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GAME PLAYERS

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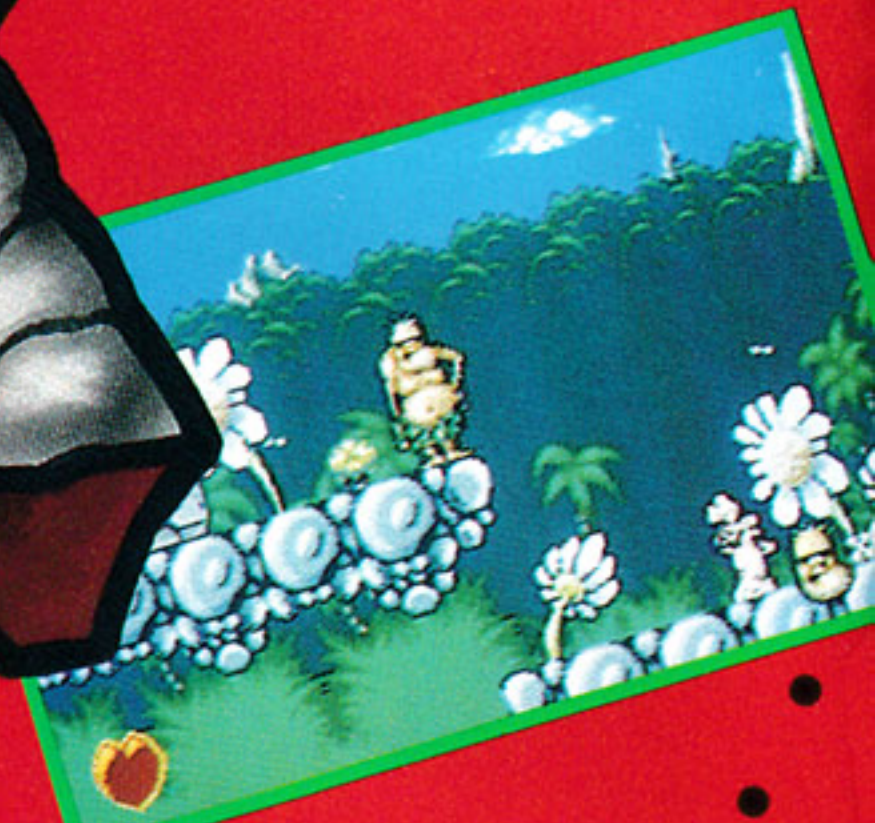
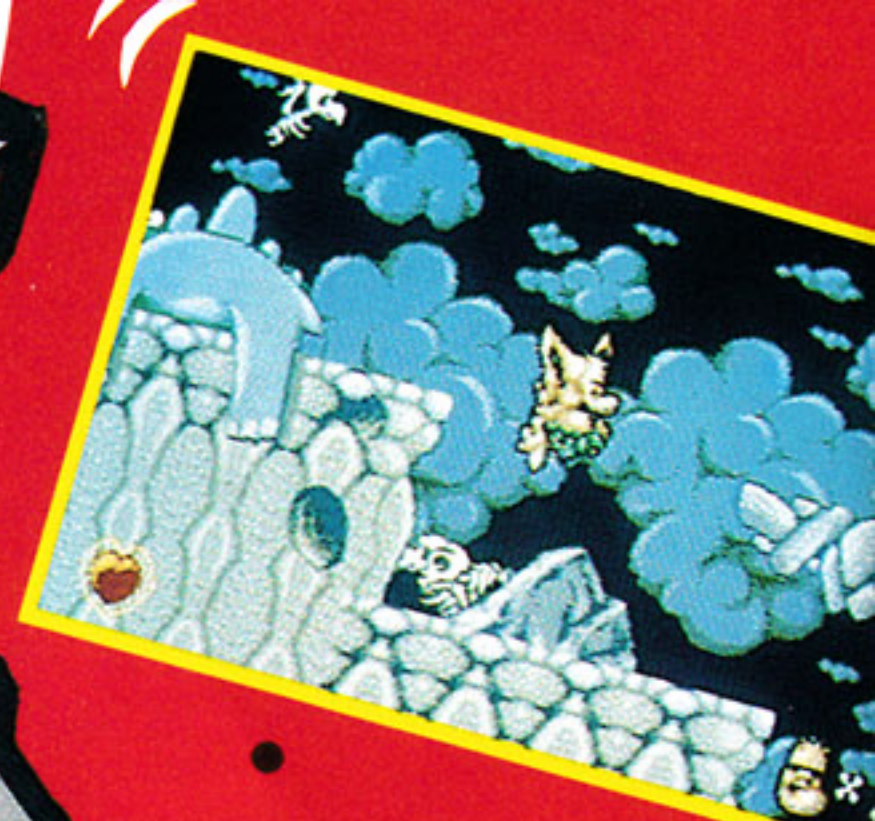
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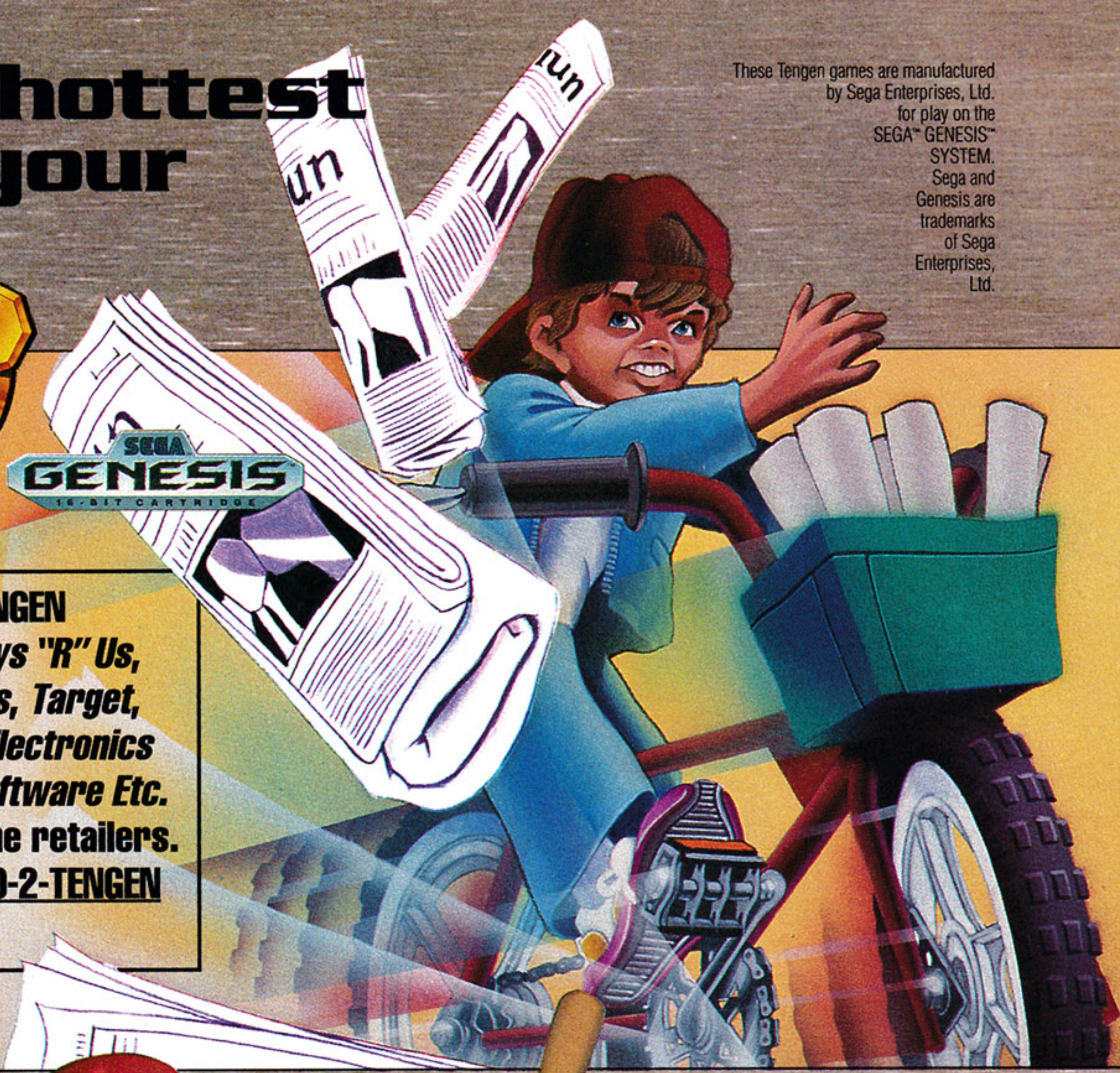
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You lead a party of 25th-century rebels against the tyrannical RAM (Russo-American Mercantile). RAM is on the verge of perfecting a doomsday weapon capable of destroying entire planets — only you can stop it!

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Digitized characters and sound highlight this brutal, futuristic slugfest. Forget about rescuing princesses — you're in this one for the cash!



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A very different kind of strategy game — you are a wizard, waging war on your adversaries with monstrous armies and magic spells!

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A young apprentice magician is sent to rescue his master from one of the toughest labyrinths in all of videogaming! You won't believe how many ways there are to die.

69 Out Run

The old coin-op classic comes to the Genesis, with all the speed and thrills of the original.

70 Arcus Odyssey

The evil sorceress Castomira is free, and she's stolen the Sword of Leaty, the only weapon strong enough to defeat her. It will take a brave warrior to reclaim the sword and face the sorceress.

71 Art Alive!

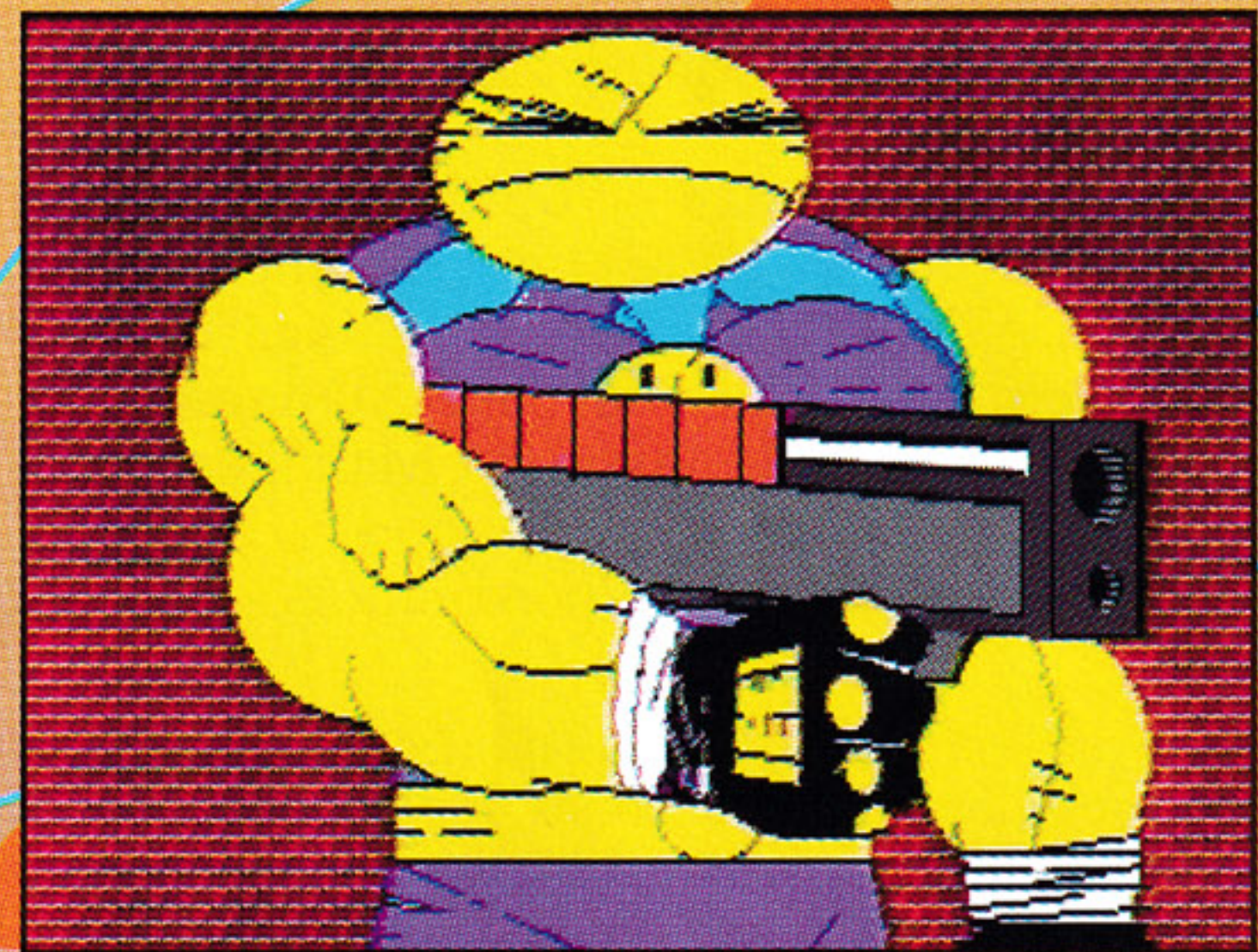
How would you like to draw your own artwork right on the TV screen? *Art Alive!* makes it possible — the first productivity cart for Genesis!

40 Shadow of the Beast

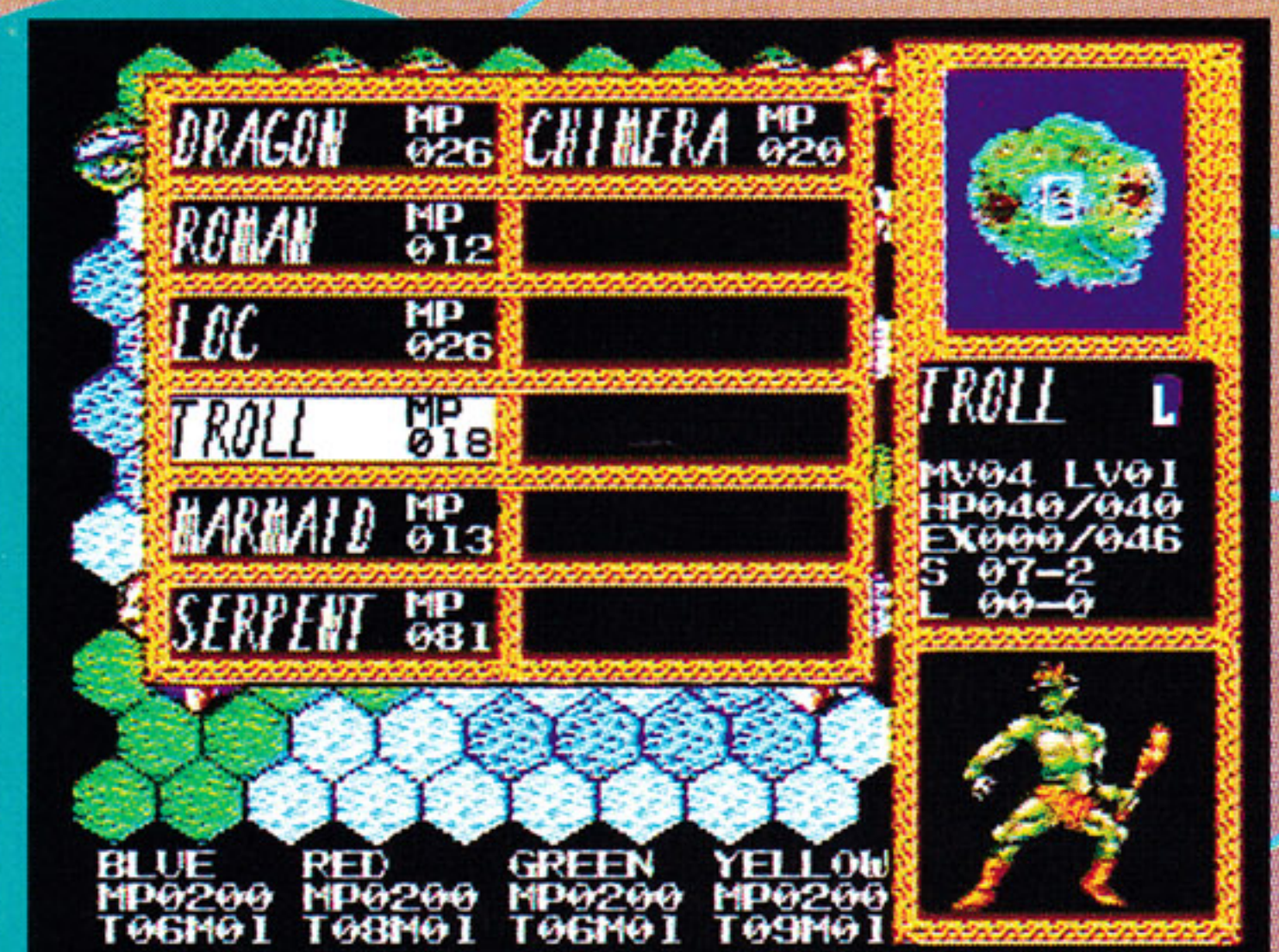
You were human once — before the Mages of Darkness transformed you into a hideous beast. But, as they'll soon learn, they couldn't crush your spirit.

55 El Viento

The ruthless gangster Al Capone joins a demonic cult, trying to resurrect Hastur the Unspeakable, Lord of the Wind. Only the young warrior-sorceress Annet can halt this evil before it's too late.



Page 71 — *Art Alive*



Page 67 — *Master of Monsters*

GAME PLAYER'S SEGA GENESIS[®] STRATEGY GUIDE

FEBRUARY/MARCH 1992

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Game Players Sega Genesis Strategy Guide (ISSN-1052-763X) is published bimonthly by GP Publications, Inc., 23-00 Route 208, Fair Lawn, NJ 07410, USA. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year (6 issues) US: \$21.50. Canada: \$29.43. Canadian price includes postage and GST (GST #128220688). Outside US and Canada: Add \$2.00 per issue.

For customer service, write *Game Players* Customer Service Dept., P.O. Box 29364, Greensboro, NC 27429. Postmaster please send change of address to *Game Players Sega Genesis Strategy Guide*, P.O. Box 29364, Greensboro, NC 27429.

Corporate, advertising sales, and circulation offices: 23-00 Route 208, Fair Lawn, New Jersey, 07410. Phone: (201) 703-9500; FAX: (201) 703-9509.

Editorial, production, customer service, and dealer sales offices: 300-A South Westgate Drive, Greensboro, North Carolina, 27407. Phone: (919) 852-6711. Editorial product information should be addressed to Editor, *Game Players Sega Genesis Strategy Guide*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to *Game Players*, 300-A South Westgate Drive, Greensboro, NC 27407. Unsolicited manuscripts cannot be returned or acknowledged.

GP Publications, Inc., also publishes the *Game Players Nintendo (tm) Guide (tm)*, *Game Players PC Entertainment*, and *Game Players Encyclopedias* covering Nintendo, Sega, and PC games.

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EDITOR'S NOTES



It's Sega time! Sorry for the slight delay in getting this issue to you. *Game Players* recently changed owners, and the transition took a couple of weeks. Our new company name is GP Publications, but that's about the only change you'll notice. The Sega game market is literally exploding with new games, and we're here to give you the latest news, previews, hints, tips, reviews, and strategy tips.

As many of you know, Genesis was the big winner in the Genesis-Super NES showdown this past holiday season. By some estimates, Genesis units outsold SNES by as much as three to one!

One of the biggest reasons for Genesis' success is obvious: great software. With over 150 titles on the market and plenty more on the way, the Genesis library of games boasts some of the best videogames anywhere, for any system.

We honor the best games of 1991 in this issue with our picks for the Game Players Awards. The selection process is never easy, and that was especially so for this crop of contenders. As more and more top companies join the ranks of Sega licensees, and as existing licensees turn out better and better products, the overall quality levels have been climbing rapidly.

If this continues (and we know it will!), 1992 will be the best year for Genesis games yet. That's terrific news for Genesis players — but it'll make the next Game Players Awards even tougher to choose!

Oh, well. We can all live with problems like that.

Matthew A. Firme
Editor

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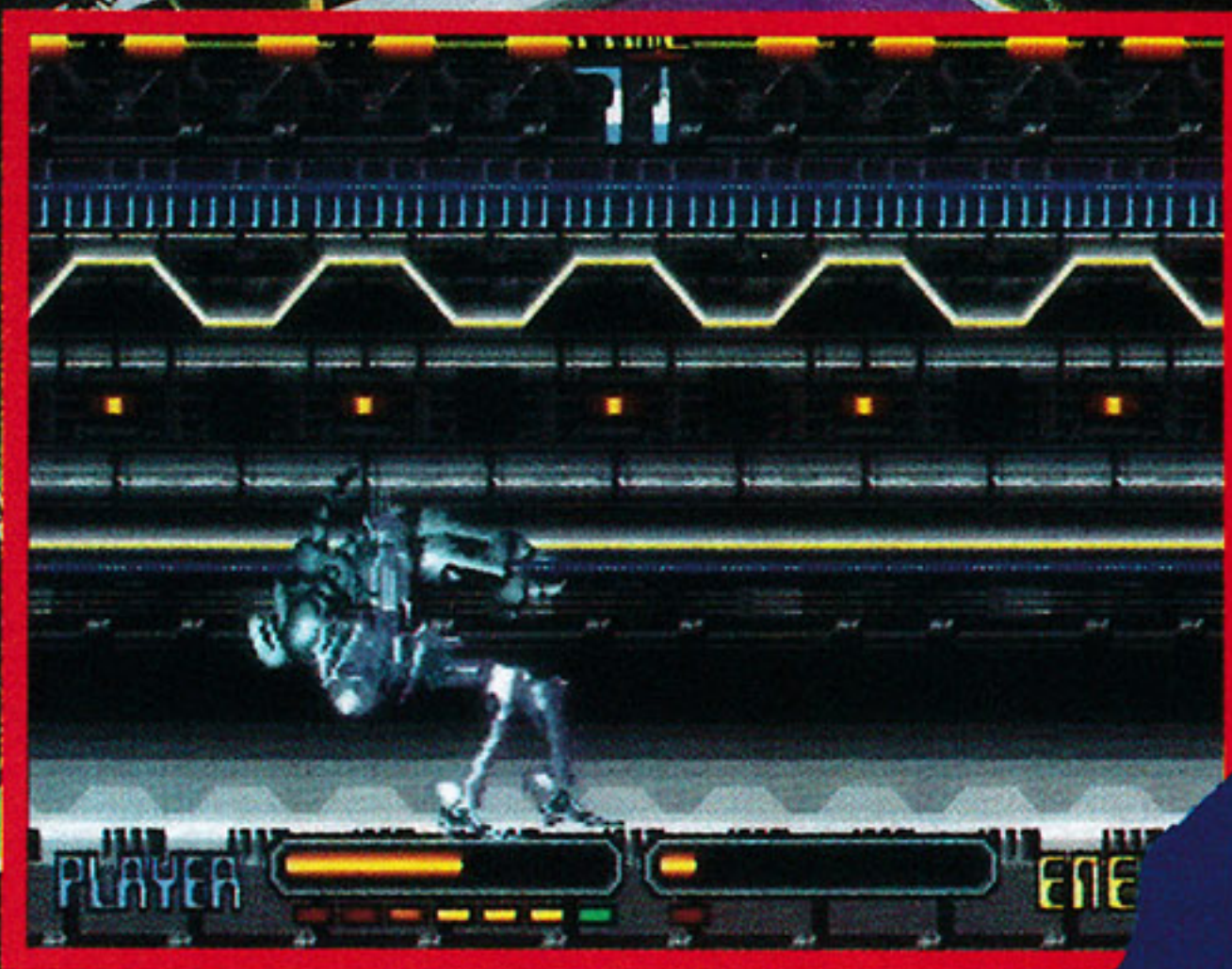
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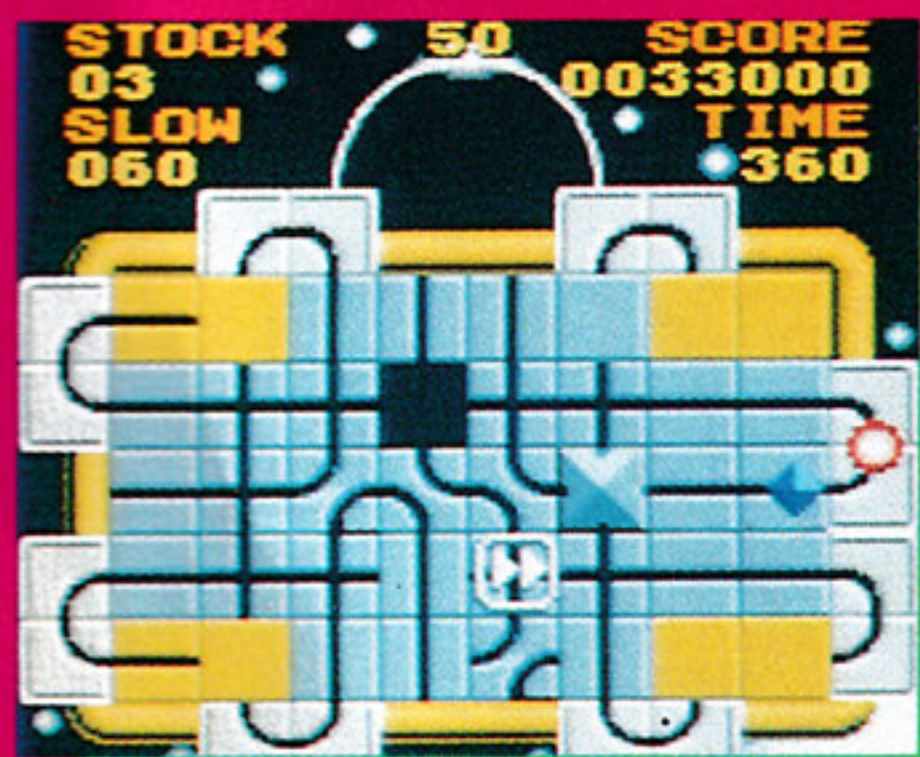
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BACK

Football Fanatic!

I would like to know if there'll be a football game that calls late hits, personal fouls, holding, roughing the kicker, etc. I think a game like this would be more realistic and a lot more fun.

Elkin Ortiz Jr.
South Carolina

Look for *John Madden '92* — it's got the tough action you want. Some of the features include penalties for unsportsmanlike conduct, and even instant replay and the ability to overturn bad calls!

What about Sonic 2?

Will there be a sequel to *Sonic the Hedgehog*?

Eric Davila
New York

There will be a sequel to Sonic. It's tentatively titled "Escape from the Ring Zone." Supposedly, the story will be about the origins of Sonic. Source's close to Sega say we should see a CD-ROM version sometime in the spring of '92.

Decap Attack

To regain your strength, fall directly on top of any spring poles you find. If you do it right, Chuck

will hop straight off the top of the pole, and one of the red sections will turn white.

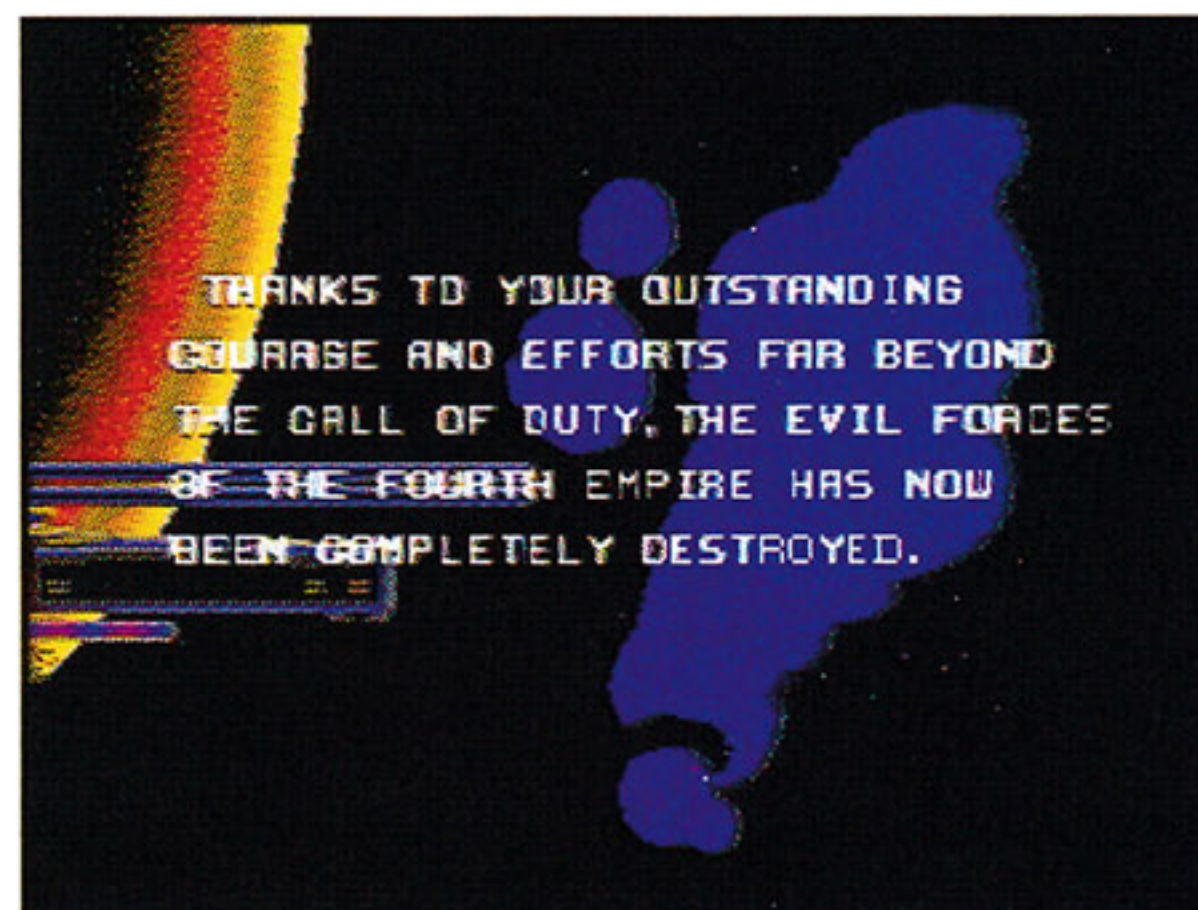
Melvin Goldstein
Florida

Thank's for the tip!

Galaxy Force, Galaxy Force II, and Ratings

Have you thought about giving the game reviews a rating? Also, any word on *Galaxy Force* or *Galaxy Force II* coming to the Genesis?

Chris Sherrill
Athens, LA



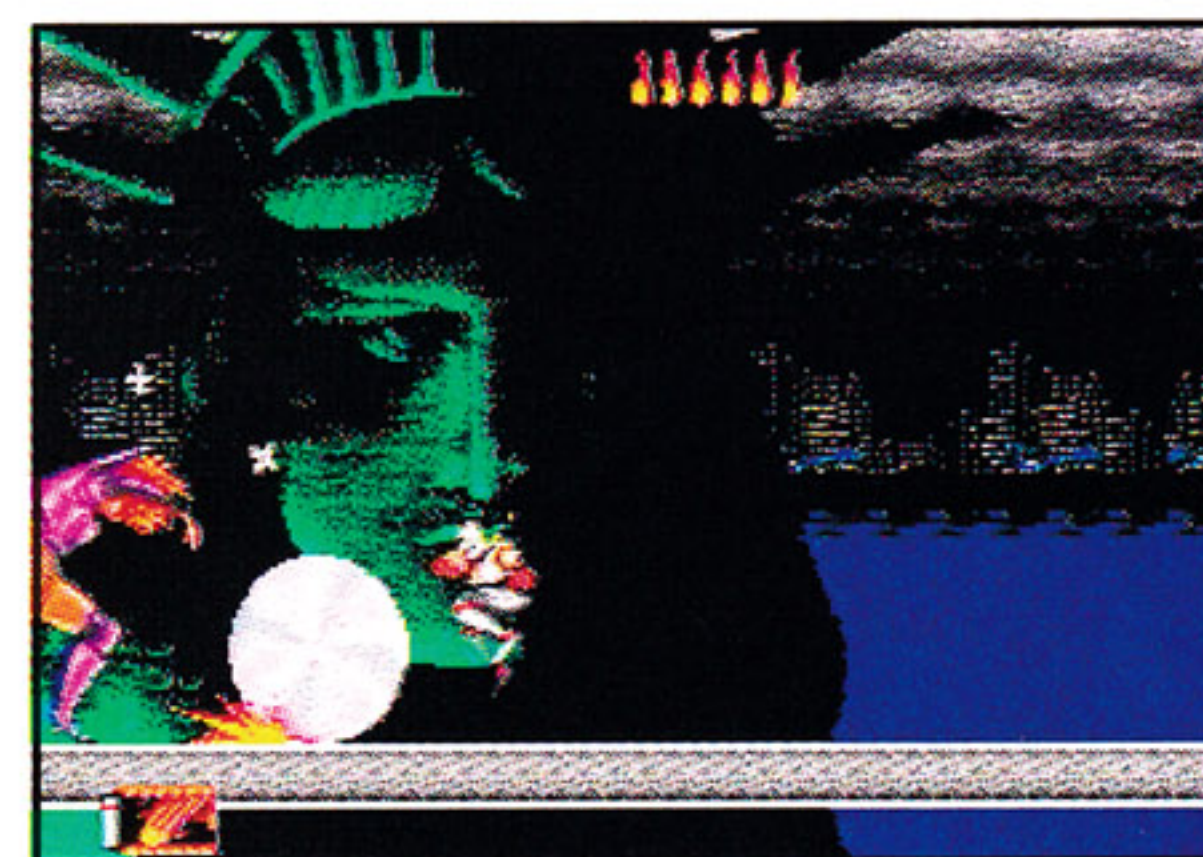
Thanks for the letter, Chris. In response to requests from readers like you, we began using a rating system in the last issue! No word on *Galaxy Force*, but *Galaxy Force II* is reviewed (and rated) in this issue.

Shadow Dancer

In *Shadow Dancer*, how do you beat the third boss? Please help me!

Lucal O'Neill
New Jersey

Blade is vulnerable just as she begins to throw one of her saws. Hop up and shoot at her head, and then leap over the saw as it rolls under you. Don't let your guard down — she can take a lot of punishment!



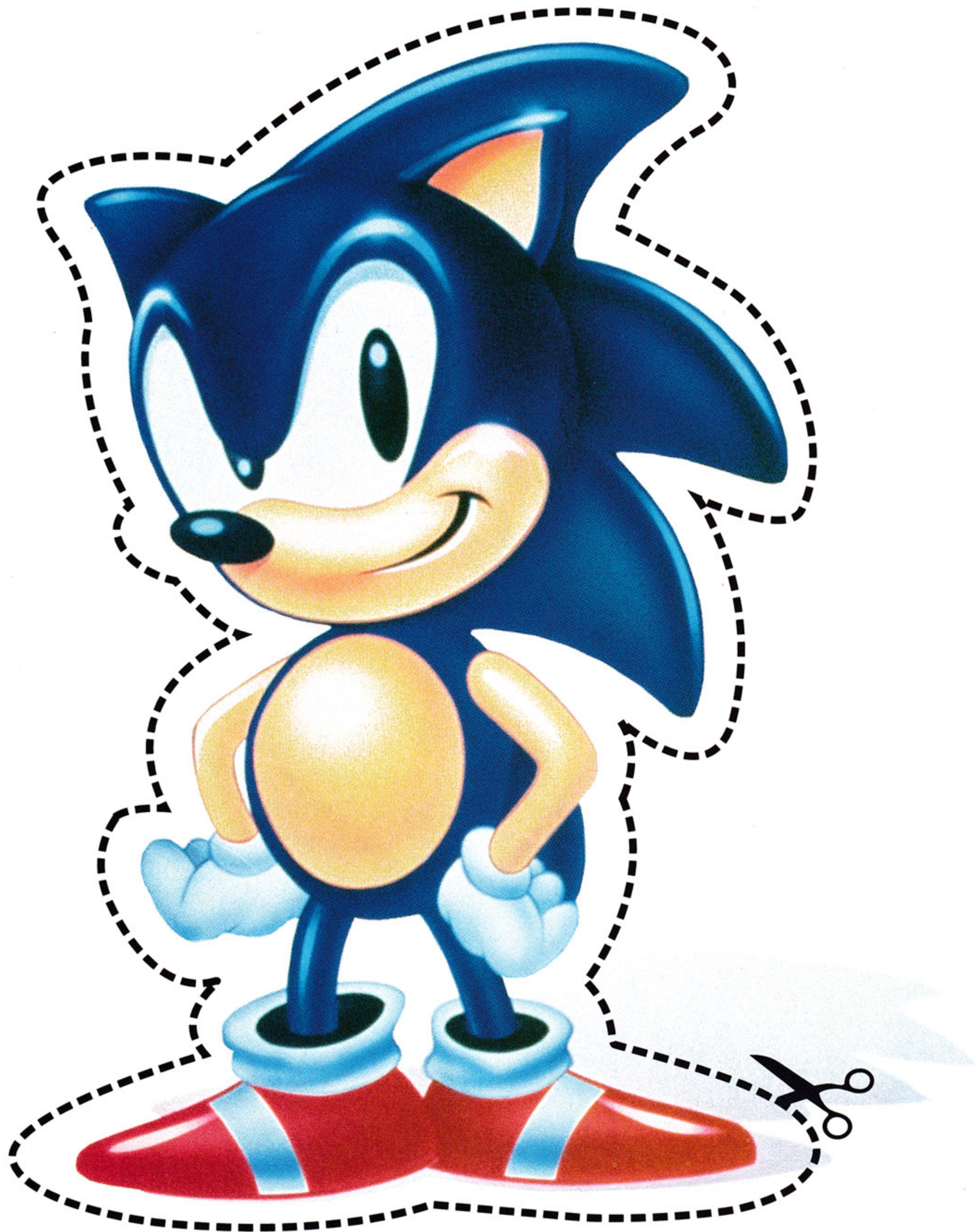
CD-ROM!?!

In your October/November issue, you talked about the Genesis CD-ROM. Can you tell me about how much it will cost, and what games will be available for it?

Iky Smith
Louisiana

The CD-ROM should be available in the U.S. this spring. In Japan, the Mega Drive CD-ROM is currently selling for the U.S. equivalent of about \$370. Tentative games for the system include *Lunar the Silver Star* and *3 by 3 Eyes*, both role-playing games. Most of the titles we'll see

**Here's one way to
take Sonic The Hedgehog™
wherever you go.**



BACK

are still in development, though. Be sure to read our next issue, featuring special coverage of the Consumer Electronics Show and all the latest on the CD-ROM!

Bring on the Wrestling Games!

Will Sega come out with a Genesis version of the arcade game *Wrestlefest*?

Daniel Riggo
California

I've been reading about *Pit-Fighter* and Jesse "The Body" Ventura's *Wrestling Superstars* for the longest time, but I haven't seen them in the stores. Are they coming out soon?

Lee Felty
New Jersey

Good news, Daniel and Lee! *Pit-Fighter* is available now and reviewed in this issue. *Wrestling Superstars* is a different story — it's still undergoing program changes. But Sega is working on two other wrestling games, and Acclaim (now a Sega licensee!) will soon release *WrestleFest* as their first Genesis title. Again, we'll let you know more right after CES!

Up Against a Wall

In Act 2 of the Green Hill Zone in *Sonic the Hedgehog*, I cross the first bridge and come to a yellow spring and five spikes. I jump left, over the spikes, and land in a large open area under the bridge where I find two Super Rings and a Shield. But how do I get back up?

Brad Vernon
Ohio

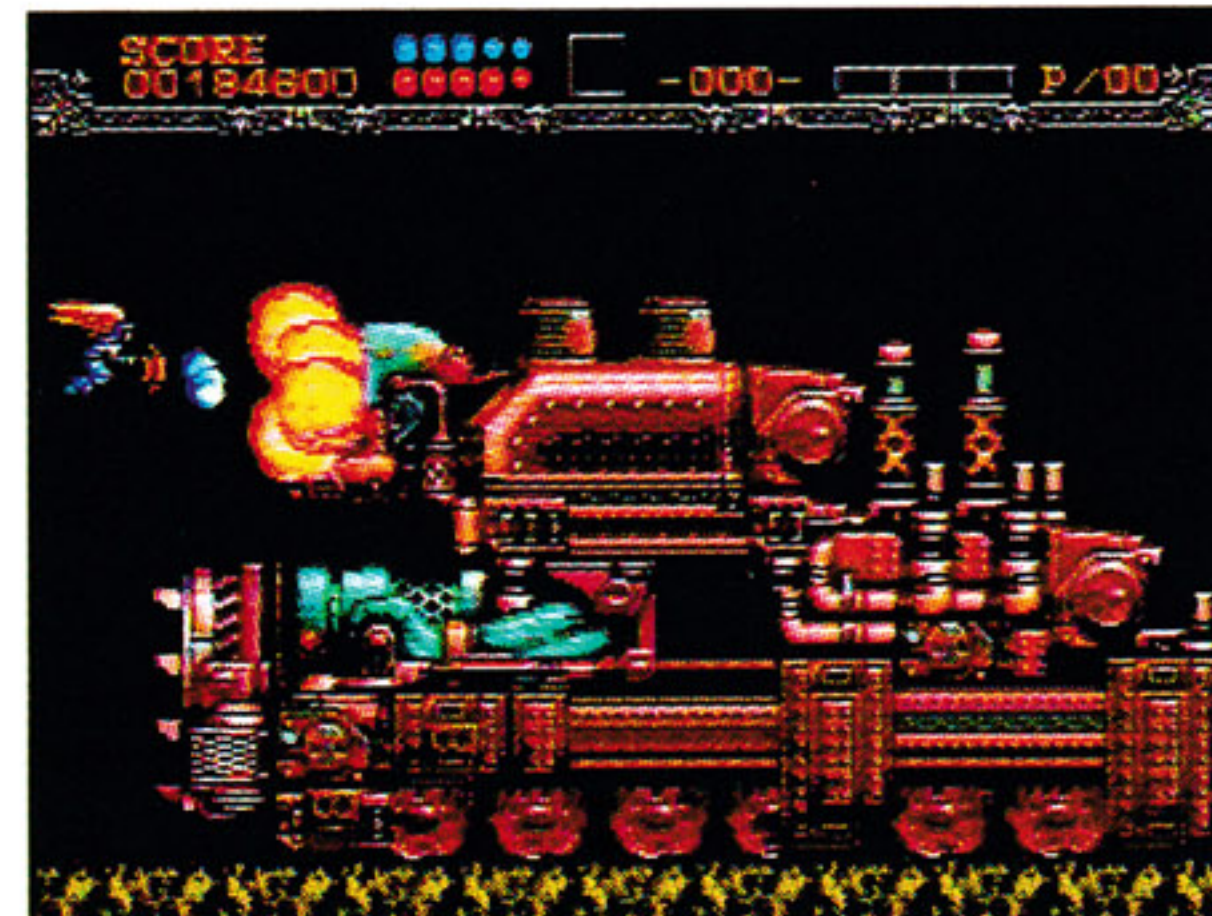


You can't climb back up, but if you run very fast and roll into the wall on the right, you'll smash right through and on to freedom!

Help!

I was wondering if there are any level selects for *Dick Tracy*. Also, I'm having a little trouble with the first boss of *Wings of Wor*. Can you help?

Nelson Solorzano
Illinois



Dick Tracy can be a pretty tough game — unfortunately there are no level selects. To beat that first boss in *Wings of Wor*, just aim for the head and dodge those bullets. If you have a powered-up weapon, it'll be a very short battle!

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

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Code BREAKERS

Hints, Tips, and Secret Codes

Joe Montana II Sports Talk Football

Passwords: Use these passwords to play in the Sega Bowl!

San Francisco vs. Buffalo —
ZABT5EBPII

Philadelphia vs. Kansas City —
UX3T54IHIA

Los Angeles vs. Miami —
NAATAXXXKA

Detroit vs. San Diego —
HPOTPVPGIE

Arcus Odyssey

Passwords: Theses passwords let you reach higher levels as any of the four adventurers.

DIANE FIREYA

Act 2 — GJXEAIACRT

Act 3 — GJWZAIAEKM

Act 4 — GIRCTQIJ1X

Act 5 — IISDUXIPUI

JEDDA CHEF

Act 2 — GDHAAIAABZ

Act 3 — GIEIAAAECA

Act 4 — GJECAIIL1Q

Act 5 — IJCECJI0U0

ERIN GASHUNA

Act 2 — HJIAAIAABB

Act 3 — HIIYAIAGC3

Act 4 — HIIAQQIKDK

Act 5 — HIIKAQYIOUZ

BEAD SHIA

Act 2 — FA2HAIADRR

Act 3 — FI4IAIAESB

Act 4 — HK3CDIILDO

Act 5 — HL0DAQIPMX

Thunderforce III

Hidden Options Screen: To access a hidden options screen in *Thunderforce III*, hold down A, B, C, and Start during the title screen.

Road Rash

To begin the game on Level 1 with the best motorcycle, enter this password: 01000 02H91 101H7 17TQ7

To begin Level 2 with the best motorcycle, enter this password: 00000 02T00 013VK 27VN8

To begin Level 3 with the best motorcycle, enter this password: 00000 02LN0 100HA 37ESI

Thunder Fox

Stage Select: To select stages, first enter the game select mode. Now move the arrow to Music Select and press the A button 13 times. Next, move the arrow to Sound Select and press A 24 times. Finally, move the arrow to Exit and press A, B, and C at the same time. A stage select screen should appear. Use the A button to choose stages (the final stage cannot be accessed).

El Viento

Advance to higher levels: Pause at anytime in the game and press Up, Left, Right, Down, and then B. You will be warped further into the game. Repeat this procedure to advance to higher levels.

To access a weird "color bar" screen, turn on your Genesis and wait for the Wolf Team logo to appear. When it does, hold down the A, B, and C buttons and press Start.

Galaxy Force II

See the end sequence: Go to the options menu. While pressing Start on Controller 2, exit the options menu using Controller 1. The ending will appear without you ever having played the game!

Saint Sword

Use this password to go directly to level 6 — TAITOZ

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

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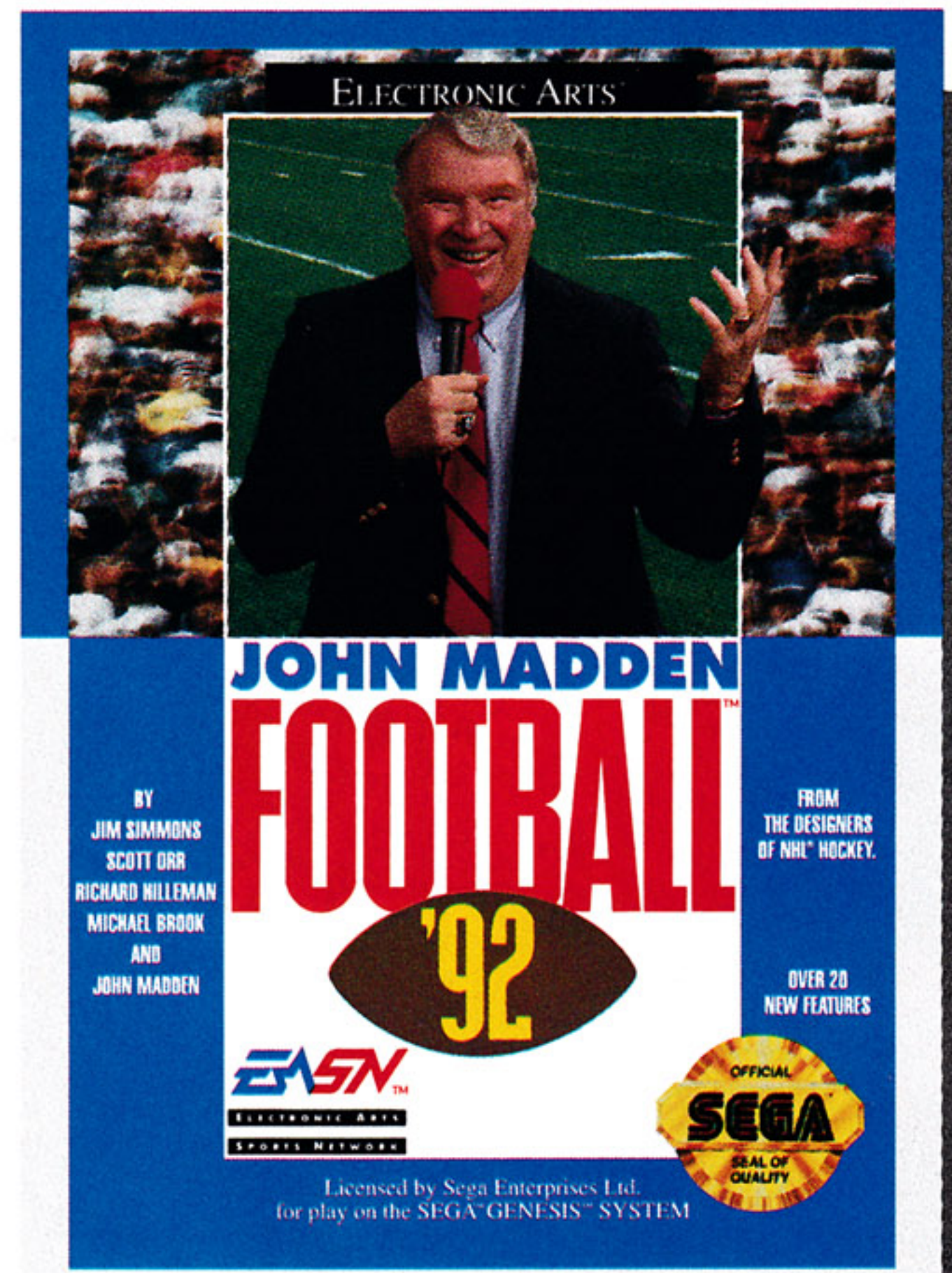
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 SEGA GENESIS

Madden plays like Tuf Bronco and Hail Mary.

And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

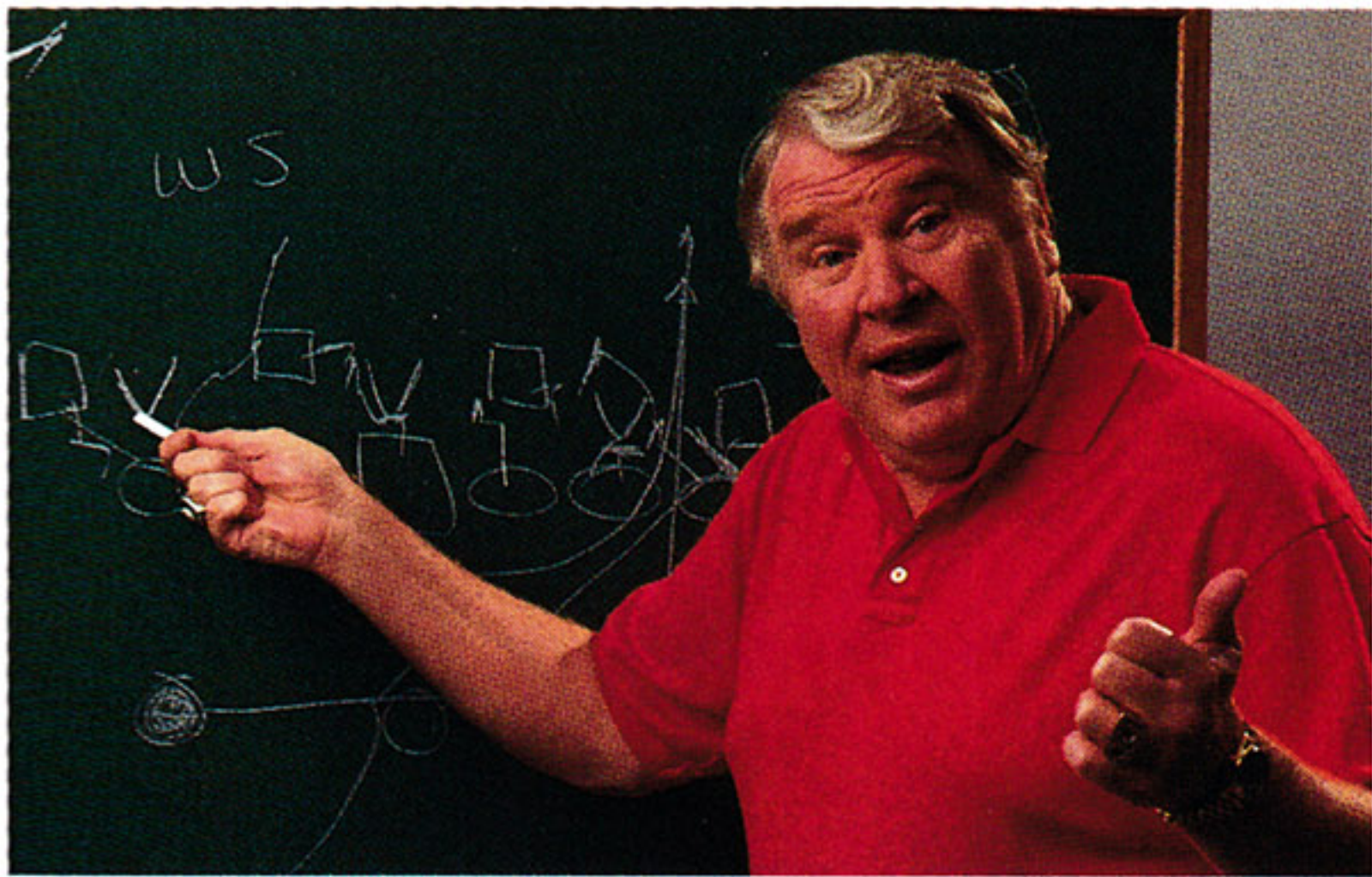
So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.



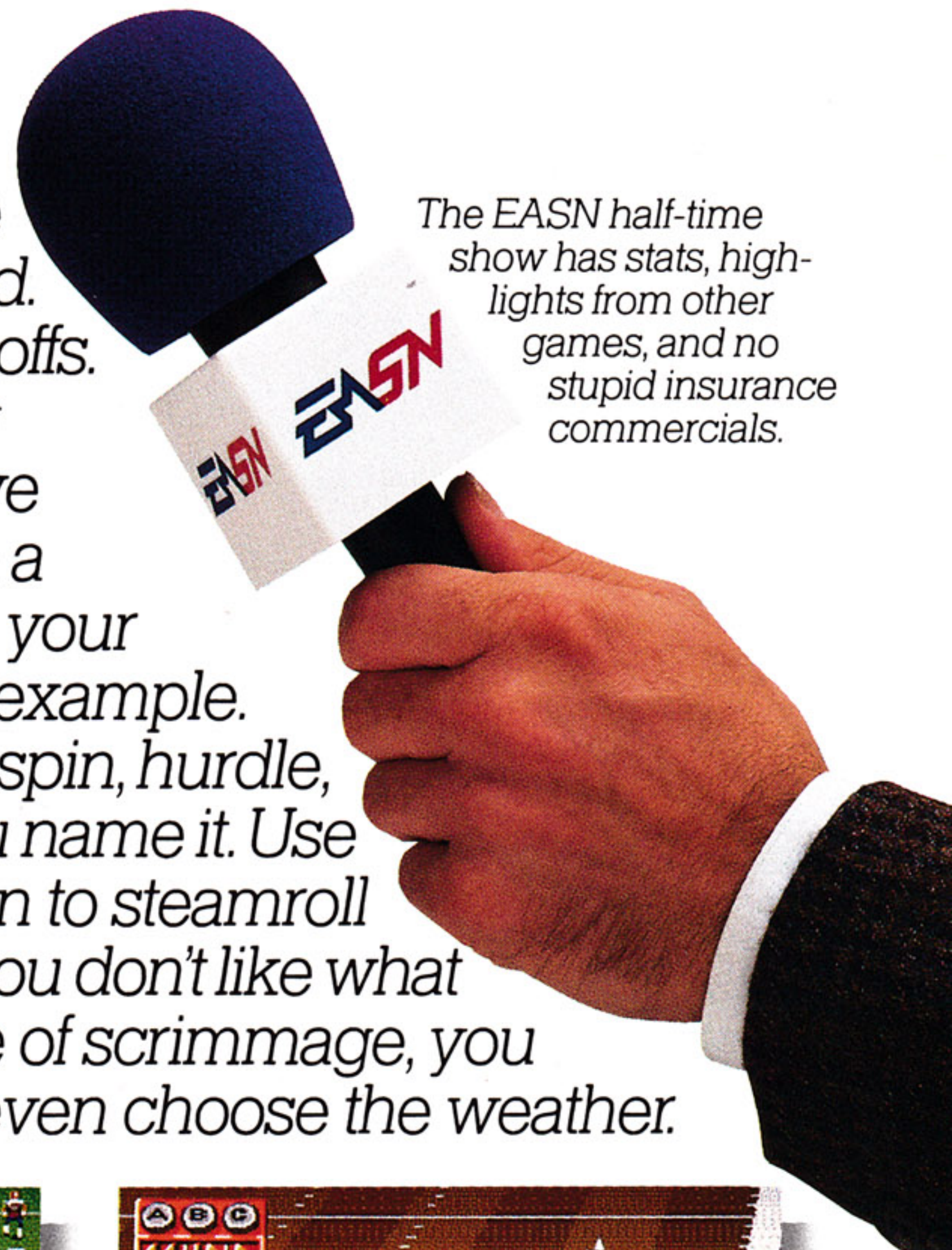
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Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.

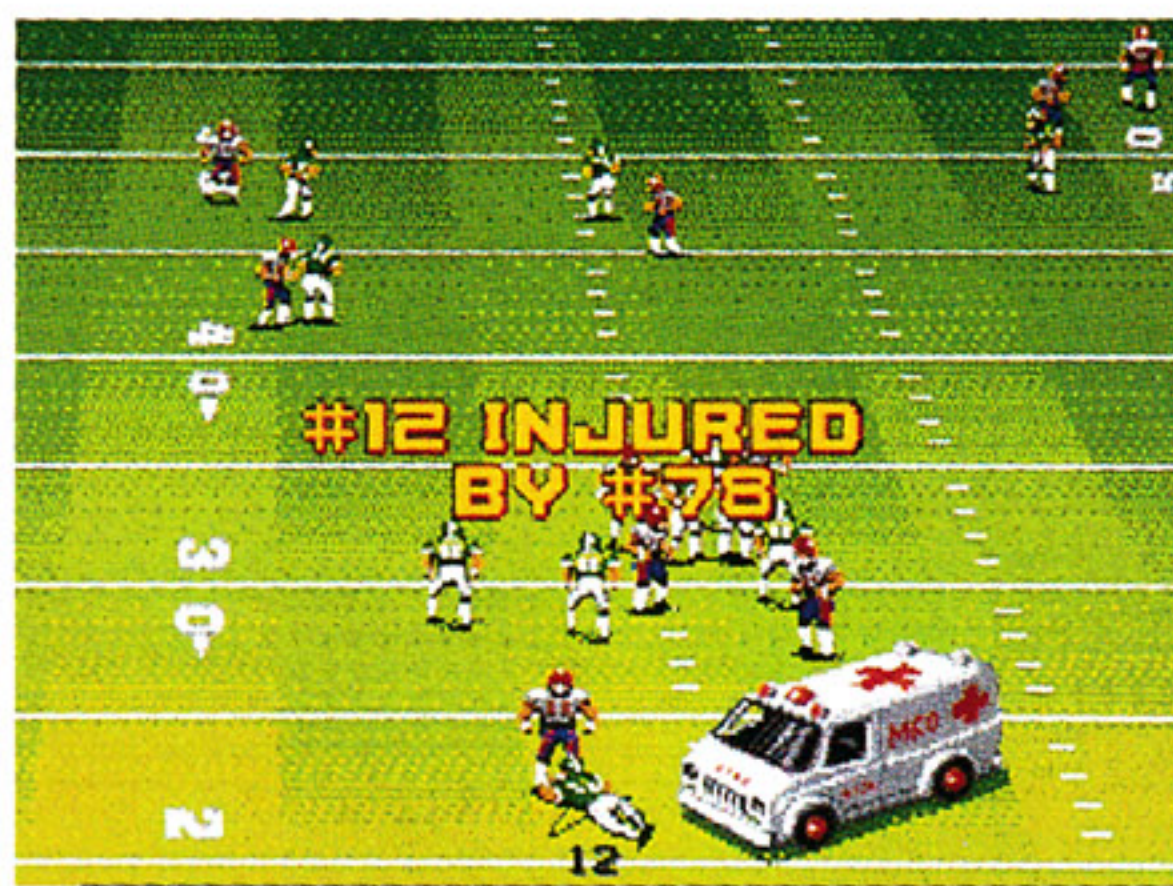


The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.

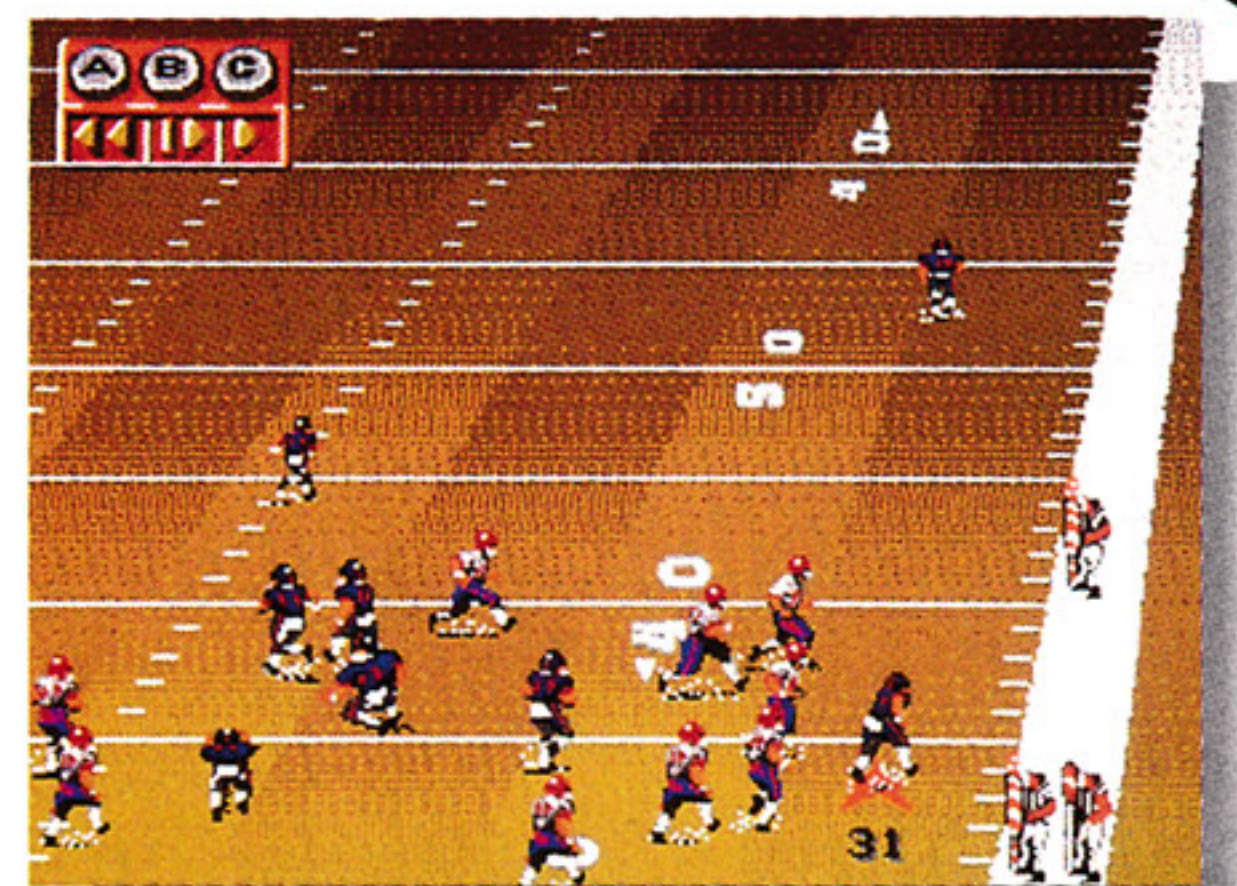
Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.



Watch the momentum shift after the hardest-hitting play in football: the ol' quarterback sneak to the hospital.

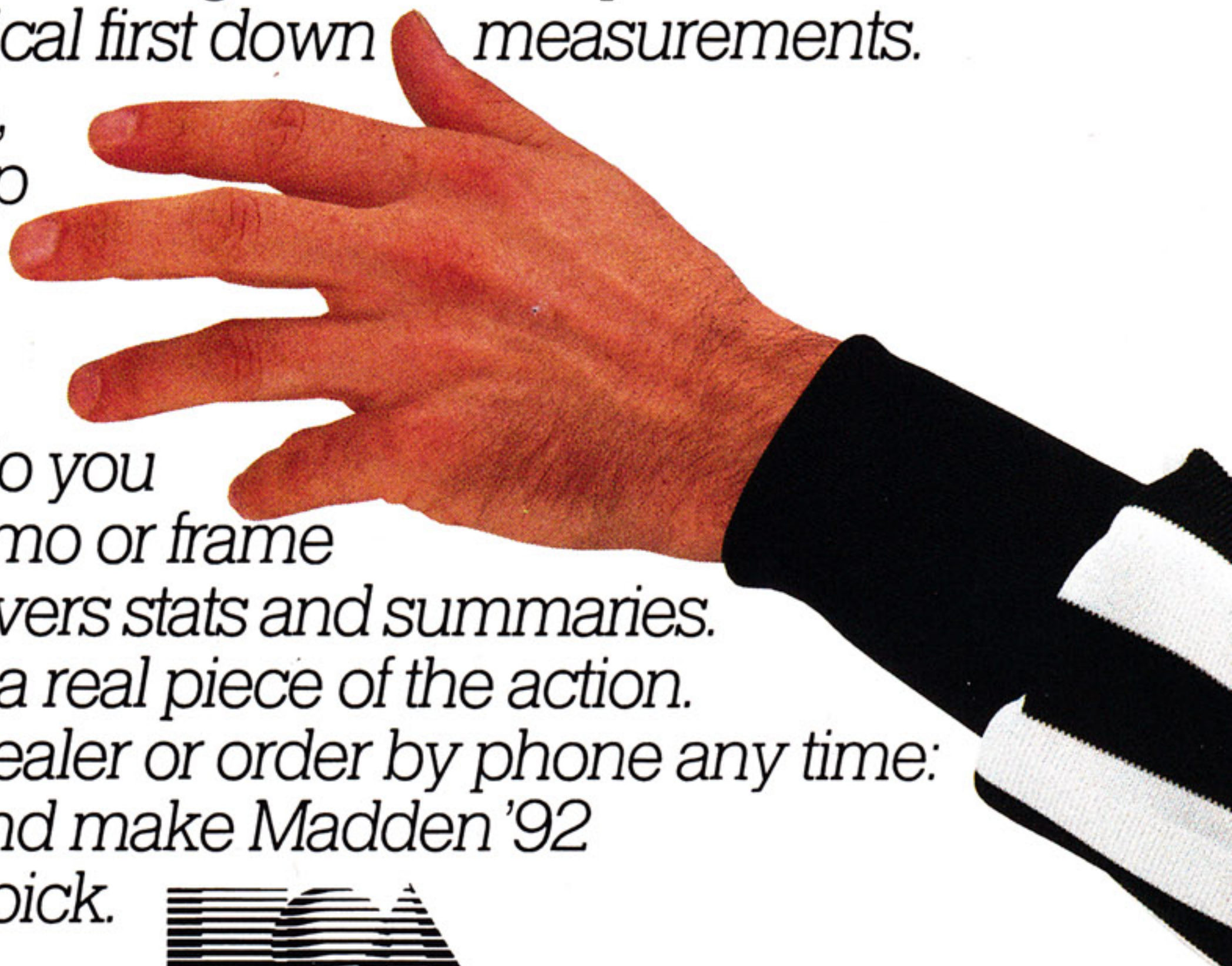


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SEGA LAW

Sega of America and Razorsoft, the Sega licensee whose titles include *Technocop* and *Storm Lord*, have settled the previously pending lawsuits each company had filed against the other.

The problems arose when Razorsoft released its second Genesis title, *Storm Lord*, without Sega's approval. Sega objected to the apparently nude female figures in the game, and refused official approval on those grounds. Razorsoft responded with a lawsuit, and Sega countered with one of its own.

The settlement of these suits and reaffirmation of the licensing agreement between Sega and Razorsoft should be advantageous to both companies. The Genesis system has enjoyed its best year yet, making the Genesis a very attractive platform for software developers. And the more quality software available for a system, the more likely consumers are to buy that system.

While Razorsoft's case has been resolved, Accolade, parent company



The Games: Winter Challenge

of the Ballistic line of Genesis software, and Sega are just beginning a legal encounter.

In September of 1991, Sega began shipping a modified Genesis system which displays the message "Produced By or Under License from Sega Enterprises, Ltd." each time you load a game and turn on the machine. (Sega Enterprises is the parent company of Sega of America.)

The problem is that Accolade is not, and never has been, a licensee of Sega. So when a Ballistic title is played on the new Genesis, the message is clearly untrue.

After shipping the modified units, Sega filed suit against Accolade for "having programmed many of its software products in such a manner that end users are informed that such products have been either produced by Sega or under license from Sega."

But a countersuit filed by Accolade alleges Sega has engaged in "restraint of trade, trademark infringement, and unfair business practices." The suit claims that Sega, not Ballistic, is misleading consumers into believing that Accolade's Ballistic line is produced, or licensed, by Sega. Accolade further claims that Sega has pressured retailers not to carry Ballistic titles.

Despite the friction with Sega, Accolade's Ballistic line has done very well, helping to give Accolade its most profitable year yet. Accolade plans to continue releasing Genesis-compatible Ballistic games — look for *The Games: Winter Challenge* just prior to this year's Winter Olympics.

NEW GAMES AHEAD!

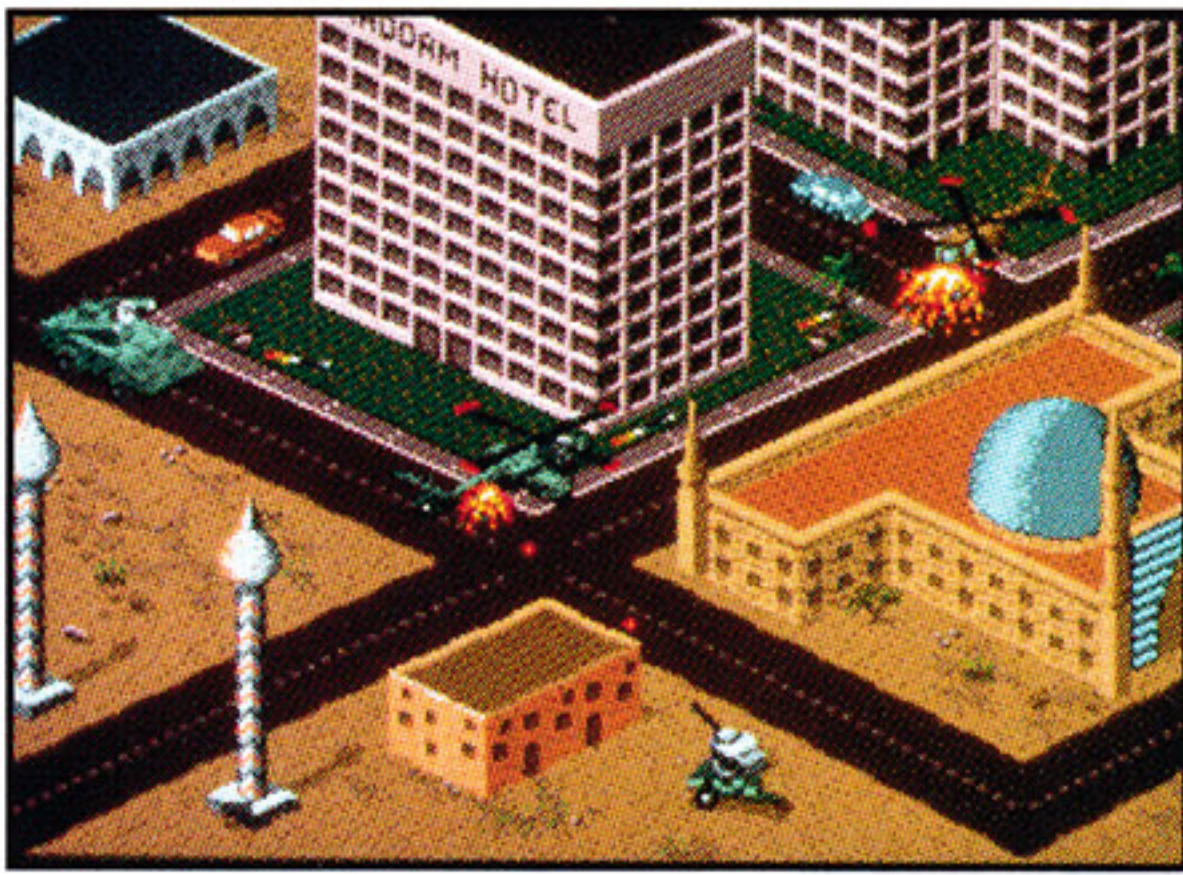
As the 1992 Winter Consumer Electronics Show approaches, many software companies are already announcing new Genesis titles. We'll have more info in our special CES report in the next issue, but here's a sneak preview of some of the new games you'll see this year.

Ballistic — In addition to *The Games: Winter Challenge*, Ballistic is working on *Double Dragon*, the martial-arts arcade hit, and *Super Off-Road*, a four-wheel drive racing game.

Dreamworks — Watch for *Mystical Fighter*, a martial arts fighting game. We've heard rumors, but nothing



Desert Strike: Return to the Gulf



Desert Strike: Return to the Gulf

certain, that Dreamworks might be releasing *Jesse "The Body" Ventura Wrestling Superstars* after all.

Electronic Arts — For you RPG fans, there's *Might and Magic: Isles of Terra*, the sequel to *Might and Magic*. You can experience the war in the Gulf for yourself with *Desert Strike: Return to the Gulf*. And hobbit lovers everywhere can look forward to the role-player *The Lord of the Rings*.

Kaneko — Kaneko just licensed with Frito-Lay to produce *Chester Cheetah*, based on the Cheetos cheese snack mascot. Other titles are *Kargeti II* and *Kabuki*.

Namco — *Splatterhouse 2*, a slasher-movie monster game, is coming soon. The original was a TurboGrafx-16 game.

Razorsoft — Razorsoft will be unveiling *Slaughter Sport*, formerly Activision's *Mondu's Fight Palace*. Activision never released the title. Also, look for *Death Duel*, a first-person combat game pitting you against a wily alien.

Renovation — Renovation will release several new Genesis titles, in-

cluding *Valis*, the game that launched familiar characters Yuko and Valia, appearing in last year's *Valis III*. You'll also see *Exile*, a role-playing game set on a futuristic desert planet; *Traysia*, a role-player centering on the hero's quest to find his lost love; *Earnest Evans*, an action game involving the exploits of American archaeologist Earnest Evans; and *Sol-Deace*, a side-scrolling shooter.

Sega of America — Sega's introducing plenty of new titles. Along the lines of *Joe Montana II Sports Talk Football* is *MLBPA Sports Talk Baseball*, a baseball game utilizing Sega's play-by-play announcer. Also on its way is the long-awaited *Golden Axe II*, as well as a new Wonder Boy adventure, *Wonder Boy in Monster World*. A new character debuts in *Dylan Charles: A.K.A. The Chameleon*. And D&D fans can look forward to *Dungeons and Dragons: Hollow World*.



Dylan Charles: A.K.A. The Chameleon

Sunsoft — Sunsoft will be releasing a Genesis version of the home computer super-hit *Lemmings*. A kind of puzzle game, you must lead a group of Lemmings to safety by making them build, dig, and climb their way past danger.

Tengen — Now an official licensee, Tengen is gearing up with some terrific new games. Among them are *R.B.I. Baseball III*, *Paperboy*, and *Rampart*.

Treco — Treco is working on two computer-style war games, *Warsong* and *Breach 2*, and a head-to-head combat game, *Fighting Masters*.



Wonder Boy in Monster World



Fighting Masters

Of course, these are just a few of the games we'll hear about at Winter CES. With the incredible momentum that Genesis is enjoying, you can bet there'll be plenty more great games — and probably some surprising new licensees. We'll have all the latest in our next issue.

Your Star Od

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OUTSTANDING GRAPHICS, EIGHT MEGS OF MEMORY,

AND A BATTERY BACK-UP ARE FEATURED IN THIS

INTRIGUING BATTLE OF THE

UNKNOWN. STAR ODYSSEY, BY

SAGE'S CREATION FOR THE SEGA

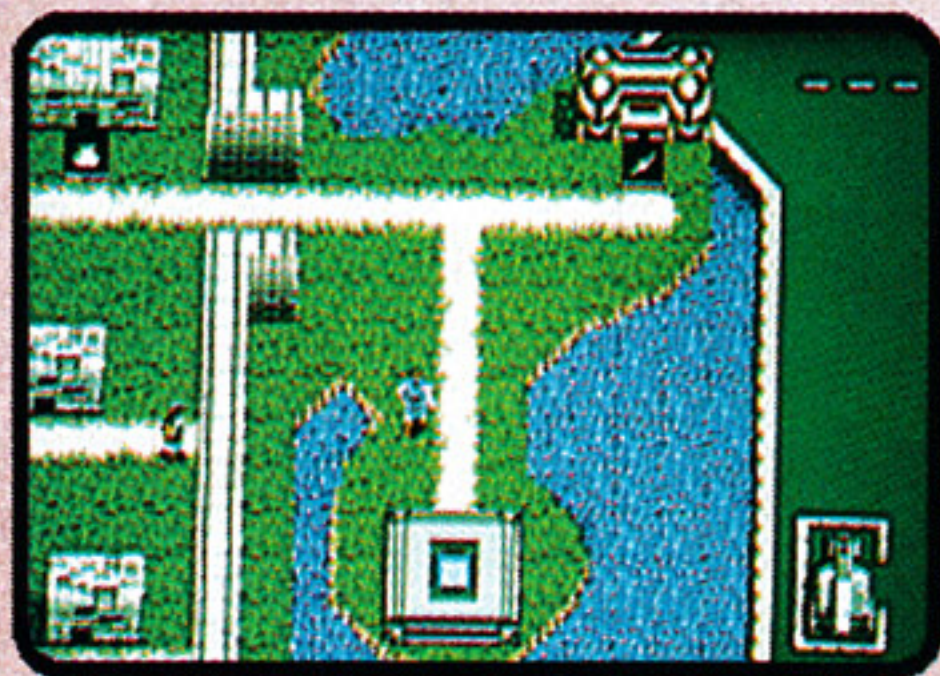
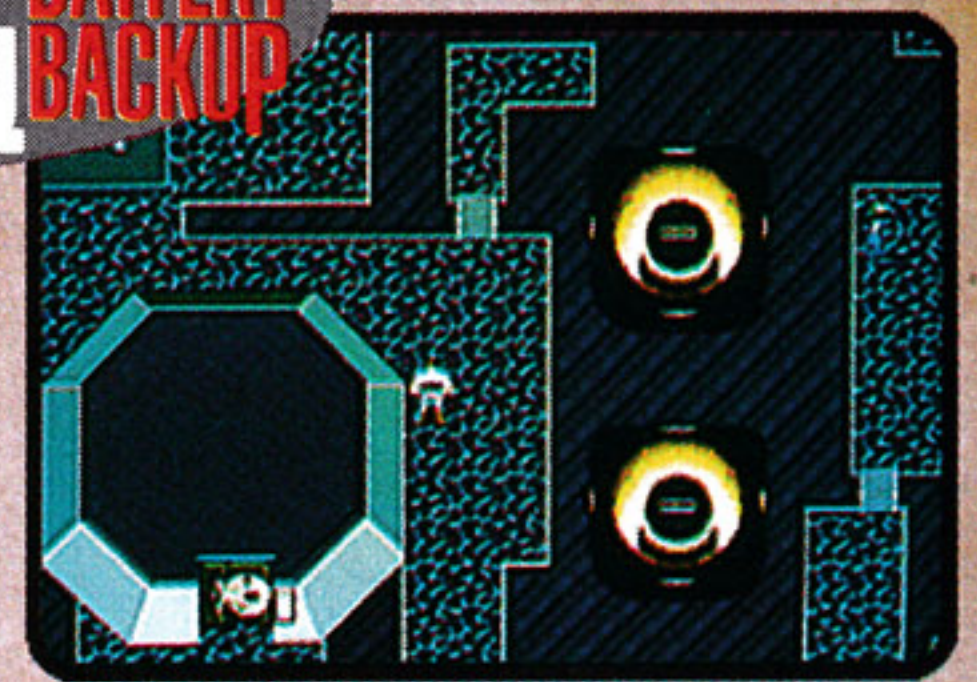
GENESIS, IS ABOUT TO TAKE YOU TO A NEW REALM OF

SCI-FI. YOUR STAR ODYSSEY IS ABOUT

TO BEGIN! ATTAIN THE FANTASY,

START YOUR ADVENTURE TODAY!

8 MEG
MEMORY & BATTERY
BACKUP



SAGE'S
CREATION



Game Players AWARDS



From the unbelievable excitement of *NHL Hockey* to the phenomenal success of *Sonic the Hedgehog*, 1991 has been the best year for Genesis players yet! Just a few years ago, who would've believed we'd be seeing computer-quality simulations on a videogame system? Yet this year brought us *F-22 Interceptor* and *Abrams Battle Tank* — each nearly identical to its PC predecessor!

There's no doubt about it — Genesis has more momentum now than ever. And as more and more people discover Sega-style 16-bit gaming, as new licensees sign up to produce Genesis titles and old licensees boost production, you can bet that the games we'll see later this year and the next year will just keep getting better.

We had to make some tough choices in presenting this year's awards. So many good games came out in 1991 that almost every category went right down to the wire. But we gathered the whole staff — every editor and game tester at Game Players — in a small room, closed the doors, and hashed it out. Things got heated at times, but in the end we came up with a very deserving list of winners.

So here they are, the winners of the 1991 Game Players Awards. If you plan to buy a few new titles soon, take a close look at our winners. Any of them will be welcome additions to your Genesis library.

SPECIAL ACHIEVEMENT AWARD

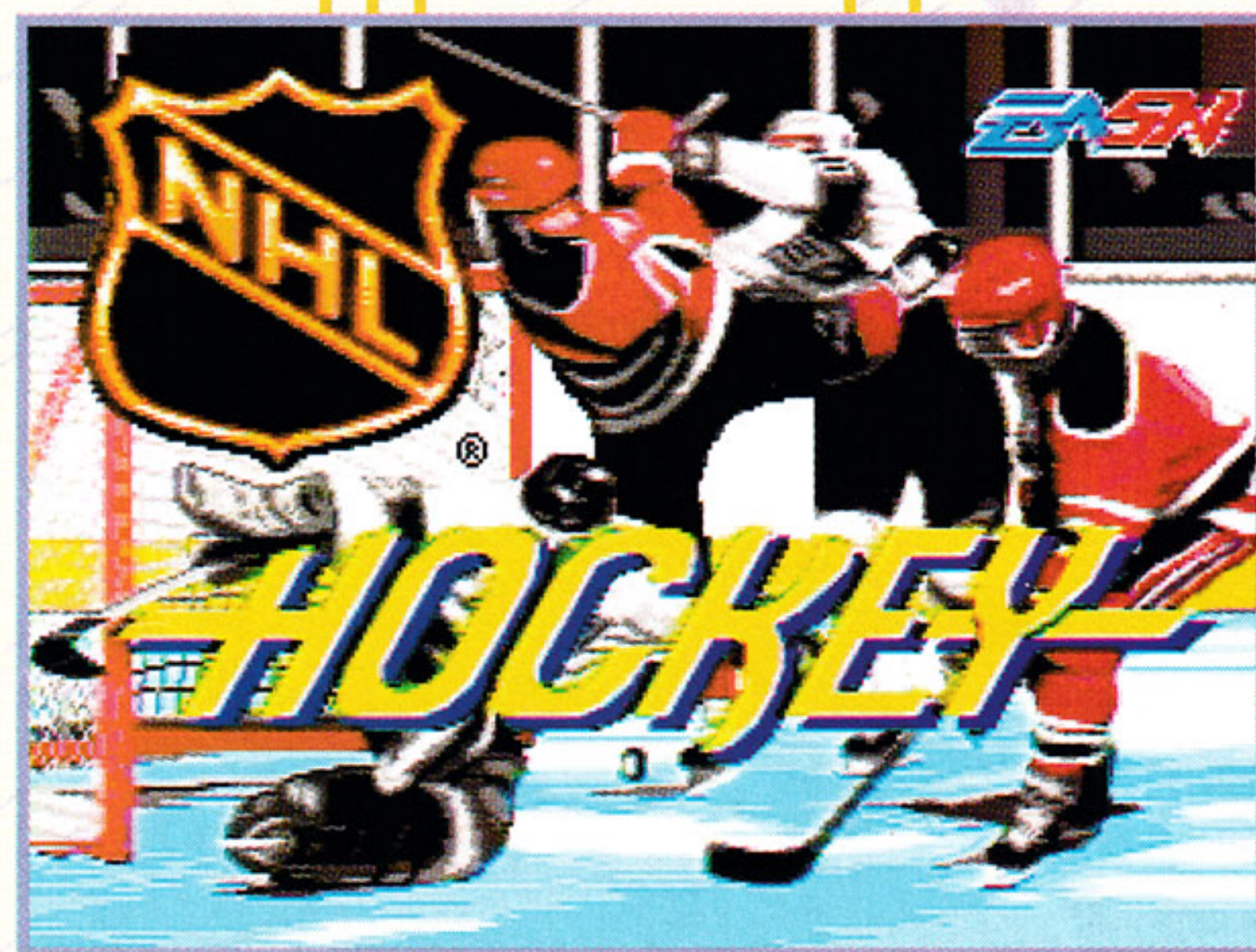
SONIC THE HEDGEHOG

Sonic tops the list this year, garnering his very own special award. And he's earned it, too. This speedy, smart-aleck hedgehog attempted the unthinkable: He went head to head with those Mario boys, and in the opinion of many, he beat them.

Sega faced a real threat when Nintendo's SNES hit store shelves in September. But Genesis sales went through the roof! A lot of the credit has to go to Sonic. With its beautiful, detailed graphics and the unbelievable speed of its thorny title hero, *Sonic the Hedgehog* became the game everyone was talking about. Not only did the game cart sell like crazy, but when Sega began packaging *Sonic* with every new system, Genesis units began selling like never before.

So here's to *Sonic the Hedgehog*, the new star of 16-bit gaming. And let's not forget the great marketing team at Sega, who recognized his potential and made the most of it.

Sega of America





GAME OF THE YEAR

NHL HOCKEY

Within minutes of *NHL Hockey*'s arrival, a crowd had gathered to watch the Bruins and the Flames go head to head. And for several months after, the sounds of that hard-hitting action could be heard around our offices all day long. Everyone wanted to play, and "I'll take the winner" became as common a greeting as "hello."

Choosing *NHL Hockey* as our Game of the Year was one of the easier choices we had to make. Although we saw plenty of outstanding titles, *NHL Hockey* simply demanded to be played. Its crisp graphics and raucous sound effects really capture the feel of pro hockey. The game's design allows beginning players to jump in immediately, while maintaining a level of complexity that encourages repeated play. And best of all, *NHL Hockey* offers some of the finest two-player competition in videogame history.

Electronic Arts

BEST ARCADE GAME

ROLLING THUNDER 2

There's no shortage of good arcade adventures for the Genesis, but this Namco game manages to stand out from the crowd. Everything in *Rolling Thunder 2* — from the sharp, colorful graphics to the hot musical soundtrack — has been done right, and the result is a game that's bound to make players sit up and take notice.

The plot is straightforward: a terrorist organization called Geldra is destroying the world's communication satellites, plunging the global economy into chaos. As an agent of an international crimefighting organization, it's up to you to infiltrate Geldra at all costs and put an end to their evil plans.

You can play as a male or female agent, or team up with a friend for the mission. Both one- and two-player games are great, but it's even more exciting when you and your partner work together to figure out the best strategy for each level.

Make no mistake — *Rolling Thunder 2* is very challenging. But it's the sort of challenge that always leaves you ready for one more round. If you crave nonstop action, *Rolling Thunder 2* is guaranteed to bring satisfaction.

BEST PUZZLE GAME

ULTIMATE QIX

Sure, *Qix* has been around for a while. But Taito's Genesis version gives the old classic such a thorough face-lift that *Ultimate Qix* almost seems like a brand new game. And to many Genesis players too young to remember the original arcade game, *Ultimate Qix* really is a new game.

The concept is wonderfully simple: enclose pieces of the screen by drawing lines, while trying to avoid the creatures that, should they touch your line or your cursor, will take one of your lives. Once you've enclosed a given percentage of the screen, you move on to the next level.

A simple concept, but it presents so many strategic problems. Do you try to dash from one side of the screen to the other, or do you stick to the edges of the screen, enclosing tiny pieces at a time? Should you avoid the creatures that pursue you, or go after them and try to enclose (and destroy) them?



Ultimate Qix is great fun, and its graphics and sound effects are terrific. This one is a must for Genesis puzzle fans!
Taito

BEST ROLE-PLAYING GAME

BUCK ROGERS: COUNTDOWN TO DOOMSDAY

This was a tough category. Although there weren't too many RPGs released in '91, the few we did see were very good. But when the last vote was cast, *Buck Rogers* emerged victorious.

Buck was our choice for several reasons. Most importantly, it goes beyond the usual dungeons and dragons theme that seems to dominate RPGs. It's nice to play a space-suited hero for a change, hopping from planet to planet and battling aliens. Just that shift in subject matter makes the game seem fresher and more innovative than its competition.

The battle sequences, so important in RPGs, give you an overhead view of your party and your enemies, increasing the potential for strategic maneuvering. You can move your fighters around to flank enemies, for example, raising your chances of damaging them. Mastery of this strategic element of the game is often the difference between victory and defeat.

Rounding out this impressive package are touches like multiple game-saves, the option to name your characters and decide how they'll look, and all the weapons and armor you could ask for. *Buck Rogers* is Genesis role-playing at its best.
Electronic Arts

BEST SIMULATION

F-22 INTERCEPTOR

Proof positive that Genesis games are getting better and better, *F-22 Interceptor* comes closer to being a true flight simulator than any videogame we've seen.

F-22 features some of the nicest 3-D graphics we've ever seen on the Genesis. The animation is smooth, and game speed is adjustable. At its fastest setting, the game runs at blazing speed.

There are some great sound effects too, and you really have to listen in stereo to fully appreciate them — planes whoosh by, and enemy gunfire actually sounds like it's coming from the direction of the enemy.

F-22 is an impressive achievement in realism — you even have to be careful about blacking out during high-speed maneuvers. In fact, *F-22 Interceptor* has so many difficulty settings, weapon options, and other choices, that players of any experience or skill will find an exciting, fast-paced challenge.
Electronic Arts

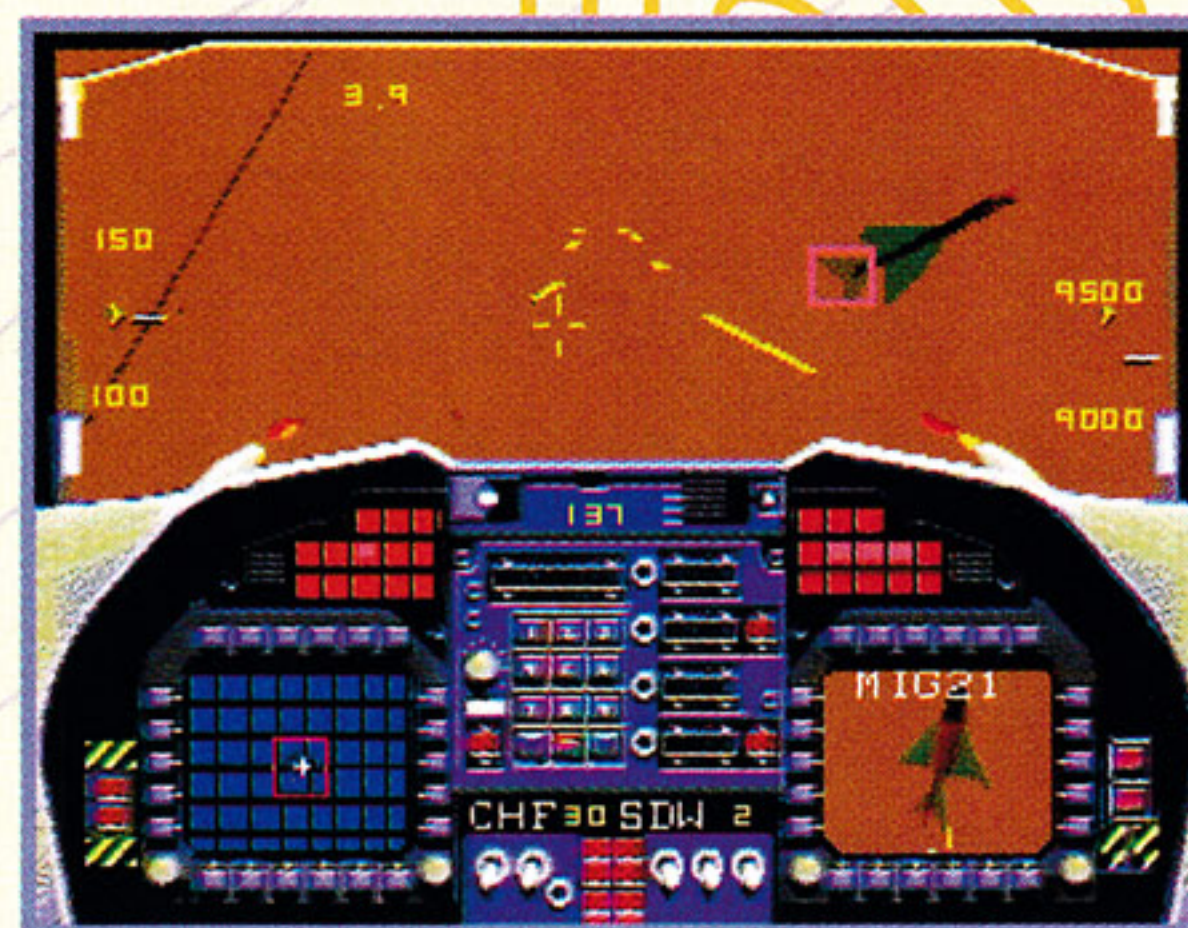
BEST SPORTS GAME

JOHN MADDEN FOOTBALL '92

Old Coach Madden faced some tough competition this year. *Joe Montana II Sports Talk Football* did just about everything right, but fell just short of *John Madden Football '92* in terms of playability.

Like the first *John Madden Football*, this latest game is easy to get into and hard to put down. The controls and play menus are natural and uncomplicated, allowing the strategies of play selection and your own gridiron instincts to rise above any arcade skills. This is primarily a football game, not a videogame.

Don't think that *Madden '92* is simply its predecessor renamed. Electronic Arts kept everything that worked in the first game, then took it all several steps farther. This new game won't roll over for you if you're playing against



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the computer. Be ready for a tough season if you hope to make the championship game. And this time around, you can run instant replays after each play, and even overturn a call on the field by sending it up to the replay booth. You can substitute quarterbacks, even loose players to injury.

John Madden '92 is so complete, in fact, that we wonder if there's room for a '93 version. We won't bet against it, though: Madden and the team at EA are sure to have plenty more tricks up their sleeves. Electronic Arts

BEST STRATEGY GAME

MASTER OF MONSTERS

In computer gaming circles, the military strategy game is an old and revered form of special entertainment. And even before there were computers, strategy games played out on hexagon-covered boards enjoyed a fiercely loyal following.

Master of Monsters is that kind of strategy game, but "videozied." Instead of the usual generals and armies of the traditional war game, various monsters assume the roles of tanks and infantry, while powerful magic spells are used like heavy artillery to pound enemies at long range.

Battles are fought on a series of islands, each characterized by wildly different terrain. Each monster's powers of attack and defense change as you maneuver it, depending on whether it's in the mountains, in the ocean, or besieged inside a stone tower.

This is an exciting, addictive game, with almost limitless possibilities for strategy. Renovation

EXCELLENCE AWARDS

Unfortunately, there can only be one "best" game in a category. But we've seen many others this year that deserve special recognition. To these great titles, we give a hearty congratulations — and the Game Players Excellence Awards.

Joe Montana II Sports Talk Football
— Sega of America

Chuck Rock
— Virgin Games

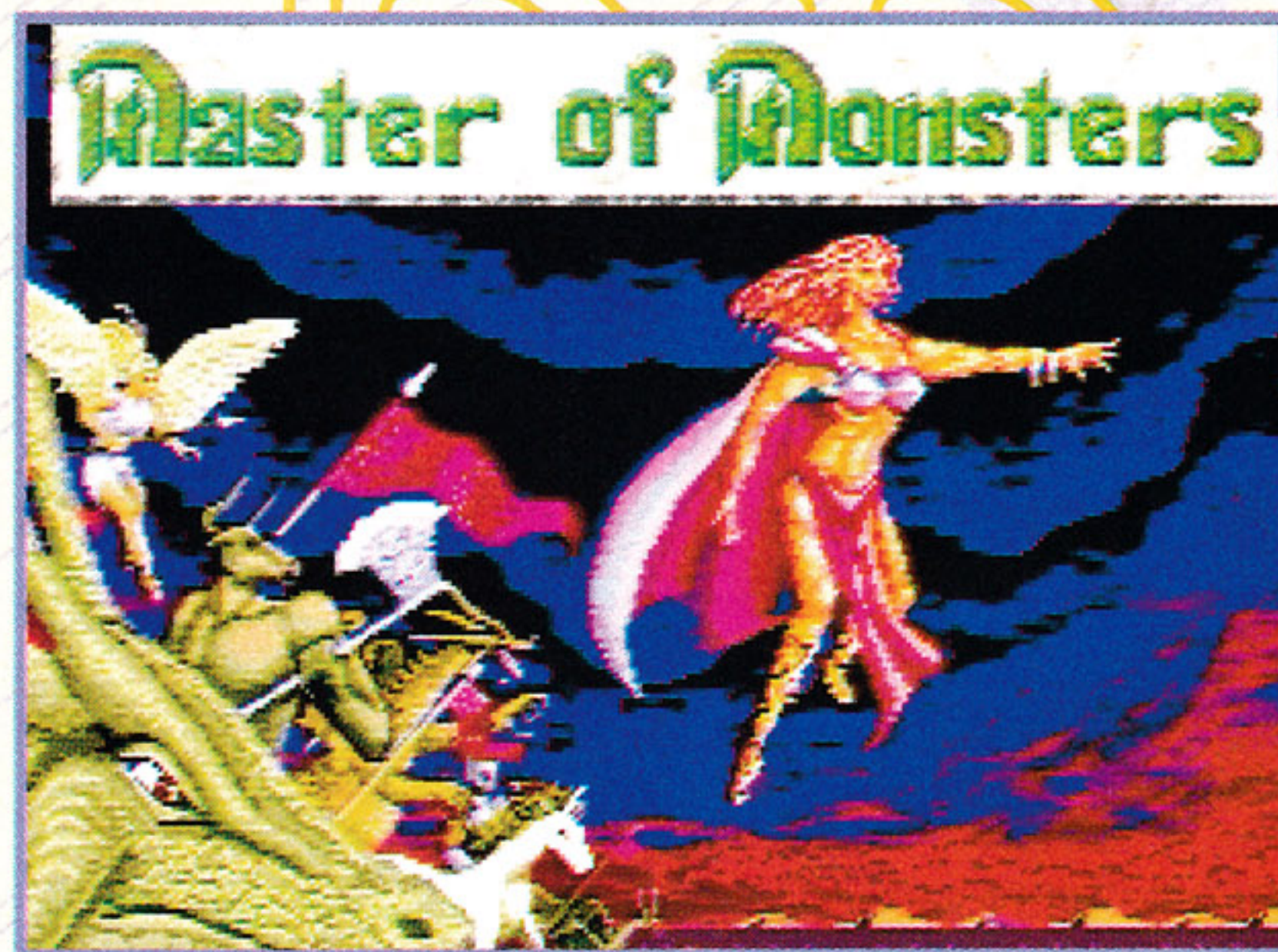
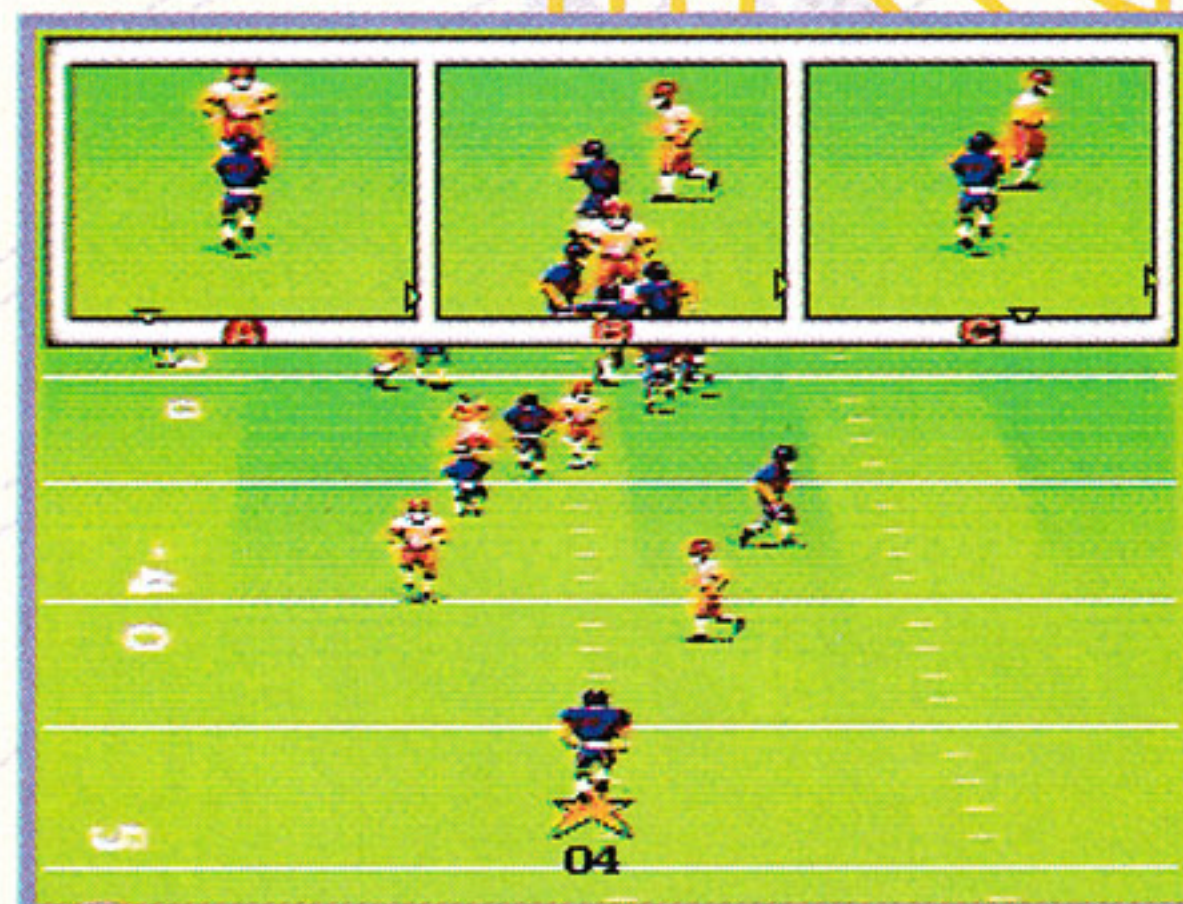
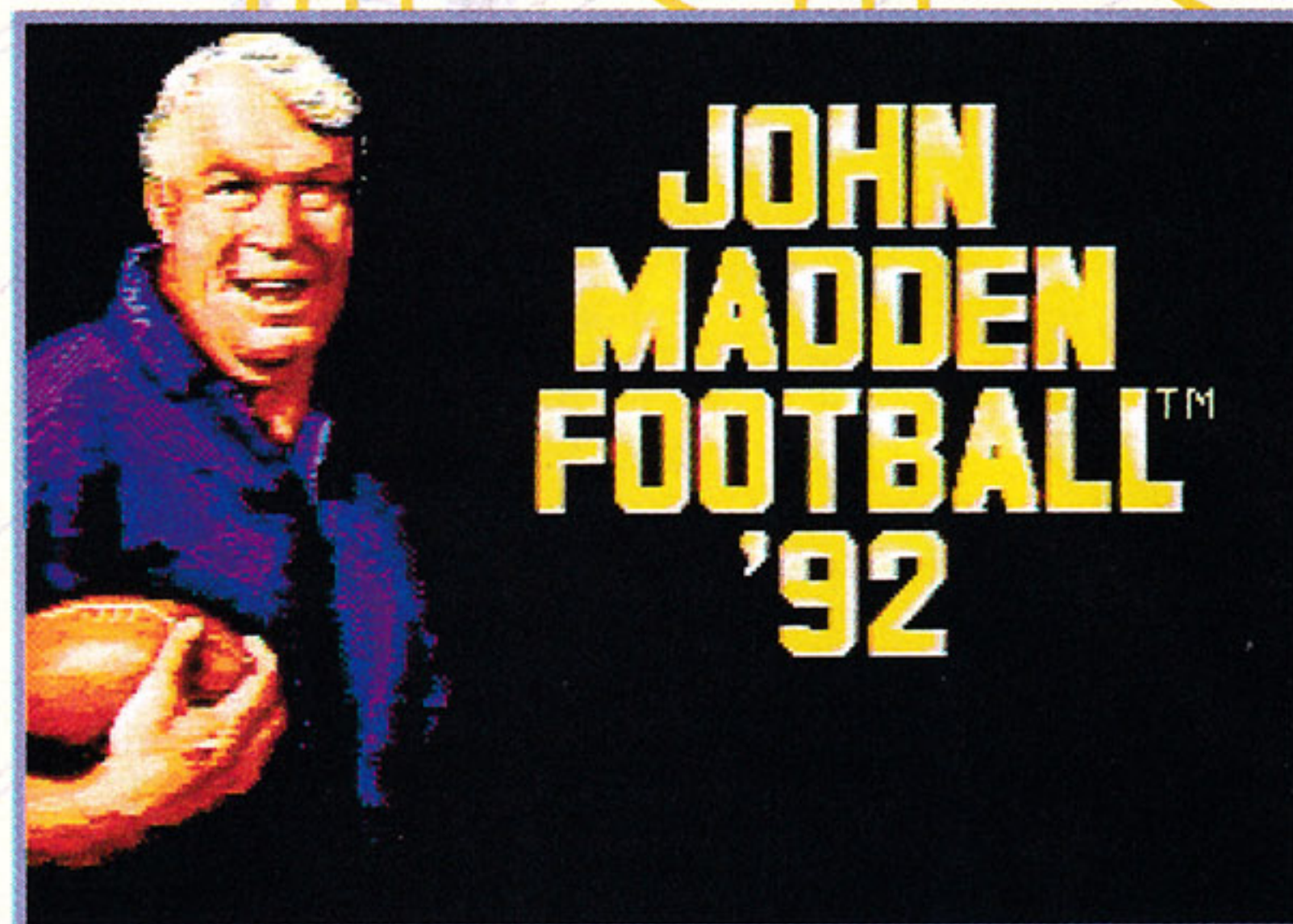
Abrams Battle Tank
— Sega of America

Decapattack
— Sega of America

Shining in the Darkness
— Sega of America

Streets of Rage
— Sega of America

Toejam and Earl
— Sega of America





CAN YOU FLY?
 CAN YOU DRIVE?
 CAN YOU STRETCH UP HIGH?
 CAN YOU...



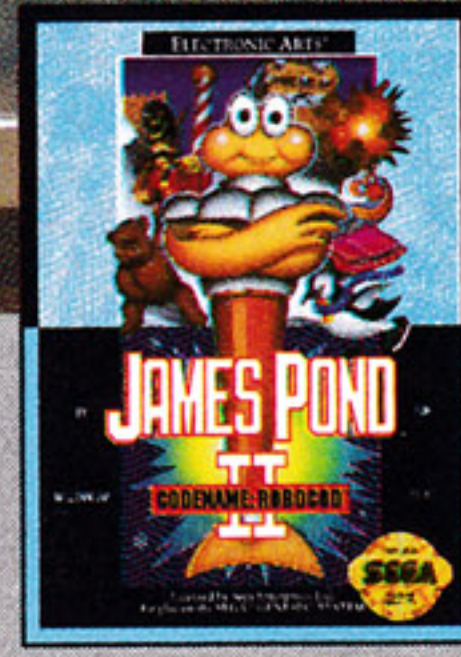
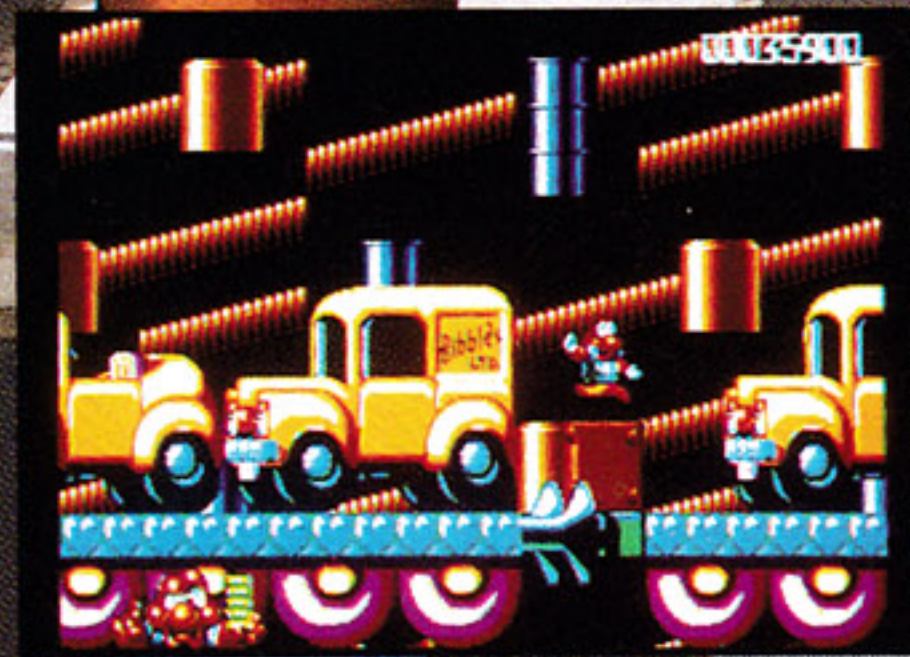
NO, I'M OUTTA HERE!



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BUCK ROGERS

COUNTDOWN
TO

DOOMSDAY

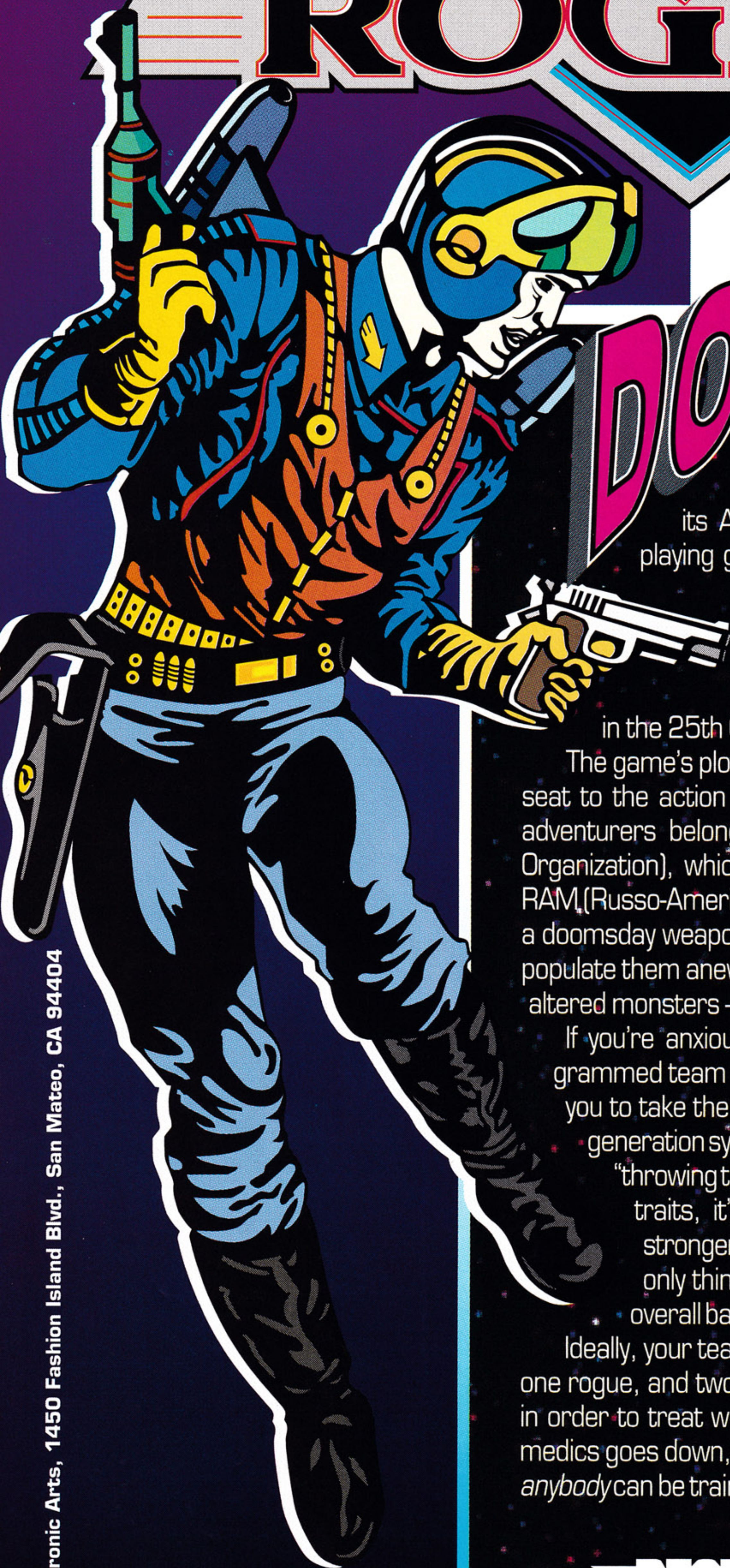
William R. Trotter

About two years ago, Strategic Simulations Inc. took the computer gaming world by storm with its Advanced Dungeons and Dragons series of role-playing games. Now, Electronic Arts brings us a Genesis version of an SSI title, using the same successful game system as that found in its AD&D games — only it's *not* a dungeons-and-dragons game, but a sci-fi role-player based on the popular "Buck Rogers in the 25th Century" role-playing system.

The game's plot is fairly elaborate, but since it quickly takes a back seat to the action we need only summarize it briefly: your party of adventurers belongs to a rebel army known as NEO (New Earth Organization), which is locked in mortal combat with the tyrannical RAM (Russo-American Mercantile). RAM is on the verge of perfecting a doomsday weapon that will enable it to sterilize entire planets, then populate them anew with its sinister legions of "gennies" — genetically altered monsters — and its powerful "combot" automated warriors.

If you're anxious to start playing right away, there's a pre-programmed team already stored in the game, but we strongly advise you to take the time to custom-design your party. The character-generation system is very complete and easy to use. By repeatedly "throwing the dice" to randomly generate new sets of character traits, it's possible to create characters who are much stronger than those in the pre-programmed team. About the only thing the pre-programmed team has going for it is its overall balance.

Ideally, your team should consist of two warriors, one rocket jock, one rogue, and two medics. Medics need a high level of First Aid skill in order to treat wounded teammates in mid-combat. If one of your medics goes down, you'll be glad you have a spare. On the other hand, *anybody* can be trained in first aid (although they won't be as successful





You can form your party from three different races. Martian desert runners make good warriors and rocket pilots.



Use the pre-generated team if you don't want to bother with character generation. This team is well-balanced, but it lacks any outstandingly strong characters. For them, you must create your own team.



Fortunately, the game makes character generation both fun and easy. Keep "rolling the dice" until you get high numbers for the skill-categories most useful to each character's role in the game.



The game opens with a RAM attack on Chicagorg base. You must retake the control room (go S to main building, then E, then N at first corridor), but don't be in a hurry. Fight some battles, get some experience points and money — you can never have too much of either.



Choose your healthiest character to fall on the grenade — he'll take some damage, but you will win the battle.



Salvation III base, in orbit around Earth, is where you get your assignments. Most of the gossip you hear in the bar — here and at the other spaceports — is pretty trivial stuff.



When in port, be sure to sell any excess loot you may have acquired in battle. Not only can you use the money, but you can rid yourself of all that extra weight before your next battle.



Make sure at least one of your team is well-trained in Fast talk. This skill enables you to bluff your way out of many dangerous encounters.

BUCK ROGERS®

COUNTDOWN
TO

DOOMSDAY



in treating teammates as a medic would be), so you're free to experiment with different configurations of teams until you find the one that works best for you.

You can buy and discover a huge variety of weapons in *Buck Rogers*, each with its own advantages and drawbacks. Lasers, for instance, are good long-range weapons, but laser fire can be blocked by some types of grenades. Since your enemies will often use defenses against many of the projectile weapons, it's a good idea to have at least one warrior equipped with, and trained in the use of, an old-fashioned sword. A well-trained warrior can often inflict as much with a sword as he might with a gun. And he'll often get two turns during combat.

There are lots of grenade weapons available, some of them good for offensive purposes, some for defensive. Learning which grenades to use in a given situation can make all the difference. Hint: Stock up on chaff grenades! They'll block the explosive grenades and rocket launchers you'll face in later missions.

The combat system itself is detailed and satisfying. How you position your party, and how each member moves during battle, are very significant. For example, an attack from the flank or rear often has 20 to 50 percent more chance of success than a head-on assault. In order to have tactical flexibility, make sure your team's best warriors are highly skilled in zero-g maneuvering — otherwise they won't be able to move during space combat, and will have to stand in one place and trade blows with the enemy.

Our only complaint about the system is an old one for the role-playing genre: there is sometimes *too much* repetitive combat — it can get in the way of the larger game, and often becomes annoying. But until someone figures out a better way to acquire experience points and loot, big doses of combat will probably remain a staple of this genre...and



Some of the narrative screens in *Buck Rogers* are really striking! This one lets you know that you're about to encounter some of the most dangerous monsters you've faced yet — and this is only your first mission.



Use sensible tactics — attacks from the flank and rear will usually do much more damage than frontal strikes. Spread out and *protect your medics*, whatever else you do!



Medics need to travel fast to give first aid (which can revive an unconscious teammate or save a dying one), so make sure yours have a good zero-g maneuverability rating.



After visiting the autodoc on level 4, head down to level 1, where you'll find the argon gas that kills the critters infesting the ship.



When you Jury-rig the computer in engineering, you'll be attacked by a horde of beasties. Ignore them and continue the override procedure — do not retreat!



Of course, sometimes you won't. This enemy scout should not be too hard to defeat. You can knock out the weapons first, or go for the engine and controls — disable those, and you can board her.

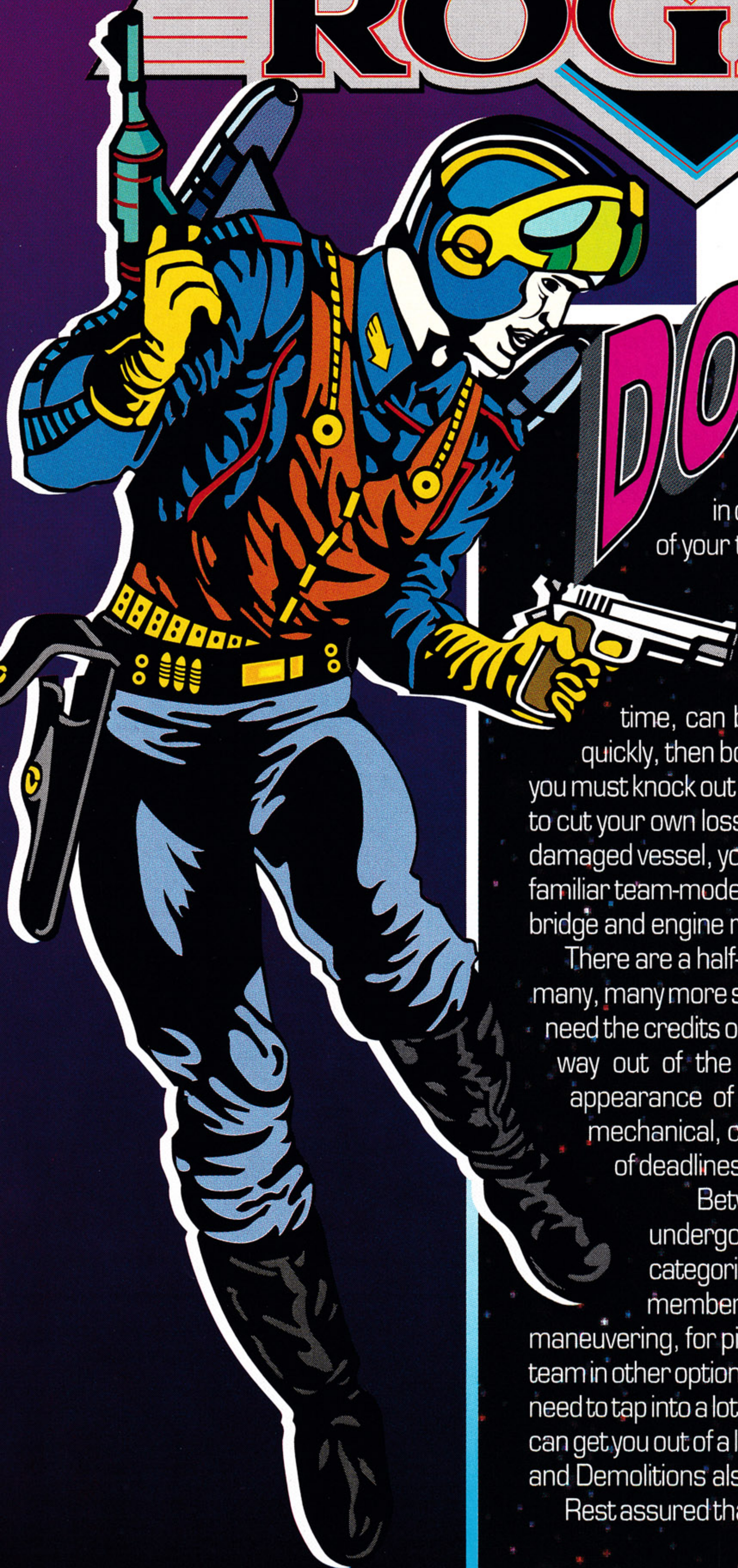


Interplanetary space is a dangerous place. If you're unsure whether or not you can defeat an enemy ship, try Hailing the ship, then Bluffing. If one of your party is skilled in Fast talk, you'll often succeed.

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there are a lot of game players who like it that way.

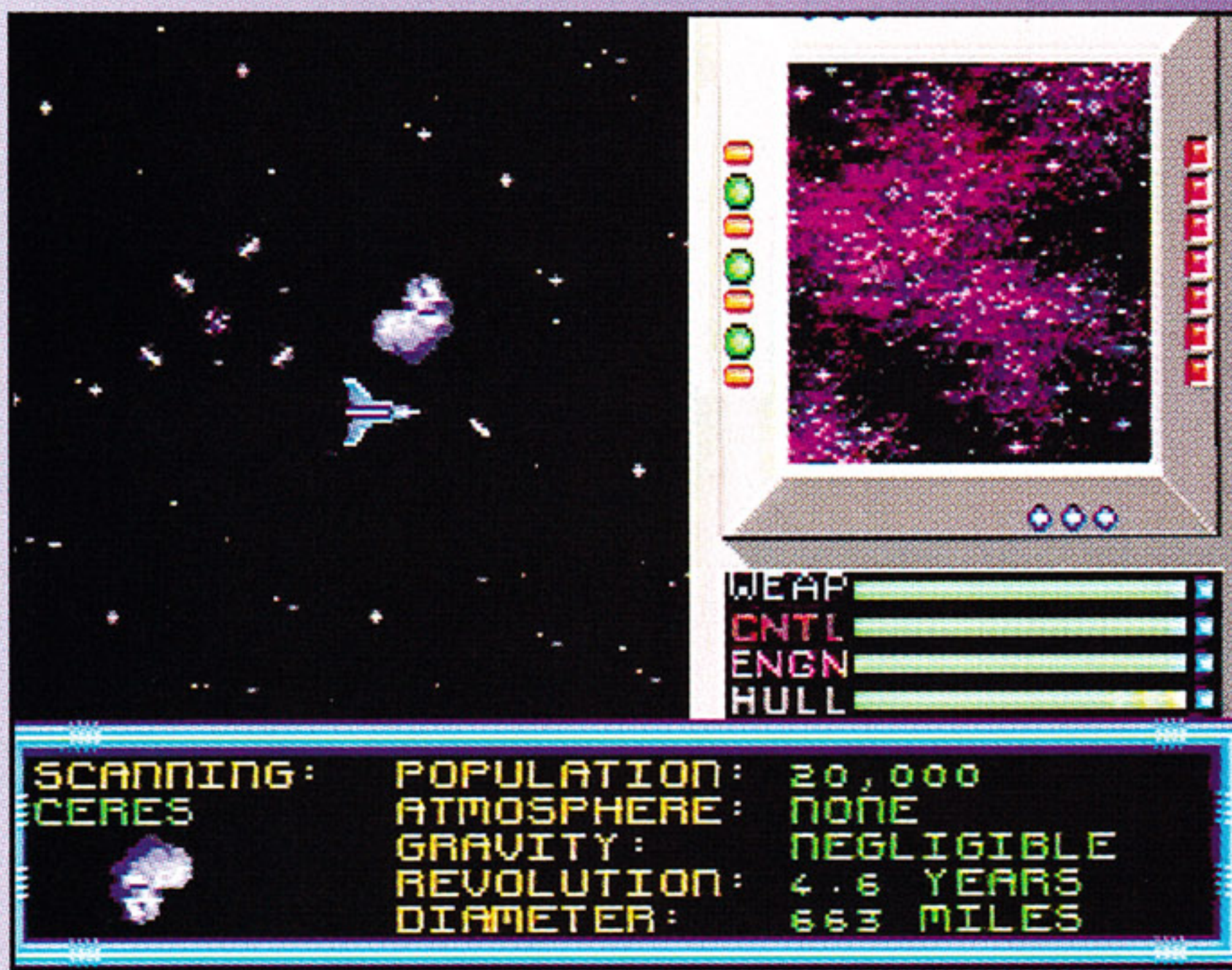
In addition to ground-based battles, you'll often find yourself engaged in ship-to-ship combat in outer space. During these sequences, each member of your team takes firing weapons at a selected area of the enemy ship, reloading weapons, maneuvering your vessel, or treating wounded teammates. Then the enemy takes its turn blasting away at you.

These sequences, which often last a very long time, can become tedious. Your best bet: disable the enemy quickly, then board the enemy ship. To execute a boarding assault, you must knock out the opponent's engines and controls (and weapons, to cut your own losses). When you've maneuvered close enough to the damaged vessel, you'll be able to board her. Combat then reverts to the familiar team-mode as you battle the ship's occupants for control of the bridge and engine rooms.

There are a half-dozen or so major quest-missions in the game, and many, many more smaller missions and battles you can undertake if you need the credits or the experience points. You'll even have to fight your way out of the prison of a pirate ship, aided by the fortunate appearance of Buck Rogers himself. Your enemies, organic or mechanical, come in a wide variety of sizes, shapes, and degrees of deadliness.

Between missions, you'll return to Salvation base and undergo training to improve your team's skills in various categories. Depending on his or her specialization, each team member should be trained in vital skills (tactics for a warrior, maneuvering, for pilots, stealth for rogues, etc.). You can also train the team in other optional, but desirable, skills, including Programming (you'll need to tap into a lot of computers during the game), and Fast Talk (which can get you out of a lot of dangerous situations simply by bluffing). Stealth and Demolitions also come in handy.

Rest assured that, just when you think you've got an unbeatable team



Your second big mission will be in the asteroid base on Ceres. This is what Ceres looks like on the star map — sometimes, it's not easy to find.



The space port on Aurora sells the strongest suits of battle armor, but you'll have to capture and sell a lot of loot before you can afford their 12,000-credit price tag!



Remember: it's always better to damage, board, and capture an enemy ship than it is simply to blow it up. The boarding option will appear automatically on the screen when it's available to you.



Boarding melees are usually not as tough as mission-oriented battles since you'll be battling human warriors, not powerful combat robots or mutated scorpions.



If your pilot has high Jury-rig skills, he or she can affect crucial temporary repairs during battle. These can mean the difference between victory and defeat.



To begin your mission on Ceres, you must bluff your way past the RAM guards. If you attack, your chances of success go down rather sharply.

BUCK ROGERS

COUNTDOWN
TO

DOOMSDAY



put together and rolling, you'll run into something new and dangerous that will tax your powers of strategy and ingenuity. The frustration level can be high, and there were many times when we wished the game had ten Save slots (as the PC version did) instead of only three. But on the whole we found *Buck Rogers* to be fair as well as tough — and what more could you ask of a role-playing adventure?

Game-play is very, very smooth; graphics, music, and sound effects are all top-notch. Overall, this Sega conversion seemed to us even more compulsively playable than its PC ancestor — if you get hooked on it, be prepared for hours of intense, action-packed role-playing adventure.

Watch That First Mission — It's a Doozie!

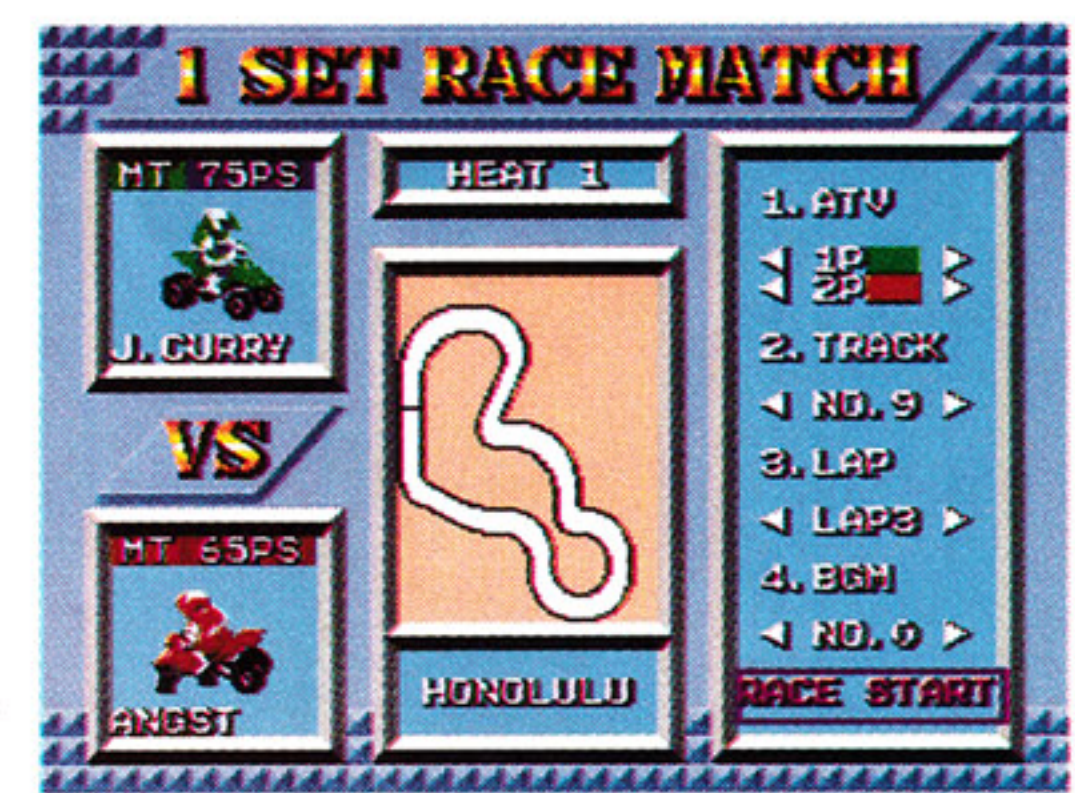
The game begins on Earth, during a RAM raid, and your team gains its first combat experience there. But your first formal mission is to investigate a derelict spaceship that turns out to be a RAM installation, one that's crawling not only with ECGs (Experimental Combat Gennies), but is also infested with a deadly virus.

Almost from the moment you start exploring the derelict, one or another of your team members will start itching from a rash. If untreated, the condition spreads to the other team members. Eventually, one by one, they will go mad and begin attacking their healthier comrades — and the only way to subdue them is by defeating them in combat. Thus, it's only a matter of time until your team begins to devour itself and you become too weak to succeed.

It's really not hard to defeat the virus, but it requires a *lot* of back-and-forth running between decks. And as you run, your characters get sicker and sicker. In order to give you a little help on this first, often very frustrating, mission, we've drawn up a list of what you'll find on each deck.

Note that there is an airshaft in the NW corner of each deck, which can be used for quick travel between decks. Note also, however, that your party must negotiate this tight space single-file and that you *will* be attacked at least once inside, with no room to deploy your entire force. Be certain, then, that you have your strongest warrior in the lead! Better yet, stick to the ladders.

SCRATCHING ATV BEASTS



Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

QUAD CHALLENGE powershifts you across America's greatest dirt tracks. Select one of four ATVs - each with its own combo of speed and

handling. Then blast your way through 9 grueling tracks against a friend, or play the Circuit Championship - a 16 track password race to glory.

For more information write:

Namco Hometek, Inc. 3255-1 Scott Blvd.
Suite 102, Santa Clara, CA 95054-3013



namco

The Game Creator



The friendly hologram, Scot.DOS, gives you a lot of advice while you're on Ceres. Better follow it to the letter.

Search the central rooms on the lower level of Ceres base; in this one, you'll find a keycard that lets you access important computer information.



If you attack, at least you'll get in the first blows. If you try to hide and fail, however, the enemy gets first crack at your team.



As soon as you leave Ceres, you'll be ambushed by Talon's pirate ship. There's not a thing you can do about it, and if you're not attacked, that means you didn't do everything on Ceres you were supposed to do — may as well go back to the last save and try again.



Deck One (Engineering): Here you'll find the supply room containing argon gas. The override computer terminal (needed for the final stage of the mission) is located on the east wall.

Deck Two (Docking Bay): This is where you begin the mission. You'll find tape fragments full of useful information, the air sampling controls (needed to induce argon gas into ventilation system), and the hydroponics garden (dangerous, but worth a lot of experience points!).

Deck Three: In the SW corner room, get Dr. Vilnikov's sigma number (this gives you access to the Autodoc), and in the SE room you'll find a folder with needed information.

Deck Four: Plenty to do here! In the maintenance area you'll find more information. There's also a bio-monitoring station, a data computer (use it!), and the autodoc room.

Deck Five: Security control computer — and adjacent closet full of security robots! If you can bypass the computer, you'll disable the security robots.

Deck Six: Don't bother with this floor until you've used override computer on the engineering deck to gas the Gennies, or you'll be slaughtered! Here, there's a computer used to cancel the Destruct Sequence. But be ready for a surprise attack from three very tough stage-3 ECGs!

GP

BUCK ROGERS

COUNTDOWN TO DOOMSDAY



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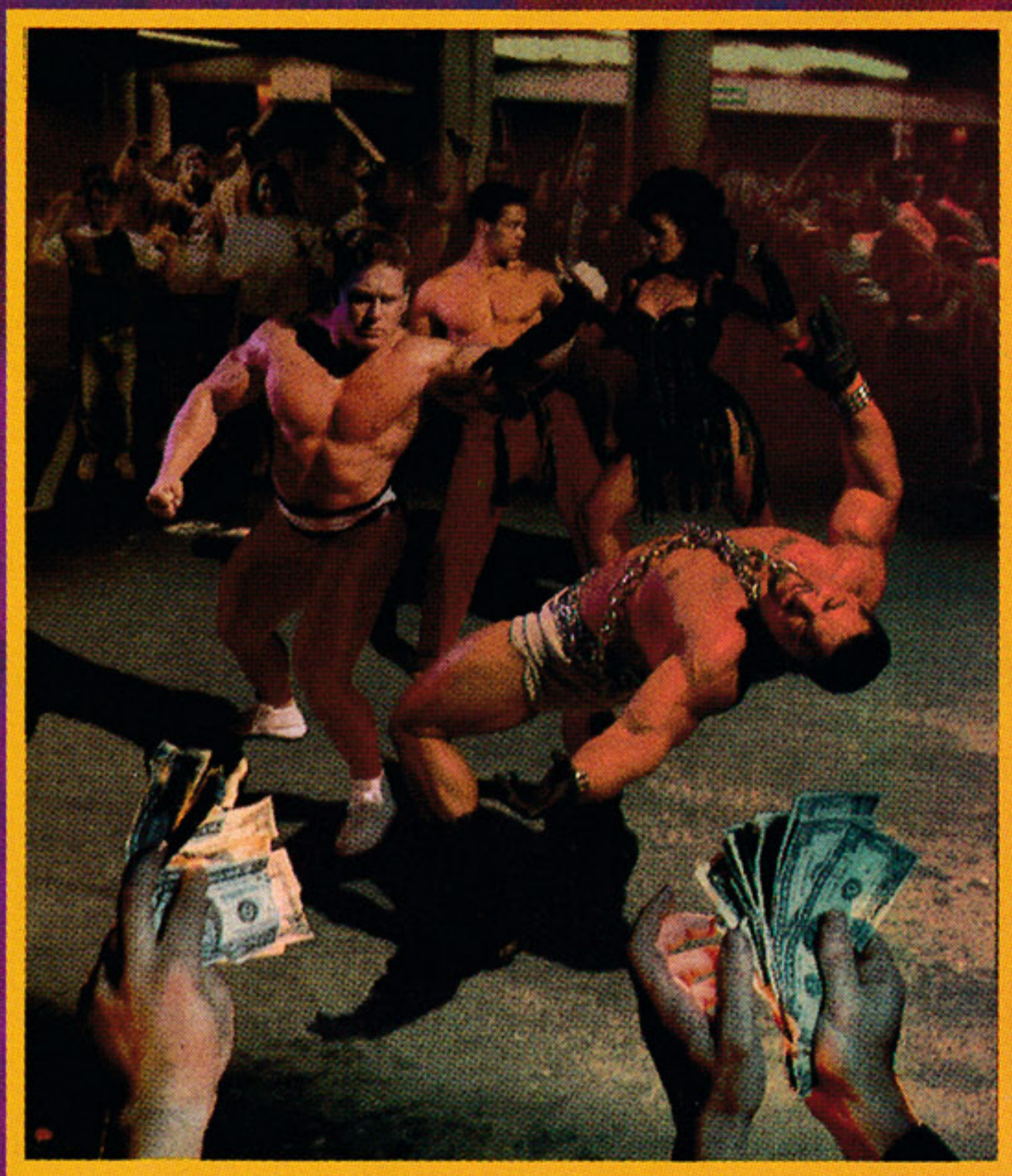
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PIT-FIGHT

CHOOSE YOUR CHAMPION



A former professional wrestler, Buzz's main asset is his brute strength.



Kato is a Karate master with incredible speed.



Ty's used his previous matches in the Pit to perfect his kickboxing moves.

You've been fighting for years, but you've never been in a match like this one before. The site of your bout: a grungy urban warehouse. Surrounded by a circle of screaming spectators, you advance toward your opponent. He throws back his head and laughs, grabs a nearby barstool, then hoists it over his head and hurls it at you. The stool flies by as you dodge to your right — but just as you turn to face your adversary, a man steps from the crowd and slashes you with a switchblade. As you fall to the floor, you can see your opponent advancing, ready to stomp you into oblivion...

Welcome to *Pit-Fighter*, where the only rule is that there are *no*

BAD NEWS BRAWLERS



Expect to receive a heavy dose of punishment from the Executioner.



Southside Jim eggs you on with insults, then lays you out with a lightning punch.



Angel's acrobatic moves will leave your head spinning.

HITTER

Stephen Poole

rules. With the same digitized graphics and sounds that made the arcade game a megahit, *Pit-Fighter* gives you the chance to take on some of the most vicious, backstabbing adversaries you've ever seen. To make matters worse, the "ring" is usually littered with barstools, barrels, knives, shuriken, and other objects that can be put to deadly use. And to top it off, you have to stay away from the spectators as well as your opponent — give them the chance and they'll cut, punch, gouge, or kick you before you know what's happened.

You can play as one of three fighters: the pro wrestler Buzz, Kato the Karateka, or the kickboxer Ty. Whether you play by yourself or team up with a friend for a double dose of arcade action, be forewarned: you'll spend a lot of time in the pit before you're crowned King of the Pit-Fighters.

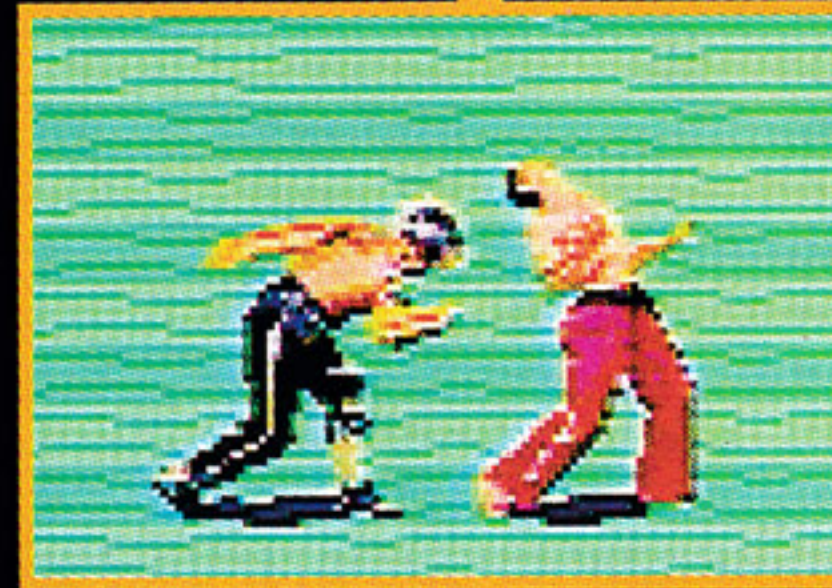


A fair fight is the last thing on CC Rider's mind.



Chainman Eddie is slow, but makes up for it with sheer size.

Heavy Metal is ready to bang some heads.



Mad Miles is the lowest of the low — he spits on you whenever he knocks you to the floor!

PIT-FIGHTER



After you've won against each opponent, you must defeat *two* Chainman Eddies in order to reach the final showdown.



Are you good enough to take on the Masked Warrior?

BUZZ'S BRAWN IS THE KEY TO SUCCESS

TRY ONE ON WITH THESE DEADLY MANEUVERS



Jump Kick



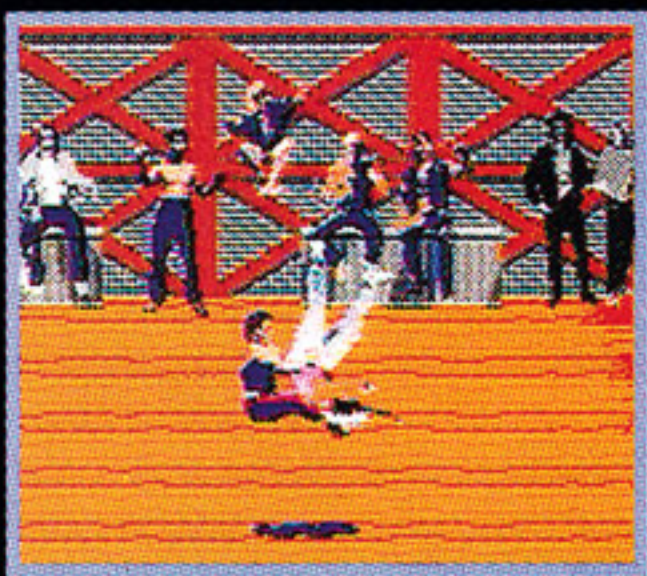
Head Butt



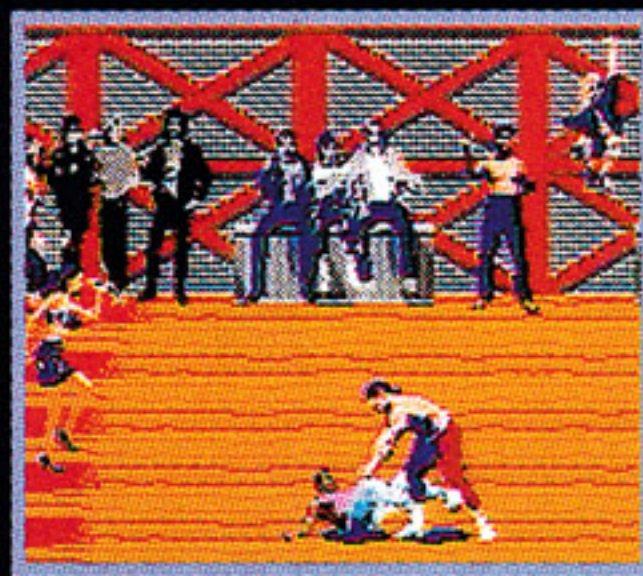
Body Slam



Flying Double Kick



Piledriver



Stomach Punch



Knee to stomach



Jump Kick



Leaping Jump Kick

Journey Through an Ancient, Magical World

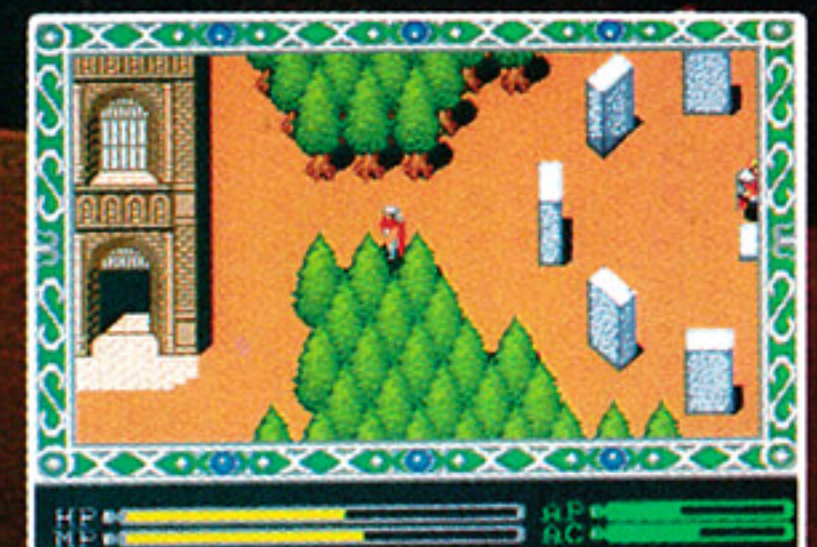
exile™

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

- Buy weapons and magical potions to increase your strength and vitality!
- Search for powerful magic to defeat the invaders of the desert!
- 3 modes of gameplay; interactive RPG, vast map scrolling and intense hand-to-hand combat sequences!



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PIT-FIGHTER



Knee to head



Foot to midsection



Elbow Smash



Roundhouse Kick

KATO, KARATE MASTER WITH AN ATTITUDE



Backhand



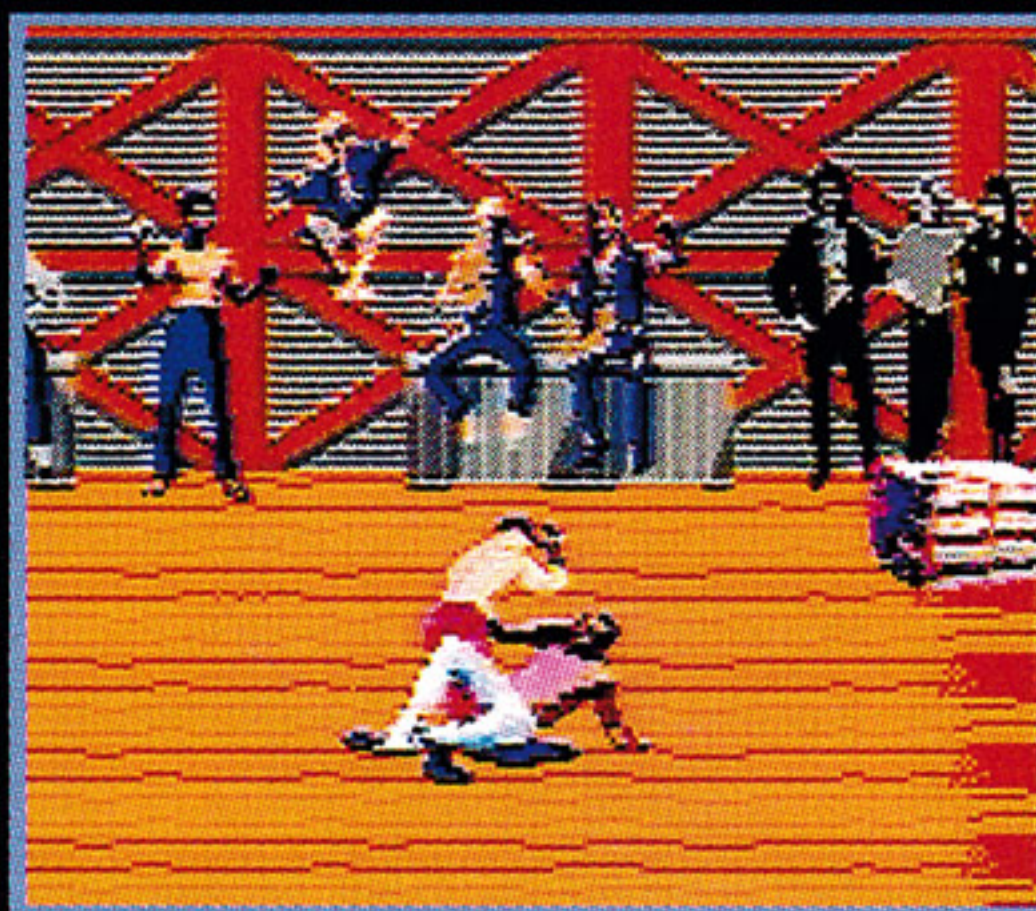
Flip Kick



Lethal Dragon Punch



Double Punch to mid-section



Elbow Smash



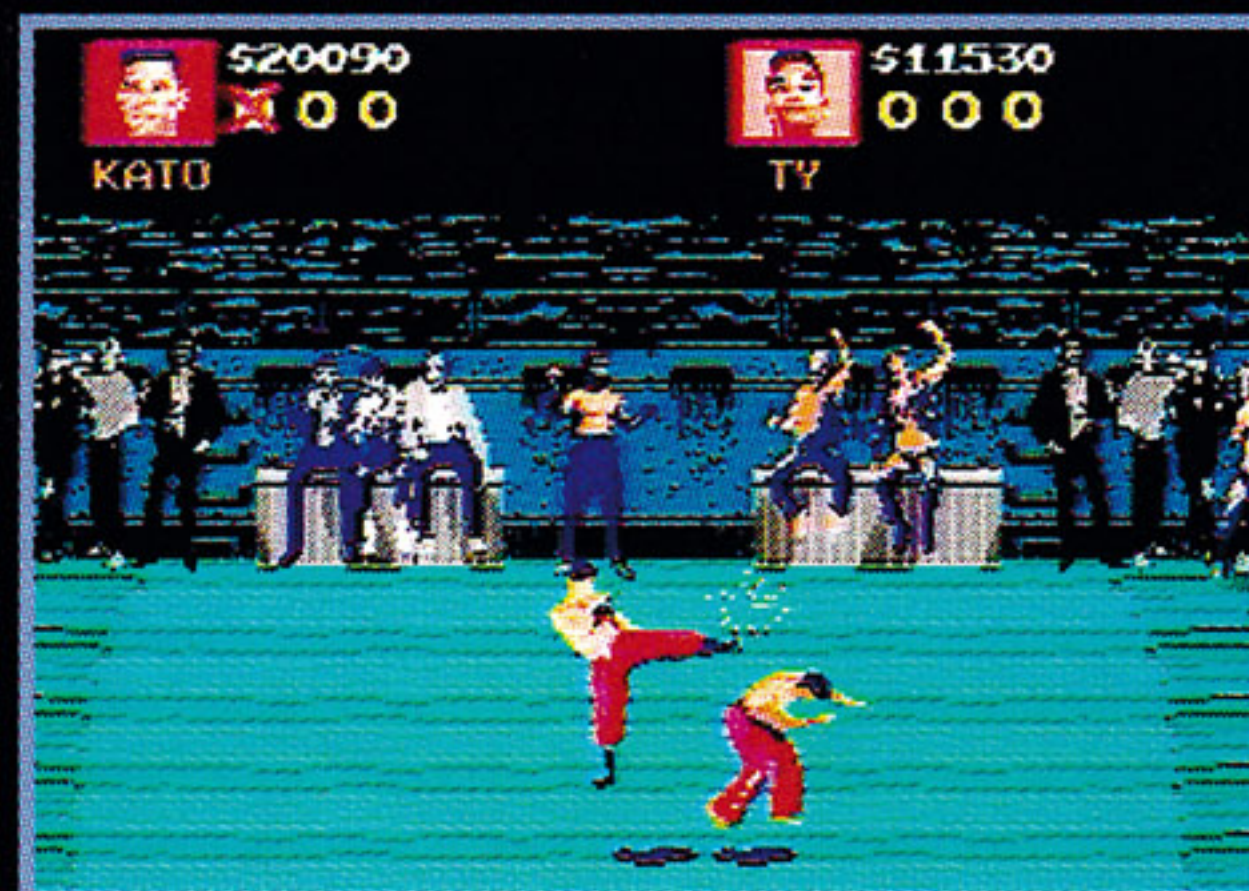
Elbow Punch



Flying Kick



Team up with a friend to take on the opposition two at a time.



Every third bout is a Grudge Match — three knockdowns and you lose prize money *and* your pride!

Beast Wrestler™

WHEN THESE MONSTERS CLASH THE EARTH TREMBLES

Scientists of the future have developed the ultimate in sports combatants - the Beast Wrestlers. Control your choice of man-made giants in matches that pit fang vs. claw and armor vs. fur! Train your behemoth in combat tactics and supply it with the latest in wrestling weaponry before taking on the veteran monsters.

It's a no-holds-barred battle quest as you strive to defeat fellow mutations in the wildest event ever held in an arena! Crush all contenders on your way to the International title of Supreme Beast Wrestler!

- ★ Pick from a variety of weird and powerful Super Beasts.
- ★ Dethrone the domestic champion to go after World-Ranked players.
- ★ 1 or 2-Player blockbusting action!
- ★ 8 Meg Power!



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SEGA
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16 BIT CARTRIDGE

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STRATEGY FEATURE

Once you were human. But the Mages of Darkness kidnapped you and carried you to the evil temple Necropolis. There, they administered secret potions, eventually transforming you into a powerful, but hideous, monster. And perhaps most horrible of all, the Mages wiped away your memory, pressing you into service as the Warrior Messenger of the Beast Lord.

In *Shadow of the Beast* you're a monster with a mission — you seek revenge against the Mages responsible for your beast-like appearance. They thought you'd never remember your true identity, that you would remain a faithful servant. They were wrong. Now it's up to you to battle the evil force that has exploited you for so



long. With special weapons you find along the way and some skillful fighting, revenge will be yours.

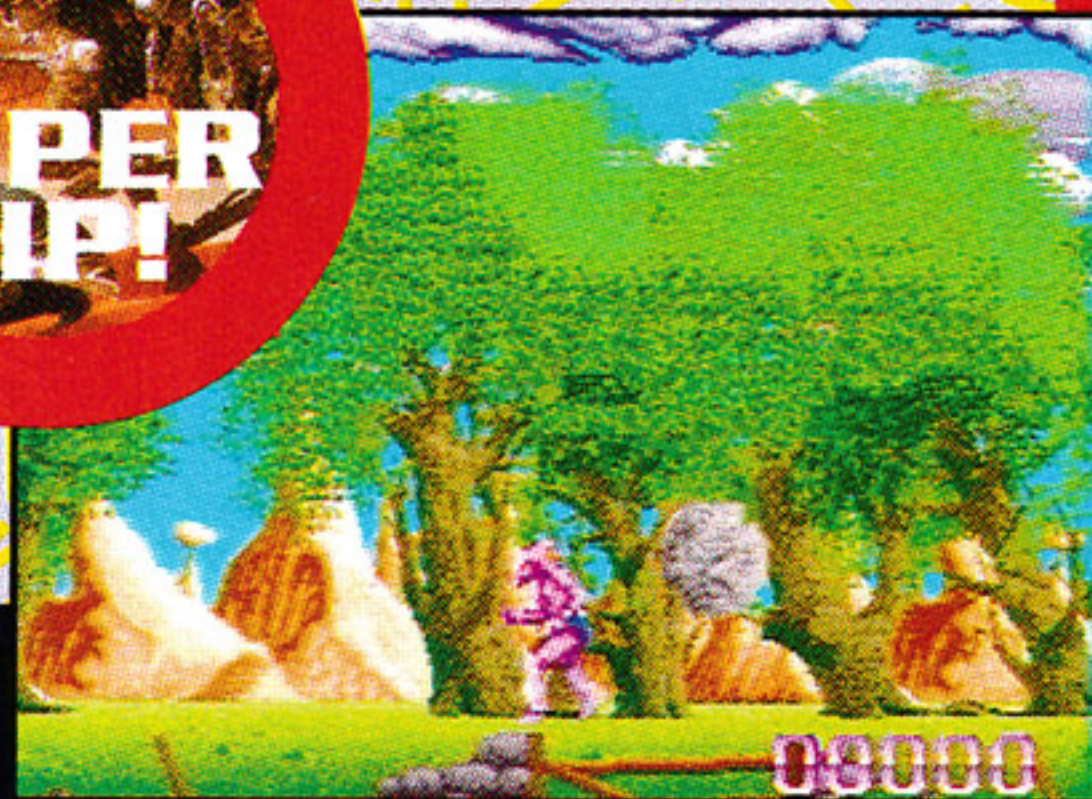
The difficulty level of this game is pretty high. There are no continues, and you have only one life per game. You can expect to face the same enemy a few times before you are victorious. The graphics are one of the game's strongest facets, and although you might find the movement of the characters to be a little stiff at times, you'll almost certainly be impressed by the game's unusual displays of macabre imagery.

Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404

SHADOW OF THE BEAST

Patrick Baggatta

SUPER TIP!



As the game begins, turn around and head back to the left. You must gather a few items before you can face the challenges to the right.



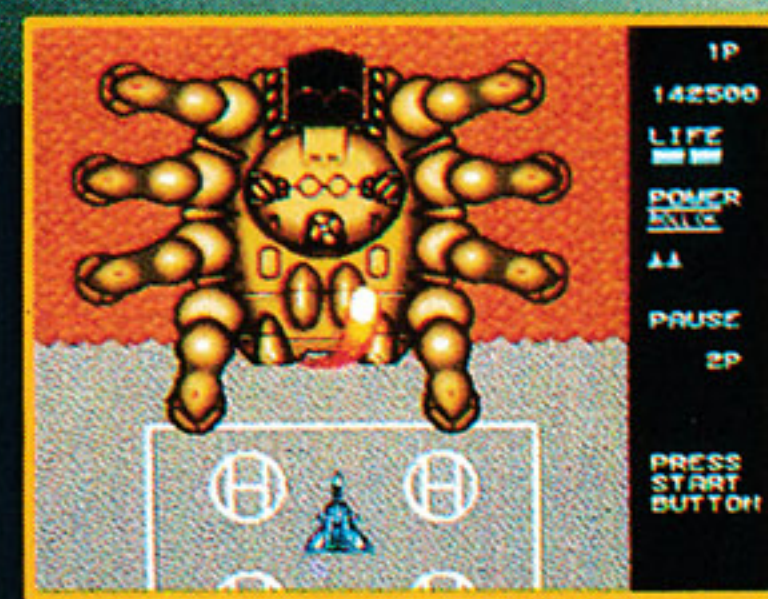
There's no missing this little hint. The sign says IN, so in you go!



You'll have to crouch to battle these ground-hugging foes.

VAPOR TRAIL™

**That's All
Your Enemies
Will See.**



It's 1999. A terrorist group called DAGGER is holding the entire planet hostage, under threat of using nuclear bombs to destroy the world's great cities. Your elite Special Forces air unit,

code-named VAPOR TRAIL, has been called in to engage and destroy the terrorist armada on land, at sea, and in the air. Choosing from three ultra-sophisticated jet fighters, you will fly your mission solo, or in tandem with your buddy in his own awesome superfighter. You must end this terrifying nuclear siege of the planet...or we all turn to ash!

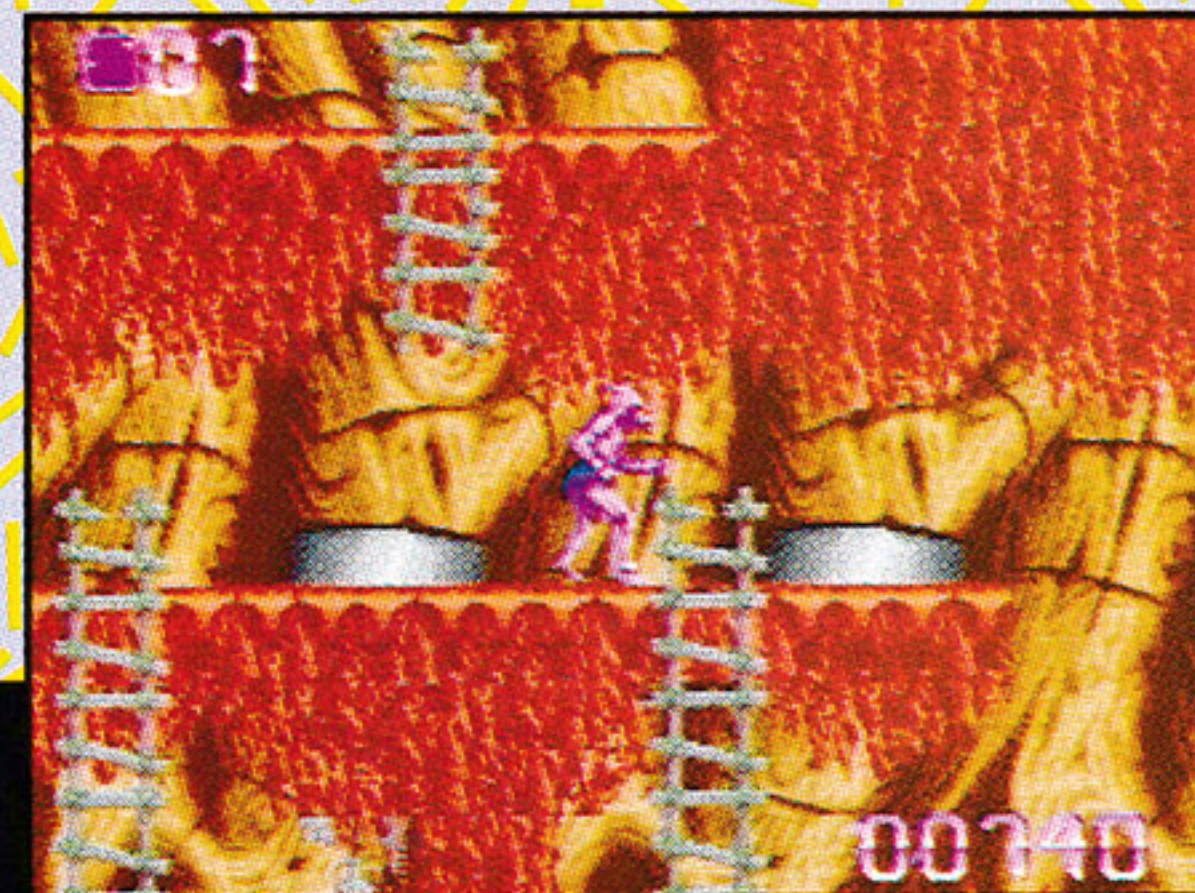
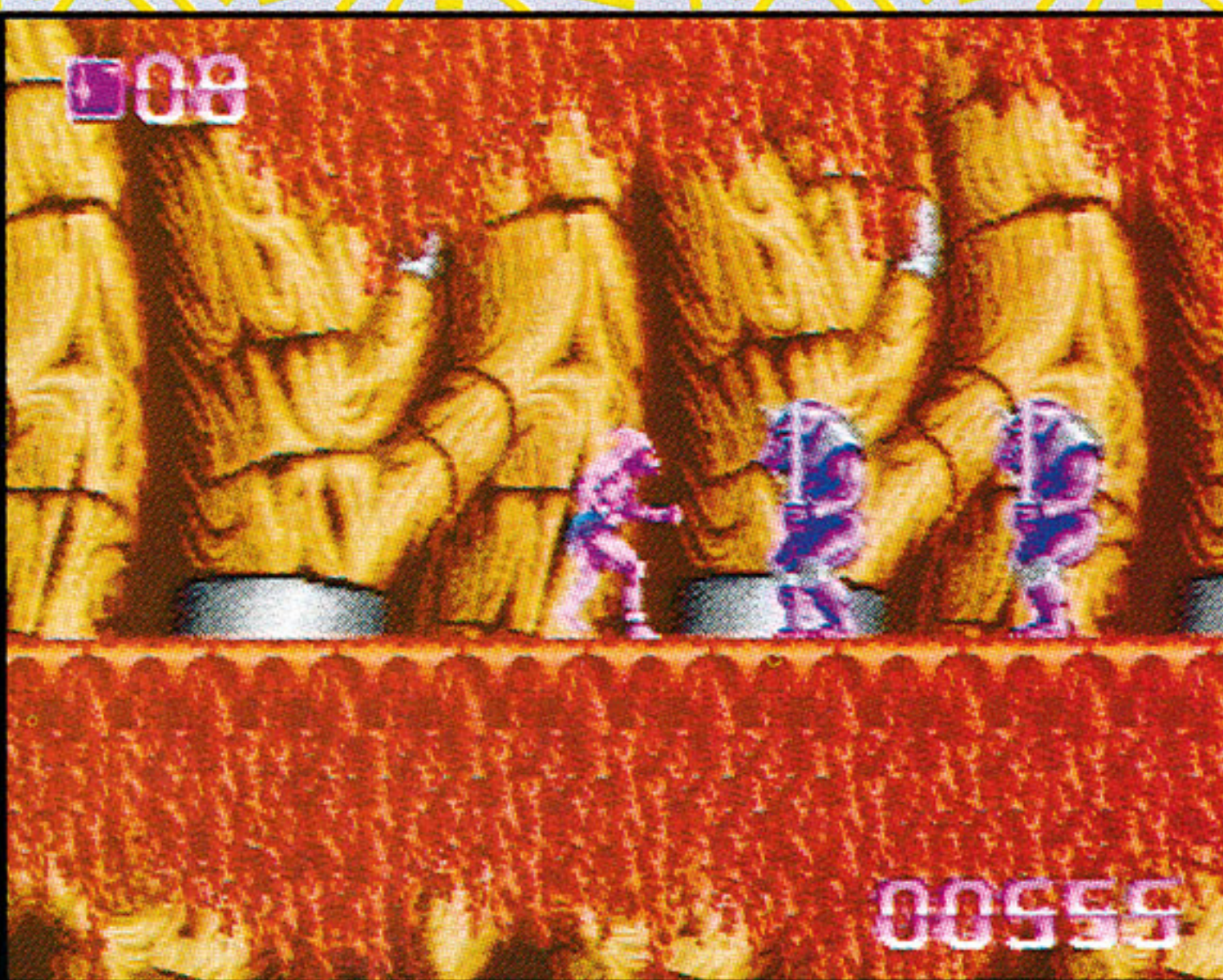


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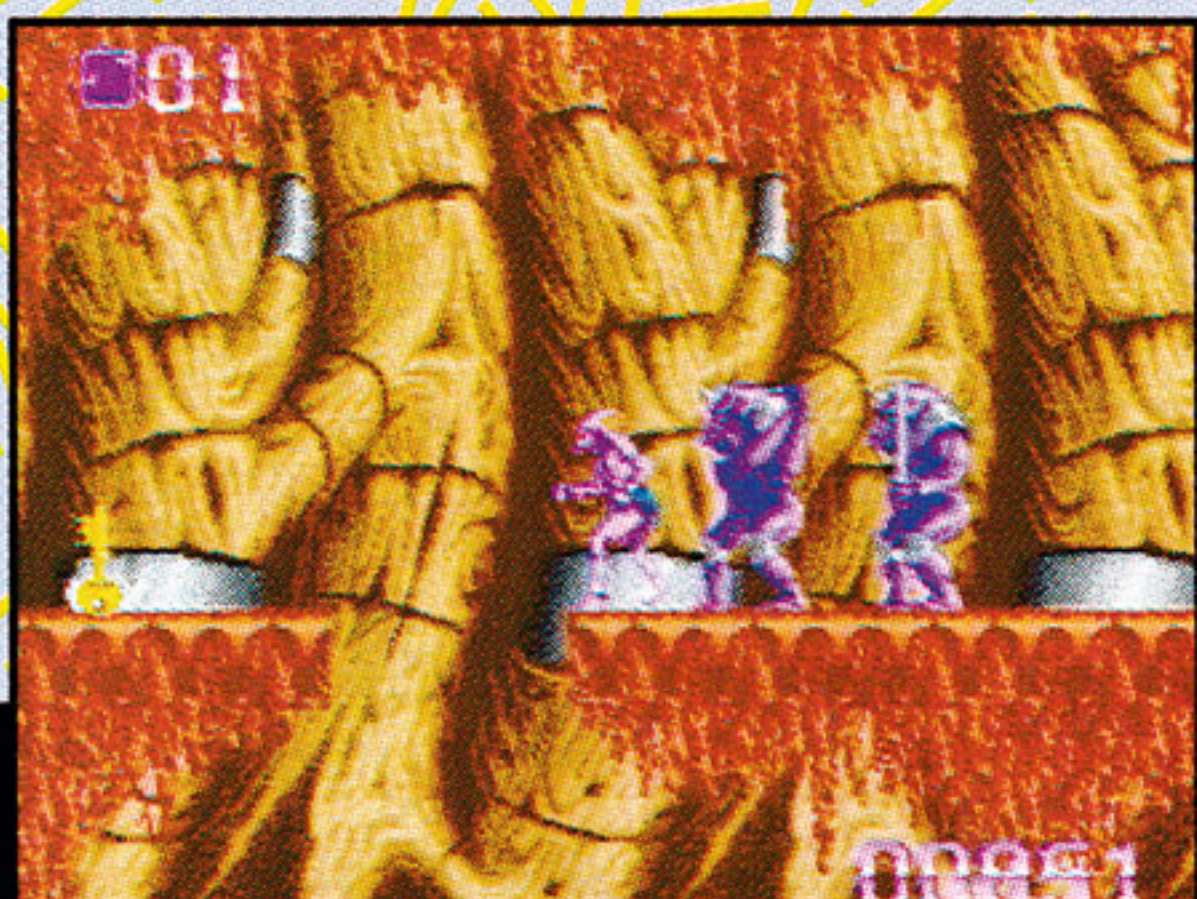
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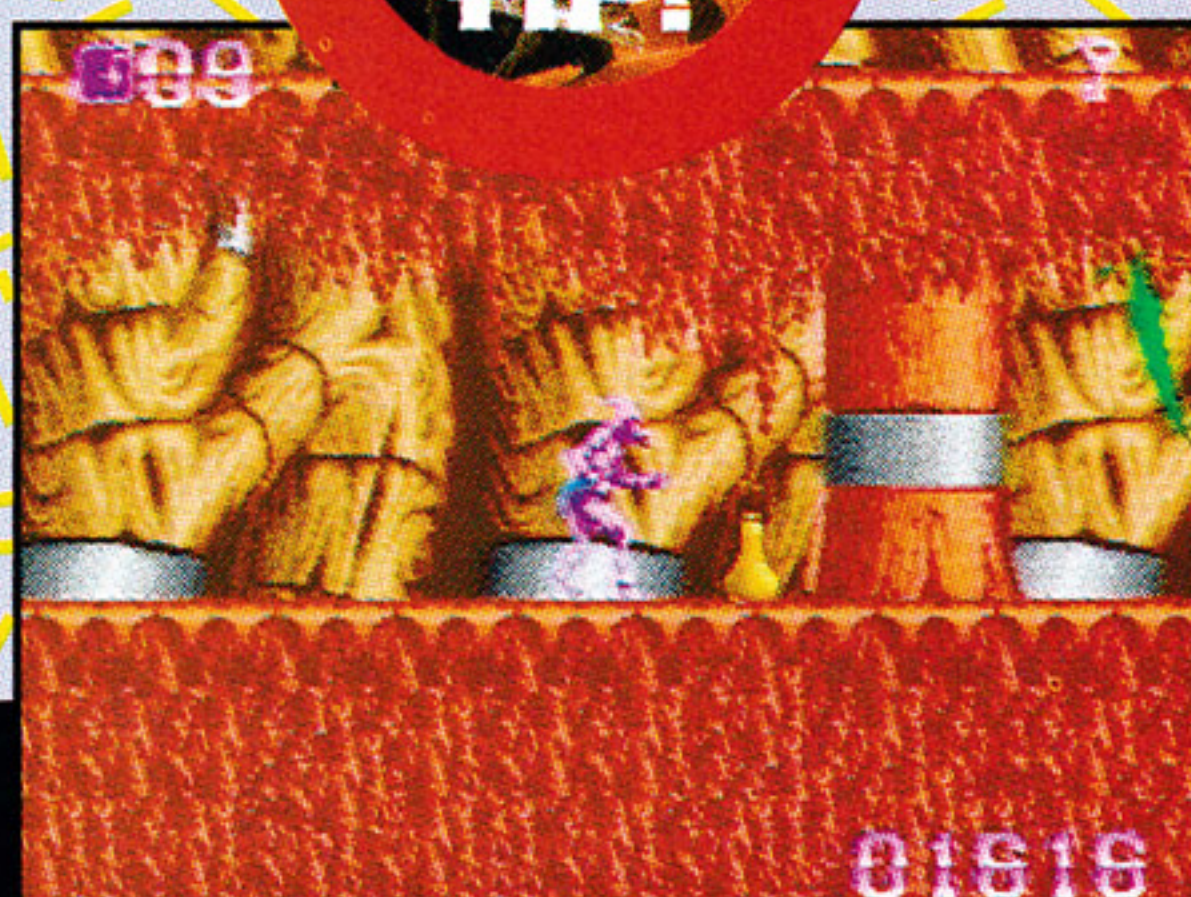
When these foot soldiers attack, keep pressing forward as you battle them. If you just stand still, they'll never stop coming at you!



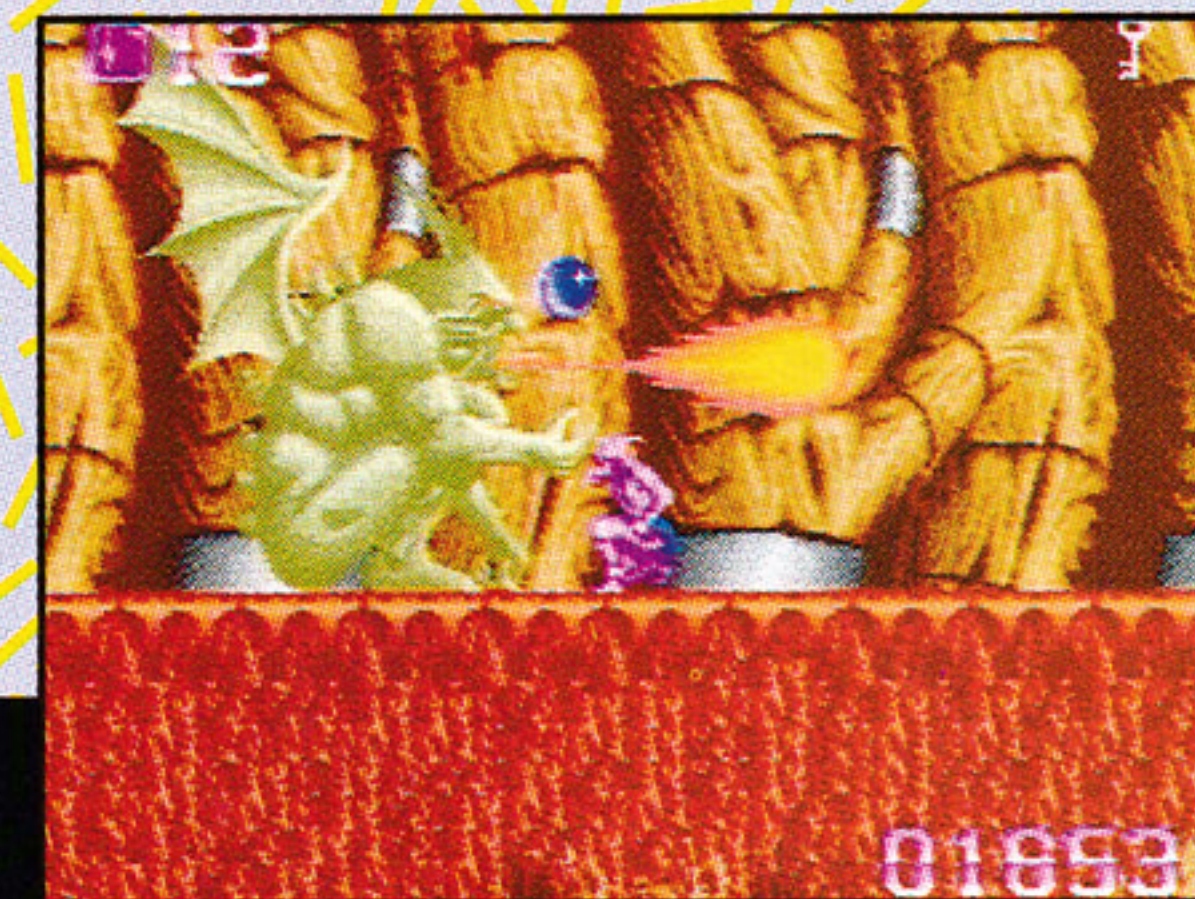
You have to venture as deep into the labyrinth as possible, so choose the ladder to the right at this point.



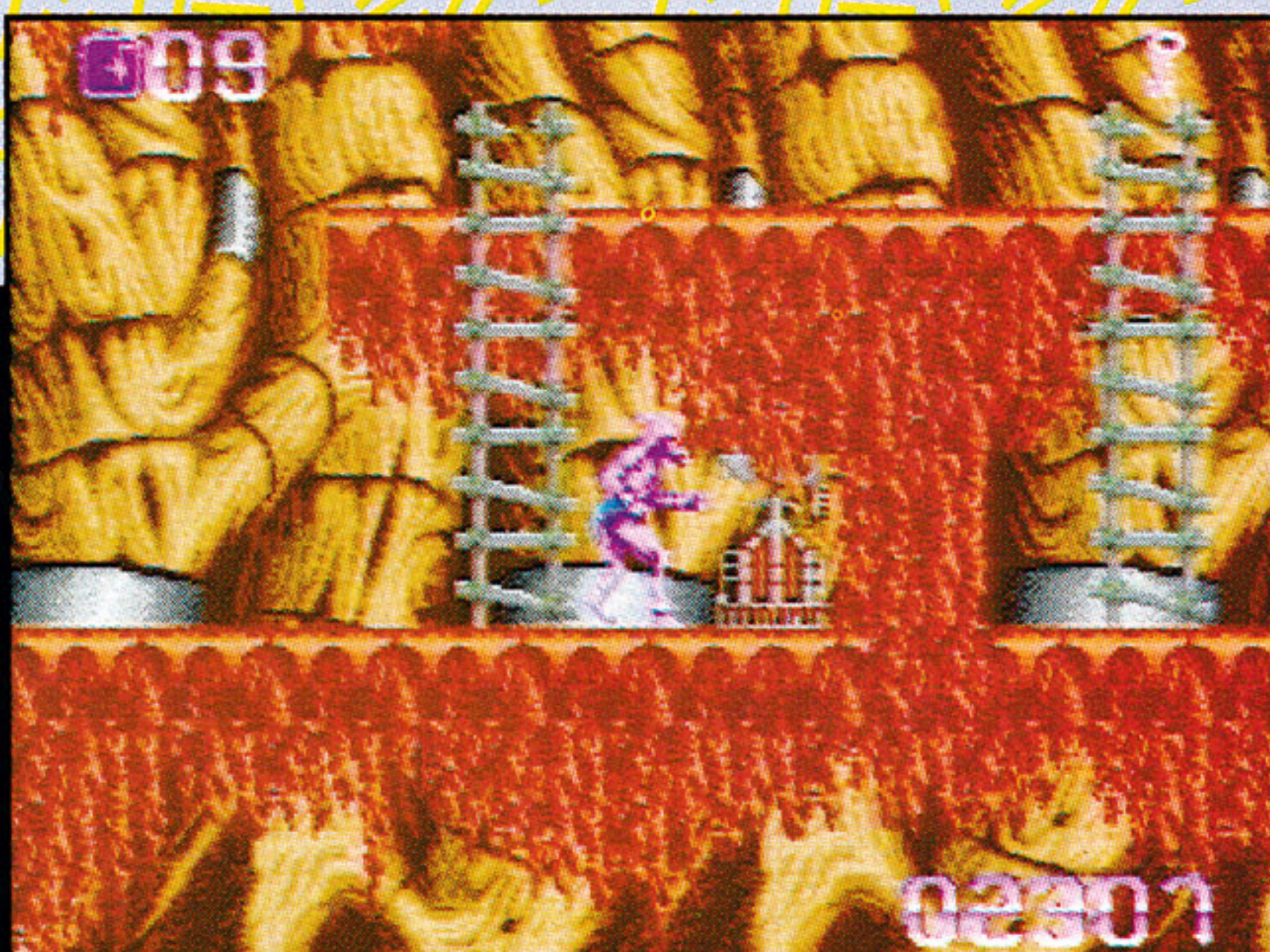
Near the bottom of the labyrinth, look for this key. You'll need it later in the game.



By now, you'll probably need some more energy. Continue your descent and you'll find what you need.



You're after that blue ball, but you'll have to fight for it. Punch the ball several times while dodging the statue's flame attack.



This little contraption sends you very close to the first boss.



Use the weapon you received from the blue ball to defeat this enormous creature.

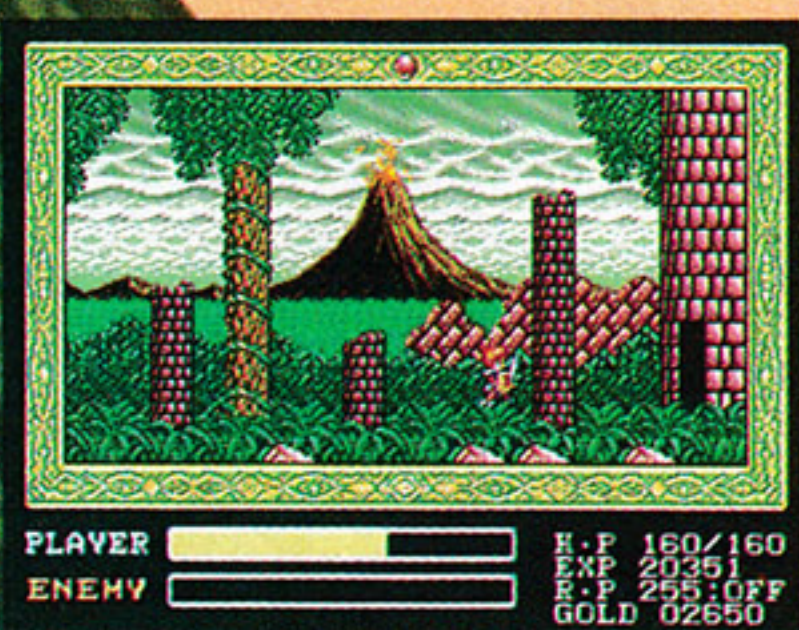
Return of the Swordsman

Ys III™

Adol, the hero of Ys, has returned for his greatest challenge!

With his traveling companion, the ex-thief, Dogi, they set out to destroy an evil force that has entered the Kenai Region. Dogi's hometown of Sarina lies in the heart of the invaded realm and the Wanderers are ready for action!

Join them as they battle the forces of darkness in lands filled with mystery and menace. Go from the top of a blizzard swept peak to the core of a volcanic dungeon. Arm yourself with a variety of magical weapons and potions to conquer the wicked army of the night. Unlock the secrets of a corrupt empire while uncovering clues to the identity of the malevolent force that is guiding the evil warriors of the Dark World.



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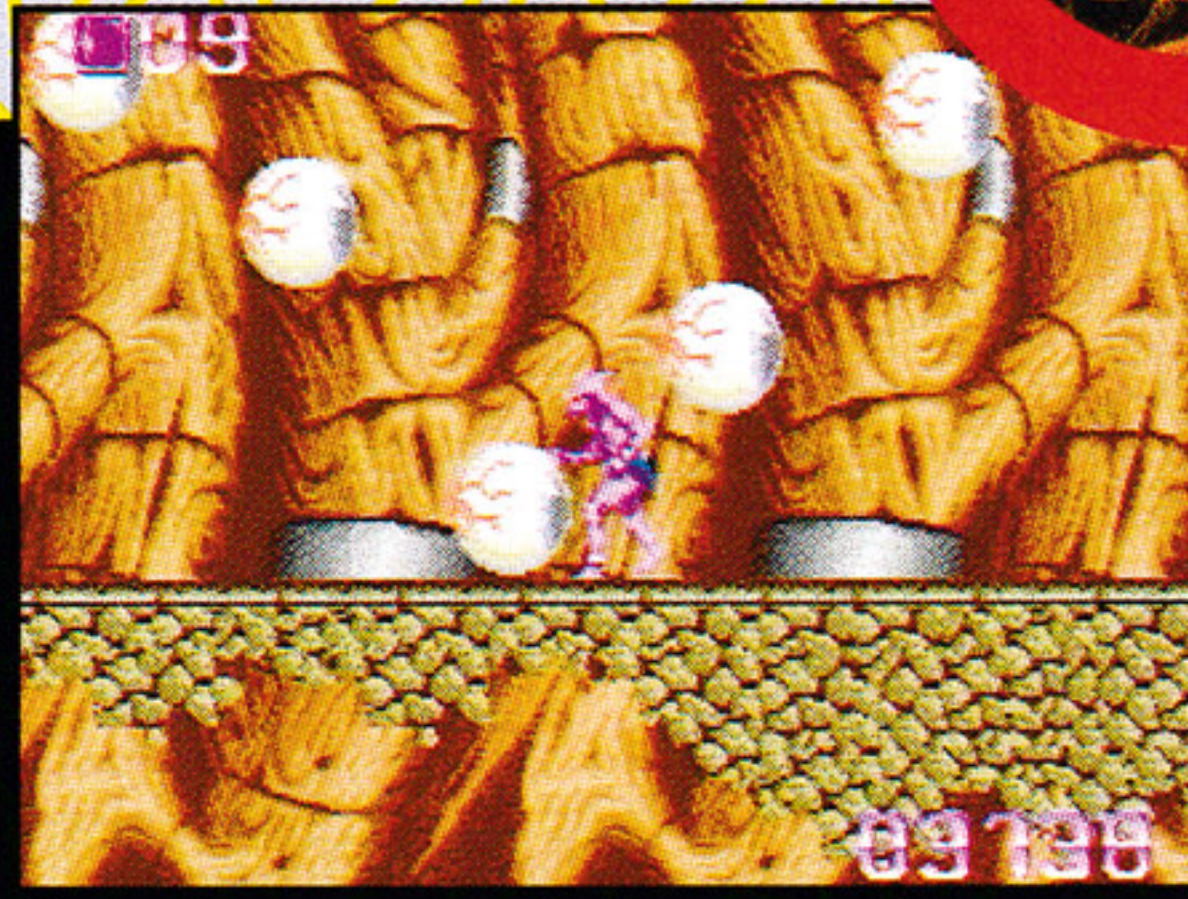
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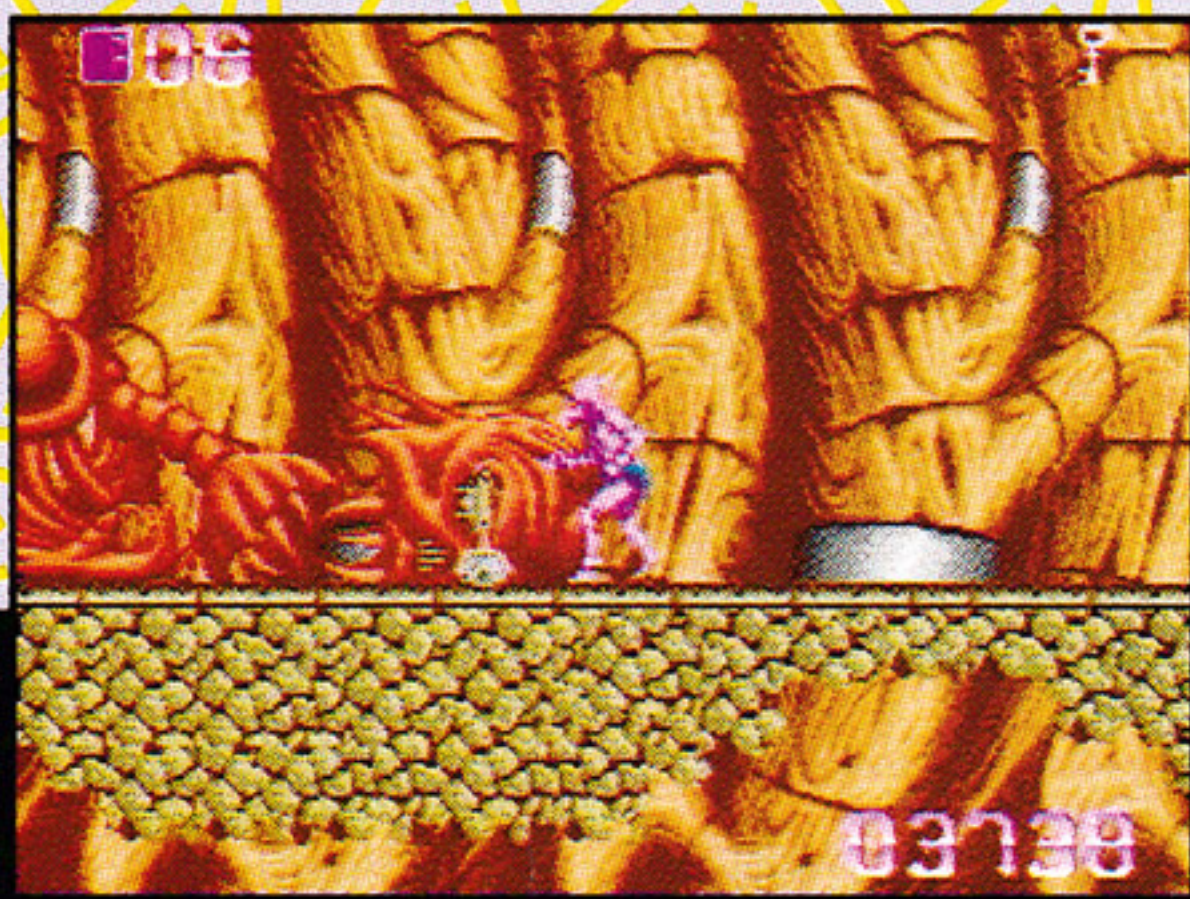




Don't believe everything you read! Later in the game you'll encounter a power-up that you can't use unless you've flipped this switch.



You may be tempted to avoid this obstacle, but there's something on the other side that's absolutely essential, so take your time and work your way through.



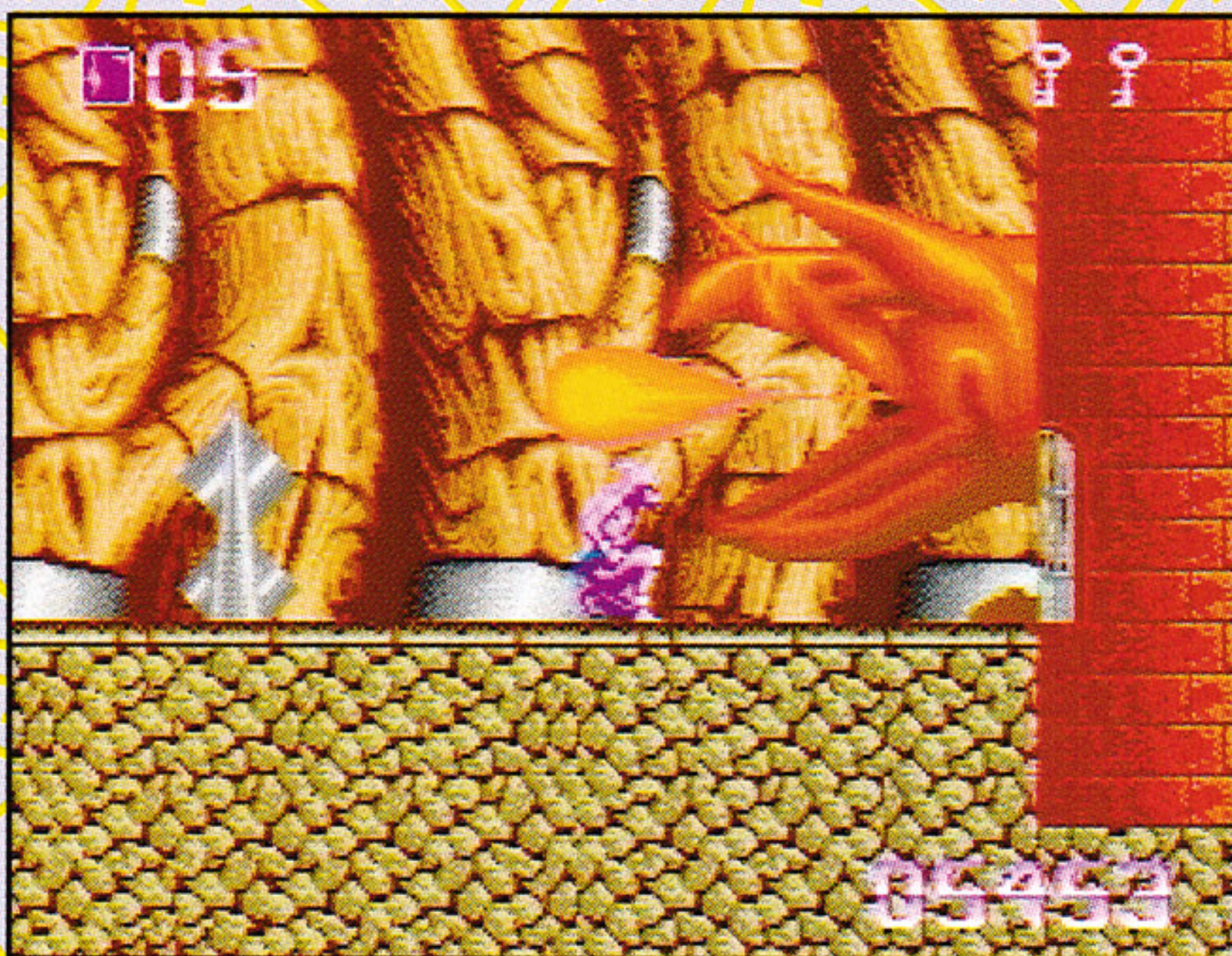
This key will allow you to return to the ground above.



These dragons try to stand in your way — watch your step and take them out.



If you didn't touch that switch, you won't be able to pick up this power-punch icon.

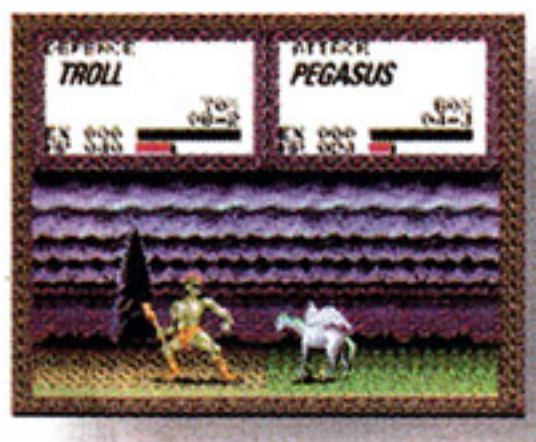


Watch your feet, and try out those new power punches.

THE ULTIMATE STRATEGY SIMULATION GAME IS YOURS TO EXPERIENCE!



Master of Monsters



Gaya, king of the Dark World, summoned five of his loyal subjects — a fierce warlock, a sorcerer with healing powers, an evil wizard, Nechromensa the master of chaos and confusion, and Samona, who possesses power over all good and evil subjects. Gaya looked over his five masters of magic and spoke: "The time has come to choose a new king, but only one of you will reign. You will use your magical powers to create fighting monsters and ultimately you will live or die. Whoever remains will conquer and inherit my kingdom. Though you may win or lose, each of you must fight to the end to be worthy of ruling my kingdom."

After Gaya spoke, he pointed to a door behind the five masters of magic. "On the other side of the door, I have created a world of the Master of Monsters," roared King Gaya. "Go and fight to your victory!"



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THE GROUND STAGE

SUPER TIP!



When you leave this well, make sure you still have one key in your possession or you'll be stuck later in your quest.

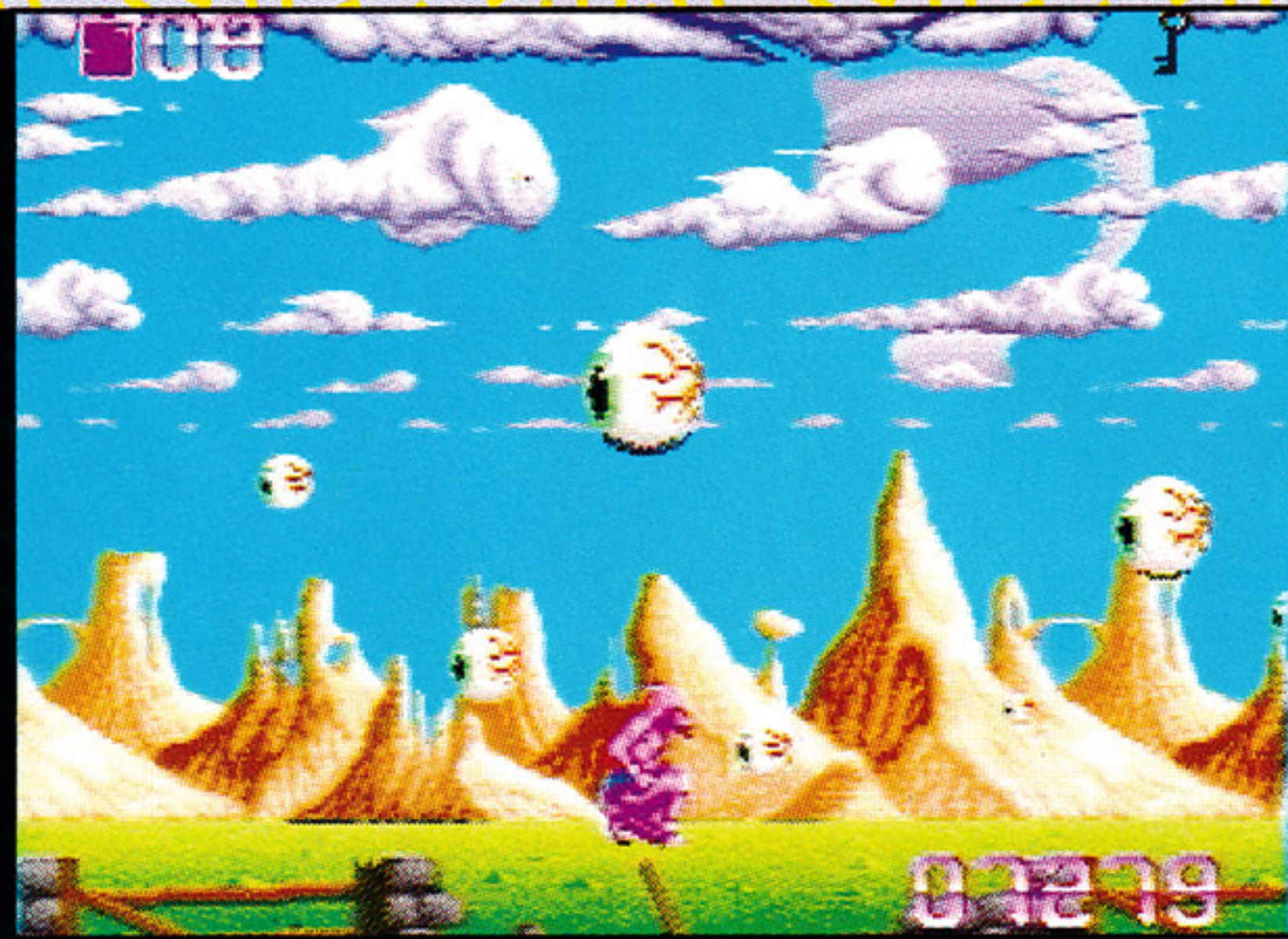


Punch a hole in this circle of creatures, then step through carefully. Keep an eye on the ground for spears!



Punch these statues for some extra points on your life meter.

To get through this eye garden, watch the patterns and advance slowly. Find safe places to stop as you go, so you can study the eyes ahead.

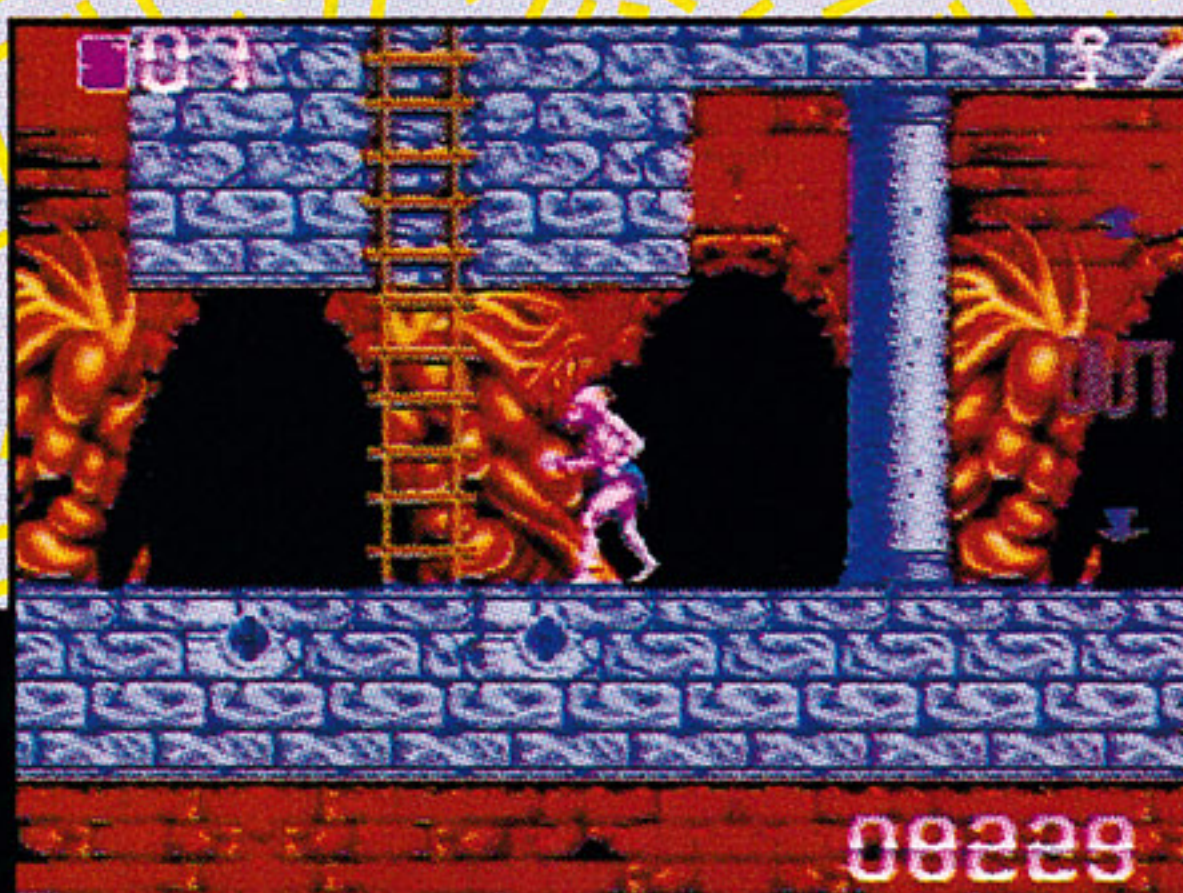


CASTLE

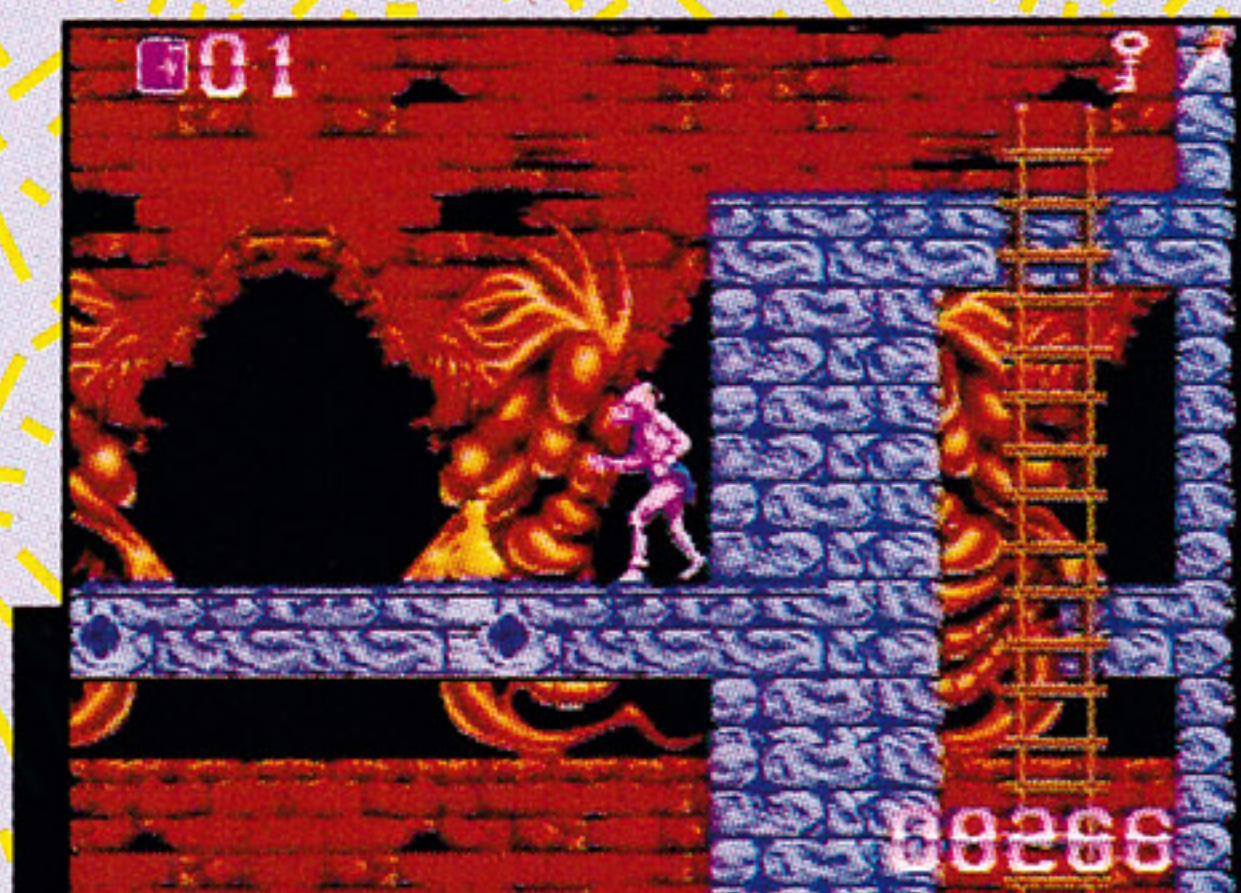
SUPER TIP!



Be sure to grab this torch before you enter the castle, or you'll find nothing but darkness inside.



Start your exploration with the first ladder to the left.

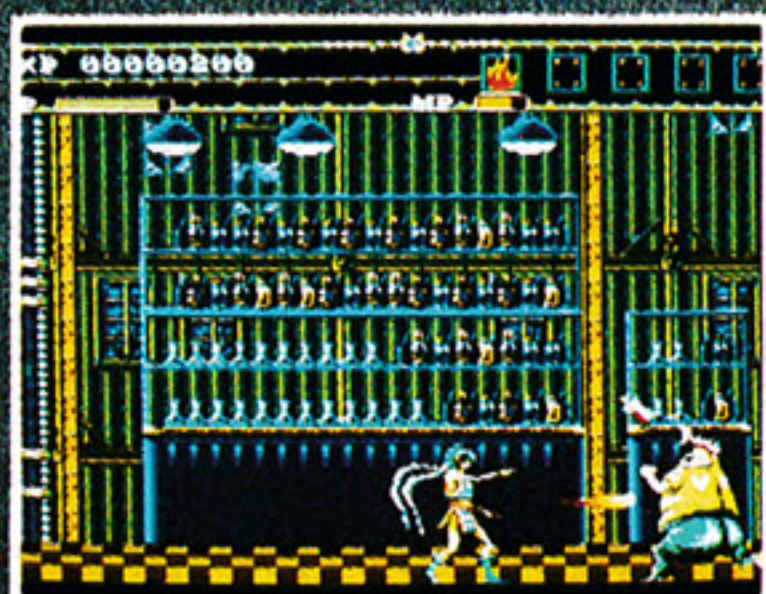


Don't miss this full life restoration!

The Mistress Of The Wind Will Blow Your Mind.

The year is 1928. In a distant galaxy, a monstrous entity watches and waits. The mighty Hastur lives to destroy, with the power to obliterate a planet. On Earth, he is worshipped by a cult called the Hastur Group. They intend to bring Hastur to Earth to wipe out civilization and begin a new order — dictated by the cult of Hastur! To summon Hastur, they plan to use the Empire State Building as a sacrificial shrine. The only one who can stop them is Annet, a young sorceress from the mountains of Peru, who has telepathically harnessed part of Hastur's power. She controls the elements of the air, possessing the magic of El Viento... The Wind. But the Hastur Group has enlisted the gangsters of Vincente DeMarco, supreme underworld kingpin. Your battle begins in the speakeasies, factories, streets and sewers of New York, against a merciless and deadly mob. Prepare to wield the mind-boggling elemental power of El Viento!

El Viento™



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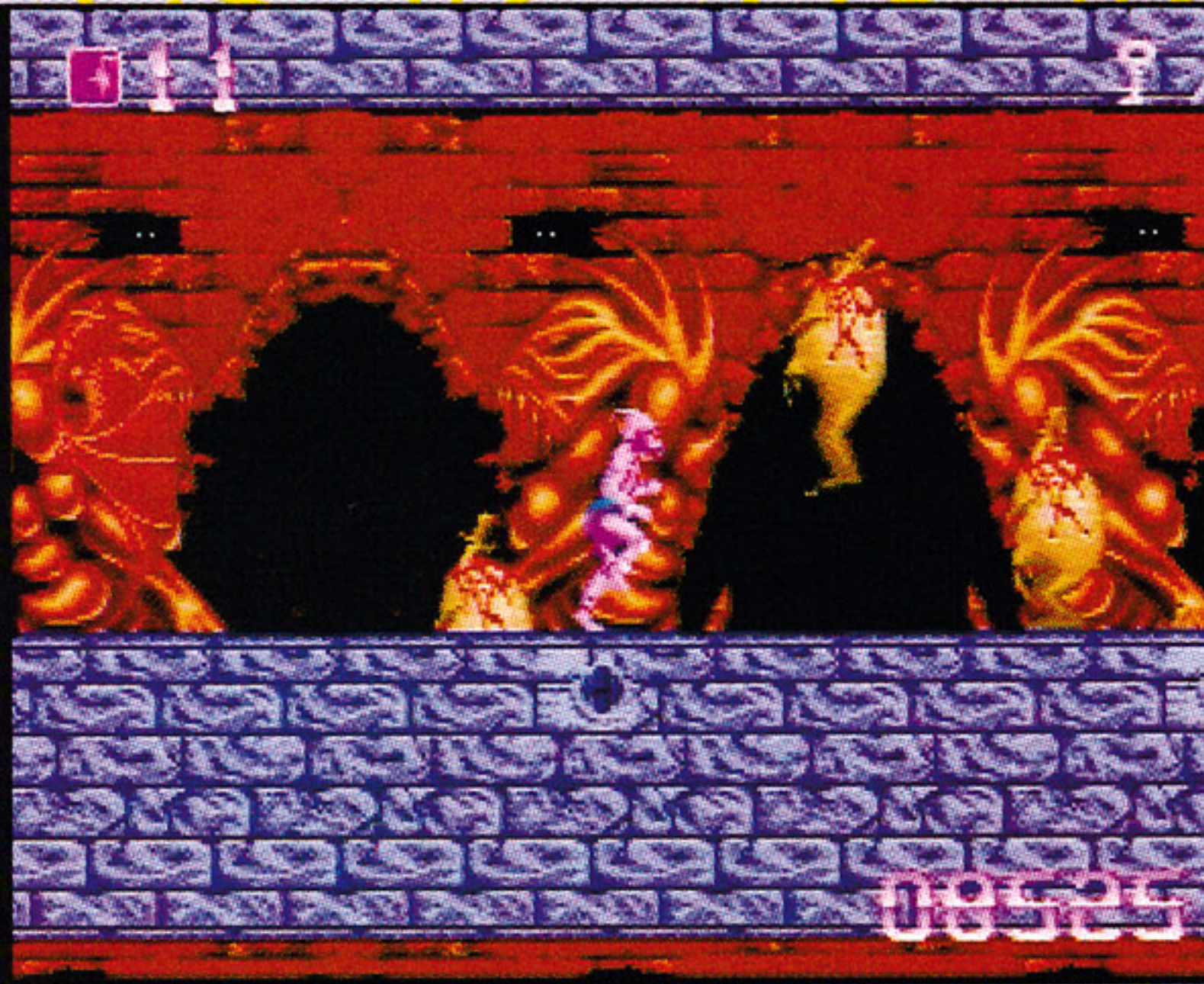
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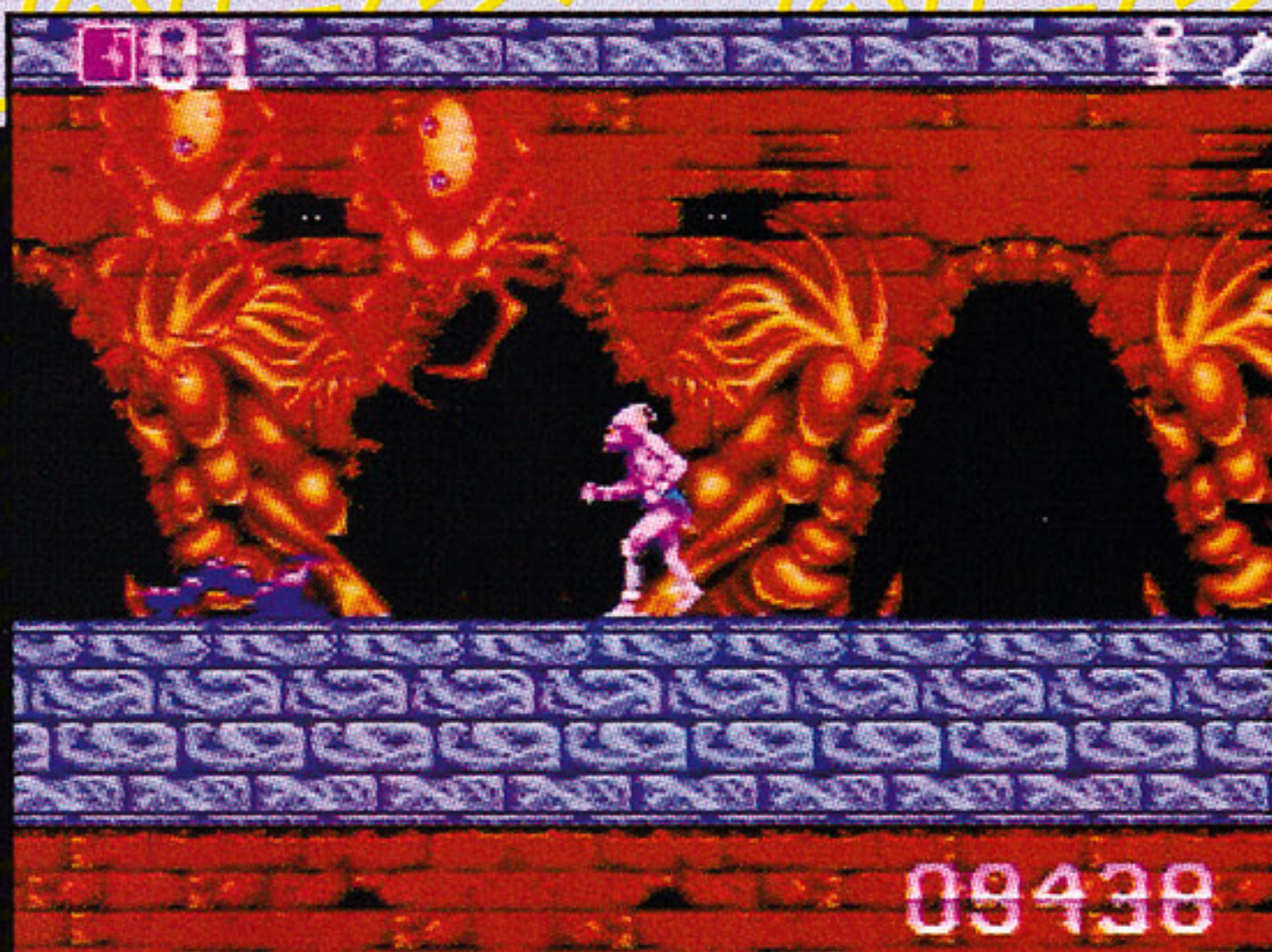
These guys appear very suddenly from the ground. Be ready to attack instantly.



SUPER TIP!



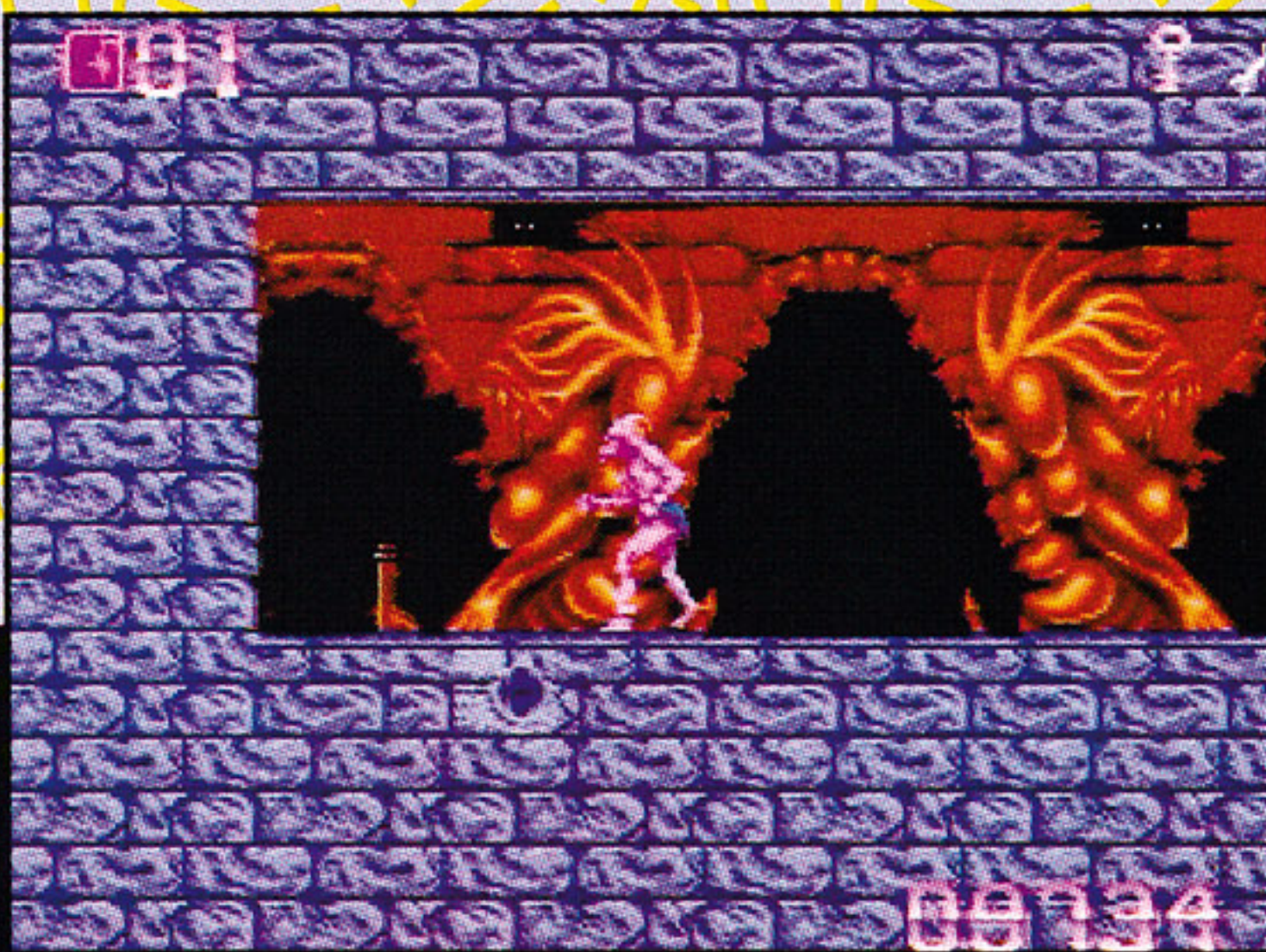
It may not seem very important, but you won't be able to finish this level without the wrench.



Back on the main level of the castle, head left beneath the hanging spiders.



These creatures would like to crush you from above, so take them out quickly.



At last, a firearm! After you have the gun you may wonder how you ever got along without it.

SUPER TIP!



Don't try to get through this electrical obstacle without using that wrench first.

THE RAIDEN TRAD SWEEPSTAKES!

GAME PLAYERS
SEGA GENESIS
 STRATEGY GUIDE

Top world scientists have created a supersonic fighter bomber called Raiden. The Raiden is just about to take off, and the entire world is depending on you!

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ALL ENTRIES MUST BE RECEIVED BY MAY 11, 1992

No purchase required. One entry per person. To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age, and the words "Game Players Raiden Trad" on a 3" x 5" piece of paper and mail to the address below. Void where prohibited. Not responsible for late, lost, mutilated, or misdirected mail. This Sweepstakes is sponsored by Bignet USA and is open to U.S. residents excluding employees (and their immediate families) of Bignet USA, Signal Research, Inc., their parent companies, subsidiaries, affiliates and agencies. Prizes and approximate retail values are (1) Grand Prize: Complete library of Bignet games (\$229.92); (25) First Prizes: Raiden Trad game (\$59.99 ea); (25) Second Prizes: One-year subscription to Game Players Sega Genesis Strategy Guide (\$21.50 ea.); (30) Third Prizes: Game Players Encyclopedia of Sega Genesis Games, Vol. 3 (\$14.95 ea.). Total retail value of all prizes \$2,715.67. Chances of winning are determined by total number of valid entries received. Winners will be randomly drawn on or about May 11, 1992 and will be notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of winners. For a list of winners, send a self-addressed stamped envelope to Game Players Raiden Trad Sweepstakes, PO Box 29364, Greensboro, NC 27429. Requests must be received before April 3, 1992. Void where prohibited. Void in Quebec, Canada. All federal, state, and local laws and regulations apply. Acceptance of prize constitutes permission to use winners' names and likeness for publicity purposes without additional compensation or permission.

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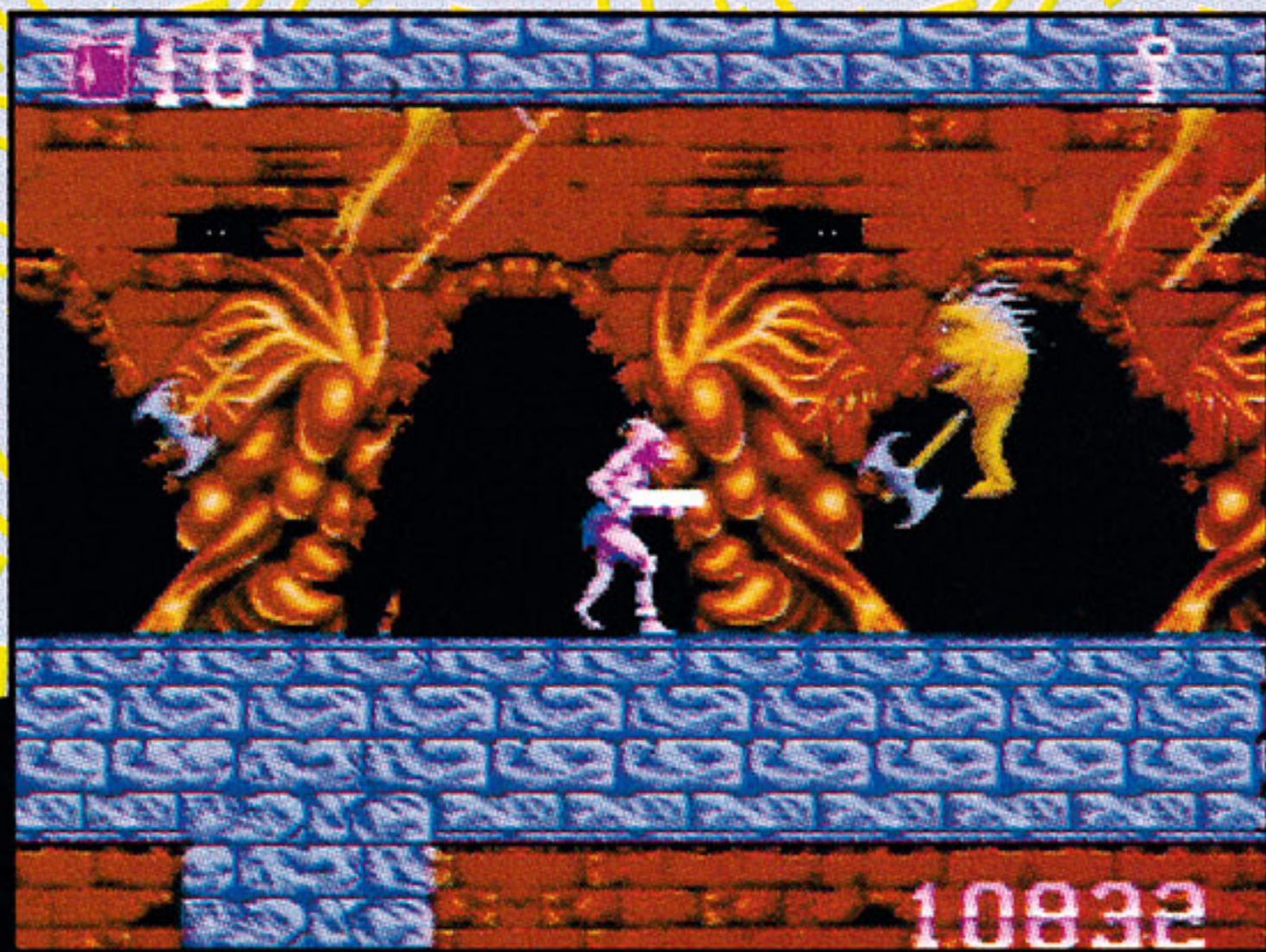
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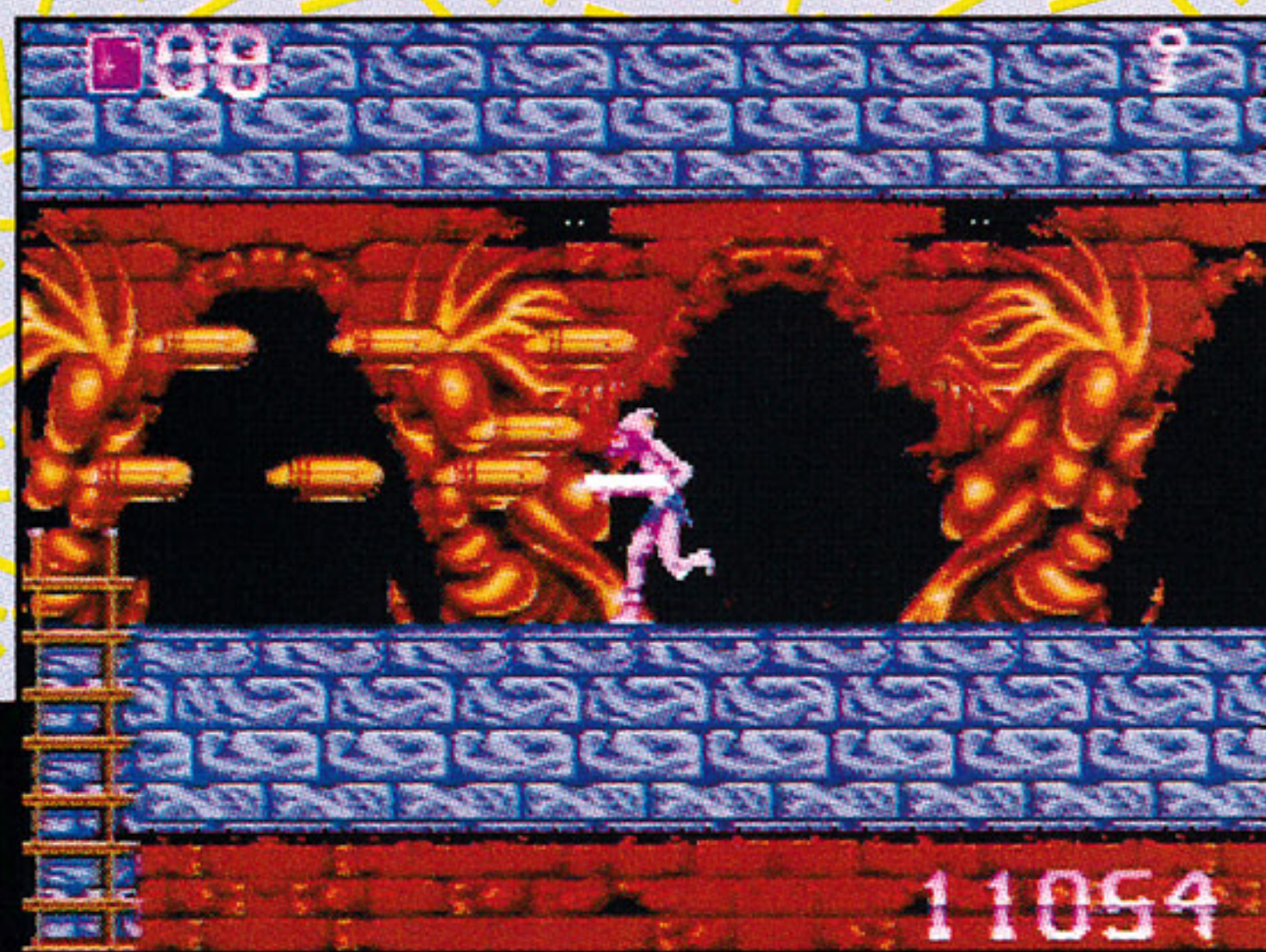
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City _____ State _____ Zip _____

Age _____



Sure, it looks like the very last place you'd want to explore — but you have no choice.

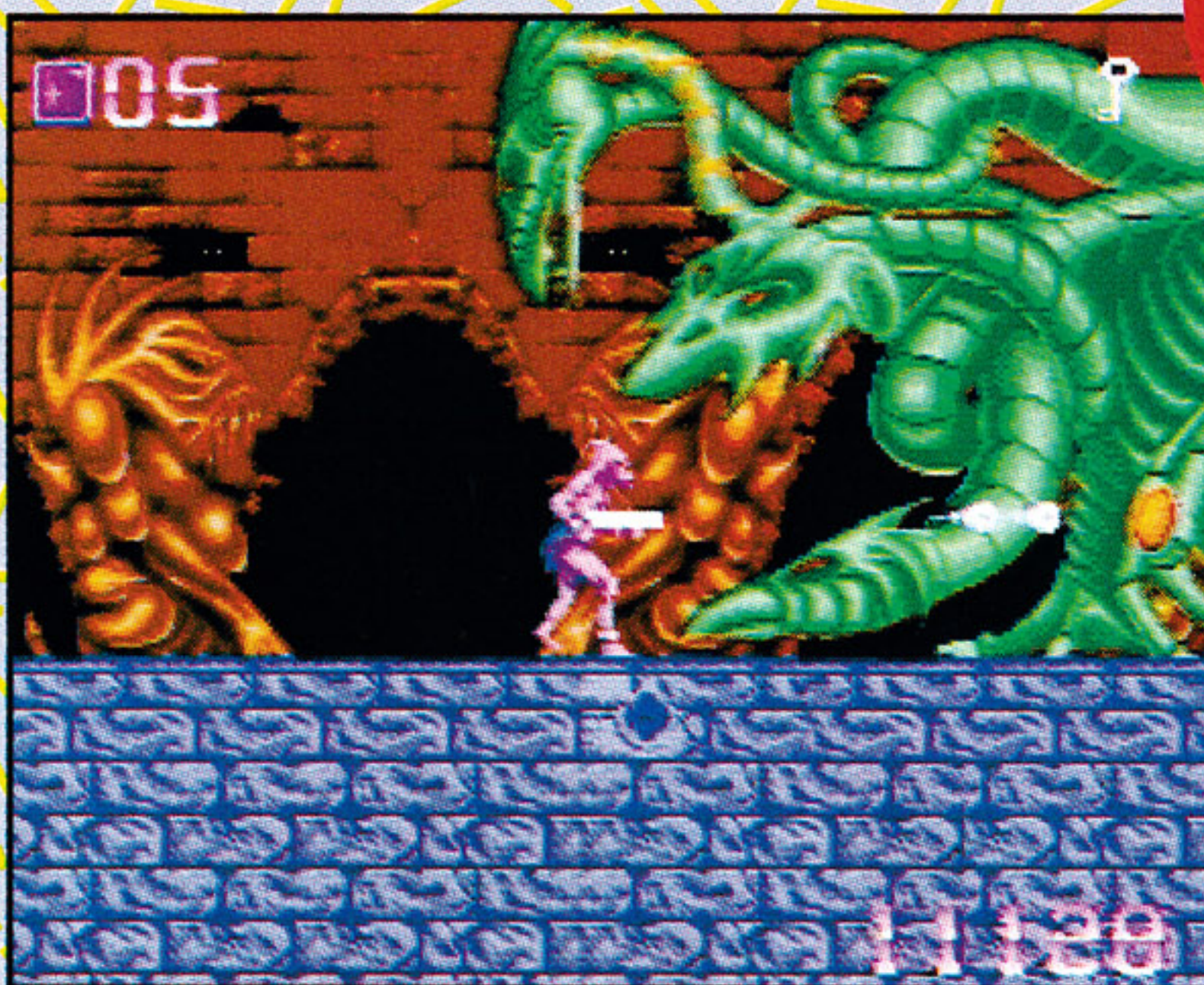


You've got to be quick on the draw to take out this line of missiles.



SUPER TIP!

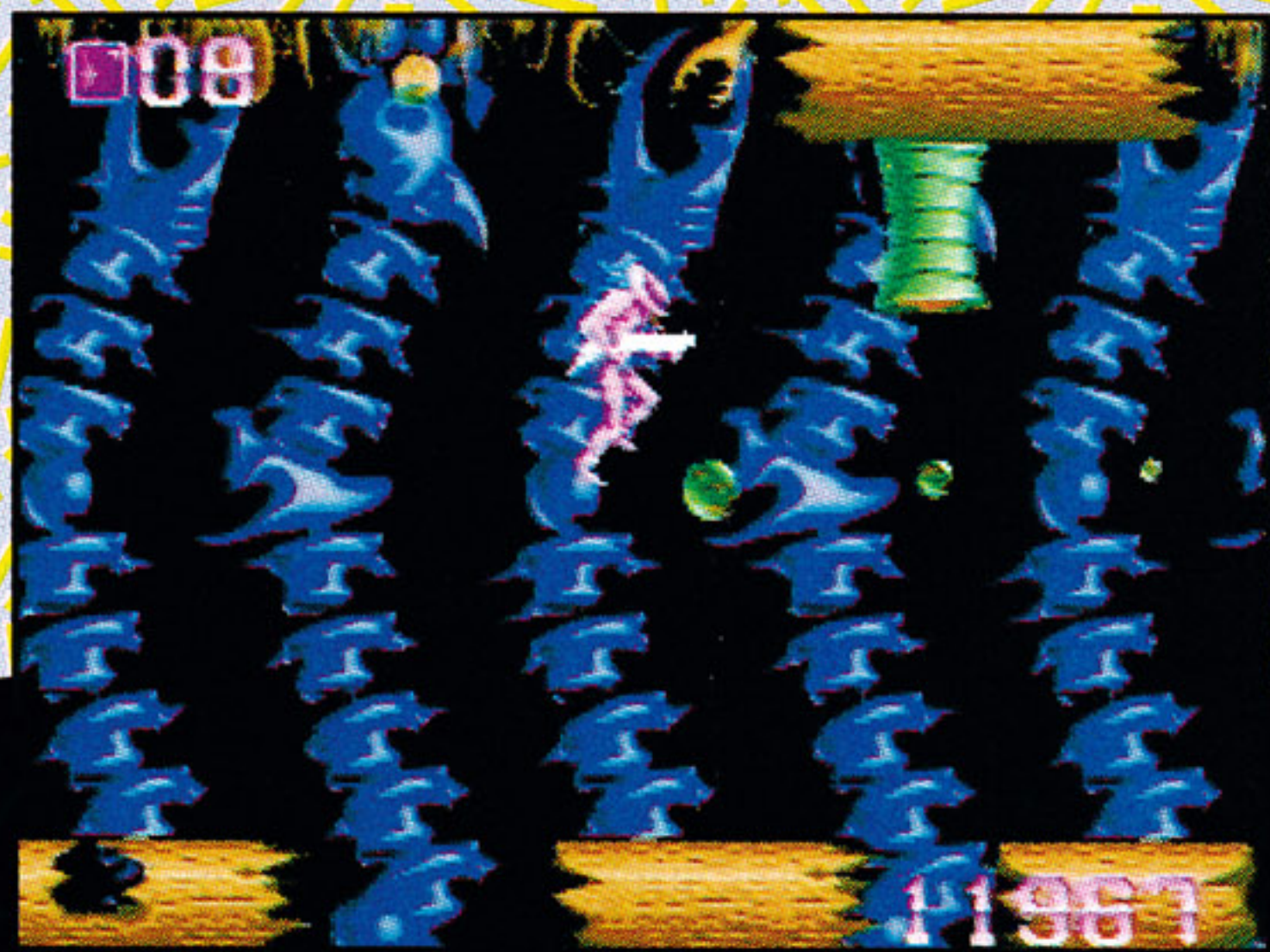
Don't think that just because you have a gun you can stand back and easily defeat the dragon. There's a small target on this dragon that you'll see when you move close to him. This is his only vulnerable spot.



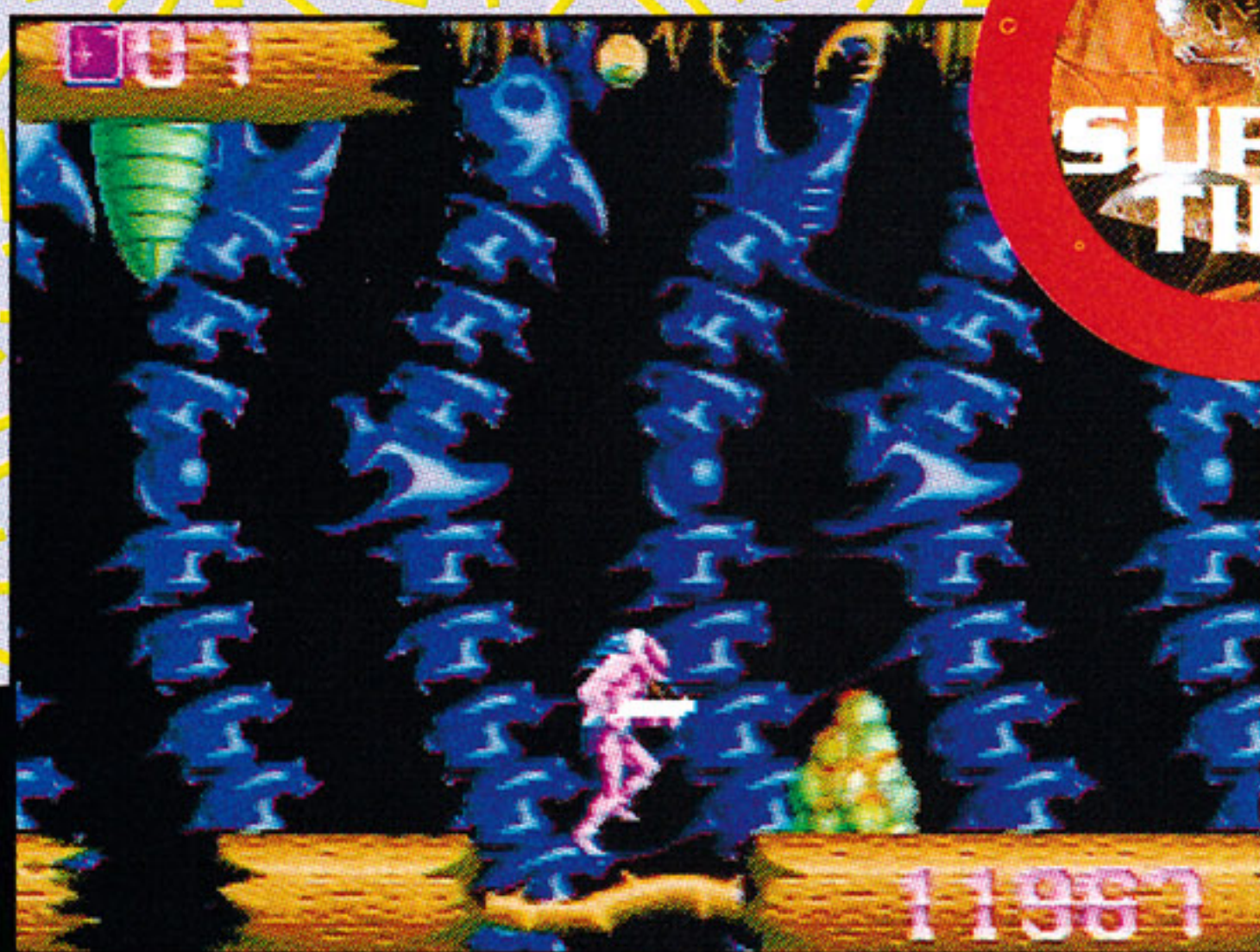
SPACE STAGE



Get ready to fire at this onslaught of creatures floating your way.



It may look harmless, but this monster can attack from afar by spitting out harmful particles.



Don't pass up this pile of space debris. It may hold some extra life points for you!

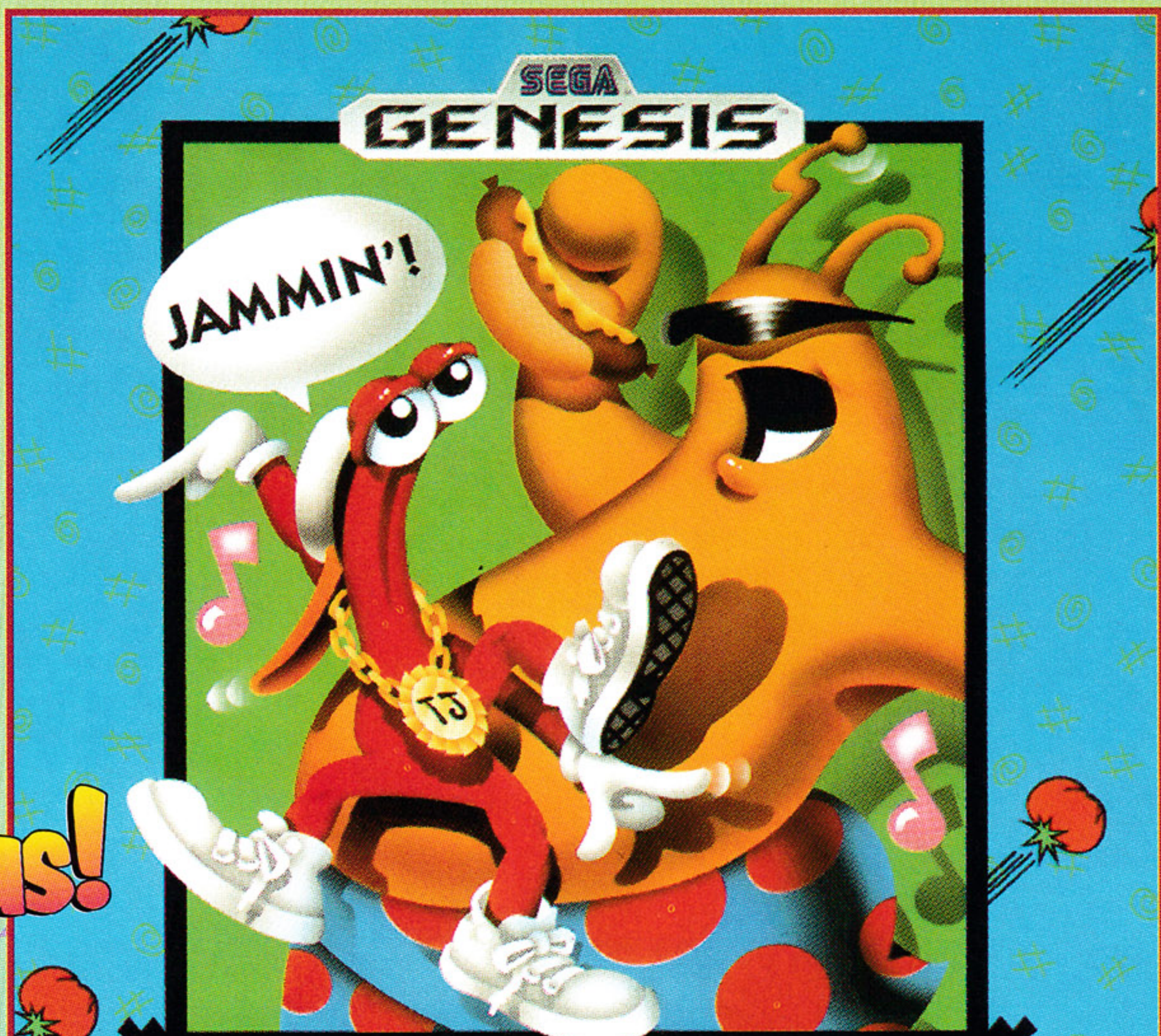


SUPER TIP!

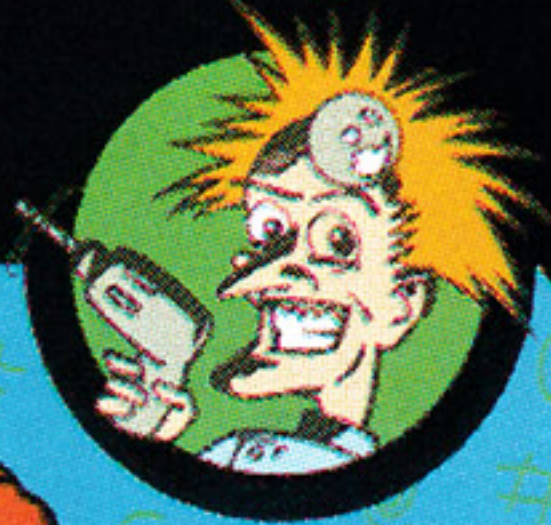
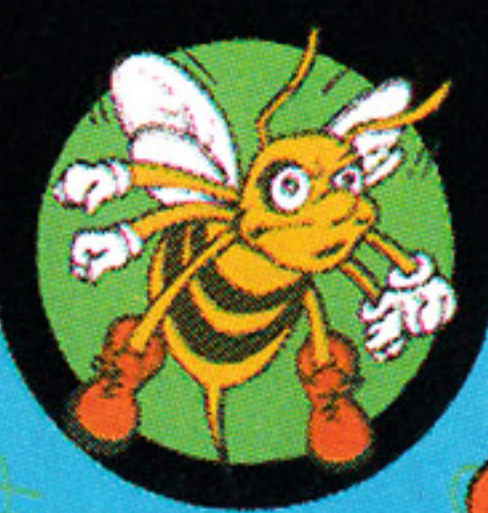
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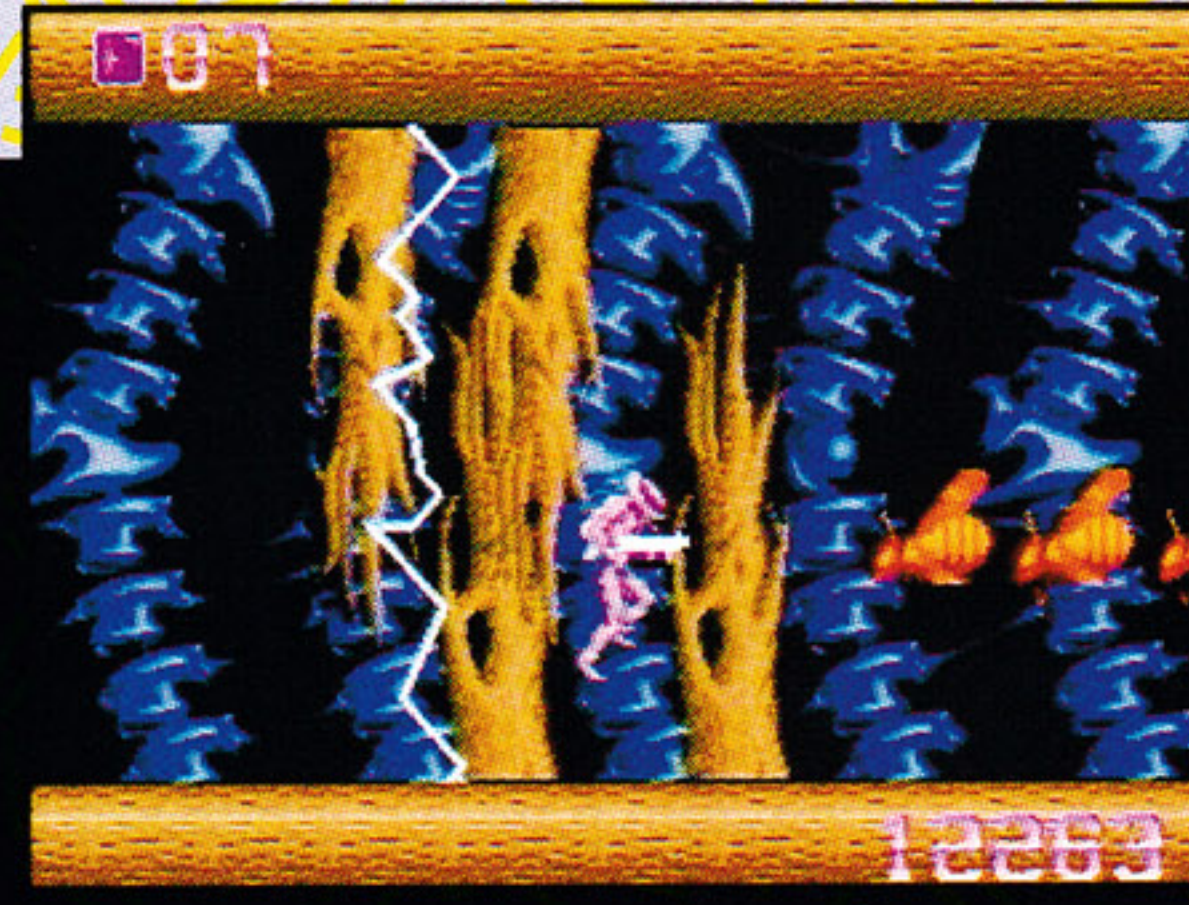
**ALL ENTRIES MUST BE RECEIVED BY
JUNE 15, 1992**

MAIL TO: Game Players
ToeJam and Earl Contest
P.O. Box 29364
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No purchase required. One entry per person. Void where prohibited. Not responsible for late, lost, mutilated, or misdirected mail. Entries received become the property of Signal Research, Inc. Individual audio tape submissions can not be acknowledged or returned (please keep a copy of your rap tune). This contest is sponsored by Sega of America, Inc. and is open to U.S. residents excluding employees (and their immediate families) of Sega of America, Inc., Signal Research, Inc., their parent companies, subsidiaries, affiliates and agencies. Prizes and approximate retail values are (2) First Prizes: Sega Arcade Powerstick and (5) Sega Genesis games (\$349.95 ea.); (50) Runner Up Prizes: Official ToeJam and Earl Rap and ToeJam and Earl Mobile (\$12.95 ea.); (50) Early Entry Prizes (\$10.00 ea.). Total retail value of all prizes \$1,847.40. Chances of winning are determined by total number of valid entries received. Winners will be chosen on or about June 15, 1992 and will be notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of winners. For a list of winners, send a self-addressed stamped envelope before June 15, 1992 to Game Players ToeJam and Earl Contest, PO Box 29364, Greensboro, NC 27429. Void in Quebec, Canada. All federal, state, and local laws and regulations apply. Acceptance of prize constitutes permission to use winners' names and likeness for publicity purposes without additional compensation or permission.



Use the gun to blow a hole in this semi-circle of danger, then exit through the gap.



Look for enemies in every direction. This section of the game is full of potentially deadly situations.



Once again, blow a hole in this semi-circle of star-like particles to free yourself.



Yet another garden of eyeballs! Take your time and you'll find safe passage through them.



You were probably hoping that you could take care of this boss from a safe distance, but again you must move in close to do any damage.

THE GROUND STAGE — EVENING



You'll probably notice that the sky has darkened a little since the last time you were outside. Watch for all-new nocturnal dangers!



Just a fraction of what we spend on entertainment could be music to someone's ears.

If we all shared just a small part of our extra money and time, we could turn up the volume on some of society's problems.

Like the homeless. Hunger. Or illiteracy.

Millions of people have helped establish five percent of their incomes and five hours of volunteer

time per week as America's standard of giving.

If we all reached this standard, we could generate more than \$175 billion every year. With a force equivalent to 20 million full-time workers.

This year, make it your goal to give five. And help pick up the tempo in your community.



What you get back is immeasurable.



Some of these headstones hold power-ups, while others will sap your strength. Avoid the ones in the middle!



Plow through this army of skeletons with precision punching.



You probably hoped you'd seen the last of these monsters!



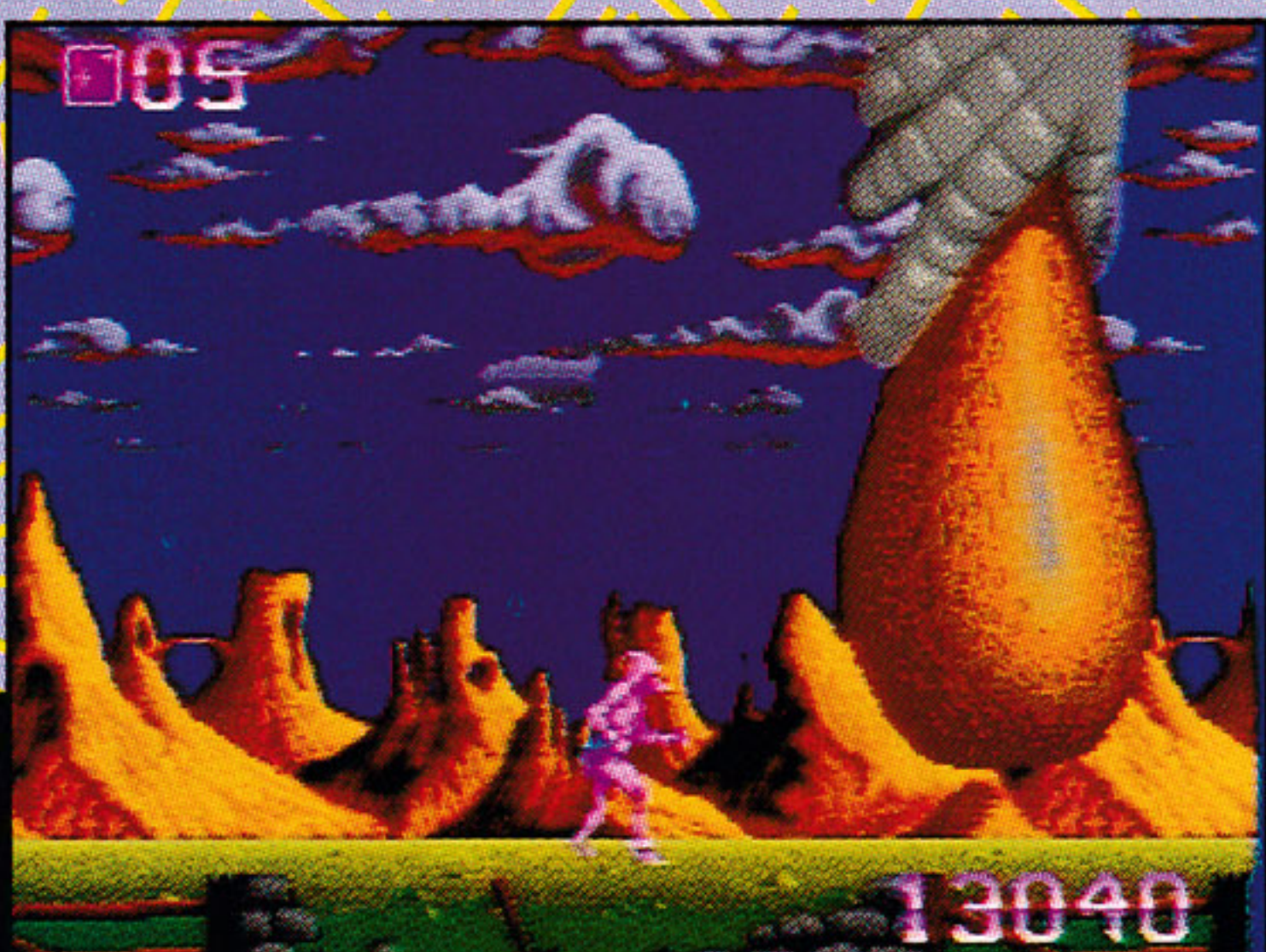
Find a safe spot between his explosive droppings and wait until he passes.



Take a second to learn the pattern of these blades, then carefully negotiate through them without taking any damage. You're about to need all the strength you can get!



These snakes are quick, but they can be taken out easily with accurate punches.



Could this be the Beast Lord himself? Imagine how large he must be! Good Luck!

STRATEGY FEATURE

Few videogame plots have borrowed so freely from so many different sources as does the storyline of *El Viento*. This game pits a steel boomerang-throwing heroine against the Chicago underworld of Al Capone, who's in cahoots with a secret demonic cult working to resurrect Hastur the Unspeakable, Lord of the Wind.

As if this weren't strange enough, the game takes place in 1928, through a series of locations that span the continent from New York to the Grand Canyon.

Confused? Well, don't worry about it too much, because *El Viento*



is really a good game — not exactly groundbreaking, but solid and enjoyable. The heroine, Annet, is a young warrior-sorceress with a distant blood relationship to the evil Hastur himself. Cursing her demonic heritage, she arms herself with a set of deadly steel boomerangs and the finest combat gear (thigh boots and a mini-skirt — well known for their defensive qualities), vowing to destroy the forces of Hastur and leave the demon imprisoned forever.

Renovation, 987 University Avenue #10, Los Gatos, CA 95030

Jeff Lundrigan



The biggest challenge in the first section of the game is Al Capone's biker gang. They're pretty easy to evade, though, and they don't like magic at all — one fireball is all it takes.

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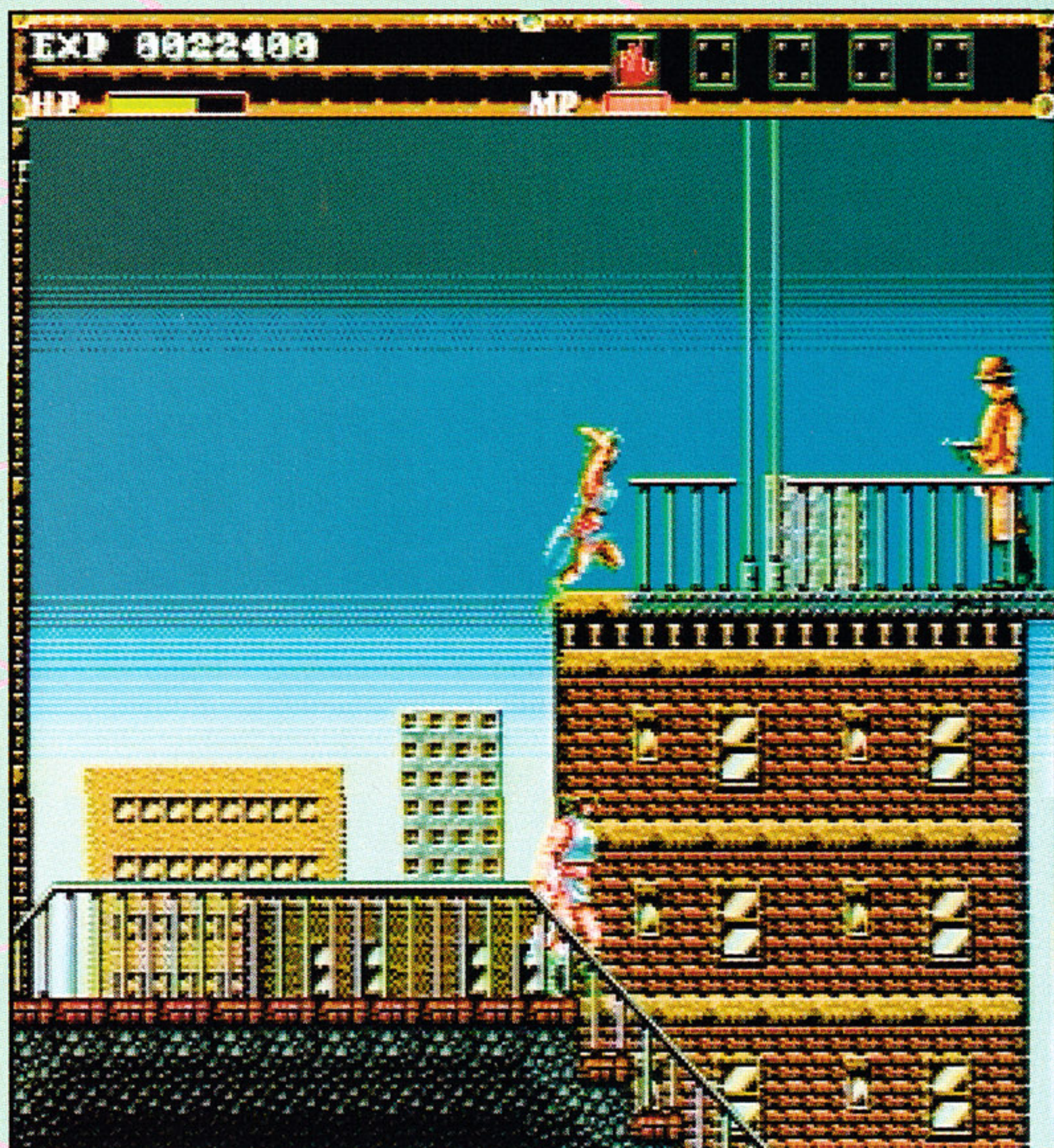


No purchase necessary. Void where prohibited by law. Odds of winning depend upon the number of eligible entries received. OH & MI residents only may enter by mailing the official entry form or a 3x5" piece of paper with name, address, zip code, phone number to Video Mania Sweepstakes, PO Box 2089, Westport, CT 06880. See Official rules at your Toys "R" Us store or send a self-addressed stamped envelope to: Video Mania Official Rules, PO Box 2089, Westport CT 06880. (Toys "R" Us, 461 From Road, Paramus, NJ is a retailer of toy products).

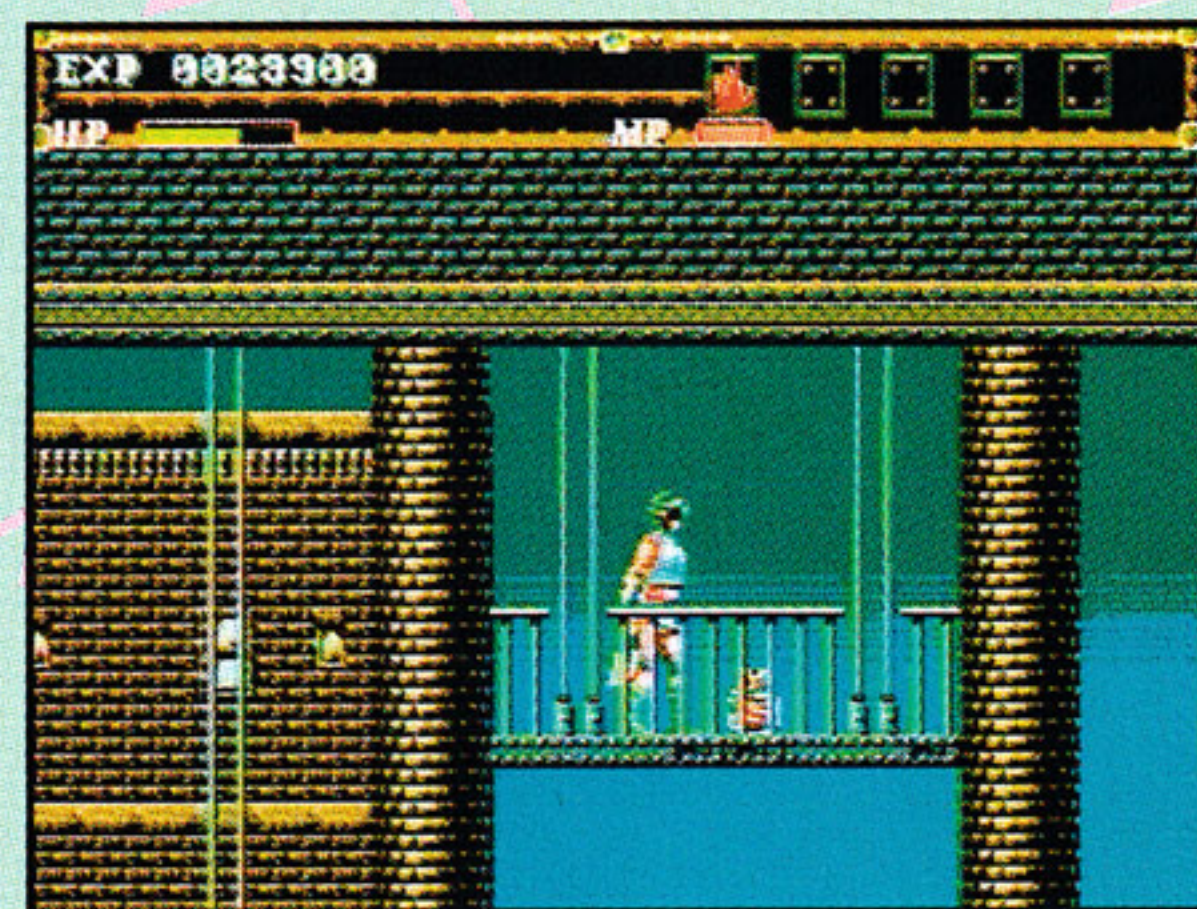
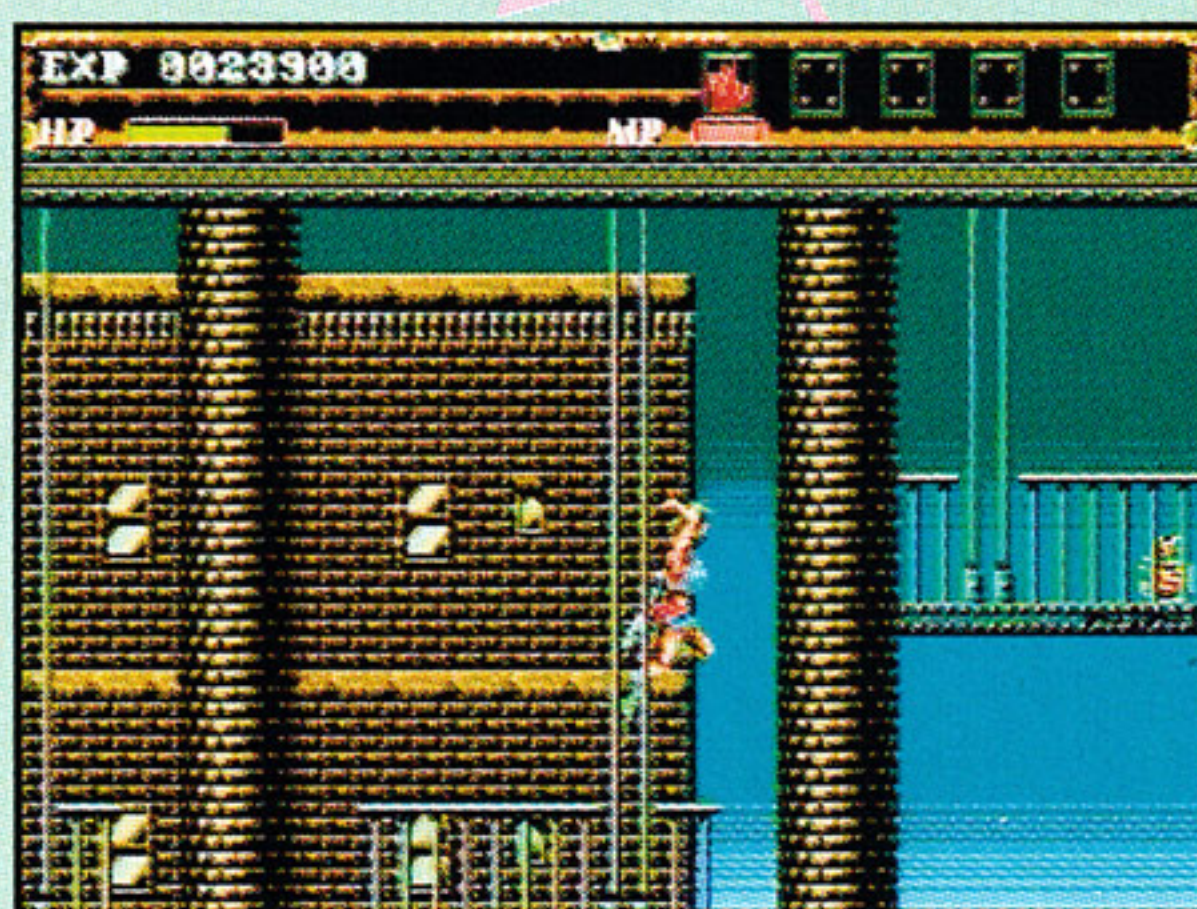
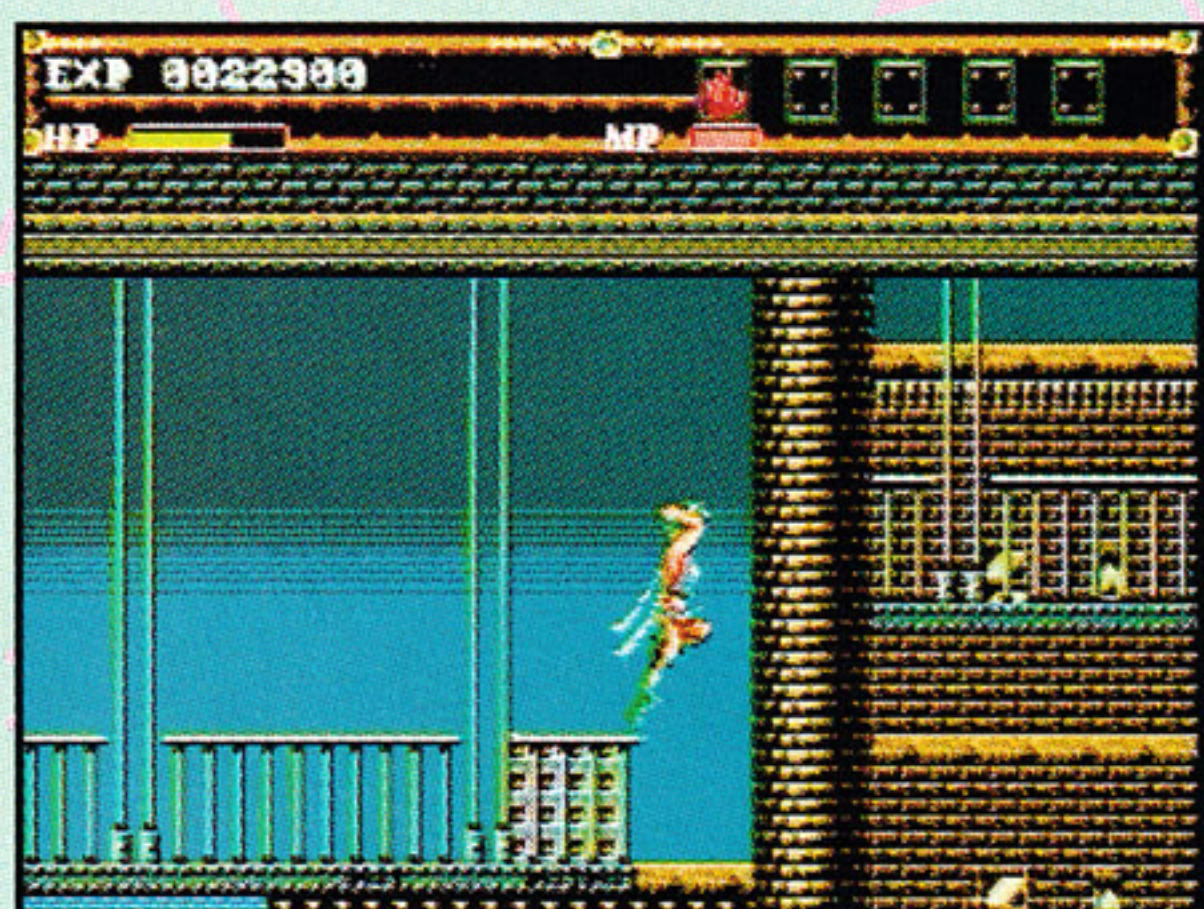
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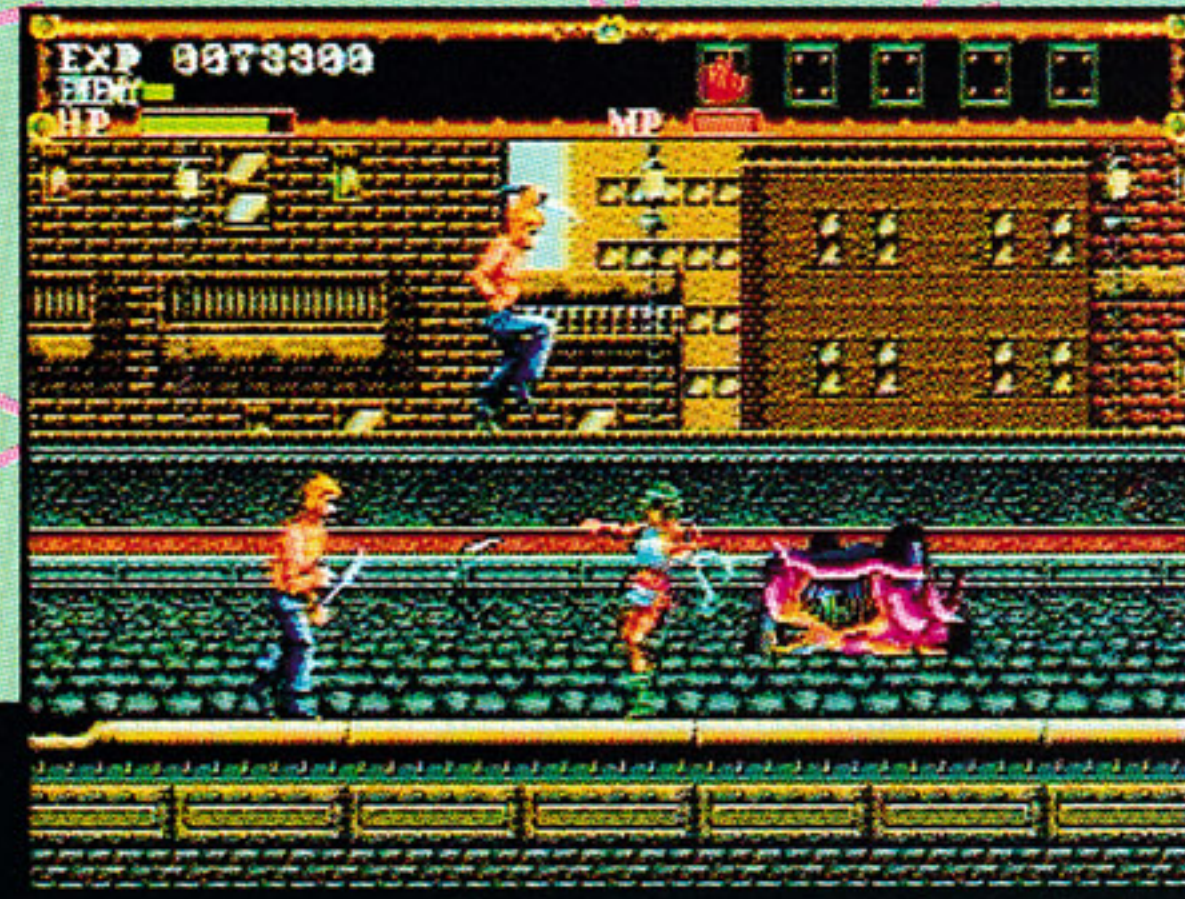
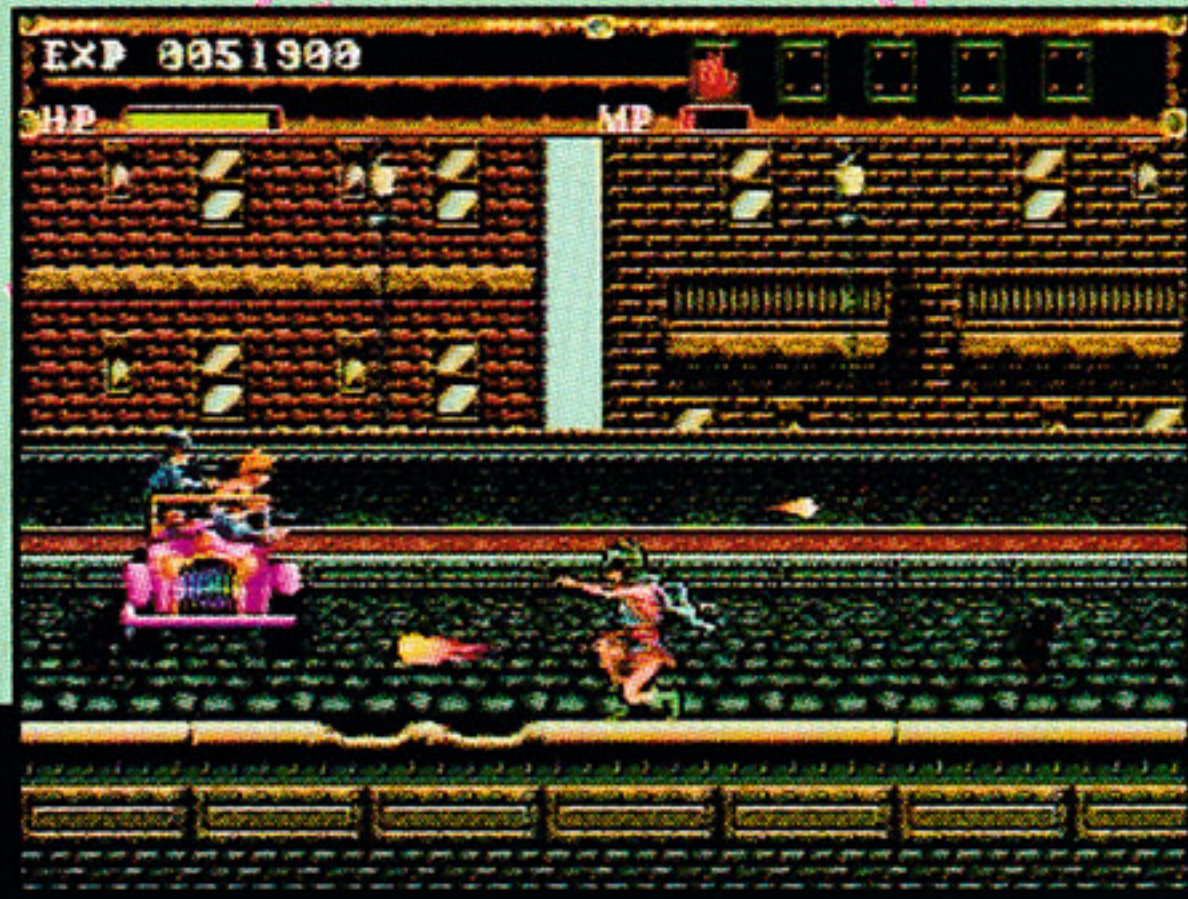


Follow this series of platforms up and to the right to find a healing potion. It's a good idea to kill all the enemies down on the street first, so if you miss a jump you won't fall into trouble. The enemies don't re-appear when you leave the screen.

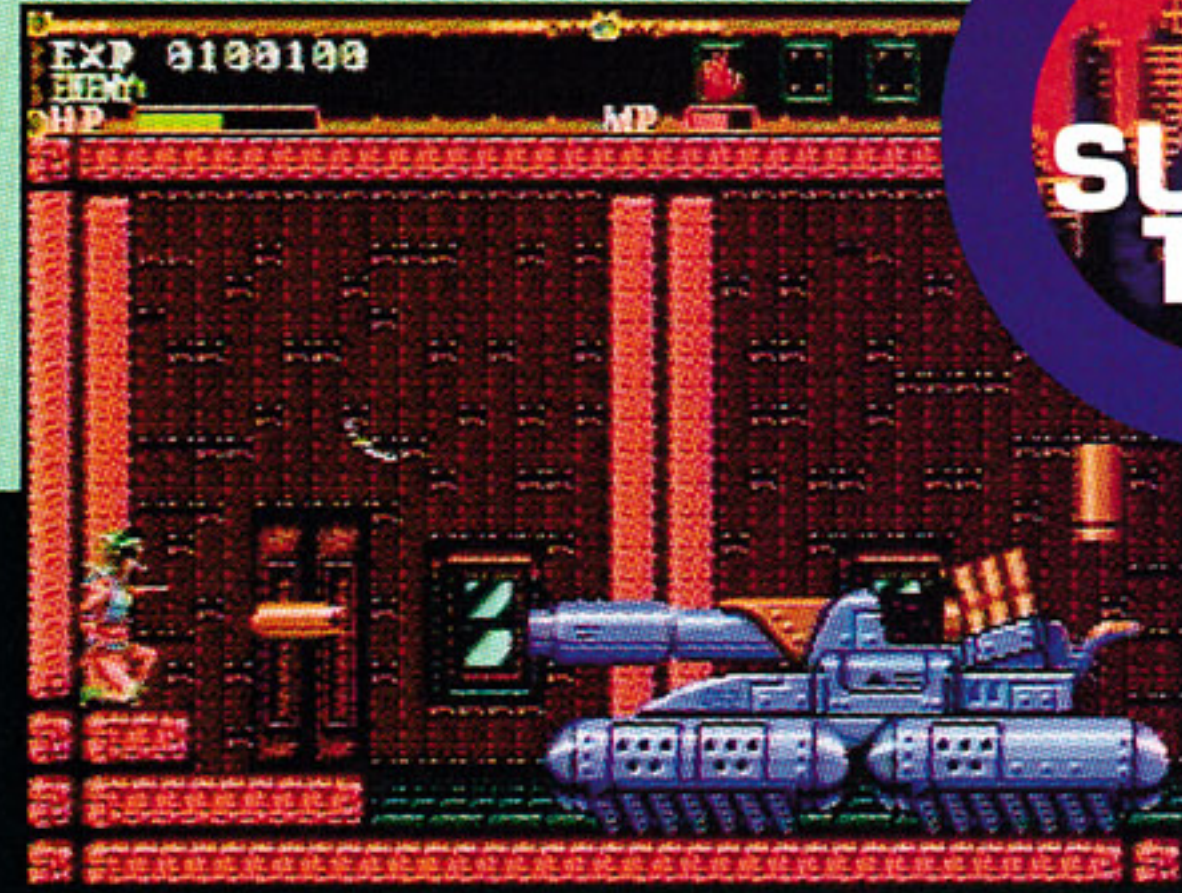
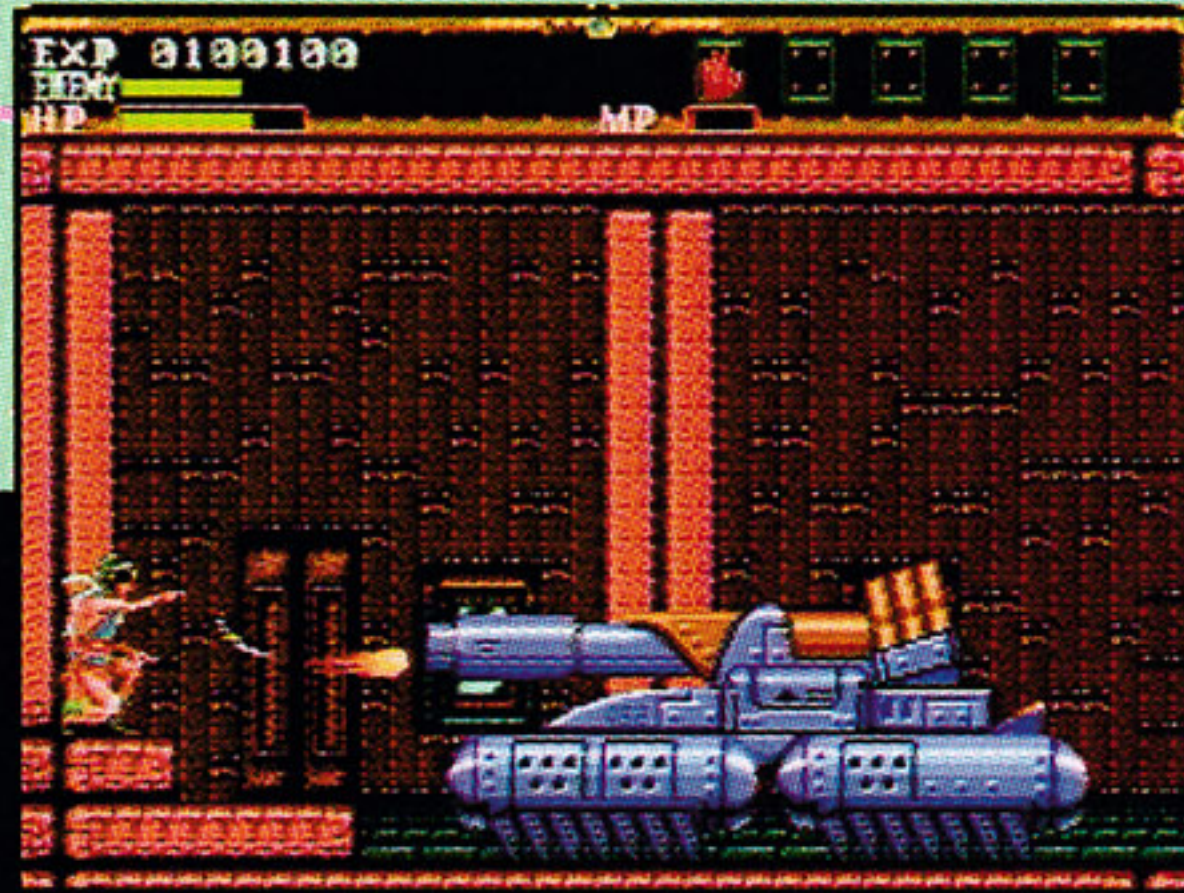


It's easy to climb the buildings without killing all the enemies in the windows, but the more fighting experience you gain, the longer your life bar becomes. These guys are easy targets.

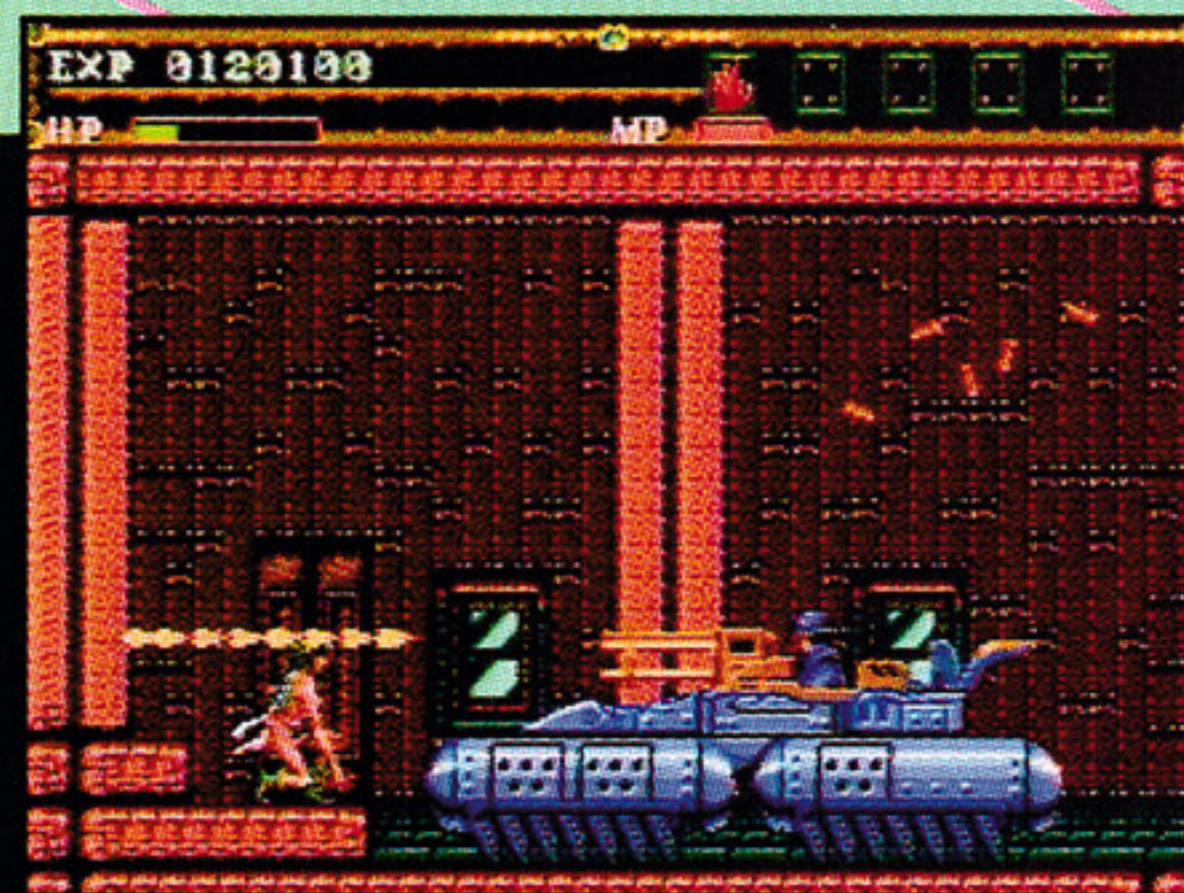
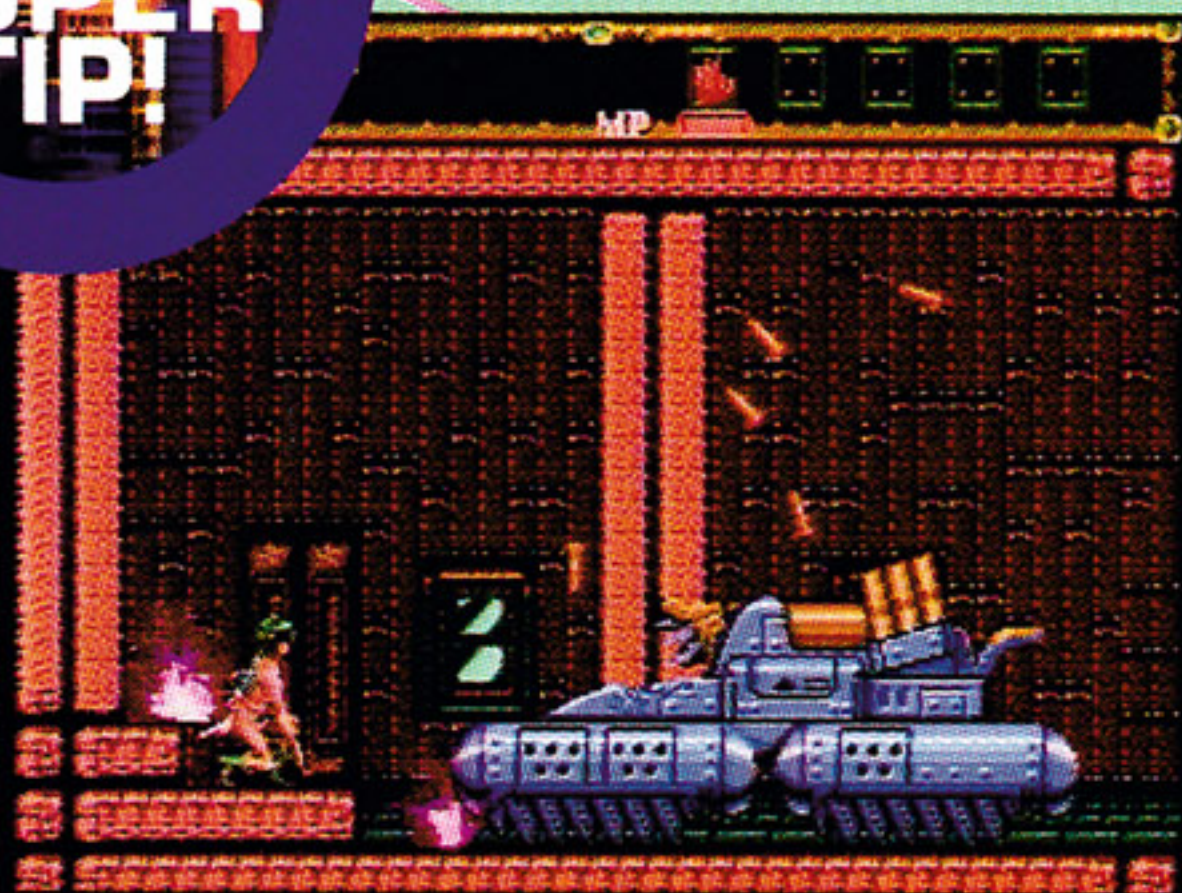




While running through the streets, you'll be assaulted by goons in cars. Duck so their gunshots can't hit you and attack the cars with fire balls, then stay put and mop up any stray thugs who jumped out. Don't continue on until you're sure you've defeated them all, or you may be surrounded.



The Stage 1 boss, a giant tank, can take a lot of damage before it finally keels over. Kneel on the top step and throw boomerangs and fire balls into the mouth of the cannon. Keep an eye on the hammer at the back of the tank — when it cocks, the gun is about to fire.

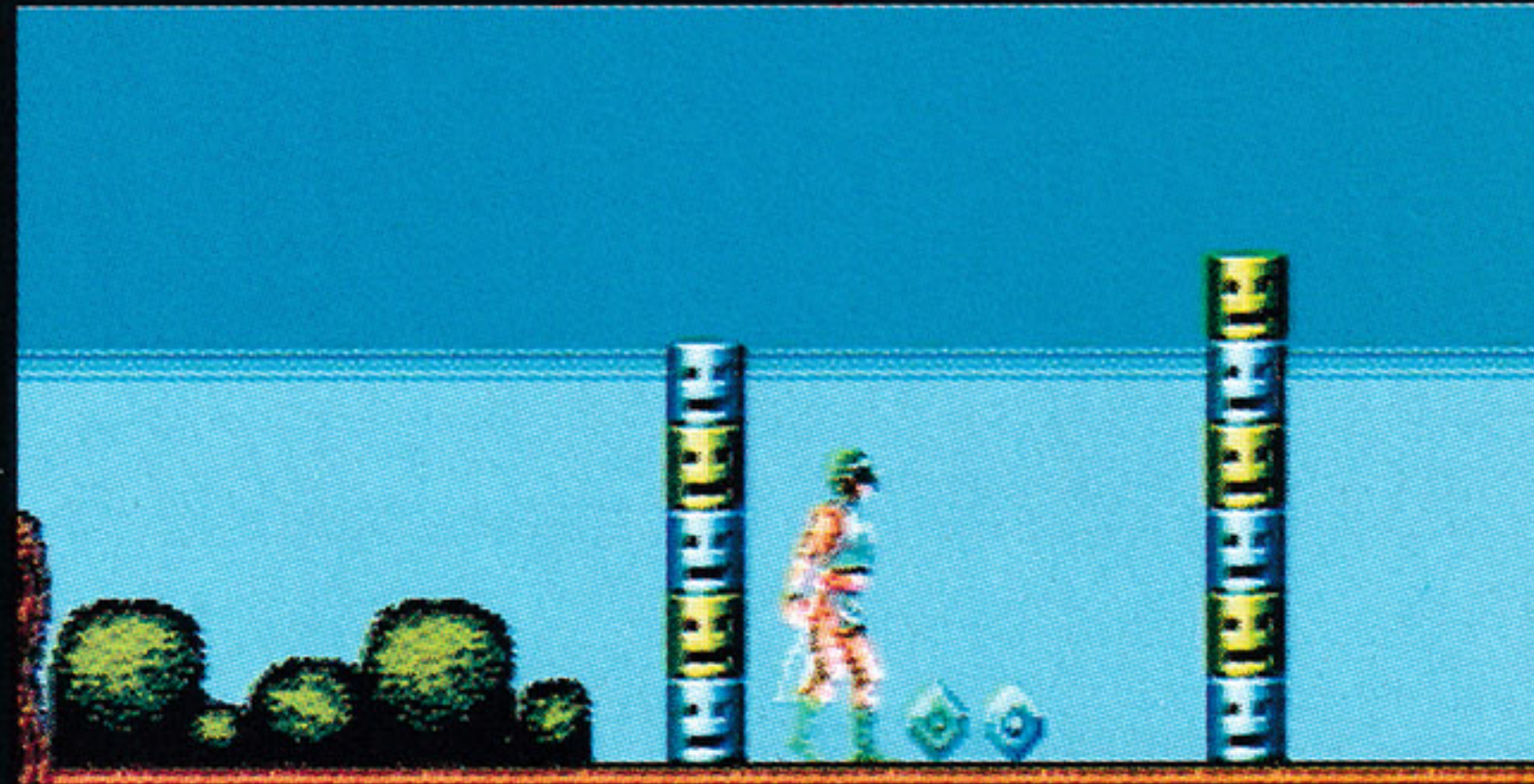


Once the main gun is destroyed, the tank starts firing rockets. There's no way to avoid them all, so just attack as fast and as many times as you can. When the rockets stop, you've got it made — kneel on the second step and the tank's vulcan will fire right over your head.



Having beaten his army of thugs, Annet meets "Scarface" Al Capone. Although not very talkative, Capone tips her off to a gathering of Hastur's forces at Mount Rushmore.

Someone thoughtfully left trampolines lying around Stage 2. Use them to get up and over especially high obstacles. Along the high road you'll find a pair of crystals. For as long as the crystals last, your boomerangs will home in on enemies — very handy.



You'll find that the piles of timber in the Mount Rushmore area are unusually fragile — they pop like balloons when you step on them. While working your way down to the bottom, keep an eye out for a pair of healing potions hidden in the pile.



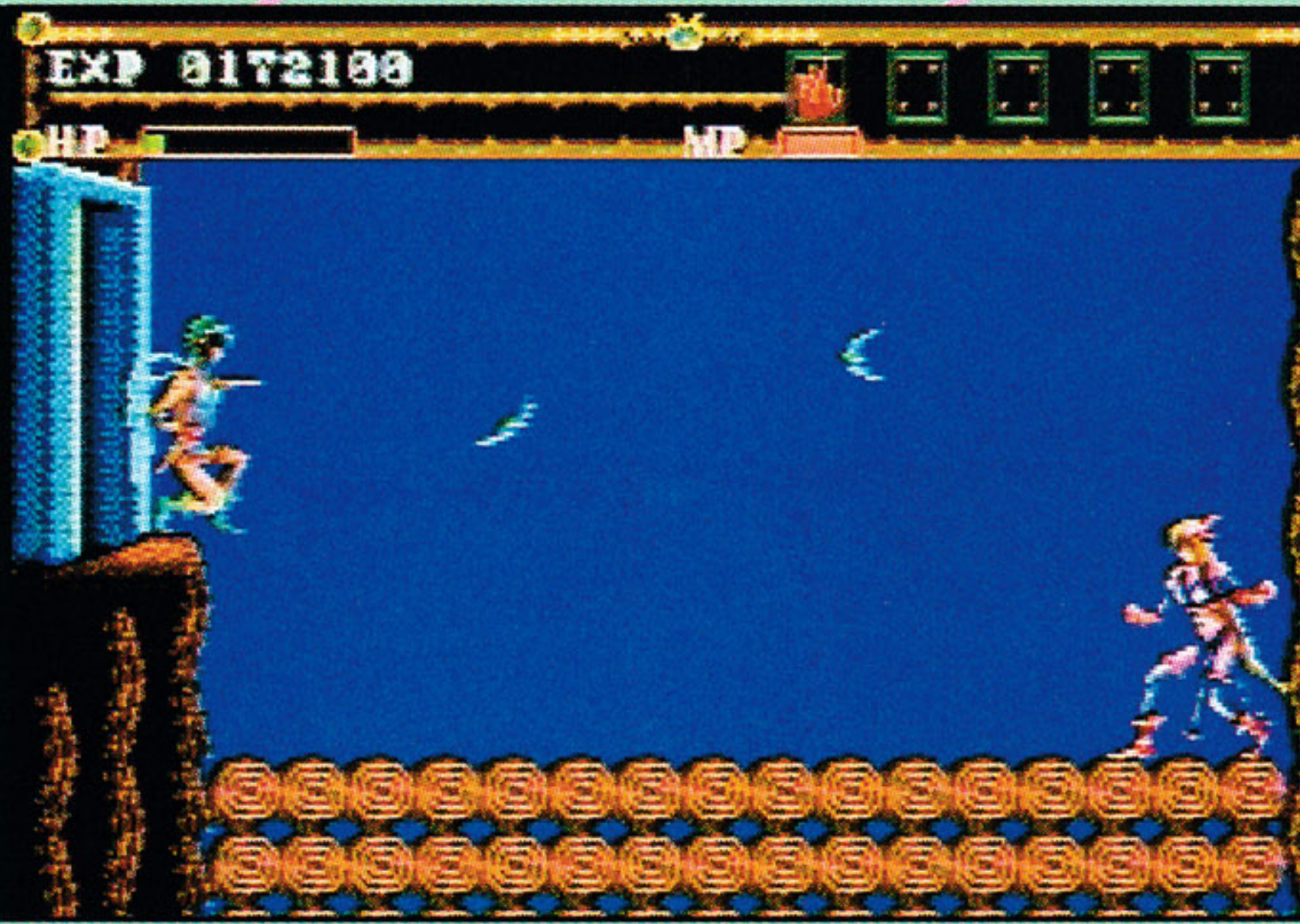
More exploding logs, and this time you've got to cross a wide chasm by jumping over them. At the bottom of the chasm: more spikes and no way back up. If you do fall, the only way across the spikes is to hop onto one of three rolling stones. Remember to run *opposite* the direction you're moving to stay on top — it's no easy trick.



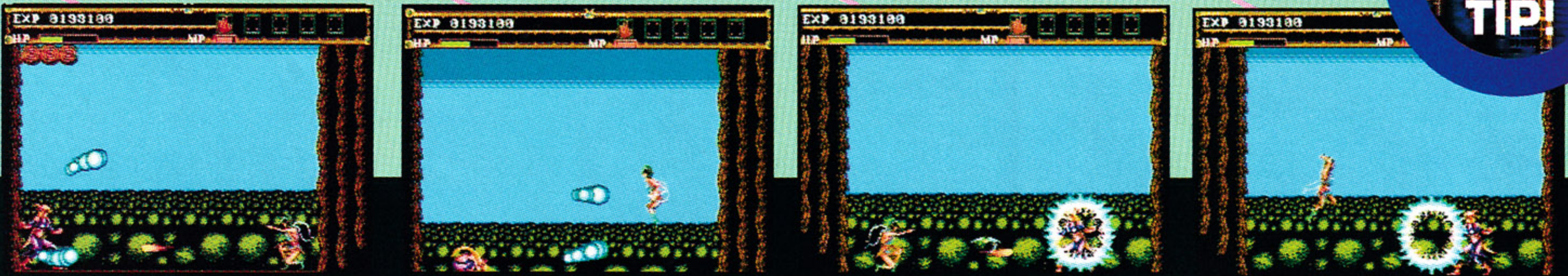
On a ledge far to the left is an extra boomerang. This allows you to throw three boomerangs at a time instead of two. The tricky part isn't reaching the boomerang, but getting back on the moving platform again when it returns. If you miss, you'll fall onto the spikes below. If that happens, your best move is to keep jumping high and to the right until you're off the spikes. Once you've picked up the boomerang, you can bypass all that looping stuff by just hopping from the right-hand platform.



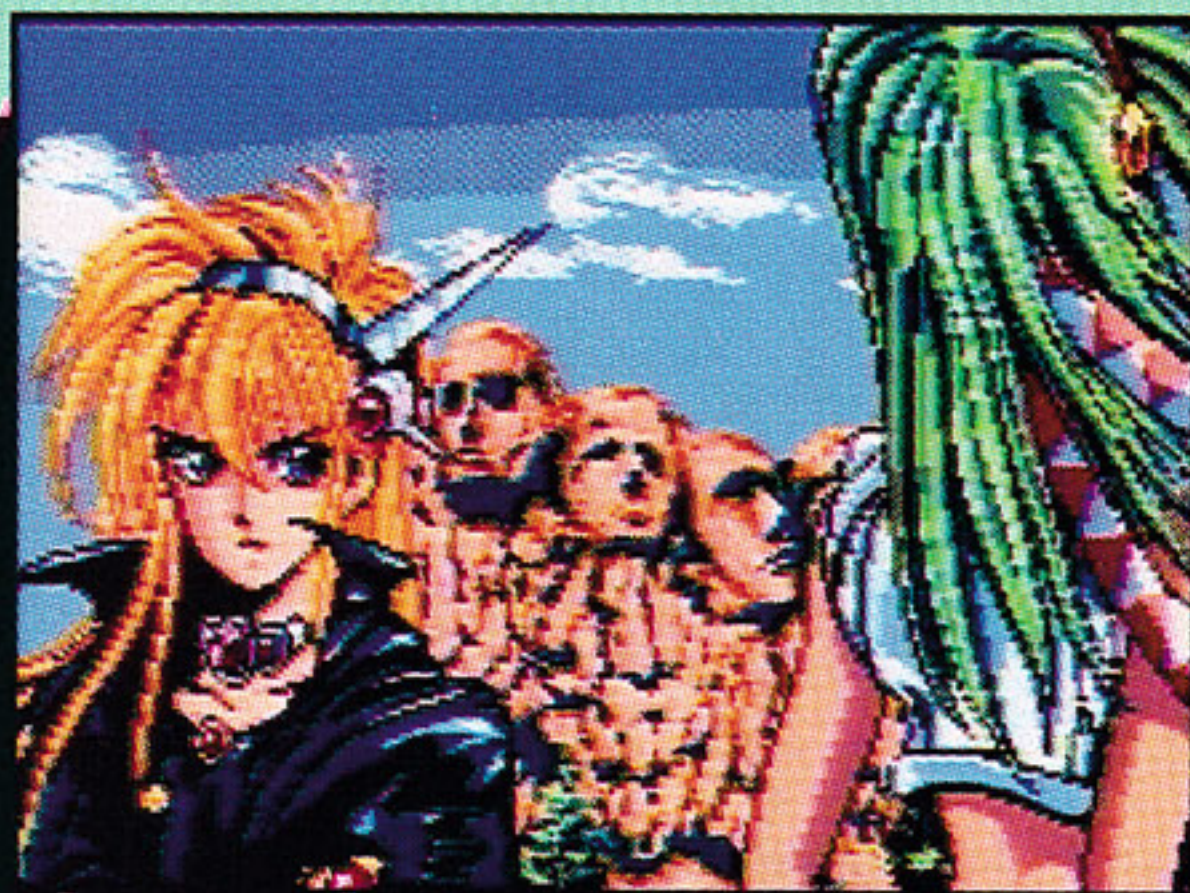
The end of the stage has even more popping logs, guarded by another young sorceress like yourself — Restiana.



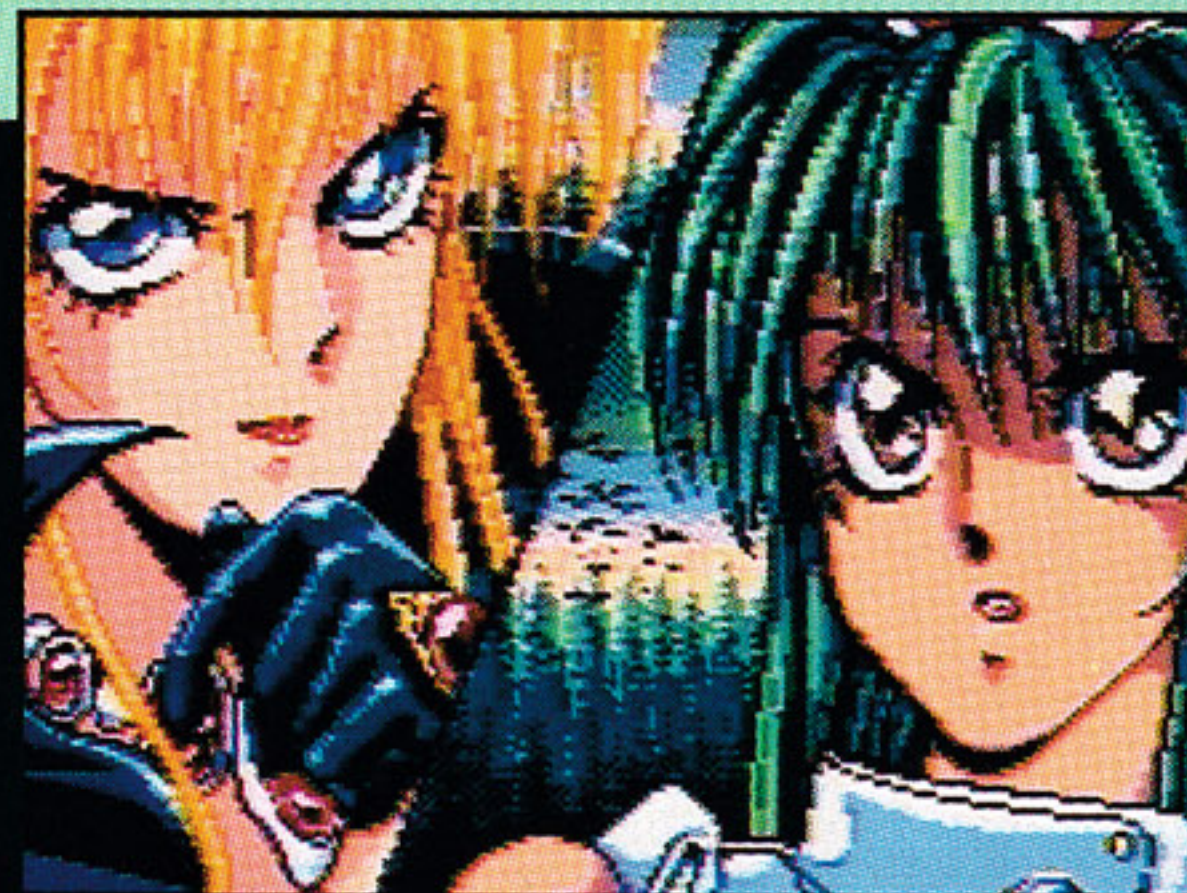
SUPER TIP!



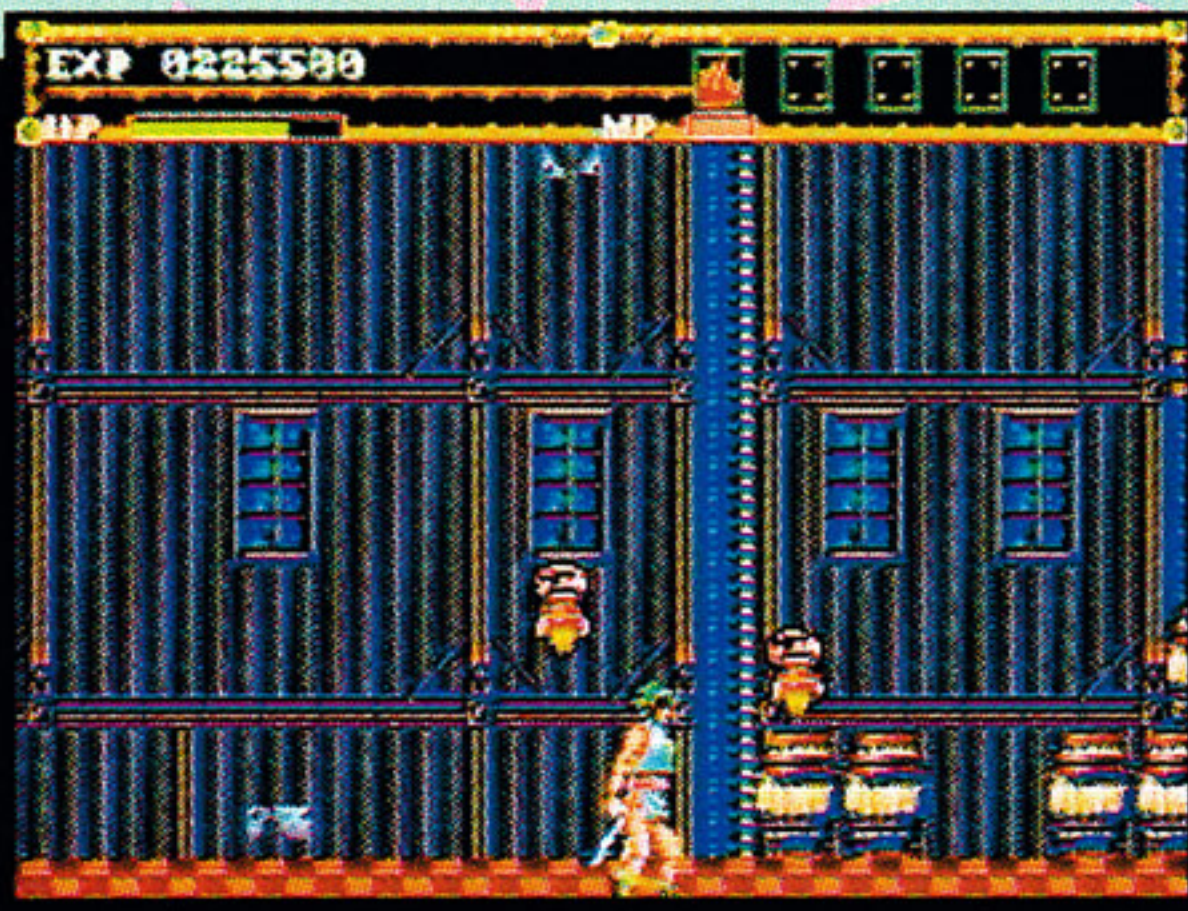
Once you've reached the bottom of the shaft, stand opposite Restiana and keep throwing. When she fires a spell at you, jump, turn, and throw again. Be sure to clear out as many logs as you can on the way down (there are two healing potions hidden in the logs) so you have room to jump and move — if you don't, Restiana will trap you against the wall and pound you until you're a goner.



Restiana and Annet have more in common than either would like to admit. But while Annet wants Hastur to stay dead, Restiana is committed to bringing him back to life.



Next, the trail leads to a Chicago speakeasy, where the bartenders apparently suffer from a bad weight control problem. They attack by throwing bottles in a high arc — just get inside the arc, kneel, and start throwing those boomerangs.



These little guys are so short that you can't hit them, even when kneeling. Either take them out as they fall, or get up on the barrels so they have to jump up to follow you.



Beneath the speakeasy, the sewers are full of unnatural dangers. You can avoid at least some of them by jumping up through this opening in the ceiling. You can walk up off the top of the screen, and make it past a good stretch of the sewers without a scratch.



You can't jump quite high enough to get over this wall and exit the sewers, so get a boost from some especially energetic fish.



Beneath the sewers is a level so deep, it has been forgotten by time. These primitives look goofy, but their axes pack a wallop — either stay out of range or get close enough so the axes fly over your head.



Three dragons block the exit. Keep hopping around, since they dive down on top of you and breath ice while diving. You can stand and run on their backs — actually the safest place to be.

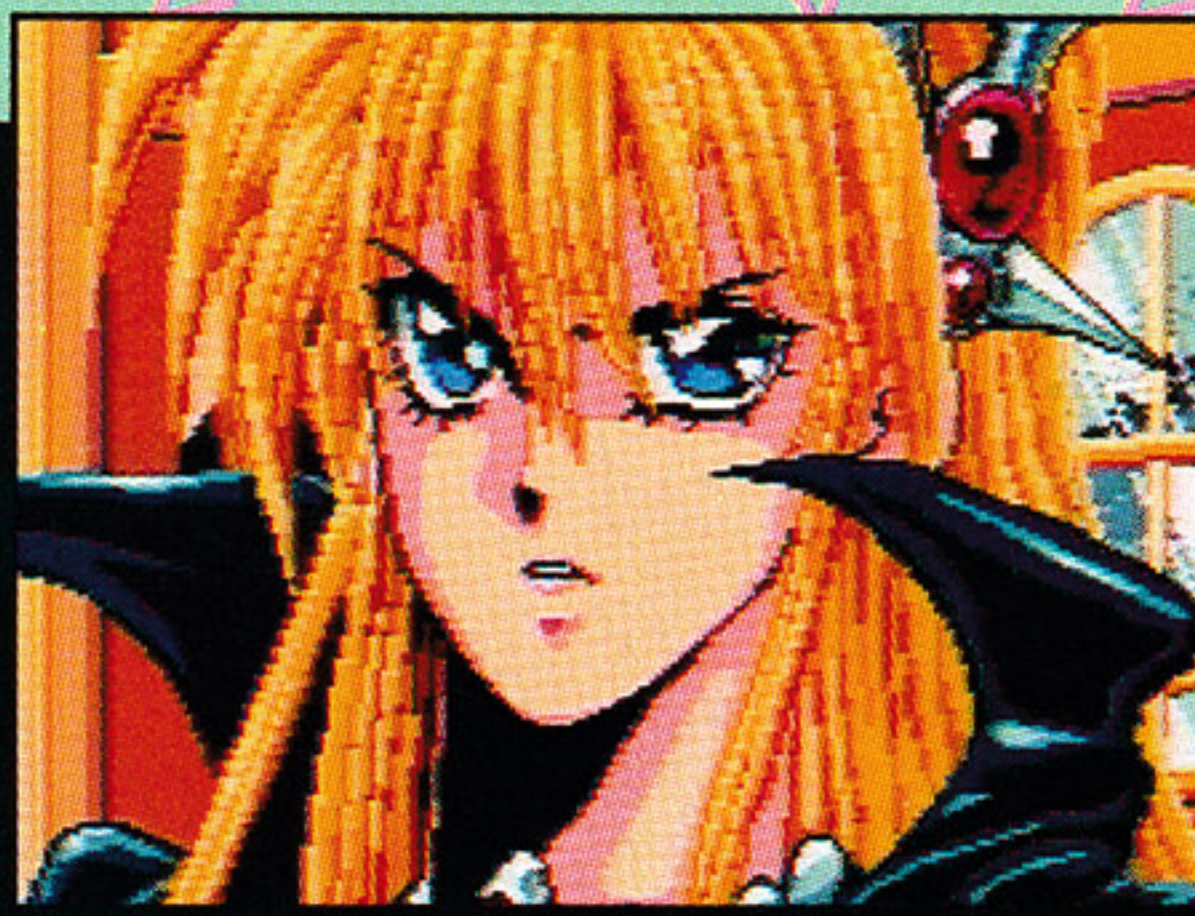


As a bonus for beating the dragons you'll get a new magic spell: Water Current. Just the thing for putting out any fires that block your path!

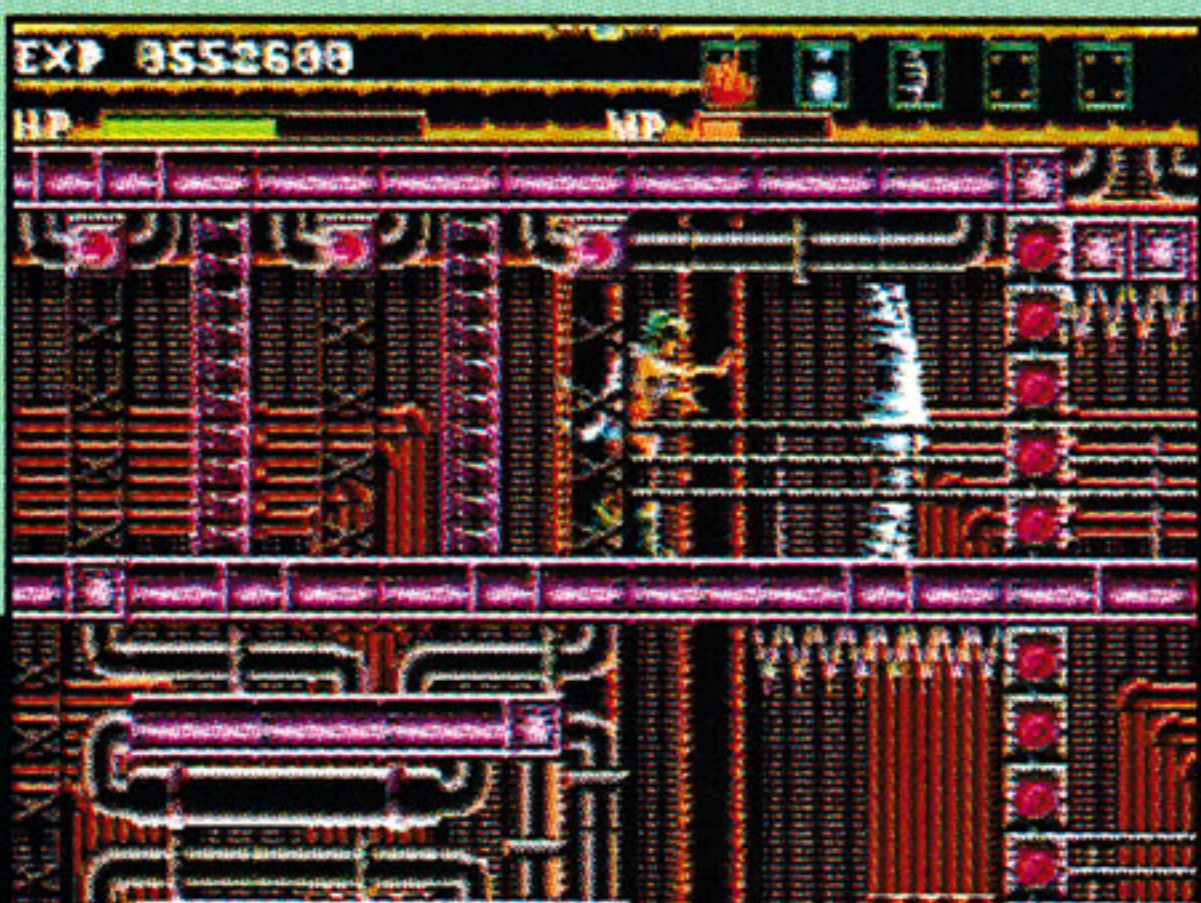
SUPER TIP!



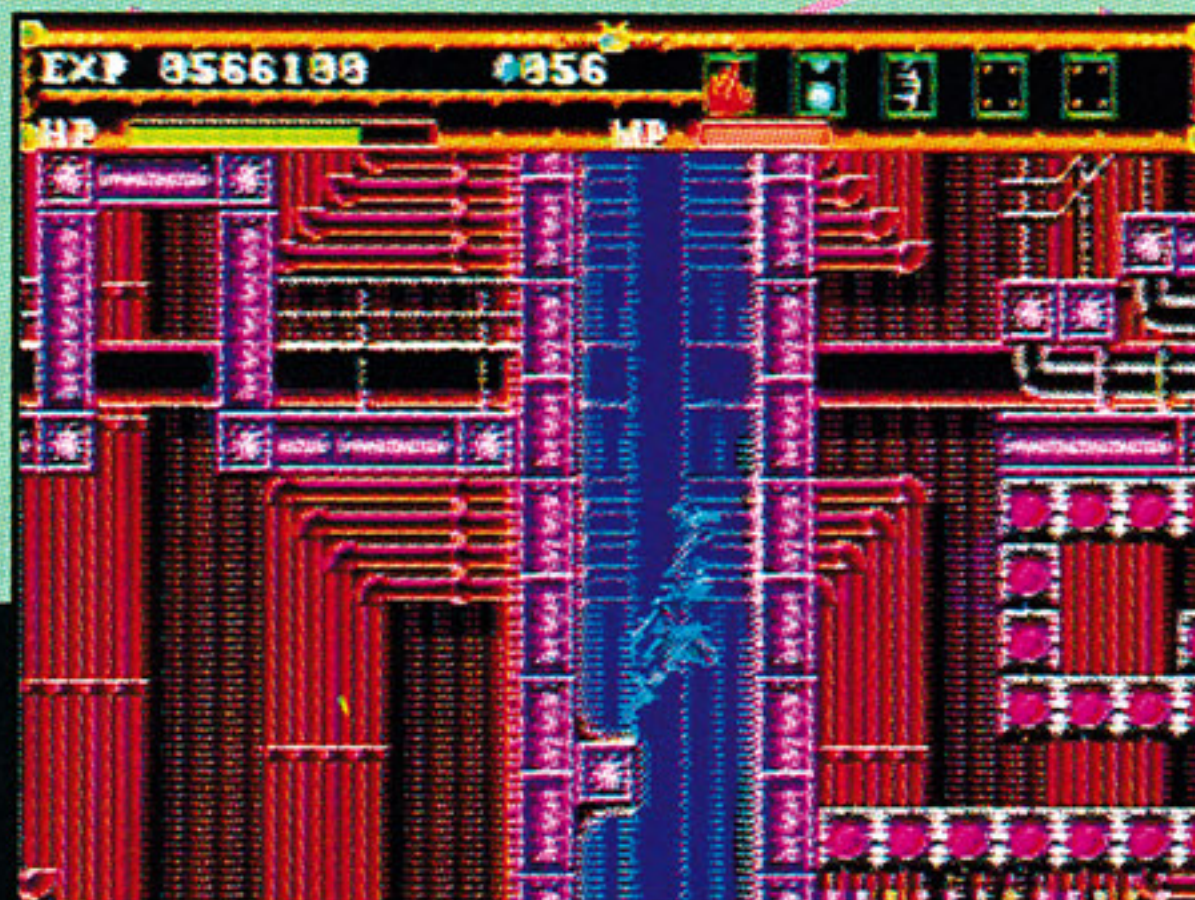
The boss of the stage is as primitive as you can get — a big, one-celled organism. The outer skin can't be pierced, but it can be pushed back by successive hits to expose the organelles floating around inside. Try to concentrate on only one or two areas at a time, because the skin has a habit of forcefully popping back out at you. The fewer places you've attacked, the fewer you'll have to dodge.



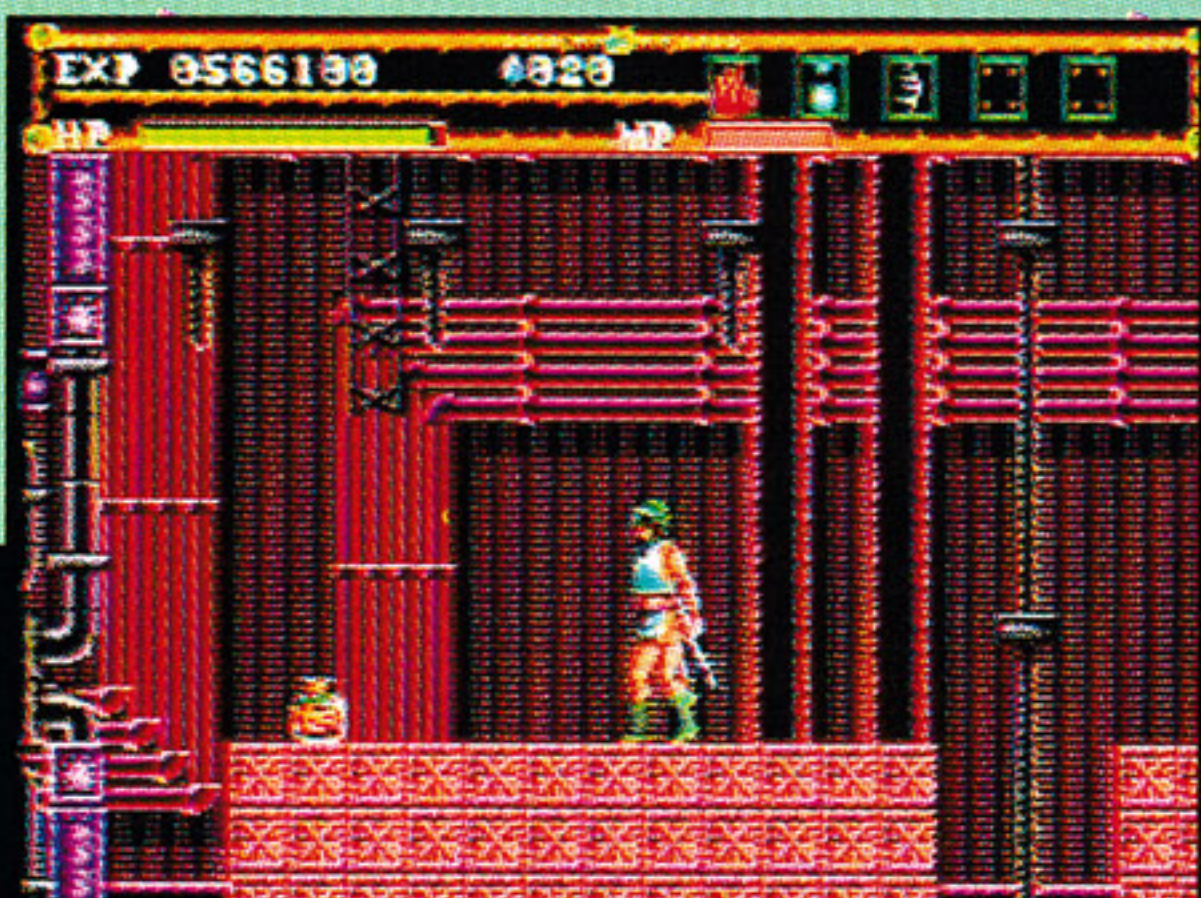
Meanwhile, Restiana confronts Capone, and the conversation turns ugly.



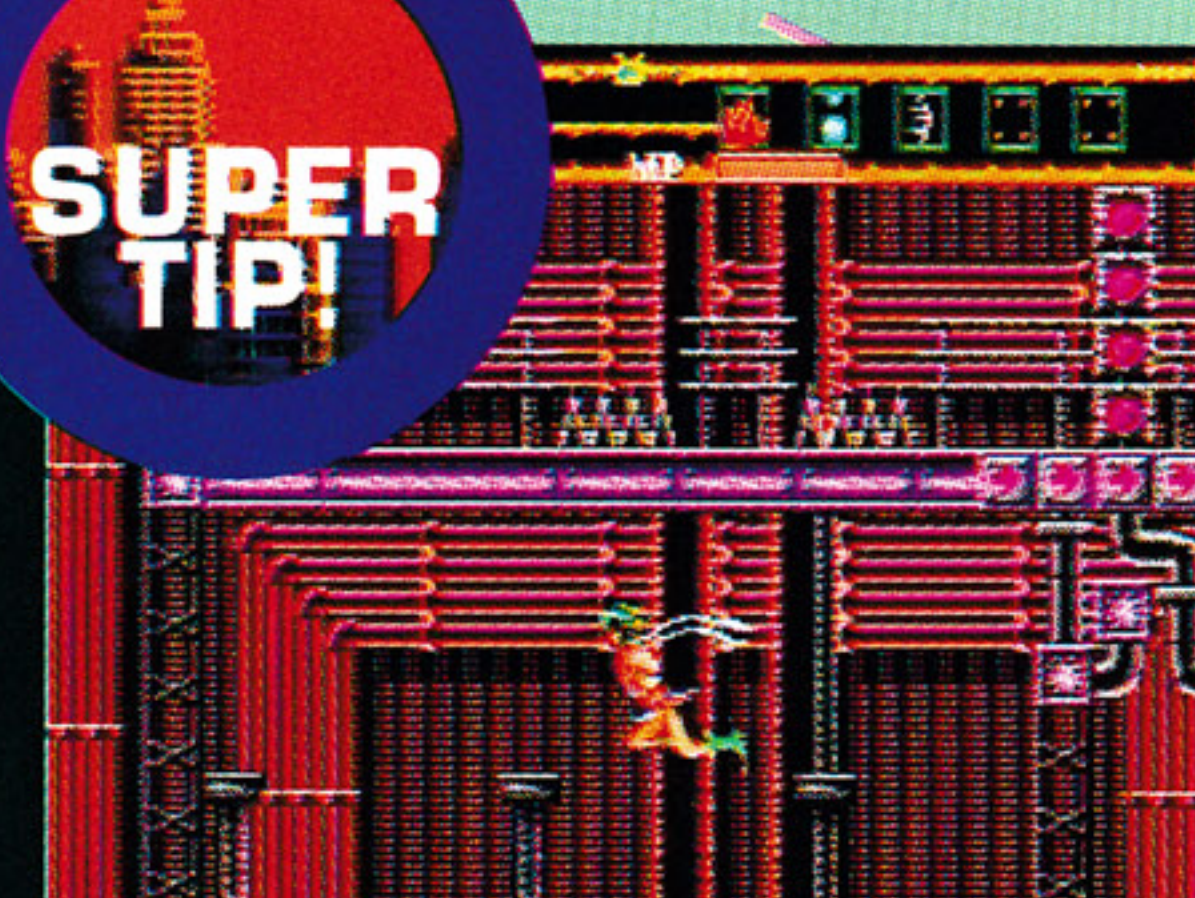
Inside the ship you'll find another new spell! The Wind Cutter carves a wide path of destruction — just perfect for getting rid of those annoying cargo doors.



The inside of the ship is a huge, twisting maze — watch your step. The ship also seems to have a few leaks. Fortunately, Annet is pretty buoyant, and quickly shoots to the surface.



Naturally, the cargo ship contains some cargo, and once again you can find healing potions hidden among the breakable boxes.



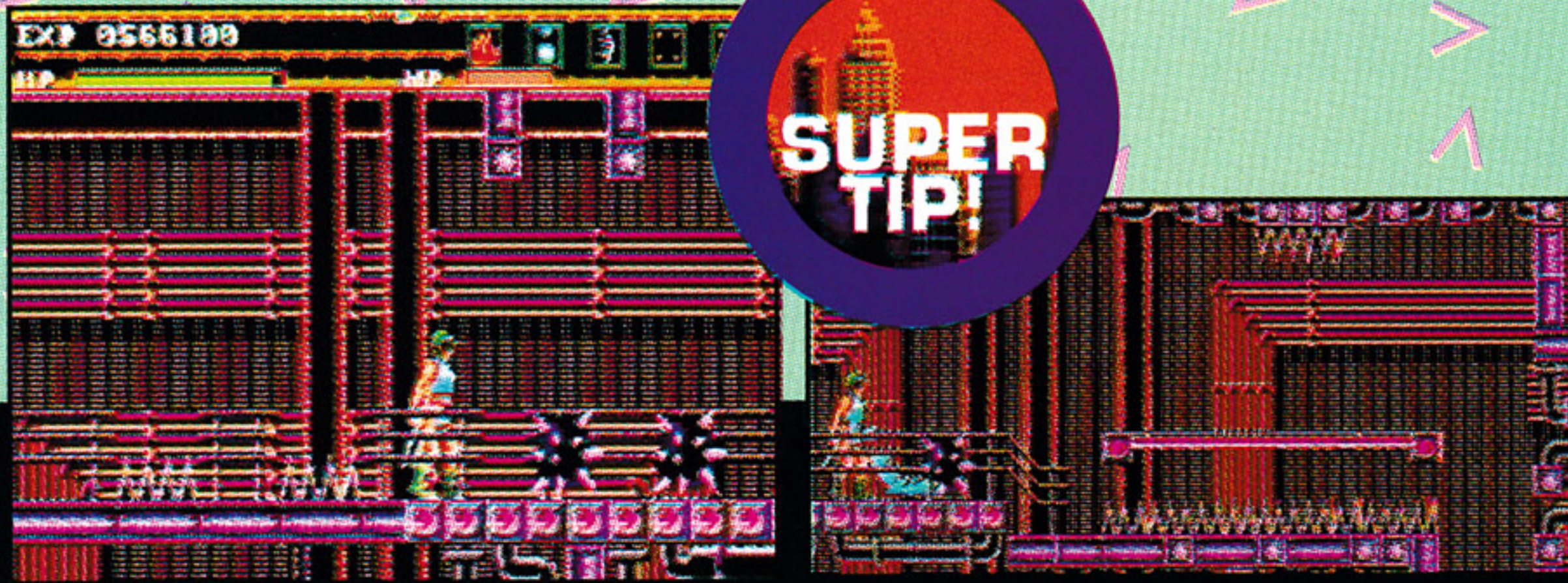
Press down on the control pad while holding right or left, then press the jump button, and you can make Annet "scoot" forward. This skill is essential in some parts of the ship.



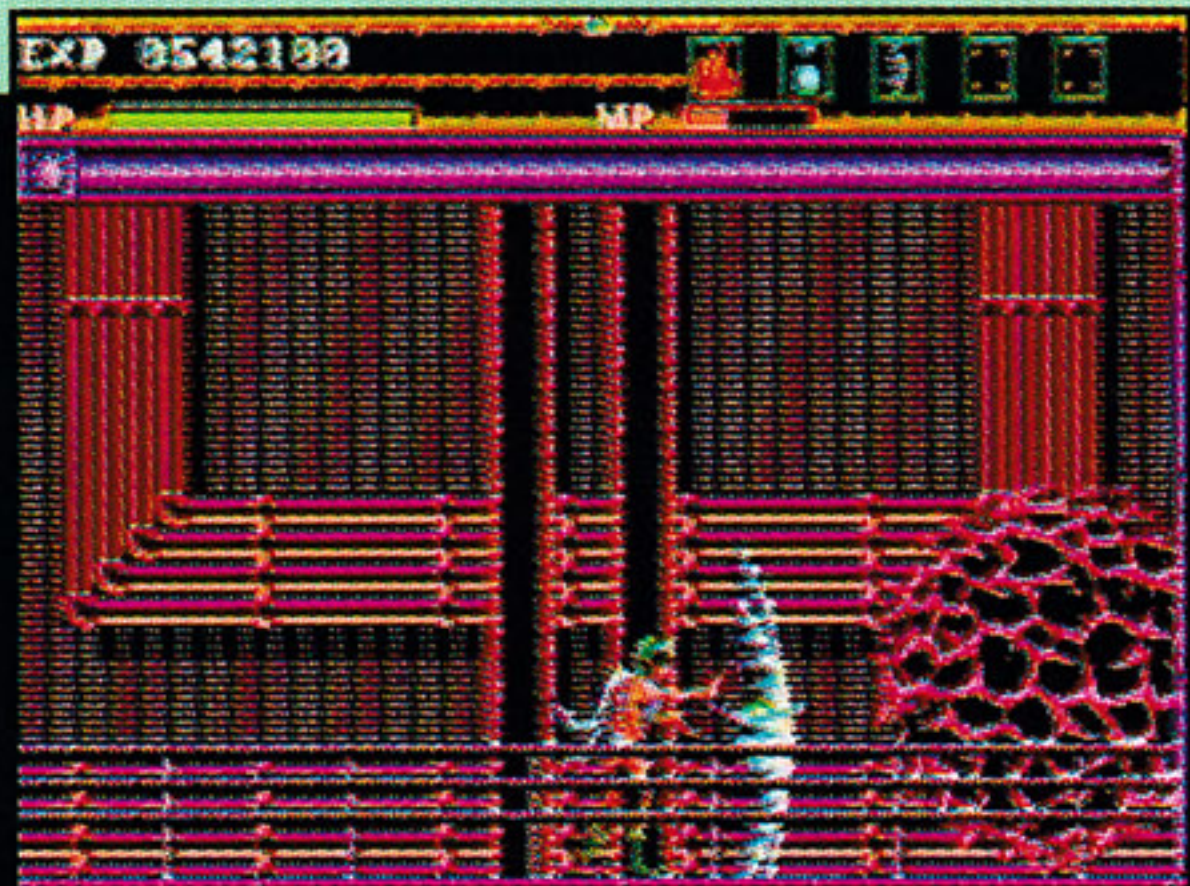
You'll have to ride on a dolphin to reach Capone's cargo ship and see what's inside. The dolphin does a pretty good job of staying under you, even while you're hopping around, but it's not perfect. If you fall in the water, keep jumping until the dolphin swims back, because the water hurts you. You'll also be attacked by three enormous creatures — use fire balls.



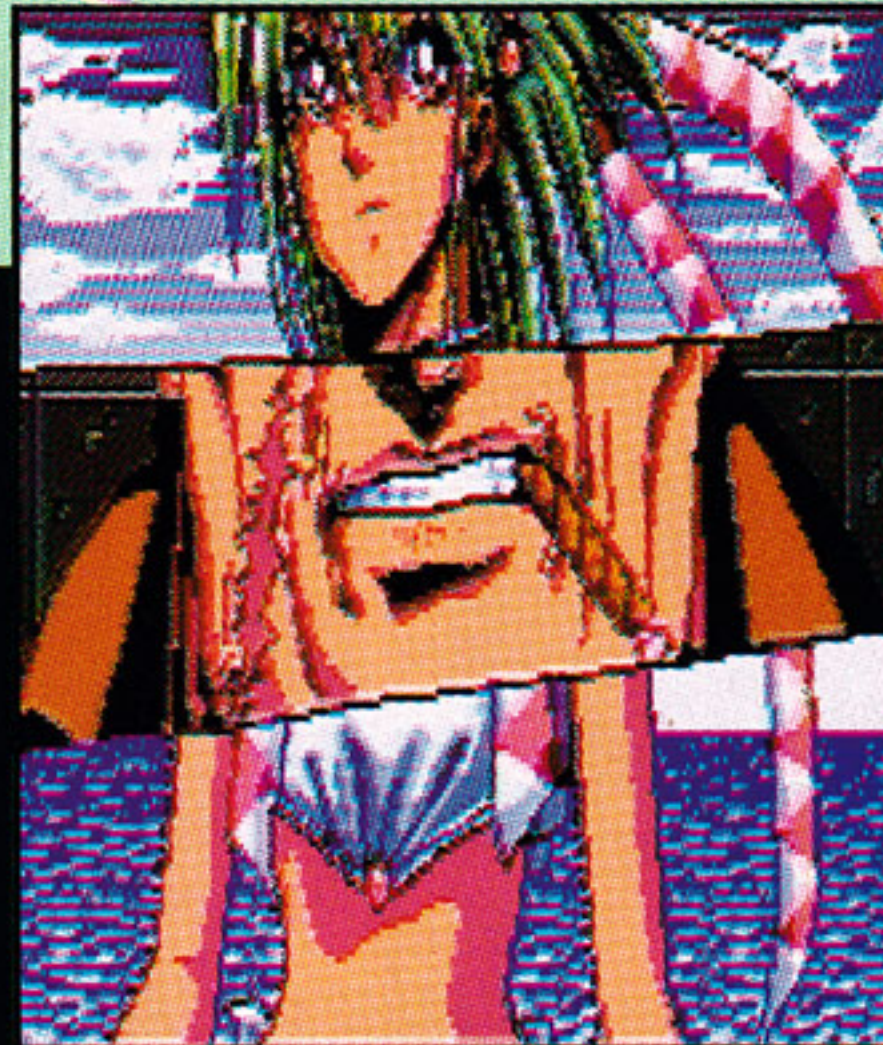
SUPER TIP!



You can't leap over this bunch of heavy mines, but you can destroy them. Just beyond the last mine is a set of spikes too wide to jump across, but fortunately covered by a platform. Use the Water Current on the mines, *not* the Wind Cutter — you don't want to destroy that platform!

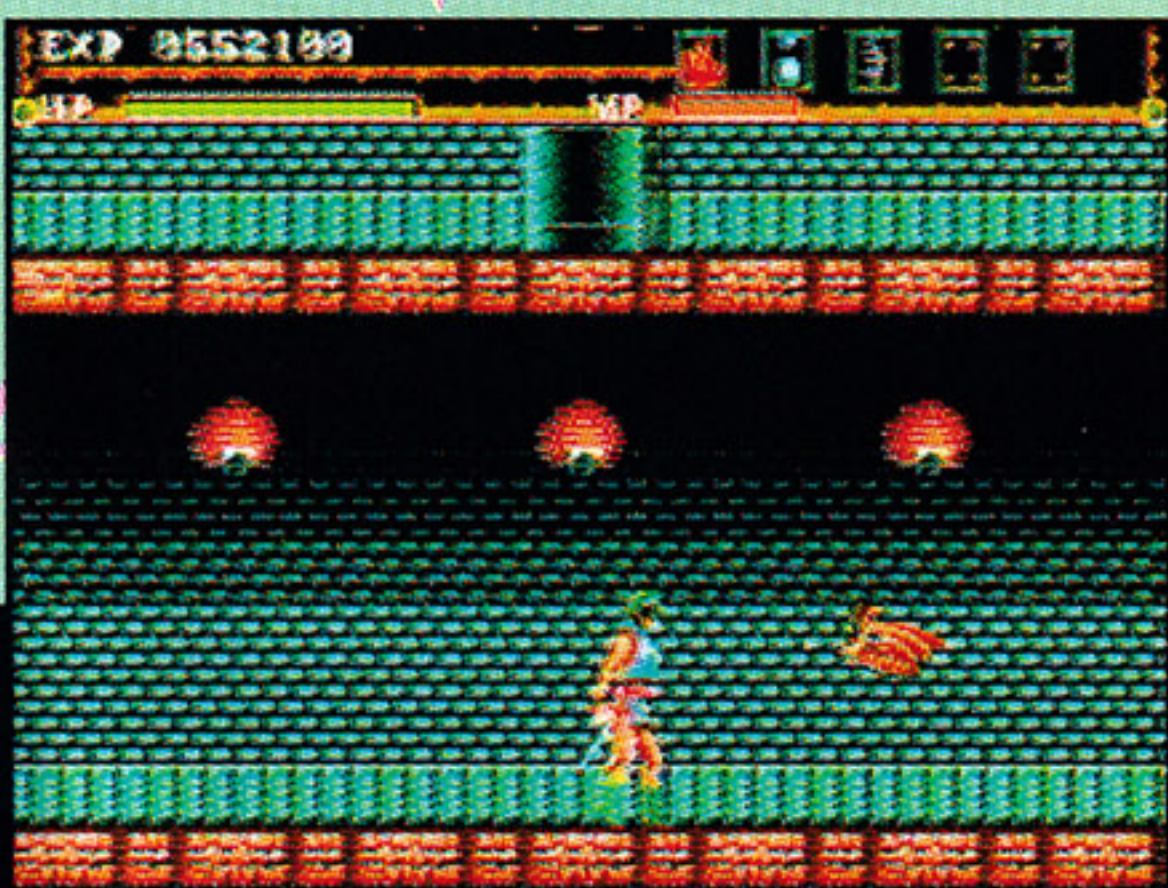
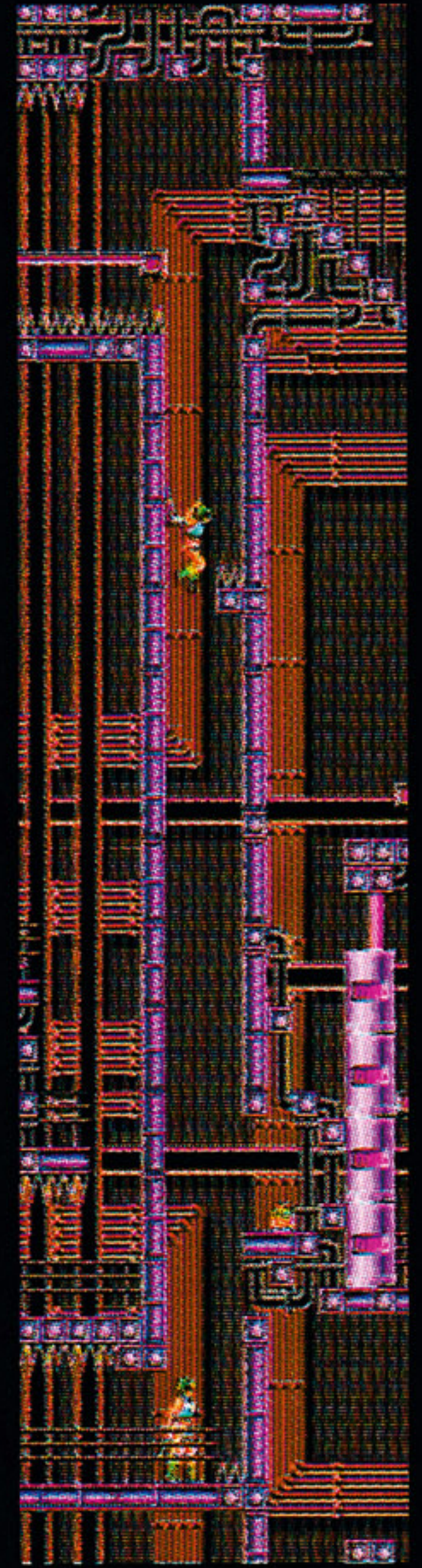


The boss is surprisingly easy to defeat. Charge up a wind cutter, run toward the boss, and release it, then throw a few boomerangs and run away. It *can* fight back of course, but if you're healthy, it shouldn't kill you.



Al Capone comes clean about what he knows, but won't stop his activities unless Annet can prove herself to him. Off to the temple of Hastur, in the Grand Canyon.

Half way through the ship, you'll have to make a long drop — strictly a one-way trip. Watch out for the spikes on the way down, and be sure to grab the healing position.



The temple stage is neither long nor especially dangerous. The main pests in the temple are swarms of bats that explode when they die. You'll also come across a series of gargoyle statues that come to life when you get close — the Wind Cutter slices them like butter.



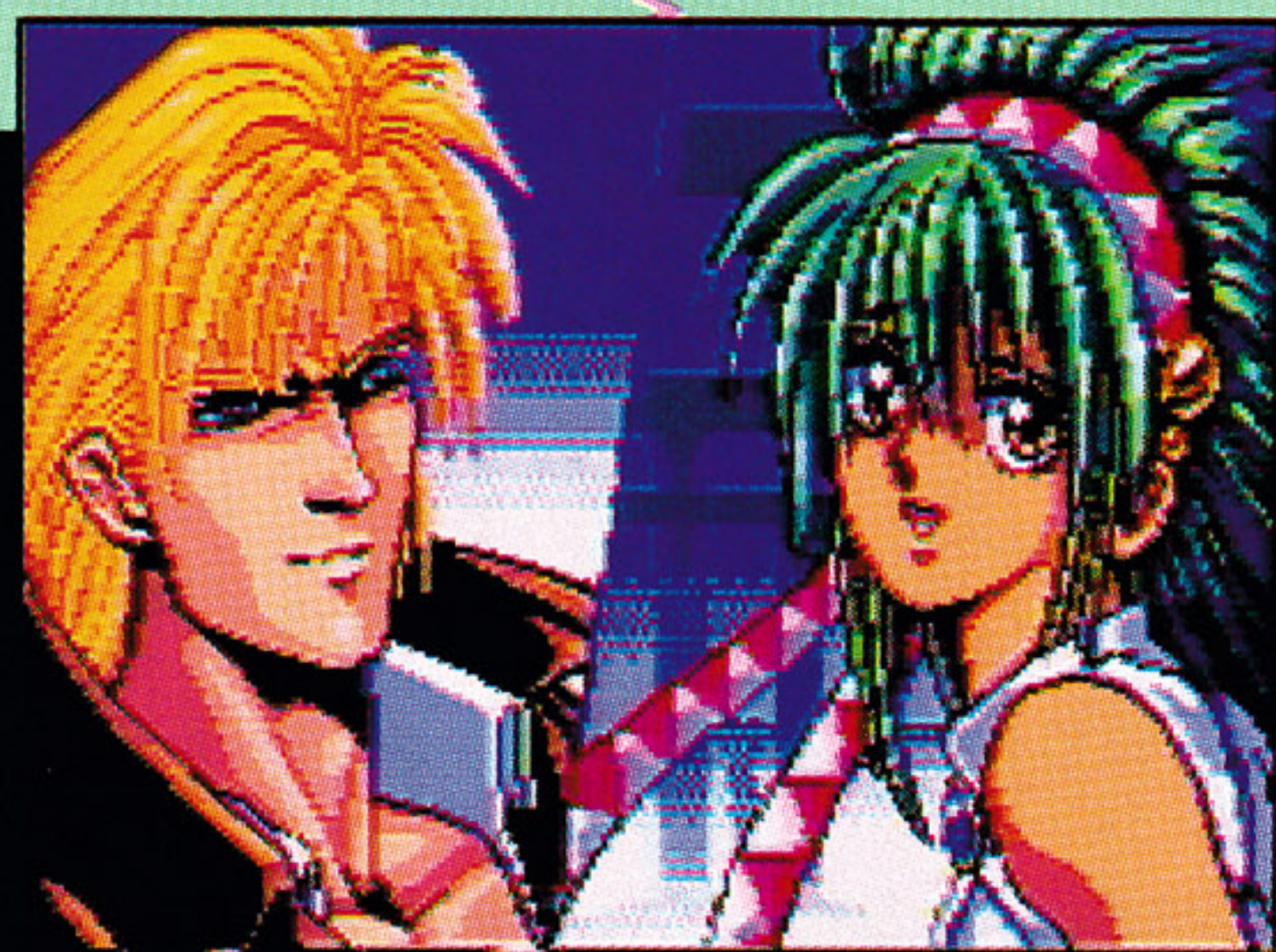
The temple is also home to a few plant-dragons. You have to shoot them in the head, but be patient — they tend to hang back off screen. Either the Wind Cutter or your new spell, Explosion, work just fine.



SUPER TIP!



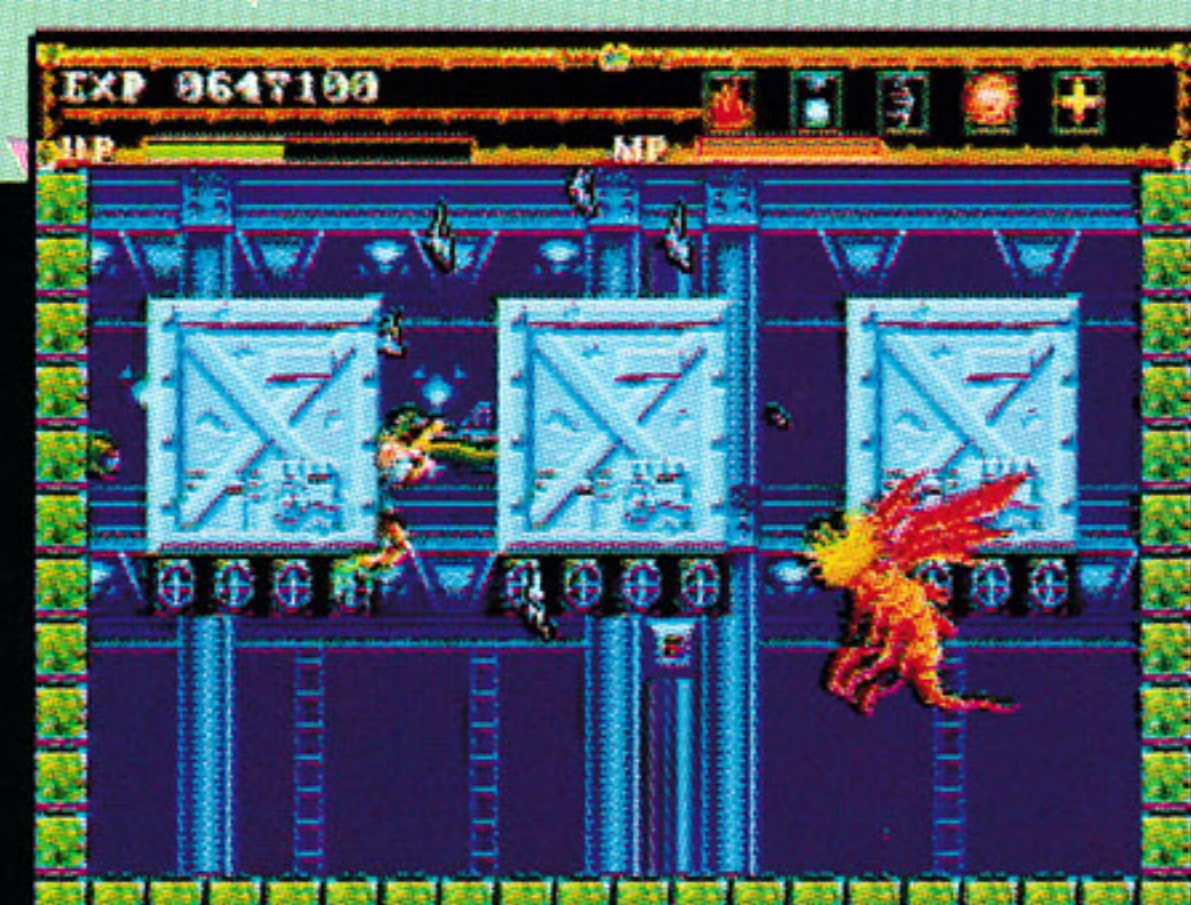
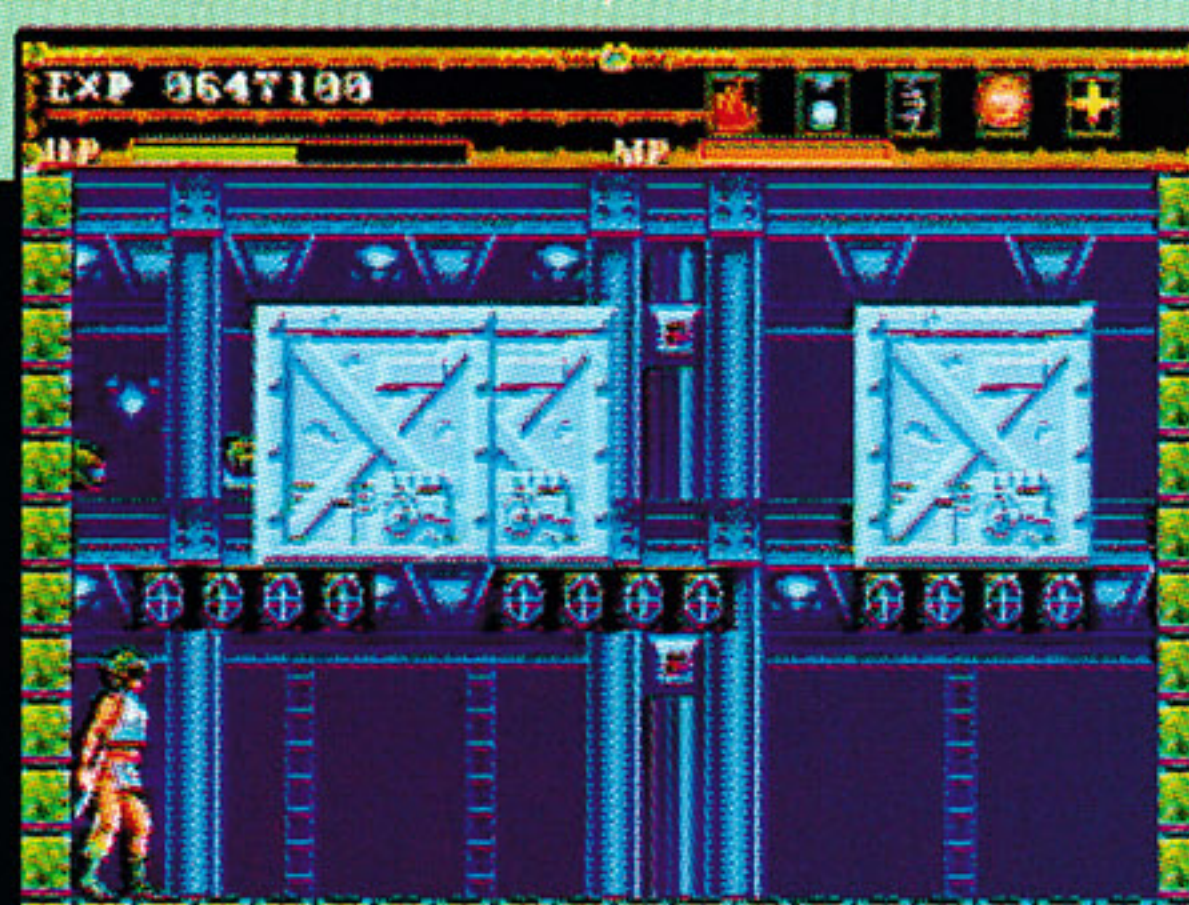
The boss of the temple, a formless blob of blue ooze, requires some serious work. It's immune to all magic, and can be attacked only with cold steel, like your boomerangs. But it releases swarms of bubbles which trap your boomerangs. Get as close as possible and throw as fast as you can until all your weapons are stolen, then move away and break the bubbles with the Wind Cutter to get them back. Be careful not to touch the bubbles!



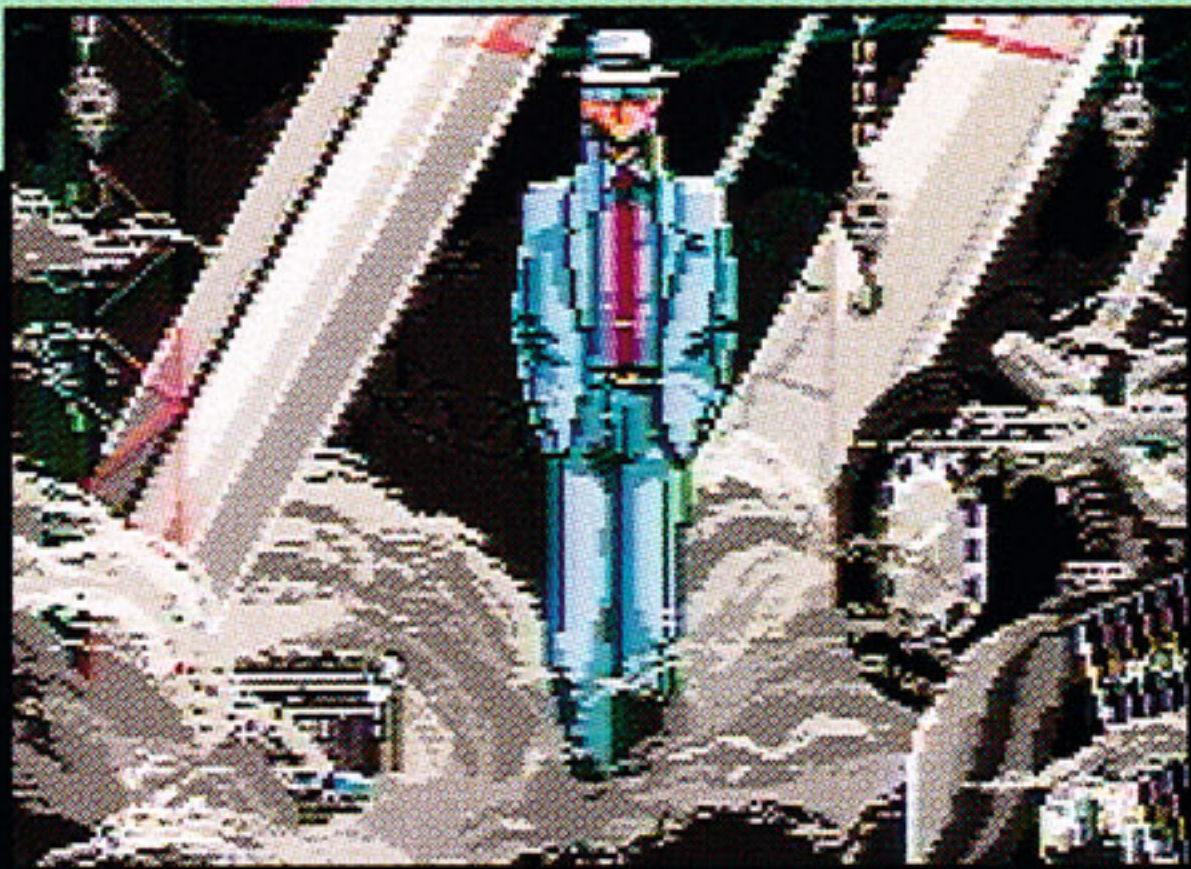
One of Capone's men provides the next piece of the puzzle. It looks like you're getting closer!



Hastur's evil minions have taken over the auto factories of Detroit. The trip through the factory is fairly straightforward, with only a few turrets to get in the way.



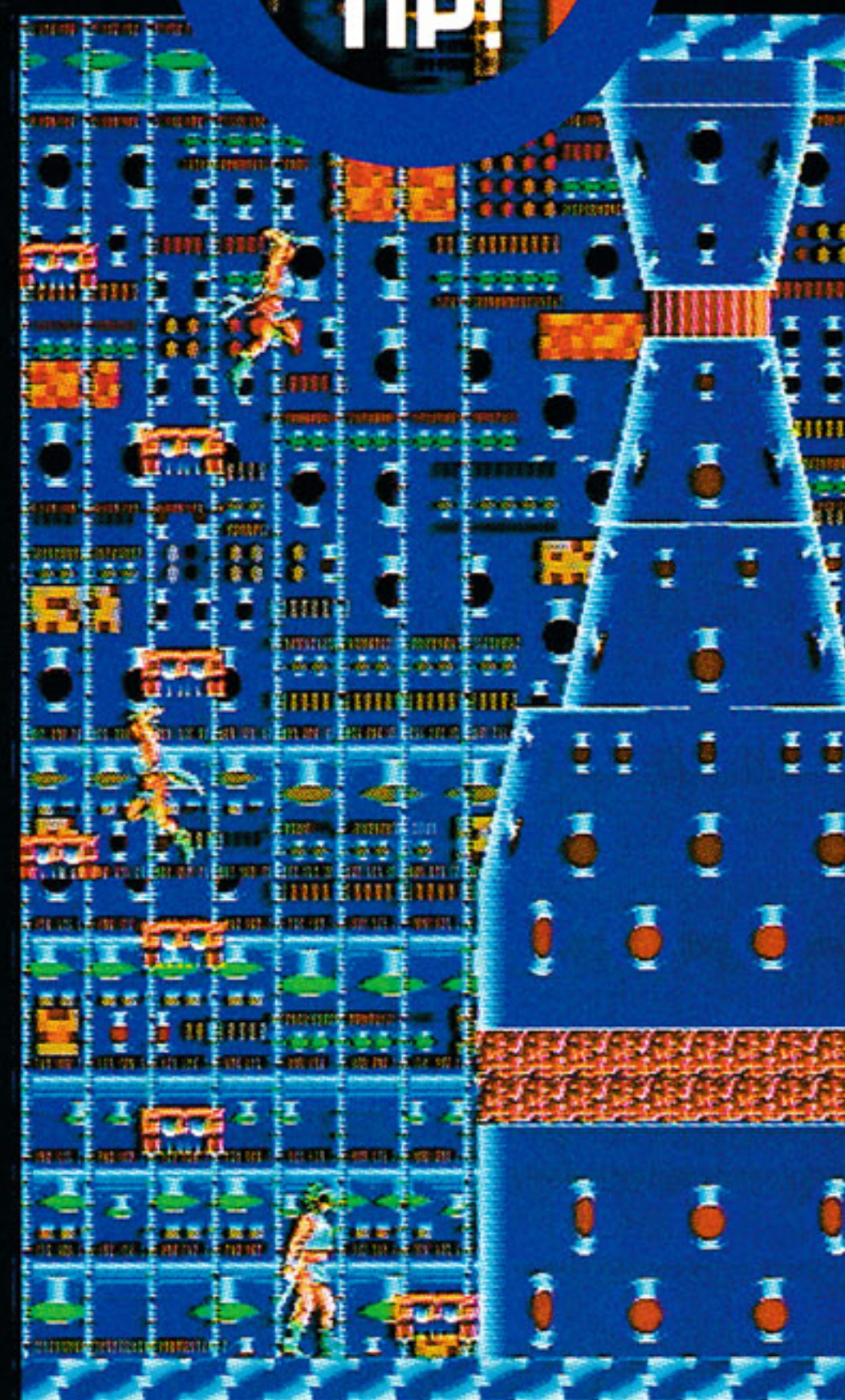
The boss of the factory however, is a little strange. In a variation of the old shell game, this oversized insect hides inside one of three crates, then shuffles the crates around. There's no special technique here — just pay close attention to what's happening, and when the crates stop, pick one and shoot at it. If you pick right, you can kill the thing in four shots. But if you're wrong, the crate showers you with deadly shrapnel.



In the ruins of the factory, Annet finds an old friend, Zigfried. He tells her that Henry, the leader of the Hastur group, is making a break for New York.



Getting inside Henry's blimp is also pretty straightforward, especially since you now possess the spell of Seeking Fireballs, which home in on the enemy.



To down the blimp, you have to destroy its power source. Work your way up the platforms (left), which constantly sink downward, and attack the power plant at its core (that narrow band toward the top).



Henry has little to say, except that the ceremony to resurrect Hastur is already taking place within the nearly completed Empire State Building. Hurry!

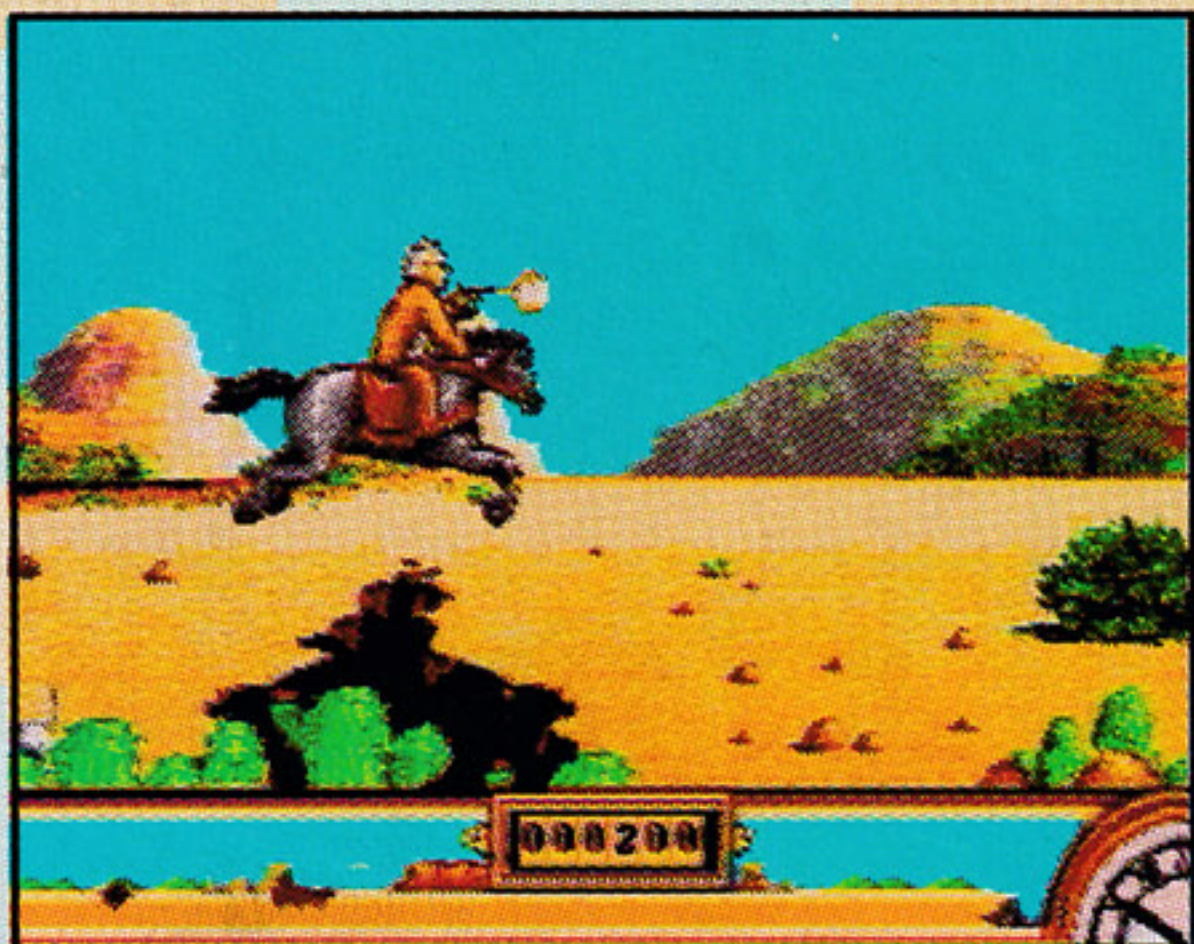


The final stage takes place inside the Empire State Building, which is still under construction. This is by far the toughest stage of the game, mostly due to the overwhelming swarms of exploding bats found inside. Take things one step at a time, make frequent use of Seeking Fireballs, and find places where the bats can't reach you to hide and recharge your magic points. The reincarnated Hastur waits on the top floor!

BACK TO THE FUTURE 3

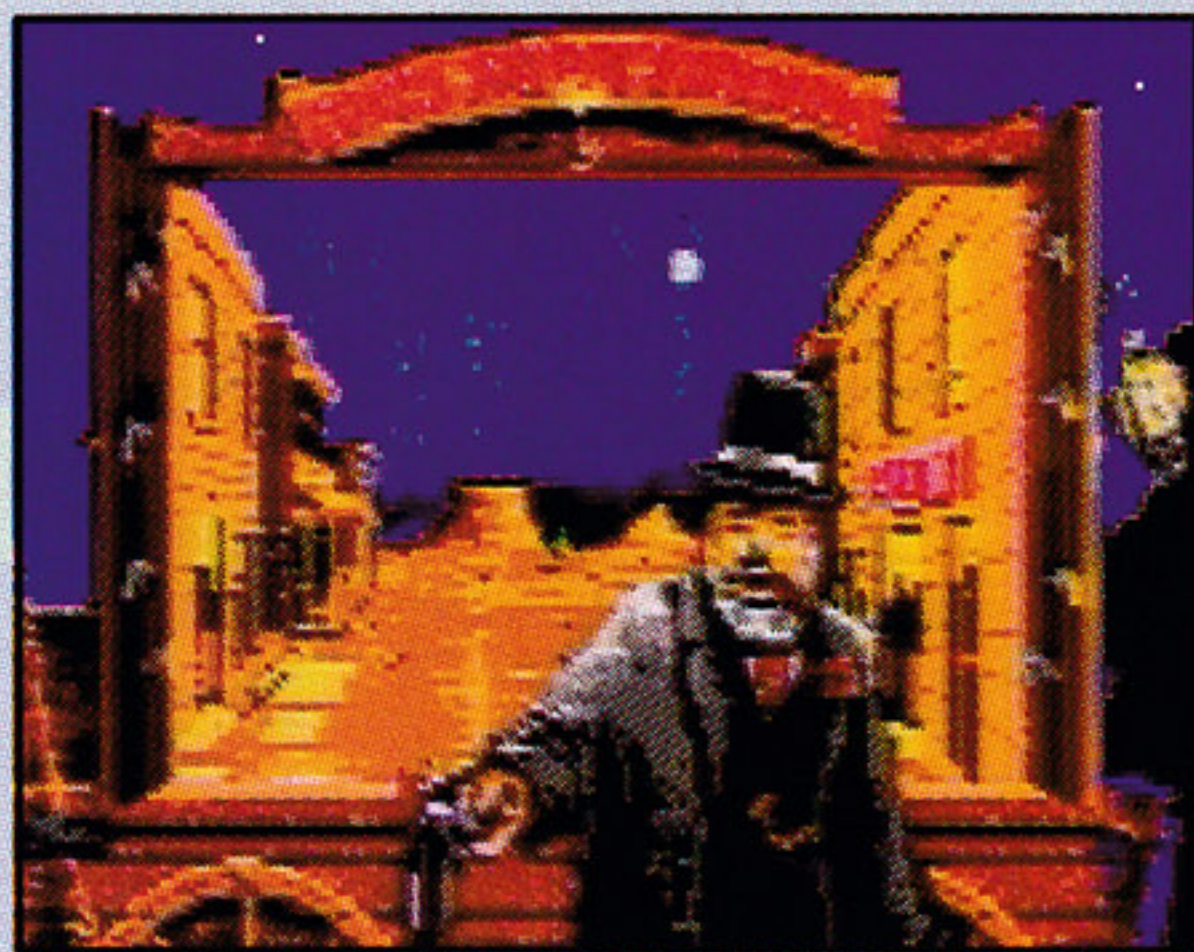
Patrick Baggatta

You're in for a heap of time-traveling trouble with two very reluctant heroes, Marty and Doc. In this wild west adventure, based on the movie hit, you have to make it through some pretty sticky situations to return Marty and Doc to the future.



Keep your pistol blazing and your horse on stable ground.

The game consists of four separate stages that are almost entirely unrelated to each other in game play and in theme. On one hand, this makes for diverse and somewhat interesting play, but on the other, it makes for a weak central idea — it's



If you accept this challenge, you'll be trying your luck in a shooting gallery.



Try to shoot the men appearing in windows to garner the most points.

more like playing four small, separate games.

The biggest problem with *Back to the Future 3* is its lack of depth and substance. Each of the game's four stages consists of one repetitive ac-



You can carry only a limited amount of ammunition (pies), but there's an unlimited supply at the table.

tion (jumping obstacles on horseback, or shooting at targets in a shooting gallery), and soon becomes tiresome. If only there were more to do! And in a videogame world where we're accustomed to seven- and eight-stage action games, a mere four



Collect all the speed-up logs while working your way to the front of the train. Watch out for the smoke.

stages seems pretty thin. Though it takes some time to master each stage's action, the entire game takes only a matter of minutes to play through once you've learned the correct sequence of moves.

The game has a few strengths. The graphics are well rendered in some areas, and the action is as fast as you'll encounter. Overall, though, the game's weaknesses far outweigh the strengths. If there were only more *game* here, even with some repetition of play, it would rate higher.

BELOW AVERAGE
4

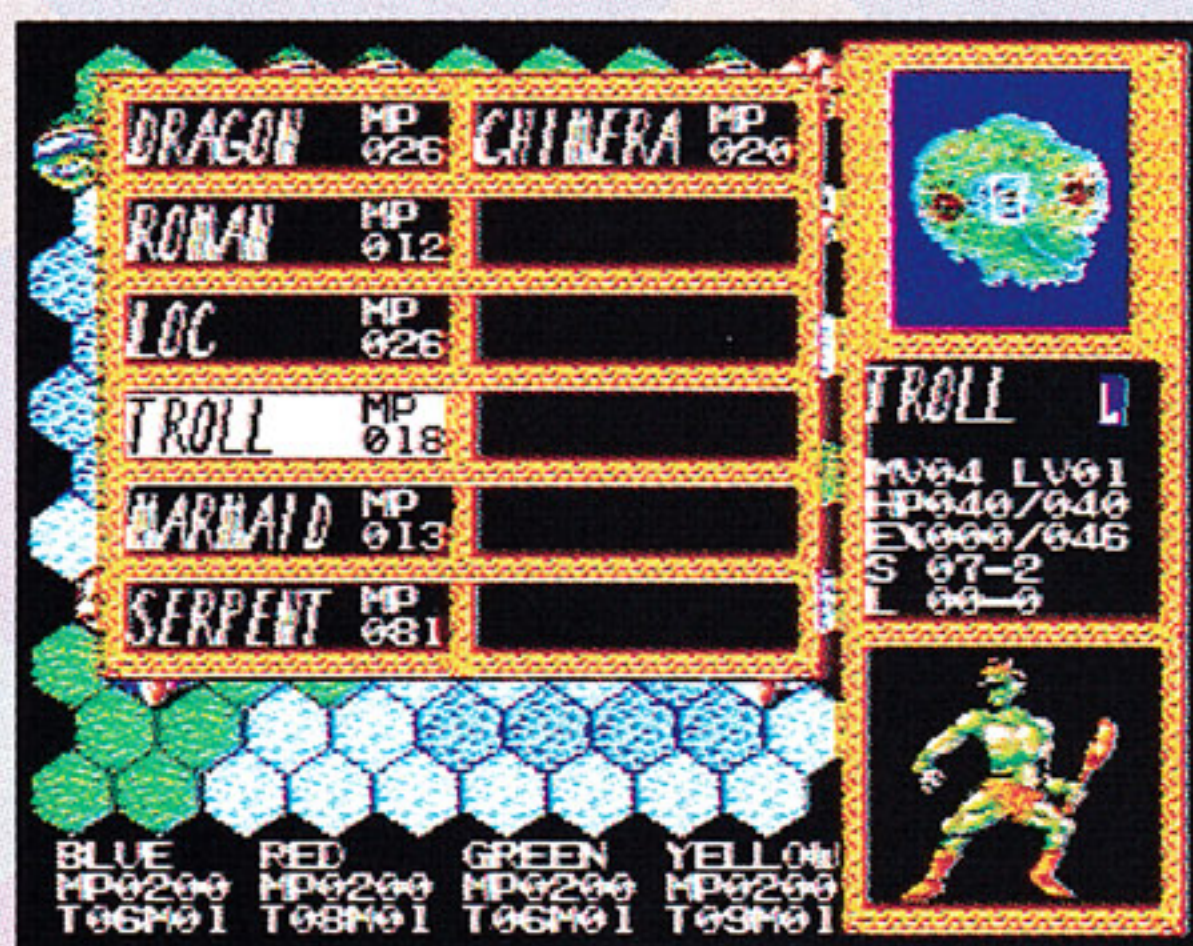
Arena Entertainment,
2061 Challenger Drive,
Alameda CA 94501

MASTER OF MONSTERS

William R. Trotter

Five magicians are at war, battling one another with armies of monstrous beings, as well as their own special magical powers. Only one will survive the series of battles that must be waged on the ancient proving grounds — he, or she, will be the supreme magician.

Such is the premise of *Master of Monsters*, a very different kind of war game in which various kinds of monsters assume the roles of tanks and infantry, while powerful magic spells are used like heavy artillery to pound enemies at long range.

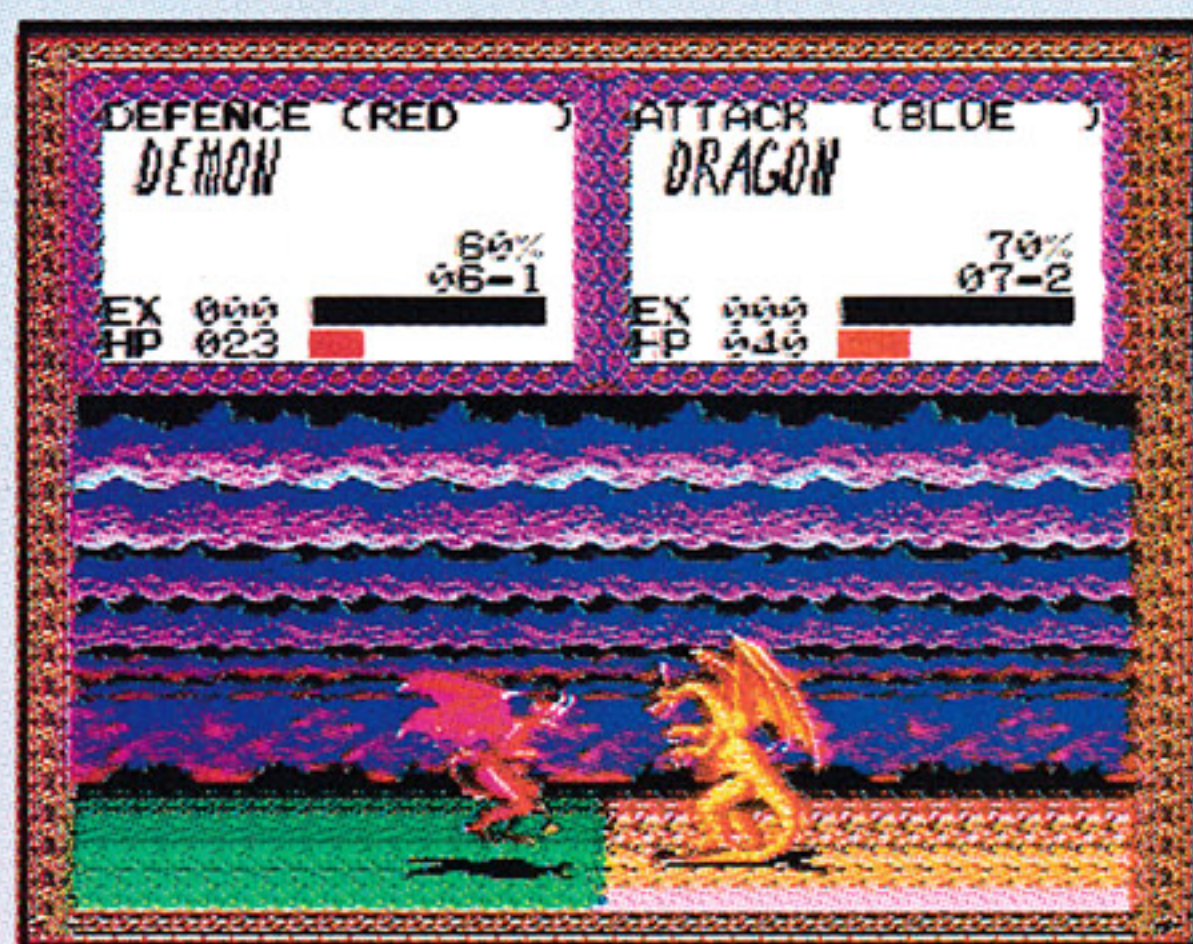


You have a variety of monsters to choose from, each with its own strengths and weaknesses.

Battles are fought on a series of islands, each characterized by wildly different terrain. Each monster's powers of attack and defense change as you maneuver it, depending on whether it's in the mountains, in the ocean, or besieged inside a stone tower.

In the normal mode, four magicians wage battle under the control of human players or the computer. When one encounter has been finished, the game moves you on to

another. In the more challenging campaign mode, one human player competes against a very aggressive computer opponent, waging war



Combat scenes are vivid and automatic, not arcade sequences — which frees you to sit back and enjoy the show.

through a number of continuous stages until the human player either triumphs or runs out of luck.

Monsters gain experience as they fight, and after they reach certain levels of experience, they change form and become even more powerful creatures. So part of the strategy involved in a typical game focuses on using your monsters often enough to strengthen them, but not so often that their hit points drop too low.

This is an exciting, addictive war game, with almost limitless possibilities for strategy. And because of the many variables of terrain, speed, and firepower, it's a fairly complex game. Unfortunately, Renovation's manual is not as clear, or as complete, as it needs to be. It tells you, for instance, that different monsters gain or lose power depending on what

time of day it is, but leaves it to you to figure out the details — and since there are 60-odd monsters in the program, that takes a lot of unnecessary trial and error.

Graphics are only average, but the background music is great: creepy and sinister.

Despite a few shortcomings, this is one of the better battle-strategy games available for the Genesis.



The terrain maps are imaginative and offer endless strategic possibilities.



Renovation, 987 University Avenue, Suite 10, Los Gatos CA 95030

THE IMMORTAL

Jeff Lundrigan

Beneath the ruins of the ancient city of Erinoch lies the fabled Labyrinth of Eternity. Erinoch holds many secrets of the mystic arts, and proved to be an irresistible attraction to the wizard Mordamir. Now, he's hopelessly lost in the labyrinth. It's up to you, an apprentice wizard, to bail him out.

The Immortal, originally an NES game, is now available for the Gen-



The graphics seem to pop right off the screen.

esis. It's a combination of arcade action, role-playing, and humor that makes for a nifty game, with eight levels of monsters and puzzles.

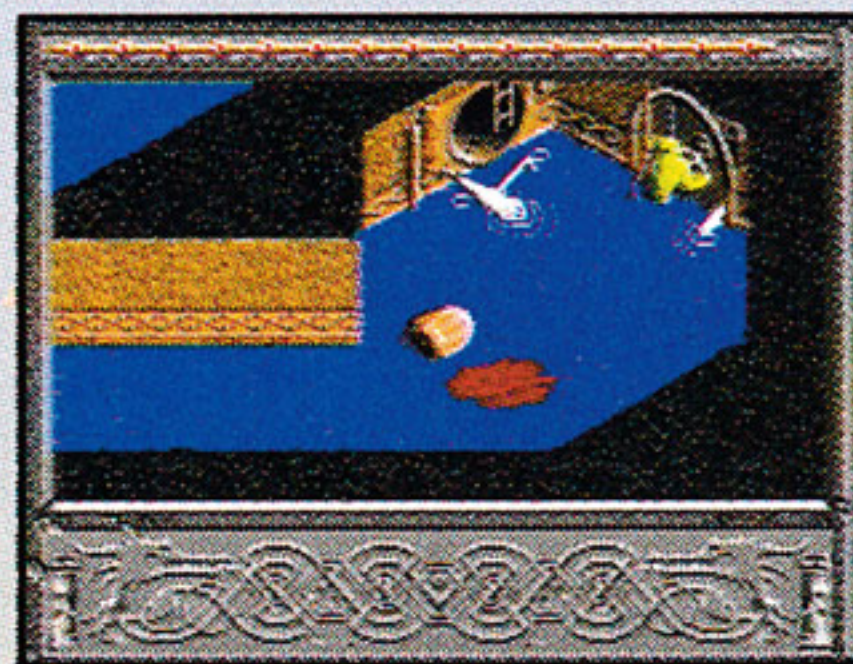
You have three lives to complete each level, and there's a password for each level when your lives run out. This is good, because *The Immortal* contains some pretty lethal traps and a plethora of creatures whose attitudes range from surly to downright hostile.

Although you'll find the usual assortment of trolls and goblins, you'll also face such bizarre creatures as flesh-dissolving slime and man-eating worms. You should also be alert for the labyrinth's many pit

traps: big holes in the floor that can open without warning at any time.

The key to the fight sequences is *timing*. Hitting the attack button as quickly as you can when fighting a troll, for instance, will get you hacked to pieces fast. Instead, punch the button in time with your character's swings, and soon your enemy will be a puddle on the floor.

If this all sounds like a lot of fun, it is. But the Genesis version is a mild disappointment, mostly because it isn't animated any more smoothly than the 8-bit NES version. It also requires you to enter a password over again every time you have to restart, which is annoying — most



That greasy spot on the surface used to be you.

games will remember a password unless you turn the power off.

Still, the basic structure of the game remains unchanged, and this version really does *look* great, even if the movement is a little jerky. It also boasts some of the most creative — and gory — deaths you've ever seen, which can be fun if your sense of humor runs that way.

If watching bodily dismemberment makes you uncomfortable though, this game may not be for you.



Beware the man-eating slime — it's almost impossible to outrun.



Goblins may start as enemies, but it's possible to convince them you're a friend.



Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404

OUT RUN

Leslie Mizell

The safest place to put your pedal to the metal is in your own living room — and *Out Run* provides all the action of a high-speed race without the risk of life or limb.

The Genesis *Out Run* plays just like the classic arcade version: You get behind the wheel of a red convertible, then burn rubber on a track from point A to point B. Don't expect enemy snipers, mines, oil slicks, or fuel pickups. This game is about pure speed, and the only thing that can slow you down is your own bad driving.

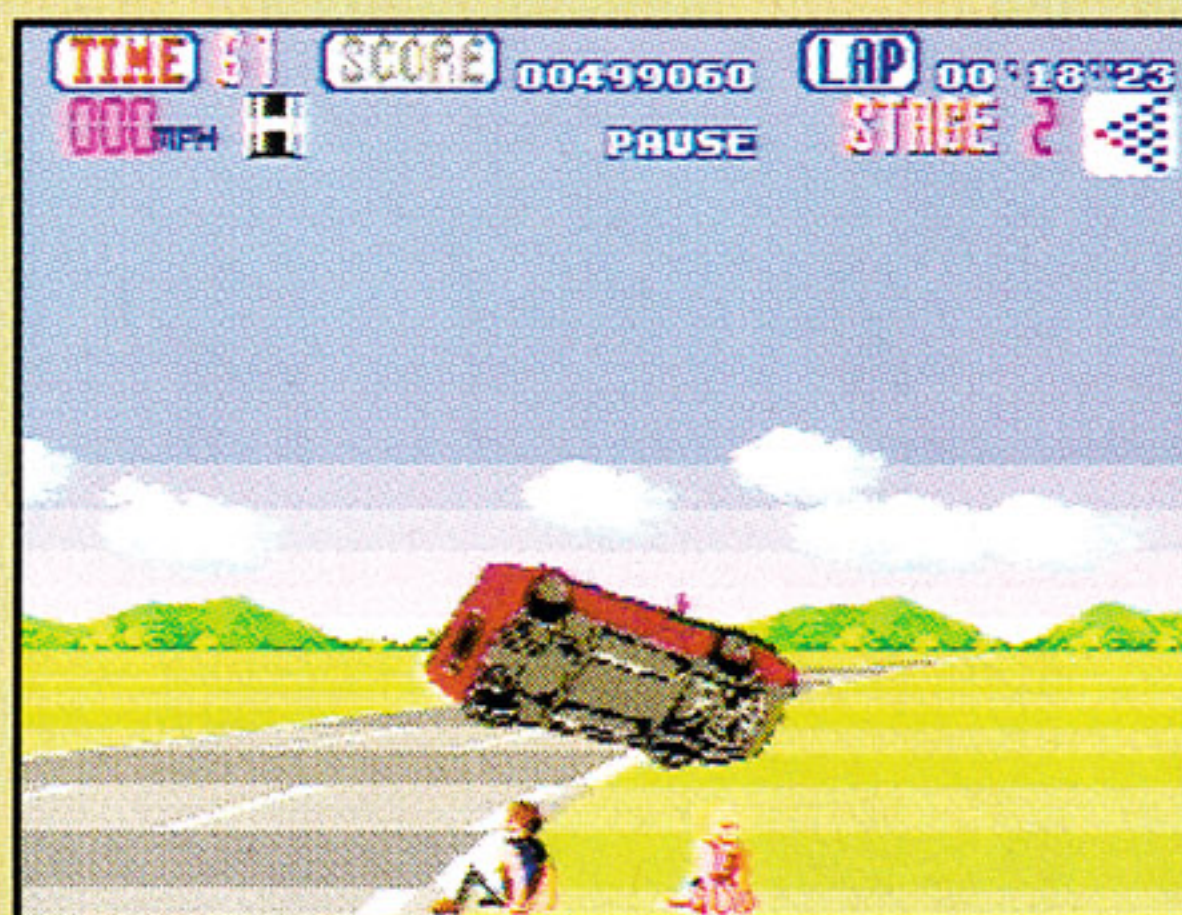


Each fork in the road takes you down a different path. You'd have to play *Out Run* for a long time before you'd see every route.

You've got enough gas to get you where you're going, but only if you make it to the checkpoints within the allotted time. Hit a tree, sign, shack, or fellow driver, and you either go into a spin or roll over — either of which costs you valuable seconds. Cross the line in time, and you're given additional seconds and must race to the *next* checkpoint, and so on until you either fail to make it to a checkpoint, or you complete the course.

The scenery is varied — beach, sunset, desert, mountain — but you won't have time to admire the landscape. The track is crowded with other drivers and even semi trucks, leaving you little room for error. Pay attention to obstacles along the road, and watch for signs indicating which way the road is going to curve. At 200+ miles per hour, you don't want to zig when you should be zagging.

Out Run isn't the most varied racing game around. It would be nice if you could choose from among



Wipe out! Hit an obstacle at high speeds, and your car doesn't just spin, it rolls over.



Signs indicate which way the road ahead will curve.



You can even choose the music you'll listen too, from hits like "Splash Wave" and "Magical Sound Shower."

several vehicles instead of having the same old convertible, and a level-select option would certainly be welcome. But for pure driving satisfaction, you should check *Out Run*.



Sega of America, 130
Shoreline Drive, Redwood
City, CA 94065

ARCUS ODYSSEY

Tom R. Halfhill

After 1,000 years of imprisonment, the dark sorceress Castomira is again spreading her evil. To prepare for her return, the dark lords have stolen the Sword of Leaty. Only a brave warrior with a pure heart can recover the sword and defeat the dark sorceress for good.

To complete this quest, the daring warrior must fight through such dangerous regions as the Cave Where the Demigod Cried and the Pyramid of Bad Attitude Enemies. Four warriors are willing to try: Jedda, a swordsman; Erin, a fierce maiden; Diana, a shrewd archer; and Bead, a mysterious magician.

Although *Arcus Odyssey* may sound like a role-playing game, it's really more of a shooter. Enemies attack from every direction almost constantly, and even the ones who *don't* live in the pyramid have bad attitudes. Unlike most shooters, however, *Arcus Odyssey* contains numerous objects to find and a few puzzles to solve, and occasionally



To enter the Pyramid of Bad Attitude Enemies, find the Sword of the Hero and use it to open the door at the summit of the pyramid.



Castomira's fortress is a maze of platforms floating in the sky. Get some valuable information by talking to a prisoner held there.

you must talk to someone to get clues. Also, the game allows complete freedom of movement — you're not continuously nudged forward by a scrolling screen.

Throughout the game, you can upgrade your powers and obtain magic potions by opening treasure chests. This adds some strategy, because you'll need certain powers to get past certain obstacles.

Unlimited continues let you restart the game at the beginning of the stage where you fell. At the end of each stage, you get a password.

Arcus Odyssey has excellent diagonal-scrolling graphics, particularly in stage 5, where you find yourself on a floating fortress in the sky. (For a peek, try password GSFCIYAO2P.) The music and sound effects are also very good.

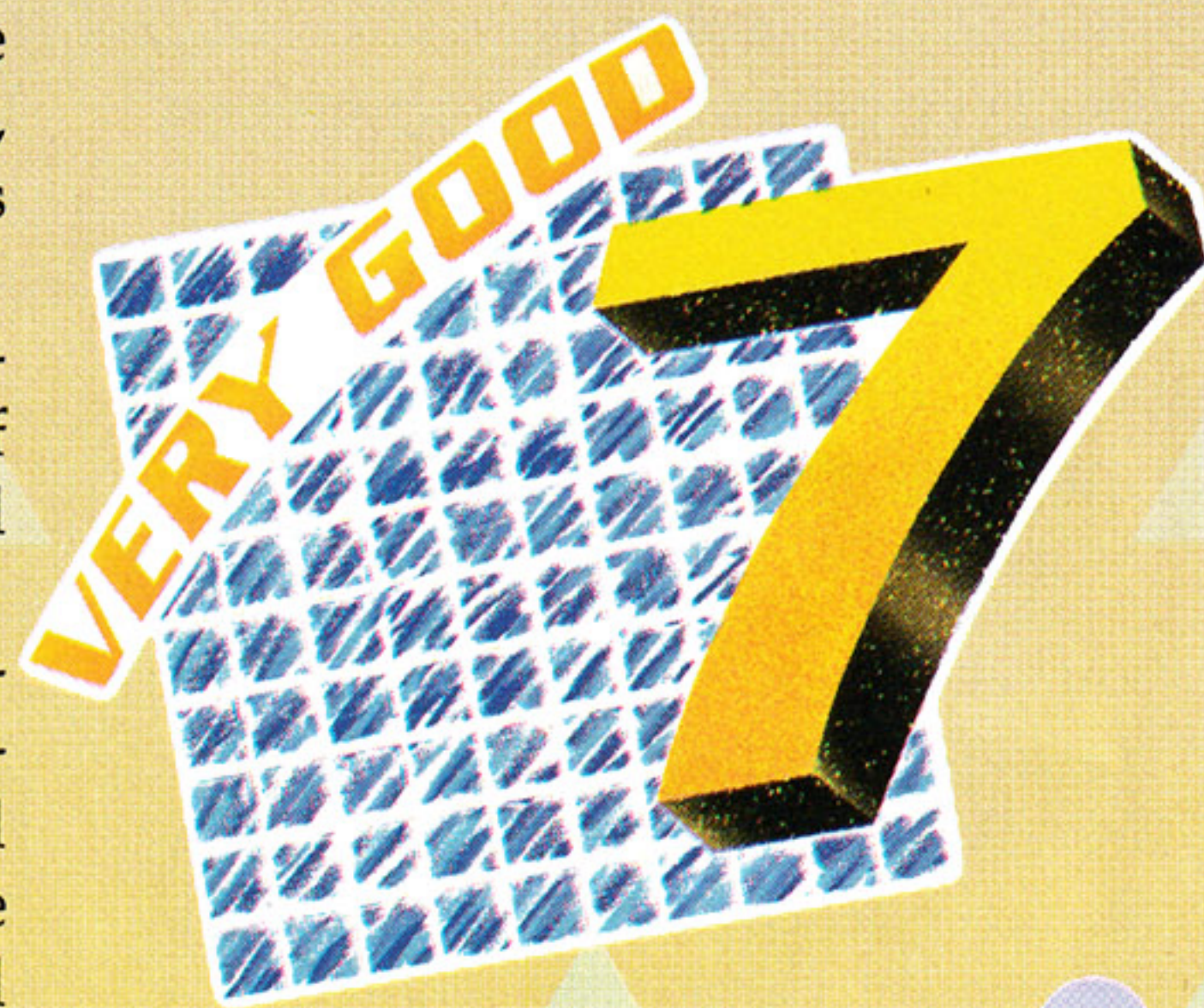
The game would be less frustrating, however, if the enemies you killed stayed dead. Instead, they regenerate whenever you leave an area and return, which accounts for most



In stage 6, your path to a final showdown with Castomira is blocked by these giant lords of darkness. A rapid-fire controller is a big help.

of the shooting you'll do in this not-quite-a-quest game.

Even so, *Arcus Odyssey* ranks as only medium-difficult, and it always keeps you guessing about what's around the next corner.



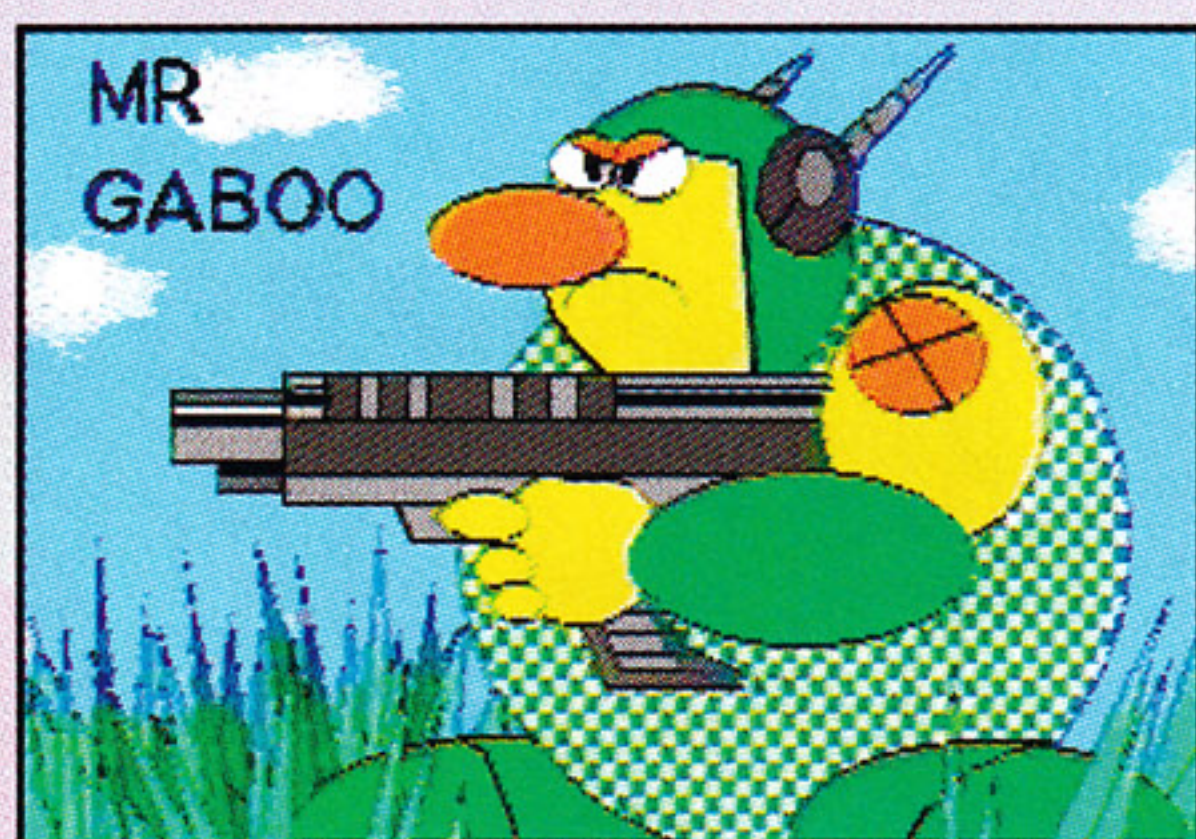
Renovation, 987 University Avenue, Suite 10, Los Gatos CA 95030

ART ALIVE!

Leslie Mizell

If you're one of those people who can't draw anything but a house or a train with an Etch-a-Sketch, don't expect *Art Alive!* to change your life. Without some artistic talent, or familiarity with other draw/paint programs, you may not be able to do much with this one.

Art Alive! is the first productivity (i.e. non-game) cartridge released for the Genesis. It's an ambitious undertaking, but Sega didn't take the idea quite far enough. Although it's unfair to compare *Art Alive!* with a computer paint program, there are features this Genesis program should have provided, but didn't.

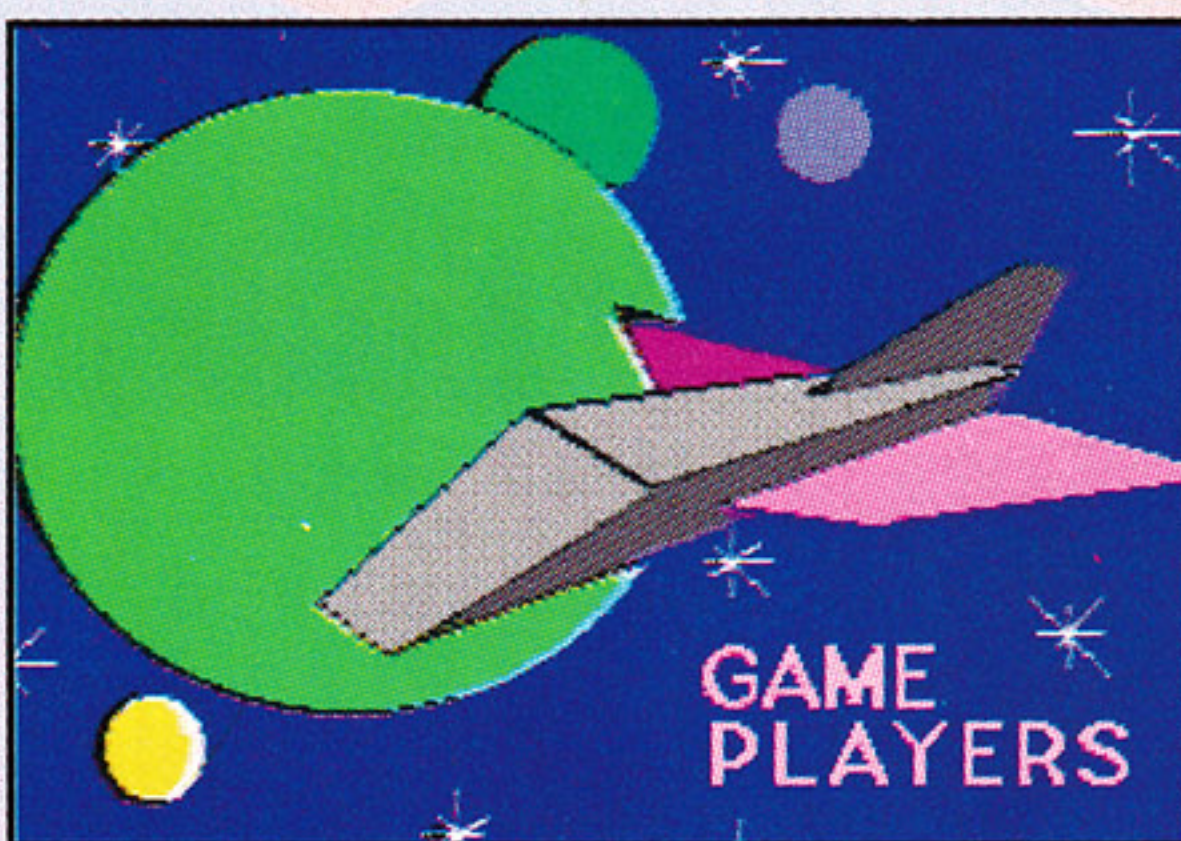


If you've got some experience with other draw-and-paint programs, it won't be long before you're turning out elaborate drawings.

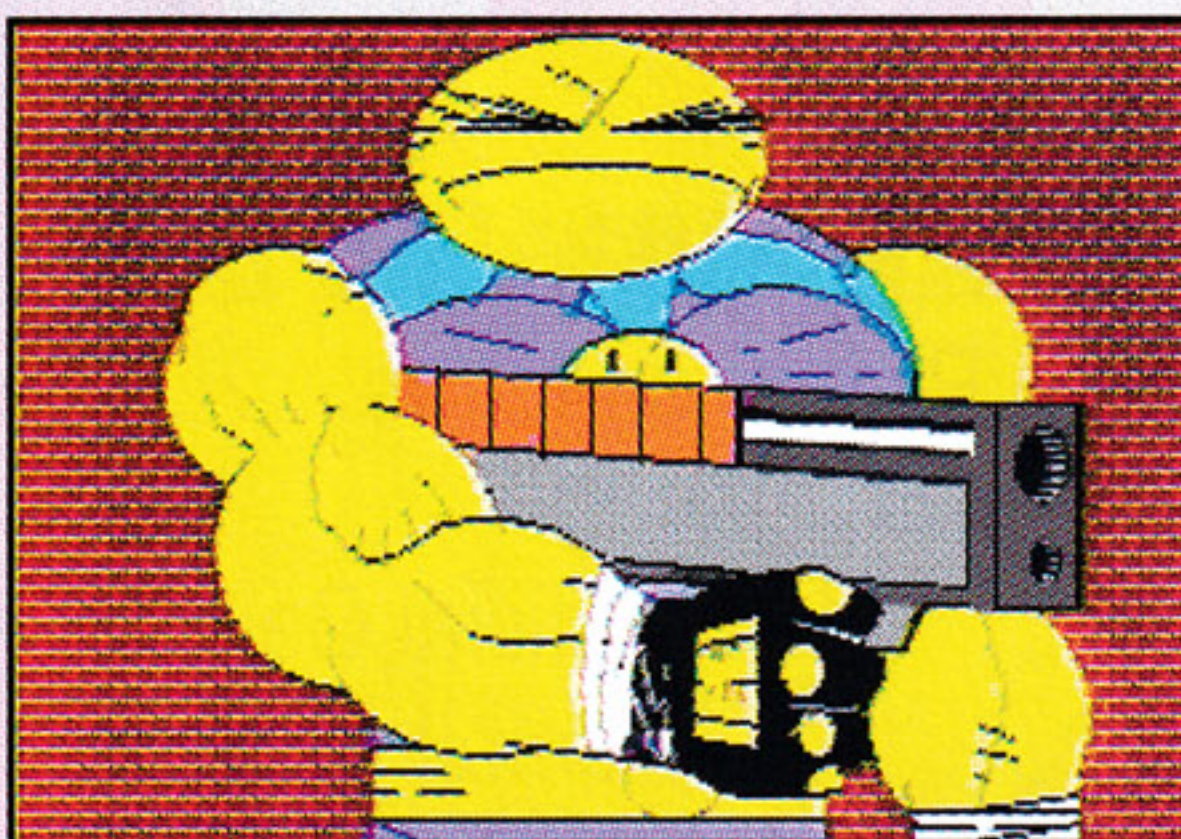
For example, there's no cut-and-paste feature, so you can't duplicate an image or move a drawing from one area to another. The cursor and arrow are so large that they often cover small details of your drawings. And given the large color capabilities of the Genesis, why isn't there a better variety of colors in *Art Alive!*? It's impossible to shade your drawings because there's usually only

one hue available for each color.

But *Art Alive!*'s primary drawback is that it doesn't have a save feature. After you've drawn a picture and shown it to your friends or family, that's it. Once the machine's turned off, your hard work is tossed in the trash cans of oblivion. Of course, you could save your drawings to video cassette — but you'll



Create your own alien world — but don't plan on saving it.



Design your own comic-book characters. Introducing ... **Violent Man!**

lose a lot of quality.

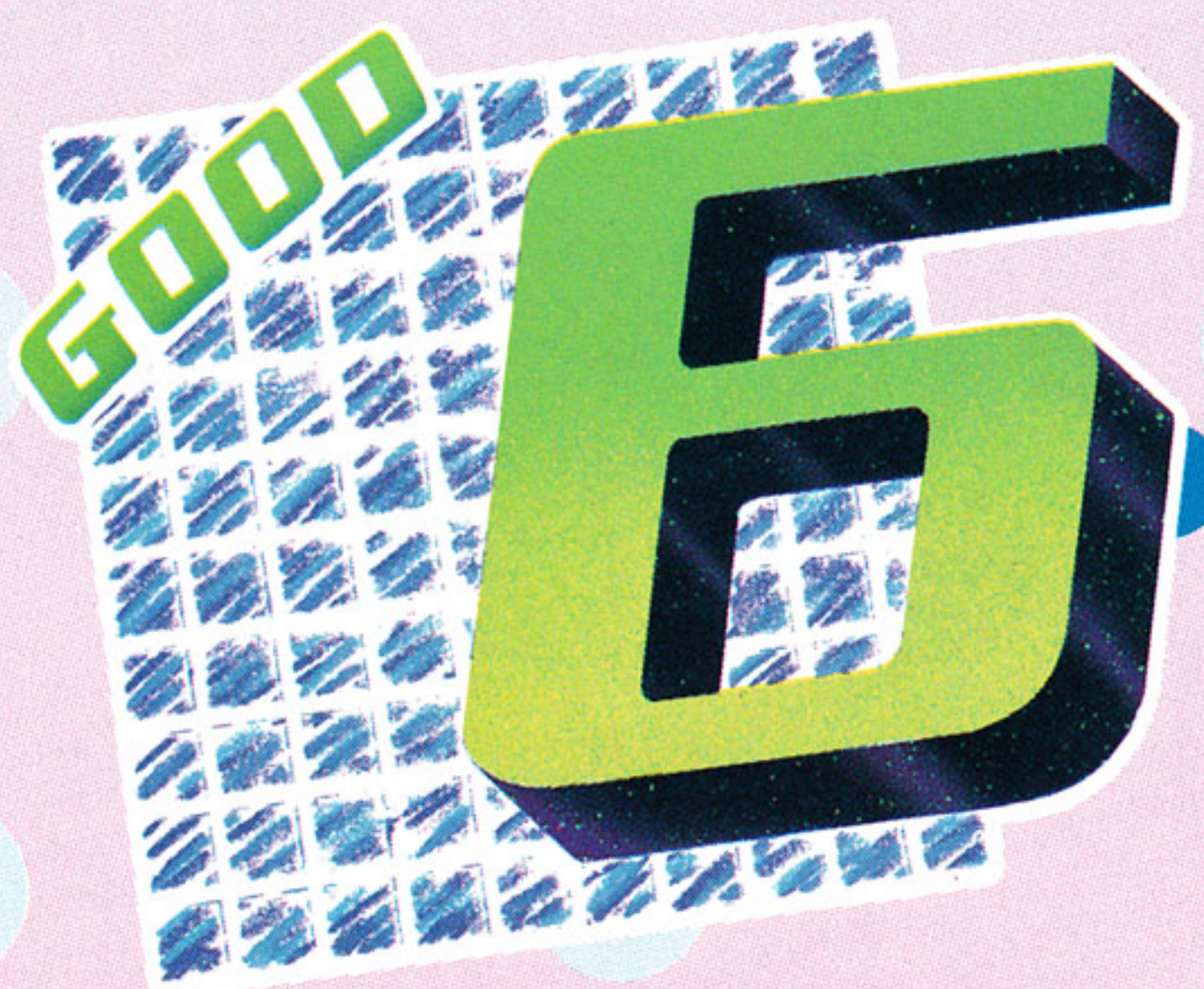
There are good things about *Art Alive!*, too, such as the speed setting that allows you to work on the fine details of your drawings pixel by pixel. And several characters — including Sonic the Hedgehog — appear in a programmed animation

mode. You can even draw and animate your own characters.

So while *Art Alive!* is a creative way to use your Genesis when you're tired of collecting rings or blowing up enemies, it does have some real limitations. It's a fairly average program despite its innovative intentions.



Don't expect to draw any Earthlings — there are no flesh tones for Native Americans, Africans, Asians, or Caucasians.



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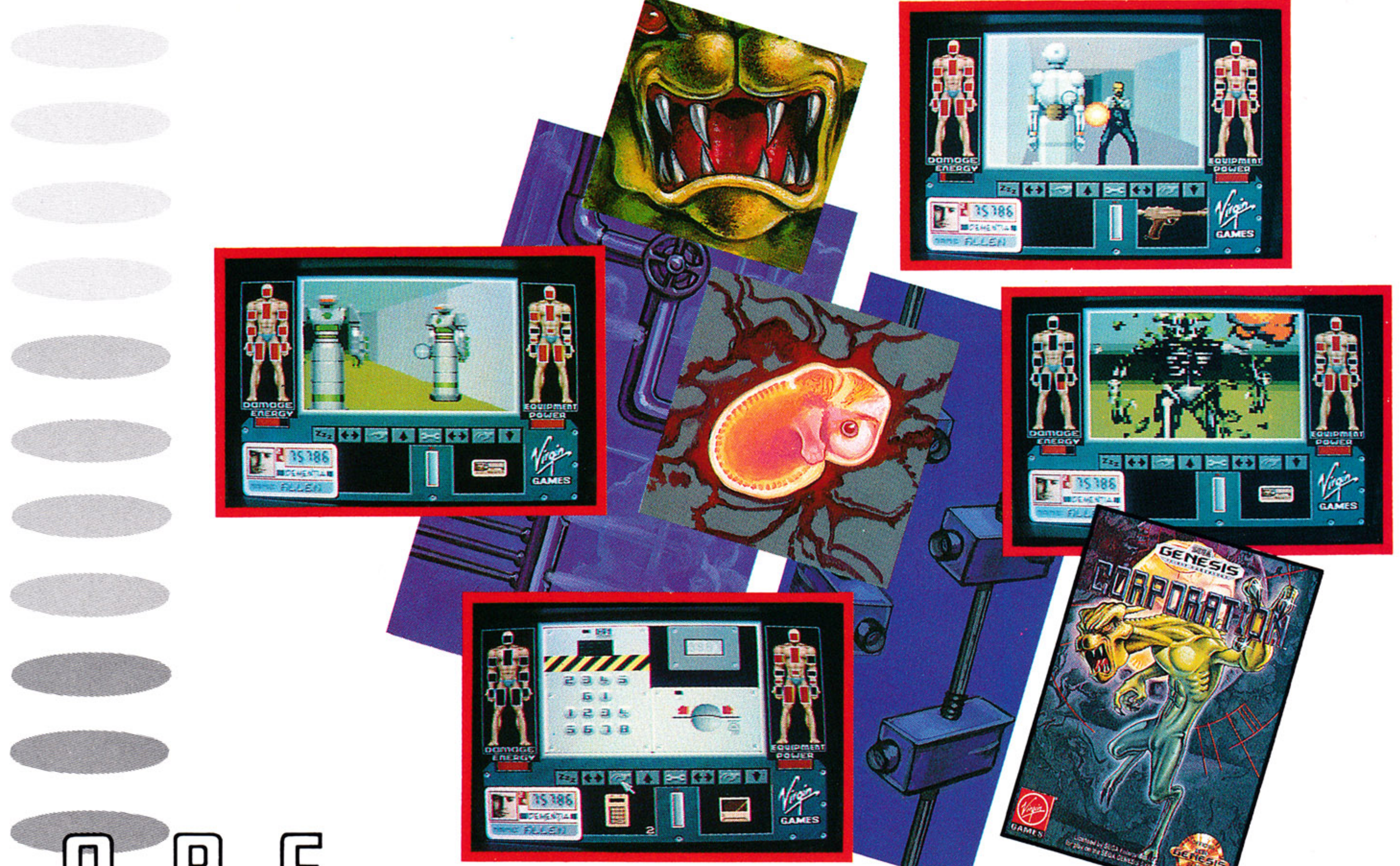


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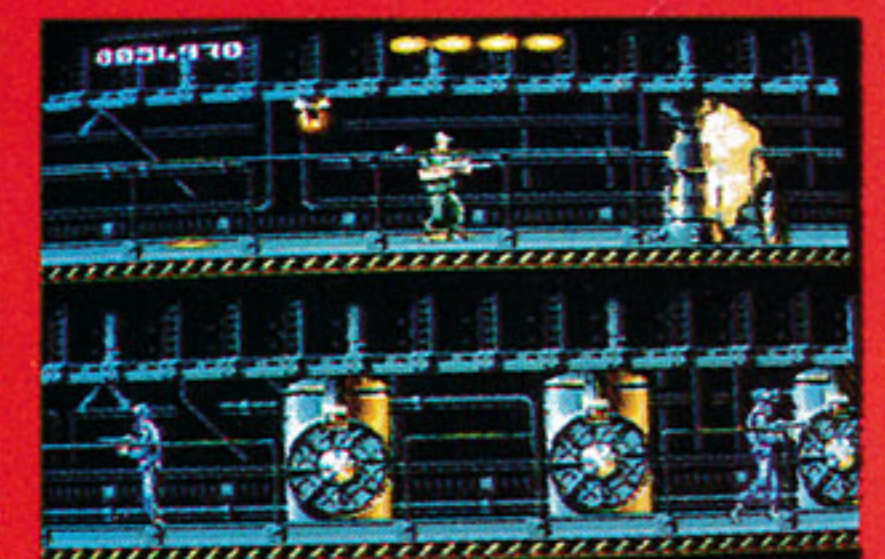
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