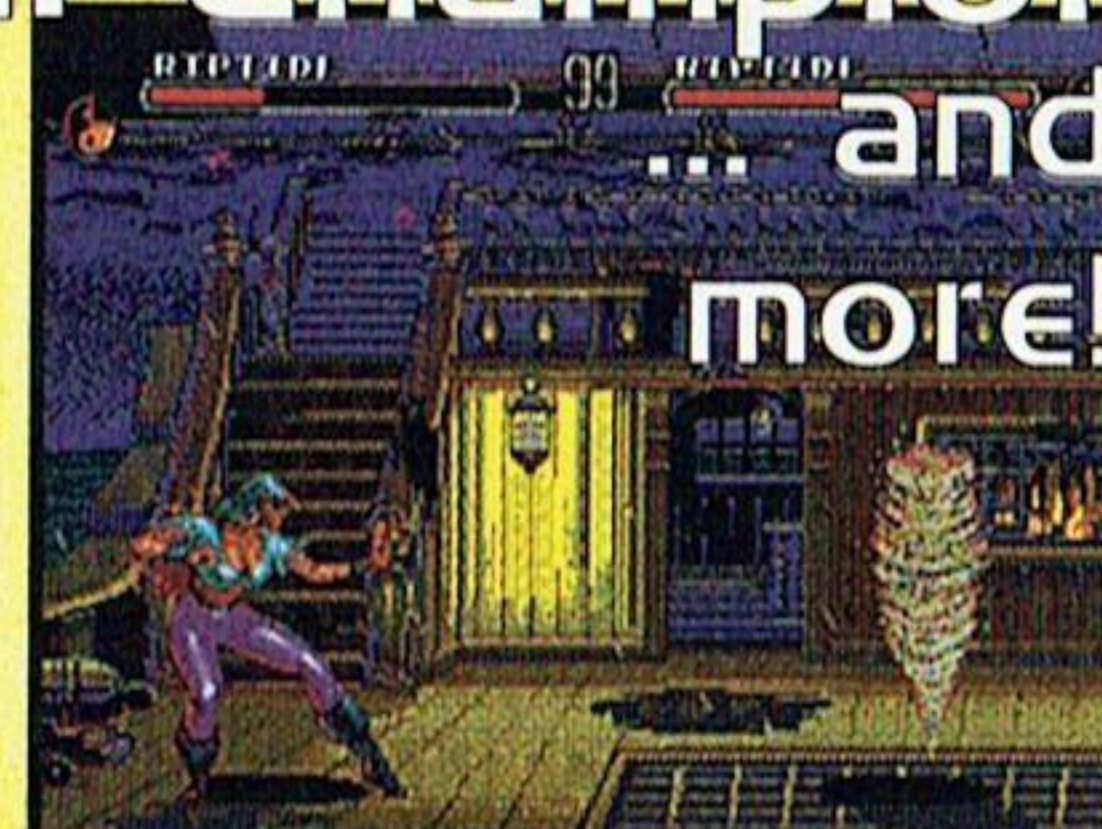


A gold-digging fighter with a history of trouble. Nearly hanged, he now joins the Eternal Contest in search of more gold.



## Confront the Eternal Champion

He, too, participates in this epic contest. In order to return to his or her previous life, a contender must defeat this most awesome fighter. He is fast and deadly!



In addition to those characters shown on the basic Character Select Screen, there is a large variety of hidden characters. Each hidden character has its own stage. Can you locate them all?



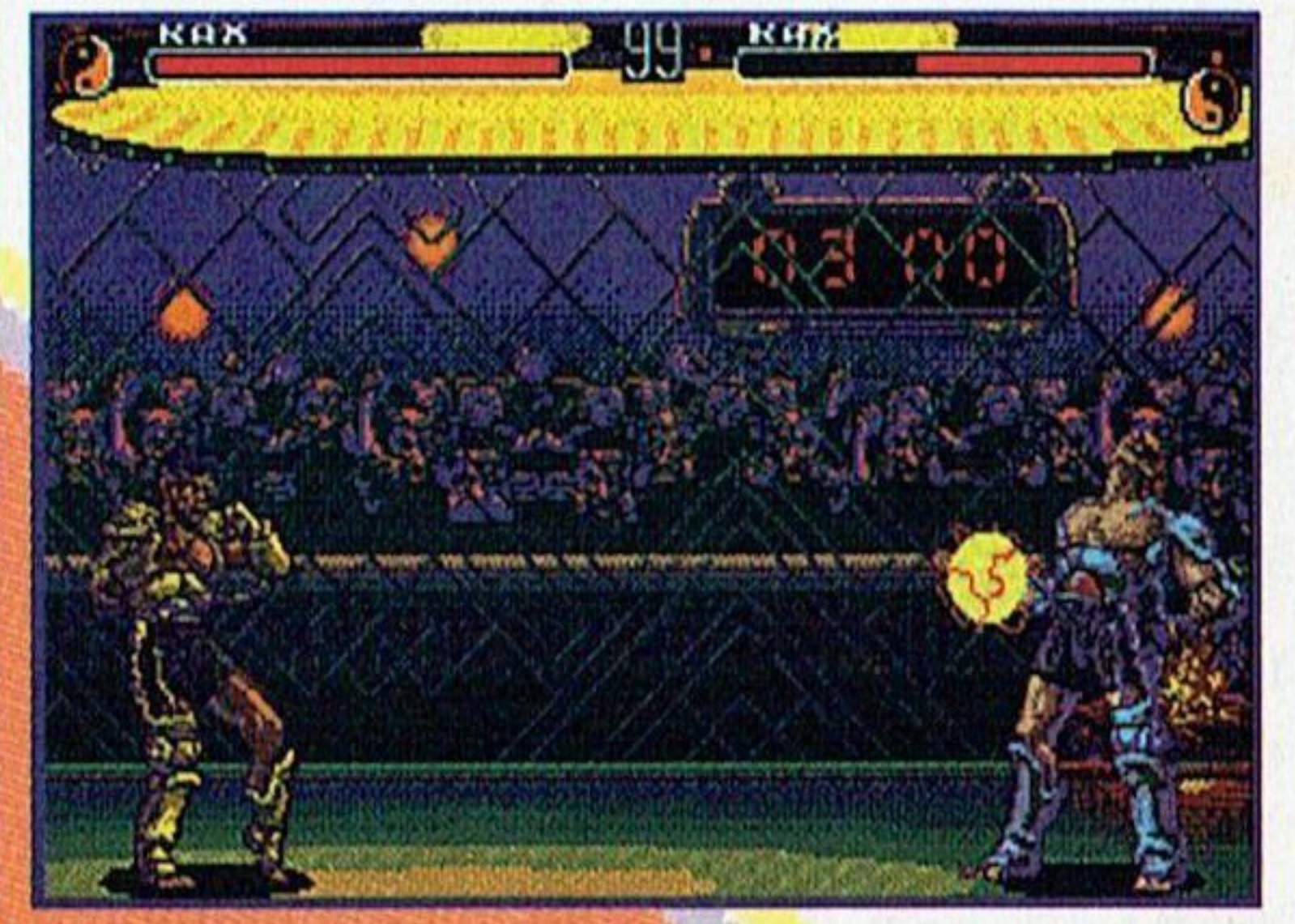


There are more than enough ways to finish off a defeated opponent. With dozens of different stage-based and character-based fatality moves, watch the gore fly!



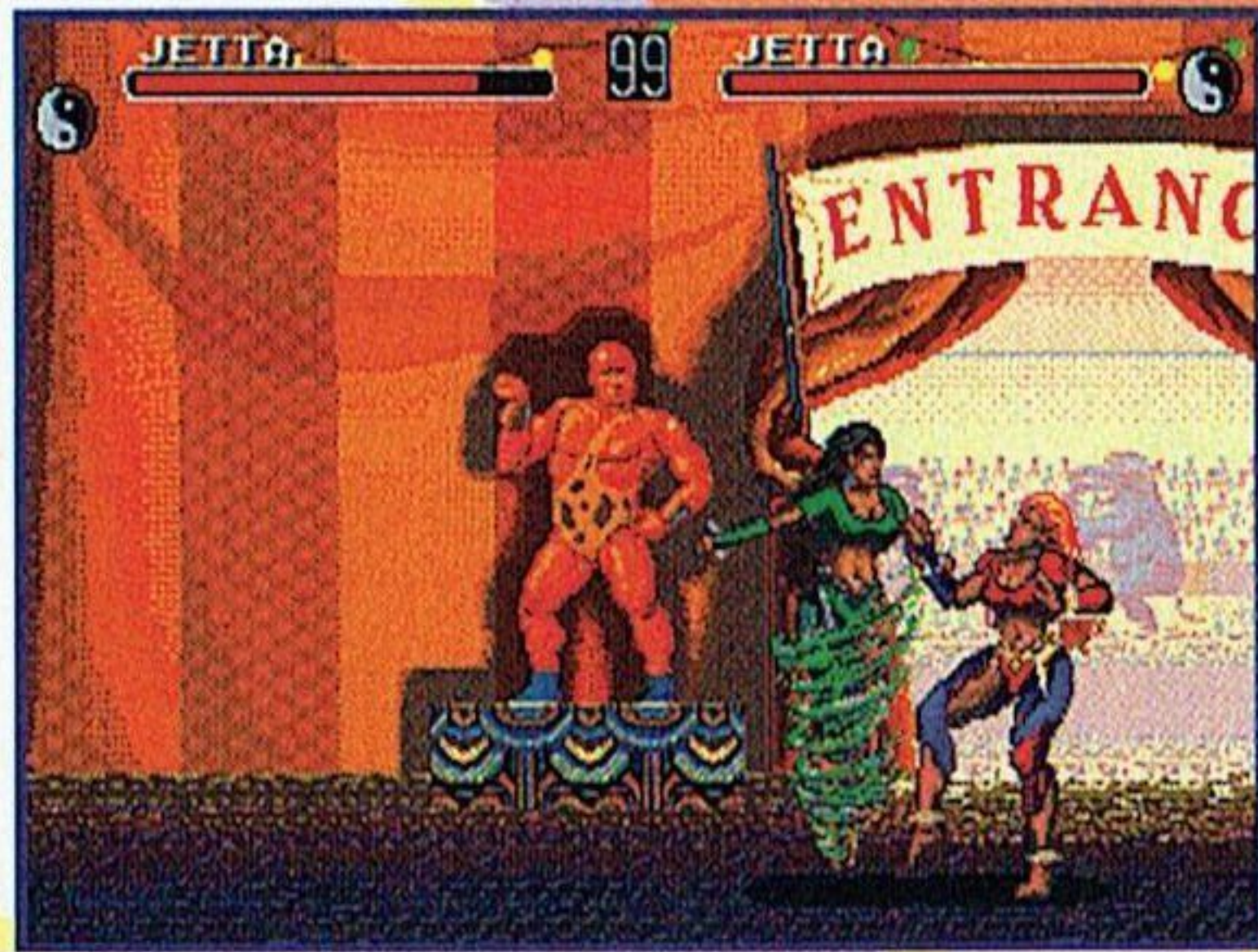
## Back to school

The original characters are back with a few extra moves and techniques plus four new contenders.

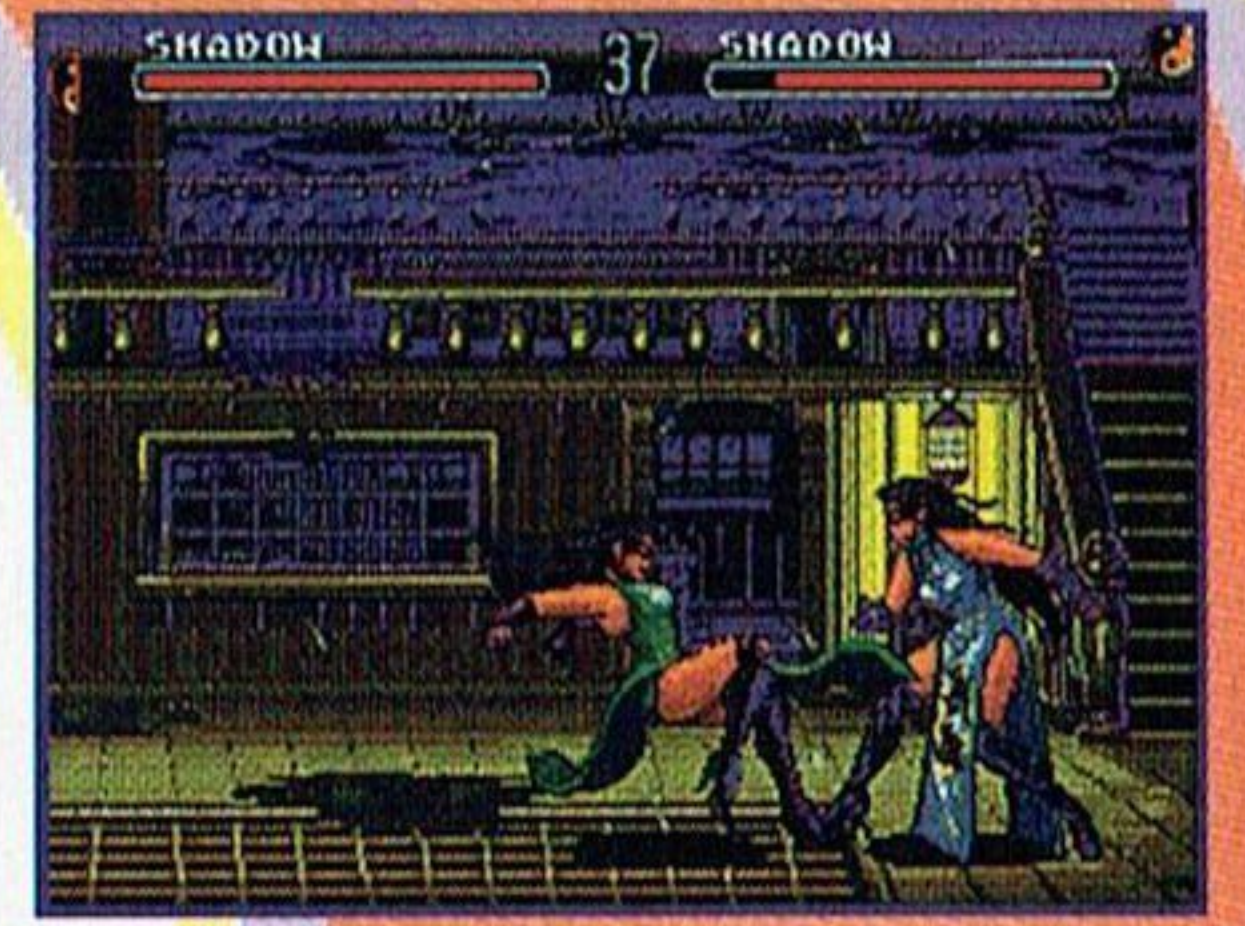


## OVERKILLS CINEKILLS SUDDEN DEATHS

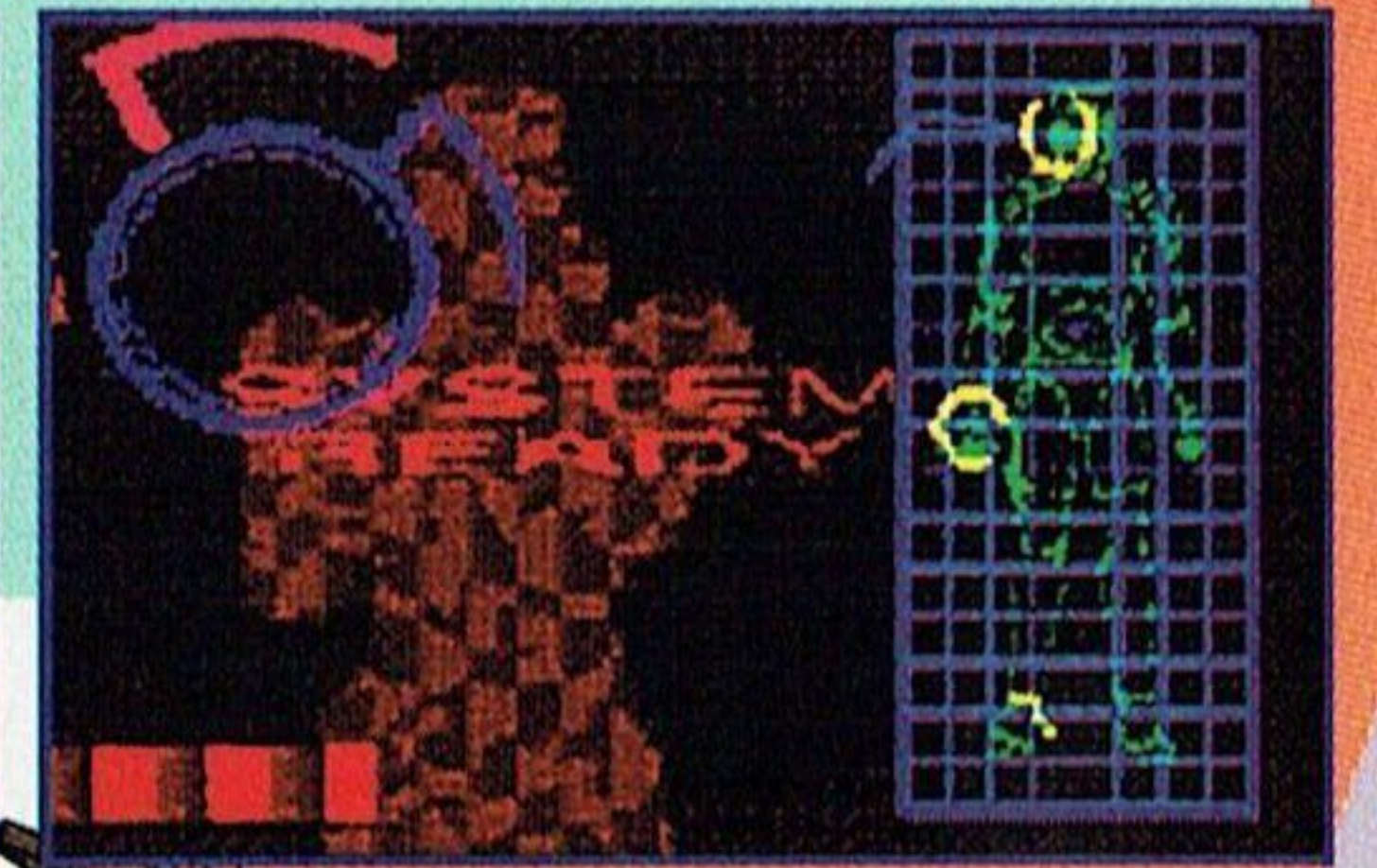
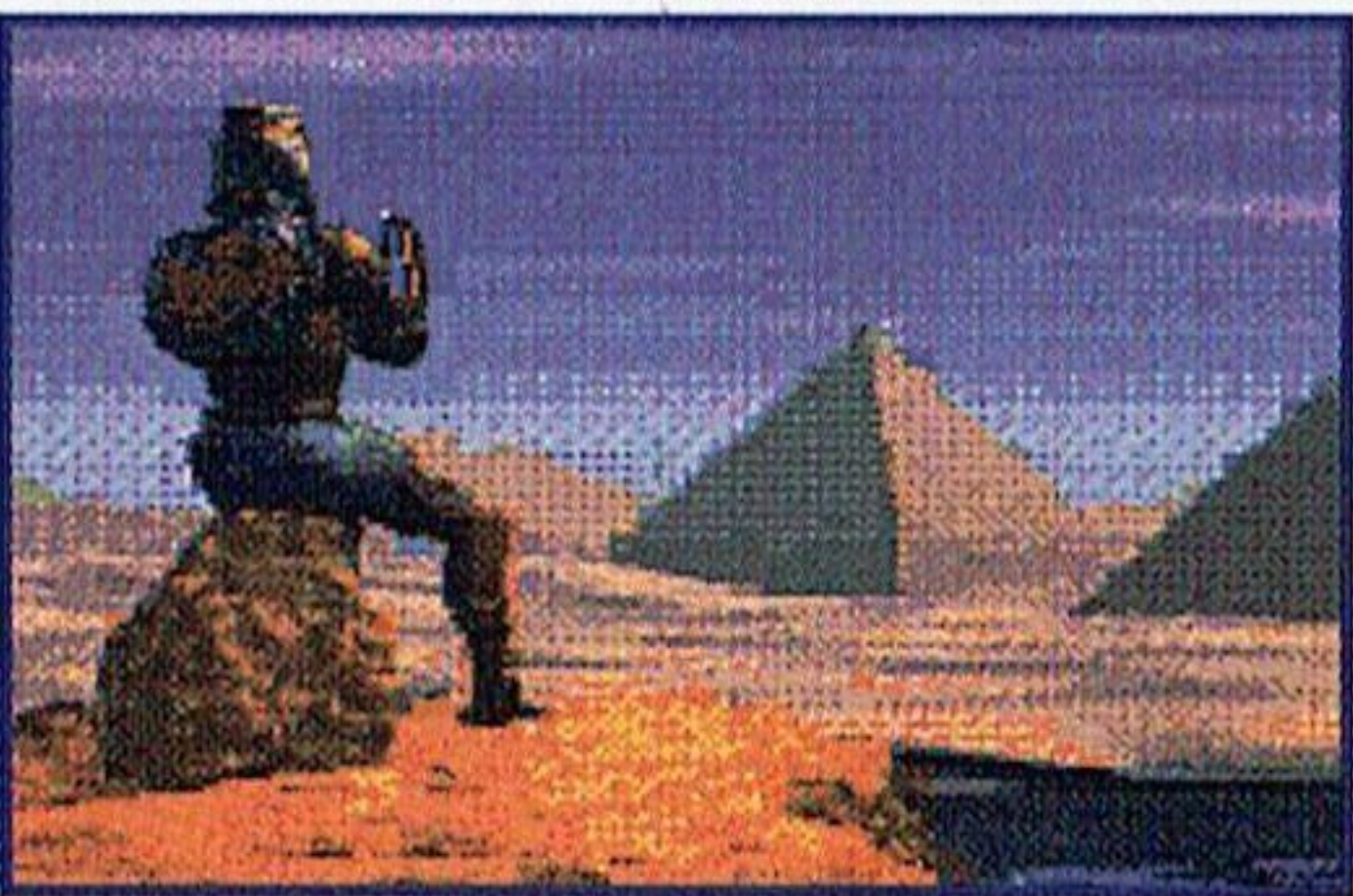
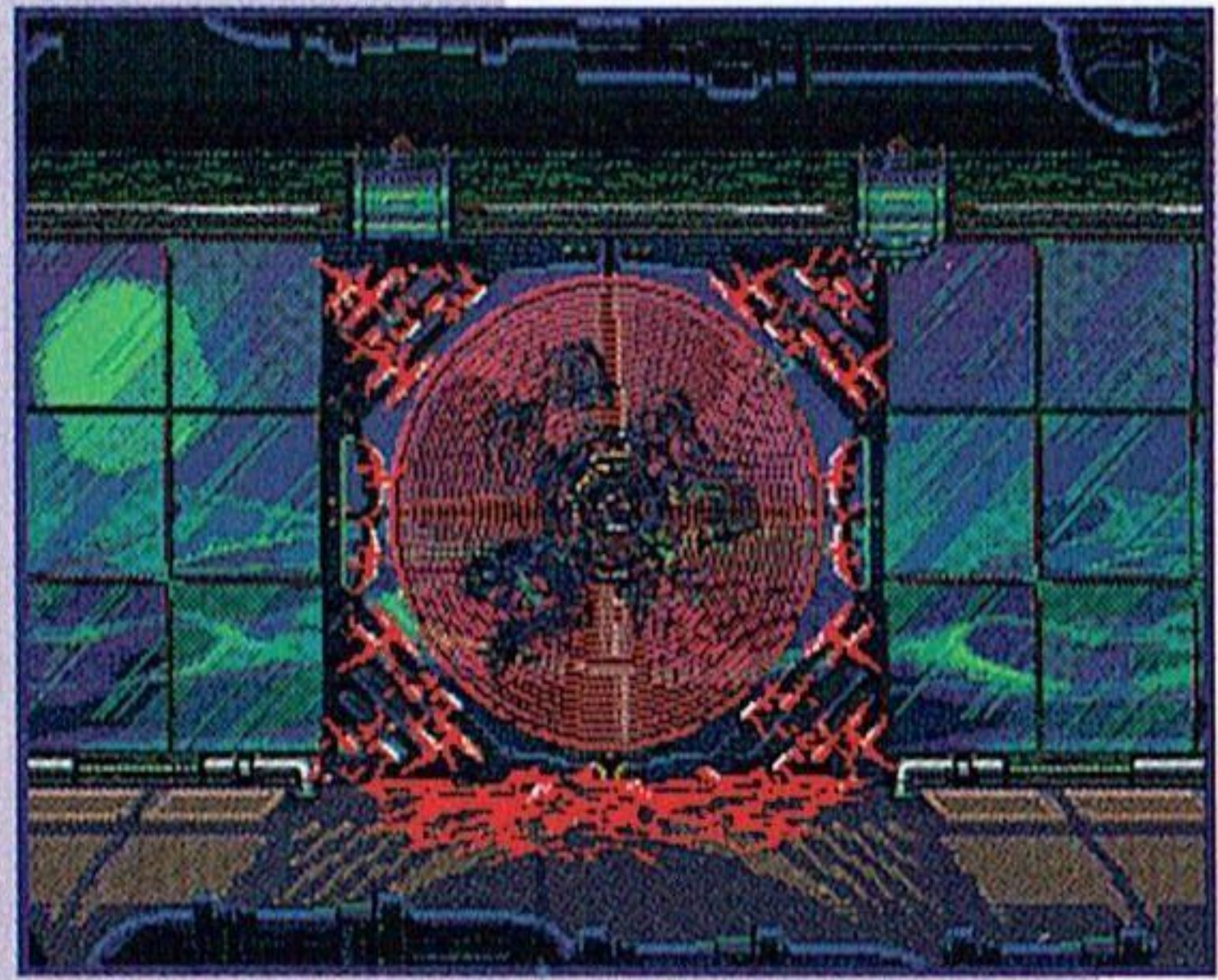
Some of these finishing moves border on overkill (no pun intended). No one could generate the amount of blood and guts seen in some of these moves!



Will these new moves and abilities defeat the new challengers and more importantly—the Eternal One himself? From the looks of things it should be a tough fight.



There are a slew of cinematic sequences to be found throughout the game. Each is rendered using computer animation. It should be challenging to discover the variety of Cinekills, which are cinema fatality-like finishing moves.



NEW

# ETERNAL CHAMPIONS

CHALLENGE FROM THE DARKSIDE

NEW

FIGHTERS

Mega Play 39



# SEGA CD PREVIEW



MACHINE	SEGA CD
PUBLISHER	WORKING DESIGNS
AVAILABLE	JULY
THEME	RPG
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	45%

## OPTIONS

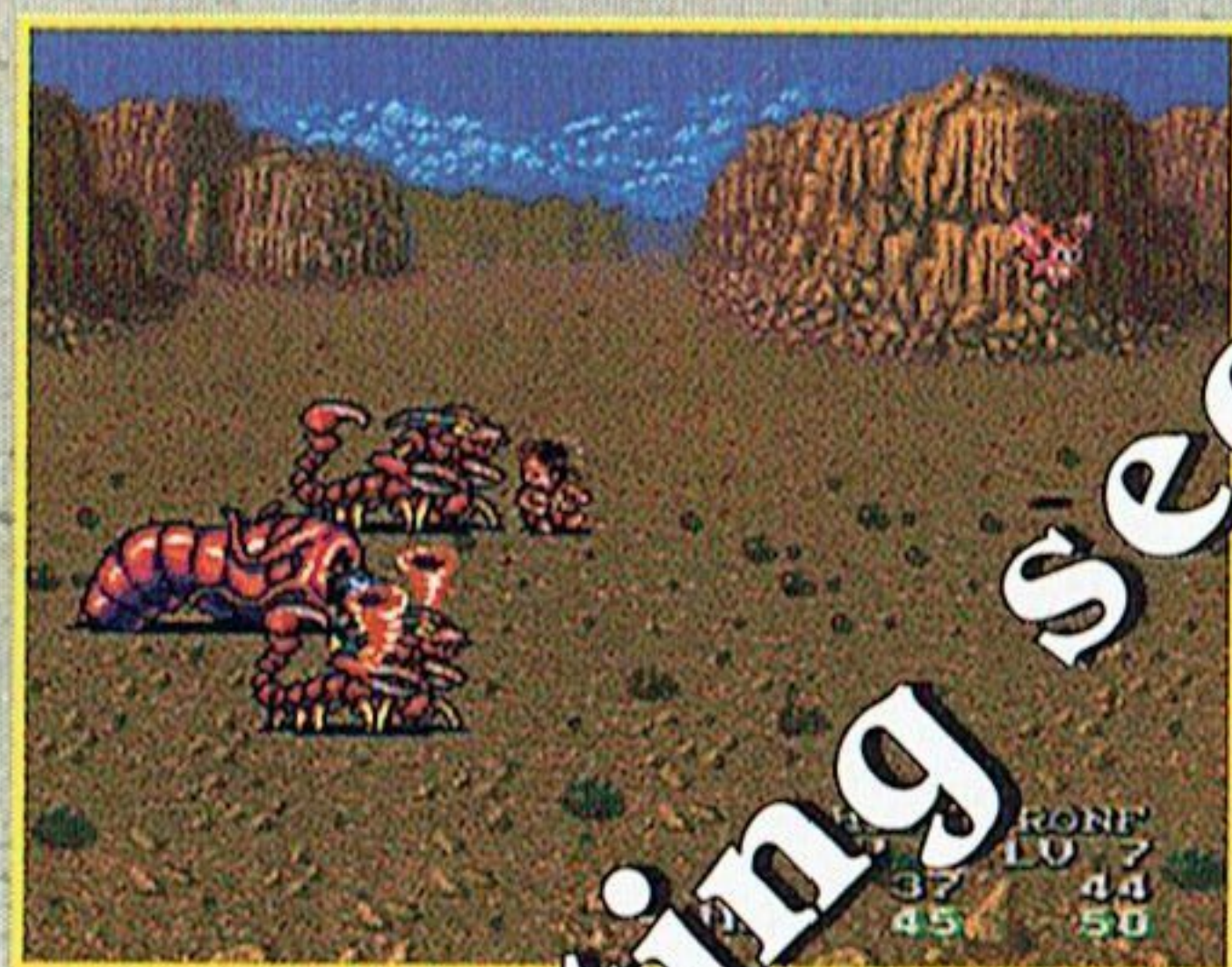
As with most RPGs, there aren't any options unless you include your sub-windows. You have your atypical features, such as magic, items, save, etc.

## ORIGINS

This is a sequel to the original Lunar. The story line is almost completely original—this is not a continuation of the first game. However, you will be reminded a lot of the first game while playing this one. Check it out if you haven't already.

## STORY

Althena took pity on the barren world, and blessed it with the gift of life, transforming it to a place of beauty and wonder. She called the new world Lunar. Pleased with her work, she populated Lunar with people from the Blue Star. Over time, people forgot what the Blue Star stands for...



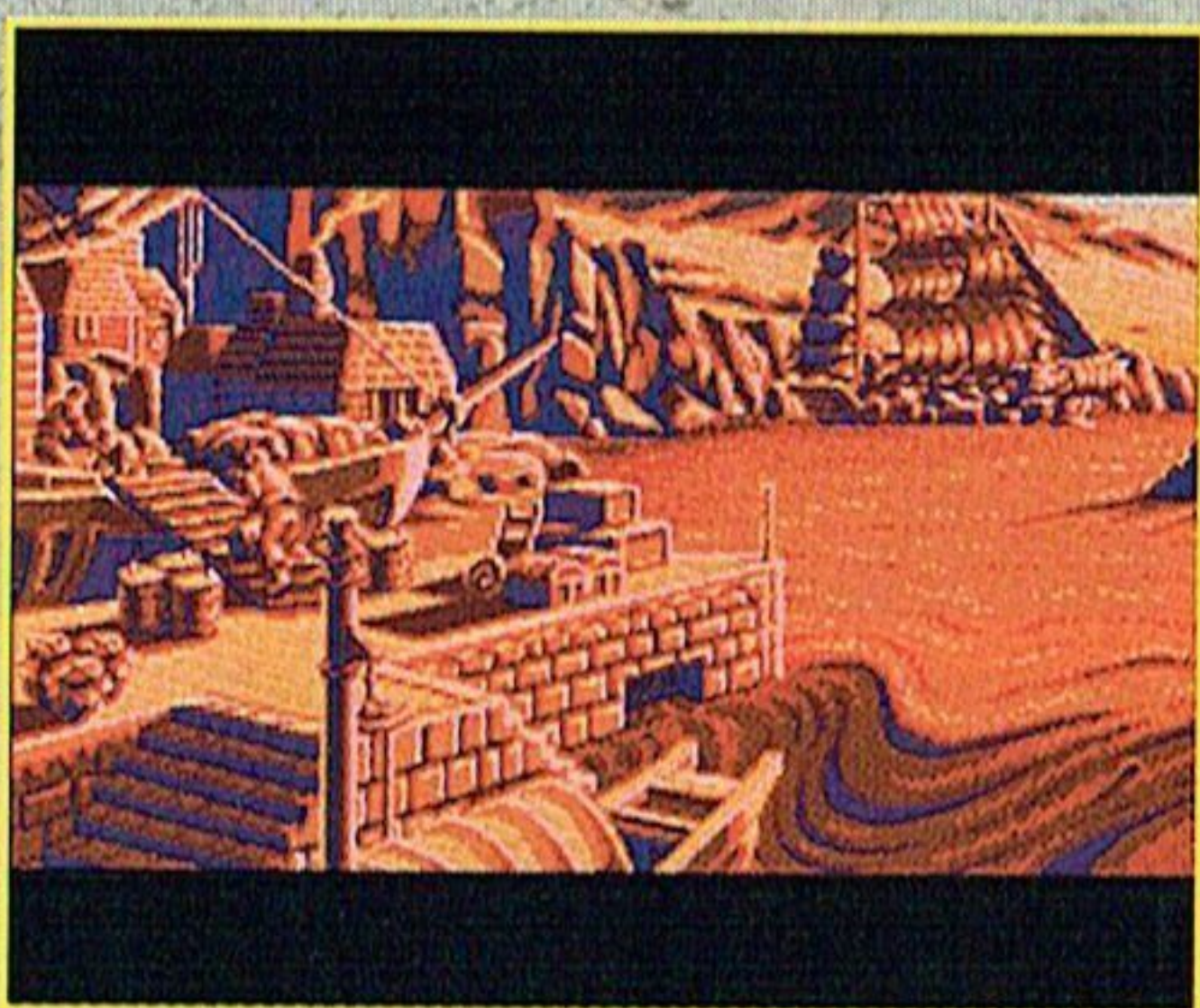
*Fighting sequences are done really well!*

The fight scenes are your average "run around the world and get hit by invisible enemies," but battle scenes are pretty cool. Your characters actually run around the screen to fight the enemies. You can only run so



far across the screen. If the enemy is too far away, you don't hit him. That might be annoying, but it adds a tad bit more realism to the game. The magic looks cool, too.

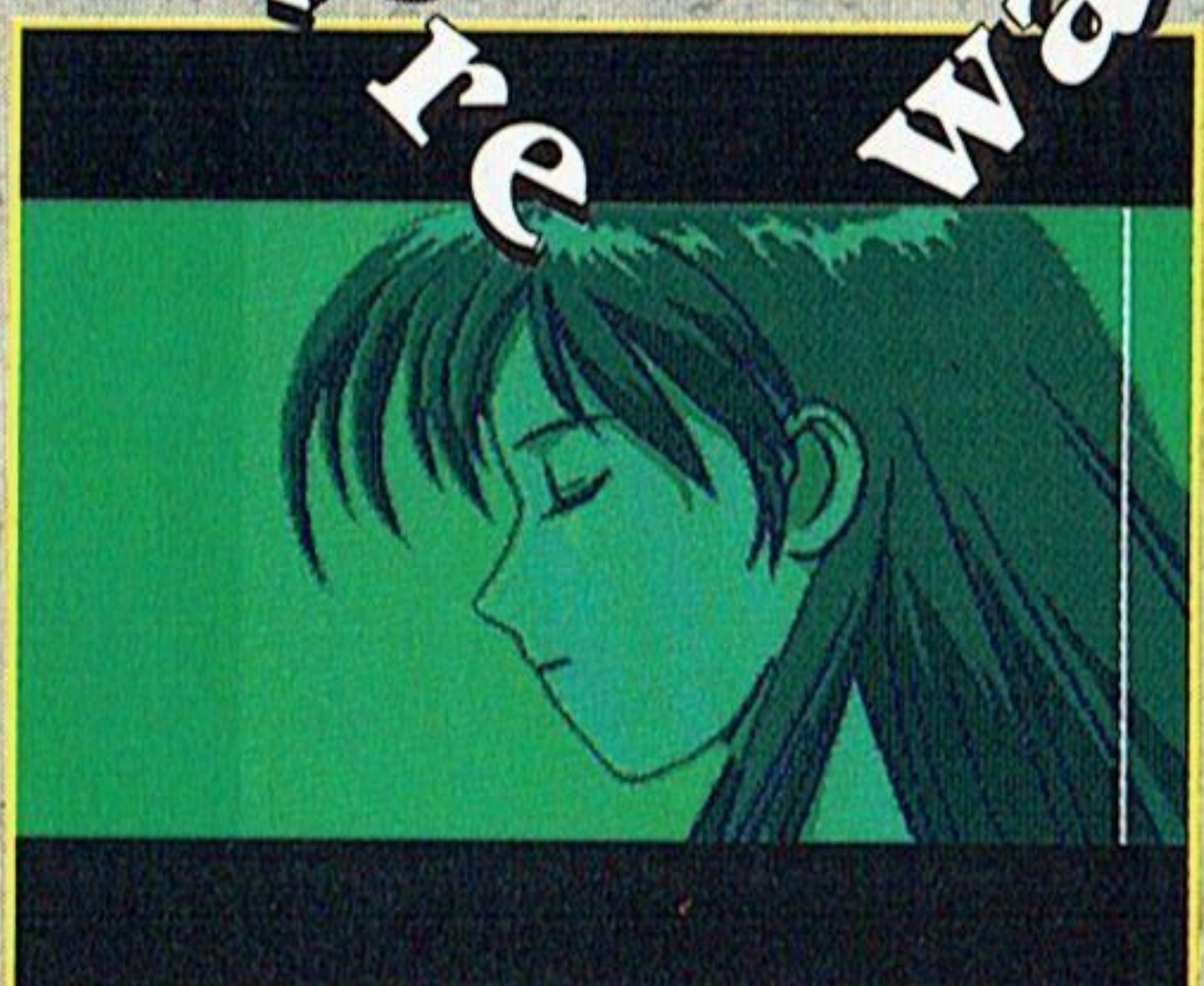
The cinemas are the biggest draw to the game. They move in a cartoon-like manner. The animation is very similar to Popful Mail, but improved.



The game is half text and half spoken dialogue. You can't always tell when voices will come up instead of text windows. I've found that most role-players enjoy anime.



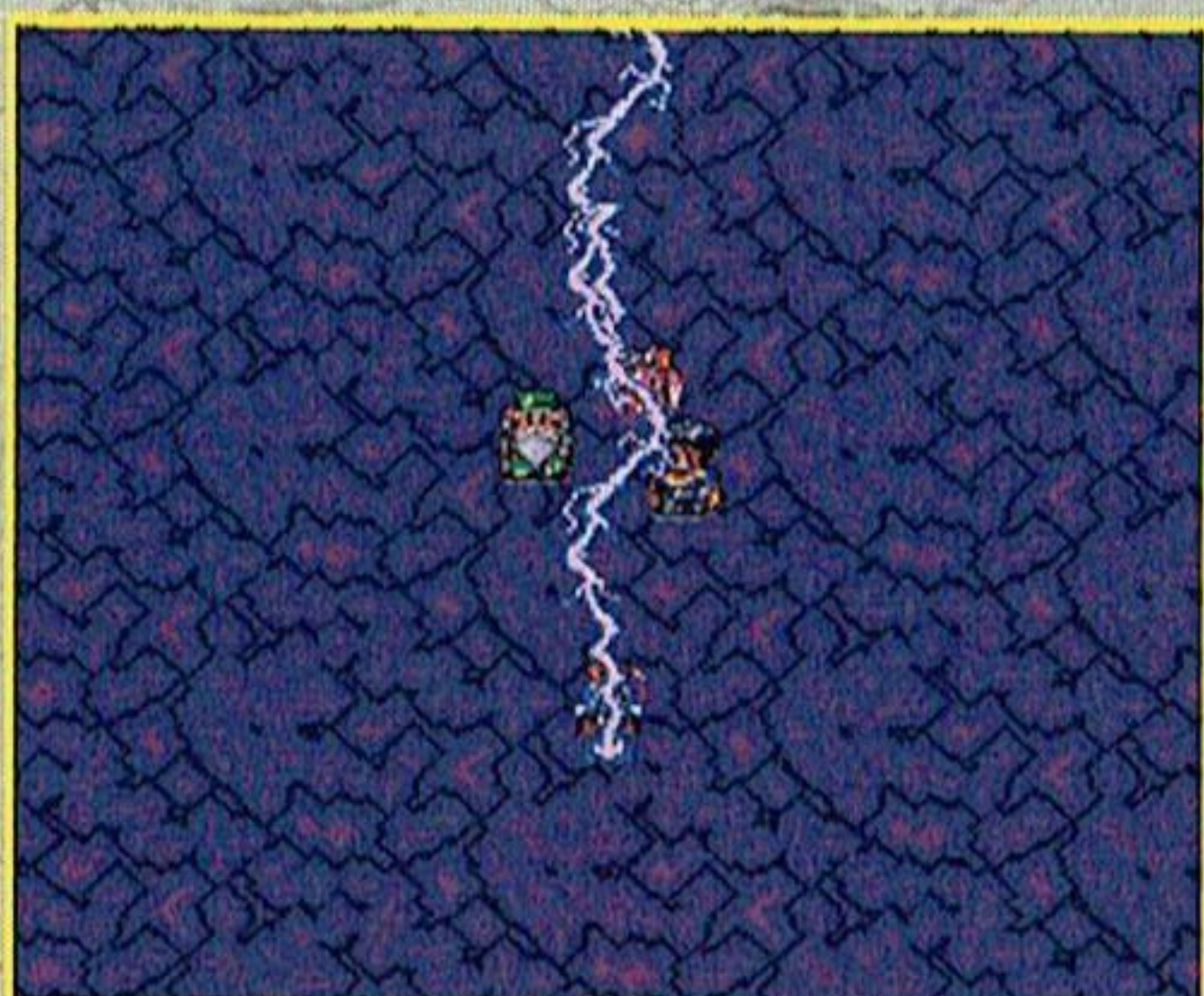
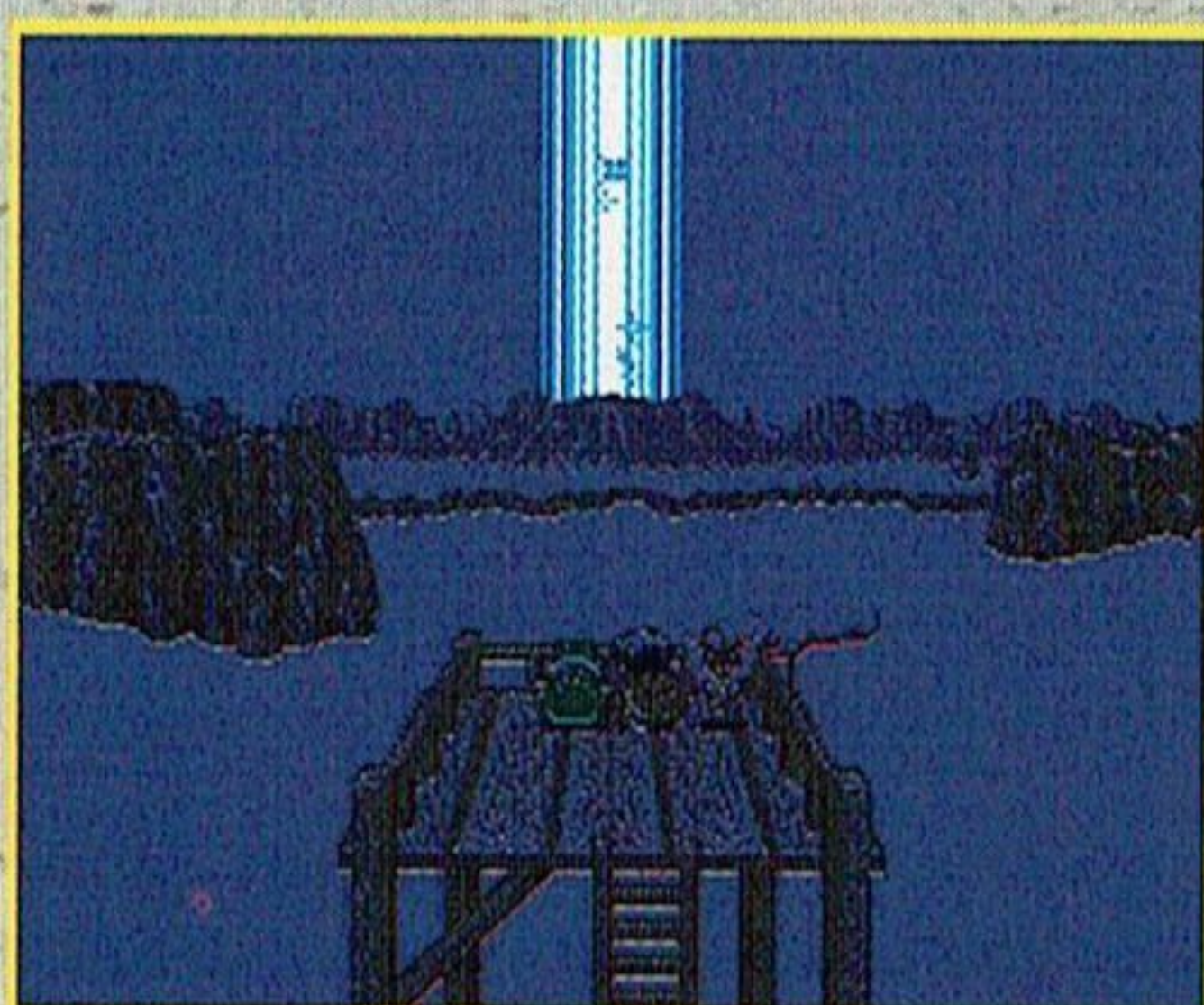
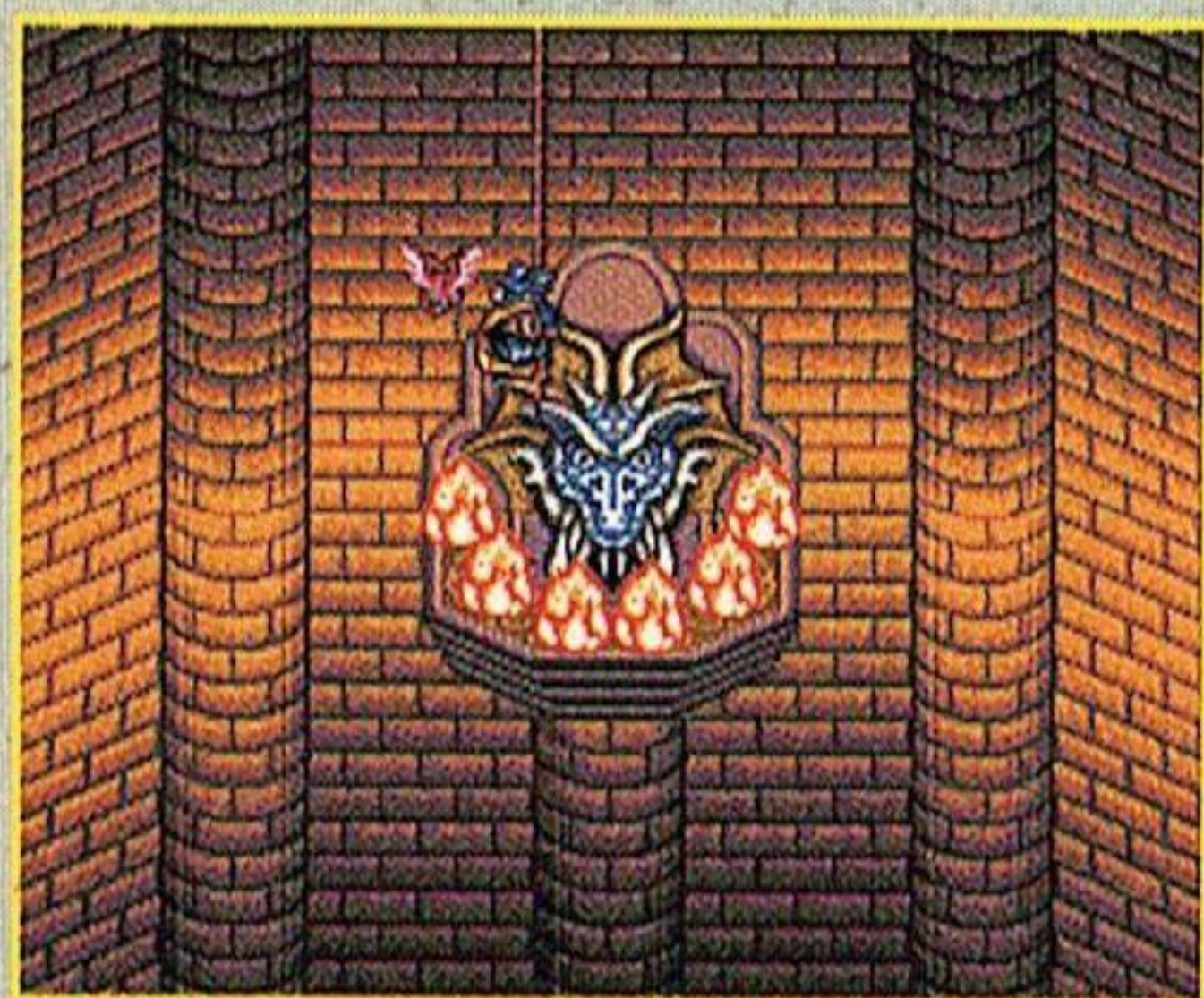
That is basically what you can expect from this game—watching the masters in Japan weave a complex tale around incredible cool art. Just sit and watch it run.



*You'll swear you're watching a cartoon!*



# What's happened so far ...



Hiro (you) meets a captain of Althena's guard named Leo. Upon returning, Hiro finds Leo talking to Hiro's grandfather. Leo offers Grandpa work, but he refuses and Leo leaves. Afterward, Hiro and his grandfather witness a strange occurrence at the Blue Spire. After investigating, they meet Lucia, a girl who must see Althena. On the way, she is cursed by a demon!

# Escape from the Blue Spire

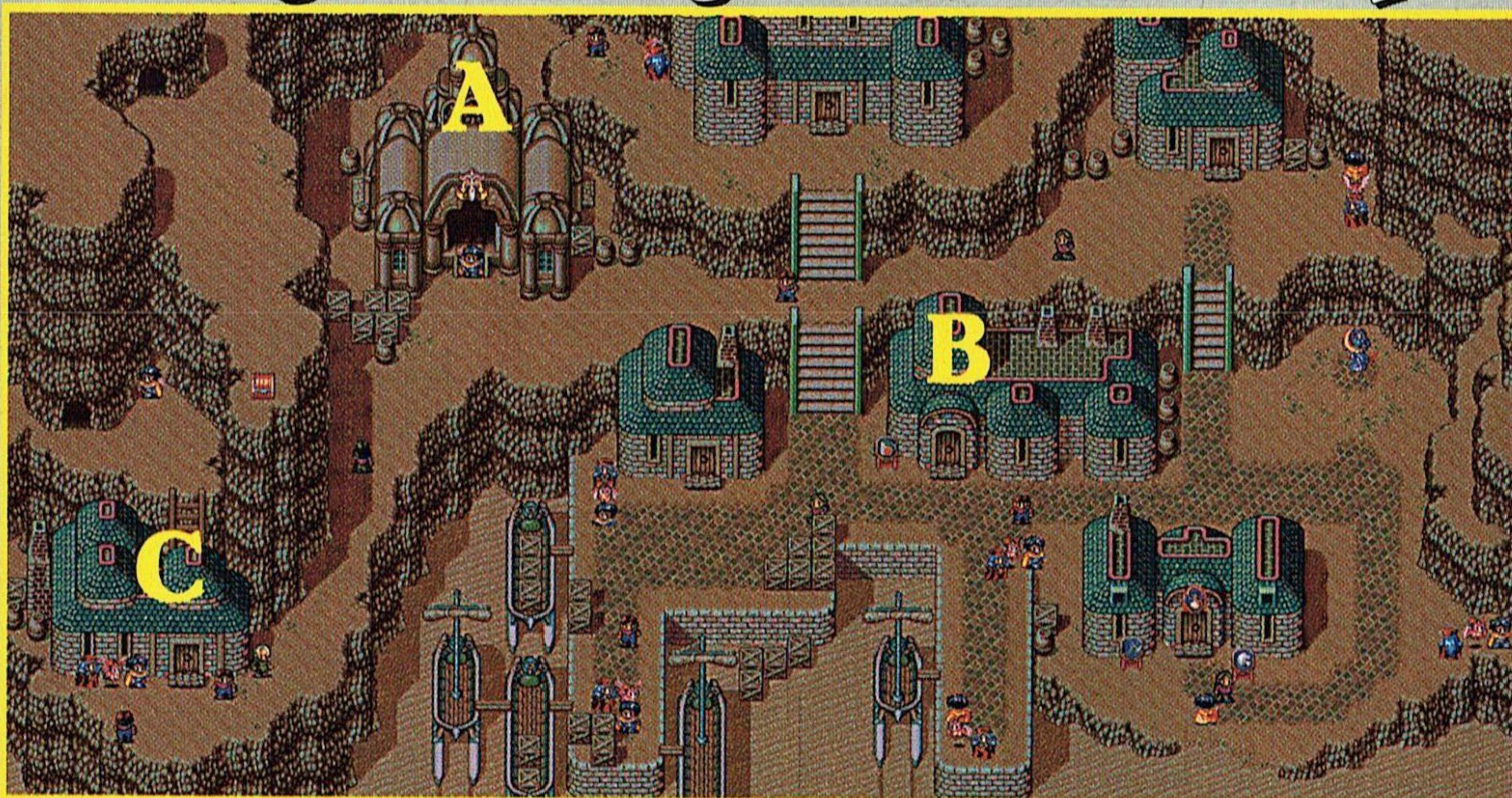


After Lucia gets cursed, you have a run-in with more guardians. Leo comes to your rescue. He asks if you've seen Lucia the destroyer but you lie. He lets you go. Travel back to Grandpa's house to see if he can cure

Lucia. He can't and sends you off to find Ronfar, a priest who might lift the curse. Grandpa gives you a boat and sends you off to a distant land. Make your way southeast to find the city.



# The gambling town of Larpa



You spend the next night at Ronfar's house. The next morning you find Lucia gone. Search the whole town for her, then go to the mayor who knows where she is. Pay his price, and he will tell you where she is.



Upon reaching this town, find Ronfar who is in the bar (B). He won't admit who he is until you've talked to some people in town. Talk to all the people in the temple (A). Go to Ronfar's house (C) and talk to everyone outside. You will learn about Ronfar's rotten personality. When he offers



to gamble say, "Yes," and do it a couple times. He will always win. When you refuse to play anymore, Lucia falls ill. Seeing this, he takes her to his house. Leo comes and asks Ronfar if he has seen Lucia. Ronfar lies and tells you to go to the temple with him so he can heal Lucia.





# SEGA CD PREVIEW

## FAHRENHEIT

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MACHINE	SEGA CD
PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ADVENTURE
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

### OPTIONS

Although there are not that many options, the ones that are there are extremely important. The first is difficulty setting and the second is directions on/off.

### ORIGINS

Trying to explain to people the problems and decisions that a firefighter must face each day is a hard thing to do. That is probably why they wanted to show you what it would be like to make the decisions that could save a life or lose one.

### STORY

You are a rookie firefighter who has just been volunteered into one of the more difficult areas of the profession. Almost immediately after meeting the people on the team you are called to duty. Saving people and property is your job. Hope that you are up to the task of doing it!

# FAHRENHEIT

## MEET THE FIREFIGHTIN' CREW



"STINKY"



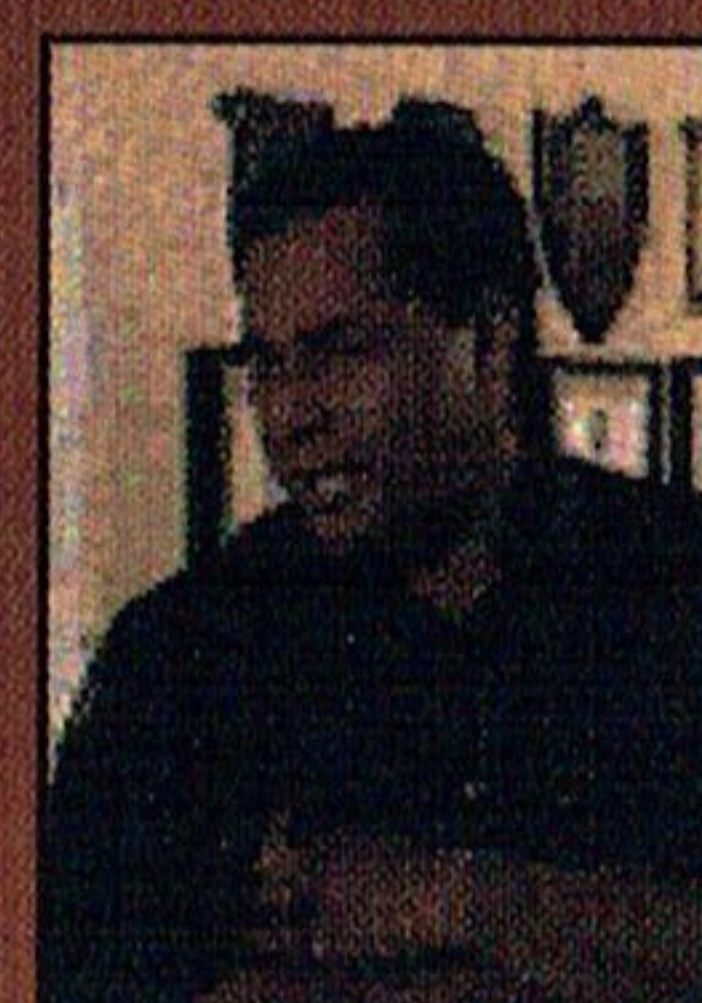
HOBBS



MAGUIRE



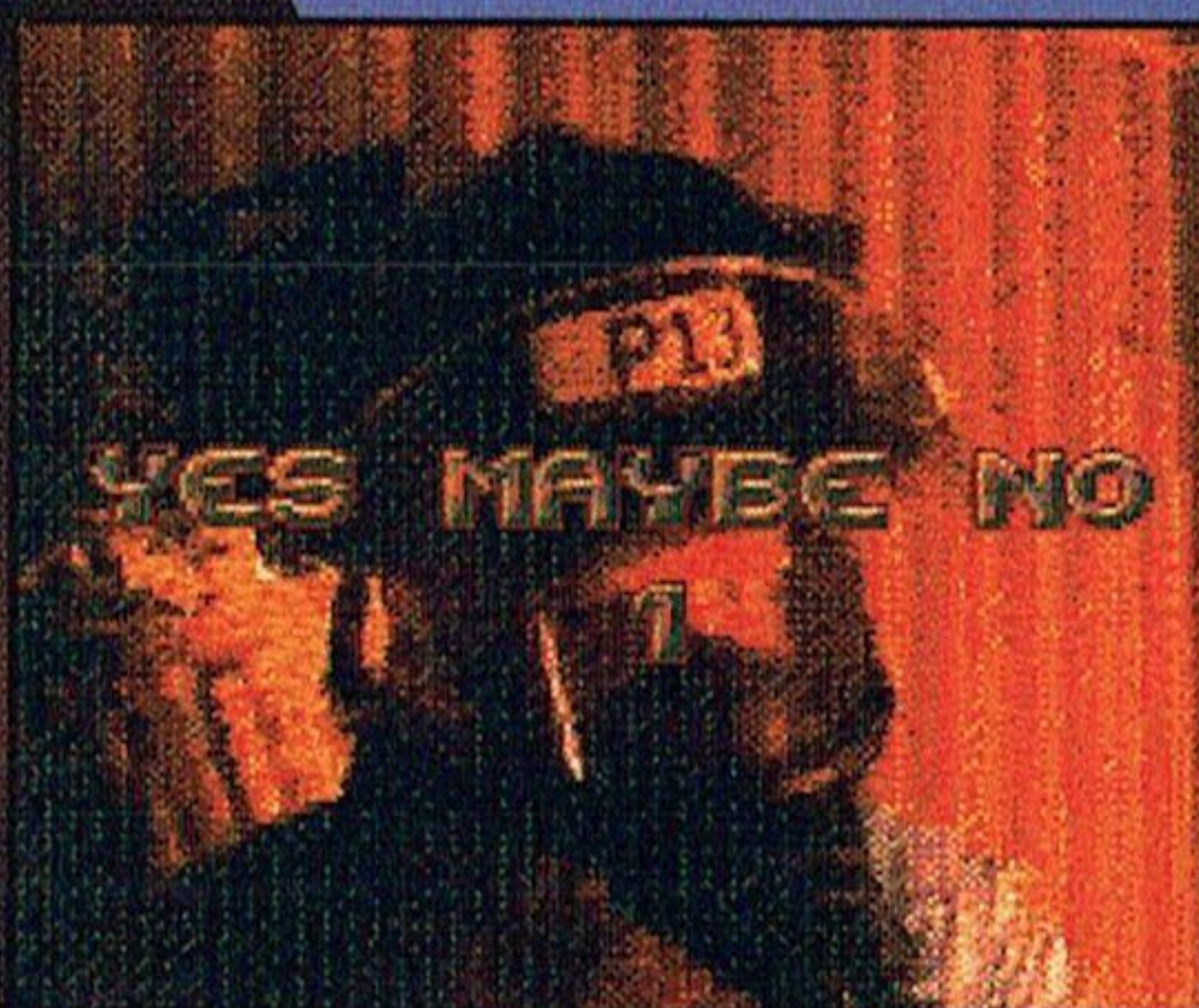
THE CHIEF



WASHINGTON

These are the firefighters who you meet when you first enter the firehouse. They will save your life and give you advice throughout the game. Be careful though, because their lives are on the line just the same as yours. One wrong decision at a door or hallway can cause the sudden and explosive death of you or one of your companions.

## LIFE-SAVING DECISIONS!



These decisions can mean life or death for you or a member of your squad.

Decisions are imperative. Good ones mean life, bad ones mean...



## WHICH WAY IS UP?

## REMEMBER YOUR MASK!

Your oxygen supply is your informal timer. If you run out of air, you must leave the building. You know what that spells for the active player—game over!



## DEATH BECOMES YOU!

If you run out of time, make a wrong door decision, or decide against handling some piece of equipment that you find in the building, it could spell a quick end for you or one of your rescue crew. Be careful, but remember that you do have to think fast!



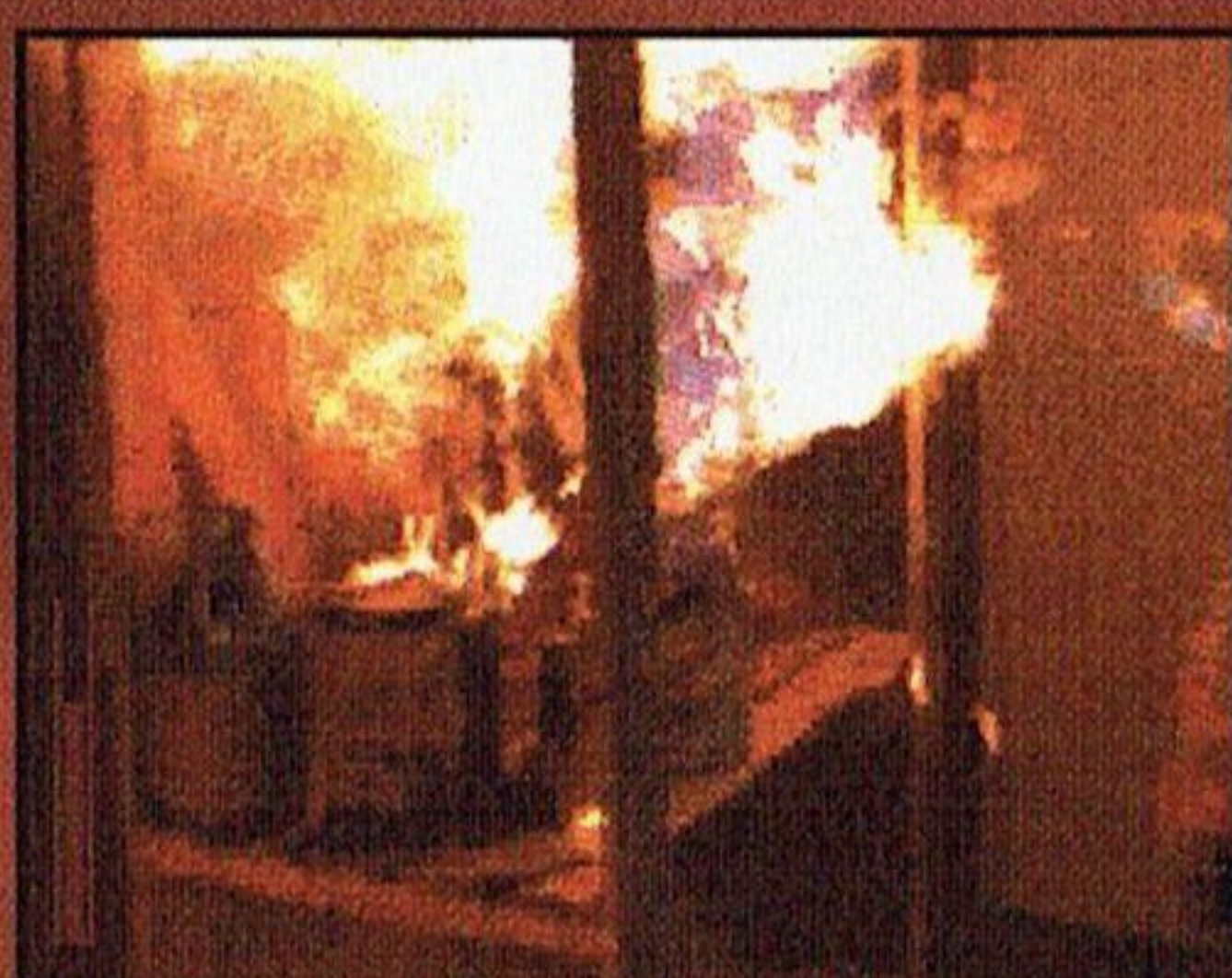
# SCENARIO 1: THE BURNING HOUSE

The burning house is your first run. This is not too difficult but can still be quite a challenge if you get lost and start going in circles. As you travel through the house, be sure to check the doors and remove any items that may be dangerous if they are left where they are. Your main goal is to find the young daughter of the owner of the house. She is in the house somewhere and it is up to you to find her and a way out.

## First Floor

The first floor of the burning house is a challenge but not impossible. While wandering around the first floor, you will discover such things as a TV that was left on (very distracting), a cluster of flaming paint cans that you must dodge, a set of valuables that you decide to take

along and return to the owners and a kerosene heater that you must decide whether or not to take out of the house. You do not have to complete these things to make it upstairs. All you have to do is find the stairs!



# SCENARIO 2: THE BURNING APARTMENTS

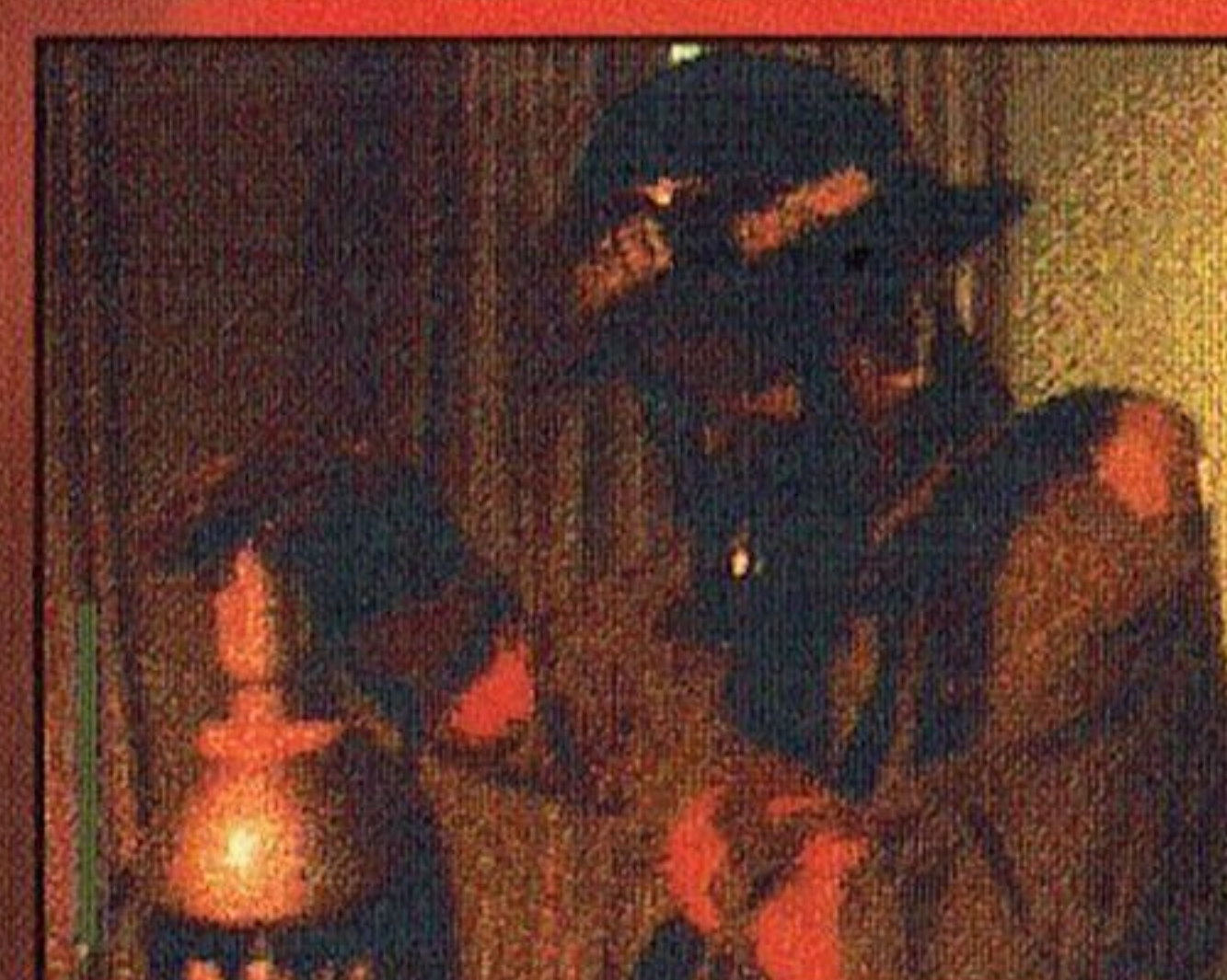
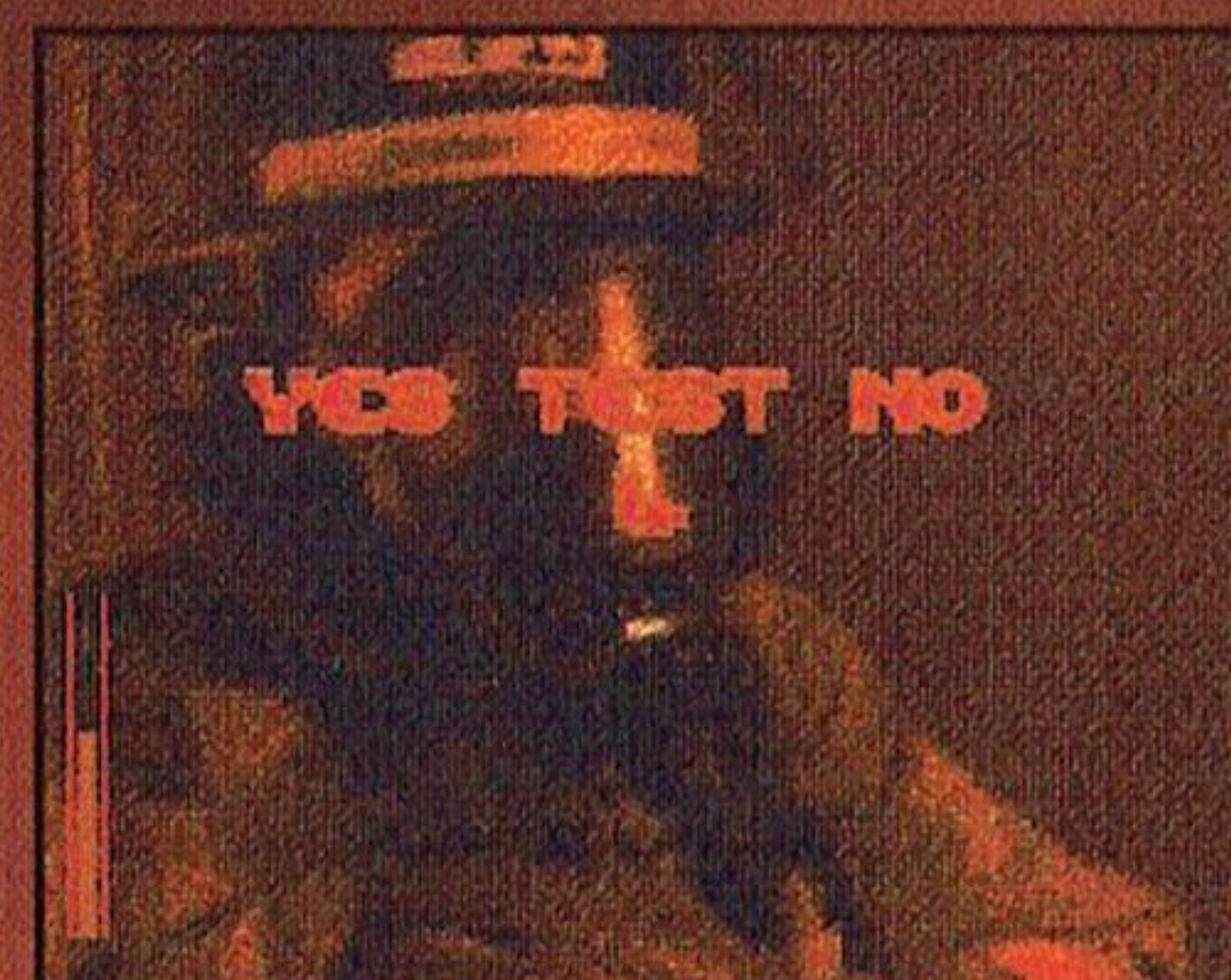
Your work never stops! After the burning house comes an apartment building that is ablaze. As the fire chief is asking the owner whether or not all the people are out, you hear a scream coming from one of the floors. It is a lady who is trapped in the building and is crying for you to rescue her "babies." You find out that her "babies" are a pair of birds. You have to go in there and rescue her though, so off you go. This scenario is much harder than the previous one so be quick, but be careful as well!

## Second Floor

On this floor your mission is to find the old lady who was screaming to you and get her out of there. This is easier said than done, because the floor is rather large and there are dangers everywhere. Some of these dangers

are doors with backdraft explosions on the other side. These doors should always be checked beforehand or you just might find the quick way out of the building. Also, according to the dispatcher, the building has failed several safety regulations for proper waste disposal and wiring. One other interesting danger is that some of the people living in the building have rather unique lifestyles and one, in particular, had his/her room filled with explosives and other dangerous items. Time to

call in Hobbes! The location of the lady changes, so you'll have to be quick to find her. Once you find her she wants you to find her birds, so off you go again. If you find some of the hazards, you will receive more oxygen for your tank.





# GAME GEAR PREVIEW



MACHINE	GAME GEAR
PUBLISHER	PLAYMATES
AVAILABLE	JULY
THEME	ACTION
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	90%

## OPTIONS

There were no options in the game when I played it, but there should definitely be some by the time you play it. Options will most likely be similar to previous versions.

## ORIGINS

Earthworm Jim has been around for quite a while now, and he keeps making appearances on every system. This time around he's on your Game Gear. The levels in the game are almost exactly the same as the Genesis version.

## STORY

Psy-Crow is delivering a specially made powersuit to Queen Slug-for-a-Butt, when he loses it during a fight. The suit falls down to Earth and lands on Jim, a normal everyday earthworm. He crawls into the suit and he forms to it. Now help Jim keep the suit that the baddies want back.

# EARTH WORM JIM

## Level 1: New Junk City



Learn to use all of your techniques in this level. Press and hold your whip button to fire the gun. Also, don't forget to launch the cow in the begin-



ning. Do that by shooting or whipping the refrigerator. Swing using the moose to lead to an area with an extra guy.

## Level 2: What the Heck?



There are some hard jumps and the enemies are relentless in this level. If you find the big gems, run on them to go up to a new part of the level. Look out for the super shots—they are all over this level.



## Level 3: Bungee Jumping



This level is more like a really long Boss fight. You must destroy The other guy's



bungee cord by knocking him into the wall. Watch for the monster below!



## Level 4: Peter Puppy



This level is challenging. Peter Puppy must make it to the end of the level. Keep him alive by killing enemies and whipping him over pits. If he dies, you go back to the beginning.





**MACHINE** GAME GEAR

**PUBLISHER** SEGA

**AVAILABLE** NOW

**THEME** ACTION

**MEGABITS** 4

**PLAYERS** 1

**DIFFICULTY** EASY

**LEVELS** 6

**% COMPLETE** 75%

## OPTIONS

The version that I played didn't have any options. Some should be added by the time the game hits the shelves. Changing the number of guys would be cool.

## ORIGINS

This is a game that was originally created for the 32X. There is an obvious reduction in graphics and sounds, but that would be expected from any translations of that magnitude. Fans of the 32X version should give this game a try.

## STORY

The bad guys have stolen your girlfriend and you must rescue her. That's not very original, but the story isn't the reason to play this game. The cute animations are a plus and there is a lot to discover. This is a very good game for younger players who own a Game Gear.

# TEMPO JR.



After you have jumped, press the Jump button again and hold it. You will flap your wings and fall a heck of a lot slower. This is good for getting across pits. If you get a high jump, you can fly over the level. Some tricky jumps will require mastering this technique in order to progress.



These CDs will increase your health by four bars instead of one. These are fairly rare. If you see them, make sure to get them.



This is the first Boss in the game; he is too easy. Jump on his head and just stay there. Your character will continue to bounce until he dies.



Level 1 is extremely easy, even for a novice. Use this level to practice flying and note throwing. Hit enemies with notes and you can kill them.



## LEVEL 1

Level 1 is extremely easy, even for a novice. Use this level to practice flying and note throwing. Hit enemies with notes and you can kill them.

## LEVEL 2



This level is a bit more challenging. There are some very tricky jumps that take quite a few tries. Try to shoot the bees instead of jumping on them.



These pianos serve no real purpose, but it is cool to run over them. Run by pressing forward twice. Press attack to roll over enemies.



This Boss will swallow and spit you across the screen. Defeat him by nailing his head.





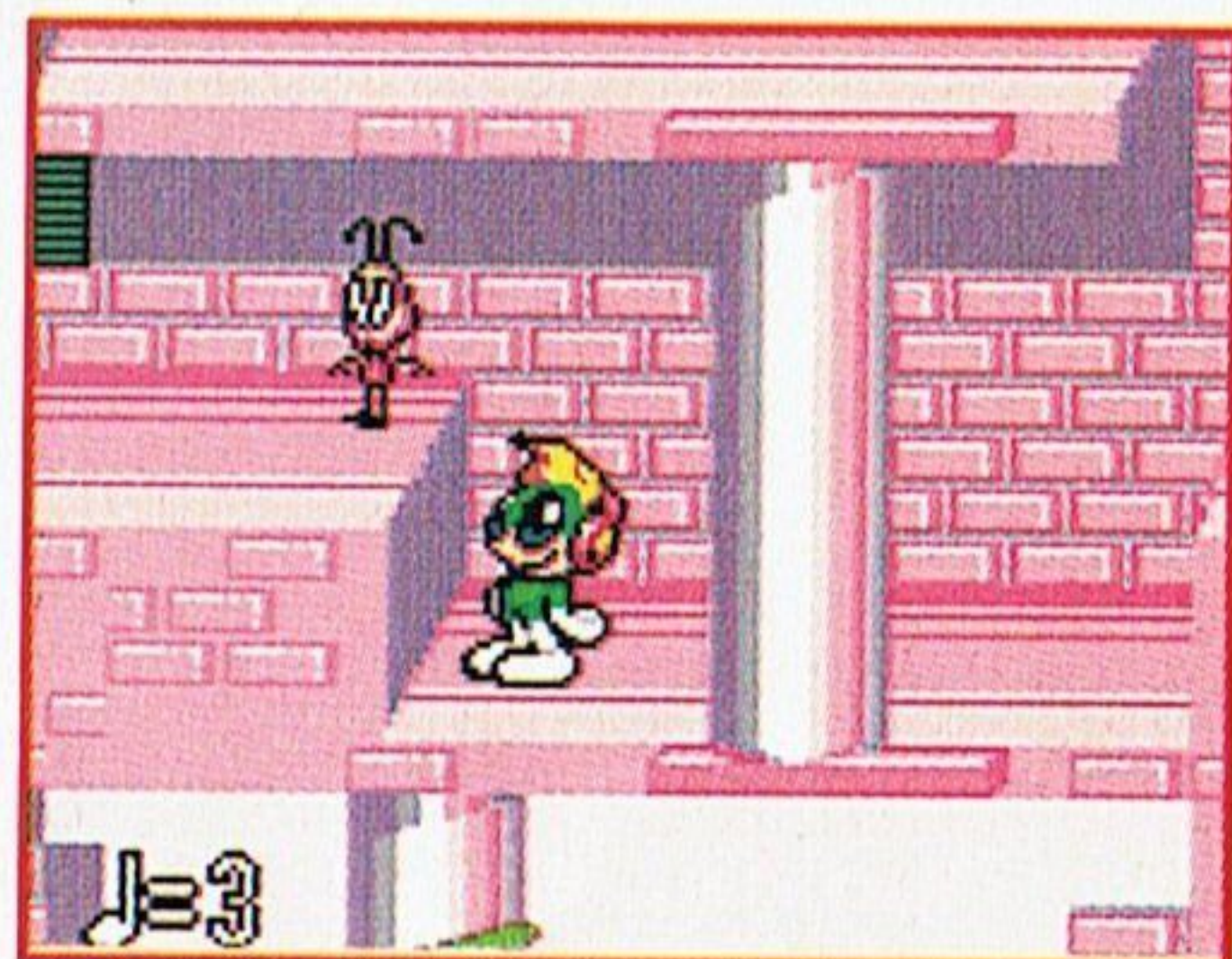
# MEGA REVIEWS!!

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

The Review Crew's pick of the issue!

TEMPO JR.

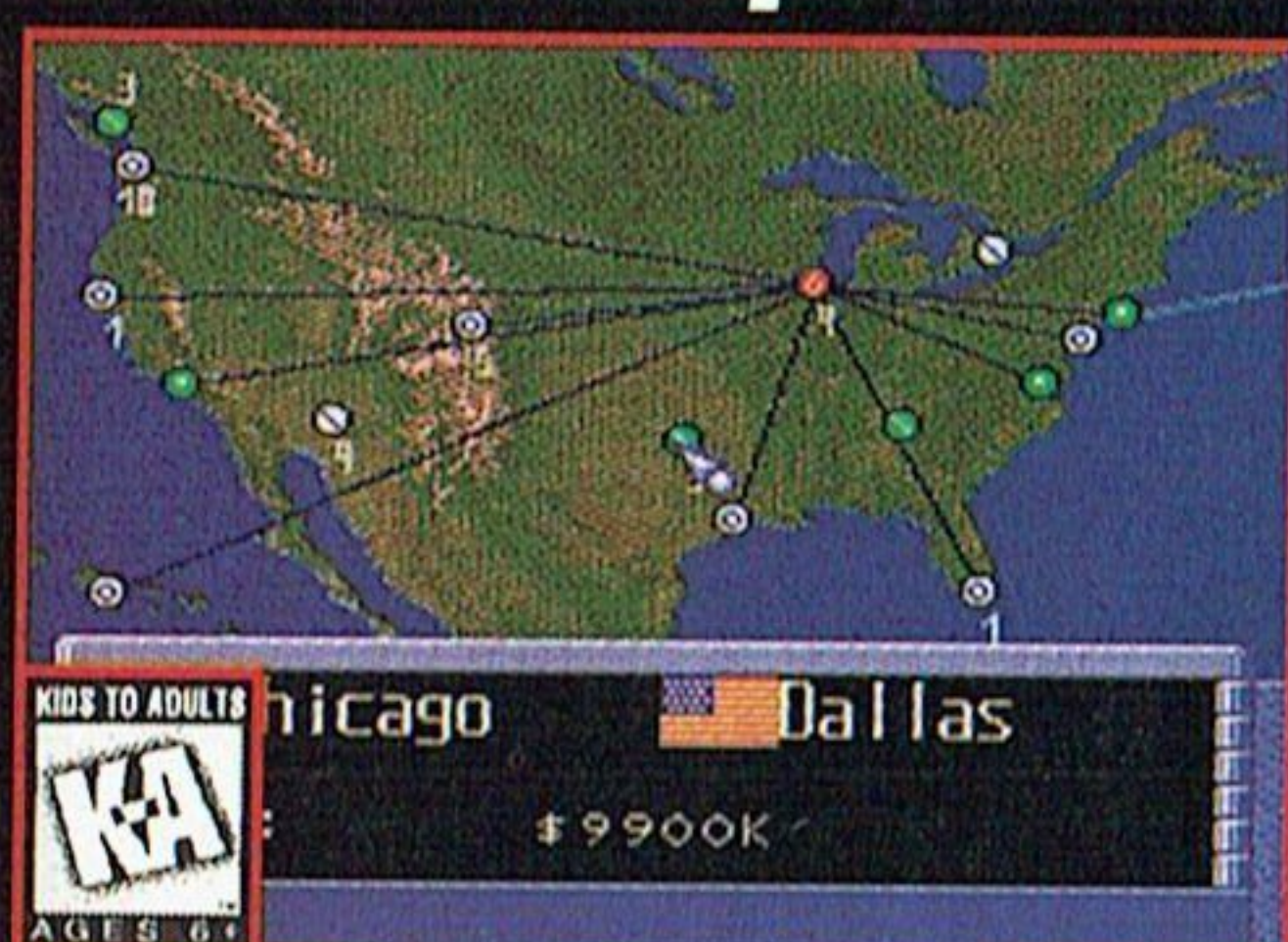
by  
SEGA



## 11 GAMES REVIEWED:

**Aerobiz Supersonic; Eternal Champions (Sega CD); Earthworm Jim (Game Gear); Fahrenheit; Judge Dredd; Lunar 2; NBA Action '95; Quarterback Club (32X); Skeleton Crew; Supreme Warrior (32X); Tempo Jr. (Game Gear); Toughman Contest (32X)**

### Aerobiz Supersonic



Ever want to know what it's like to be a big-time airline executive? With Koei's Aerobiz Supersonic, you can make big decisions on travel routes and airfares.

DAVE

Aerobiz Supersonic is one of the easier Koei sims to get into. Not overly difficult and lots of fun, Aerobiz has endless options. With multiple players, it can be quite entertaining. If you want an easy simulation, this is it.

G.O.G.

Koei is well-known for their excellent simulations and the Aerobiz series is my favorite. However, compared to the Super NES version, the interface is too difficult. It's a good game, but hard to play.

MIKE

I don't really dig war or, in this case, plane simulators. Something about airplanes just leaves me bored. This game is done well, but it could have used an easier interface. Fans of this series should go for it.

BART

Simulation games are not my cup of tea. Although this is a simulation of a different breed (and I do like the originality), I just couldn't get into this game. Fans of the first game should like this upgrade, though.

COMPANY:  
Koei

SYSTEM:  
Genesis

THEME:  
Simulation

CART SIZE:  
12 Meg

AVAILABLE:  
Now

### Fahrenheit



It's you and a team of the city's best firefighters battling it out against the flames that are engulfing a burning building. Save the victims and avoid the heat.

DAVE

Fahrenheit gives everyone a chance to feel what it's like to be a firefighter. The video quality is improving these days, and more options are available to you, but there really isn't much replay value here.

G.O.G.

Fahrenheit is the best full-motion video game I've seen. It takes the Sega CD to the limits and makes you feel like you are there and in control for the most part. The choices are confusing at times, but it's cool.

MIKE

I really don't like all this full-motion video, but I must admit that they cleaned it up a lot for this one. The action is pretty cool due to the flaming nature of the title, but the game play is still simple.

BART

I found this game quite a bore. It's your basic Dragon's Lair clone. The full-motion video is nice, but is way too dithered and looks just plain bad. And someone tell these actors to go back to school. Ugh!

COMPANY:  
Sega

SYSTEM:  
Sega CD

THEME:  
Simulation

CART SIZE:  
CD-ROM

AVAILABLE:  
Now



**D  
A  
V  
E**

While there is plenty to shoot at, Judge Dredd comes off as being one heck of a tough game. The enemies are hard to kill and the sluggish control hurts. I don't even think JD fans could get into it.

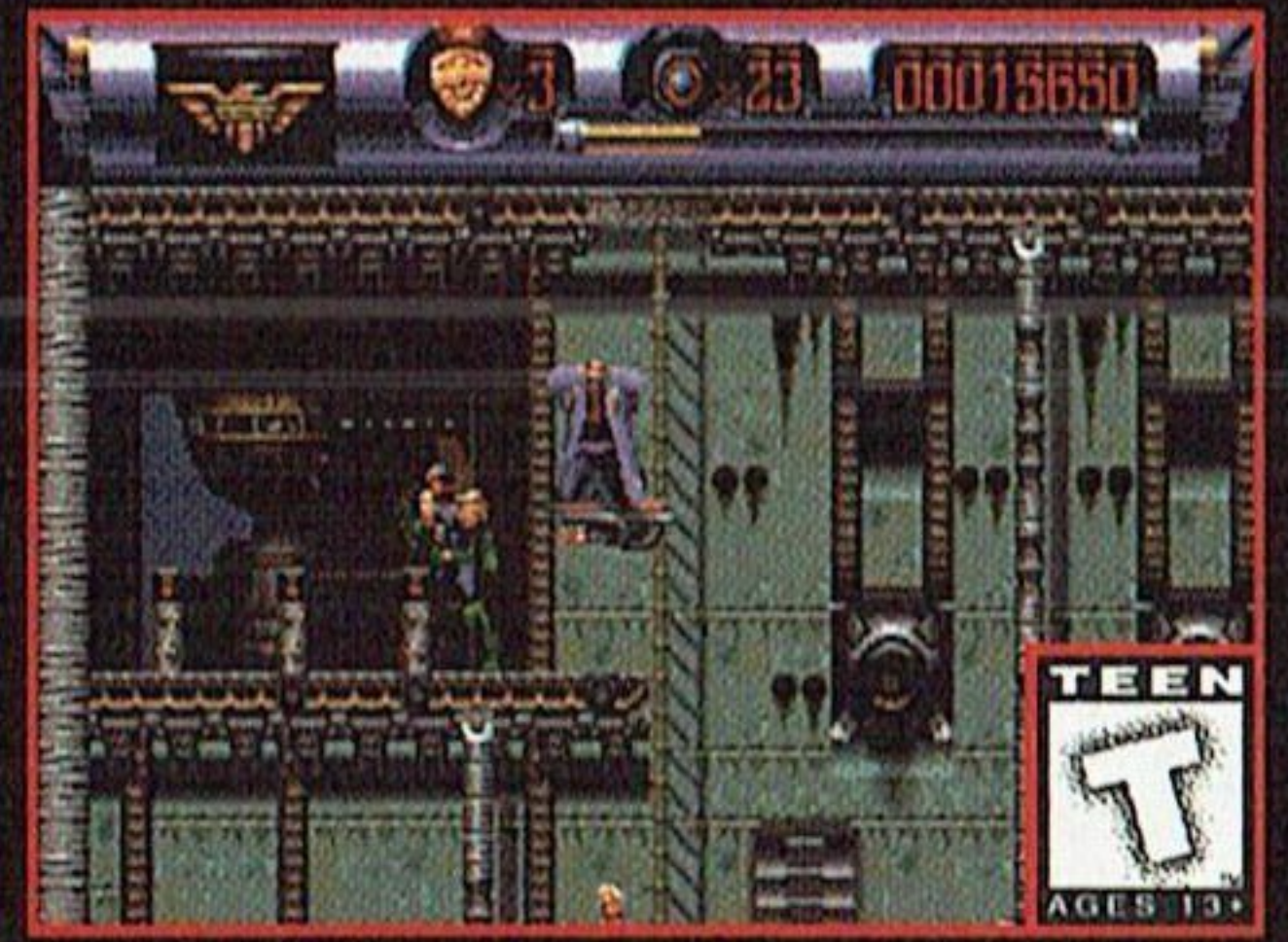
**62%**

**G.  
O.  
G.**

Judge Dredd uses the same engine as Alien 3, and it shows. The game suffers from poor play control and many instant hits. One Boss is impossible to avoid getting hit by. Ever heard of technique? JD rots!

**50%**

## Judge Dredd



Europe's most popular hero takes on the video game world and brings his own brand of justice to would-be criminals. Lots of action in this game!

**M  
I  
K  
E**

Well, it looks like Acclaim has netted another comic/movie title. Although the game does have some good weapons, the enemies get tough and frustrating. The levels are big and fun to explore but it wears thin.

**60%**

**B  
A  
R  
T**

Acclaim once again flexes its marketing muscles with Judge Dredd. This game has many of the elements found in the summer blockbuster, as well as some cool enemies, weapons and huge levels!

**78%**

**COMPANY:**  
*Acclaim*

**SYSTEM:**  
*Genesis*

**THEME:**  
*Action*

**CART SIZE:**  
*16 Meg*

**AVAILABLE:**  
*June*

**D  
A  
V  
E**

Well, the new perspective is okay if you're looking for something completely new, but a tried-and-true 3/4 view or side view works just fine for me. It's got all the players and all the teams, of course.

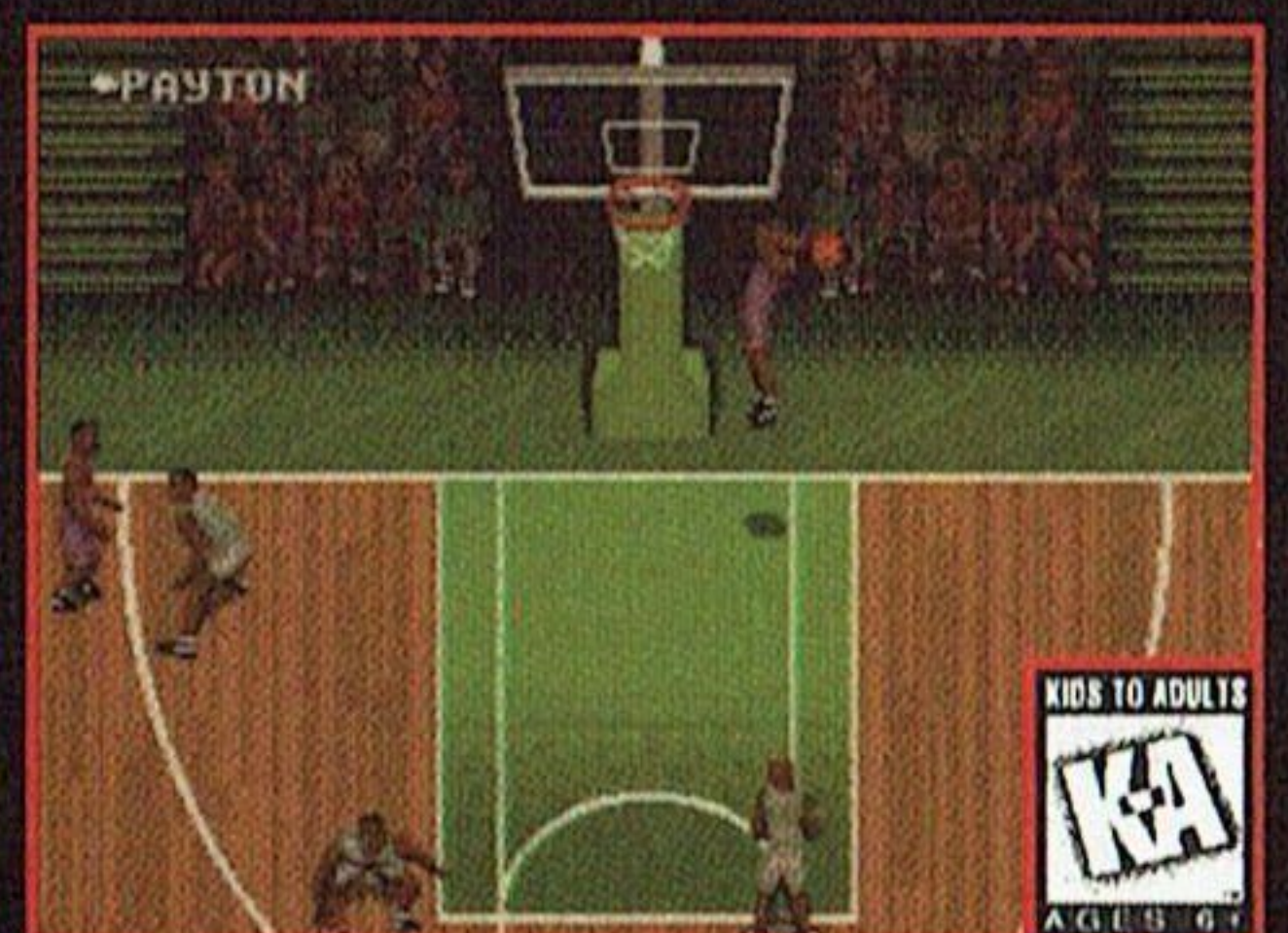
**60%**

**G.  
O.  
G.**

Not being much of a sports fan, I had a hard time getting into this one. The graphics are decent, but the control was way off. Sports fanatics might like it, but I really didn't care for it. Sports need something new.

**55%**

## NBA Action '95



Sega Sports presents a basketball game with a new perspective. NBA Action '95 features new jams and moves, all with Marv Albert announcing the action!

**M  
I  
K  
E**

I don't care for many sports games. This one looks good for a basketball game but suffers greatly in the playability. The perspective is neat, but takes a bit of getting used to. This is for die-hard sports fans only.

**55%**

**B  
A  
R  
T**

Basketball games are getting better with their increased realism, but NBA Action '95 takes a dive with poor play control and poor animation. The overhead vertical scrolling doesn't help the game either.

**62%**

**COMPANY:**  
*Sega Sports*

**SYSTEM:**  
*Genesis*

**THEME:**  
*Sports*

**CART SIZE:**  
*16 Meg*

**AVAILABLE:**  
*Now*

**D  
A  
V  
E**

More comic-book games? Punisher packs a wallop with loads of enemies to kill and plenty of action, but the feeling of the comic book isn't here. The colors seem drab and the game gets repetitive.

**68%**

**G.  
O.  
G.**

The Punisher is one of the cooler Capcom action games. However, Punisher pales in comparison to its coin-op counterpart. The gore is gone, as are most of the colors. The big effects are gone as well.

**72%**

## Punisher



Play as the Punisher, Nick Fury or both in two-player simultaneous action. There's plenty of scum to be cleaned up, so master those special attacks!

**M  
I  
K  
E**

I liked the arcade version, but this one doesn't have the same bang. They left out too many things, like the gore. The drab colors make it look dull as well. The effect just isn't the same on this scaled-down version.

**67%**

**B  
A  
R  
T**

One of my favorite arcade games is finally out for the Genesis! Too bad Capcom forgot to make it as close to the arcade as possible. Although the moves were cool, the play control left much to be desired.

**70%**

**COMPANY:**  
*Capcom*

**SYSTEM:**  
*Genesis*

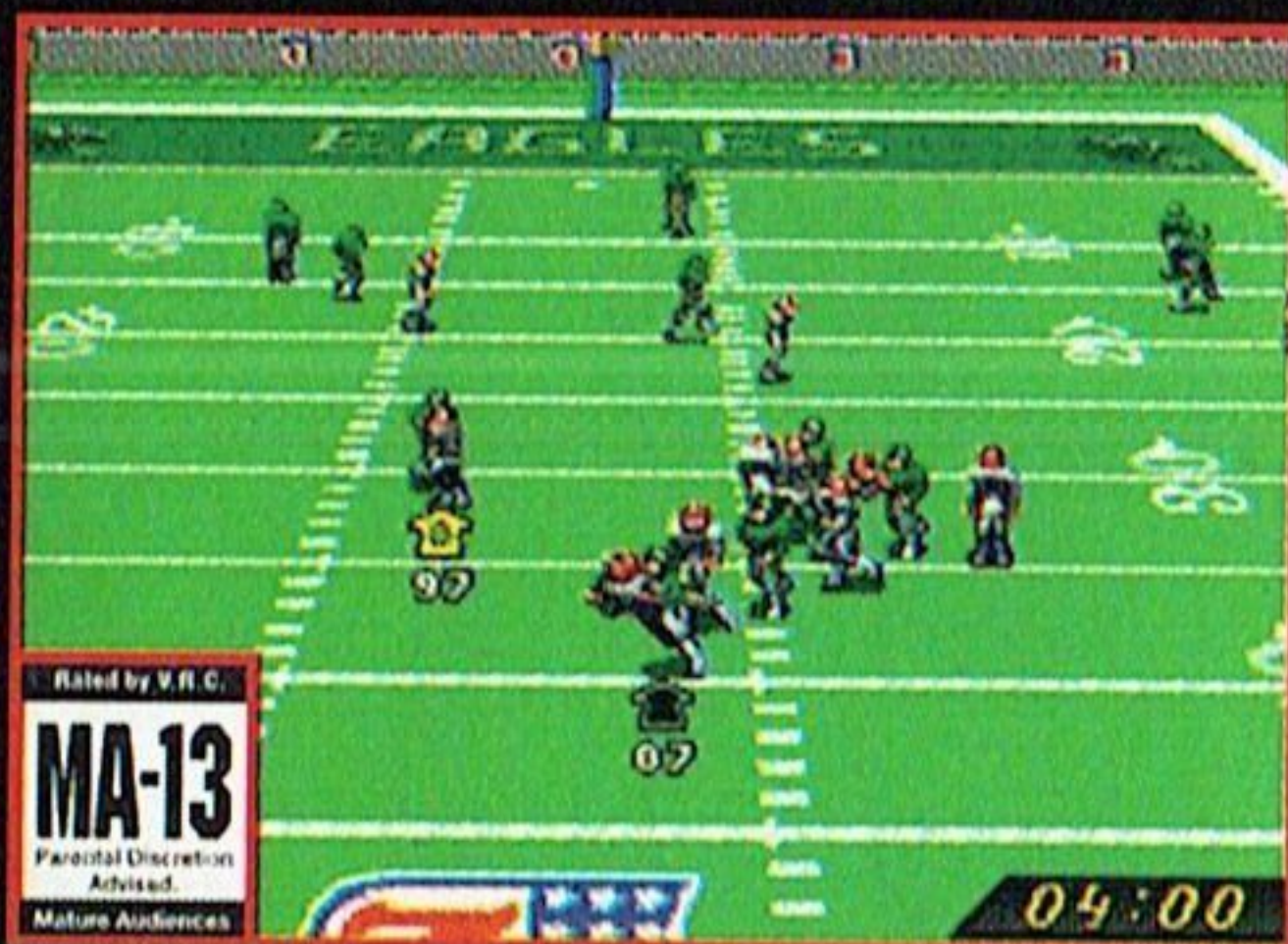
**THEME:**  
*Action*

**CART SIZE:**  
*16 Meg*

**AVAILABLE:**  
*Now*



## Quarterback Club



Improved for the the 32X platform, Quarterback Club has many great features, such as actual NFL players and awesome offensive and defensive plays!

**D  
A  
V  
E**

Quarterback Club is filled with great sound effects and solid action, making this one a winner. I like the perspective and the plays are great. As always, the players could be bigger, but it's still a blast.

**G.  
O.  
G.**

Quarterback Club brings a sense of realism to the game. The player acts like the real thing. That's cool. On the other hand, the control is nothing special, as are the graphics. It's pretty good overall.

**M  
I  
K  
E**

Great plays and good AI make this one a big contender. The graphics and control aren't that great but there is a good element of realism and computer reaction. The characters are a bit small, but they move well.

**B  
A  
R  
T**

Acclaim has released yet another hit with Quarterback Club. This game is loaded with all-new plays, all including an AI that will surely test your playing and coaching abilities. The players are too small though.

**COMPANY:**  
**Acclaim**

**SYSTEM:**  
**32X**

**THEME:**  
**Sports**

**CART SIZE:**  
**24 Meg**

**AVAILABLE:**  
**2nd Qtr. '95**

## Skeleton Krew



Monstro City has been overtaken by the evil Moribund Kadaver. You and three friends must fight off his followers and take back the city.

**D  
A  
V  
E**

Skeleton Krew is cool because it offers a nice perspective (am I on a perspective kick or what?) and loads of action. With two players, this one really rocks! The levels are long, but the game is pretty short.

**G.  
O.  
G.**

Skeleton Krew is an excellent shooter. It would be perfect if the instant hits and control were fixed. The graphics are good, and the action is nonstop. While I don't see a difference in the characters, the choice is nice.

**M  
I  
K  
E**

I really like the 3-D perspective, but it takes some time to get used to. The levels and characters all look a bit too similar, but there is nonstop action. I suggest playing a two-player game for maximum effect.

**B  
A  
R  
T**

Skeleton Krew is one of those games that you can totally get into. The pseudo 3-D look is nice, allowing for more enemies to be onscreen, and the action is intense. The only bad thing is that the game is too short.

**COMPANY:**  
**Core Design**

**SYSTEM:**  
**Genesis**

**THEME:**  
**Action**

**CART SIZE:**  
**16 Meg**

**AVAILABLE:**  
**Now**

## Stargate



Last fall's sci-fi hit makes the transfer to the video game front. Play as Colonel O'Neil and get your team out of Abydos and back to planet Earth.

**D  
A  
V  
E**

There's a good challenge here. The game is tough, and the control has some problems, especially when shooting diagonally down. The graphics are decent with a surprising amount of color.

**G.  
O.  
G.**

Stargate isn't all that good on the Genesis. (Pick up the Super NES version instead.) The control is poor, especially when it comes to hitting enemies on the ground. The graphics are okay, but the control really hurts it.

**M  
I  
K  
E**

This is sort of an Aliens 3 type of game, but the graphics aren't nearly as good. Also, the control is weak and not very good. I enjoyed the movie but this doesn't capture any of the sci-fi adventure.

**B  
A  
R  
T**

Like most sci-fi fans, I really liked the movie, but I have to say that I was pretty disappointed with Stargate. The play control left a lot to be desired on top of the poor graphics and sound. It's a tough game too.

**COMPANY:**  
**Acclaim**

**SYSTEM:**  
**Genesis**

**THEME:**  
**Action**

**CART SIZE:**  
**16 Meg**

**AVAILABLE:**  
**Now**



**D  
A  
V  
E**

This is probably the most unique full-motion video game I've seen. First-person fighting games are rare, and the video quality is an absolute gem compared to the older games. It's nifty but has its quirky side, too.

**70%**

**G.  
O.  
G.**

Supreme Warrior is yet another cheesy FMV game. While the game itself isn't all that hot, it's great to see the bad dubbing and the whacked-out story. Supreme Warrior's colors aren't all that bad.

**75%**

### Supreme Warrior



Play a new breed of fighting game. Supreme Warrior has a first-person perspective view. Master new fighting techniques as you progress through the game.

**M  
I  
K  
E**

A weird sort of cult fighting game that took me by surprise. It looks like a kung fu flick, and unfortunately, it plays like one. It is a bit difficult to play, but you can get used to it if you give it a chance.

**77%**

**B  
A  
R  
T**

At first glance, this game is reminiscent of old martial arts movies. But back to the game. The first-person view is a nice touch, and I like all the cool techniques you learn along the way. Not bad.

**81%**

**COMPANY:**  
*Digital Pictures*

**SYSTEM:**  
*32X CD*

**THEME:**  
*Fighting*

**CART SIZE:**  
*CD-ROM*

**AVAILABLE:**  
*Now*

**D  
A  
V  
E**

I really liked the 32X version, and I'm glad to see this one didn't let me down. The control was fine, and the graphics were bright and colorful. For a game that is all about music, though, the tunes aren't all that great.

**89%**

**G.  
O.  
G.**

Tempo Jr. is a hot game for the portable. It succeeds where the 32X failed: fun. The game has surprisingly little blurring and the controls are tight. The visuals are cool, and I just plain liked it. Try it.

**85%**

### Tempo Jr.



From the makers of Ristar, Sega brings Tempo Jr. for the Game Gear. Music is the emphasis here, and you must use your musical abilities to save your girlfriend.

**M  
I  
K  
E**

This is a sharp and colorful game that retains the cuteness that made the 32x version fun to play. I like the fact that it's on a portable, which makes it a good time passer. A fun game with good control.

**88%**

**B  
A  
R  
T**

Tempo Jr. joins the collection of exceptional games for the Game Gear. There are many elements in this game that make it good. For one, the cute and colorful graphics. Then there's the nice play control. Very nice.

**80%**

**COMPANY:**  
*Sega*

**SYSTEM:**  
*Game Gear*

**THEME:**  
*Action*

**CART SIZE:**  
*4 Meg*

**AVAILABLE:**  
*Now*

**D  
A  
V  
E**

I don't like boxing games, but Toughman was exciting because of the sheer number of modifications you can make. The behind-the-boxer view was hard to get used to, but soon I was sluggin' like a pro.

**82%**

**G.  
O.  
G.**

This is the poor man's Punch-Out. It's loads of fun to play, and the graphics rock. Simply being able to customize your fighter is a major plus. There are plenty of moves to do. I highly recommend this boxer.

**85%**

### Toughman Contest



Think you're tough? Toughman Contest pits you against some of the toughest brawlers from around the world. It's three rounds and anything goes!

**M  
I  
K  
E**

This is a very cool game that has a strong Punch-Out feel. This one adds the ability to customize your fighter and throw special punches. Even if you don't get into sports titles this one is really fun.

**85%**

**B  
A  
R  
T**

Toughman Contest is very much like Punch-Out, but the difference is that here there are loads of cool special punches for your fighter. You can even customize his attacks. Great graphics, but the sound needs work.

**84%**

**COMPANY:**  
*EA Sports*

**SYSTEM:**  
*32X*

**THEME:**  
*Sports*

**CART SIZE:**  
*24 Meg*

**AVAILABLE:**  
*Now*



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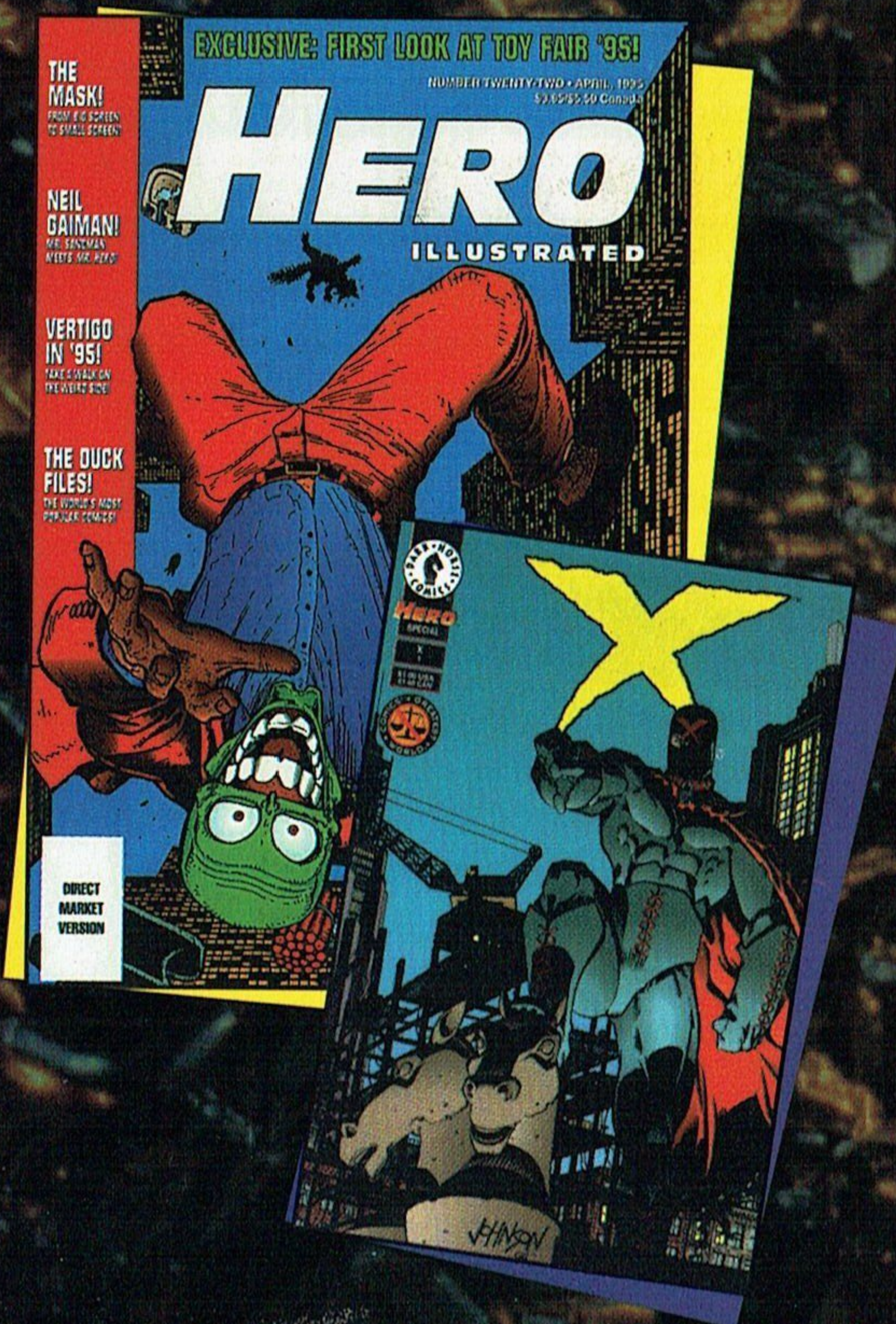
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# GAME OVER!

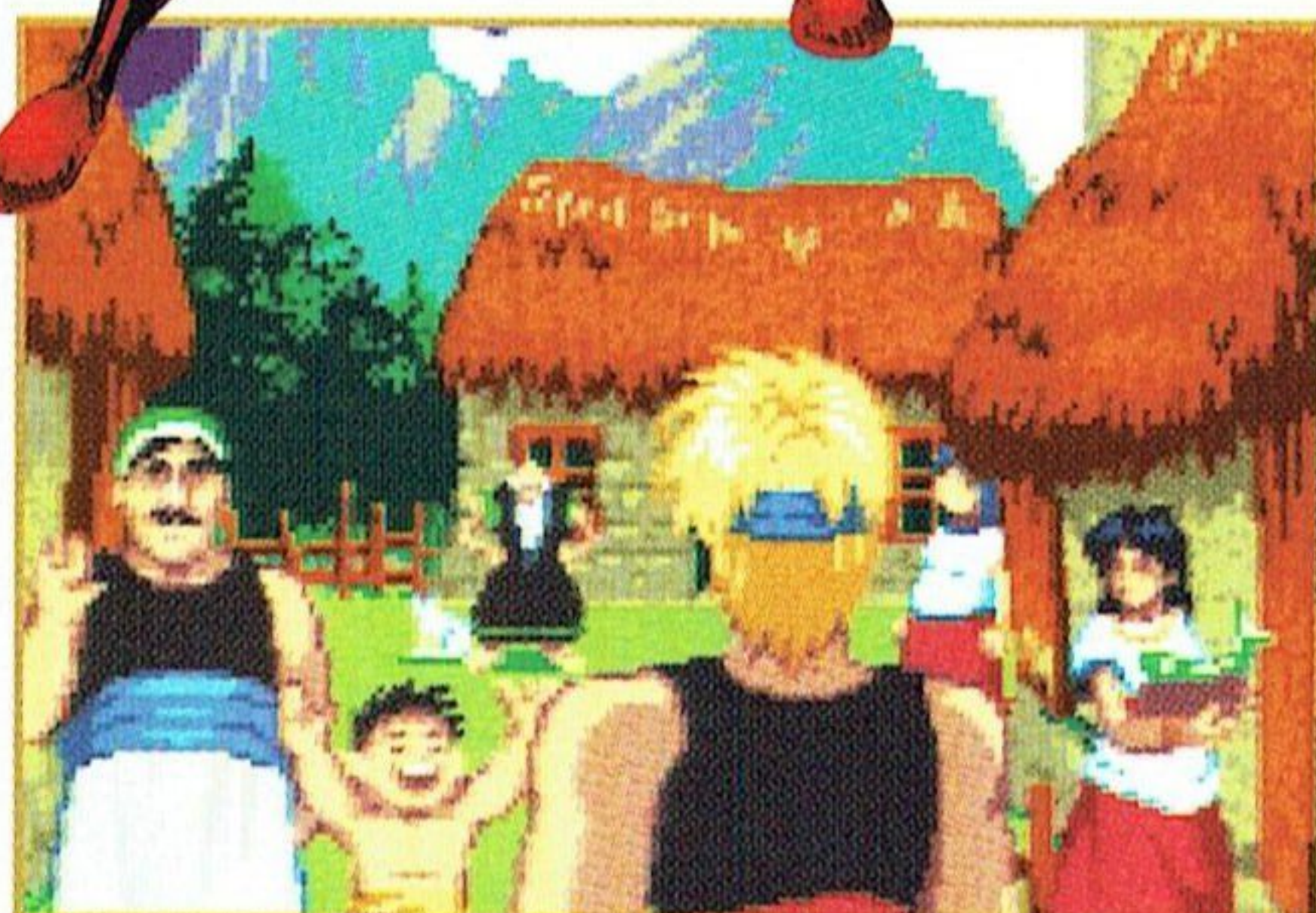


Before you do battle against the evil Agito, Prince Ali must face the being possessed by the Silver Armlet. She summons various monsters Ali has faced throughout his quest. Defeat them, then dispose of the evil being. Now it's on to Agito. He attacks by breathing fire and spewing a pulpy mass from his tentacles.



## BEYOND OASIS

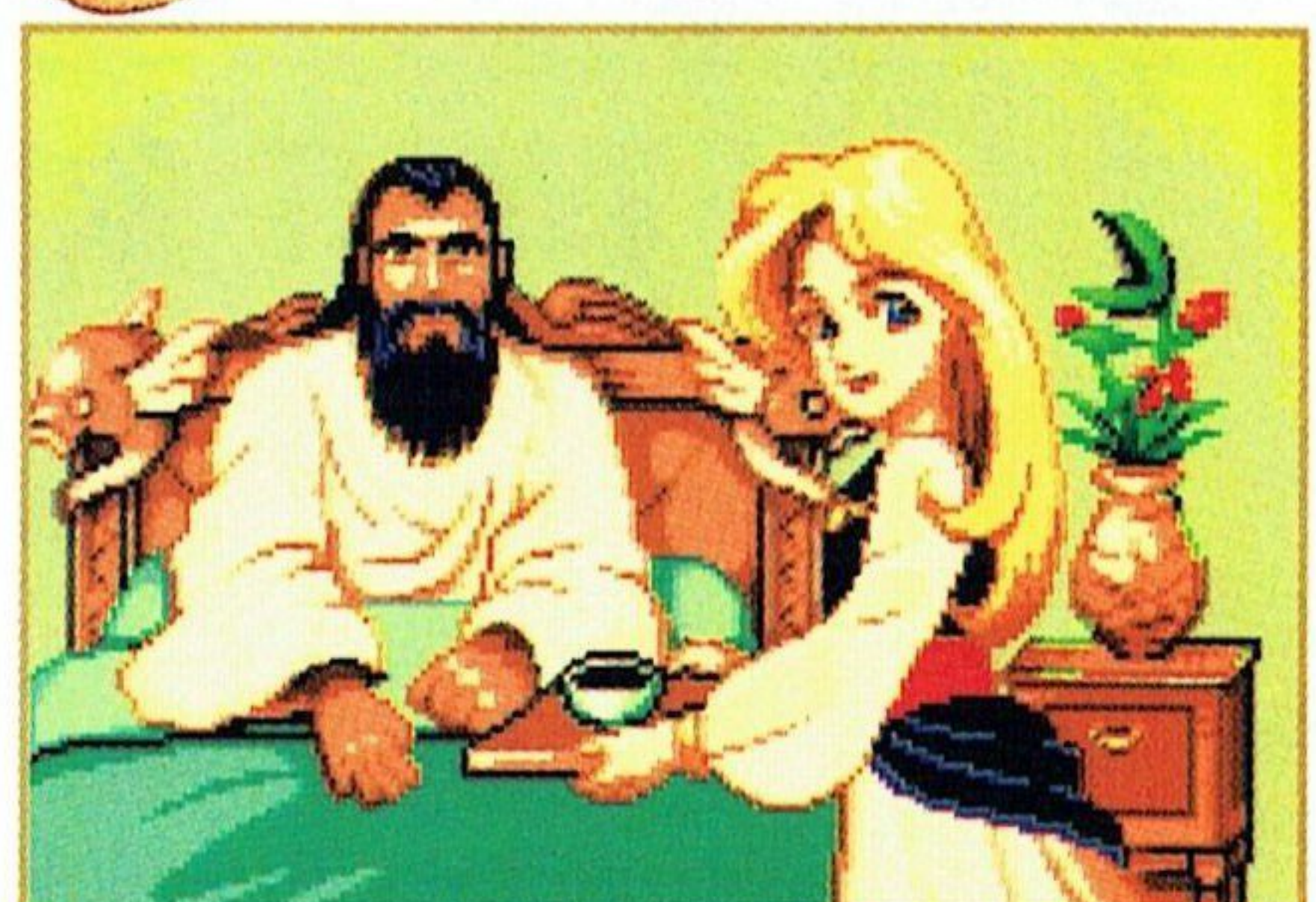
Thus the Gold and Silver Armlets fell dormant. After saying farewell to his companions, Prince Ali returned to his world and succeeded to the throne. The kingdom of Oasis prospered peacefully under the wise reign of King Ali.



After a grueling adventure, Ali returns to the village as a celebrated hero.

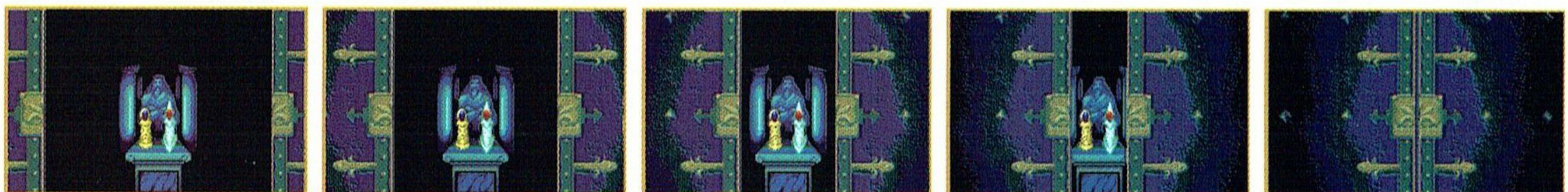


Gwyn was possessed by the power of the Silver Armlet and the evil Agito.



The king and the princess await Prince Ali's return from a hard-fought battle.

THE TWO ARMLETS ARE SEALED FOREVER ... OR ARE THEY?





FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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