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GAME PLAYER'S

A Signal Research Publication  
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# SEGA GENESIS<sup>®</sup> STRATEGY GUIDE

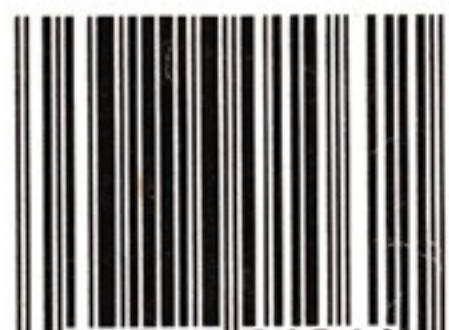


## TURRICAN



STREETS OF

## RAGE!



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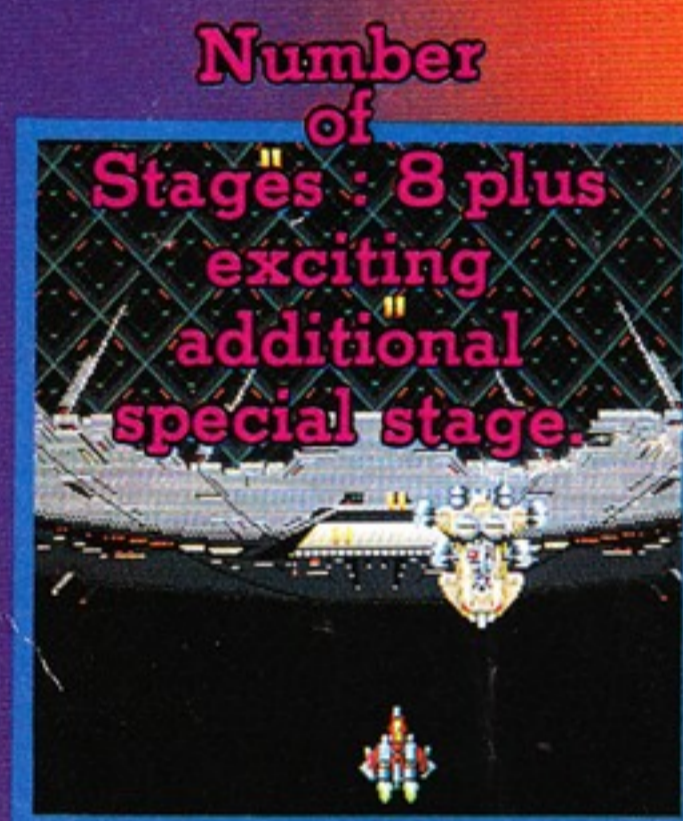
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The Game Creator

# TABLE OF CONTENTS

## C columns

### 4 EDITOR'S NOTES

### 6 FEEDBACK

Letters and questions from our readers

### 8 CODE BREAKERS

Hints, tips, and codes to help you get the most from your games

### 10 NEWS BYTES

The latest Sega Genesis news and products

### 12 GENESIS PRODUCT GUIDE

Companies making games and products for Genesis



**Turrican—Page 51**



**Abrams Battle Tank—Page 65**

## B uyer's Guide

**65** In the rapidly expanding world of Sega Genesis, the new titles just keep on coming! This Buyer's Guide brings you up to date with a close-up look at 56 of the most recent titles.

688 Attack Sub  
Abrams Battle Tank  
Air Busters  
Alien Storm  
Altered Beast  
Arrow Flash  
Atomic Robo-Kid  
Batman  
Battle Squadron  
Bimini Run  
Blockout

Centurion  
D. J. Boy  
Dick Tracy  
The Faery Tale  
Adventure  
Fantasia  
Fatal Labyrinth  
Final Zone  
Gaias  
Gain Ground  
Granada

Hardball  
Hard Drivin'  
James "Buster" Douglas  
Knockout Boxing  
James Pond:  
Underwater Agent  
Joe Montana Football  
Junction  
King's Bounty  
Midnight Resistance  
Might & Magic  
M.U.S.H.A.  
Onslaught  
PGA Tour Golf  
Phantasy Star III  
Powerball  
Rastan Saga II  
Shadow Blasters  
Shadow Dancer

Shining in the Darkness  
Sonic the Hedgehog  
Space Invaders 91  
Speedball 2  
Spider-Man vs.  
The Kingpin  
Star Control  
Stormlord  
Street Smart  
Strider  
Super Volleyball  
Sword of Sodan  
Sword of Vermilion  
TechnoCop  
Trampoline Terror!  
Twin Cobra  
Valis III  
Warrior of Rome  
Wings of Wor

# S uper Strategy

## 15 Decapattack

On a tiny island in the middle of nowhere, a mad scientist creates odd life forms. Dr. Frank N. Stein's experiments are harmless enough until they're stolen and put into service by the evil Max D. Cap. Only you, as the two-headed hero, Chuck D. Head, can return the island to its normally abnormal state.

## 29 Saint Sword

Being a young warrior isn't easy, and no one understands that better than Macress, the hero of *Saint Sword*. For his first real adventure, he's got to hunt down Gorgan, an incredibly powerful wizard that's been waiting a thousand years to rule over the Earth's people. Get set for swords and sorcery adventure, with lots of action, too.

## 36 Streets of Rage

Ready to rumble? *Streets of Rage* gives you a city under criminal siege, lets you control one of three super fighters, and sends you out to wage a punching, kicking war of mammoth proportions. Even though you're no longer on the police payroll, it's still your city and you've got to fight for it.

## 51 Turrican

Computers are supposed to make life easier, right? That's what everyone thought in the computer-created world of Alterra, until an earthquake shook up the artificial intelligence and made it go berserk. Turrican's got to fight his way to the computer's control center and shut it down before it terminates all life on Alterra.



**NHL Hockey—Page 60**

# R eviews

## 59 Mercs

A former U.S. President is kidnapped in Central Africa, and the only group that can get him out alive is a collection of soldiers-for-hire called the *Mercs*. Load your weapons, get moving, and start infiltrating!

## 60 NHL Hockey

Q: Is *NHL Hockey* really the best hockey game for any videogame system? A: Turn to page 60 and find out what our reviewer thinks.

## 61 Road Rash

Thrills and spills on scenic highways, as seen from atop powerful race bikes. *Road Rash* features high speeds, club-swinging competitors, and cows that sit in the middle of the road.

## 62 Task Force Harrier

Some people want their gaming simple and fast, with little story and lots of action. If this sounds like you, check out the new shooter in town — *Task Force Harrier*.

## 63 Ultimate Qix

Hordes of alien creatures have settled on your planet, and they have no intention of leaving peacefully. Divide up the playing field with lasers and you might be able to send them packing.

## 64 Wardner

All's well in merry little Niknik until the loathsome wizard Terragon puts the zap on Dover's girlfriend, changing her into a crystal. Dover can't tolerate this, and neither can you. Help our hero in this fantasy adventure.

# GAME Player's SEGA GENESIS STRATEGY GUIDE

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# EDITOR'S NOTES



# T

he much-touted showdown of this Christmas's buying season is shaping up between the Genesis and the Super Nintendo system. Both 16-bit systems have much to recommend them, and it's too early to project how consumers will react in the upcoming buying season.

Regardless of how well the SNES does this Christmas, it won't change the fact that Sega has created a great and dynamic system (many argue that it's a *better* system than the SNES) and the flow of Genesis games will continue for a long time to come. We'll be here to tell you what's coming, and to let you know what's hot and what's not.

For the games just released, we give you the real lowdown. That means we don't limit our coverage to one or two photos and an accompanying paragraph. We want to give you all the information you'll need to help you enjoy that game to the fullest. That's the case with this issue's four Super Strategy articles. If you want to learn the ins and outs of the games on our cover (*Decapattack*, *Saint Sword*, *Streets of Rage*, and *Turrican*), read on.

Similarly, when you see reviews of new titles, you want to find out if those games are worth your time and money. We'll tell you that, and let you know how the game in question stacks up against similar titles.

We know you also want to find out about new games being developed, both here in the U.S. and in Japan, so you can expect more coverage now and in the future about the next waves of games and technology.

By giving you advance information and news, as well as comprehensive looks at the games you want to master, we plan to put you on the inside track...and the winning track.

Phill Powell  
Associate Editor

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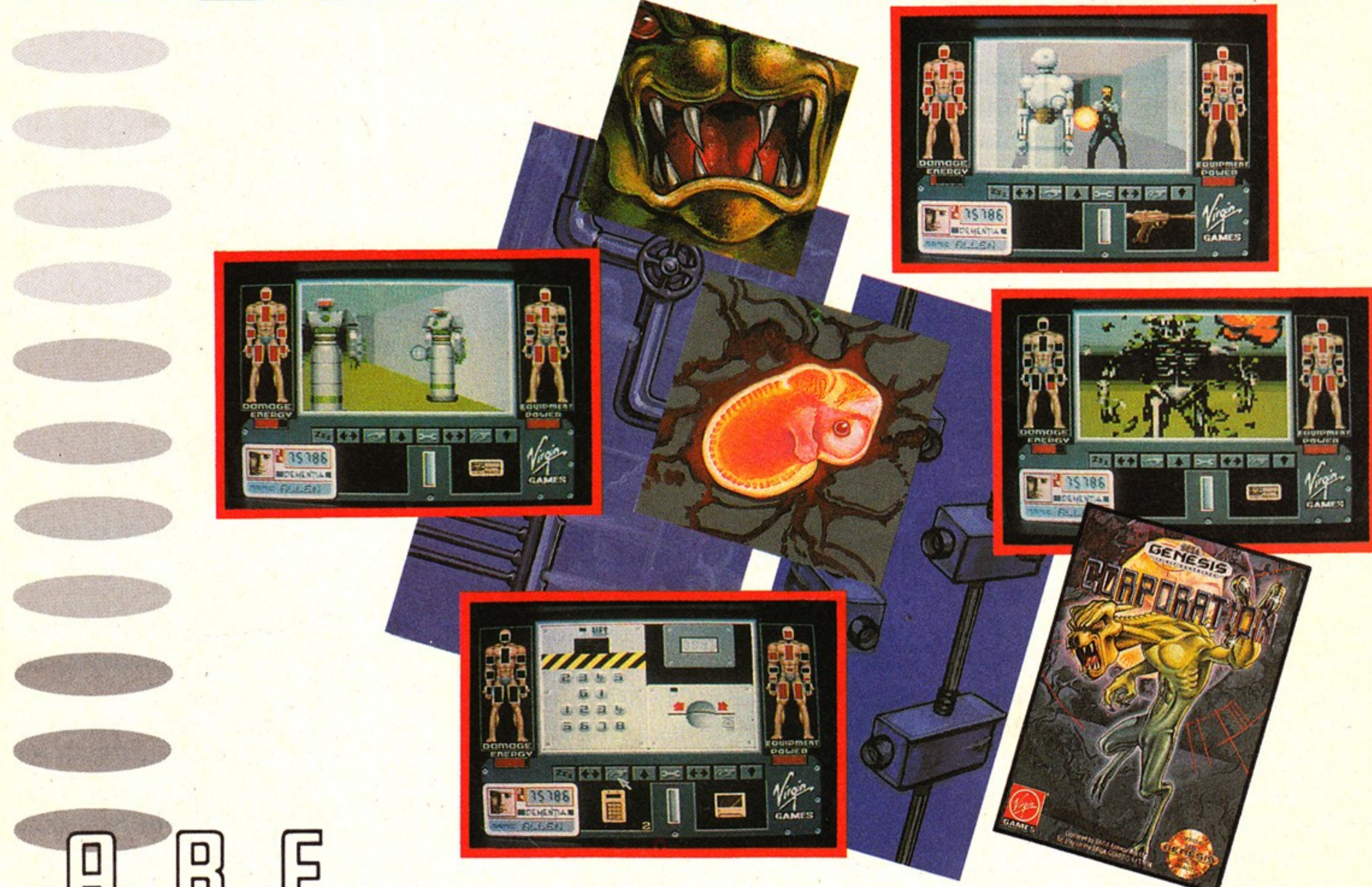
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## Free Sonic?

My friend is going to buy a Genesis because he heard that his favorite game, *Sonic the Hedgehog*, is going to be packaged with the system, instead of *Altered Beast*. Is this true?

Dakota Folster  
Hercules, CA

Your friend's partially right, Dakota. Since July, Sega's been putting two kinds of Genesis systems in stores: one that includes an *Altered Beast* cartridge, and one that comes with *Sonic the Hedgehog*. If you buy the kit that has *Altered Beast* in it, you get a special coupon. Mail it in to Sega (along with the UPC code on the system box and your receipt) and they'll mail you a *Sonic* cartridge. Either way you'll get *Sonic*. However, after December 31st (or maybe before that date, if supplies run out) you'll get *Sonic* with the system, not *Altered Beast*. If your friend's planning to get a Genesis, anyway, and he wants both games, this may be the best time for him to make his purchase.

## Twice The Fun

I would like to compliment you on your excellent magazine. I was also hoping you could help me. How many two-player simultaneous games are currently available for the Genesis?

David Chartier  
Brookfield, WI

There are more than 15 games available for the Genesis system that

can be played by two players at once. This includes all the sports titles, *Golden Axe*, *Alien Storm*, and a brand new game featured in this issue, *Streets of Rage*. Namco also has a two-player game titled *Quad Challenge* that will soon be available for the Genesis.

## Port Of Rom

What's the hole in the bottom of the Genesis machine for?

Joe Parker  
Erie, PA

We assume you're referring to the port on the right side of the Genesis, near the bottom. This will be used with the Genesis CD-ROM, which will be available in the spring of 1992. We'll be keeping you posted on the CD-ROM as developments occur.

## Japanese History 101

In the second volume of your *Game Player's Encyclopedia of Sega Genesis Games*, you interviewed Genesis game developers. In the article, it was mentioned that Sega of America would not develop games based on Japanese history. Why not? Nintendo has great games like *Shingen the Ruler* and *Nobunaga's Ambition*, just to name two. Imagine these games on the Genesis, with its expanded memory and sound capabilities! What do you think?

David Rubio  
El Paso, TX

We think you raise a good question, and we agree that some great games could be made with Japanese themes. Although we can't speak for Sega, it's a pretty safe bet that if the company felt that enough players shared your enthusiasm for games about Japanese history, you would see that type of game available for the Genesis. But don't tell us—if that's what you want, let the game companies know!

## Aye Ca-ROM-ba!!!

Is a Bart Simpson game going to be available for the Genesis system?

Jorge Zepeda  
Anaheim, CA

Rumor has it that a *Simpsons'* game will be made produced for the CD-ROM, but no license agreement has been signed at this time. Maybe Bart could warm up for CD-ROM by standing in for another noted character...



## Tele-modem Disconnected

When will the tele-modem be available in the U.S.?

Justin Sepulveda  
Modesto, CA



Bad news, Justin — the tele-modem has been postponed indefinitely. Sega has had problems with the loading speed used by the 1200-baud (the speed that information is transferred over the telephone lines) modem, as well as other tele-modem software support development problems.

## New Technologies

Is it true Sega is working on a 32-bit machine? If so, when will it be in stores?

Darion Morgan  
Social Circle, GA

A 32-bit machine would have to be used in conjunction with High Definition TV, which probably won't be established in America for another ten years. The Genesis CD-ROM (have you noticed how it keeps popping up in conversation?) will have two 6800 processors, which will equip it like the impressive Neo-Geo system.

## Slick Tricks for Dick Tracy

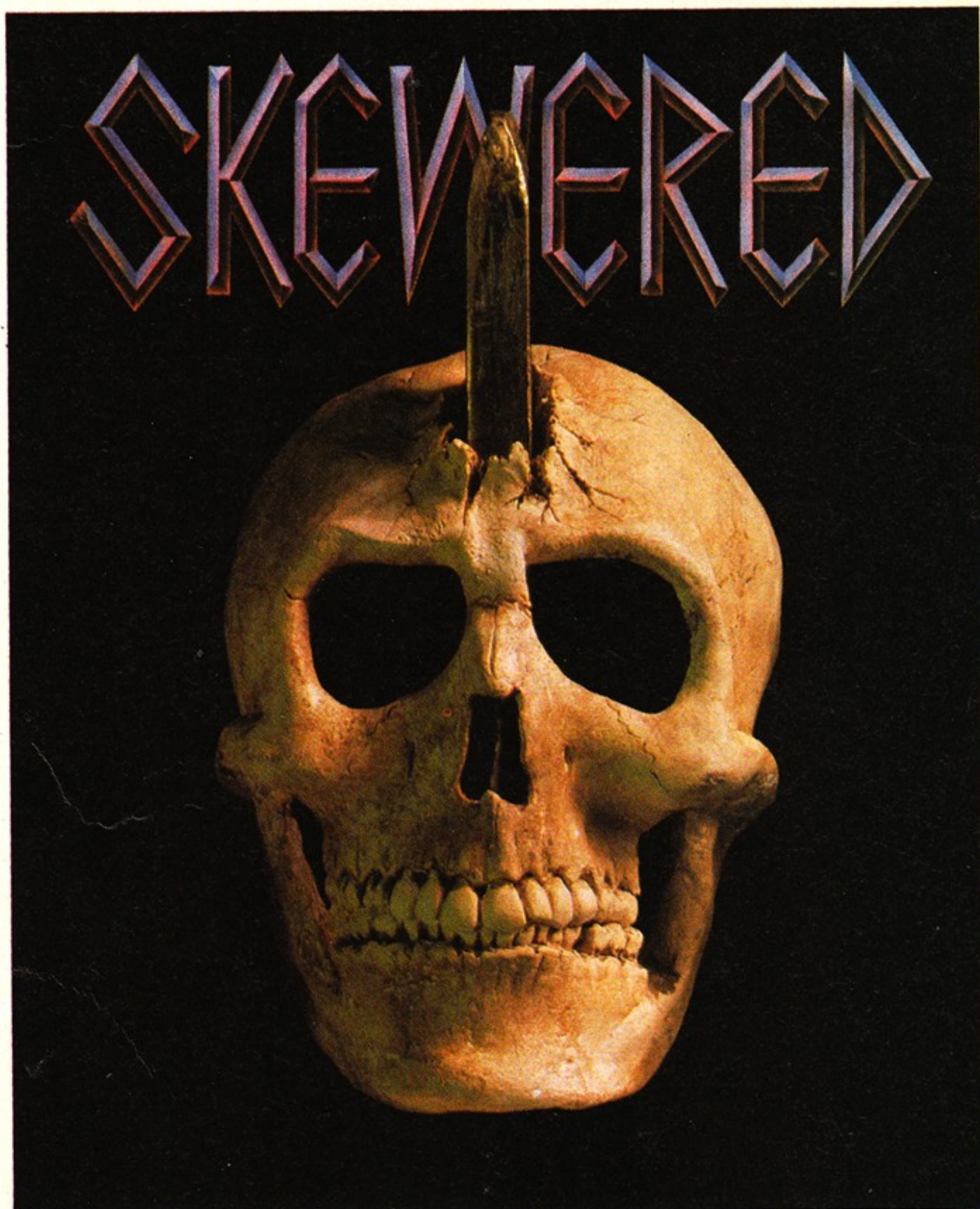
A couple of questions about *Dick Tracy* for the the Genesis. On page 14 of the Crimestoppers Textbook, one of the tips reads, "bump into the Kid whenever he runs by..." I can't find him. Where is he? Also, I have another book that states "if Tracy gets boxed in among his enemies, he can use his wrist radio to bring down a special weapon..." It doesn't say how. Could you clarify this for me?

Tony Wiederhold  
Michigan City, IN

The Kid is not in the game. Sega of America had planned to include him, but he was never programmed into the final version. You're reading a misprint in the manual. Regarding your second question, we asked our Sega source about the wrist radio trick, but he had never heard of it.

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

FeedBack  
300 A-E South Westgate Dr.  
Greensboro, NC 27407



# Code BREAKERS

## Hints, Tips, and Secret Codes

### After Burner II

To get extra missiles, follow these codes:

Stages 3 and 13 — hold Left on control pad, then press B.

Stages 5 and 16 — hold Right on control pad and press B.

Stages 9 and 19 — press B.

Stages 11 and 21 — hold Right on control pad and press B.

To receive special messages during the game, press all of the buttons during the refueling sequence. Doing this won't harmfully affect the game play.

### Sonic the Hedgehog



#### Level Select

These codes will enable you to select any level (and a sound test) from *Sonic*. At the title screen, press UP, DOWN, LEFT, and RIGHT. A chime will sound if you've done this correctly. Then hold down A and press START at the same time. You'll go to the stage select screen.

#### Extra Continues

To get extra continues, you must enter the Secret Zones. All of the stages (except the final one) are divided into three acts. You can warp to the Secret Zone only during the first two acts of every zone. To do this, get at least 51 rings and make your way to Dr. Robotnik's sign (there's one at the end of each act). You'll see a huge ring there. Leaping through the ring causes you to warp into the Secret Zone. Also, you'll get a continue whenever you collect 50 rings.

#### Beating Dr. Robotnik

Dr. Robotnik, the boss of the Green Hill Zone, can be easily beaten by standing on the side platforms. Jump up and hit him when his giant ball is away from you. Move quickly to the bottom left or right corner to avoid getting hit. He'll take 7 to 10 hits to defeat.

#### Finishing Up

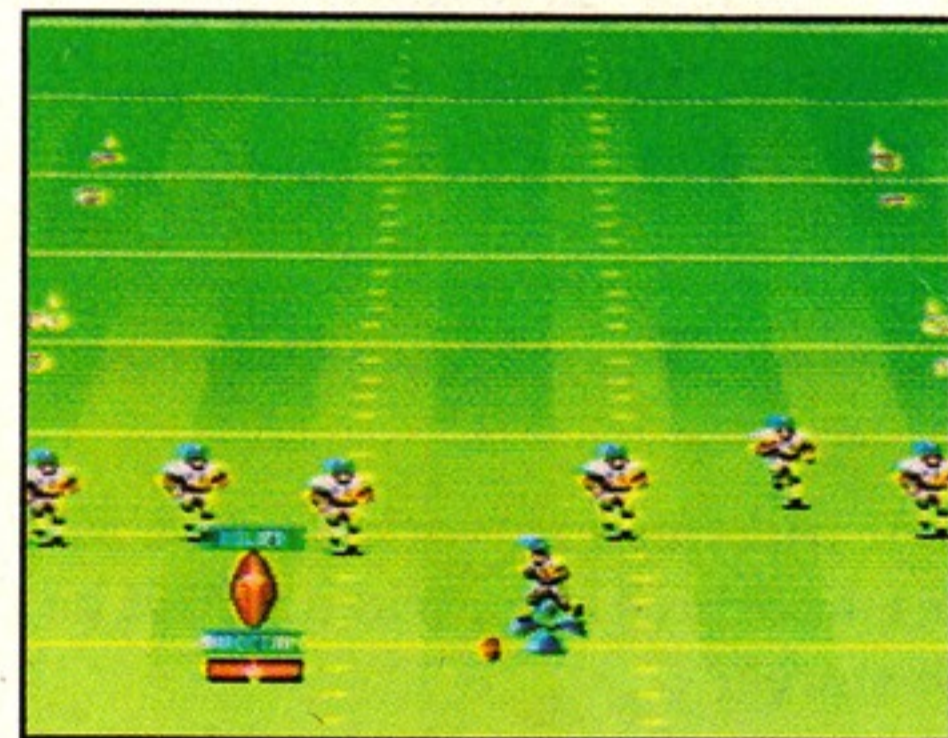
While in the zones, try to collect all six Chaos Emeralds. When you beat the game, you'll see the complete and perfect ending instead of "Try Again."

#### Bonus Tips

If you count the trees, the eighth tree has a bouncer. Use it to bounce and get rings.

At the first bridge and the second tree you see, jump up and hit the invincibility box hidden in the tree.

### John Madden Football



If you're kicking off, here's how you can recover the ball. Make sure the indication arrow is on the kicker, then press C repeatedly. When the kicker's about to make contact with the ball, press A.

### Shinobi

To hear a sound test in the Game Gear version of *Shinobi*, hold Up on the control pad and press Start when the title screen appears.

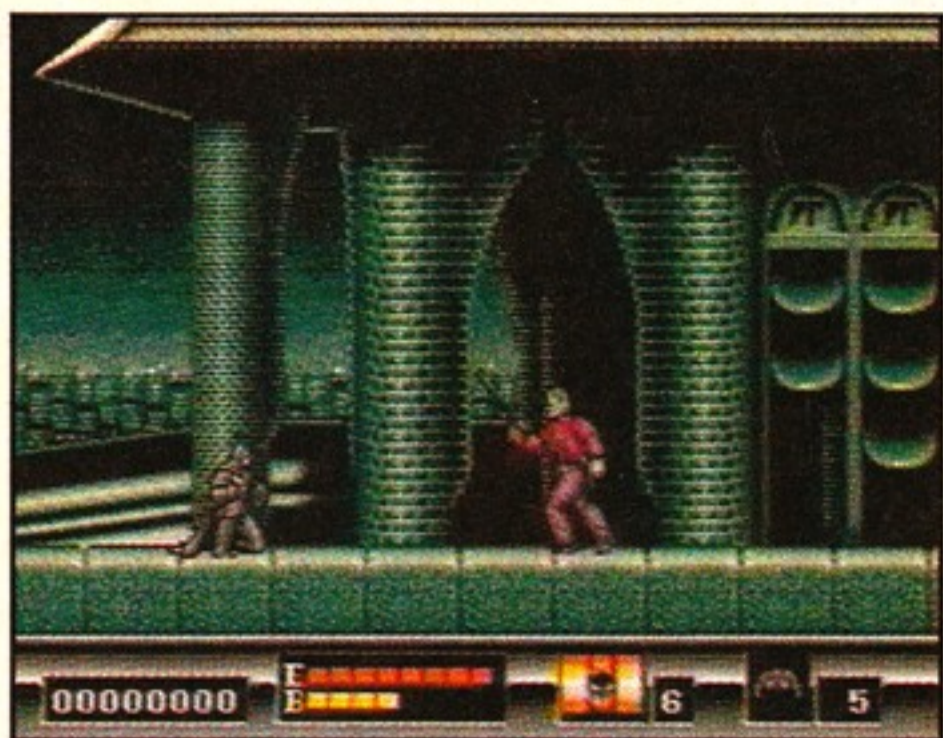
This tip comes to us from Jesse Pniower of B.H.S., California.

### Batman

Here are four separate fighting strategies to help the Caped Crusader...

Somersault over the **first boss** (the kick-boxer) before he turns around

and quickly punch him in the back. Return to your original position and repeat the move.



**Jack Napier** is the Joker's original identity. When you fight him, jump to the first conveyor belt, turn around, and jump to the platform. Then leap to the other conveyor belt, and then to Napier.

Save up your batarangs and use them on **Bob the Goon**, the Joker's henchman. If you aren't able to save batarangs, jump on the Goon's head. You may need to repeat this process.

When you finally take on **the Joker**, rely on your somersault. Stay clear of his deadly cane and continue attacking!

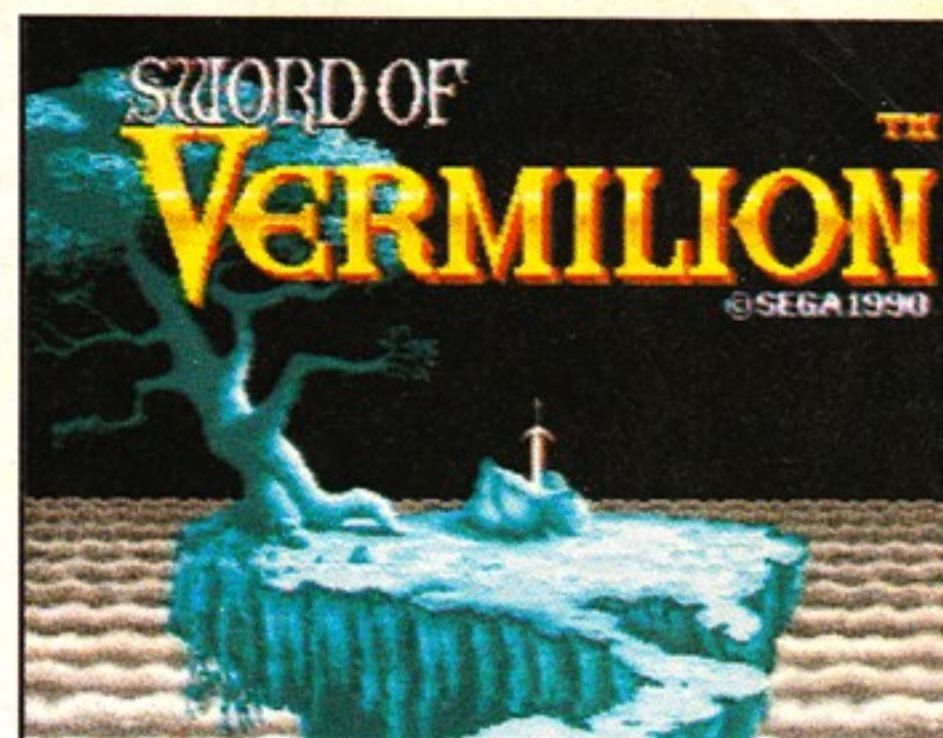
## Arnold Palmer's Tournament Golf

In order to play the Phantasy Zone in *Arnold Palmer's Tournament Golf*, hit the ball 100 times with the putter. When "Game Over" appears, push Up, Down, B, A, and then Start.

## Sword of Vermillion

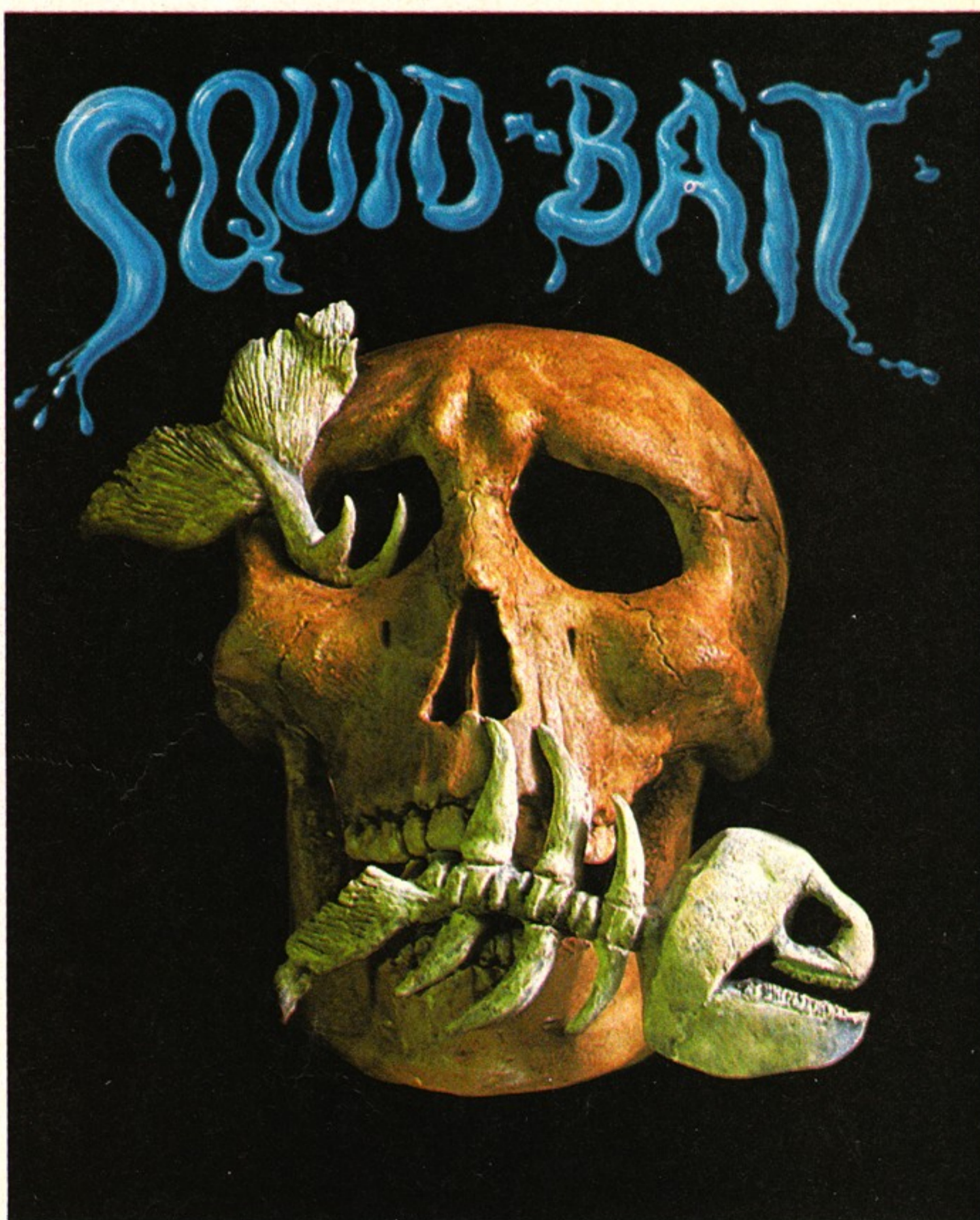
Keep these tips in mind...

1. The Digot plant isn't needed to complete the quest.
2. Don't talk to the lady that poisoned you. If you have talked to her by mistake, go back to your last saved game.
3. When you read through the hint book and it tells you that you'll encounter something later, keep playing until you encounter it. Don't give up



If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers  
300 A-E South Westgate Drive  
Greensboro, NC 27407



## Japanese Games Come Stateside



More and more of Sega's vast library of titles are coming from Japan. One of these new arrivals is Sega's *Bonanza Brothers*. Here's the story: Two bumbling crooks have been hired by a millionaire whose businesses are being looted. The mil-

lionaire hopes the two can find the goons who are robbing him blind. Another game developed in Japan and headed for America is Human Creative Group's *Fastest-1*. This Formula One racing game features 16 different Grand Prix tracks from all over the world. *Fastest-1* is currently a huge hit in Japan, and should make its way over here next year. Also in the works are *Galaxy Force II* and *Out Run*, both previous arcade hits here in the states.

The bumbling *Bonanza Brothers*.

## Total Recall

Triton Toys has developed a new control pad that utilizes advanced programming capabilities. In other words, you can make the controller memorize certain sequences of moves, and then recall them with the touch of an A or B button. The TRI-1000S has two Auto Replay buttons specifically designed to let you store difficult combinations of moves, or combinations that have to be repeated often. The controller also sports Rapid Fire, Rapid Action, and Auto Repeat functions, all of which Triton says will bring new dimensions to games. The TRI-1000 series

also includes controllers for the NES, SNES, Super Famicom, and Turbo Grafx systems. The TRI-1000S should retail for around \$30. If you want to know more, Triton's mailing address can be found on page 13.



The TRI-1000 S.

# NEWS BYTES

## Roll 'Em

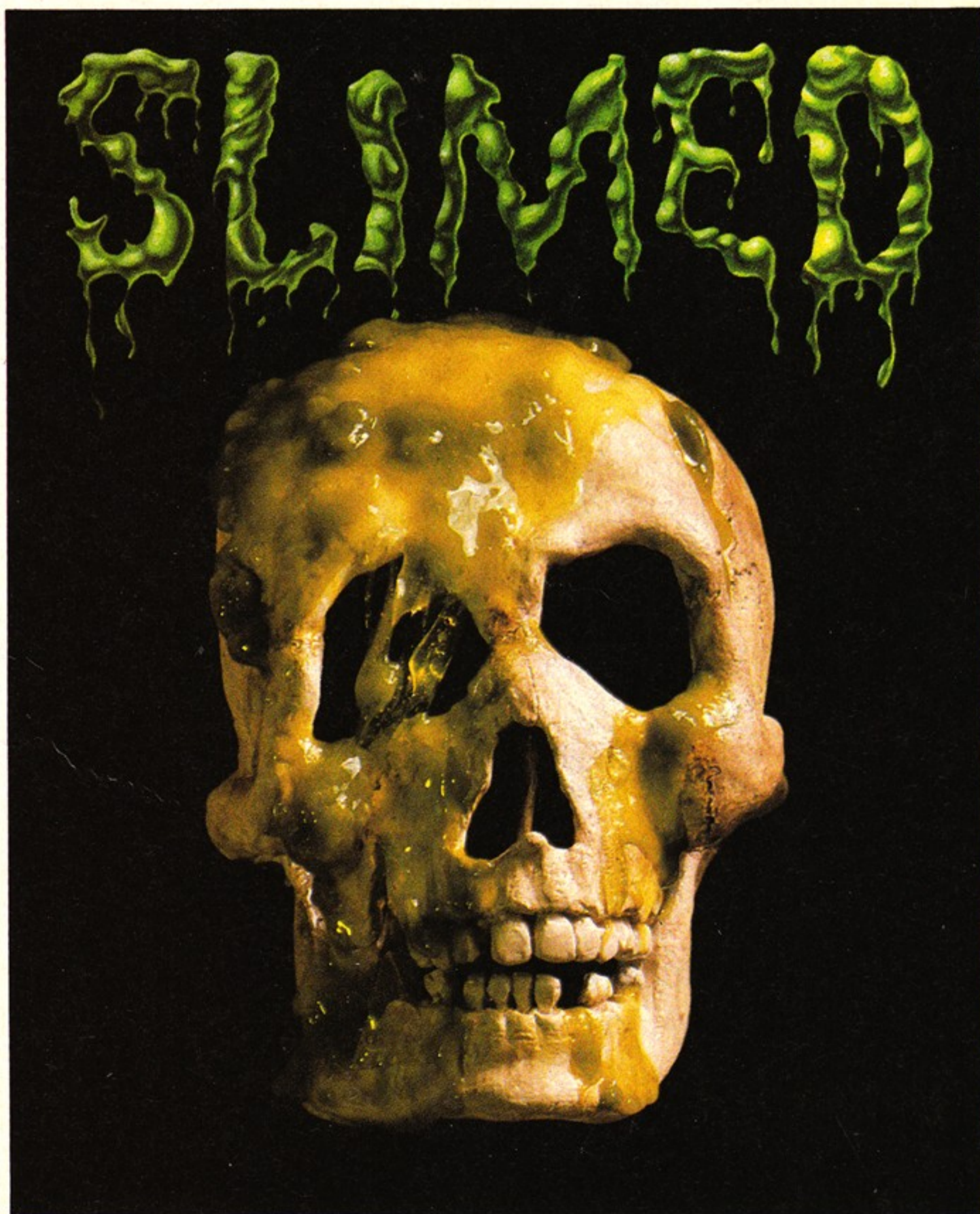
More hot movie titles are heading to the Genesis. Schwarzenegger fans will be happy to know that two of their hero's most popular films are being turned into Sega games. Vir-

gin Games should be unleashing *Terminator* in time for Christmas, while Arena Software's *Predator* will be out in '92. Arena is also producing *Aliens 3*, based on the third in-

stallment in the sci-fi thriller series that stars Sigourney Weaver as an intergalactic exterminator.

## Mondu's Alive and Kicking

*Mondu's Fight Palace* might actually make it to the Genesis, after all. The alien wrestling game cultivated a devoted following as a computer game, and it seemed a natural crossover hit. Activision originally planned to bring *Mondu* to the Genesis, but had to downshift its schedule due to bumpy economic conditions. Since then, however, Activision has sold *Mondu* to Razorsoft. Hopefully Razorsoft will be able to bring this great game to the Genesis.



# GENESIS PRODUCT GUIDENESIS PR

With so many Genesis games and new accessories either on the shelves or in the news, it's becoming a bit difficult to keep them all straight. Who makes what, and how can you learn more? To help you get the facts, here's a list of companies manufacturing products for the Genesis system.

## ARENA

2061 Challenger Drive  
Alameda, CA 94501

*Aliens 3\**  
*Battle Master*  
*Predator 2\**  
*Speedball 2*

## BALLISTIC, BY ACCOLADE

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*Onslaught*  
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*Turrican*

## BEESHU

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Winter Garden, FL 34787

*Gizmo-joystick controller*  
*Striker-joypad controller*

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# STRATEGY FEATURE



Sega of America, 573 Forbes Boulevard, South San Francisco, CA 94080

Dr. Frank N. Stein thought he'd found the perfect spot for his bizarre experiments. The island he shared with his assistant, Igor, was a mere dot in a huge expanse of ocean, far removed from anyone who might interfere with his research. The Doctor had a good reason for choosing a secluded work area — not many people consider it "research" to develop strange, mutated creatures.

Actually, Dr. Stein's not really a bad sort. In fact, all of his creations were friendly enough until the evil Max D. Cap stepped into the picture. As his first step in conquering the world, Max has separated the island into seven sections and organized Dr. Stein's creatures into an army that obeys every one of his

## DECapAttack

Stephen Poole

sinister commands.

Using spare parts he found lying around his lab, Dr. Stein has built you, Chuck D. Head, to battle Max D. Cap's minions and restore the island to its original peaceful state. Of course, the Doc was in a hurry when he put you together, so it's no surprise that he made a slight miscalculation and gave you two heads — one skull atop your shoulders and another head tucked away in your tummy.

But once you start playing *Decapattack*, you'll realize that the Doc's little mistake works out OK

after all. The head hidden in your stomach works like a fist — you can use it to punch en-

emies and smash statues containing magic potions. And when you toss your skull at creatures, it destroys them on contact.

Each of the island's seven sections consists of three stages, with a boss at the end of the third stage. Besides defeating the boss in the third stage, you must find a hidden treasure that's required to reconnect that section to the rest of the island.

Don't worry if you get stuck playing *Decapattack*. This is one game where it's OK to lose your head in a tight situation. After all, you've got one to spare!



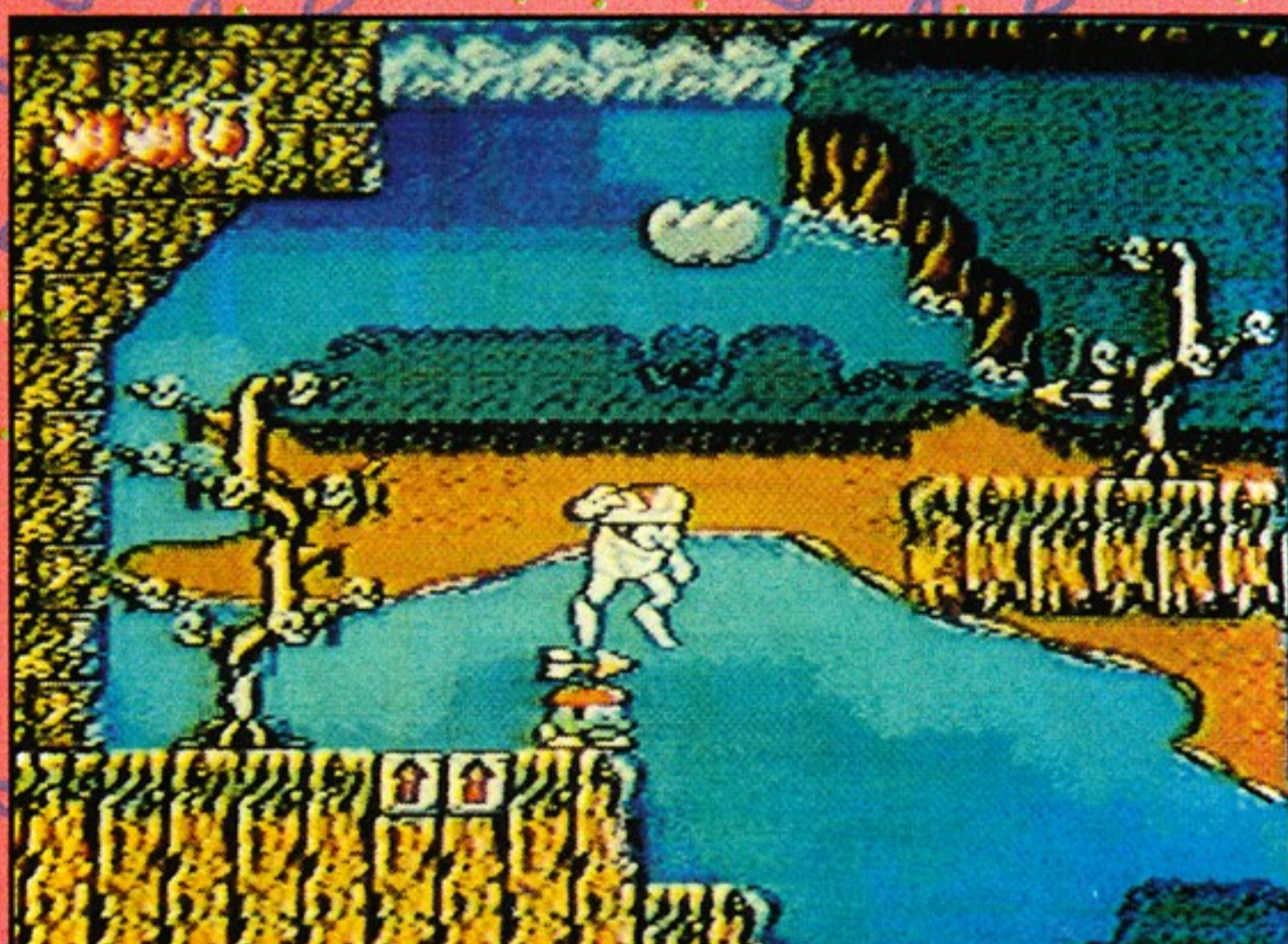
You start the game in Abdomainland. Pick up your skull by punching the shrunken head statue at the left.



Some statues contain gold coins. Grab as many as you can — the more you have, the better your chances at earning extra lives in that level's bonus round.



Hearts inside statues can replenish your life meter, displayed in the upper left corner. If your life meter is full when you discover a heart, leave and return when you really need it.



You can kill some enemies by bouncing on them. It's a good move against the Arrowheads, because you avoid any chance of taking a hit when they shoot.



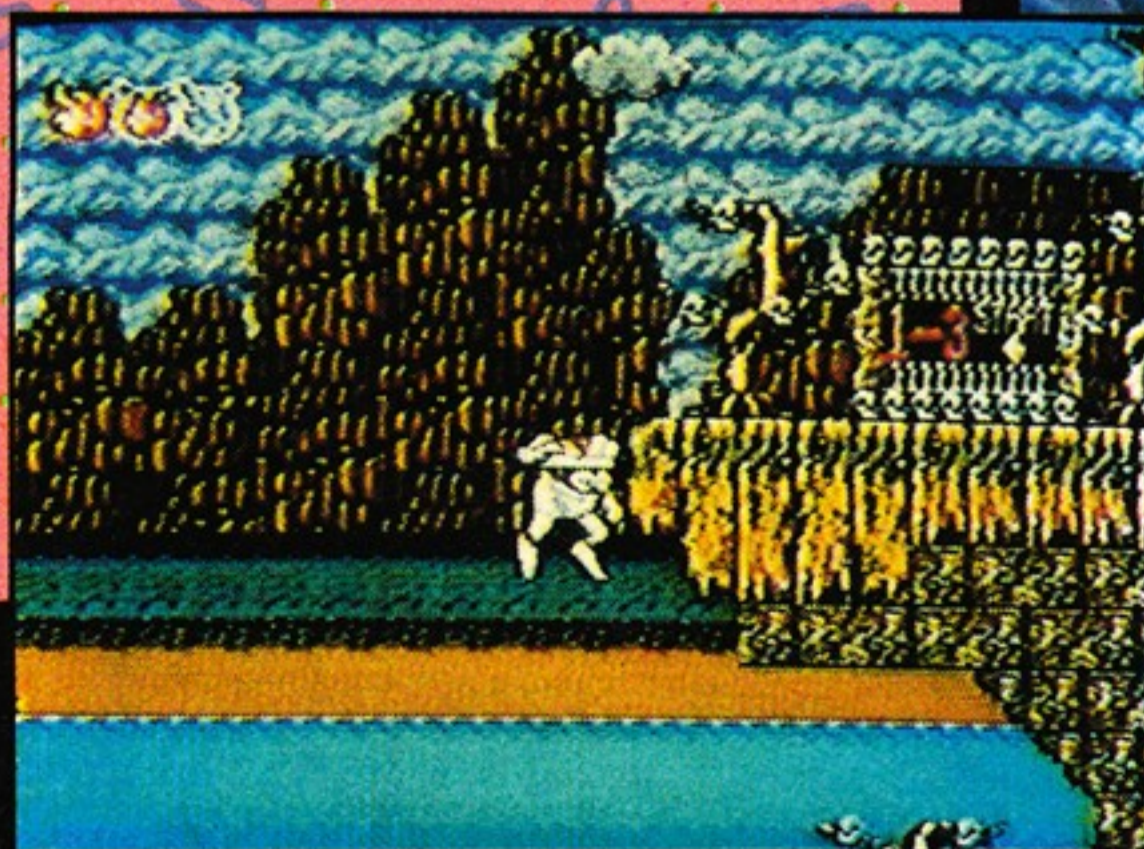
If you touch one of these arrows, called Bone Bonkers, a skull will pop out and knock you in the direction in which the arrow is pointing.



**SUPER TIP!**



Bone Bonkers are great for scaling heights quickly, but don't go so fast that you don't see hazards such as this duck.



The statue which contains the hidden treasure of Abdomainland is easy to find. At the start of the third stage, drop down and head right.



Although springpoles can send you soaring above Max's minions, they have an even better use. Every time you drop directly onto the top of a springpole, your life meter is replenished.

# IT'S HERE!

## GAME PLAYER'S SEGA® GENESIS® STRATEGY GUIDE.

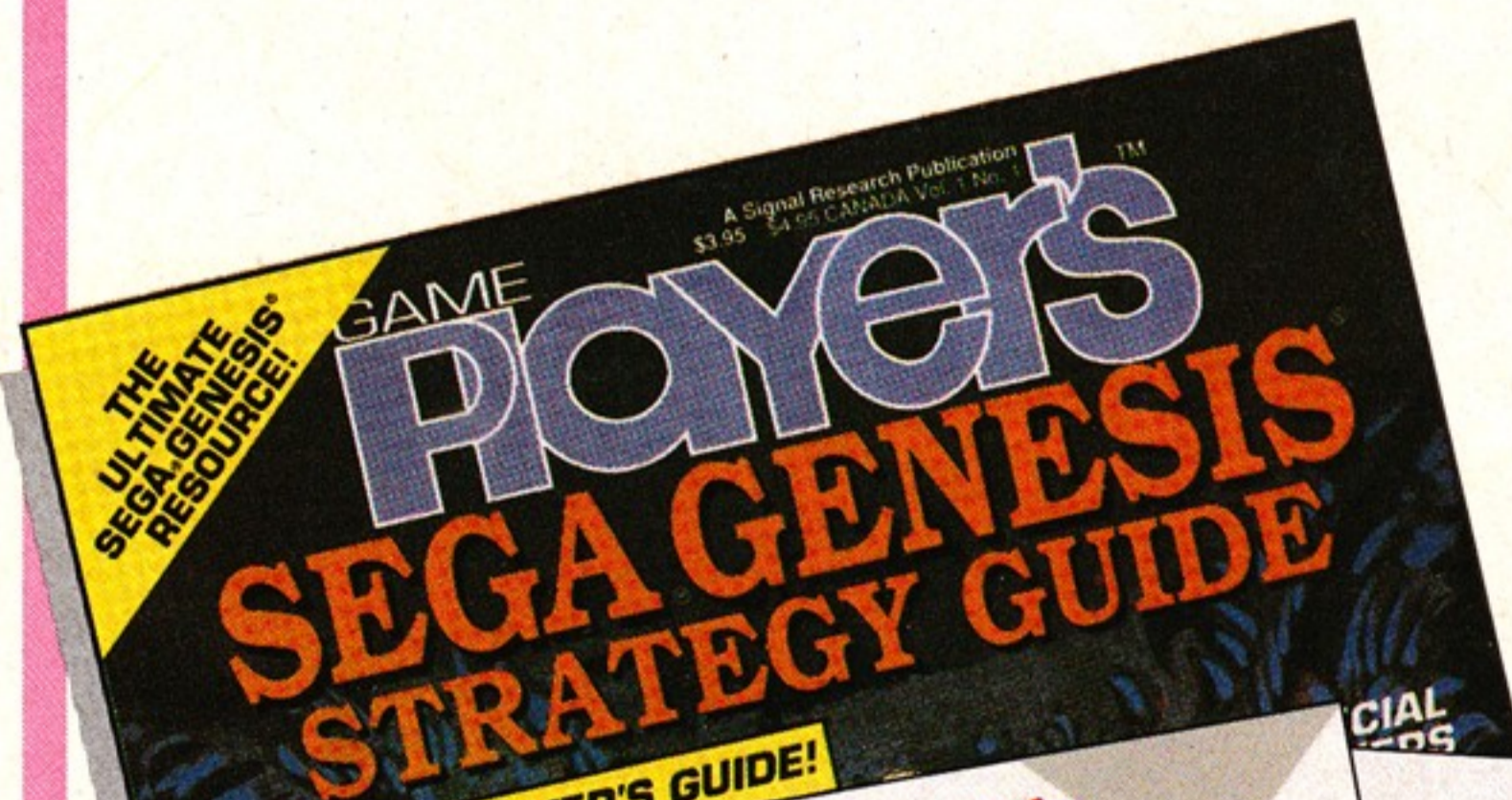
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### CYBERBALL

Cyberball is a fast-moving arcade conversion, depicting the way football might eventually be played in the 21st century. Human combatants are replaced by robots, and the football is no longer pigskin. It's an energy ball that literally explodes if the offensive team doesn't score before time runs out.

Once you've mastered the intricacies of the game, Cyberball becomes an exciting, pulsating game. The success of your passing game will depend on how good your quarterback is, your ability to read the defense, and the defense your opponent throws at you.

### DYNAMITE DUKE



Dynamite Duke stands alone, facing an entire army of hostile soldiers and gun emplacements. He can't retreat, and wouldn't if he could. Dying bullets like they're coming out of the sky, attacking Duke from all sides.

At the end of each shooting mission, Duke must defeat a single boss in hand-to-hand combat. No shooting here, just quick reflexes and lots of punching.

Although the graphics are crisp and colorful and the settings are varied, the action can become repetitive. The game is a fast-paced, high-energy experience.

### BURNING FORCE



Burning Force is a fast-paced action game that combines the best of both worlds. It's a game that's easy to learn but hard to master.

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"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half



9 unique alien races, each with their own language and culture.

musuing about the mission to save the universe. Half thinking about

*Darlene-ß*, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from



270 star systems and 800 planets, 8 Ultra-Compression™ megs with battery backup.

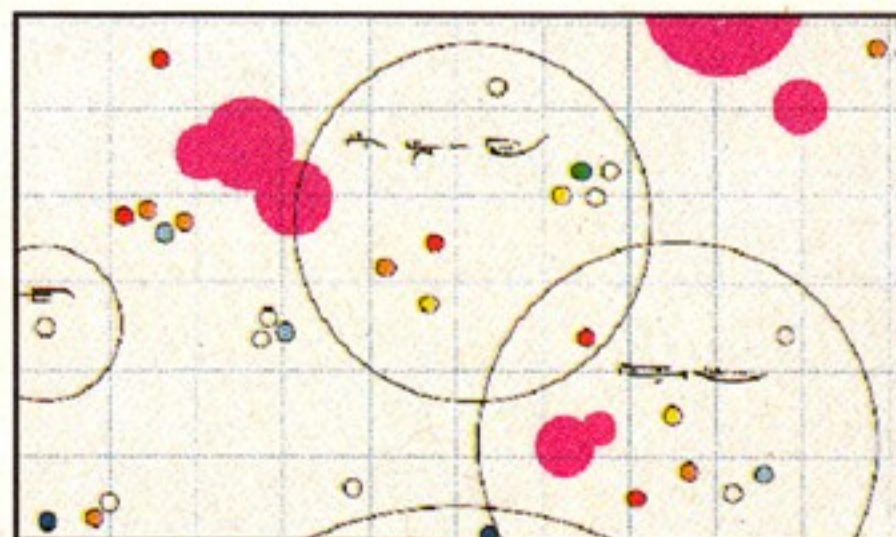


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# "This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

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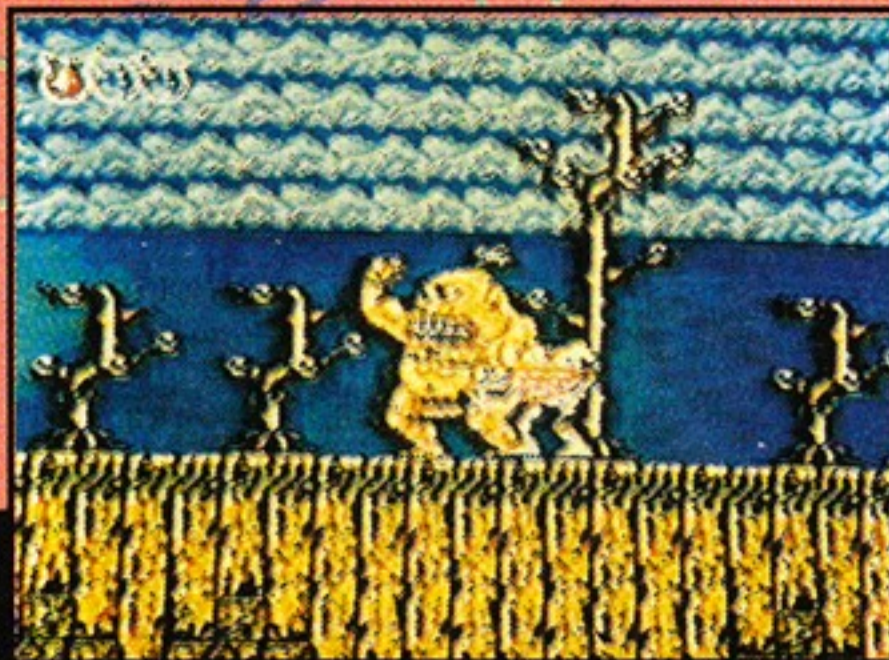


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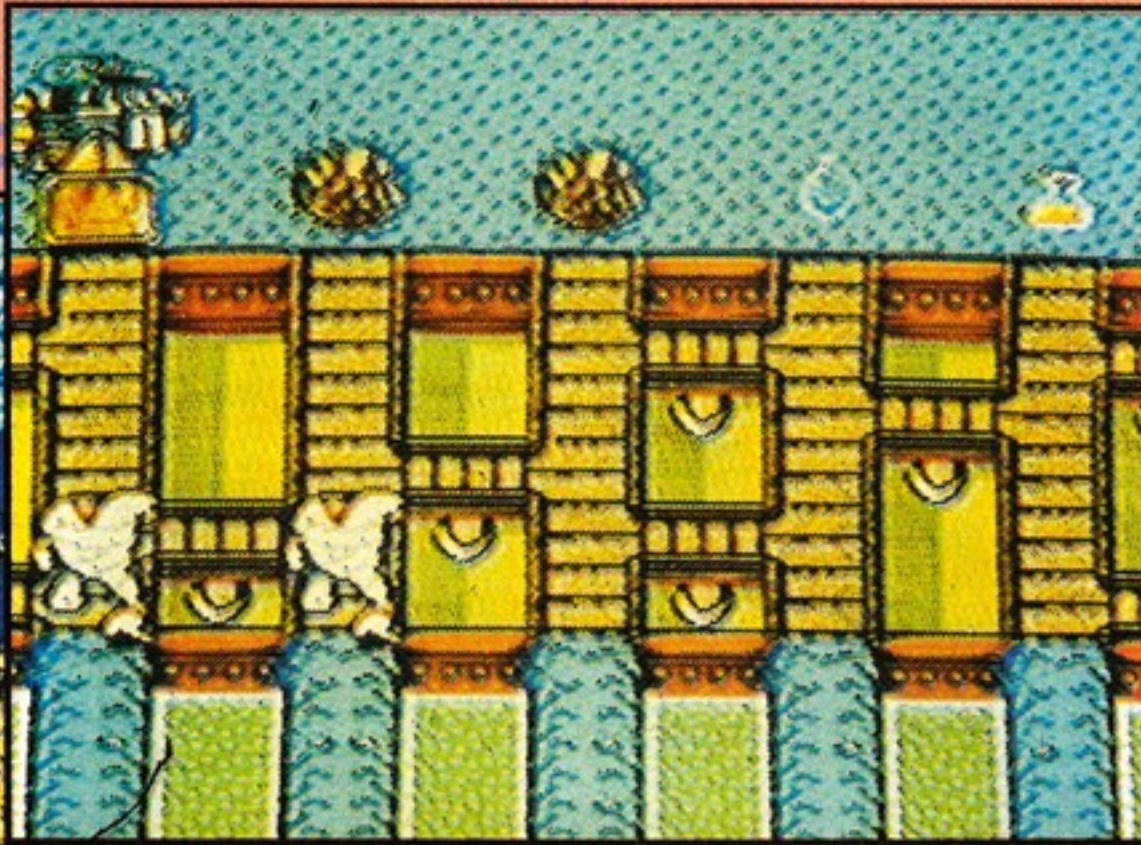




Bullhead, the boss of Abdomainland, pulls the horns off his head and throws them at you.



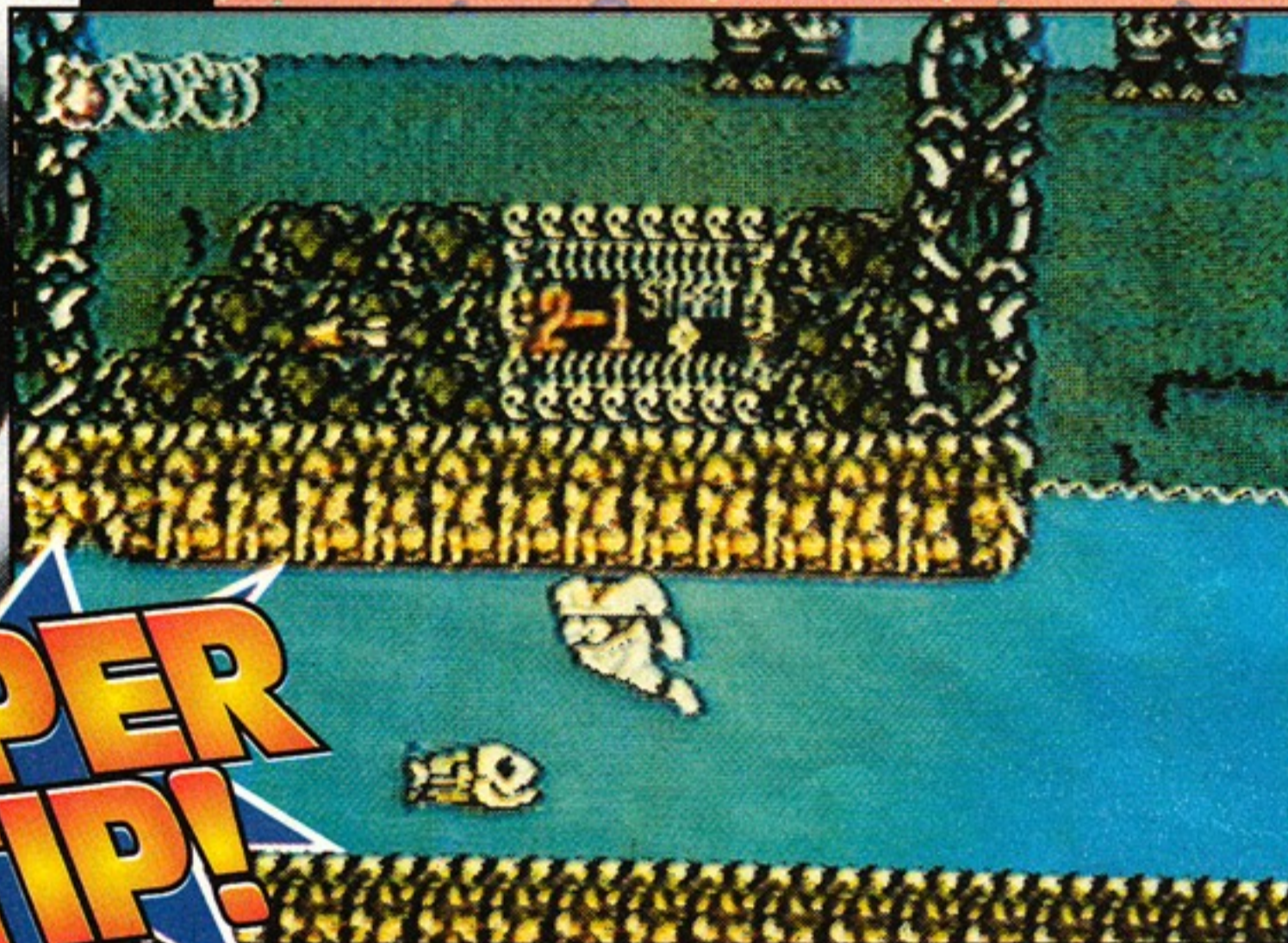
As soon as Bullhead tosses his horns, move in close and start punching. You can tell he's almost done for when he turns yellow.



After clearing each section of island, you play a bonus game for power-ups and extra lives. For each coin you collected on the island, you can send a Chuck D. Head scurrying toward the goodies.



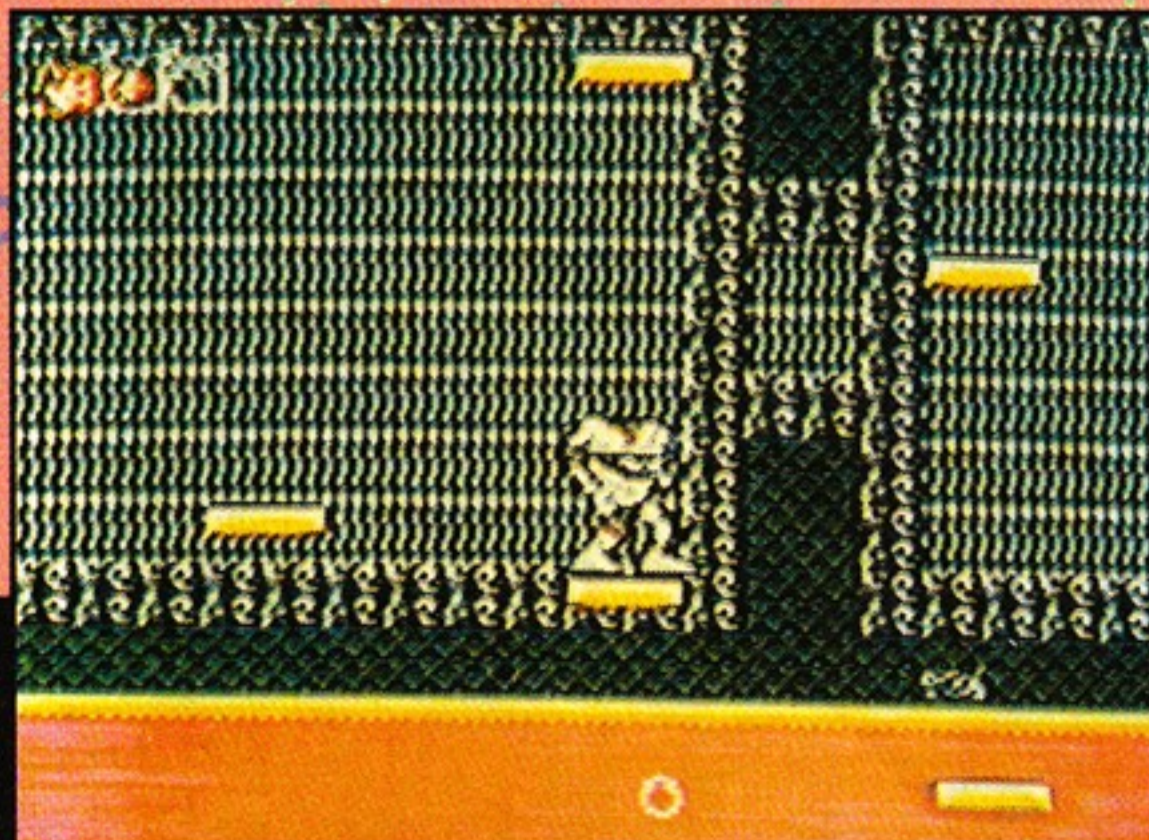
Each section of the island is a body part. Before going to the next level, you're shown how much of the island you've reassembled.



El Beau Island is where Chuck first tries out his breaststroke. In underwater corridors, keep punching and stay near the top of the passageway, forcing the baddies to swim up into your punch.



There are more than just aquatic surprises on El Beau Island. From here on out, you'll find tricks as well as treats inside statues.



Riding these platforms across the pool of lava looks easy — until you realize you will be crushed when your platform meets the ceiling.



Spiked-shell turtles are pesky. They're vulnerable only if you hit them with your skull, or punch them when they raise their shells into the air.

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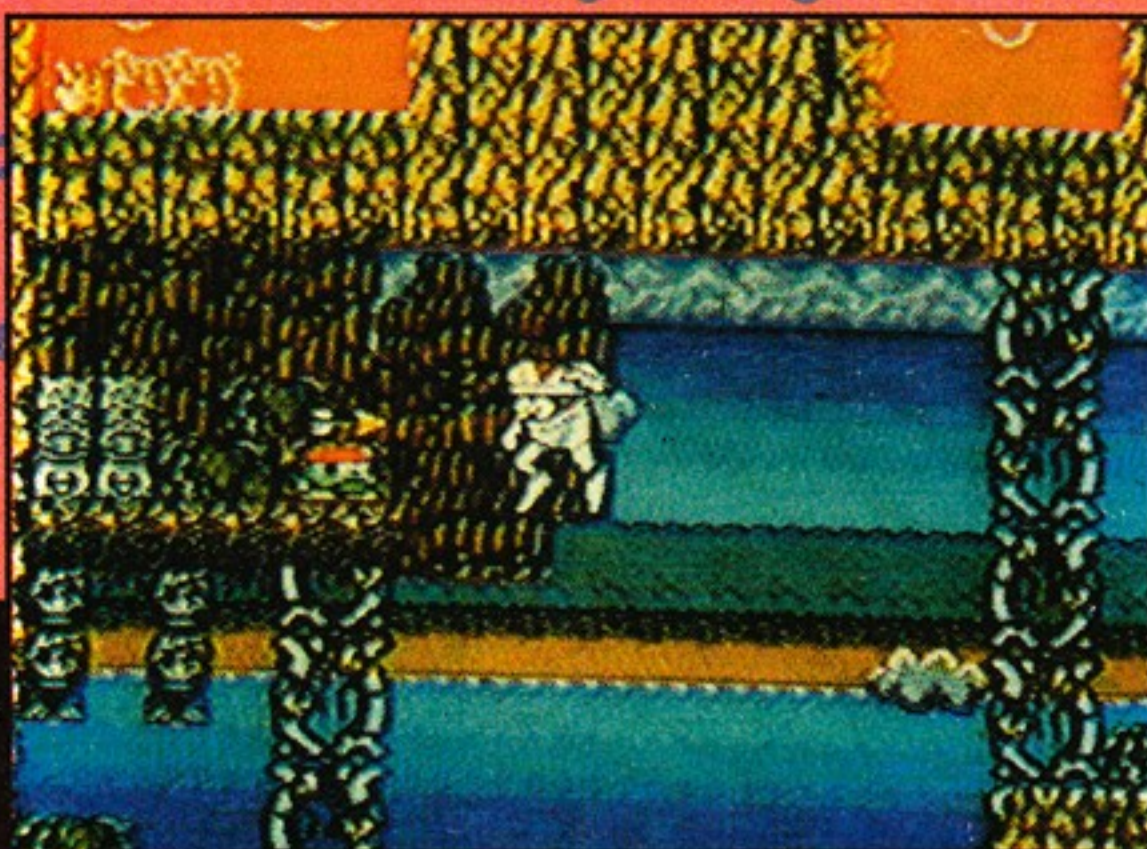


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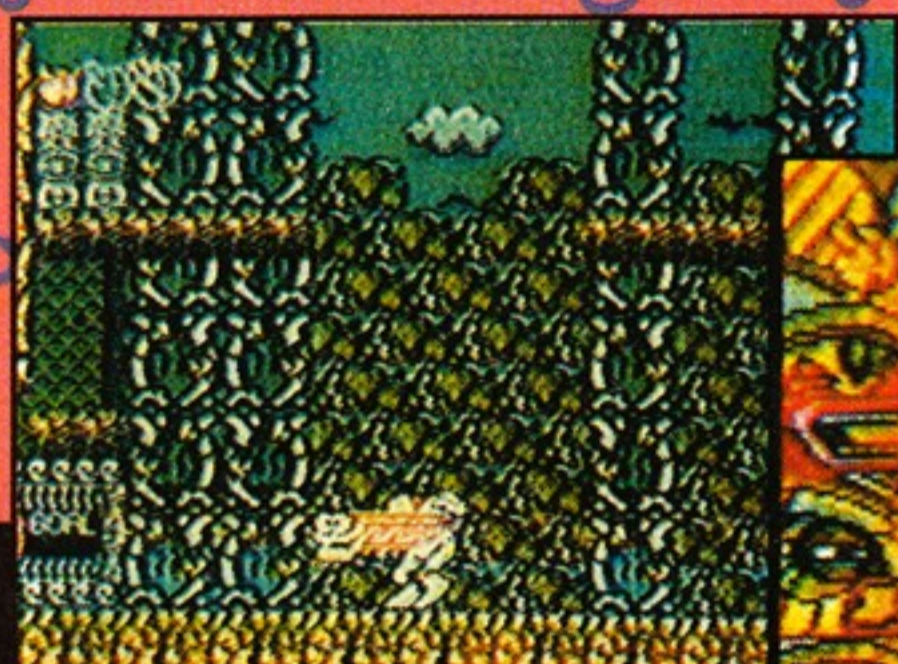
Cauldrons provide gusts of hot air that propel Chuck upward. Make sure there's nothing above you before taking this ride.



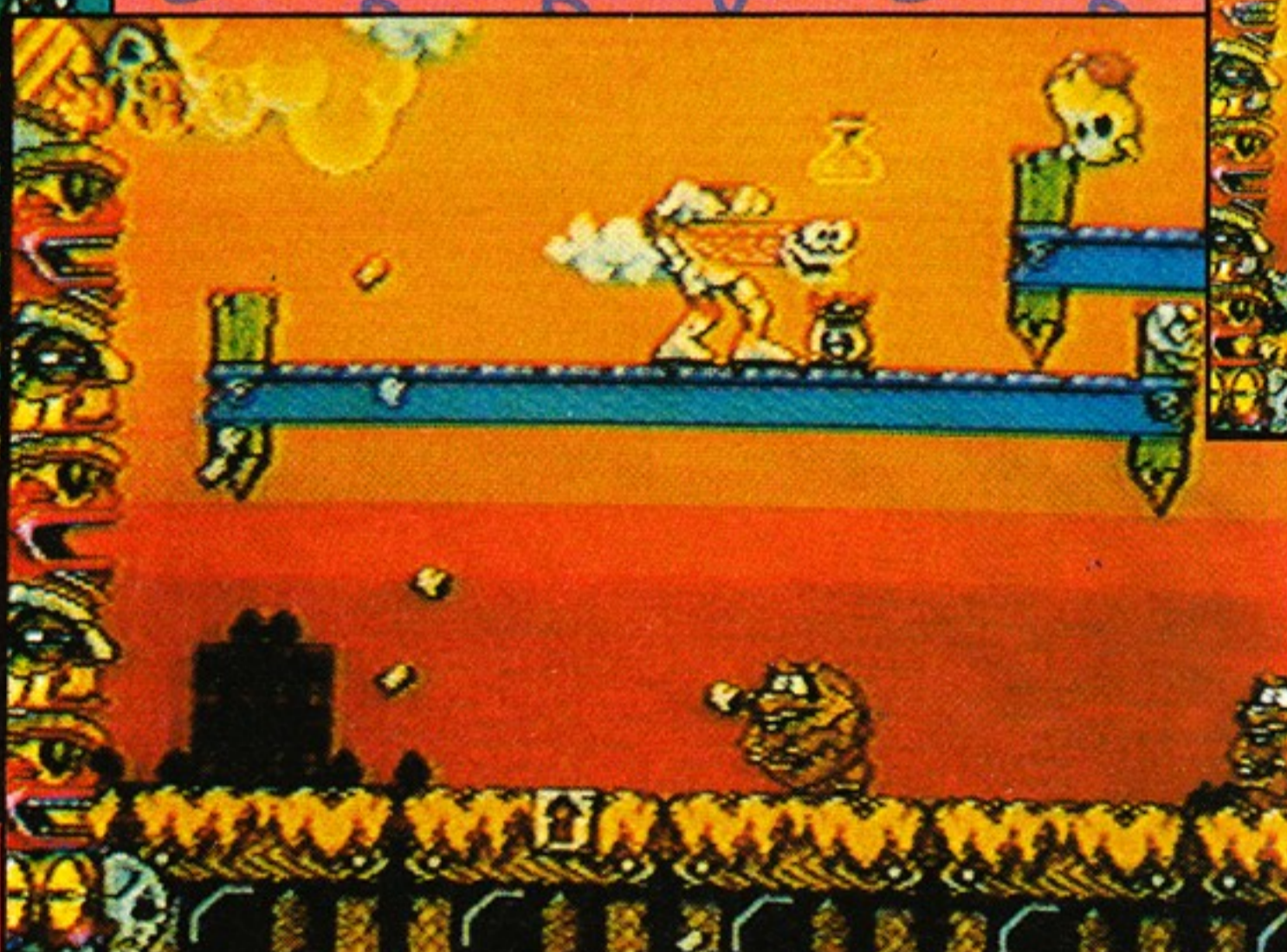
El Beau Island's hidden treasure is here, just below the lava pits you crossed earlier. Be ready to punch the arrow that's sure to head your way.



Toady, the boss of El Beau Island, looks a lot tougher than he is. As soon as he lands, jump behind him and start punching. He'll send out a brood of baby frogs to attack you, so watch out!



Hey, what's your hurry? After defeating Toady, don't forget to check out the statues located just above the exit.



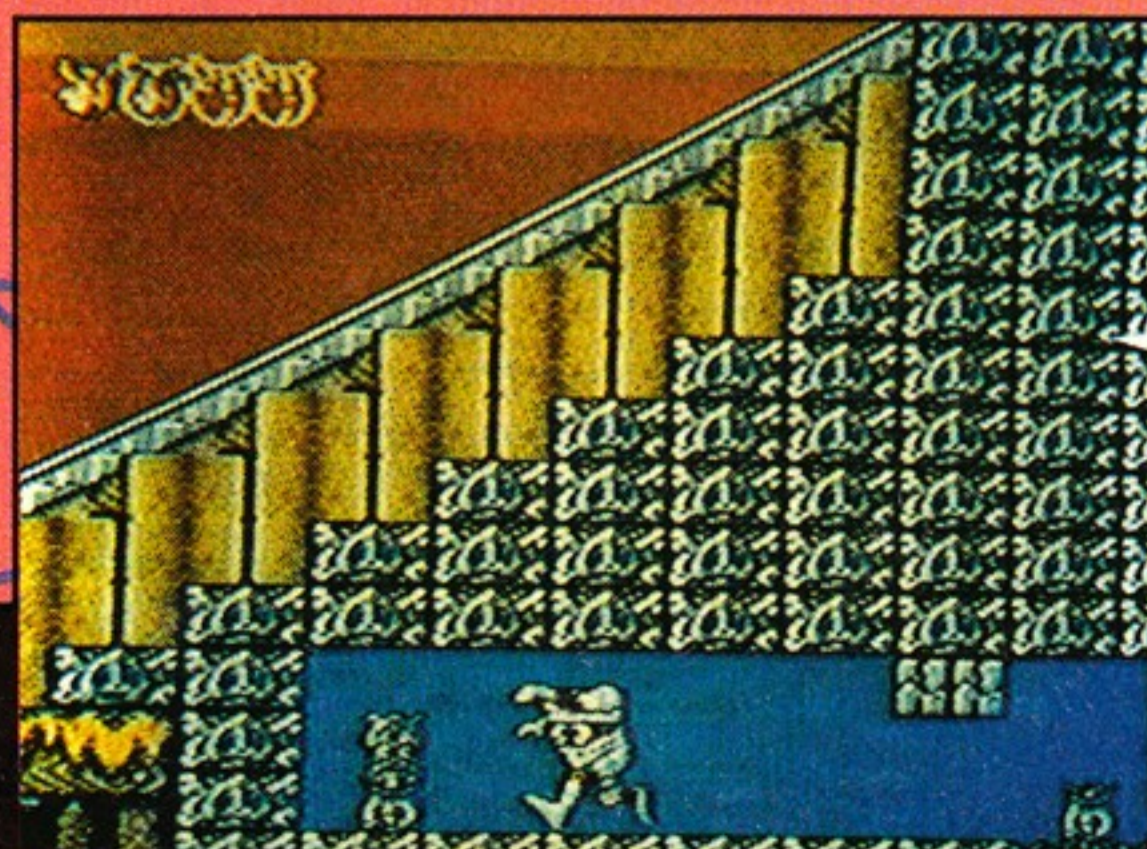
A bone-crushing Totem Pole welcomes you to Tibuland. Although you should keep a good distance between you and the Totem Pole, don't forget to grab as many potions as you can.



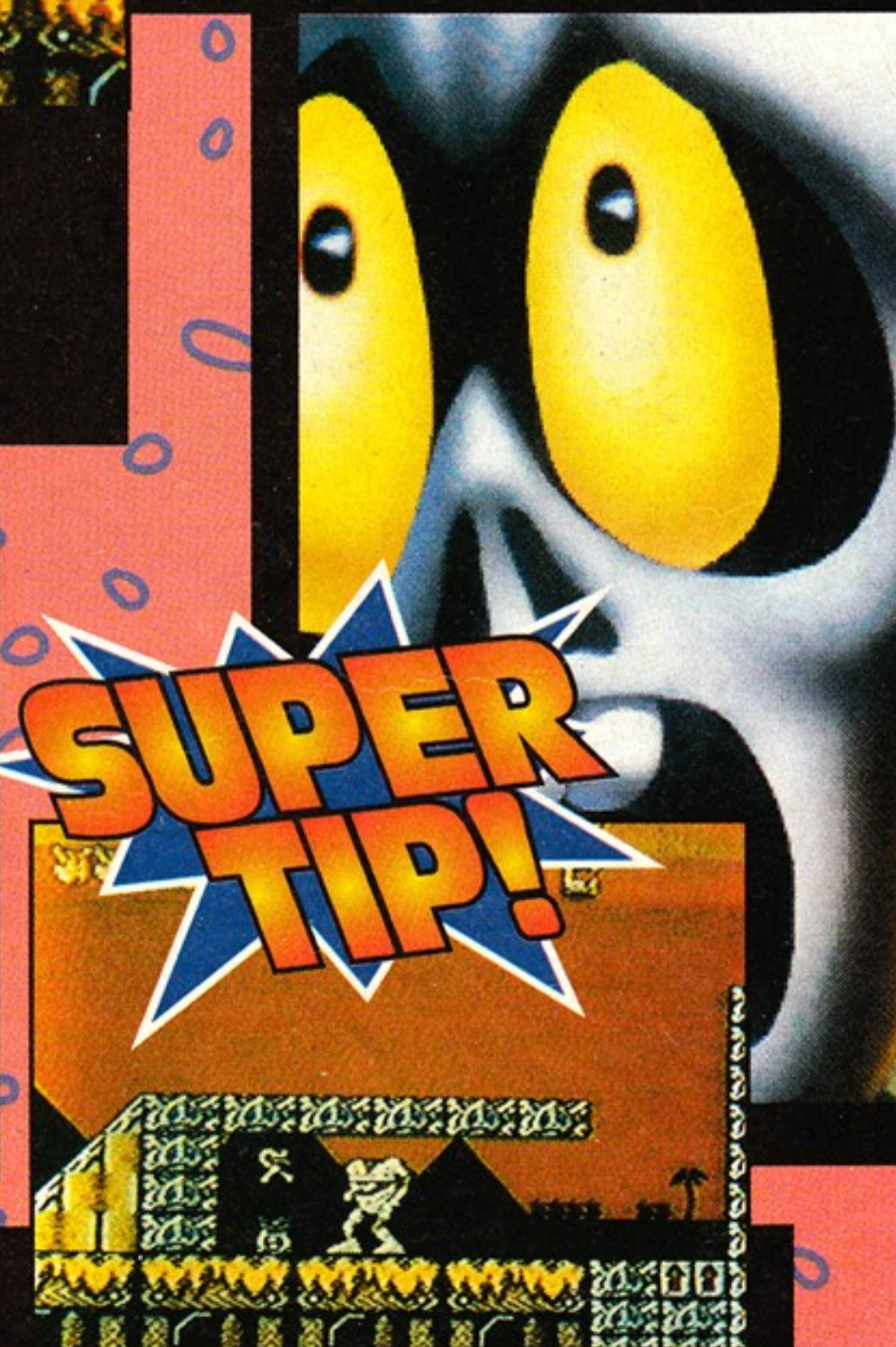
You need to make a big jump here and land on the plateau with the shrunk head statues. Drink some Kedz potion to give you extra leaping power.



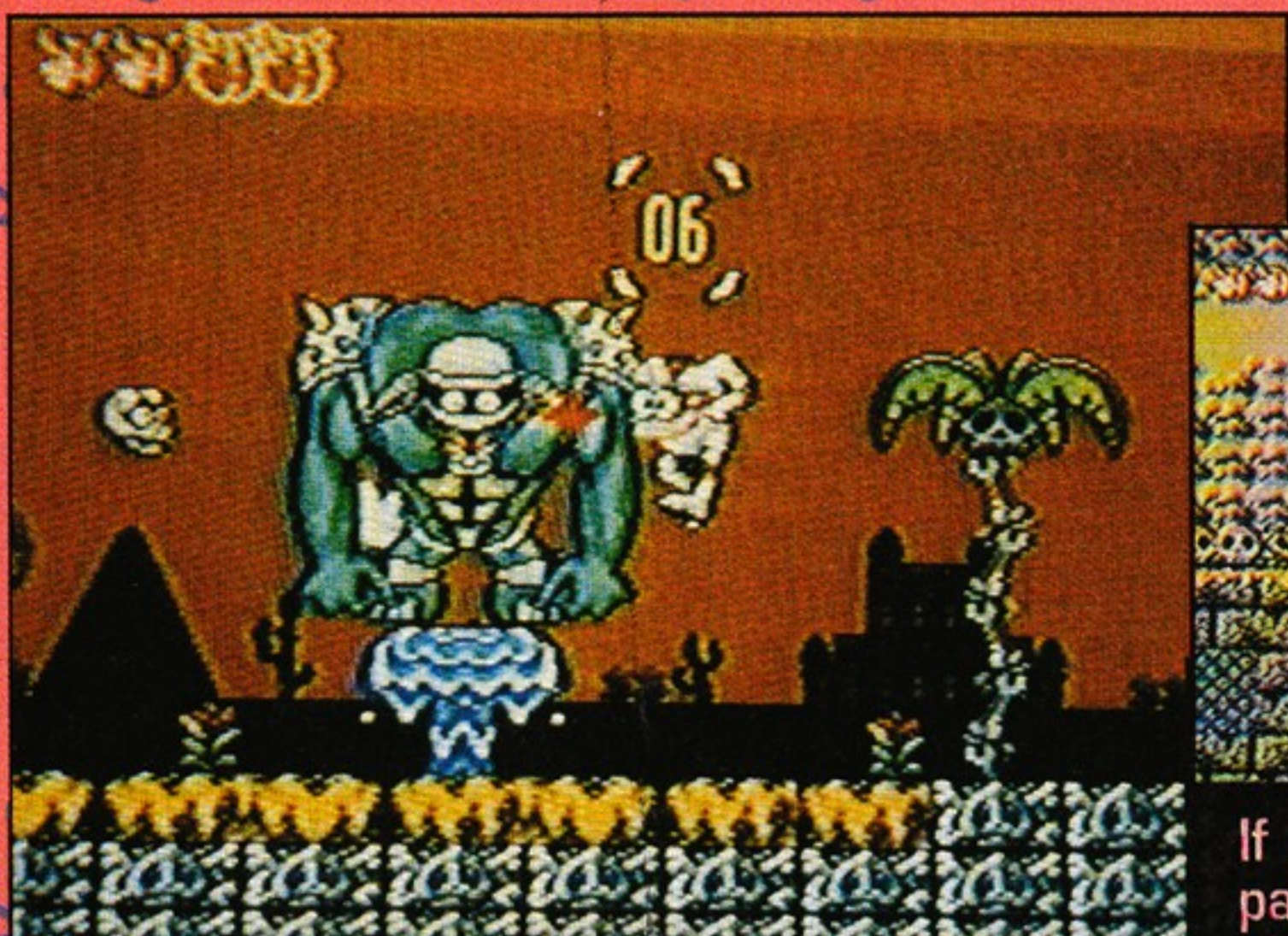
Those four statues look tempting, but if you take the trouble to reach them, you'll find out their contents aren't worth the effort.



To find Tibuland's hidden treasure, enter the water at the first chance you get, then head as far left as possible.



Don't forget to stop off at this statue. It appears just before you reach the end of stage 3 in Tibuland, and it holds a one-up.



This ornery gorilla is the boss of Tibuland. Leap into the air and start punching. Tap the C button repeatedly to stay afloat and do even more damage.



Before descending into a narrow and dangerous shaft, first toss your head down to clear the way.

If you're walking through a passageway you've never explored, throw your head in front of you to eliminate enemies. This also takes care of any creatures that the skull touches on its return trip to your shoulders.

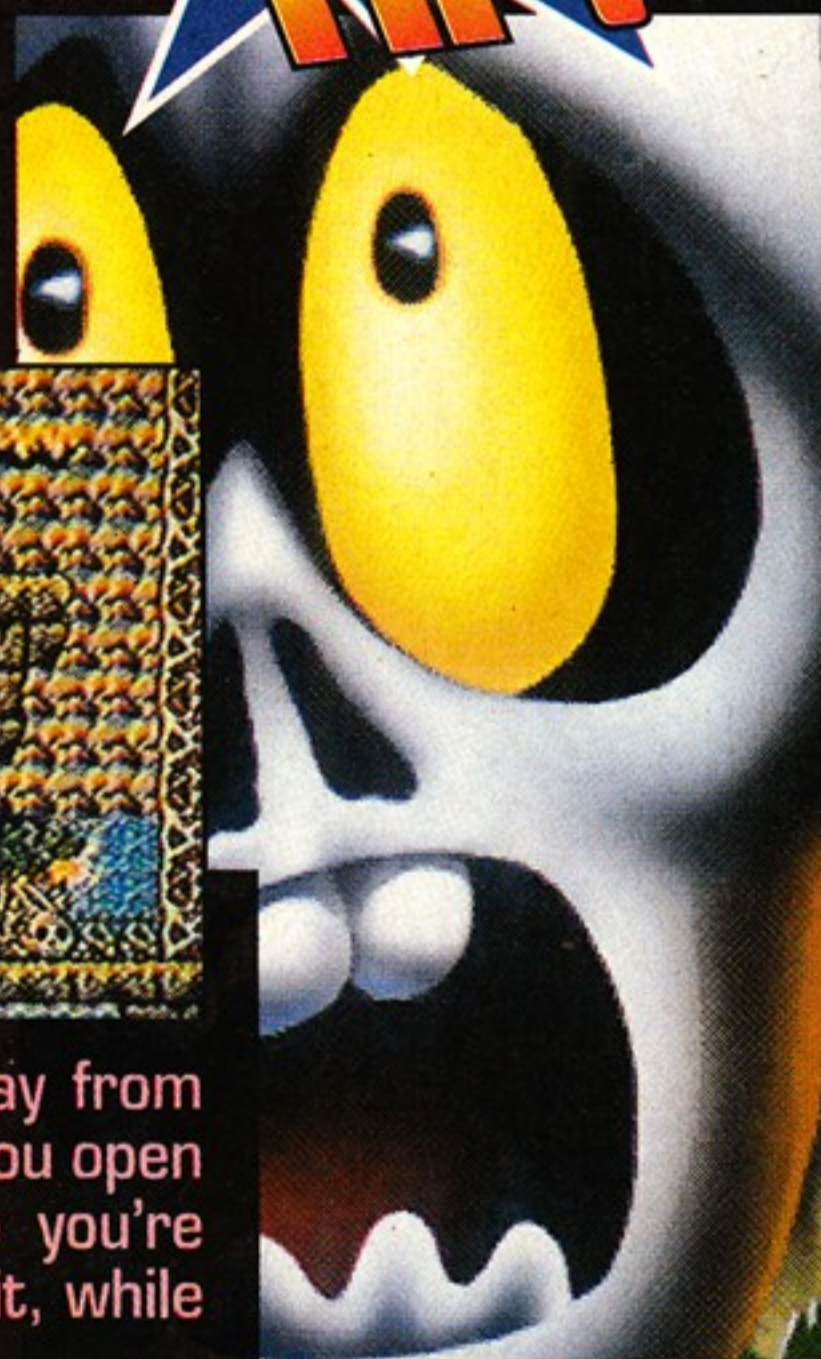
**SUPER TIP!**



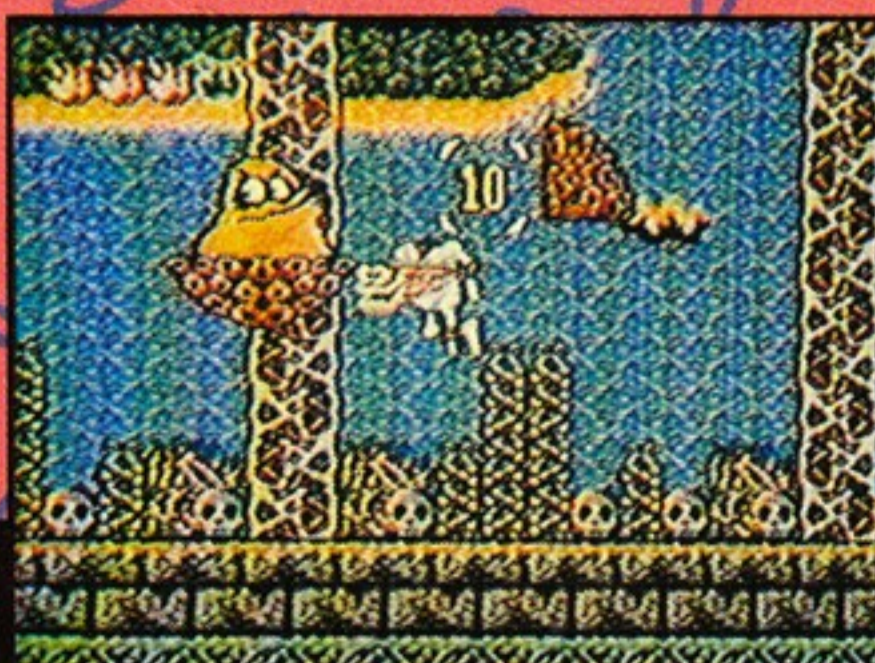
The hidden treasure of Armington is a key, located to the left of two lava pits. To find the lava pits, enter the second batch of water you see, swim as deeply as you can, and head left.



This one-up will run away from you if you let it. Before you open the statue, make sure you're standing to the right of it, while facing left.



Replenish your life meter on this springpole in preparation for the boss of Armington. Each time you receive a heart, a section of the pole turns white.



This brain opens to reveal the boss of Armington. Drink Ooze02, the potion that strengthens your punches, then start pulverizing the boss as soon as the brain opens.



You don't have to kill every critter you come across. Don't take a chance of losing your skull by letting this bony fish touch you — just leap over the pool of water and keep on moving!



If you knock the spiked shell from a turtle, you can stand on top of him with no ill effects. Don't let the turtle walk into you, though!



Don't forget to take a look around before exiting a stage. The statue above this exit contains a heart.



A psychedelic tank, complete with an extendable jaw, will chase you through the second stage of Pumpington. Stay off the ground as much as you can.



Drinking Xenon causes an earthquake which wipes every enemy off the screen. This clears your path as you hightail it from the tank, and look what it does to the landscape!

## SUPER TIP!



Once you reach the exit, jump and let the tank pass underneath you. Then you can leisurely retrieve the heart inside one of the statues above the exit.



This new-wave mole with an attitude problem is the boss of Pumpington. He jumps back each time you land a punch, so be sure to advance every time you slug him.



These penguins are more accustomed to the icy surfaces of Last Leg Land than you are.

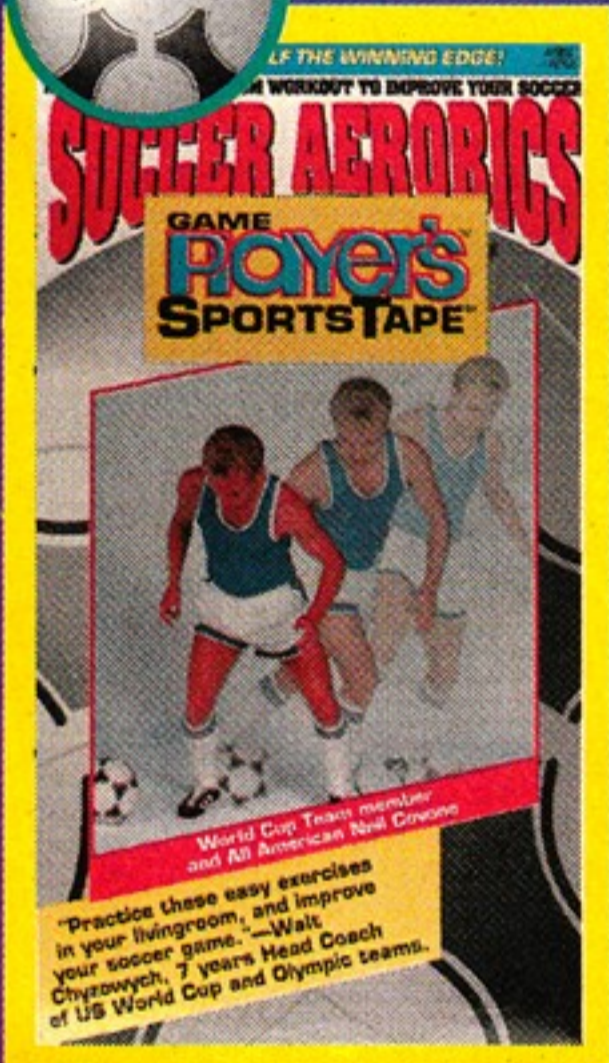


Invisible hearts lengthen your life meter, allowing you to stockpile more hearts and take more damage before losing a life.



Mallet-toting frogs are dangerous, but they move slowly. Instead of trying to punch each one, jump over them whenever you can.

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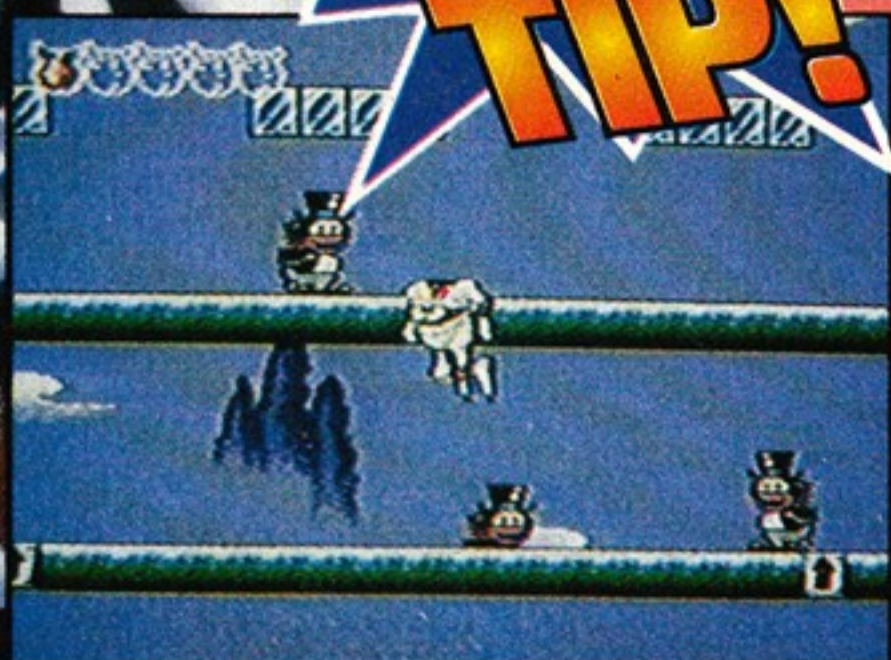
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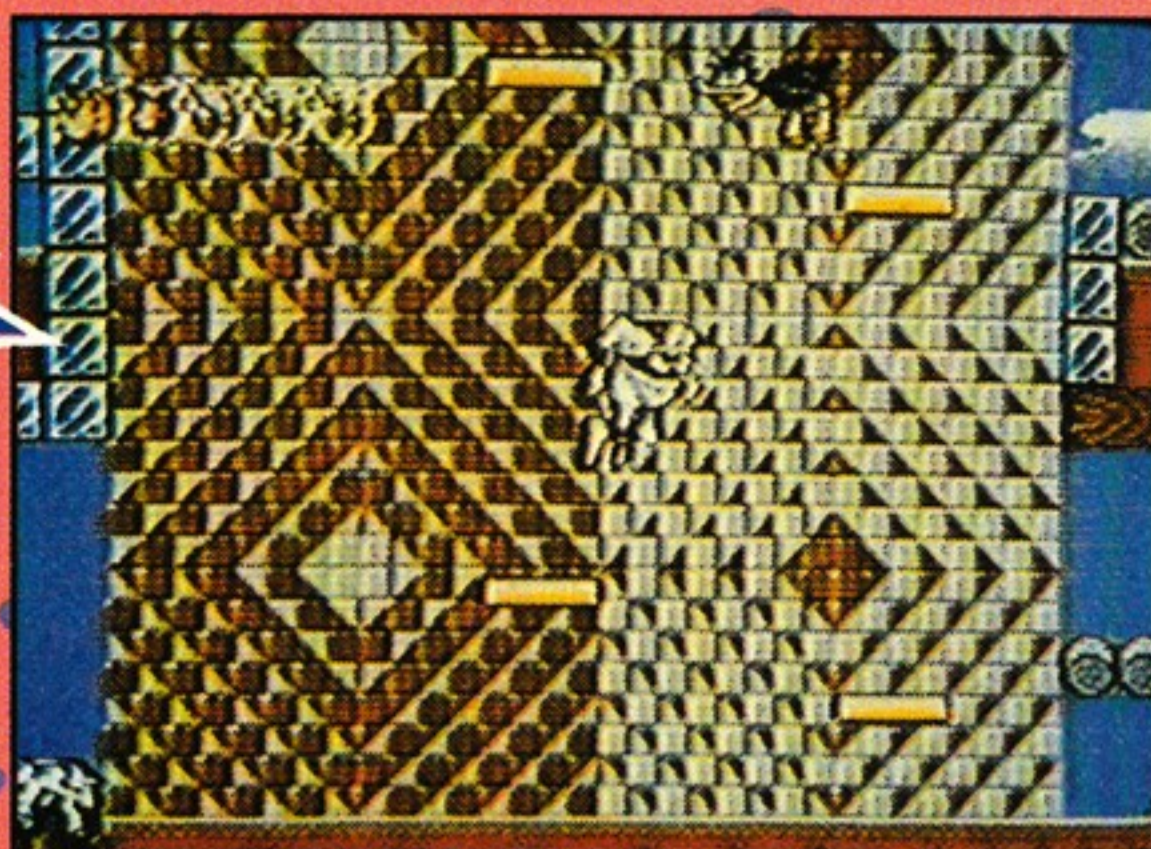
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# SUPER TIP!



This is a *tough* section. The bone bonkers on the bottom pipe will bounce you to the upper pipe, and before you know it you'll take a hit. The key is to make a very small jump, then tap the C button to float between the two pipes.



The floating platforms in Last Leg Land can be just as tricky as the ones on El Beau Island, thanks to the dizzying background.



You'll do a lot of exploration before finding the hidden treasure in Last Leg Land. Don't worry when the bridge leading to the statue collapses under your feet — the pipe above you provides an easy way out.



It takes a lot of hits to destroy this ape. Drink Trioxy, which makes you shoot a powerful ball of light, whenever he raises his arms. This is the only time he's vulnerable.



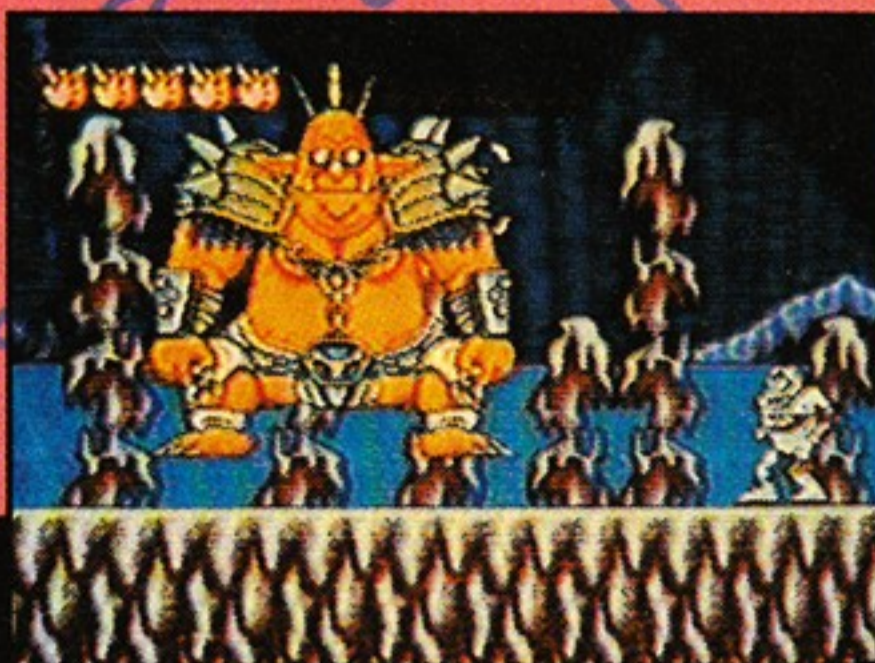
When you run into these two turtles in Eyeland, kill the one on the right and the other will disappear.



You could land on the ledge and try to take out these two turtles, but you're better off floating over them to the bridge on the left.



There's nothing useful in the statue above the exit to level 7-2, so don't waste time checking it out.

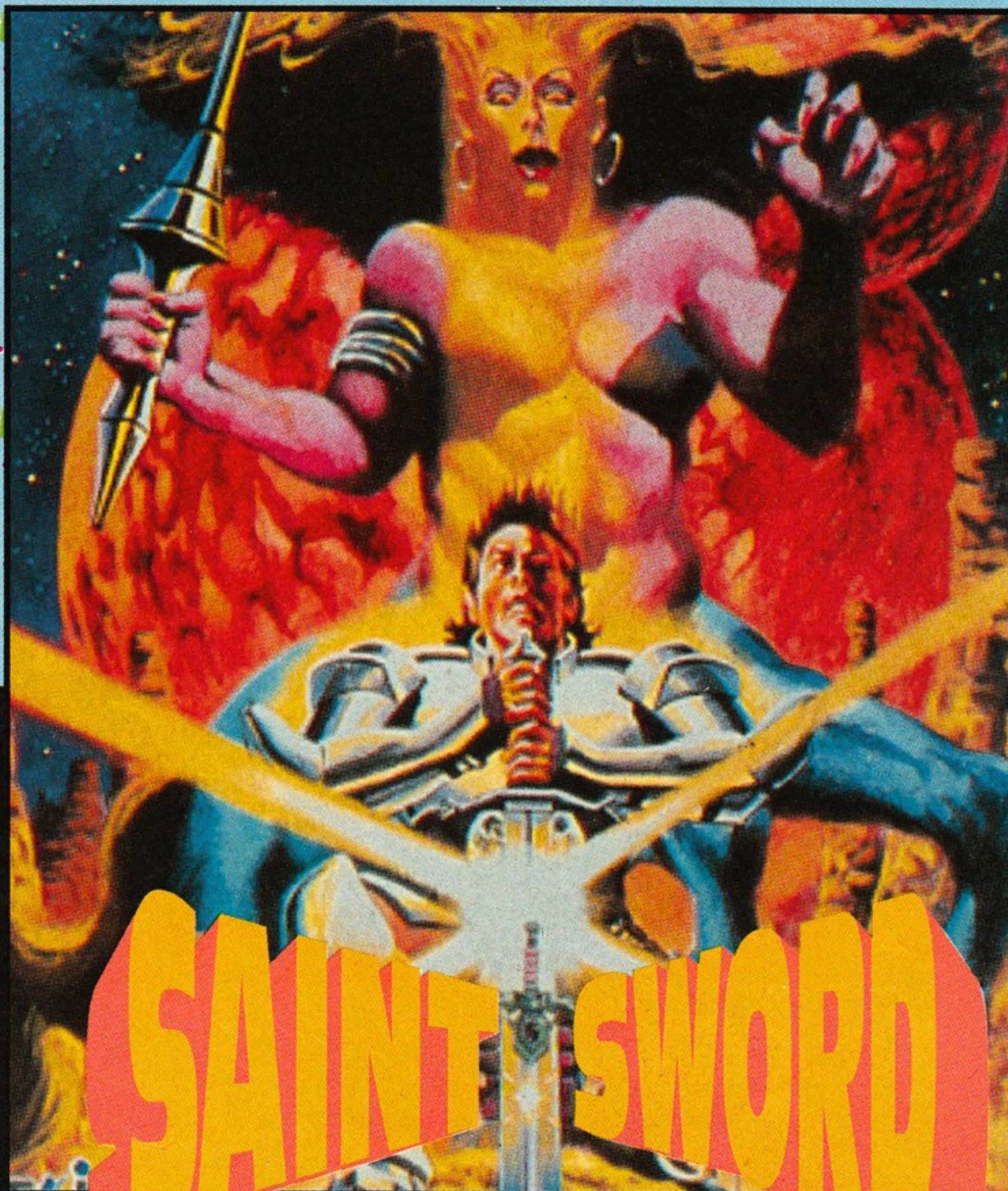


You're finally face to face with Max D. Cap! It really helps if you've managed to keep your skull for this final showdown.



Hey Chuck, where did you go? Max will jump on you whenever he gets a chance, but you also have to watch out for the boulders that fall from the ceiling when he hits the ground. Keep at it — even Max isn't a very tough boss.

# STRATEGY FEATURE

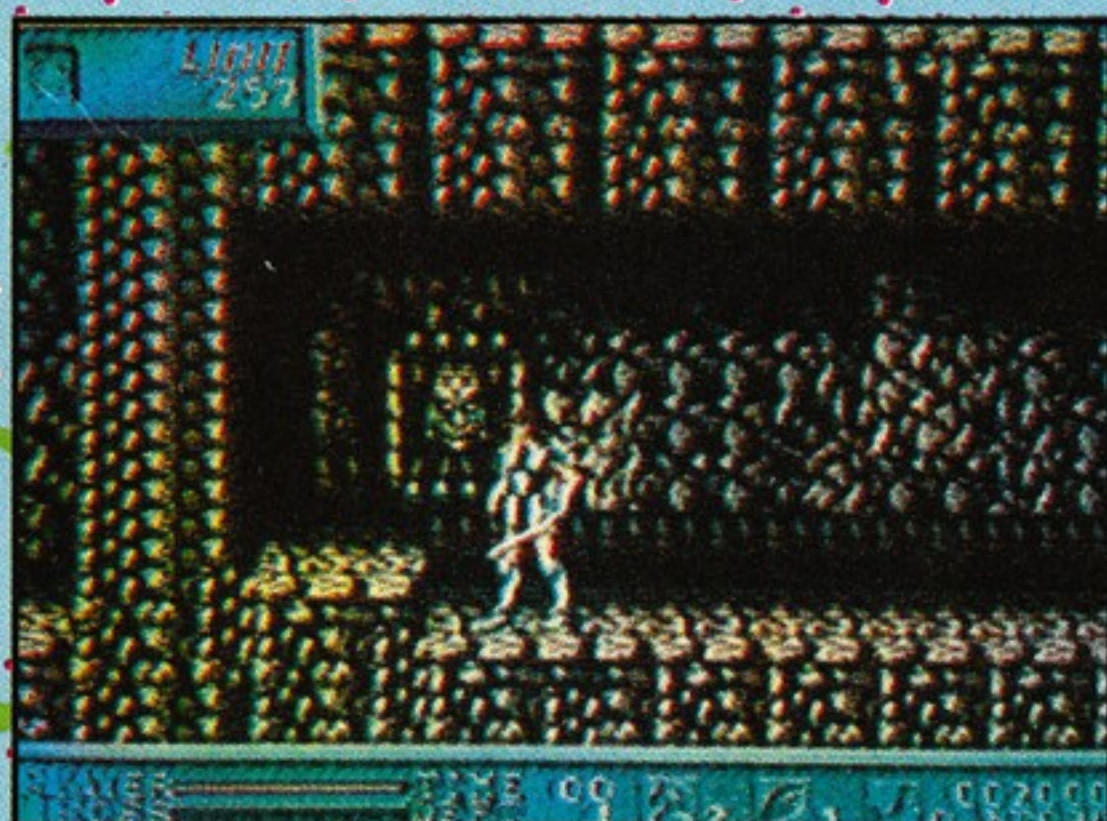


In the misty dawn of time, an untested young warrior named Macress sets out to find and destroy the demon-wizard Gorgan. Gorgan has returned after nearly a thousand years in exile, and is once again calling forth powerful monsters and demons to rule over the Earth's people. Macress has a long and danger-

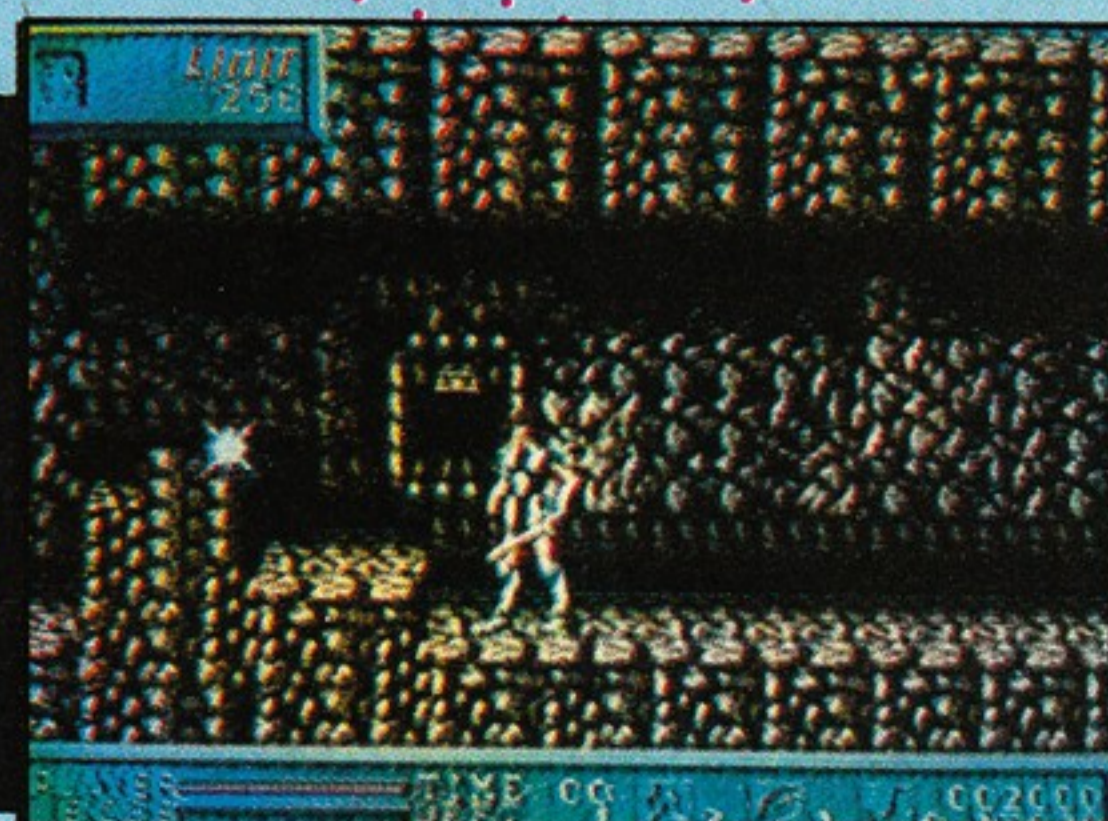
ous journey before him. Still, he has one great advantage: He's a true de-

scendant of the Titans, an ancient and powerful race of beings. He possesses great powers, and can transform himself into many different forms. So great is his skill in battle that many know him by another name — Saint Sword!

Taito, 390 Holbrook Dr., Wheeling, IL 60091

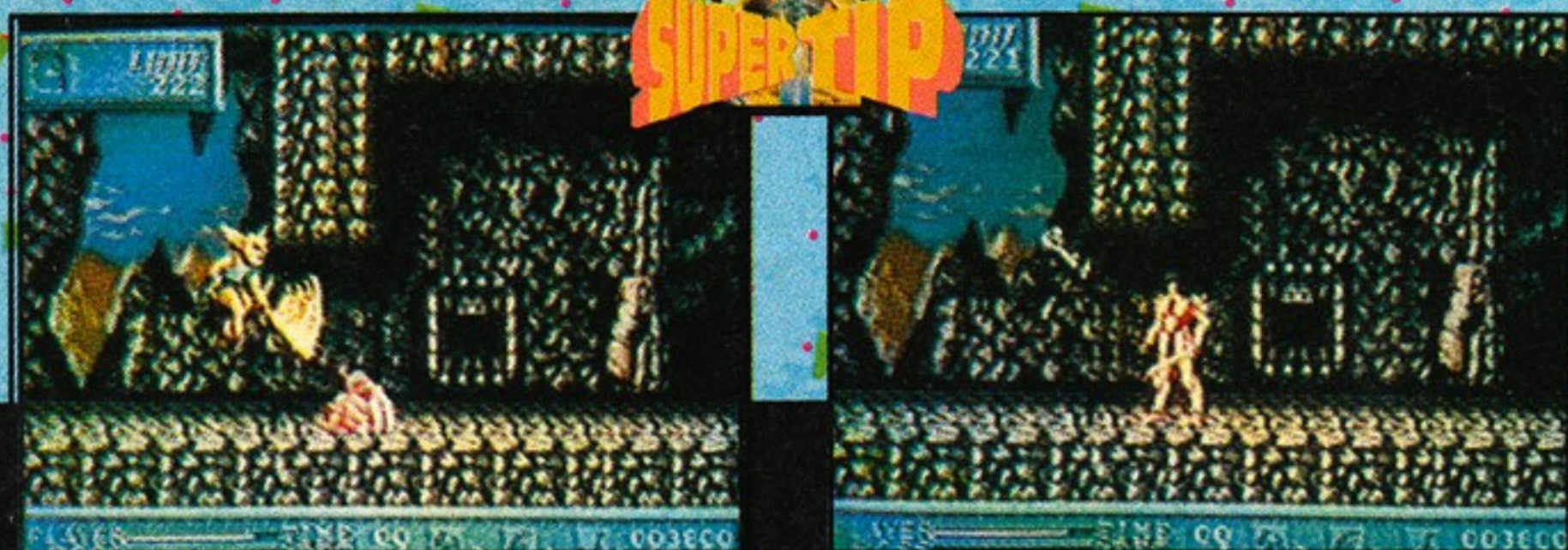


There are portals in the walls of every level in the game. Open the portals by destroying the icons embedded in the walls. Every level has different icons, but it isn't tough to recognize the portals.

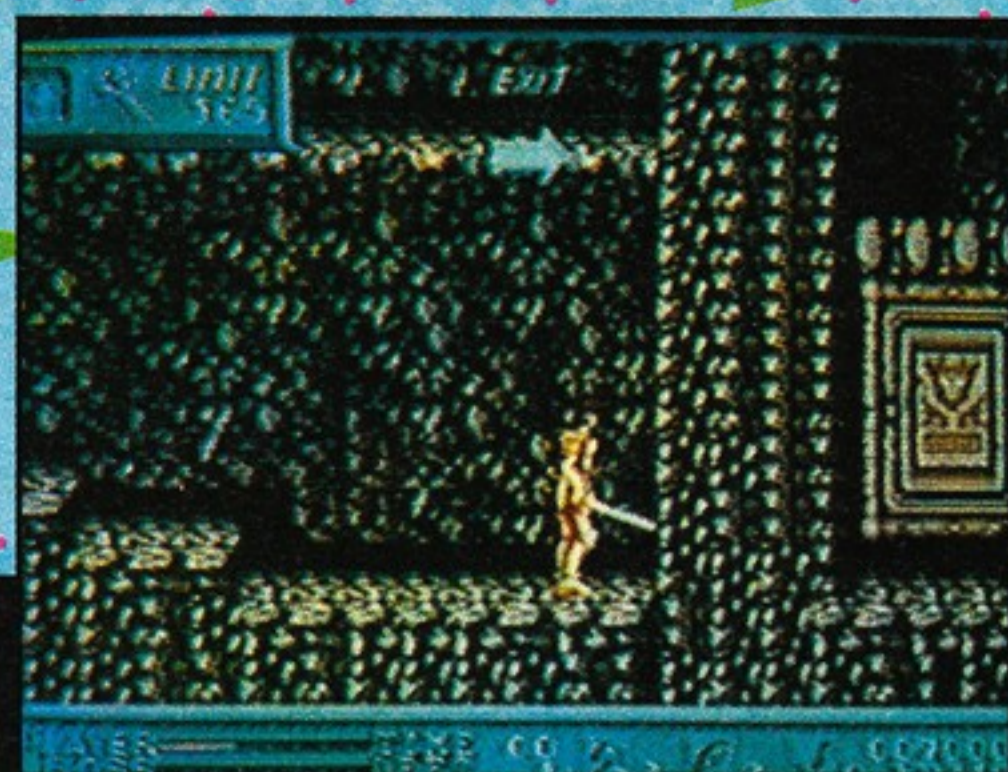




## SUPER TIP



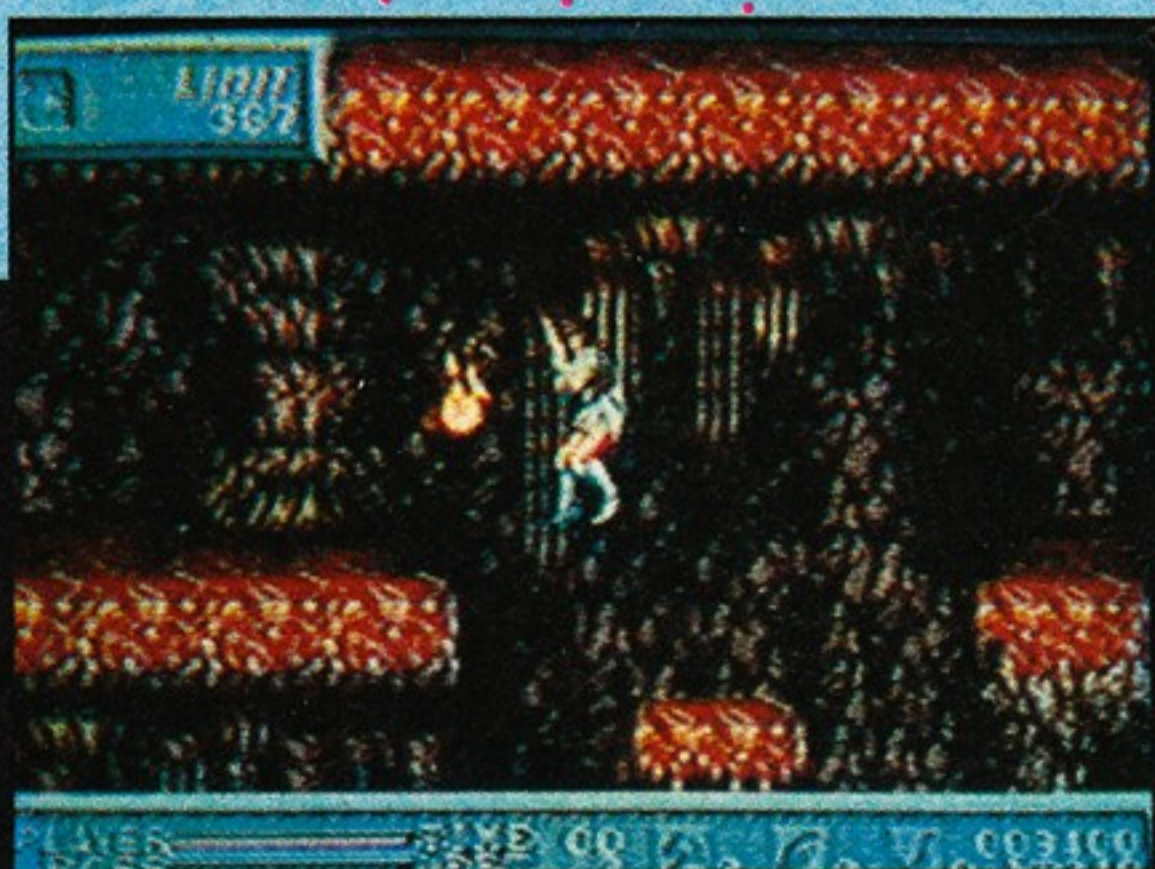
You'll find yourself trapped on every level — the door is locked and there's no way out. To escape, you must locate the monster that holds the key. On level 1, it's being held by this goblin.



Just finding the key isn't enough, though. Now you've got to find the exit. An arrow tells you which direction to follow, but that doesn't necessarily mean you can get there from here.



The first boss is one of the tougher ones. Stay back and out of range of its whiplike tongue. Jump forward over its fireballs, and attack its lower head while its armor is raised. After a few hits, it won't take any more damage, and you'll have to move in close. Jump up and attack its upper head.

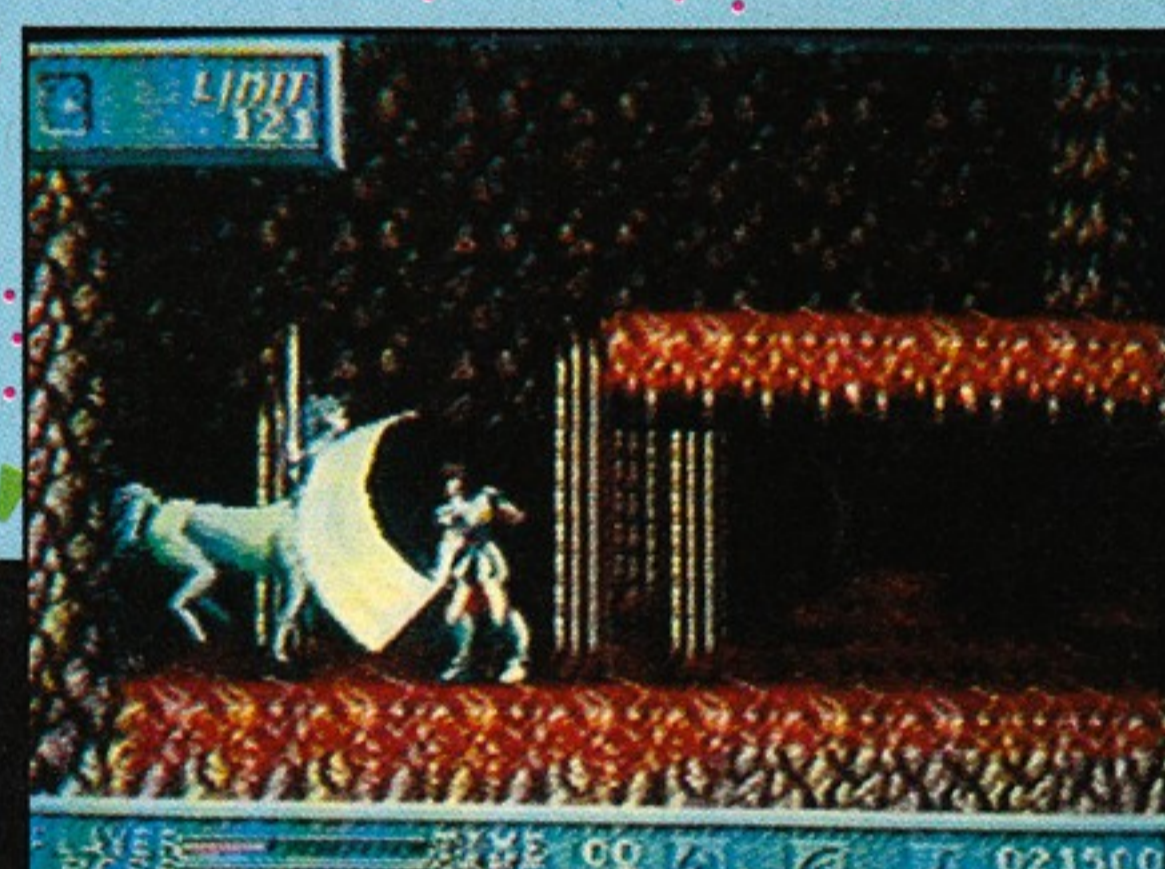


Watch out for enemies hanging from the walls — like bats or these flames.

They drop down when you walk by them and then follow you around. On the plus side, they give up magic points when eliminated.



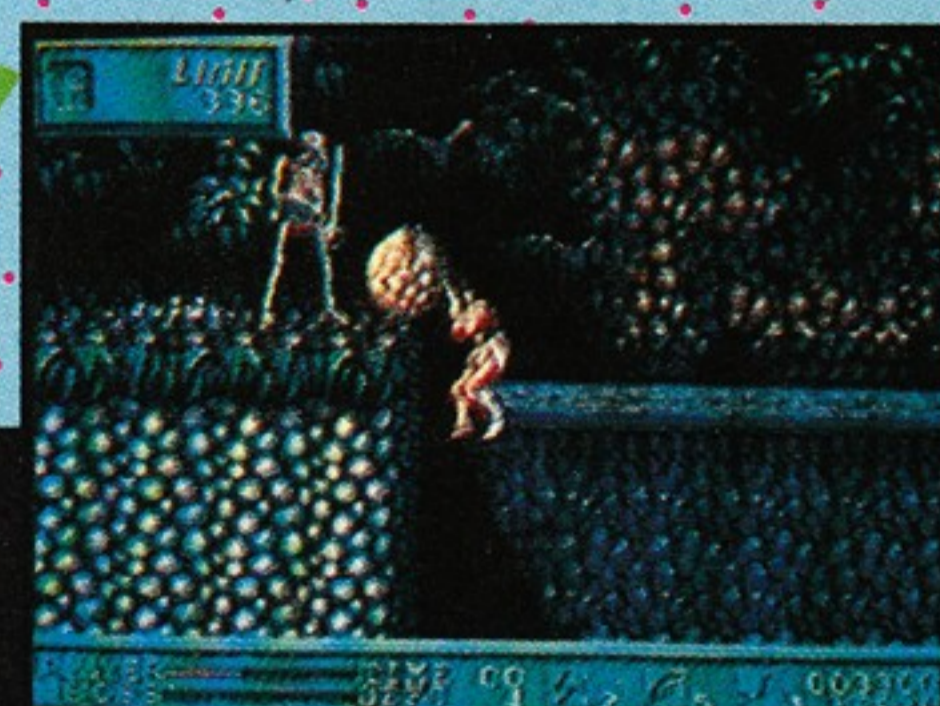
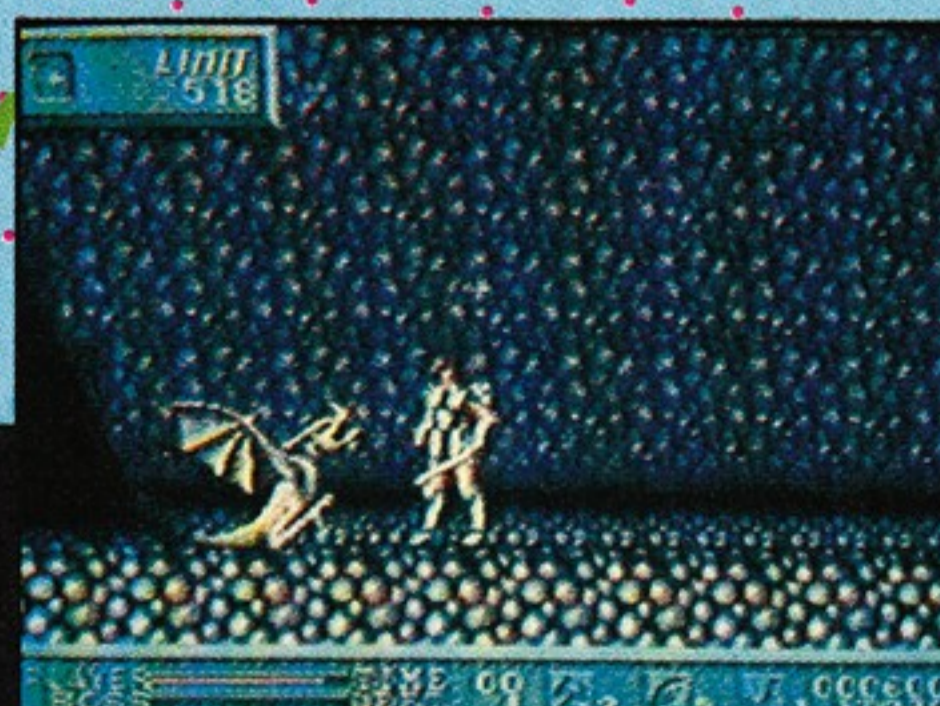
Although you can float in the water without transforming, you'll occasionally find gaps in the walls that you won't be able to fit through unless you're a fishman. You'll have to go through this one because the key to level 2 is held by one of the mean, ugly, monster fish.



The second boss is a centaur that leaps from one corner of the room to the other. Quickly get in very close to it before it leaps away. If you're fast enough, you can trap it against the wall. Otherwise, transform into a birdman and knock the centaur out of the air.



**SUPERTIP**



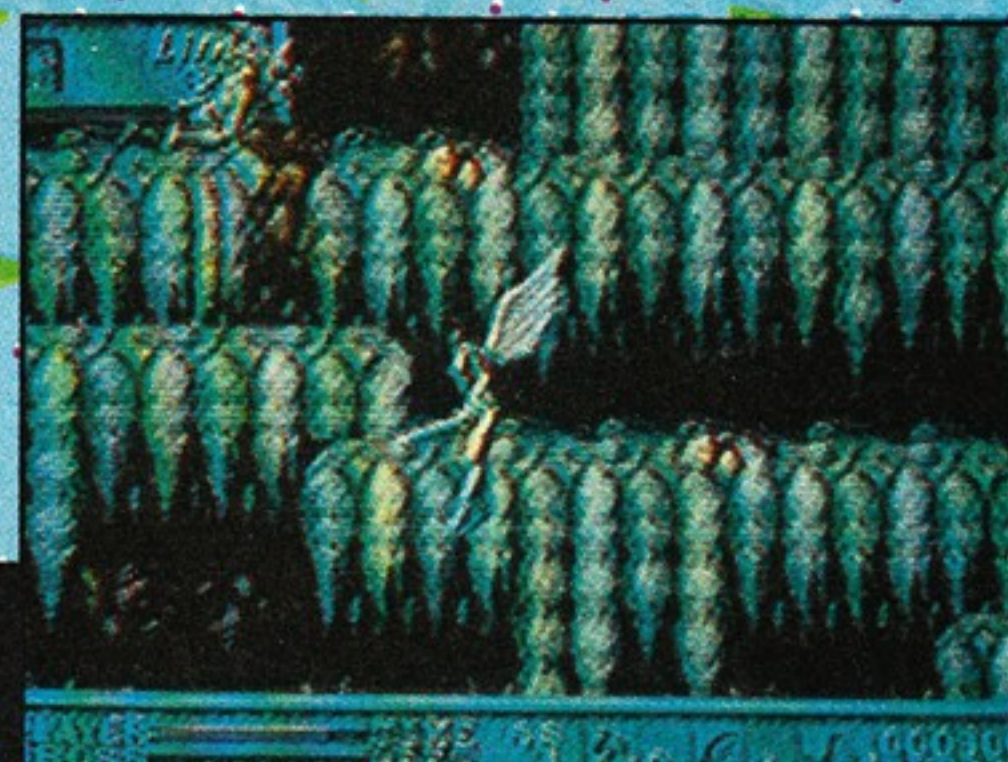
Many of the monsters will follow you wherever you go, and sometimes you can make this work for you. This dragon, for instance, has been lured into the water, where it's completely helpless. However, keep your eyes open — monsters may jump on your head while trying to follow you into the water, although you might be trying to get out.



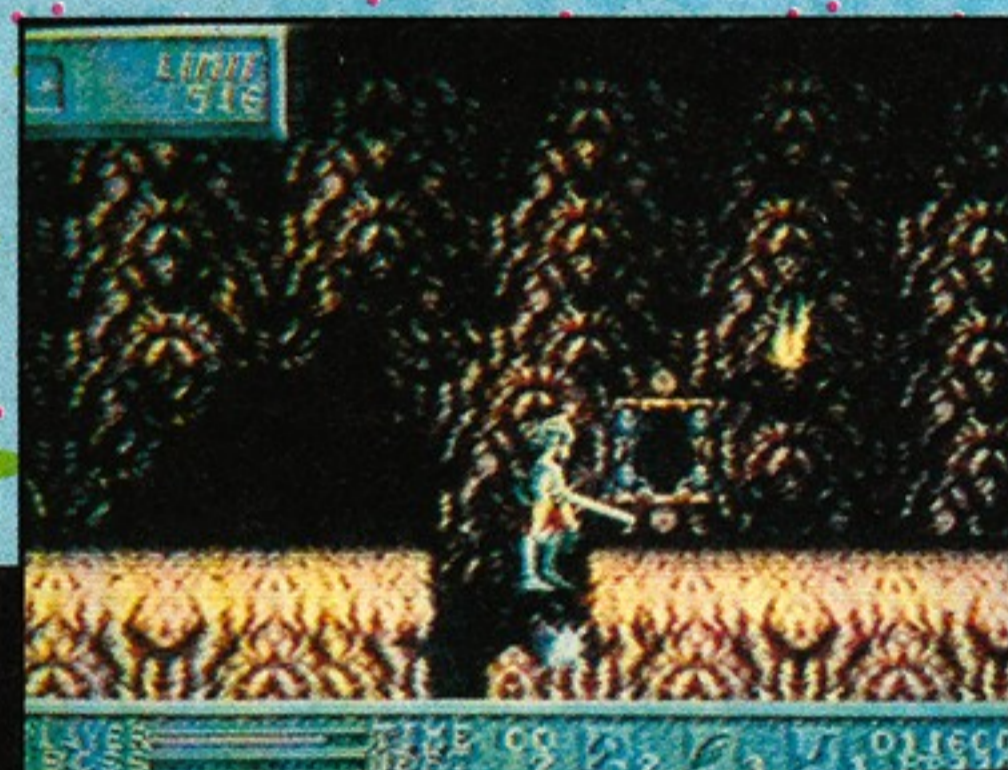
## SUPER TIP



Unfortunately, the third boss is invulnerable to attack no matter where you strike. Use this method instead: Transform into a birdman and wait in front of the boss's tail, then attack the fireballs it shoots. Somehow, this technique hurts it. Depending on your power level, you may not be able to destroy all of the fireballs at once, so be ready to fly up and out of the way.



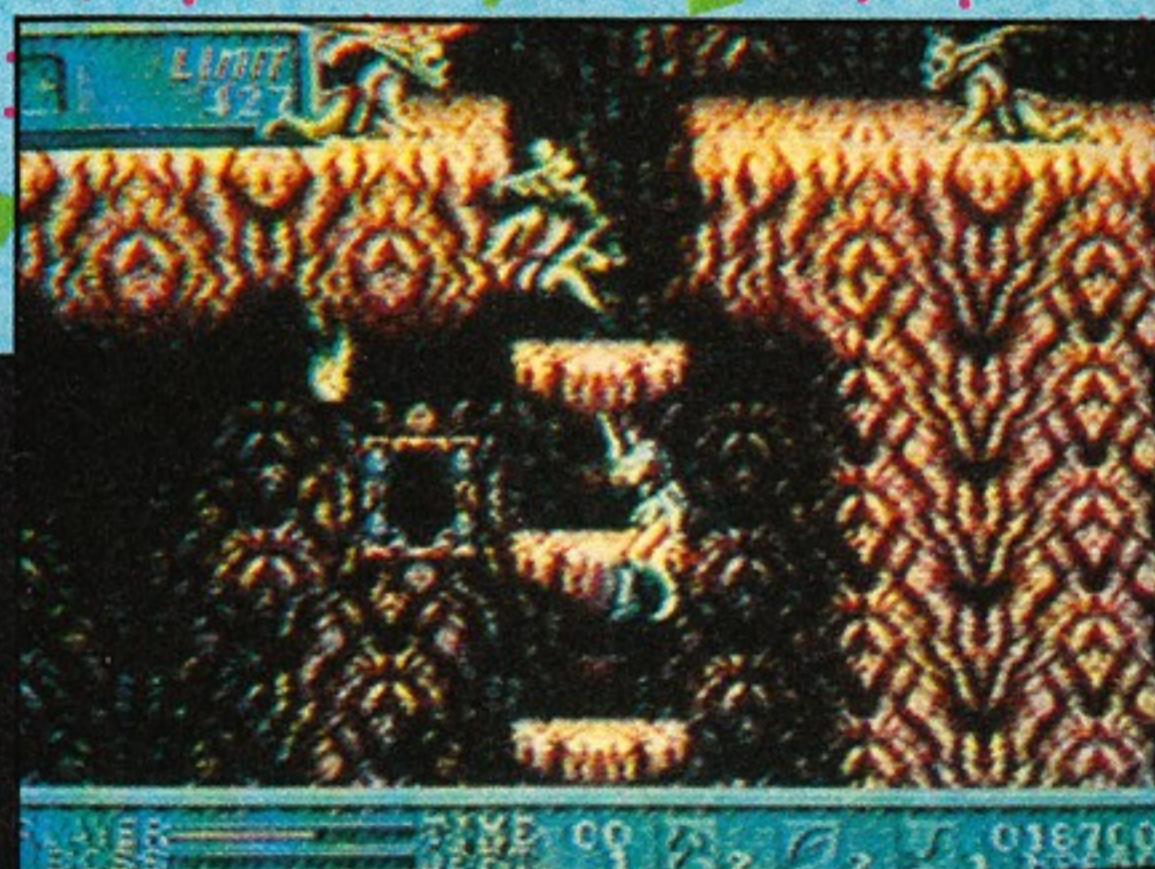
Flying around in birdman form makes exploring a level much easier. Be careful, though — some levels have spikes or poison gas that'll hurt you as you pass through the platforms.



You should also watch out for some portals. The icons are placed in such a way that the portal opens directly under you, dropping you down whether you want to fall or not.



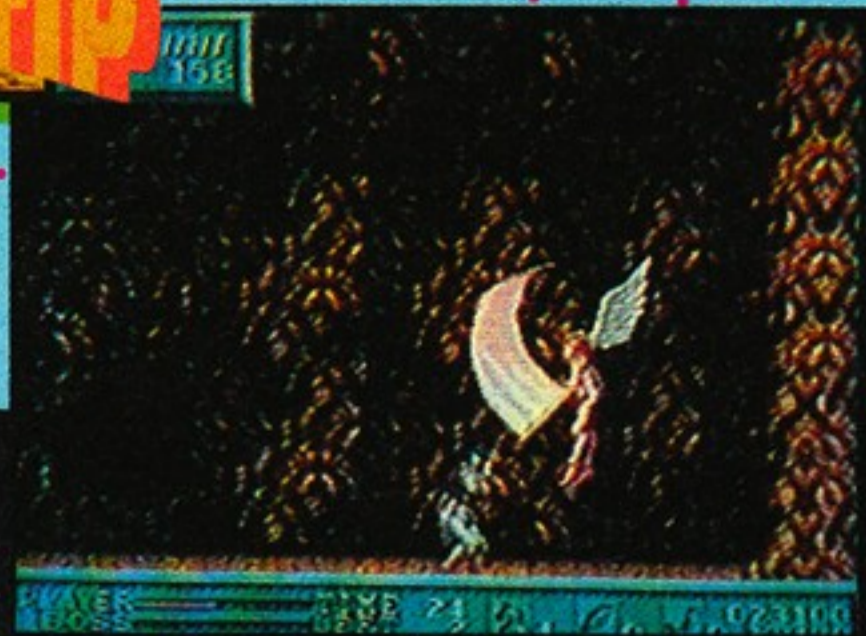
Goblins are pesky creatures, but not difficult to beat. Hit them as they approach. They'll get angry and leap over you, striking downward as they do. If you stand still, however, they won't hit you. Then just turn around and repeat the process.



While working your way up platform-ladders like this one, be aware that monsters may swarm around the top, cutting you off. The easiest thing to do is blast them with the Dragon's Fang.



## SUPERTIP



The fourth boss can't really fly, but it does hang in the air a long time during its jumps. Transform into a birdman, wait just above the boss, and keep swinging.



From level 5 on, exploring becomes pretty dangerous. Some areas are nasty deathtraps that are easy to fall into and impossible to get out of.



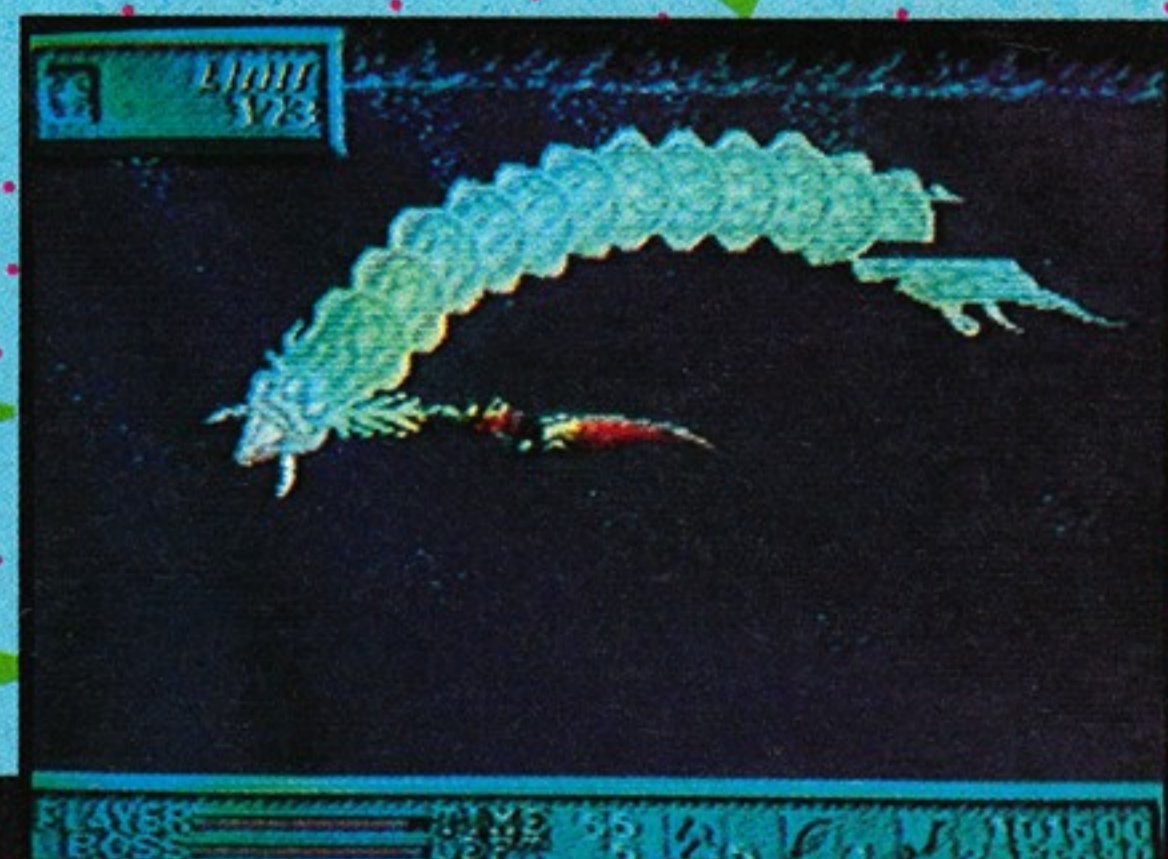
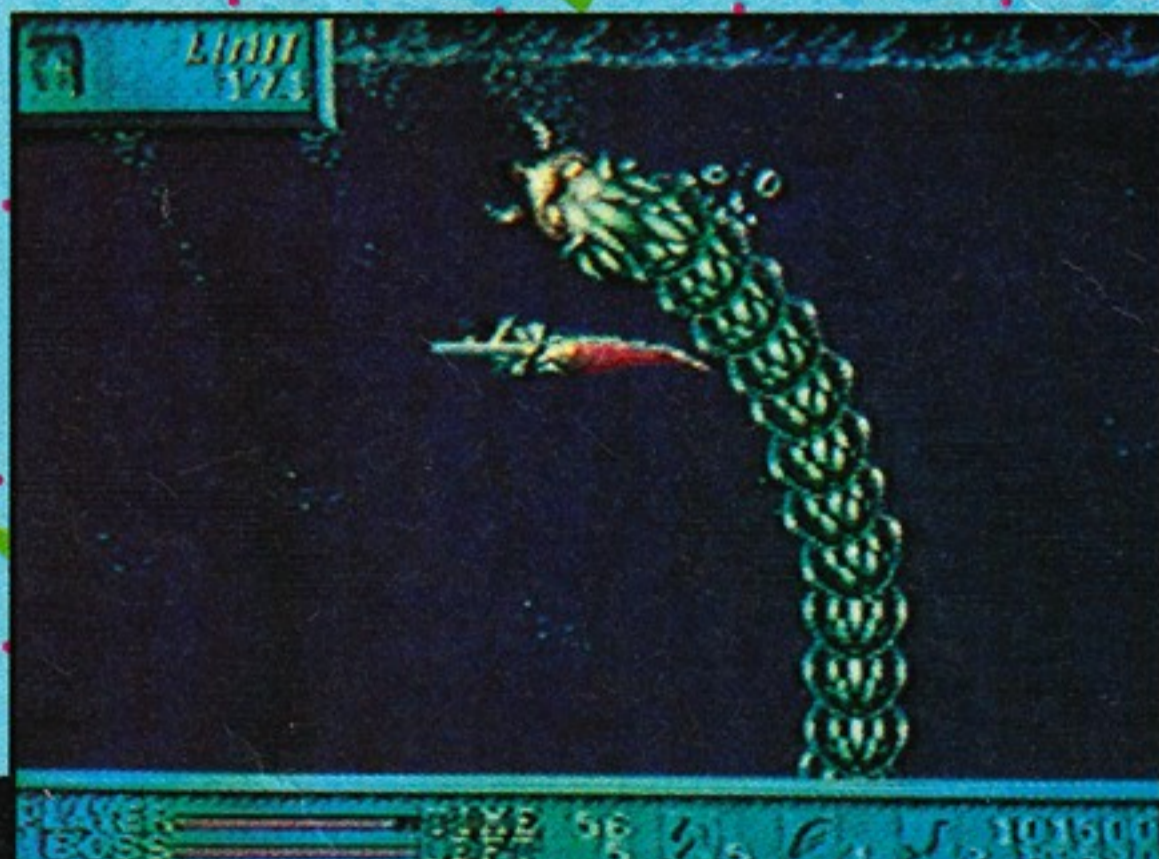
These mutant frogs sit just out of range and spit lethal green blobs. Ignore the spikes and jump towards them while swinging. These creatures are deadly, so if you must, use the Dragon Fang.



You'll have to deal with these monsters throughout the game. They aren't hard to kill, but they pop up out of the ground unexpectedly. Watch for the telltale mounds of dirt they hide beneath.



In stage 5, you get a nice surprise. You'll find the key within sight of the door.



Transform into a fishman for the fifth boss, and use the Magic Shield. The boss swims in a big circle around you, and can only be hurt by hitting its head. Hit it, then turn and hit it again as it comes around.

# CHAPTER CLEAR

LIFE SCORE HI-SCORE  
102800 102800

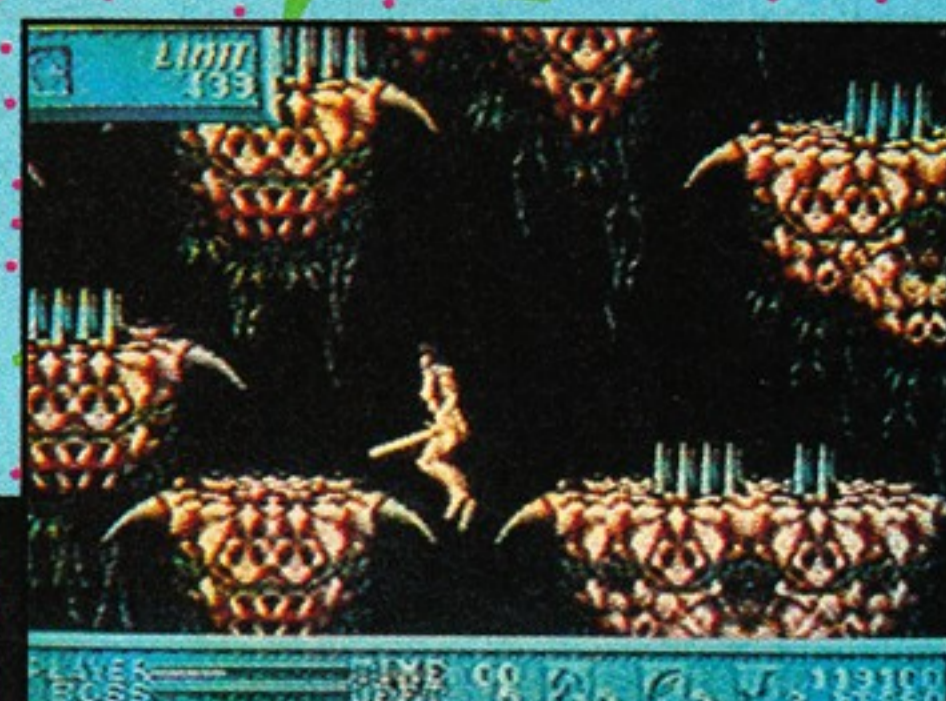


DRAGON'S MEAT  
WHEN EATEN, THIS ITEM  
WILL RESTORE YOUR LIFE  
POWER.

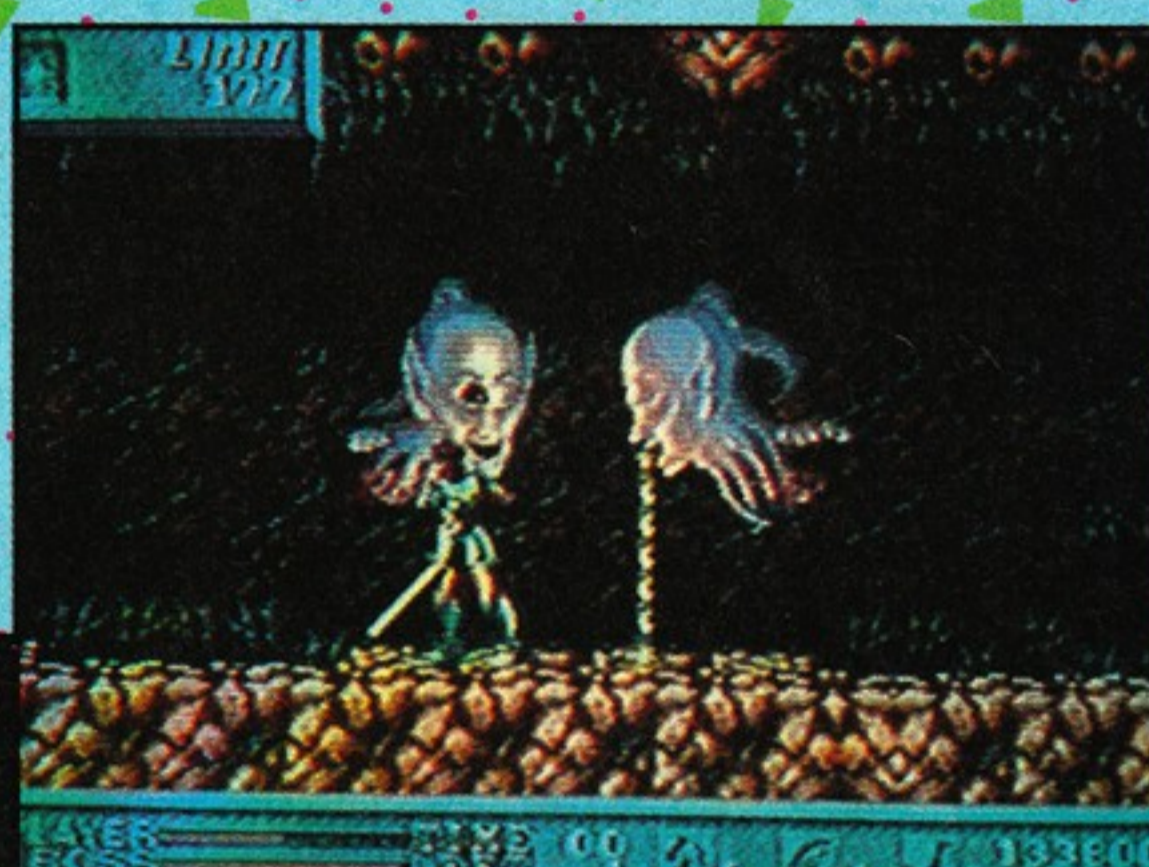
The Dragon's Meat is a very important item. Pay attention to your life meter and use the meat whenever your energy level starts running down. Otherwise, if you die, you'll not only lose a life — you'll also have to rebuild your power level.



During play in level 6, the gravestones come to life and attack you. Dispose of them quickly — they may start out slowly, but they soon speed up, and their attacks are deadly.



Toward the far right of this level's maze you'll find platforms dotted with spikes. Whatever you do, avoid this place. There are other ways around the maze, and you run a huge risk of getting hurt here.



The sixth boss is easy if you use the Magic Shield. Just stand in front of one head, swing until it dies, and then attack the other one. While the shield lasts, the heads simply can't hurt you.



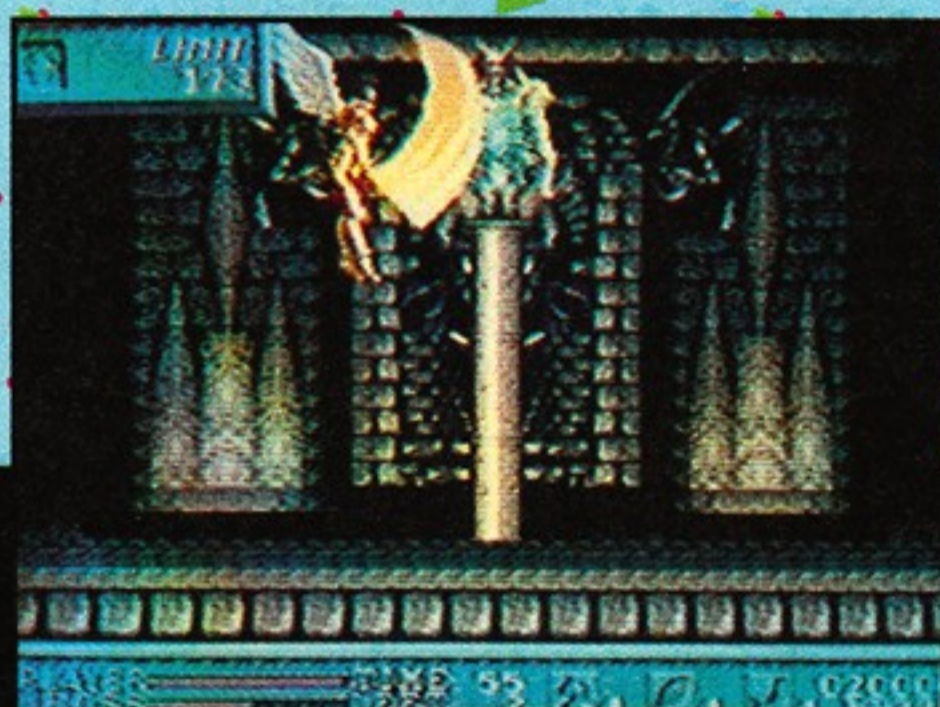
**SUPER TIP**



Skeletons are among the most annoying and dangerous monsters in the game. They move in to attack, but leap away when you swing at them. The trick is to hurry forward and hit them as they land, or, if possible, drive them back against a wall where they can't escape.



Stay alert during the final level because patches of spikes hang from the ceiling, and it's easy to impale your head on them while leaping over a pit. Actually, there are spikes all over the place, so look before you leap.



The final boss is the wizard-demon Gorgan. Use the Magic Shield and transform into a birdman, then go after him. He'll use the mystic gem on top of the column to set the floor on fire, and you can attack him here while he's sitting still. Be forewarned — Gorgan's got more than one trick up his sleeve.



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# STRATEGY FEATURE

## STREETS OF

# RAGE!

Jeff Lundrigan

	NAME: ADAM HUNTER SEX: MALE AGE: 23 HISTORY: EX-COP HOBBY: BONSAI ABILITY: BOXING
	NAME: AXEL STONE SEX: MALE AGE: 22 HISTORY: EX-COP HOBBY: VIDEO GAMES ABILITY: MARTIAL ARTS
	NAME: BLAZE FIELDING SEX: FEMALE AGE: 21 HISTORY: EX-COP HOBBY: LAMBADA ABILITY: JUDO

PLAYER		
		
ADAM	AXEL	BLAZE
POWER A JUMP A SPEED B	POWER A JUMP B SPEED A	POWER B JUMP A SPEED A
		

### Be All You Can Be

There are three characters in *Streets of Rage*: Adam Hunter, Axel Stone, and Blaze Fielding. Each fighter has different strengths and weaknesses, but you can get through the game with any of the three. Your toughest decision: Which character has the coolest-looking set of fight moves?

The Syndicate has taken over the city, and even the police are powerless to stop these crooks. Crime is everywhere, and corruption runs deep. It's up to three brave ex-cops to turn things around and reclaim the city in the name of law and order. But how? By going down into the filthy

streets and cleaning them out, one criminal at a time.

Welcome to the Streets of Rage. *Streets of Rage* is among the best punch-and-kick action games around, and certainly one of the best for the Genesis. The variety of fighting moves is impressive, and the fact that two people can play at

the same time adds a lot to the game's enjoyment.

*Streets'* three difficulty levels are set up well, too. In the Easy mode, you can play through much of the game and get a good feel for what's going on, while the Normal and Hard modes provide an excellent challenge.

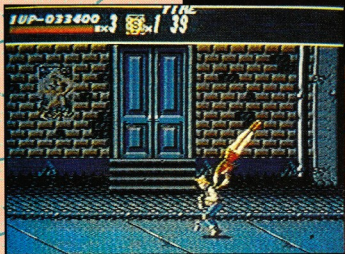
## MAKE THE RIGHT MOVES

Each character has his or her own set of moves, but these moves all fall into similar categories that work the same. Keep in mind that you shouldn't just punch opponents until they fall down — they might get back up. Use a combination of moves to put them down and make them stay down.

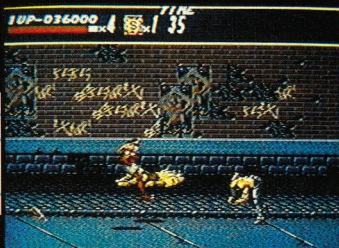


A classic combo: Punch the enemy twice, then grab him while he's stunned and slam him with two knee-smashes. Top it off with your jumping super move and smash him into the ground.

# SUPER TIP!



Instead of ending a combination with a super move, try flipping your opponent. Better yet, use the flip to throw him into other enemies.



The background of the page is decorated with several stylized starburst or explosion-like graphics. These are composed of numerous thin, radiating lines of varying lengths. Some starbursts are blue, while others are green. They are scattered across the page, with some partially overlapping the central text. The overall effect is one of dynamic energy and celebration.

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*Players* says "Even more impressive size of the game, though, is the

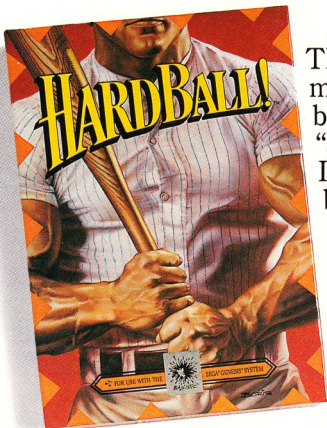
Star Control is the perfect balance of stellar combat and strategy, providing the ultimate starship warrior—the galactic war of epic



Explosive combat

# AND IT'S A

*the boundaries  
of graphics, sound,  
animation and  
playability. Five new  
titles. Five new  
ways to experience  
everything your  
Sega<sup>®</sup> Genesis<sup>®</sup>  
system was meant  
to be.*



THIS IS  
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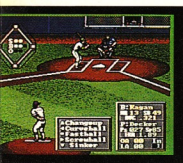


at in the 27th century.

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game itself.”  
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placing you as  
—fighting in a  
ic proportions.

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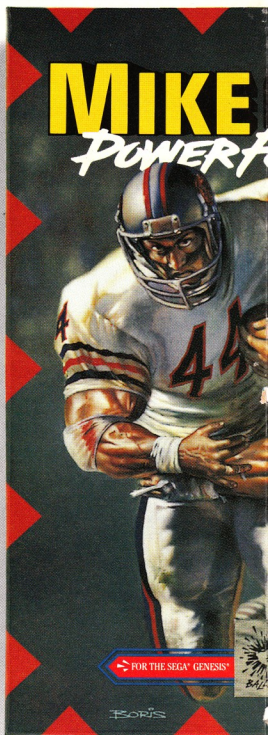


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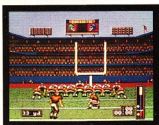
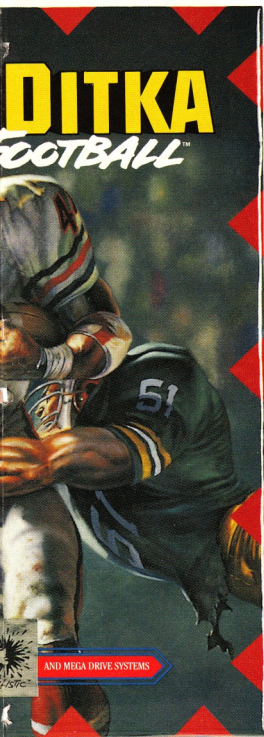
The first eight megabit football game. The only 100%  
the Genesis. Bigger and badder than anything the cor  
Better music and sounds—including the digitized  
Chicago Bears head coach “Iron” Mike Ditka says



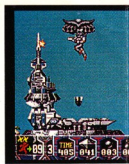
No other football g

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arsenal of fire  
calls it "the ult  
There's a huge  
niques you mu  
and great play

# NEW W

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"there is so much action being thrown at you a  
time, that it makes the name of the game h  
appropriate." You are cast in a barbaric stru  
across a medieval waste-  
land. A bloodthirsty  
rabble has ravaged your  
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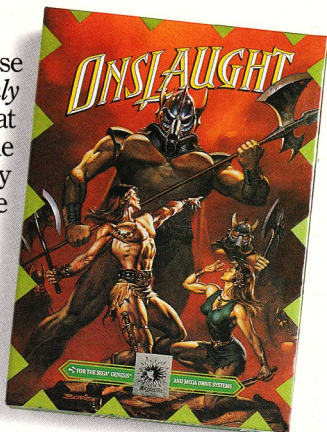
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# SUPER TIP!



If your opponent still isn't ready to give up the ghost after you've flipped him, run across the screen and finish him off with a flying kick.

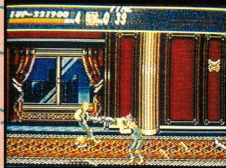


Weapons you can pick up include pipes and steel bats. These are great: They work at long ranges, and two swings from one will kill anybody except a boss.

Knives and bottles are less useful. Although knives can be thrown clear across the screen, they're not much better than fighting barefisted. You can't even throw a bottle.



Other bonus items include energy-restoring food, extra special attacks, money or gold for bonus points, and extra lives.



When you're grabbed from behind, use it to your advantage. Hit the B button and kick out at your attacker.



Stun grenades will paralyze an enemy for a short time, but you can only use each grenade once. Don't bother trying to save them up — they're not *that* handy.

## KNOW YOUR ENEMY

The vicious armies of the Syndicate are everywhere, and you won't get a moment's peace until the fighting's over. Enemies fit into a half-dozen categories, and get tougher as the game goes on.

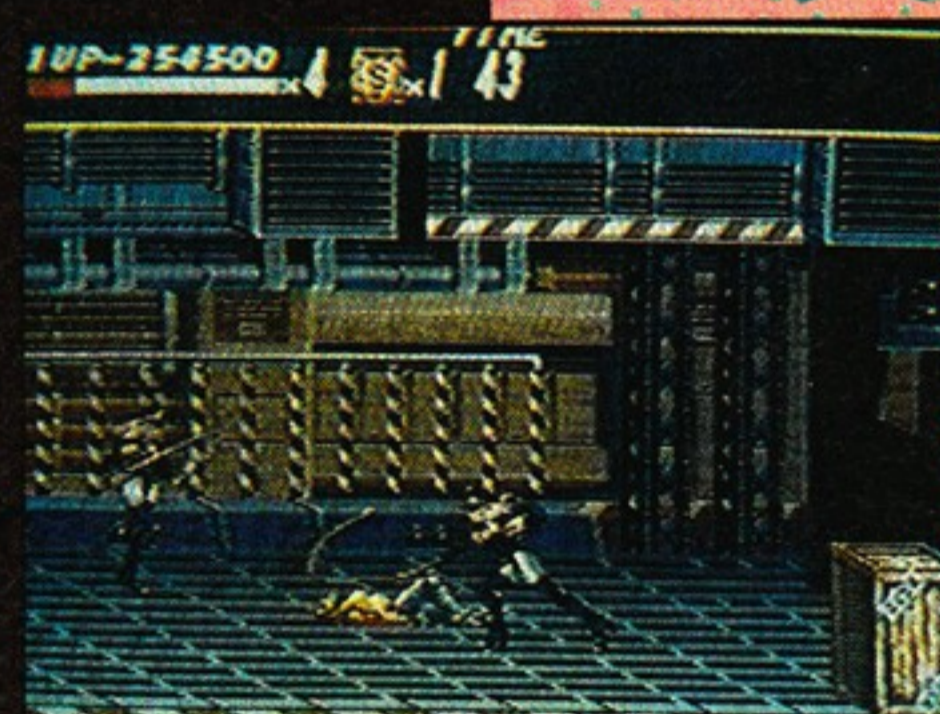
Take things kind of slow, and don't let your enemies gang up on you. Concentrate on your most dangerous opponents first, then mop up the stragglers.



**Grunts:** The streets are full of these guys. Their only purpose in life is to hit you as hard and as often as they can. Be especially wary of them if they're carrying a weapon.



**Whip Women:** These ladies hang back, waiting for the right moment to lash out with their long-range weapons — don't give them time. Attack them as quickly as you can and smash 'em with combinations.



**Judo Punks:** These guys also stay back from the action, then suddenly come at you from an angle, grab you, and flip you. They can also slide in and attack.



Take them out as quickly as you can — flipping them is especially satisfying.





**Karate Killers:** They attack in groups and try to surround you. You'll have to be fast to keep them at bay. Try grabbing the one behind you and throwing him into the others.



**Juggling Fools:** These weird-looking clowns toss around lethal items with incredible ease. Don't come at them head-on or you'll walk right into spinning agony and death. Instead, come at them from the side, grab 'em, and pummel 'em.



## SUPER TIP!

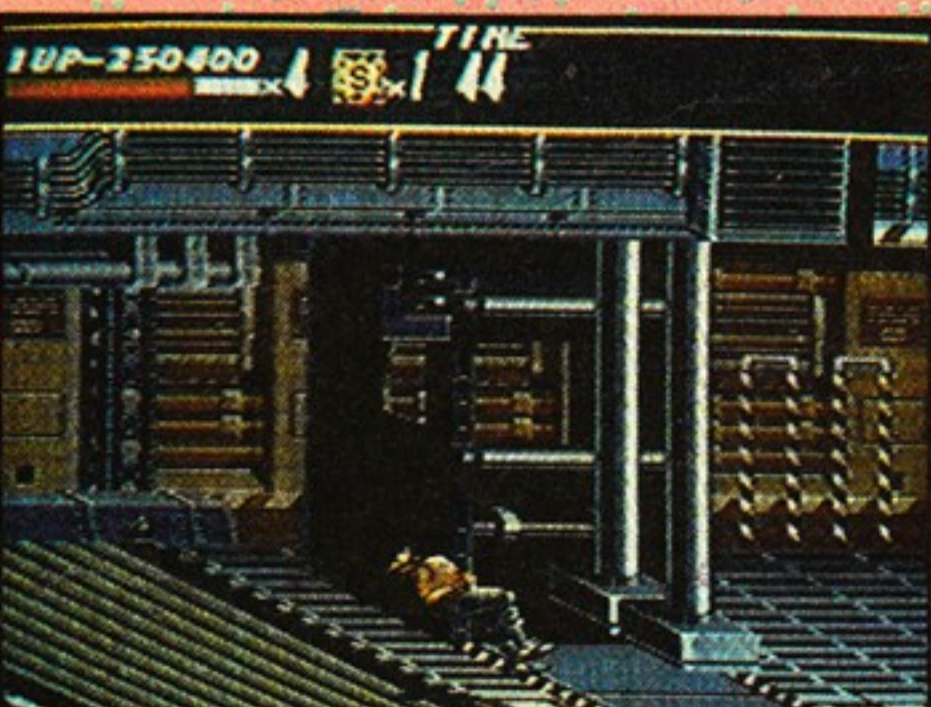
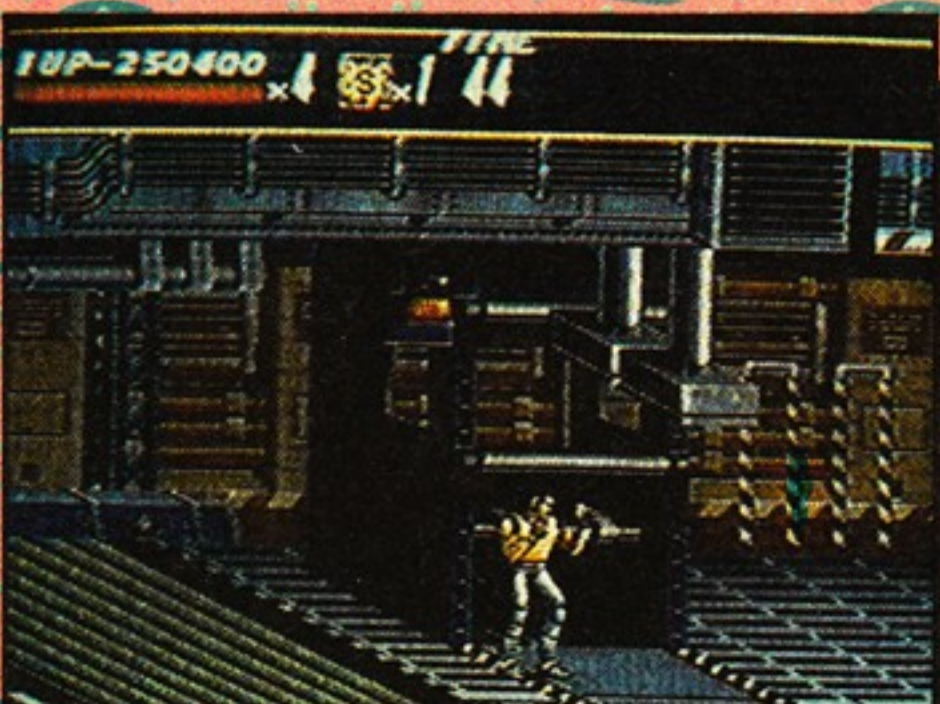
### OTHER DANGEROUS STUFF

Enemies aren't the only things you should worry about. These streets are full of obstacles, and some are more deadly than your bloodthirsty opponents.

The good news, though, is that they aren't just dangerous to you. They'll hurt anyone, including the creeps you're fighting. If you're really on your toes, you can use the obstacles to your advantage.



**Holes to Nowhere:** Stage 4 has big gaps in the floor — fall in one and you die. On the other hand, if you flip or knock enemies into them, you can bet they'll never be seen again.



**Monster Industrial Presses:** Stage 6 is loaded with big, crushing presses. Walk under them just a little until you see the ON light start to flash, then get back out of the way fast. If you're clever, you might be able to coax an opponent or two underneath the presses before they start operating. Squish!

# TAKE A FEW MINUTES TO GO THROUGH YOUR GARBAGE.

*Every week, more than 500,000 trees are used to produce the two-thirds of newspapers that are never recycled.*

*We throw away enough glass bottles and jars to fill the 1,350-foot twin towers of New York's World Trade Center every two weeks.*

*Americans go through 2.5 million plastic bottles every hour, only a small percentage of which are now recycled.*



*American consumers and industry throw away enough aluminum to rebuild our entire commercial airfleet every three months.*

*Every year we dispose of 24 million tons of leaves and grass clippings, which could be composted to conserve landfill space.*

*We throw away enough iron and steel to continuously supply all the nation's automakers.*

The ordinary bag of trash you throw away is slowly becoming a serious problem for everybody.

Because the fact is, not only are we running out of resources to make the products we need, we're running out of

places to put what's left over.

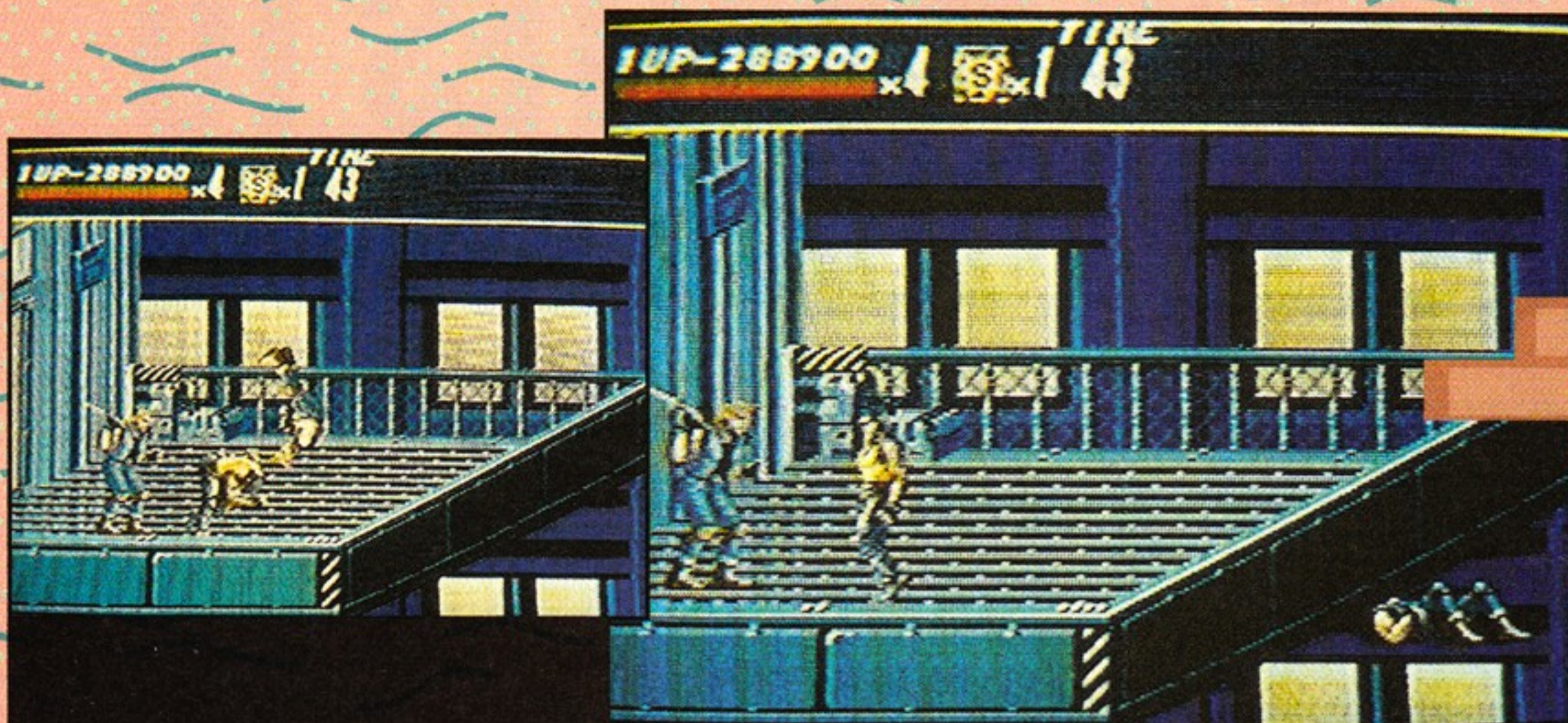
Write the Environmental Defense Fund at: 257 Park Avenue South, New York, NY 10010, for a free brochure that will tell you virtually everything

you'll need to know about recycling.

One thing's for certain, the few minutes you take to learn how to recycle will spare us all a lot of garbage later.

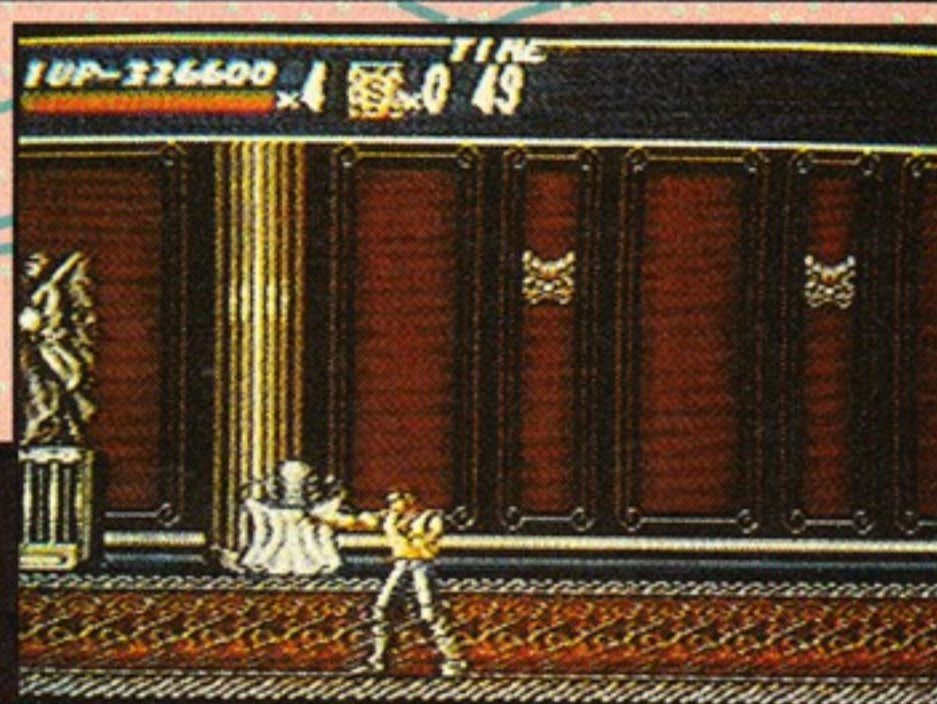
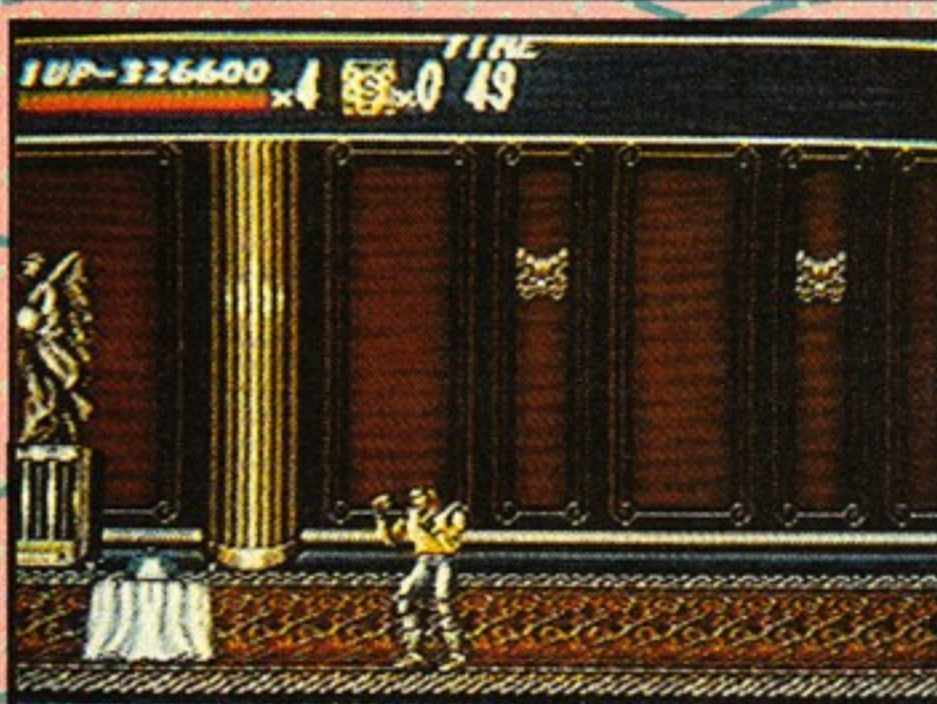
**IF YOU'RE NOT RECYCLING<sup>SM</sup>  
YOU'RE THROWING IT ALL AWAY.**





## SUPER TIP!

The Up Elevator: Stage 7 takes place entirely on a moving elevator. Falling off means instant death, so grab every enemy you can and flip 'em over the side. By the way, be especially careful of Judo Punks during this stage — they have a nasty habit of giving you free trips to the bottom floor.



Tea Trays of Death: No foolin' — stage 8 has these runaway pushcarts that come out of nowhere and run you over. Advance slowly during this stage, occasionally punching as you move, just in case. The good news is that the pushcarts sometimes hide bonus items.

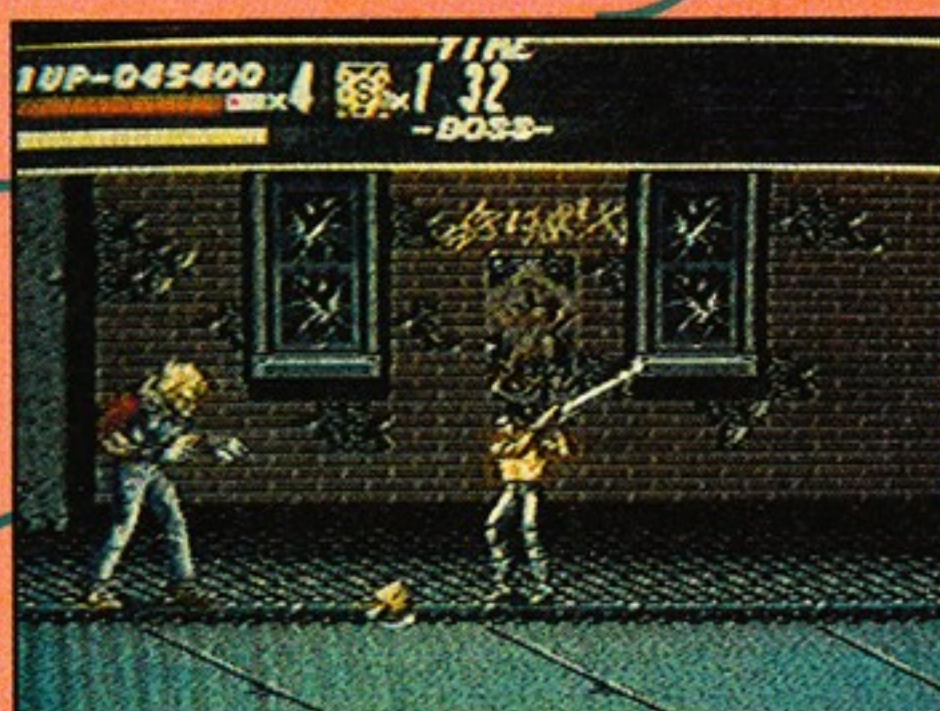


## WHO'S THE BOSS?

Of course, these are the enemies you really have to worry about. The worst part of fighting the bosses is that they're almost never alone — you'll have to battle one or two grunts at the same time. Ignore these nuisances as best you can, and concentrate on the boss. Another thing you should know about bosses is that they have a nasty habit of showing up again in later stages. They keep the same fight patterns they used before, though, so just get in there and get busy.

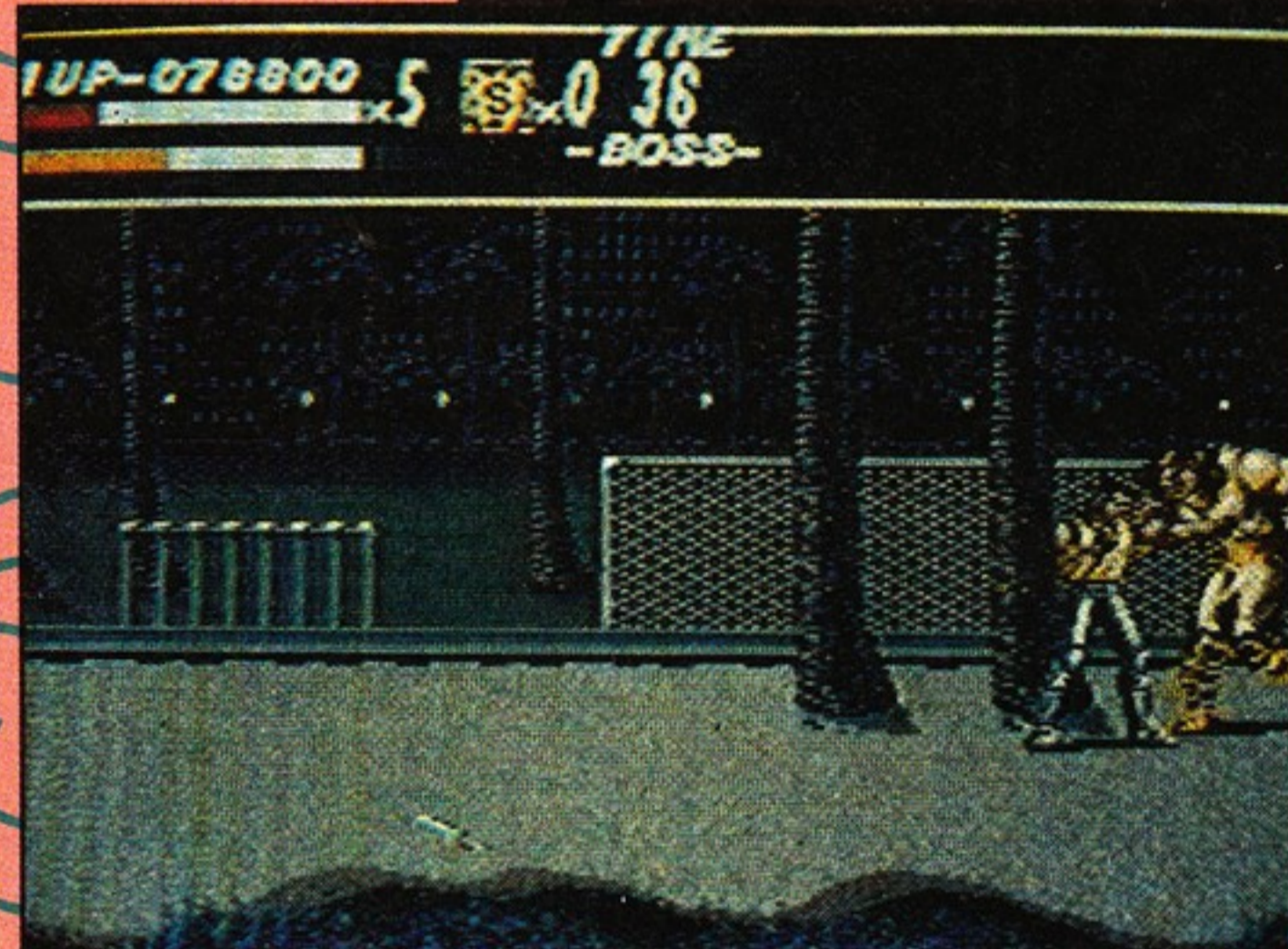


Stage 1: He carries a steel boomerang and is known to use vicious kicks. Approach him from the top of the screen, but first employ your special police attack to soften him up. You can't save special attacks for later stages, so go ahead and call in the local authorities. They'll build a ring of fire guaranteed to scorch the boss, at least temporarily.

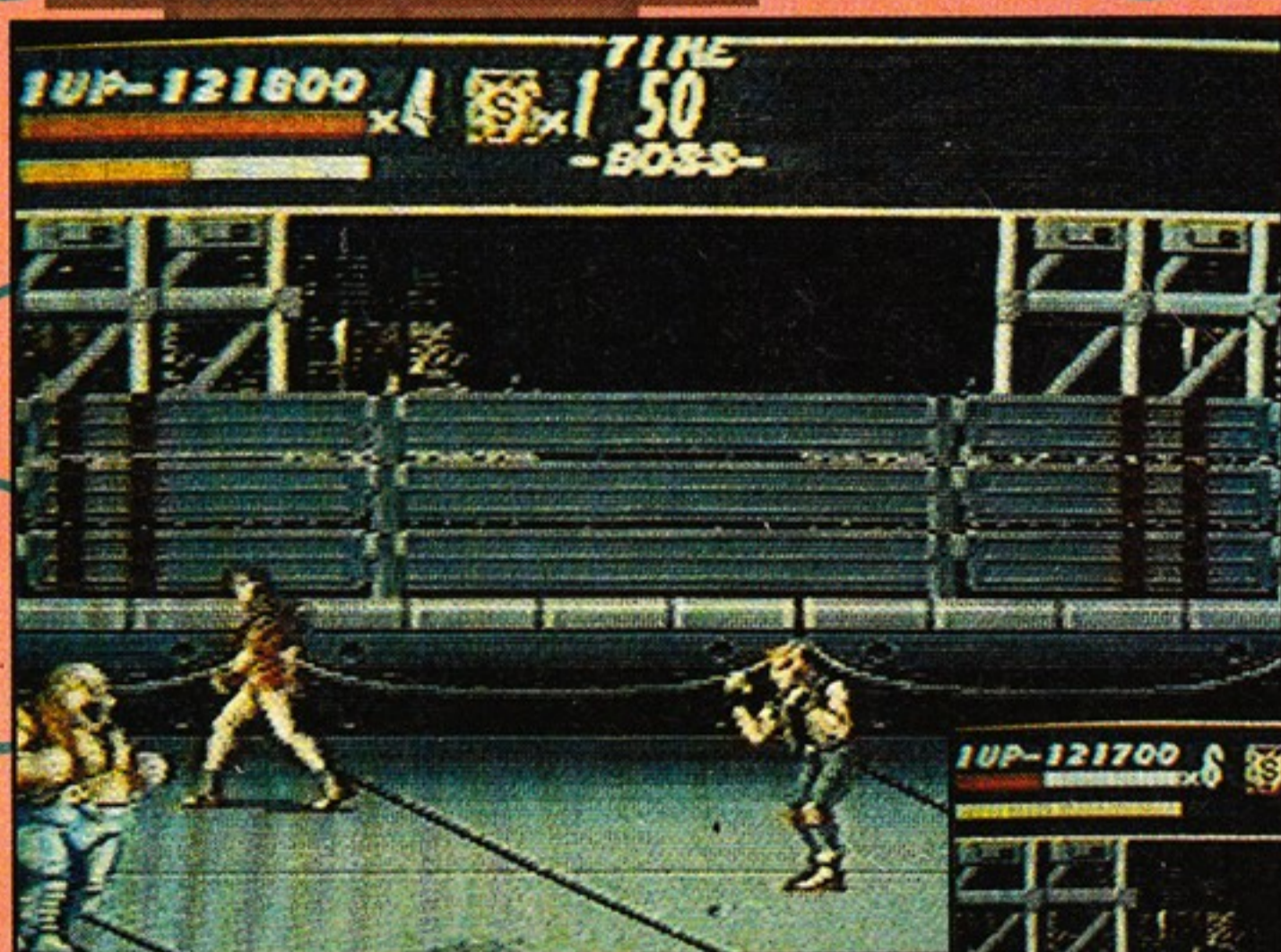


Stage 2: This nasty character uses Freddie Krueger-style steel claws to rip you to shreds. Just for the record, you *can* use almost any move on a boss, but there are exceptions. Here, for instance, *don't* try a jump-kick — he moves so fast that he'll shred you in midair. You'll meet him again, along with his identical twin brother, at the end of stage 6.

Stage 3: A former pro wrestler, this behemoth rushes in from the side of the screen and levels you with a single devastating blow. Keep punching with everything you've got and you just might be able to stop him right in his tracks. If you can catch him near the edge of the screen, he won't be able to back away.

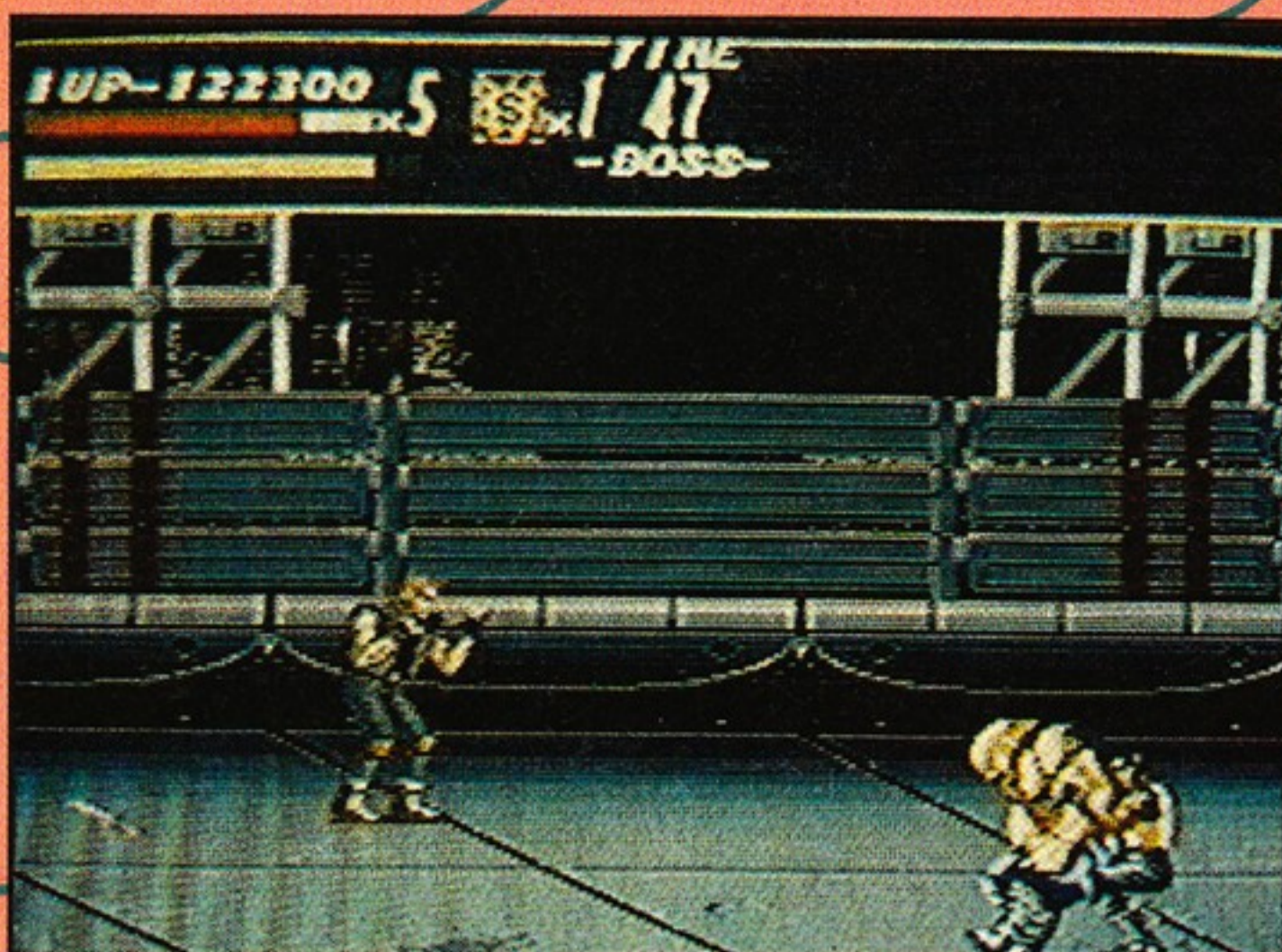


## SUPER TIP!



Stage 4: This fire-breathing fat man runs diagonally across the screen, and you'll get burned if you're anywhere in front of him. Run diagonally in the opposite direction just before he starts to move, then turn and hit him from behind.

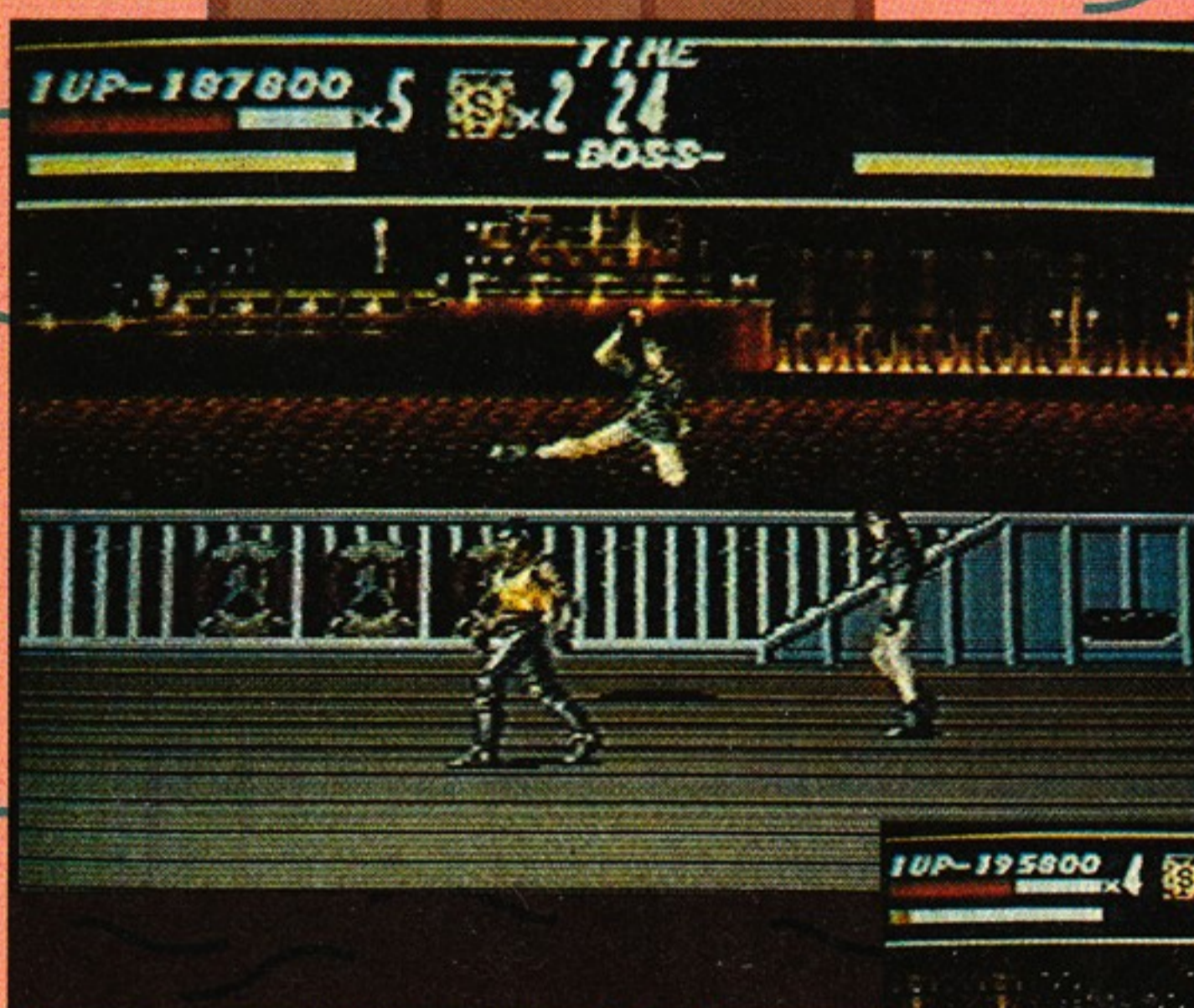




Warning: If you get too close, you'll accidentally grab him. As you can probably guess, he's far too big to slam around — you'll wind up getting crushed.



## SUPER TIP!

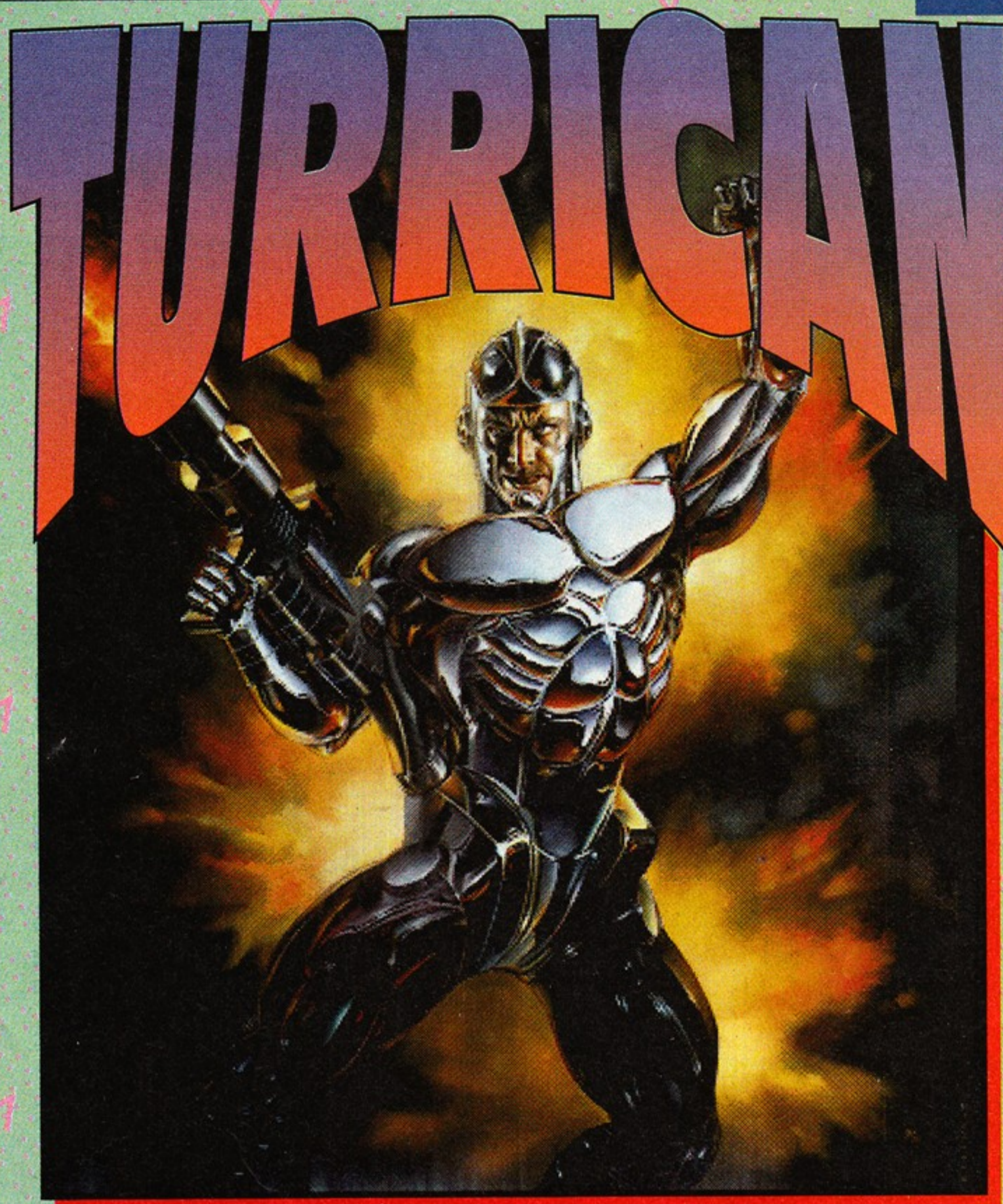


Stage 5: It's time to face the toughest challenge in the game. They may look like models, but these twins are a deadly pair. Keep moving away from them and wait for their attacks, either by spinning somersaults or regular jump-kicks. They're only vulnerable after they perform a jump-kick: Watch one twin's shadow on the ground and try to get in line with where she'll land. Then *quickly* turn and punch as fast as you can.



The Final Boss: There's little information about the Syndicate's kingpin. He's been known to buy people off, then double-cross them. He's also rumored to feel deep affection for heavy-duty firepower. Good luck!

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080



Richard Lashley

**C**reating something from nothing—that's what the computerized MORGUL (Multiple ORGANism Unit Link) was designed to do. In the deepest void of space, the advanced fabricated intelligence in MORGUL carved out the five colonies of Alterra. Settlers were brought in to live in this new, synthetic environment. Although there were occasional problems for the Alterrian colonists, life was as good there as MORGUL's ecosystem programs could make it.

Unfortunately, however, that delicate balance of technology and nature came crashing down in sec-

onds when an earthquake shook the colony. The computer malfunctioned and went haywire. Since MORGUL was programmed to be thorough and methodical, it wiped out the entire colony.

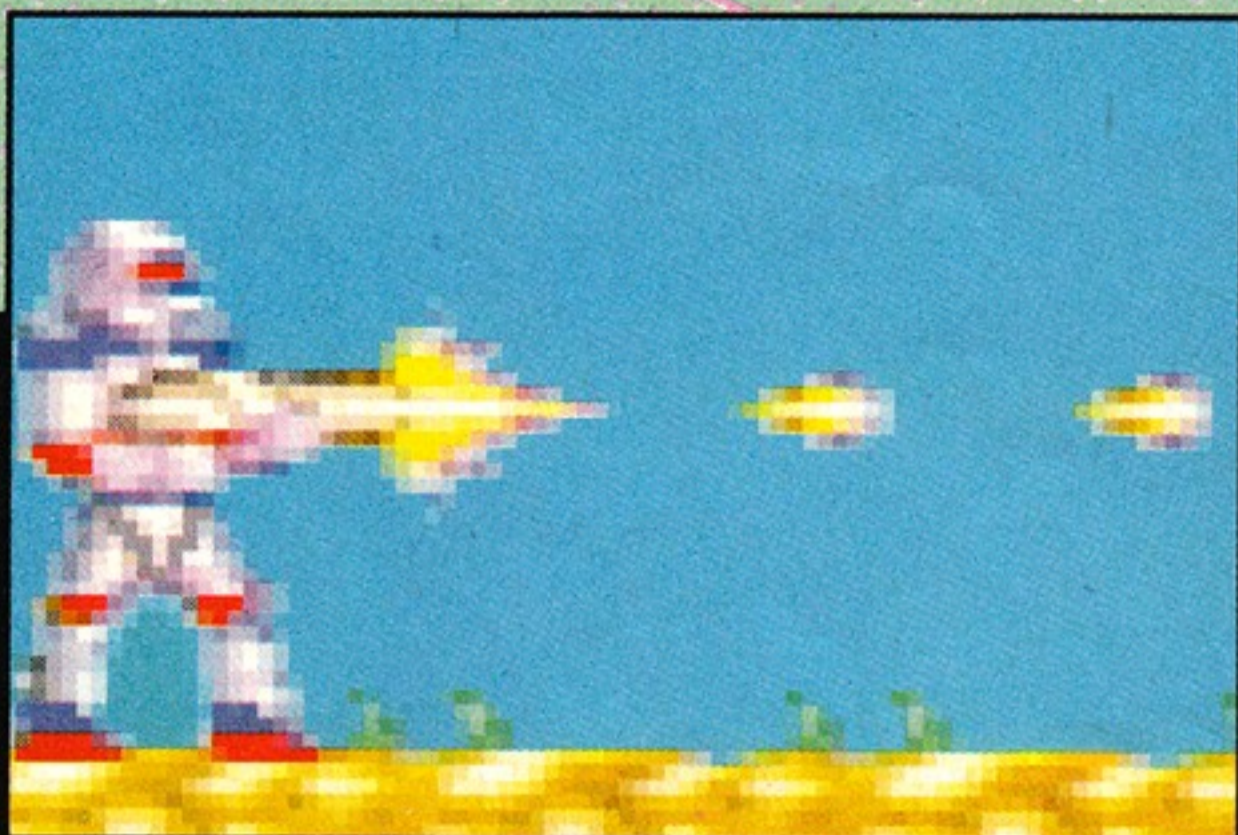
Turricon, a bioengineered mutant warrior, is the only weapon that can end MORGUL's rampage. As the hero in Ballistic's *Turricon*, you climb into polymer armor, grab your lasers, and go head-to-circuit boards with a psychopathic computer.

Warning — only expert game players should apply for this planet-reclaiming job. The five multilevel stages in this game prove almost

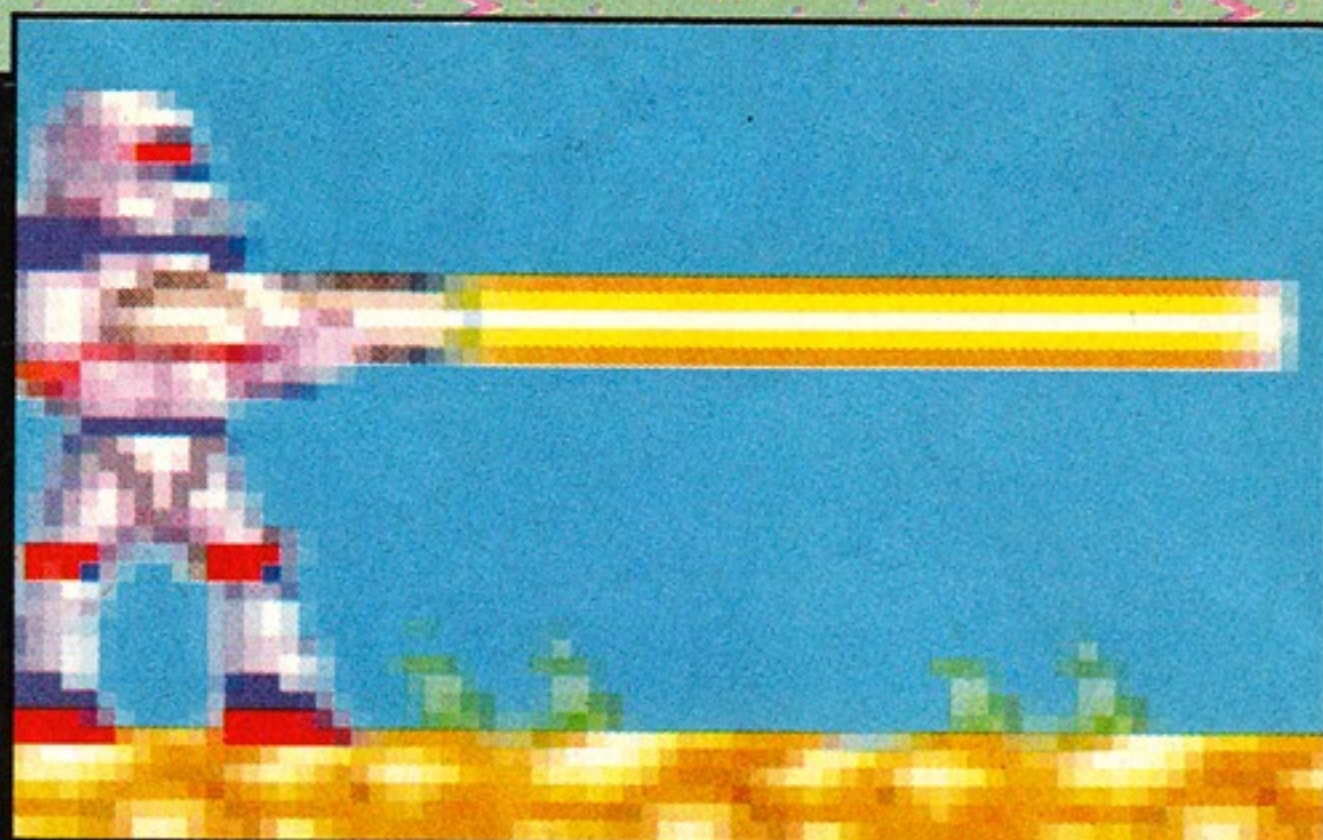
impossible to clear, making your task frustrating even in the early stages. Luckily, there are plenty of power-ups for your guns, and for the explosive weapons that destroy your nearest enemies. However, the multiple shot gun power-up is your best weapon. It offers a wide field of fire, and you'll need all of that firepower. You're fighting an enemy who knows how you think. After all, the same programmers created both you and MORGUL.

Ballistic, 550 S. Winchester Blvd.,  
San Jose, Ca 95128

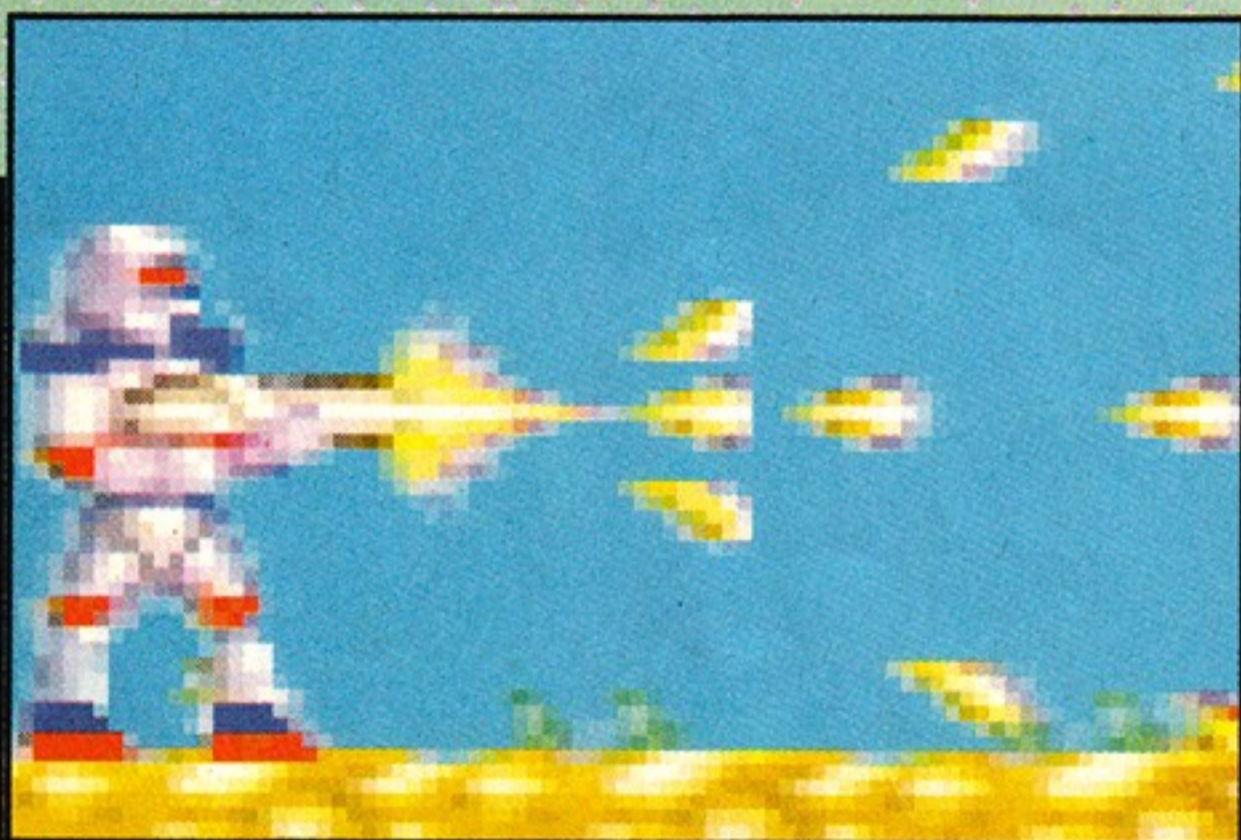
## CHOOSE YOUR FIREARM



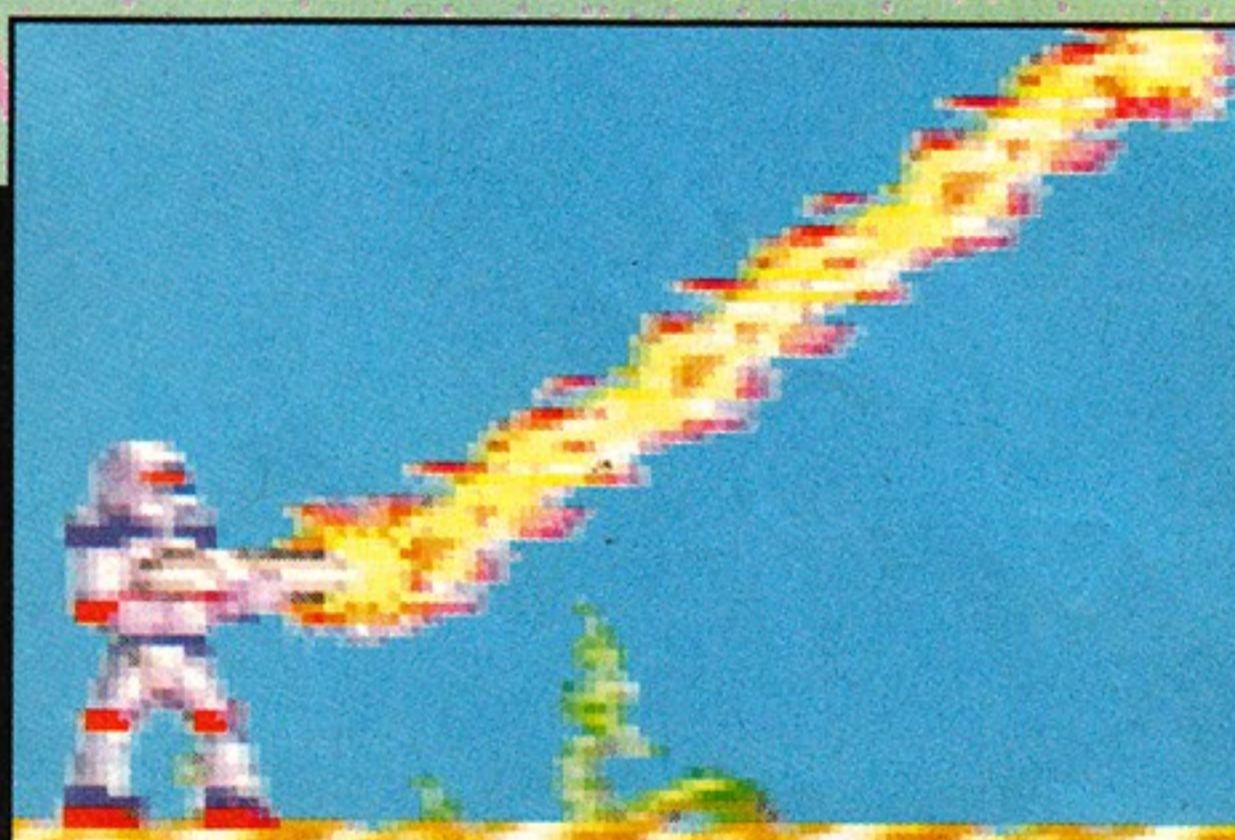
Here's the standard-issue laser rifle, a fairly limited weapon.



The quick-firing laser blast rifle is nothing much to write home about, either.



Now we're getting somewhere. This is the multiple shot rifle — Turricon's best weapon for close-quarters combat.



The Lightning Whip shoots out of your gun and packs quite a wallop. However, you must stand still to activate it, and you've got to collect a few whip power-ups before it's long enough to inflict major long-range damage.



To the far left of the entrance to stage 1-1, you'll find a one-up and a secret box loaded with power-ups.

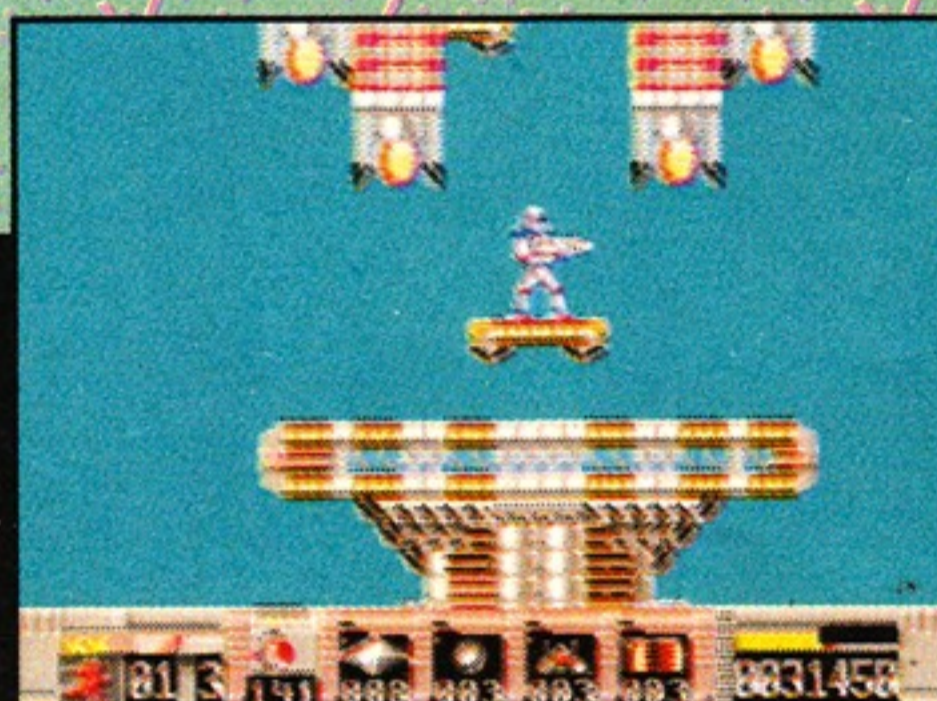




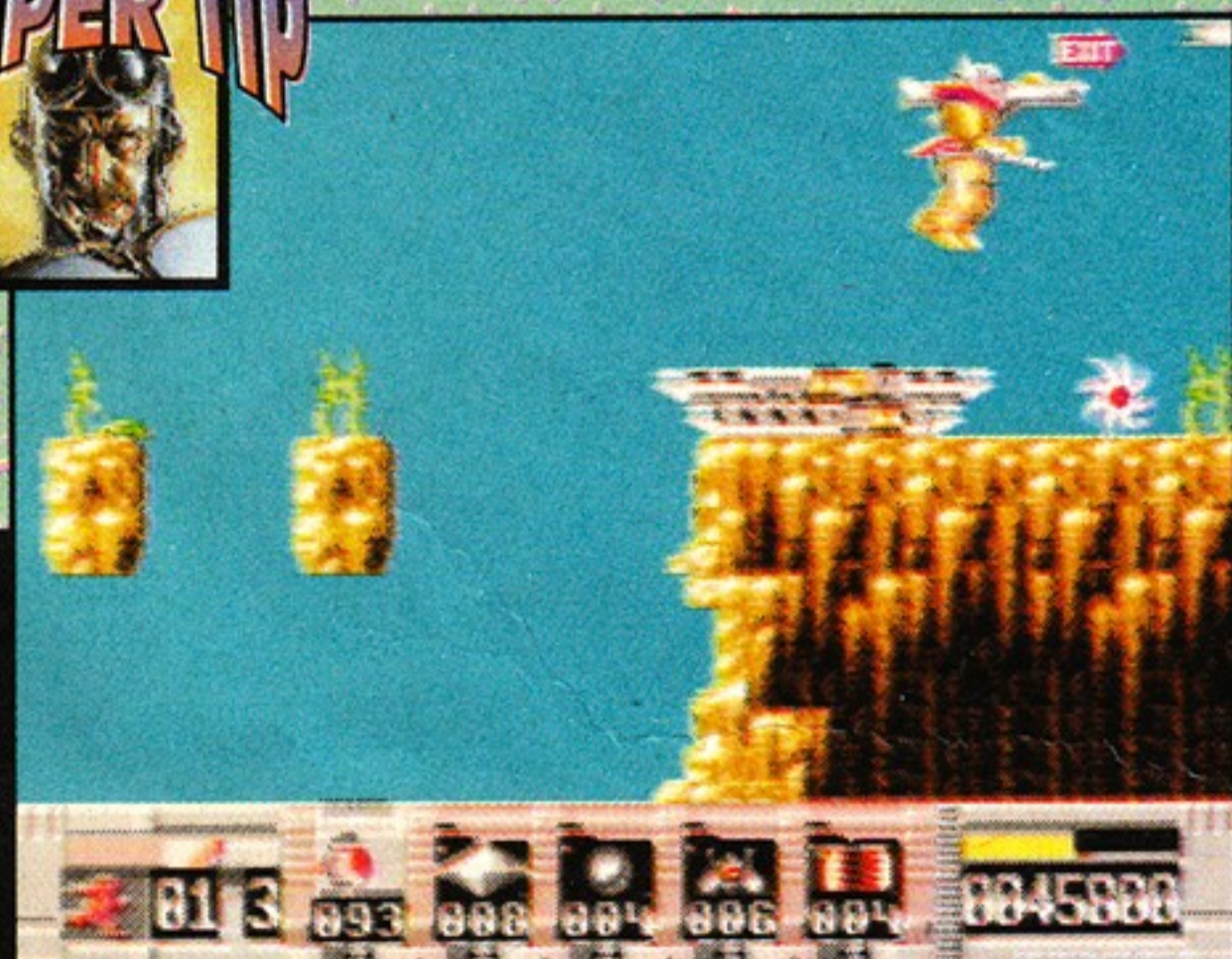
After you dive off this cliff, you'll land at the entrance to a secret cave. Inside, you'll find power-ups which make your Lightning Whip longer and more powerful.



In stage 1-1, there's a hidden power-up box at the top of the first outpost tower. You'll have to fight these falling boulders to get the items, though.



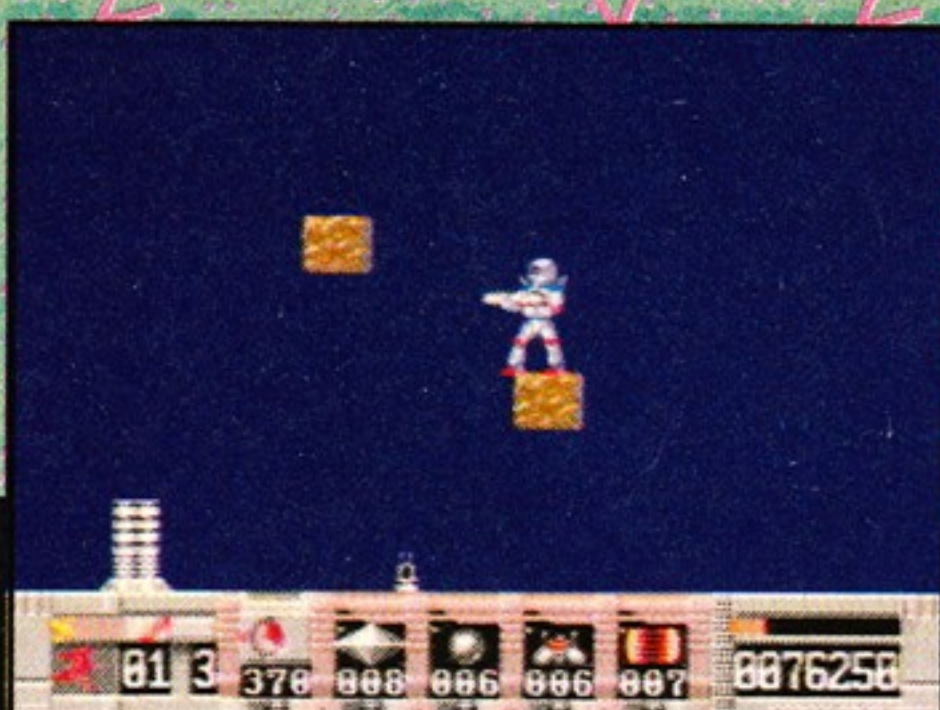
You can climb up the ledges above you to reach a life-energy item. It fully restores your life bar, and you'll find a power-up box, too.



At the exit to stage 1-1, you must dance around this guy's rockets while trying to attack him. Transform into the invincible buzz saw (you can do this three times per life), and saw through your opponent.



The Gauntlet, who's the first boss, isn't difficult to beat. Spin into your buzz saw mode, and then shoot him with scattered rounds from the multiple-shot rifle.



At the entrance to stage 1-2, climb the first group of outpost towers. By spraying the dark skies with lasers, you illuminate power-up boxes that lead to a platform that's packed with one-ups.



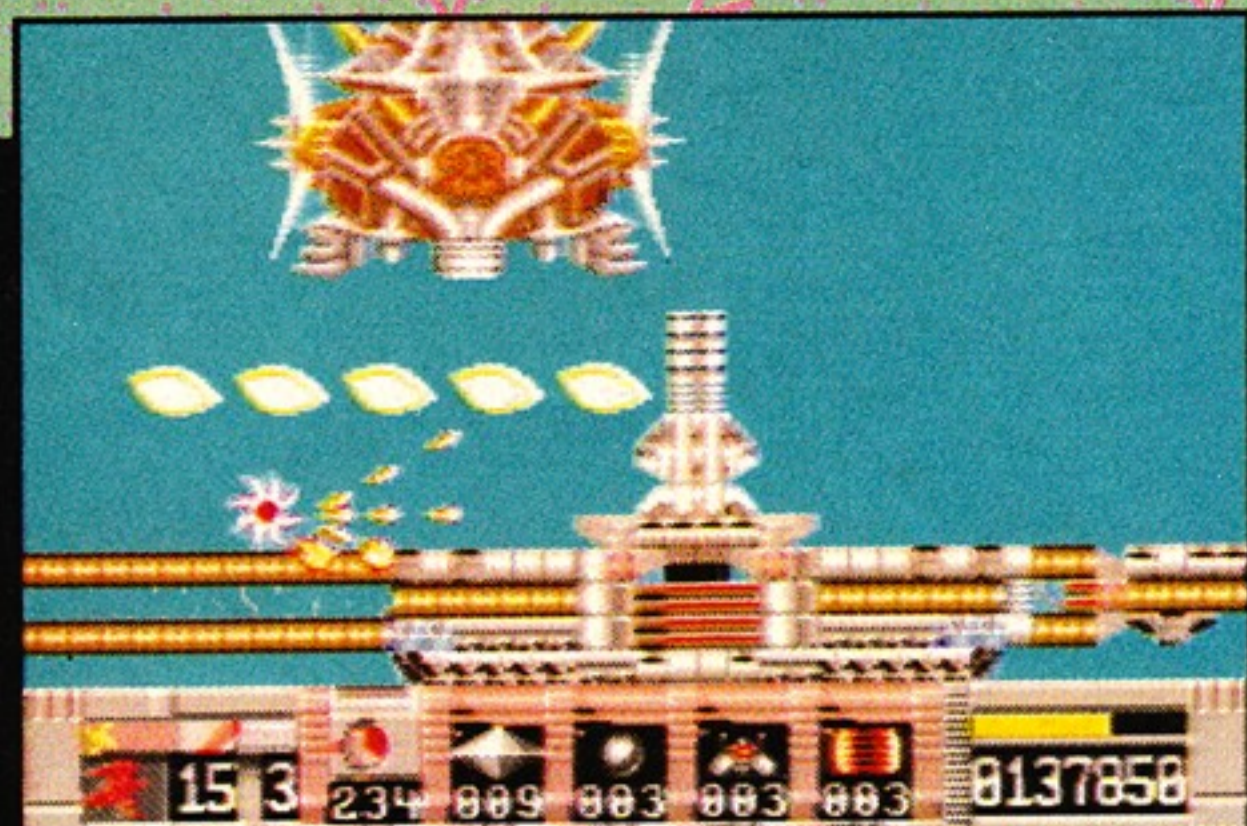
From the platform of one-ups, you can jump onto this series of floating platforms. The platforms are a shortcut through this level.



Power-ups with diamonds inside of them make you invincible for a short period of time.



Bullets smack into the beams around you as you approach Alterra in stage 1-3. Quickly climb up these narrow ledges to reach a one-up.



Dead Head can't hurt you after you transform into a buzz saw. The multiple-shot rifle and your spinning saw blades are a potent mixture.



There's a stream of one-ups dropping from the skies in the upper left corner of stage 1-3 — *don't miss them.*



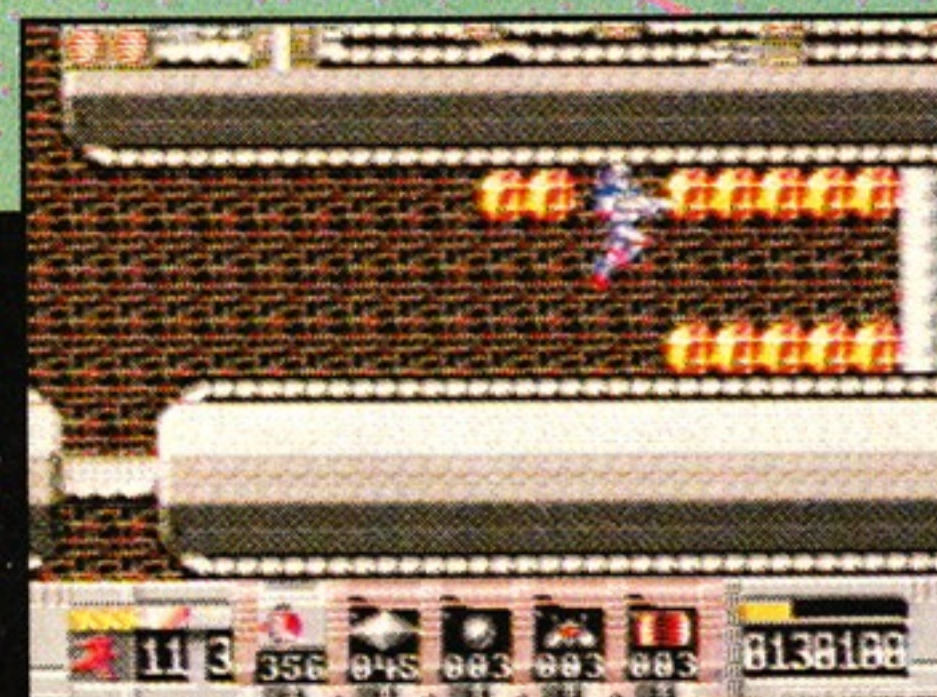
In the bottom right corner of stage 1-3, shoot the suspicious-looking metal object jutting from the side of a mountain. Blast the object, and an elevator platform will appear behind you. Next stop — world 2-1.



The entrance to world 2 is a straight drop into the Alterrian underground. Inside the tube, stay in the middle and shoot. There are missiles in here that come from both ends of the tube. If two hit you at the same time, they could crush you like an aluminum can.



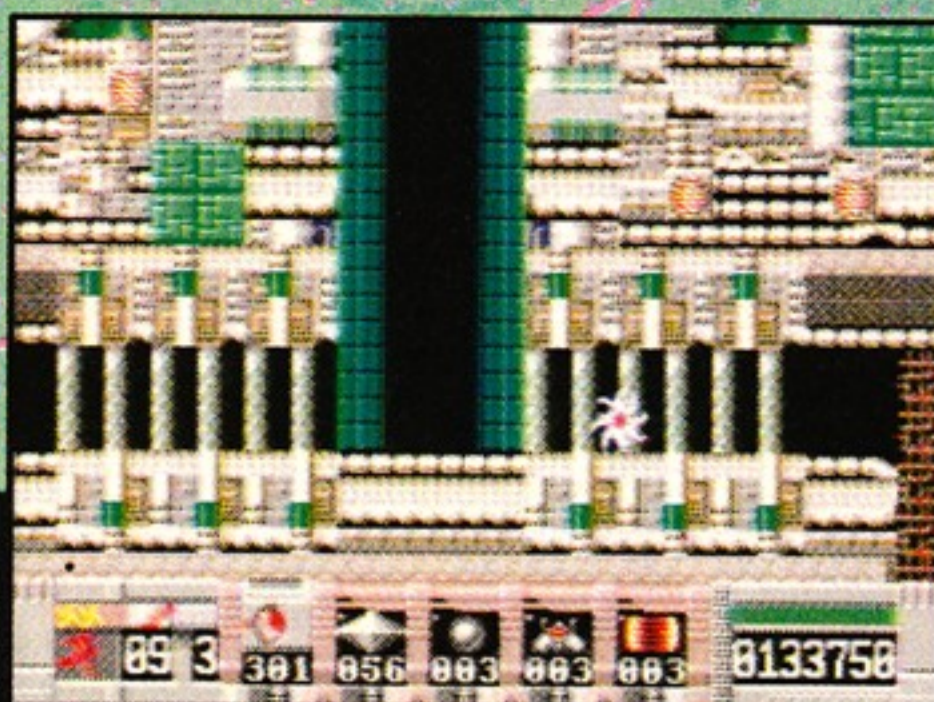
To the left of the entrance to stage 2-1, you'll find a tower which contains two one-ups.



Expect an ambush when you approach walls constructed with blue blocks. Loose blocks explode unpredictably from these walls, and the blocks can easily smash your armor. Behind the walls, however, you'll find a treasure of game-continue crystals.



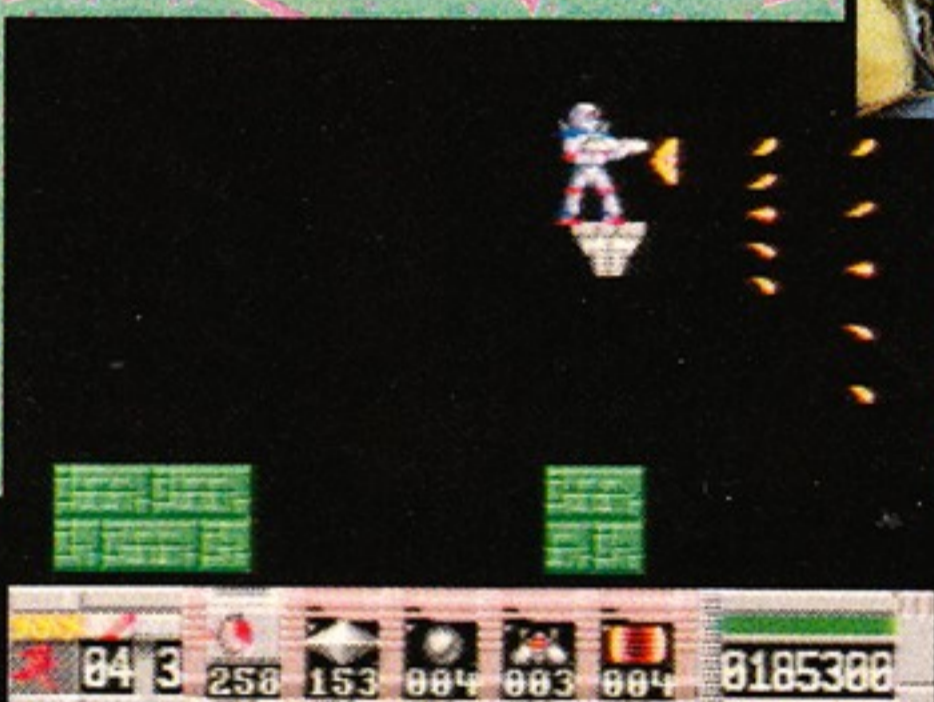
Thrashing around in a feeding frenzy, the piranha in this abandoned fish farm gnaw on your armor with hundreds of razor-edged teeth.



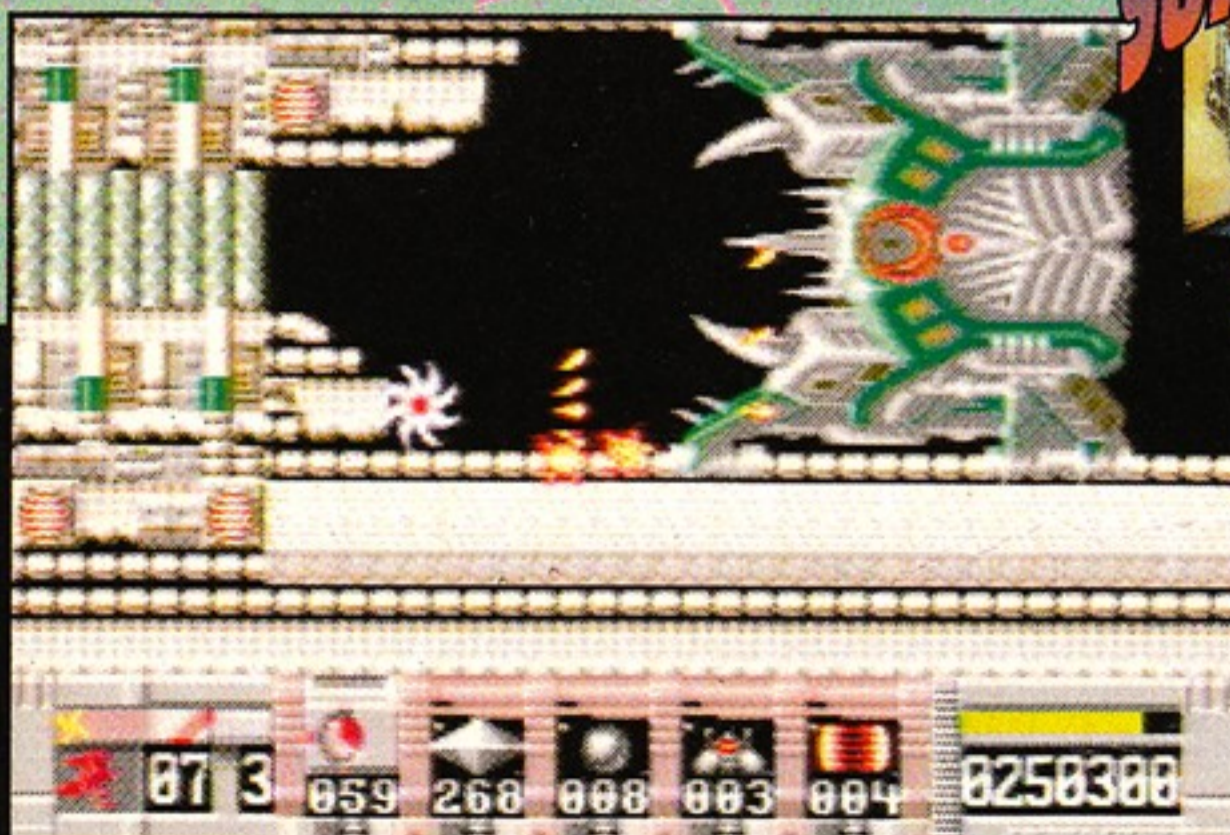
Getting through these bobbing pillars is easier if you buzz saw through them. On the other side, you'll find a gigantic power-up box sunken in this pond.



Ram into Mother Fish, the boss of stage 2-1, in your buzz saw mode. Then hit her with a couple of Power Lines, your best weapon for inflicting mass destruction.



This elevator leads to six one-ups in stage 2-2. To get to it, shoot in the middle of the room to reveal a hidden power-up box. Use it as a step up to the elevator.



Transform into a buzz saw when Trash Master, the boss of stage 2-2, appears on the screen. Stay in this corner on the left and shoot.

Transform into a buzz saw when Trash Master, the boss of stage 2-2,



Lock and load your weapon, strap on your jet-pack, and get ready for a bumpy flight in world 3. The mul-

multiple shot is the best firearm for this section. If you have one, dodge this assortment of useless laser blast power-ups at the level's entrance.



Wait until the bits on these drills pass over you, and then punch through their shafts.



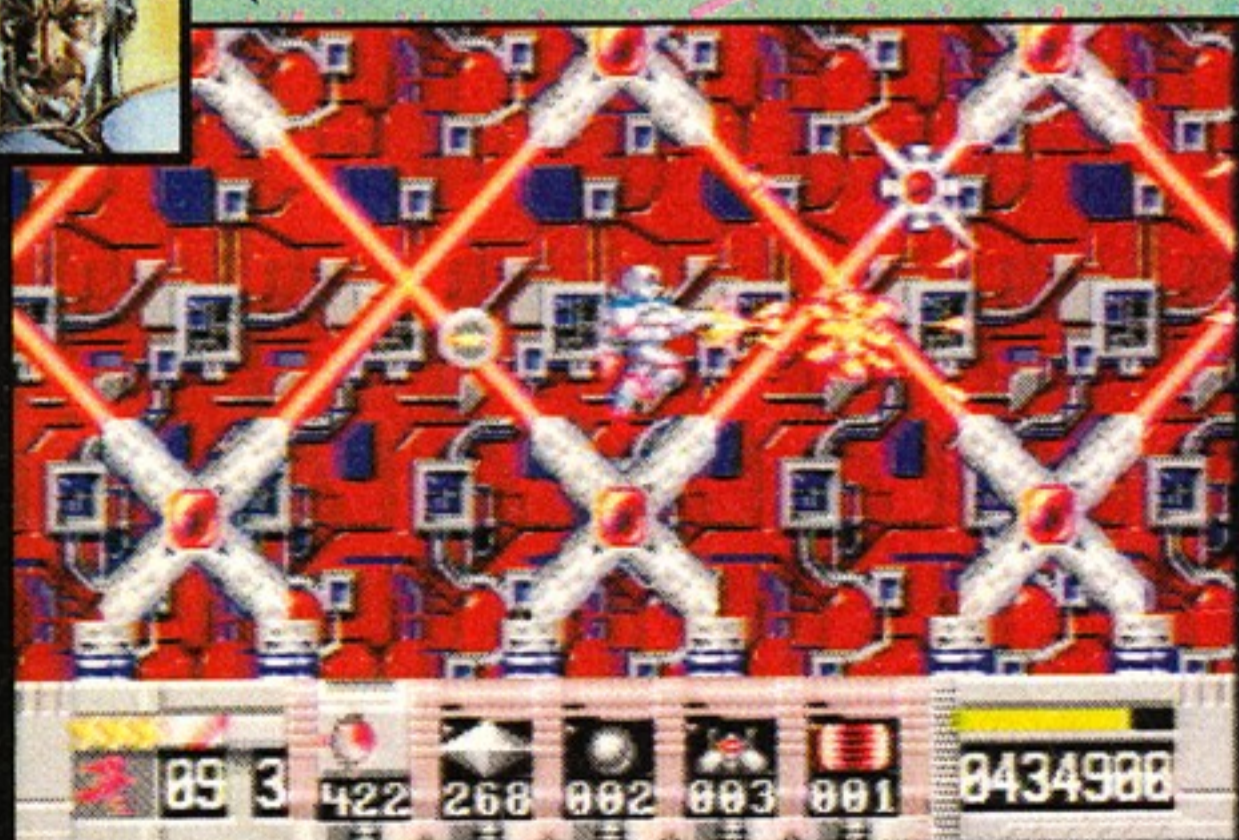
Knock these spiked objects off the ceiling before they drop on your head.



These acid-spitting spiders are some of the toughest enemies you'll face. You can't run from them. Face it, you gotta fight 'em. So, as soon as they appear, pop them with your Lightning Whip.



A star welcomes you to stage 3-3. Destroy this enemy immediately.



There are plenty of laser blast power-ups in world 3. If you've got a multiple-shot weapon, don't lose it by grabbing the laser-blast weapon.



As soon as you enter stage 4-1, fire into the air to uncover a treasure chest of power-ups.



Traveling as a buzz saw makes navigating these slanted ledges easy. You simply slice through anything in your path.



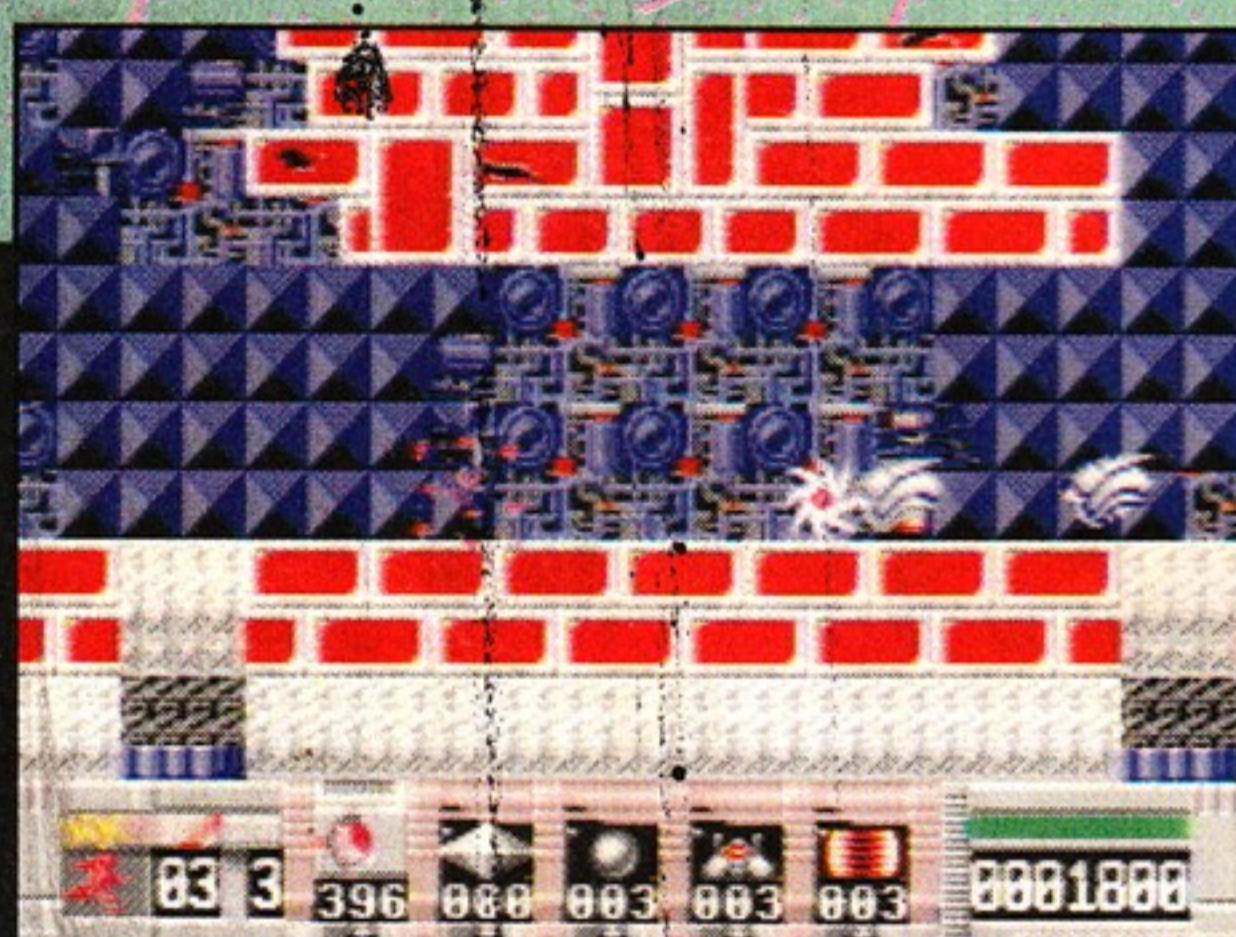
If you discover this cave of game-continue crystals, you're going the wrong way. However, you might as well grab a few crystals before leaving.



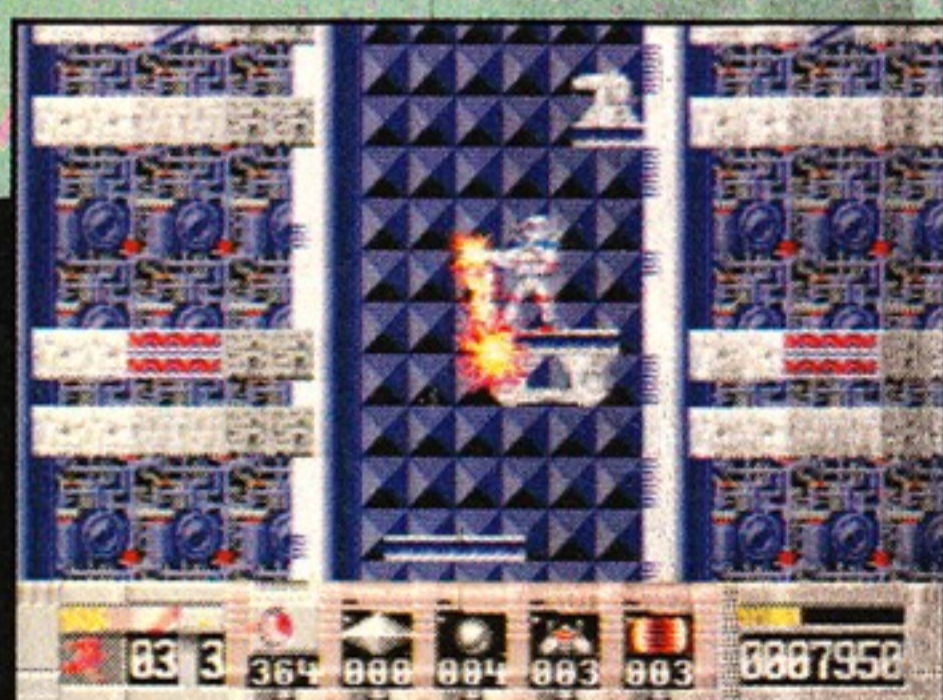
The Monolith, the boss of stage 4-1, deals out crushing blows. Even if you're a buzz saw, he can still zap your life energy. Quickly hit him with your Power Lines and your other explosive weapons.



The Hydrabirds, which are a new breed of enemy, swoop down on you in stage 4-2.



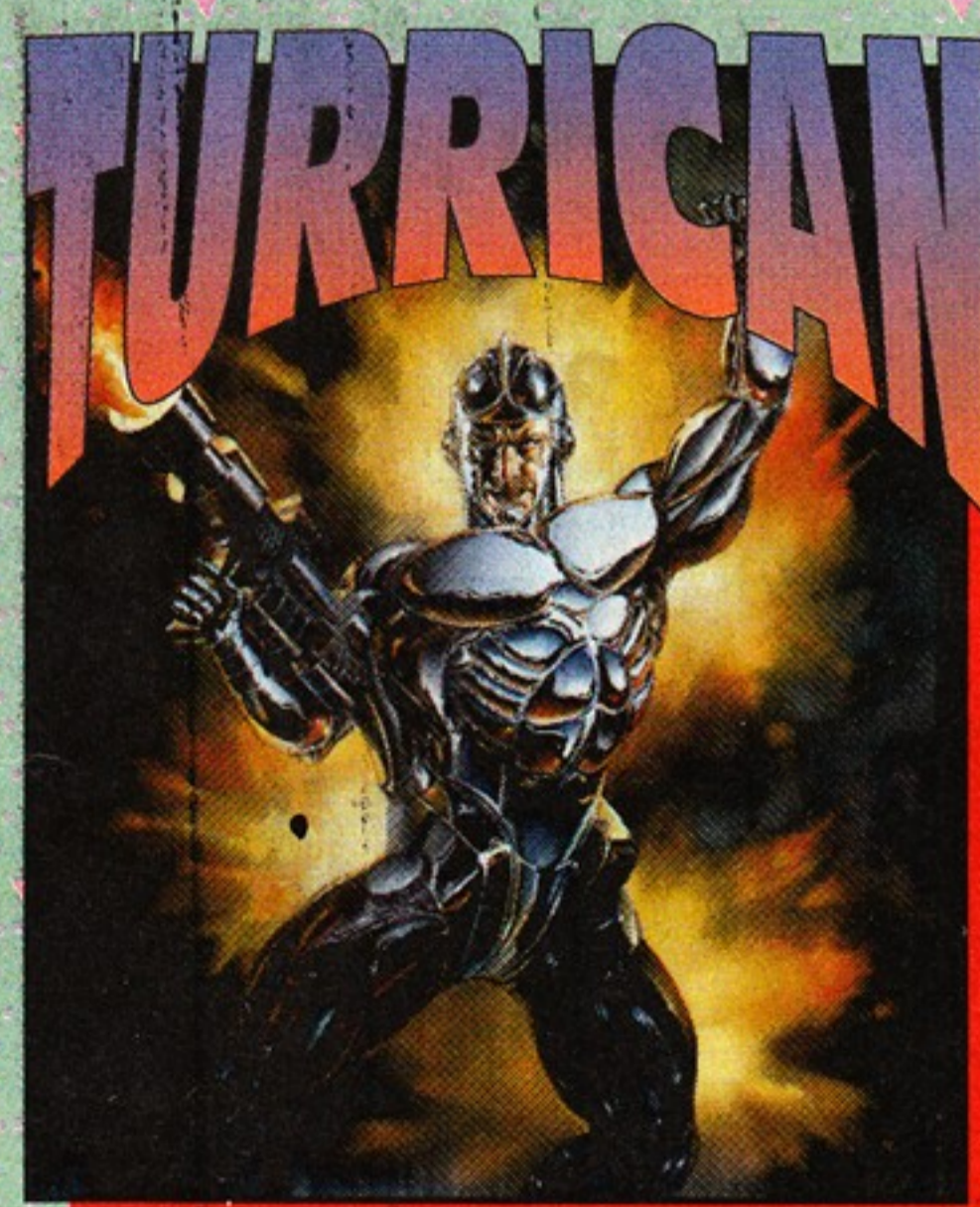
Your buzz saw tears through the enemies at the entrance to world 5.



In this tunnel, your Lightning Whip is handy for clearing out a path.



These metallic sentries shoot explosive hot dogs from their mouths, and are a common enemy in the final levels. Your Lightning Whip cuts through them with no problem.



GP

# MERCS

Gary Meredith

To promote world peace, a former U.S. President undertakes a goodwill tour of some of the more unfortunate countries of central Africa. The goodwill runs out, however, in the small but troubled nation of Zutura. There the President is kidnapped by a group of revolutionaries who are bent on controlling Zutura and, eventually, the entire continent. With no conventional military or diplomatic options open to the U.S. government, it enlists the aid of the Mercs (a shadowy group of mercenaries) to save the former President, and Zutura.



With weapons dealers selling anything to anybody, you're likely to find yourself fighting against American weapons, such as this Harrier jump jet.

In *Mercs*, you are one of these soldiers for hire. In the arcade mode, this is a pure shooter, where the name of the game is to kill as many enemies as you can in each stage before time runs out. Your score depends both on your aim and on how much you can boost your firepower by picking up additional weaponry from your slain enemies

and from storage crates you find along the way.

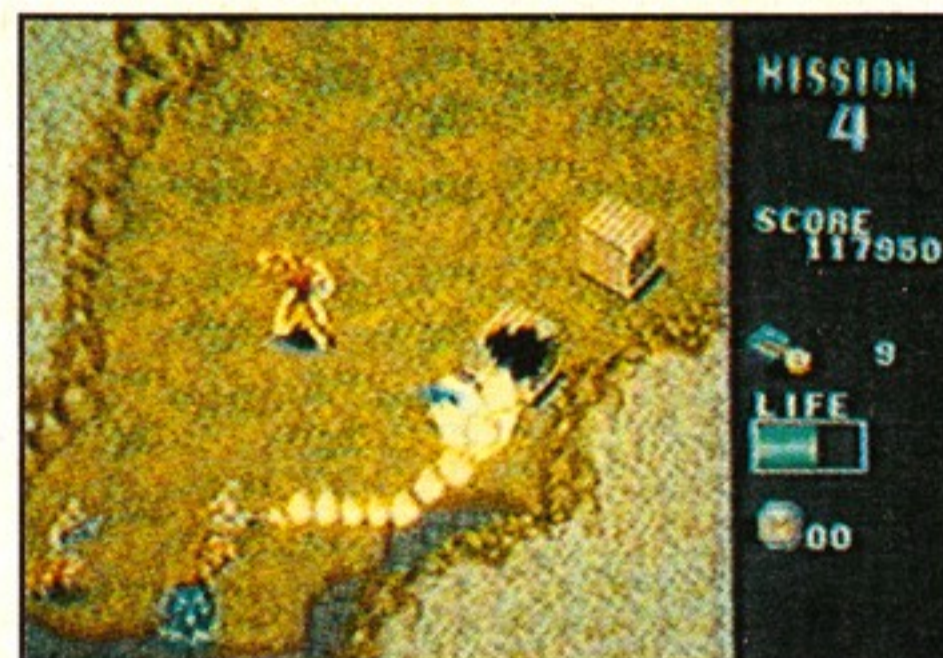
For those who like more strategy, there's an option that allows you to choose a particular character and weapon for each situation. You begin with only one character, but each time you make it to one of the way stations (represented by a tent), you'll enlist another character to help in your fight. You can then switch characters as the situations dictate.

You also have the ability to "resurrect" characters who have died, simply by collecting the medals which you find along the way.



Pick up extra weapons, ammo, energy, and companions in these way stations. Collect enough battle ribbons and you can restore the life of a fallen comrade.

Twelve medals will bring one character back to life. There's also a bit of strategy involved in selecting the items you find in the numerous crates strewn about the landscape. Sometimes, in the later stages, these crates will contain deadly booby traps, so it pays not to be too quick to pick up everything you find. In the normal mode, however, there's not



While certain weapons work best in certain situations, Burner's flamethrower is perhaps the best all-around weapon, once you learn how to use it like a huge, fiery scythe.

a lot of true strategic thinking required. *Mercs* is mostly a matter of quick reflexes and steely concentration. As a fine translation of the arcade hit, though, *Mercs* satisfies. The game moves along at breakneck speed, with fine graphics and more than enough action for any soldier of fortune.

Sega of America, 573  
Forbes Blvd., South San  
Francisco, CA 94080

# NHL HOCKEY

Brian Carroll

**E**lectronic Arts has just added another thoroughbred to its excellent stable of Sega Genesis sports titles. With its nonstop action and ease of play, *NHL Hockey* is easily the best ice hockey simulation that's been released for any game system.



**Each player in *NHL Hockey* is rated in several skill categories. This insures that some teams will be superior to others. If you're familiar with the NHL, you should have a good idea which teams are better.**

Realism and attention to detail are the game's keystone qualities. That shouldn't surprise anyone, though, since this game was created by the same folks that produced *John Madden Football*, the best selling Genesis title ever. In *NHL Hockey*, the design team has put together animation that pops with precision and color, and sound effects you'd swear were piped in directly from a big-league rink. You not only see players getting bodychecked into oblivion — you hear them as well. And, in true NHL style, each score is punctuated with the scream of a siren.



**Use the C button to flatten your opponents. Sometimes this is the best way to clear a path to the goal. On other occasions, it's a good way to earn some penalty minutes, so check with care.**

Licensed by the NHL, the game is packed with 500 players and all 21 NHL teams, including the first-year San Jose Sharks. This means you can pick your favorite pro team and then try to skate them all the way to the Stanley Cup finals. Whether you prefer the Chicago Blackhawks' aggressive, hard-checking brand of play, the finesse-oriented offense of the Los Angeles Kings, or something in between, you'll find it all here.

Of course, puck handling has its own occupational hazards. You'll regularly see two players throw off their gloves and attempt to settle things man to man. Whether your player wins or loses the fight, he'll do time in the penalty box. The instigator of the fight spends even more time cooling off.

The ease of play is a result of *NHL Hockey's* simple interface. Your learning curve will be a short one,

and you should be passing with sophistication in no time flat. That's important, because passing is the key to winning. Anyone can turn on the juice and try to muscle their way down the ice. It takes true skill to pass the puck and get it to the right skater at the right time for a clear shot on goal.

When you do execute the perfect play, the game's surprisingly advanced instant replay system lets you watch it over and over at regular speed or slowed down so you see it frame by frame. The replay is also an excellent tool for learning from your mistakes. The action often occurs so quickly it's difficult to figure out what's happening until you slow the replay down and zero in on individual players.



**The goalie is your last line of defense. Make sure he's always positioned on the side of the goal nearest the puck.**

Electronic Arts, 1820  
Gateway Drive, San Mateo,  
CA 94404

# ROAD RASH

Phill Powell

A motorcycle racing game's top priority should be to capture the actual feel of riding a powerhouse bike. That means when you zip over a hill you need to get that little lump in your throat from going airborne for a few seconds. When your bike is hugging the tightest, thinnest edge of a curve, you should experience the screeching sensation of teetering between death and glory. And since race bikes are pure muscle, your machine had better accelerate like the quick snap of a slingshot.



**Climb a hill at top speed and you might wonder if you're playing *Sky Chase* instead of *Road Rash*.**

Electronic Arts' *Road Rash* delivers all this excitement, and more. The fun is enhanced by the fact that you're racing the 14 other bikes on scenic stretches of public road. "Public road" means that the public is still using the very asphalt you're screaming over at 120 mph or more. This rough mix makes for some absolutely brutal traffic jams, especially when bikers use the left-hand lane to pass each other, oblivious to the oncoming motorists leisurely passing through the Sierra Nevada,

the Redwood Forest, and the three other race locations.

The wrecks in *Road Rash* are real masterpieces of punishment. If you



**The top bike on the block is worth its weight in gold, but at \$25,000, it doesn't come cheap.**

hit a car head on, you don't just drop dead in the middle of the road (like an inferior game might show). No, instead you bounce off that car at a speed comparable to what you were doing before the accident. In other words, you could still be doing 150 mph after your wreck. The only difference is you'd be hitting that speed in reverse, and without a bike beneath you. Similarly, if you're knocked forward, you can easily fall a hundred yards or more, through bushes, road signs, cactus, and spectators. Getting banged-up was never more spectacular, or more fun.

*Road Rash* is set up to accommodate different levels of racing expertise, and awards good riding with big dollar prize money. You can take your winnings and buy better machines that handle better and move faster. The game is easy to control and never diverts your attention



**Point of impact: *Road Rash*'s body-mangling wrecks leave nothing to the imagination.**

from the racing itself. (Wisely, the design team chose automatic transmissions for the bikes. Manually shifting gears would have been too much to keep up with.) The graphics are clean and look good, and the race action is as sharp as a tack.

This is definitely a case where the review can't really do justice to its subject. So don't take our word for it, play it yourself. After all, riding is believing. We bet you'll discover what we found out — that *Road Rash* is a rush.

Electronic Arts. 1820  
Gateway Drive, San  
Mateo, CA 94404.

## TASK FORCE HARRIER

Phill Powell

There's nothing really wrong with *Task Force Harrier*, but with all of the wild, innovative games available for the Genesis, that hardly seems like a glowing piece of praise.

Treco's *Task Force Harrier* is what we refer to here at *Game Player's* around the office as a "shooter," for reasons that are crystal clear as soon as the game starts. In a shooter, you spend all or most of your time firing at targets. Like most shooters, *Task Force Harrier* scrolls, revealing more and more of the landscape (and more of the enemies that patrol it, too).

The story description that precedes the game tells of a sudden and disastrous return to the Cold War. Russia is in the throes of yet another power shift, and its current leaders are out for blood — of the red, white, and blue variety. Consequently, they've thrown down the gauntlet, and now it's time for a superpower showdown.

Basically, you're piloting a flying warship that's locked in a seemingly endless series of kill-or-



**The ground below you might be frozen, but the high-altitude action will heat things up for you in *Task Force Harrier*.**



**Claiming power-ups (like the blue and yellow ones shown here) helps prepare you for the rough ride ahead.**

be-killed confrontations with other heavily armed aircraft. You're also flying over ground targets (presumably in the U.S.S.R.) that must be bombed to bits.

Since you're undertaking a massive military effort, you're going to need some help. In true shooter fashion, power-ups are available for the taking — all you have to do is fly over them to claim their shields or extra firepower.

One nice thing about *Task Force Harrier* is its Configuration Screen, which allows you to adjust the intensity of the battles to suit your skills and your appetite for challenge. By changing the Rank setting (easy, normal, and hard) and the number of lives you have (1-7), you can make the game a walk through the lilies or a never-ending nightmare. Although configuration screens aren't uncommon in this type of game, this one gives you a huge amount of control over the action.

All things considered, this a fairly enjoyable game but it's strictly an average effort. While it's not a

dazzler and it won't show you anything you haven't seen before, it's graphically OK and the action is pretty good (although in some stretches it slows down for some strange, unknown reason). *Task Force Harrier* shouldn't be your first choice among Genesis shooters, but it probably doesn't deserve to be your last choice, either.



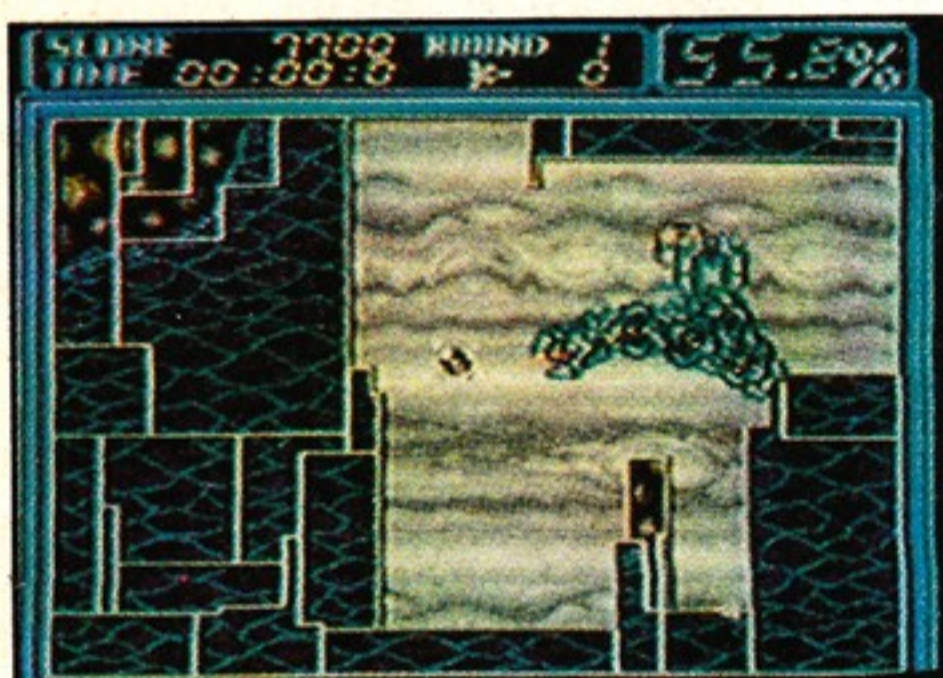
**You better start shooting if you want to make your way out of this circle of chop-pers.**

Treco USA  
2421 205th Street, D-104  
Torrence, CA 90501

# ULTIMATE QIX

Richard Lashley

**A**fter a deep-space expedition, the crew of the starship Monotros returns home. When they arrive on Volfied, however, they find the remains of a battle zone. Fat, alien worms drape themselves over crumbled buildings. Smoke from the ruins is the only thing left of a war that's already been won — by the aliens.



Besides being chewed to pieces by the aliens, you're also threatened by the ticking clock. Each difficulty setting has a certain time limit. After time expires in A mode, Balboa appears and attacks your ship — and that's the end of that mission.

In Taito's *Ultimate Qix*, you reclaim your home by defeating 16 stages of worms and other assorted creatures that go bump in the night. Gamers who have played the original arcade version will be familiar with the weapons and tactics here. And none of the fun has been lost in the translation, either.

By dragging a string of laser energy, you create barricades that keep the aliens away from entire



Your bonus points are determined by how much of the screen you blocked off before defeating the boss. Try to trap the boss in a corner. In one grand sweep you can barricade a huge section of the screen and quickly rack up a high score.

chunks of the screen. Weaving laser strings is different from the usual blast 'em techniques, and the game's short time limit can be frustrating. However, dividing a screen can make your job easier. You do this by building blocks up the middle of the screen, which requires that you have the precise control of a joystick. You just can't afford mistakes. One slip of the fingers and an enemy might launch glowing energy balls which follow your laser trail and end up zapping you.

By choosing one of three settings (A, B, or C mode), you can tailor the game to your abilities. Each mode offers a progressively more hostile environment in which to play, so you'll need to accumulate a little experience before tackling the superdifficult C mode.

The easiest setting, the A mode, is a mix of all the best features. Un-

like the other two settings, A mode includes a wide variety of power-ups which will help most players enjoy the game more.

*Ultimate Qix* is a lot of fun to play, despite the fact that the style of action remains basically the same throughout the stages. After you conquer the beginner mode, the game challenges your improving skills in the more difficult settings. Veterans of the arcade version should try out Taito's latest edition of *Qix*. Newcomers to the game will enjoy finding out what they've been missing.



In A mode, power-ups occasionally appear in the item blocks sprinkled throughout the screens. Surround them with your laser strings to get bonus points and special items ranging from bombs to speed boosts.

Taito America Corporation,  
390 Holbrook Drive,  
Wheeling, IL 60090

## WARDNER

Lisa M. Bouchey

**F**or centuries, life was good in the happy little village of Niknik. Then disaster struck. The evil wizard Wardner arrived in the Sylvaland forest with a sinister plan to use it as a steppingstone to conquering the world. He's assembled a force of wicked helpers and has given them the power to change humans into crystals. The henchmen keep the crystals, and Wardner controls the town.

Newlyweds Dover and Mia are caught in the middle of all this mayhem. Honeymooning in Niknik, the couple are strolling through the forest when Wardner's forces appear. The lovebirds run into Terragon, one of Wardner's henchmen, who zaps Mia into crystal form and flees.

In Mentrix's *Wardner*, you control Dover as he chases Terragon through six levels of woods, castles, and mazes — going all out to com-



**High-jump shoes are one magic item that appear only after you shoot an enemy. These springy shoes can be used once to make a jump ordinarily out of your reach — and this looks like a good spot to try them out.**



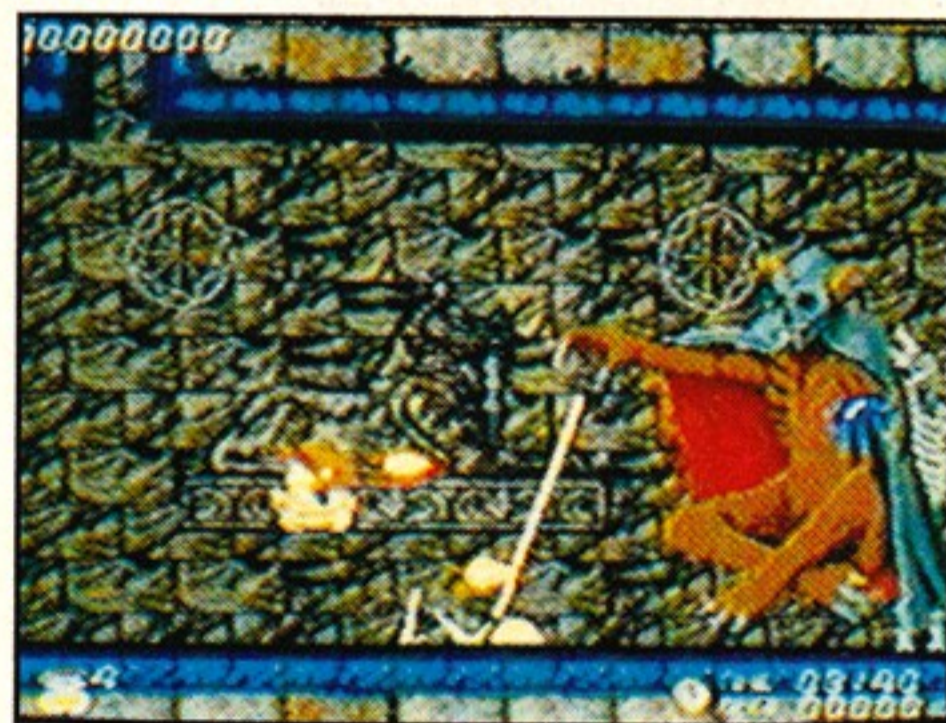
**Along your journey you might be lucky enough to bump into a fairy. This sprite will follow you wherever you go and can destroy an enemy with a simple touch.**

bat the wizard's dark forces. Many other games have been built on equally simple premises. The problem we found with *Wardner* is that it doesn't seem to move beyond its humble beginnings.

When the game begins, the only weapon in your arsenal is a special ability to throw streams of magic fireballs at your enemies. You can, however, purchase items that strengthen your powers. Additionally, there are the usual goodies available to make your journey easier.

Once you make it safely through the first forest stage, you find yourself in Wardner's mansion — a maze filled with deadly tricks and treats. From there, your journey will take you back into the forest, through another castle maze, into a castle tower, and then underground, where you'll face a final challenge — a battle with the horrible Wardner himself.

Unfortunately, when compared to other action games for the Genesis system, *Wardner* leaves something to be desired. No part of the game displays any real excellence or originality, beginning with its familiar rescue-the-damsel story. The graphics are also lackluster (especially for a 16-bit game), and the action doesn't pack enough of a punch to redeem the game. *Wardner* is based on *Pyros*, an arcade game of several years ago. Perhaps at that time, the arcade version had something good to offer its players. It's too bad for games like *Wardner* that expectations have increased as the videogaming world has grown more sophisticated.



**Wardner might look like easy prey when you fall into his lair, but watch out! He can transform himself into an enemy with a mean lightning bolt that'll keep you hopping.**

Mentrix; 2800 Plaza Del Amo #42; Torrance, CA 90503

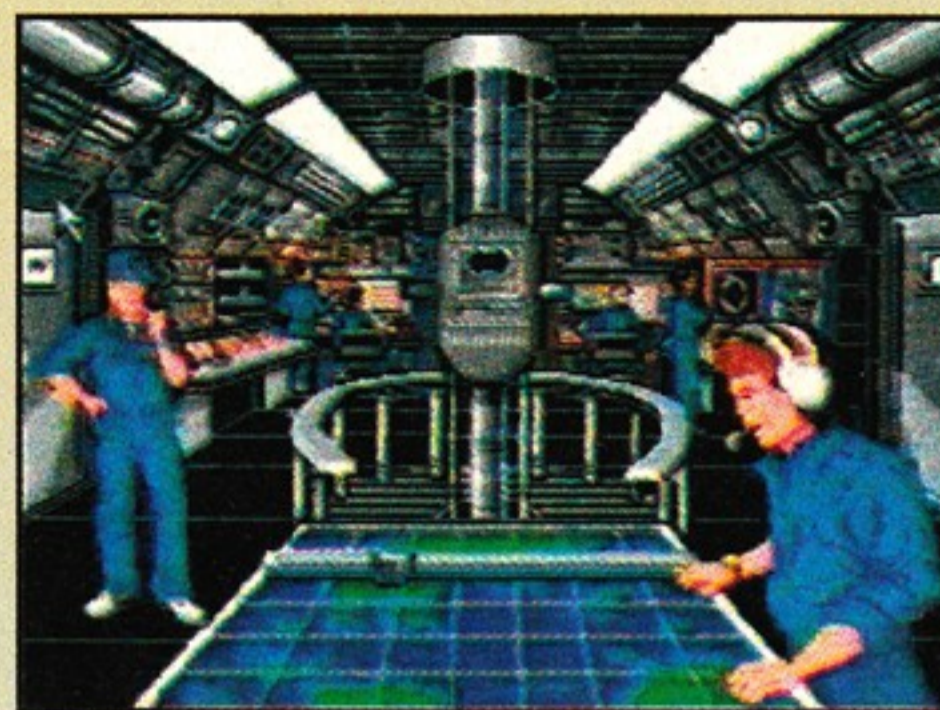
# Buyer's GUIDE

## 688 Attack Sub

If your interest in submarines extends beyond the simple tin fish shown in certain aim-and-fire videogames, you might want to check out *688 Attack Sub*. This is the real thing — a richly detailed submarine simulation that includes intricacies like boundary layers, tem-

perature gradients, and sonar channels. You command either an American or Russian sub, and undertake missions ranging from simple maneuvers to preparations for nuclear warfare. If you're serious about subs, *688 Attack Sub* is the one.

Sega of America



## Abrams Battle Tank

The M1A1 Abrams battle tank saw some serious action in Operation Desert Storm. Now you can take a test drive in this mean machine without enlisting, or even having a driver's license. *Abrams Battle Tank* shows you what you would see if you were down inside one of these monsters. Your job (as a rolling



member of a NATO task force) is to help push back a Soviet invasion. There are eight different missions included in this scenario. You'll first have to master the dual controls to steer your tank and aim your gun turret. Once you do, you'll be ready to ride with the big boys.

Sega of America

## Air Busters

*Air Busters* is a shooter from the word go. The six stages of flying, blasting action offers you everything but peace and quiet. You're piloting a fighter jet, and you're sworn to destroy every member of the opposition forces that you meet. Luckily, Weapon Transport Pods (W.T.P.'s)

are scattered throughout the combat-filled skies, and these floating barrels hold useful power-ups. The boss enemies you face are elaborate creations that appear to be part alien and part machine.

Kaneko



## Alien Storm

When the *Alien Storm* hit, it started raining invaders from outer space. Earth's in a jam, and it's up to three "Alien Busters" to rid our planet of these uninvited guests. You become one of the Busters and start patrolling eight missions of zapping,

blasting action. There are also two-player modes that let you work with or against a friend. *Alien Storm* has plenty of creepy space critters that need your attention.

Sega of America





You're probably already familiar with *Altered Beast* since Sega in-

## Altered Beast

cluded a copy of the game with every Genesis system until just recently. For those who may have bought their machine used (or since Sega started packing *Sonic the Hedgehog* along with the Genesis), here's a quick rundown of *Altered Beast*. You're an ancient Roman wandering through classical ruins while bizarro creatures attack you.

Your response to this is to change into different kinds of werewolves, were-tigers, were-dragons, etc., and rip your opponents to shreds. The scenes showing your transformation into powerful beasts are especially fun.

Sega of America

## Arrow Flash

This outer space shooter asks you to save the Earth by repelling hordes of Viking terrorists commanded by a tyrant known as the Great Hilagi. You ride into battle in the space fighter ERX-75. The ERX-75, also called the Chameleon, can change from a jet fighter into a flying robot.

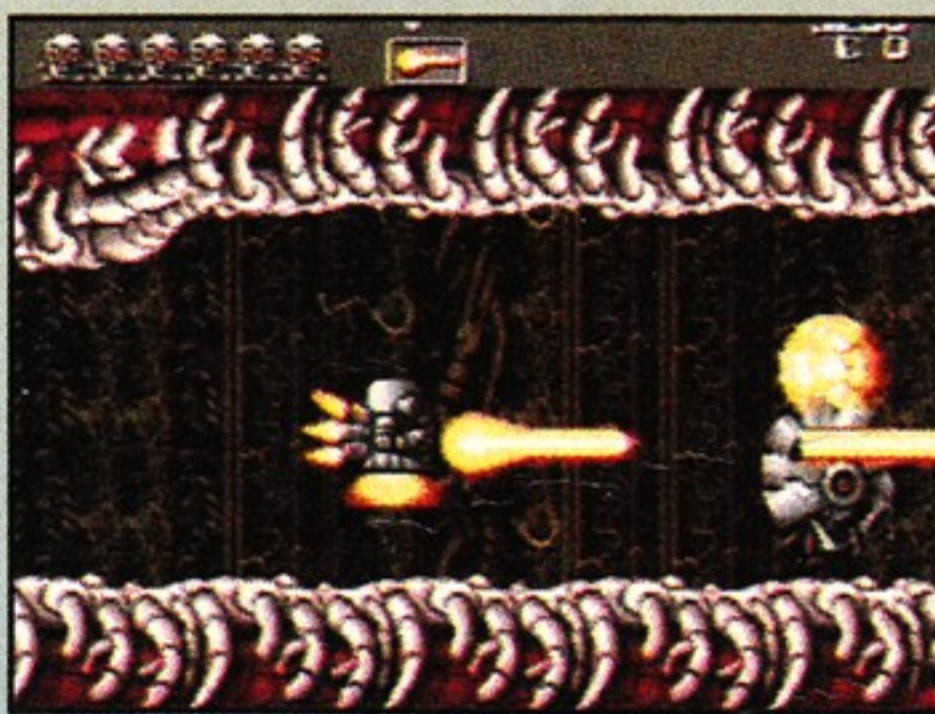
This increases your effectiveness against an enemy force not content to dominate their own planet. They want Earth, too. The bottom line: If you don't stop them from taking over, no one else will.

Renovation



## Atomic Robo-Kid

When a blast of radiation hits Terra 12, the human colonists have no idea what horrible mutations will be growing on the planet they've been settling. They soon find out. The settlers also discover that they can no longer repopulate Terra 12, so their scientists invent EVE, a bio-droid that can use human heredity to create normal human offspring.



Now all they have to do is get to their new system — no easy task. Luckily, there's Atomic Robo-Kid, whom you guide to victory over the mutant menaces of Terra 12. High-tech machinery and radioactive life forms collide in this action-adventure.

Treco

## Batman

Everyone knows who Batman is, especially the Clown Prince of Crime, the Joker. The Genesis *Batman* sticks to the hit movie's plot, with the Caped Crusader tracking the Joker from the Axis Chemical plant, through locations in Gotham City, to a final showdown at Gotham Ca-

thedral. Remember, this isn't the movie, so there's no guarantee that Batman will triumph over the Joker. That's why the citizens of Gotham are counting on you to make sure the Joker doesn't get away with his evil plan to spray Gotham City with nerve gas.



Sunsoft

# Buyer's GUIDE

## Battle Squadron

Terrorist kidnapping has become a universal problem in *Battle Squadron*. Two of Earth's space commanders have been abducted by wicked Barraxian forces. While the Barraxians try to "persuade" their captives to release ultra-classified information about Earth's defensive systems, you hop in your Delta II Strike Cruiser and head out for hot



aerial combat. *Battle Squadron* shows you the battle from above, while the terrain below you scrolls from top to bottom. The game's six missions can be enjoyed by one or two players.

Electronic Arts

## Bimini Run

Although *Bimini Run* first looks like one long boat race, you shouldn't be fooled by its appearance. It actually contains elements of several different types of games. There's a story and characters. (Our hero: rich adventurer Kenji Ohara. Our villain: evil Dr. Orca, whose crimes include kidnapping Kenji's sister and trying

to take over the world by use of a mind-control method.) You also get arcade action, as well as some genuine boating simulation. The mysterious Bimini Zone holds many dangers, as you'll discover in this unique marine adventure.

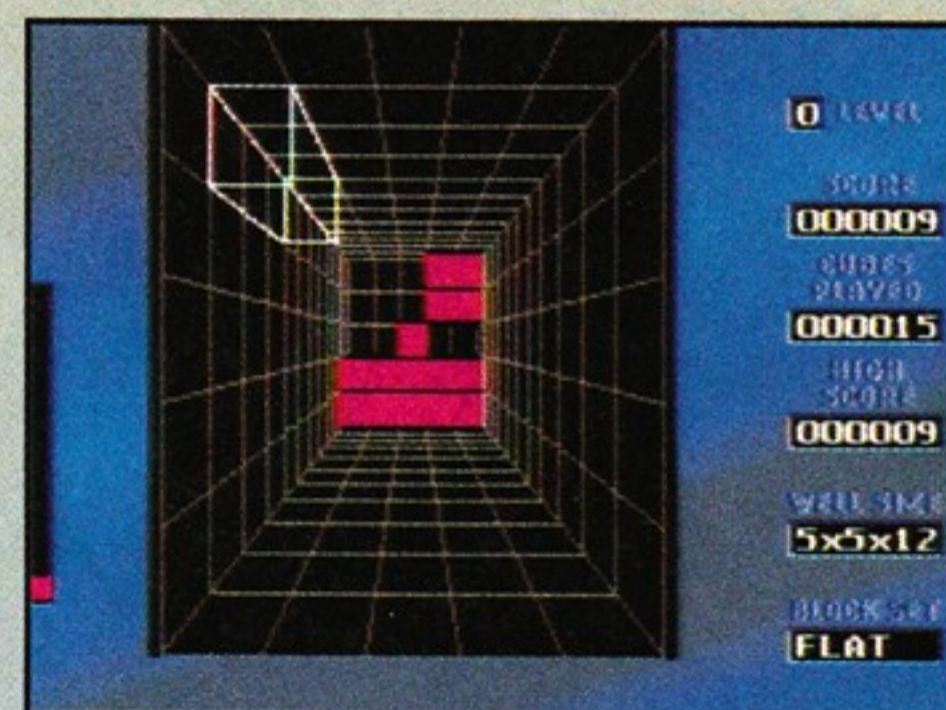
Nuvision



If you handled *Tetris* with no problem, perhaps you're ready for *Blockout*. This game takes the concept of *Tetris* and adds a third, mind-boggling dimension. You're looking down into a pit while variously-shaped blocks descend toward the bottom of the pit. As in *Tetris*, you must arrange the blocks to com-

pletely cover the floor. When that happens, that layer of blocks vanishes and you begin work on another layer. Of course, it's a bit trickier here, with the added dimension. *Blockout* offers you options for changing the game to suit your individual tastes.

Electronic Arts



## Blockout

## Centurion

It's 275 B.C., and there is no Roman Empire. There's only Rome, and it's in desperate need of a leader. Your job is to command Rome's fledgling armies and amass power through conquests and public persuasion. *Centurion* features grand battles on both land and sea. To keep your

subjects happy, you'll also be supplying them with entertainment in the form of chariot races and gladiatorial spectacles. You'll find that being the mighty Caesar is a full-time job, but the rewards are many.

Electronic Arts



## D.J. Boy

Donald J. Boy is an ace Rollerfighter. This means that he can punch, kick, and skate like nobody's business. D.J. Boy's current Rollergame is held in Cigaretch City, a town controlled by a skating gang known as the Dark Knights. These prize-hungry creeps even stoop to kidnaping D.J. Boy's

girlfriend, Maria. D.J. Boy must roll through five rounds of street-fighting mayhem before he can save his girlfriend and win the Rollergame to end all Rollergames.

Kaneko



## Dick Tracy

Comic-book detectives don't come any sharper than Dick Tracy. For decades he's been figuring out crimes, and then busting the colorful lowlifes responsible for the wrongdoings. *Dick Tracy* follows the story of the 1990 hit movie right down to the letter. Dick's prey this

time out: Big Boy Caprice and his sophisticated crime network. You don't do much actual detective work here — it's mostly scrolling action that requires quick reflexes and a fast trigger finger.

Sega of America



## James "Buster" Douglas Knockout Boxing

OK, so Buster Douglas isn't heavy-weight champ of the world anymore. There's no reason why that should keep you from enjoying *James "Buster" Douglas Knockout Boxing*. You can compete in a tournament against the computer or challenge a

friend. In *Knockout Boxing*, the fighters are large and powerful and share the same moves, although they differ in how well they execute those moves. Buster's here, and it's time to box!

Sega of America



## The Faery Tale Adventure



When the talisman of Tambry is spirited away by an evil Necromancer (along with the King's daughter), three brothers take up the task of finding and retrieving the missing villagers. This is the basic story behind *The Faery Tale Adventure*. As one of the heroic brothers,

it's up to you to track down the missing people and the fiend who abducted them. There's plenty to explore and much to learn during your quest.

Electronic Arts

# Buyer's GUIDE

## Fantasia

The Disney film *Fantasia* has a secure reputation as one of the most dazzling and imaginative cartoons ever made. It combined breathtaking animation with a rich classical music score. Now there's *Fantasia*, for the Genesis. The game takes its plot from the movie's best known sequence,

"The Sorcerer's Apprentice." You help Mickey Mouse search numerous dreamworlds and collect the Sorcerer's wind-scattered notes. Along the way you'll encounter flying horses, dancing broomsticks, and tutu-wearing hippos.

Sega of America



## Fatal Labyrinth



Mazes and monsters go together like peanut butter and jelly, and they're combined again in *Fatal Labyrinth*. You journey to Dragonia and explore the 30-floor labyrinth there. Your goal is to locate the Holy Goblet that's been stolen from your people, and bring the prized treasure back home. First you move through cor-

ridors, searching for weapons you'll need later against the ghouls who live in the hundreds of chambers of the labyrinth. You won't be able to memorize the layout of the mazes, since they're randomly generated and are different each time you play.

Sega of America

## Final Zone

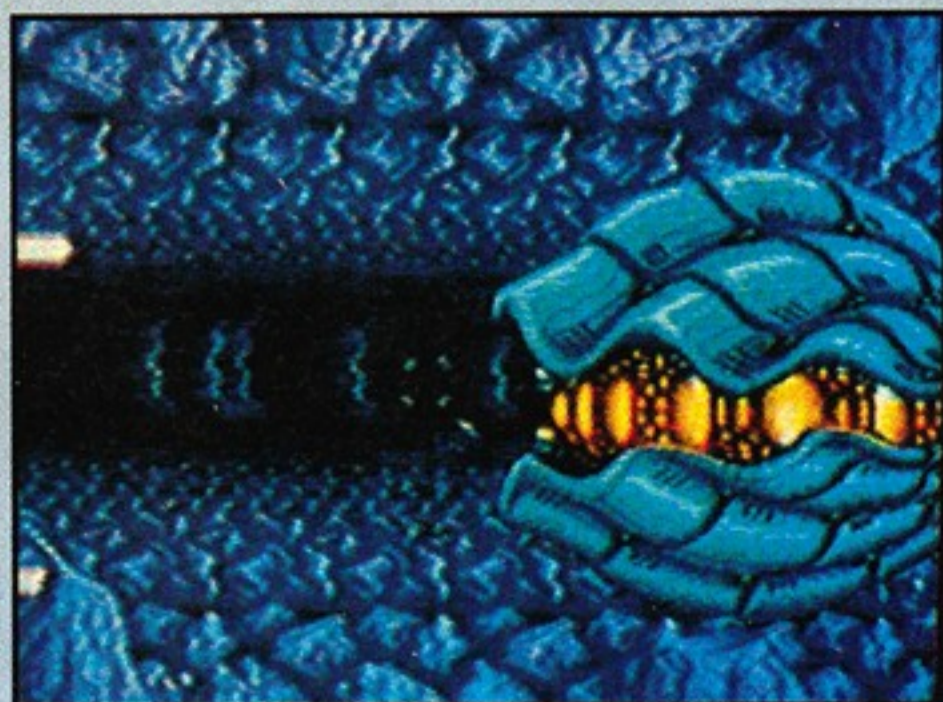
In the world of business, a power suit lets other executives know you're a force to be reckoned with. In *Final Zone*, you wear another kind of power suit, one that's even more intimidating. The K-19 Phantom New Age Power Suit is mechanized and armor plated. You'll need every ounce of its metallic protection as you wage war against enemies of

the El Shirian foreign legion, of which you are a proud member. You patrol areas, steal enemy weapons when you can (sorry, weapons aren't standard equipment on your NAPS), and get nasty with anyone ready for a high-tech rumble.

Renovation



## Gaiare



In the outer space shooter, *Gaiare* (pronounced guy-are-us), you either defeat intergalactic terrorists or sit back and watch as your planet dies in a supernova explosion. Obviously, things are going to get a lot better or a whole lot worse. You take to the skies, lasers blazing. By skillfully

using your TOZ pod to approach enemies and steal their weapons, you can create an even stronger line of defense against the Gulfer terrorists.

Renovation

## Gain Ground

When a computerized war simulator stops taking orders and starts taking prisoners, it's time for action. This is the case in *Gain Ground*. Your mission is to rescue the people who designed the Gain Ground simulator and are now being held captive by the robotic warriors programmed into the violent simulator. The



greedy computer also gobbled up the rescue teams who went in after the designers. There are 50 different screen configurations in *Gain Ground*, and the enemies sport a variety of weapons, so getting all of the designers out will be a difficult trick.

Renovation

## Granada



The star of this game is the Granada Hypertek Cannon Tank — but you can call it the Granada HCT for short. There are four stages of tread-and-shred fun here, leading you everywhere from city streets to an aerial battle with a huge flying battleship. For your convenience, a radar display has been added to the playing

screen so you can always keep track of your enemies' positions, even when they're hidden from view on your big screen.

Renovation

## Hardball

*Hardball* is about baseball, plain and simple. It's based on the popular 1985 PC game of the same name. The game isn't licensed by Major League Baseball, nor is it endorsed by any professional players. Nonetheless, any city that has a major league team is represented here (minus its

trademark team). There's a lot of variety among the team rosters, and the ballpark is laid out more realistically than in some other baseball games. Sharp graphics and sound effects help make *Hardball* a solid hit.

Ballistic



## Hard Drivin'



Now here's something different—a driving game with as much of its focus on *how* you get there as *when* you get there. This is a driving simulation, where only some of the game's activities are based on winning races. True to its title, *Hard Drivin'* gives you a chance to let off some steam by performing stunts a sane person would never consider

attempting. The clearest example of this is a massive loop-the-loop that can only be negotiated with careful handling and a lot of speed. Obviously, wrecking is a big part of the fun here, and the game's instant replay feature lets you glory in your crashes again and again.

Tengen

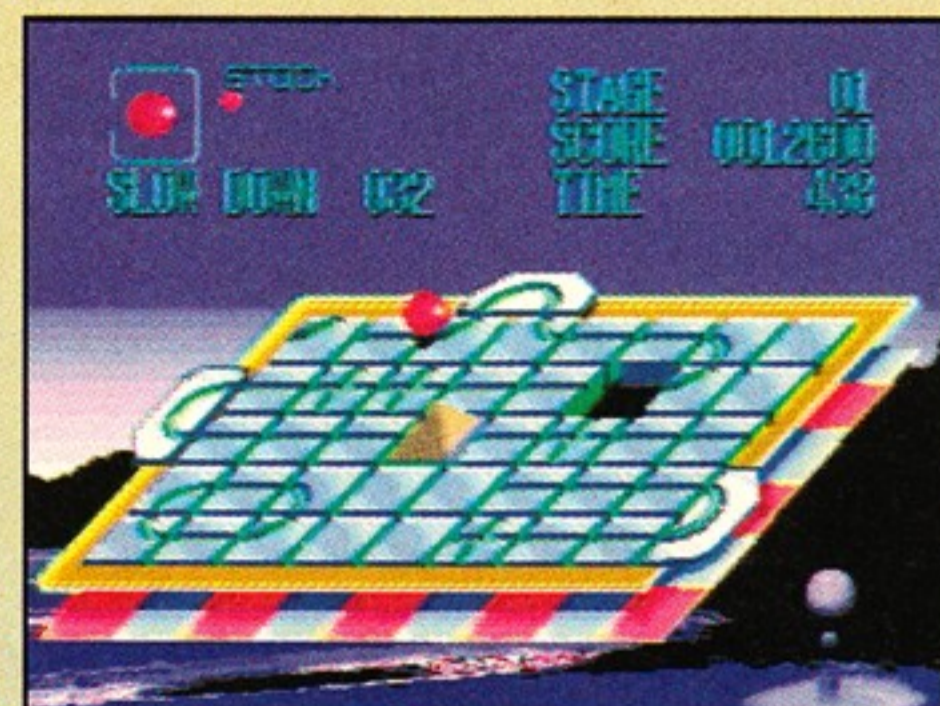
# Buyer's GUIDE

## Junction

The object of *Junction* is to keep a small ball rolling. Sounds easy, huh? Well, you've also got to make the ball roll across a number of checkpoints. No problem. Did we forget to mention that you must use an assortment of differently grooved blocks to build a pathway for the ball? You may still think this game

is easy, especially since you've got plenty of time to do all this. Sorry, you don't have plenty of time — there's a time limit. *Junction* contains 50 puzzles in all, so there's plenty to keep you occupied in this puzzle game.

Bignet



## King's Bounty



"Bounty" refers to treasure, and it's only fitting that the word is part of this RPG's title. In this game you need an economic plan as much as a battle plan. You start out by using your limited funds to finance a basic army. Then you defeat some opponents and claim their bounty. In time, you add a few more soldiers here

and there, then fight more battles. The goal is to improve your forces by winning loot that you reinvest back in your troops. The stronger your army, the greater your chances for helping good King Maximus.

Electronic Arts

## Midnight Resistance

Ah, the life of a mercenary. That's what you are in *Midnight Resistance*, and for years you've been plying your trade against vicious South American drug lords. Now you have extra incentive to shut down these vipers — they've kidnapped your entire family. Basically, this is run-and-gun action in which you blaze

your way into the enemy stronghold, blowing away every single obstacle in your path. Enemies leave keys that you can trade in for souped-up weaponry, turning you into the consummate Rambo type. Lock and load.

Sega of America



## Might & Magic



Role-playing games get a first-person perspective in *Might & Magic*. As you defend the good folks of Cron and explore neighboring towns, you'll see everything as if you were walking up to it normally. In *Might & Magic* you assemble a band of adventurers, and lead them against

all comers. Be forewarned: This game is quite involved: the cartridge (which boasts over 100 hours of adventure time) comes with its own 171-page hint book.

Electronic Arts

## Joe Montana Football

The 16 teams in *Joe Montana Football* are modeled after real NFL franchises. Joe even steps into the game himself, although only to suggest plays. There are six basic formations apiece for both offense and defense. Three different options allow you to

play a normal game, run a two-minute drill, or enter the playoffs. If you really want to gain a competitive edge, study the scouting reports that compile all sorts of helpful info.

Sega of America



## M.U.S.H.A.

M.U.S.H.A. stands for Metallic Uni-Frame Super Hybrid Armor, and it refers to the flying, weapon-carrying suit of steel you wear in this hyper-active shooter. Accessorize your suit by collecting power-ups that boost your firepower or defensive systems. You fly over land and oceans, through huge factory/fortresses,

and over underground rivers of lava. Everybody and everything around is gunning for you, so make sure your reflexes are hair-trigger sharp when you sit down to play M.U.S.H.A..

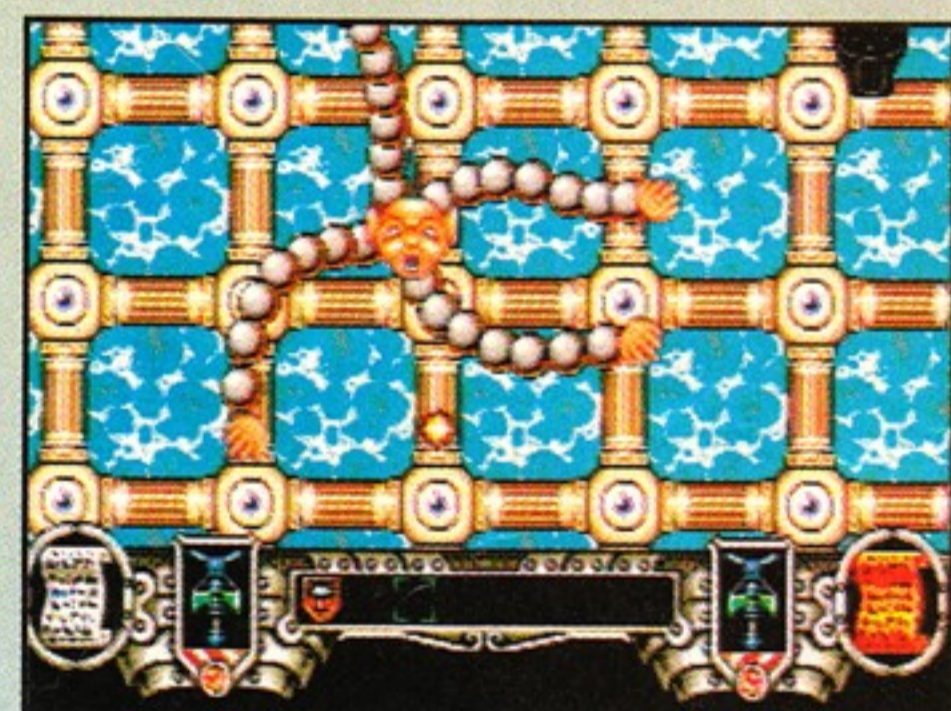
Seismic

## Onslaught

*Onslaught* combines elements of action games and strategy adventures. The object here is not to save your country from attack — it's too late for that. Your job is to win your country back from the evil hordes who seized control in the first place. You plot your strategy on a map

screen that's divided into small squares, with each block representing a chunk of territory. The action scenes contain traditional jumping and slashing moves.

Ballistic



## PGA Tour Golf

*PGA Tour Golf* is based on the computer game of the same name, and it matches the computer simulation nearly stroke for stroke. There are four golf courses here to test your mettle (three of them are real courses, one is a product of the designers' imaginations), and each tournament is shown as it would be in televised golf coverage. That is, an announcer

updates the tournament standings, instant replay is used to chronicle recent shots, and famous golfers offer advice on particular holes. The game also features a 3-D putting grid to show you how the green lies.

Electronic Arts



# Buyer's GUIDE

## Phantasy Star III



The incredibly popular Phantasy Star series contains what are arguably the most complex RPGs ever produced. *Phantasy Star III* is so exhaustingly large that you're unable to finish the game using the same character you began with. That character's life span just isn't long enough. In fact, you'll run through

three full generations of characters before completing this epic, which takes place on seven planets and concerns a royal family during war-time. This is the second Phantasy Star game for the Genesis system.

Sega of America

## James Pond: Underwater Agent

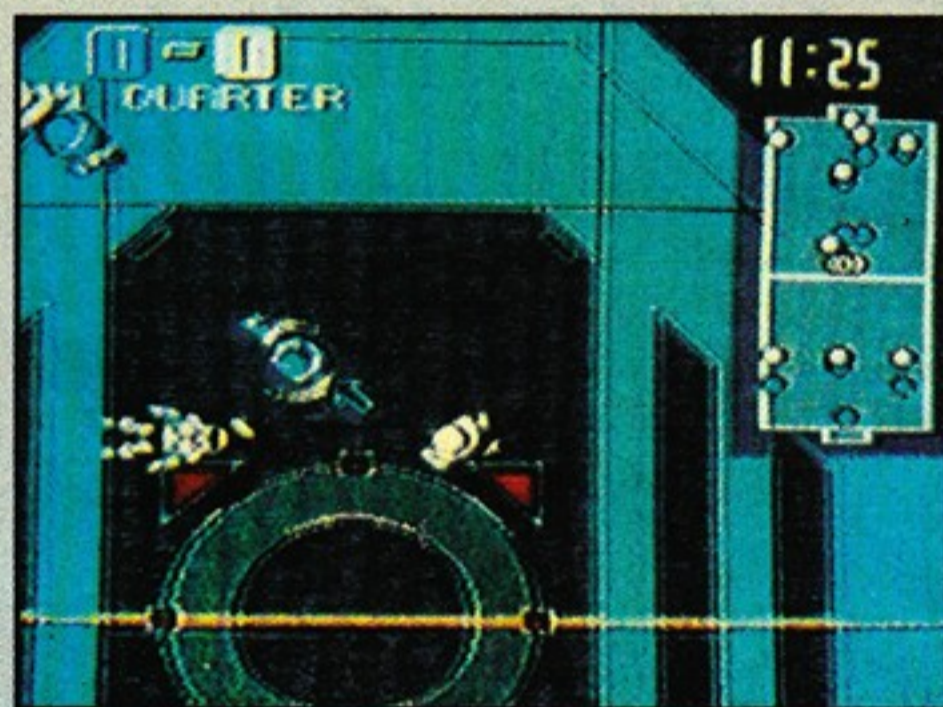
The world's most famous secret agent gets dunked in this send-up of James Bond adventures. Our hero is a fish, and little James has to prove himself in 12 missions. The arch-enemy in *James Pond: Underwater Agent* is the dangerous Dr. Maybe (as opposed to Bond's first screen villain — Dr. No), who's determined to

wreck the ecological balance by ruining the oceans with oil spills and radioactive waste. The cute and bouncy characters make this one a natural for the younger set.

Electronic Arts



## Powerball



If you've ever felt that major sports like football, soccer, and hockey were too tame, here's a game that takes the most aggressive aspects of each sport and mixes them into one ultra-powerful concoction. *Powerball* is set up on a standard playing field and the object is still to get the ball in your opponent's goal, but *Powerball*

doesn't mess around with a lot of penalties and hand-holding. If you feel the need, go ahead and crunch your opponent or stab him with the razor-sharp point of your helmet. Just be glad you're playing the videogame and not the sport.

Namco

## Rastan Saga II

Once is never enough for famous barbarian warriors, and Rastan is no exception. He's called back into action in *Rastan Saga II* to thwart a ruthless gang of supernatural crooks. These rascals have stolen the Stone of the Wise from the people of Rastania. To say the very least, it's a powerful rock — whoever carries it

to the top of the Skyscraper Temple will control the world. Only you, as the muscle-laden swordsman Rastan, can return the Stone of the Wise to the good people of Rastania.

Taito



## Shadow Dancer

Shinobi is one busy ninja. He's punched and kicked his way through a handful of martial-arts adventures in only a couple of years. His second Sega Genesis outing, *Shadow Dancer*, pits the skilled warrior against a renegade band of terrorists calling themselves the Union Lizard. These troublemakers have perpetrated a number of heinous crimes,

including kidnapping schoolchildren. They went too far then, but went even farther by snuffing the life out of one of Shinobi's friends. Now there's a price to be paid. Shinobi shows up in New York City to make sure that the Lizard pays in full for its crimes.

Sega of America

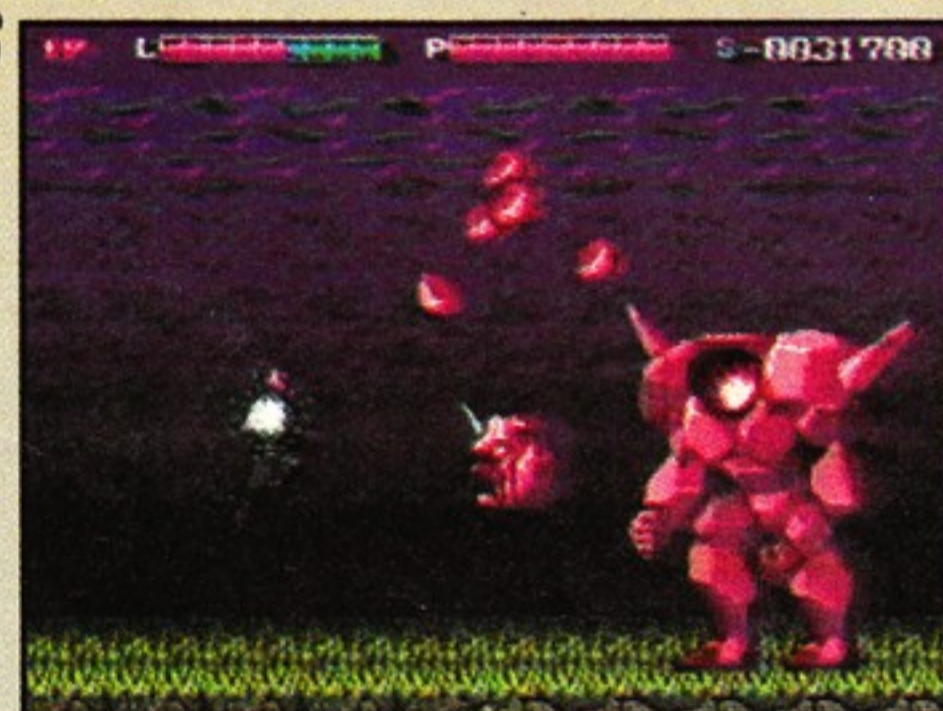


## Shadow Blasters

*Shadow Blasters* takes you back to a time when mortal men sought counsel and protection from the ancient gods. When the proud and vain humans turn their backs on the gods, they are left alone and vulnerable to attacks by Ashura, King of the Evil World. To combat

Ashura's wave of terror, the god Hyprion instills superhuman powers into four martial-arts experts. You choose and lead one of these fighters through a battlescape both ancient and futuristic.

Sage's Creation



## Shining in the Darkness



Everyone in Thornwood is frantic with worry about Princess Jessa, who has disappeared. Some think she's lost in the Labyrinth, the huge and horrible maze that's home to a terrible assortment of creatures. Since you're an expert swordsman (like your father before you), you're not completely unprepared for the

fighting you'll do inside the Labyrinth. Nor are you alone — you'll meet up with two young adventurers who can help you in this fantasy role-playing adventure.

Sega of America

## Sonic the Hedgehog

He's a speedy little guy — you've certainly got to give him that. Sonic zips through his dazzling and colorful world retrieving items and rescuing friends, all in record time. Since he's currently being included with the Genesis system, Sonic has all the makings of becoming Sega's most visible (not to mention quickest)

character. If you haven't been introduced before, step up and meet Sonic, the Mario of Sega Genesis.

Sega of America



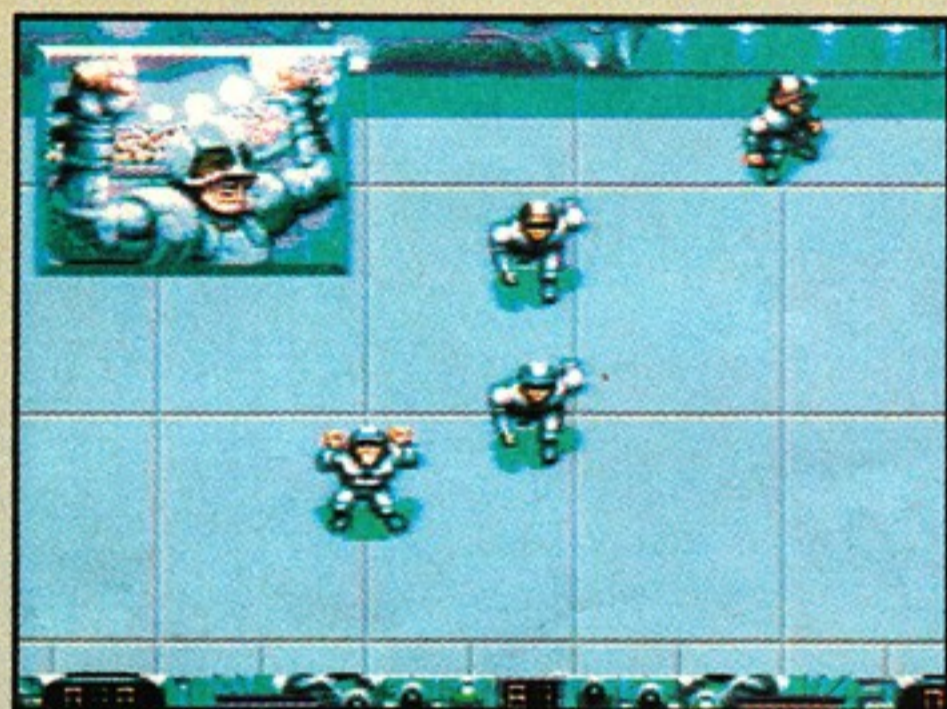
# Buyer's GUIDE

## Space Invaders 91

*Space Invaders 91* has a rich lineage, having been based upon one of the early classics of videogames, *Space Invaders*. The old arcade hit has been spruced up for current gamers. The concept's the same: Columns and rows of space aliens are descending toward earth. You're in charge of blasting them right out of the at-

mosphere. New weapons have been added to grab and hold your interest. Remember, though, there are always more of them. The best that you can achieve in *Space Invaders 91* is a colossal score. Then again, shouldn't that be enough?

Taito



## Speedball 2

Speedball should be the sport of choice for anyone who really enjoys playing a brutal, no-holds-barred game but doesn't have much time to spare. A Speedball match will only take three minutes out of your day, which makes it perfect for people on the go. This armor-plated version of

handball is amazingly quick, especially considering the fact that the ball is cast out of solid steel. Keep in mind, however, that since this is the game of the future, you can only play it here in *Speedball 2*.

Arena

## Spider-Man vs. The Kingpin



Spider-Man's been in the crime-fighting game for thirty years now, and he's getting ready for his biggest challenge yet. The Kingpin's coming to town, with six vicious helpers in tow. *Spider-Man vs. The Kingpin* pits you (as Spidey) against all of them, including the Lizard and the ever-dangerous Dr. Octopus. You'll wish

you had eight arms and legs with all the punching and kicking you'll be doing.

Sega of America

## Star Control

In *Star Control*, you learn that not only is there other intelligent life in the universe, but there are also wars being fought by the universe's other inhabitants. Earth gets dragged into an intergalactic war of many planets. The conflicts are a wild mix of arcade action and strategy, fought by 14

different warships. Each vessel has a distinct set of weapons and characteristics. Never have so many come from so far to do so much damage.

Ballistic



## Stormlord

Stormlord's job is simple to understand, but tricky to carry out. He's been ordered to travel to the Valley of Inoreppep Azzip (try those last two words backwards) to rescue what appears to be a convention of princesses. All of these damsels have been captured by an evil presence that has trapped each fair maiden inside a bubble. Stormlord's got to

find and pop those bubbles, ward off attacks from various enemies, and save the princesses. Oh yeah, and he's got to accomplish all this within a set time limit.

RazorSoft



## Street Smart

Here's a game that doesn't fool around. *Street Smart* forgoes any sort of story and gets right to the action. A more accurate title might have been *Street Fight*, because that's exactly what this is. There are no weapons allowed in this nine-round tournament — unless you count

your fists and feet. You can play it in one of two ways, as a pro wrestler or a martial-arts expert. Either way, if you're itching for a fight, here's where you can find one.

Treco



## Strider



Where would videogames be if there were no diabolical madmen trying to take over the Earth? In *Strider*, the Grand Master Meio (a conqueror, not a rap star) and his band of alien cutthroats have seized power. Meanwhile, a secret army of martial-arts experts (the Striders) have been honing their incredible skills. Hiryu,

one of the gut-toughest Striders, has been chosen to infiltrate Meio territory. Whether he succeeds in saving the world depends entirely on you, the force controlling Strider.

Sega of America

## Super Volleyball

International volleyball competition comes to the Genesis in *Super Volleyball*. Teams from Japan, Italy, the U.S.S.R., and the U.S. (and four other countries, too) meet in one indoor facility to see who can turn volleys into winning points. The World League pits all of these teams against each other in a seven-game tournament to decide world volleyball

rankings. If you prefer a less ambitious challenge, try a practice game against the computer or get a friend to field an opposing team in the two-player mode.

Video System



# Buyer's GUIDE

## Sword of Sodan

King Pallas's two children were entrusted to the great warrior Sodan, who was best able to protect them from the wrath of the sorcerer Zoras. Later, when Sodan lay on his deathbed, he called the fully grown children to his side and presented them with a sword and a challenge. Their task is nothing less than

hunting down and destroying Zoras, who had ended the King's life. Now it's time for swords and sorcery, as you travel through the Northern Lands toward your final confrontation at Castle Cragganmore.

Electronic Arts



## Sword of Vermilion



*Sword of Vermilion* mixes role-playing adventure with arcade-style action. Your quest centers on finding and winning 16 Rings of Power located throughout the villages of Excalabria, your homeland. Once you've consolidated your power, you can battle Tsarkon, the wizard who has taken over Excalabria for his own wicked purposes. The

fighting sequences differ from those in many RPGs, where the action is limited to taking turns selecting various fighting options and then waiting for the results to occur. *Sword of Vermilion* lets you battle it out like you would in an action game.

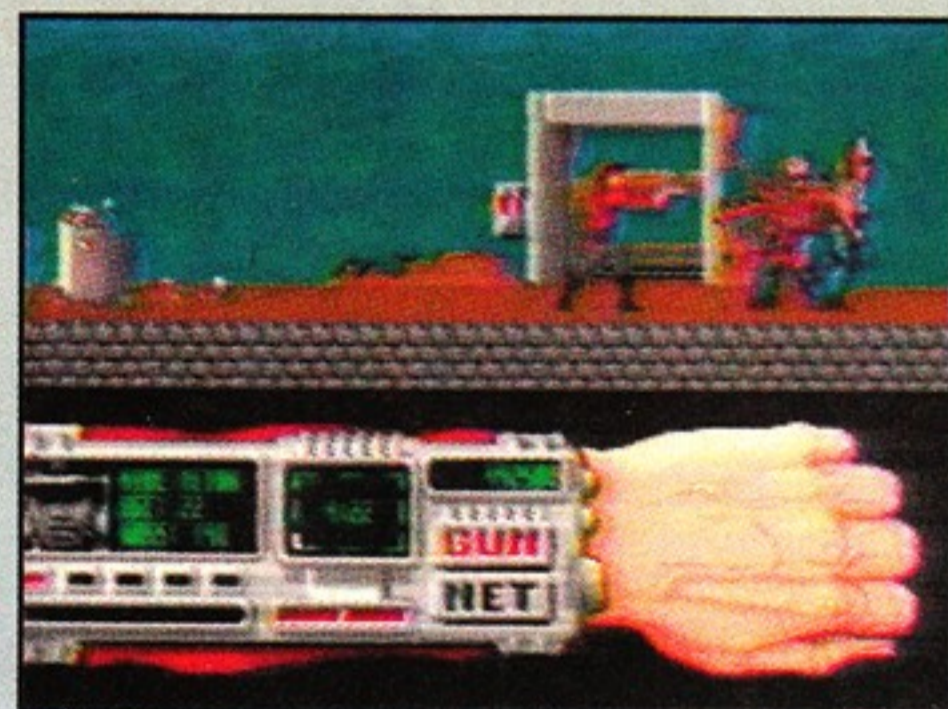
Sega of America

## TechnoCop

*TechnoCop* cuts to the chase, and stays there. There's no real detective work involved in this crook-hunt, just plenty of action. The game's divided between two standard law enforcement activities — driving down dangerous highways in hot pursuit, and tracking crooks by foot through run-down buildings in decaying

crime districts. *TechnoCop*'s abundant and realistic violence might disturb more squeamish players, although it's certainly no worse than the majority of crime films or television shows.

RazorSoft

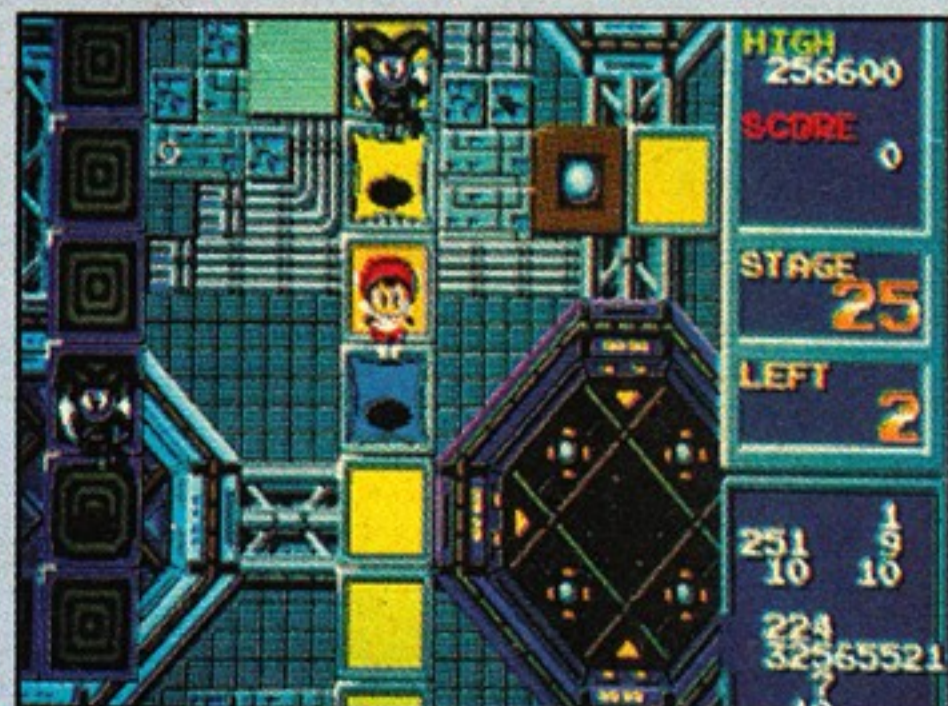


## Trampoline Terror!

Instead of blasting it with lasers and exploding weapons, the Balos empire tried a new way to win control of the planet Ahas. They erected huge sun-blocking grids all over the planet, in hopes of slowly killing off life on Ahas. Funny thing about these grids, though—they're elastic. Ahas, therefore, sends its best gymnast

(Trampoline Terror!) on a life-or-death mission. T.T. has to bounce on the grids and trip the special switches that will cause them to self-destruct.

DreamWorks





## Twin Cobra

Piloting a helicopter is a tricky business, even in peaceful skies. In *Twin Cobra*, however, you're flying through a warzone, and that complicates matters enormously. Your mission's pretty simple, even though accomplishing it may not be. You've got to destroy everything beneath

you that poses even the most remote threat. In addition, you've got to wipe the sky clean of anyone lining you up in their gunsights. This action-packed shooter shows you the terrain from an aerial perspective.

Treco

## Valis III

"Valis" refers to an awesomely powerful sword wielded by a girl trying to defend Dreamland, her home. If she's successful in staving off the attacks of Glames and his Dark World soldiers, she'll also save the Earth. There's your incentive for helping young Yuko carry around

the Valis sword. If you get tired of being Yuko, there are two other characters you can portray in this roaming sword-and-sorcery adventure.

Renovation



## Warrior of Rome



If you've ever wanted to re-create the battles of ancient Rome, *Warrior of Rome* gives you the opportunity to become no less a military giant than Julius Caesar. You lead your legions through various campaigns on the island of Crete, across the Mediterranean Sea, and into Egypt. Victory in your Egyptian battles will not

only secure your place in history, but also put you in solid with the gorgeous Cleopatra. The accent in *Warrior of Rome* is on strategy, although the battles are more entertainingly depicted than you might expect.

Bignet

## Wings of Wor

Unlike most shooters, *Wings of Wor* doesn't have a contemporary or futuristic look to it. Instead, it derives its story from mythological legends. You're Wor — part man and part bird. This means you use a shield to defend yourself but you have wings on your back to take you places. Mutants have infested your planet, and now you must fly through all six

of the areas and clean house, so to speak. You have magic powers on your side, as well as the ability to throw super-powerful balls of energy.

Dreamworks



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Bignet	IFC
Electronic Arts	7, 9, 11, 13, 18-19, 26-27
Exchange A Game	79
Marketplace	79
Namco	1, 21
Renovation	BC
Taito	IBC
Ultimate Game Club	79
Virgin Games	5

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Subscription	17
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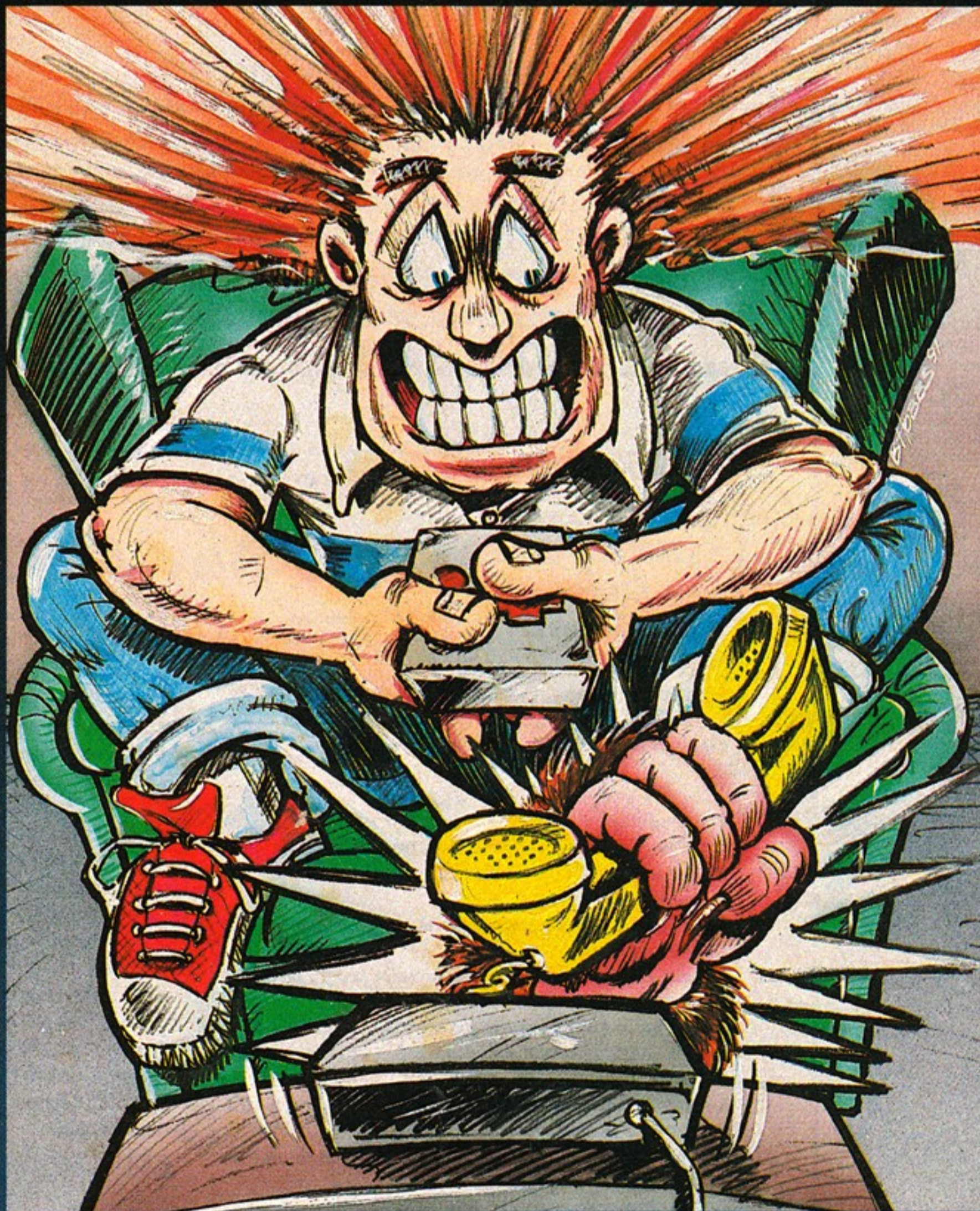
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